

How to start with 3DHOP

Package content, local setup, online deployment

<http://3dhop.net> 02/2023

The 3DHOP distribution

Where to find it, what's inside

The 3DHOP distribution package

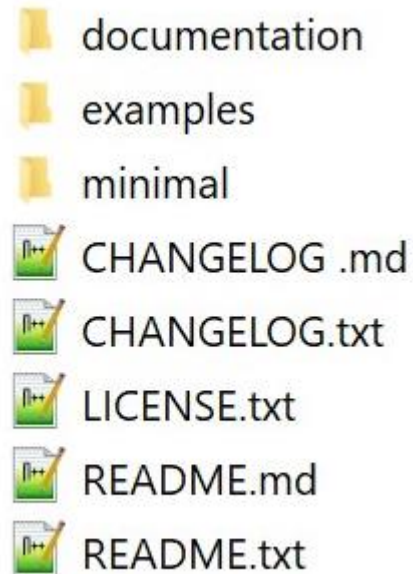
From the page 3dhop.net/download.php it is possible to download the **3DHOP package**.

The package contains the files needed by 3DHOP, plus all the HTML files, 3D models and images used in the tutorials shown in the resources section of the website. The package also contains the tool documentation and other useful resources.

In order to convert your 3D models in the multi-resolution web-ready format, you will also need **NEXUS converter** (rely on the same download page to know more).

Inside the distribution

Let us now take a look inside the 3DHOP distribution:



- **documentation:** the complete documentation of the JavaScript API
- **examples:** all the How-To shown on the 3DHOP website
- **minimal:** a ready-to-use viewer, in a self-contained folder

What is a 3DHOP viewer made of

Basically a set of “web files”:

- ◆ **.html file:** the actual web page, it contains the web page structure and formatting, the text and the other page elements. The 3DHOP components (HTML5 canvas, 3D scene description, loading and interaction scripts, interface elements) are declared here.
- ◆ **.js files:** the “brain” of the 3DHOP viewer, these files contain all the functions that make the viewer work.
- ◆ **.css file(s):** the web page appearance is controlled by these files.
- ◆ **multimedia files:** all the multimedia contents of the web page. 3D models, pictures, video, audio, and so on.

These files have to be accessible on a remote web server: the client computer, using a browser, will open the HTML page and access from there all the other files.

The MINIMAL folder

The MINIMAL folder contains **only** the essential files for a simple but usable 3DHOP viewer:

- /stylesheet a folder containing the 3DHOP css files
- /js a folder containing the JavaScript 3DHOP core
- /skins a folder containing the images used in the interface
- /models a folder containing the 3D model(s)
- 3DHOP_*.html the webpage(s) where the 3DHOP viewer is created

A novice developer should start from this examples and modify it. All the needed files are there, making easy the development and deployment (just load the whole folder on a web server).

Local deployment

Working on my PC

Looking for a web server

3DHOP has been designed to work **over the internet**, with the webpage and data on a remote web server, accessed from the browser through the web.

However, when developing web pages, it is much easier to work locally.

This can be done in multiple ways. The simplest one is to **install a local web server on your computer.**

Local web server

... using Apache

Apache

Apache HTTP Server (<httpd.apache.org>) is the world's most widely used web server software, and it is a good choice to have a local web server installed on your device.

For an easier installation you can use a web server solution stack package like XAMPP (free, open source, and cross-platform).

Just go to

www.apachefriends.org

download the XAMPP package and follow the installation instructions!



XAMPP

Developing inside the local server

After the web server has been installed, just put the webpages and 3DHOP files you need to work on (e.g. the MINIMAL folder) in the web server folder of your local PC and work directly on those files with a text editor.

To see the page you are developing, just open a web browser and access the files at the local address exposed by your web server (generally <http://localhost>)

The web server way

The use of a local web server is not really difficult and provides the most reliable and comprehensive way to locally develop web pages and web applications (including 3DHOP).

However, it **does** require a certain amount of configuration, manual tweaking work, and time. For this reason, may be difficult for complete neophytes.

Remote deployment

Files on a web server

Over the Internet

The ideal use of 3DHOP is over the Internet, with the HTML and data files on a remote server, accessed from a client PC with a web browser.

3DHOP does not require a specialized web server, nor server-side resident software/daemon. In order to publish a 3DHOP visualization over the internet you just need some space on a web-accessible server.

To publish a 3DHOP viewer online, just move all the needed files in an accessible location of a web server.

Remote server

Looking at the `MINIMAL` folder is a good way to know which are the files needed by a 3DHOP visualization page.

Make sure all the files are accessible from the web.
Almost all web server are case-sensitive, so take care of upper- and lower-case in filenames.