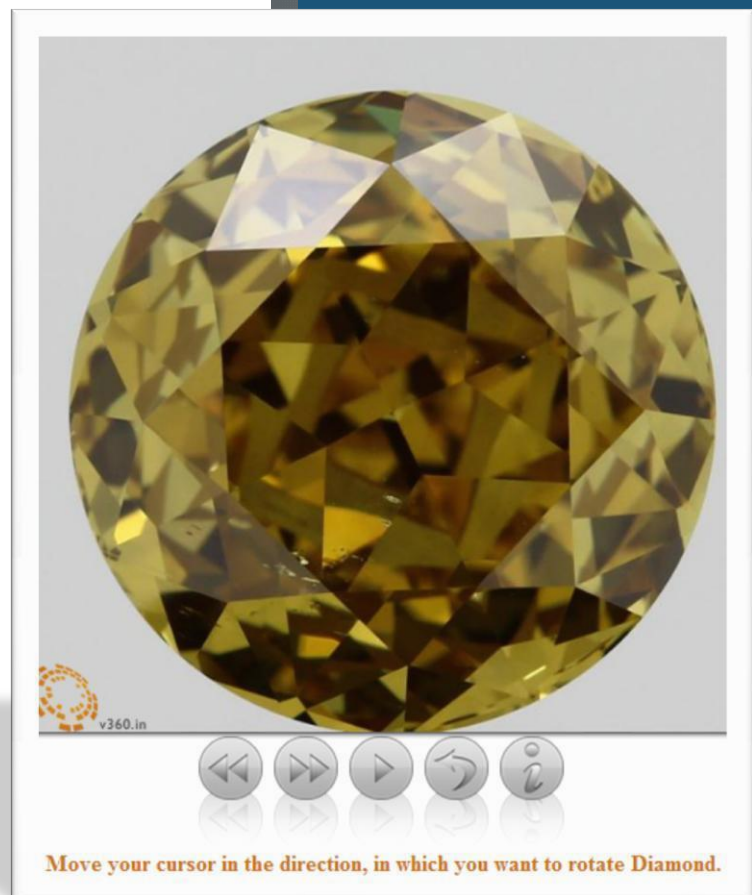


Vision 360

V360 SM VIEWER CONFIGURATION



Viewer Setup:

You have to place all necessary folders (css, imaged, javaScript) and ViewerSM.html to same directory. (Directories structures should same as given sample project.)

Folder wise all data file must be place in “**imaged**”

folder. E.g.:

Imaged/moviename/

After folder setup you can use following configuration option for the viewer.

Sample code of ViewerSM.html

```
<html>
  <head>
    <meta name="viewport" content="user-scalable=no" />
    <title>V360 Small Viewer </title>
    <link href="css/sm.css" rel="stylesheet" type="text/css" />
    <script src="https://ajax.googleapis.com/ajax/libs/jquery/1.12.2/jquery.min.js"></script>
    <script type="text/javascript" src="javaScript/sm.js"></script>
    <style>
      .classname
      {
        float:left;
        padding:5px;
        width:300px;
        height:300px;
      }
    </style>
    <script>
      $(document).ready(function(){
        $(".classname").Vision360({ surl:'https://v360.in/viewer4.0/', width :200, height :200});
      });
    </script>
  </head>
  <body>
    <div class="classname" data-name='moviename'></div>
    <div class="classname " data-name='moviename1'></div>
  </body>
</html>
```

Default Settings from html page

```
$('.classname').Vision360({
  width:0,
  height:0,
  surl: "",
  autoPlay:0,
  antiClockRotation:0
});
```

Mandatory Attribute:

"data-name"

In small viewer mandatory attribute is "data-name". "data-name" is a name of the movie name

Sample Code:

```
div class="classname" data-name='moviename'></div>
```

where "moviename" is 'moviename' is **Data Directory Name** within the "imaged" directory where actual data file is stored.

Optional Parameters:

width = Width of the Small Viewer

width is used to set small viewer width. If you don't pass any width then it will take width of the current element. If current element's width is **0** or **undefined** then it will take default width 200px.

height = Height of the Small Viewer

height is used to set small viewer height. If you don't pass any height then it will take height of the current element. If current element's height is **0** or **undefined** then it will take default height 200px.

surl = URL of the Movie Data

surl is used when your movie data file stored in different server. Movie data file must be placed in "imaged" folder on that sever, "imaged" folder path should be provided to surl. If you don't pass the parameter, it will take path of local folder.

autoPlay= Play small viewer automatic

autoPlay is used to play viewer 360 without mouse interaction. You can set 0 or 1 in **autoPlay** value. Default value of **autoPlay** is 0. 1 is use for play viewer in 360 mode without mouse interaction.

antiClockRotation= Play viewer clockwise or anticlockwise

antiClockRotation is used to play viewer 360 in clock wise rotation or anti-clock wise rotation(counter-clock wise). **antiClockRotation** is useful only with **autoPlay**. Default value of **antiClockRotation** is 1. If you want to play viewer clockwise then pass 0.