



Visual Components Experience Web

Installation Manual

Visual Components Product Family



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Requirements

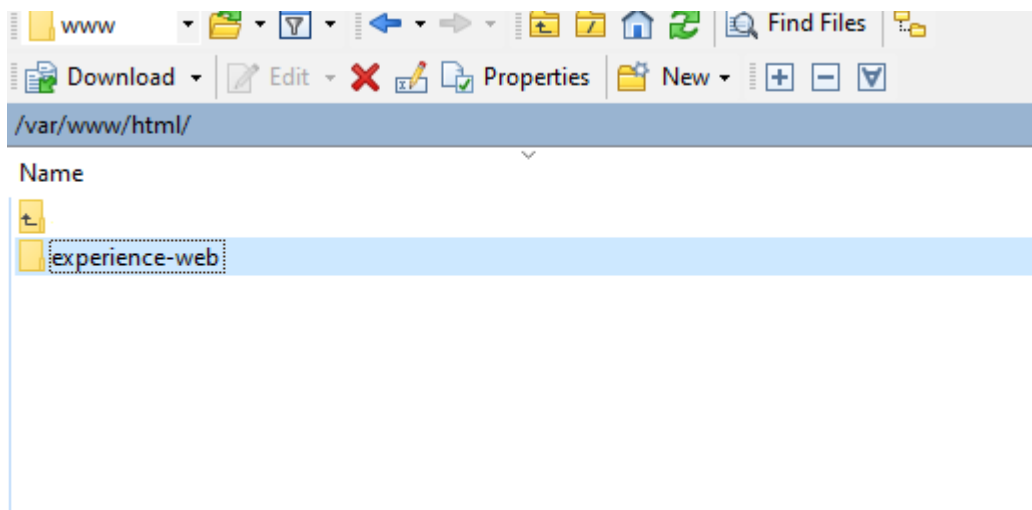
- Server: A web server is required to host the Visual Components (VC) Experience Web viewer.
- Recommended Web Servers: Nginx, Apache and Microsoft Internet Information Services (IIS). VC Experience Web has been tested in nginx and Apache.
- Client: A WebGL compatible web browser is required, e.g. Edge, Firefox, Chrome, Safari, etc.

Recommendations

- VC Experience Web startup performance can be enhanced by enabling server-side gzip compression. For instructions, refer to Unity manual: [Unity - Manual: Server configuration code samples \(unity3d.com\)](#).

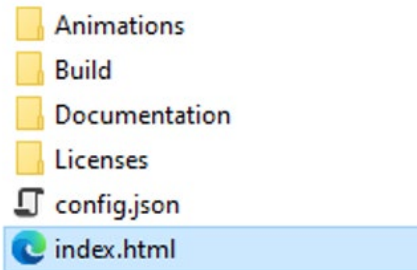
Installation

1. Download the VC Experience Web startup Web zip file from the link in the Shipping note.
2. Uncompress the zip file and copy the contents to your Web Server directory e.g. /var/www/html, as shown below.



3. Modify the *FileURL* variable in the *index.html* file according to the instructions in the **Configuration** settings. Then save the file once the *FileURL* variable has been updated with the correct domain and animation file (.vcax) name.

Name



```
let config = JSON.stringify({
  FileURL: "https://[your site]/Animations/ExampleAnimation.vcax",
  UI: {
    ShowOnScreenCameraControls: true
  },
  Camera:
{"CenterOfInterest":{"x":0.0,"y":0.0,"z":0.0},"Distance":10.0,"Pitch":20.0,"Yaw":0.0}
});
```

4. Launch your web browser and go to the website where VC Experience Web startup resides e.g. [https://\[your site\]/index.html](https://[your site]/index.html)

NOTE: [your site] is the *FileURL* variable configured in *index.html*.

Configuration

The configuration area in the *index.html* file offers different parameters to be configured by the user. These parameters can be set in the following section:

```
let config = JSON.stringify({
  FileURL: "https://[your site]/Animations/ExampleAnimation.vcax ",
  UI: {
    ShowOnScreenCameraControls: true
  },
  Camera:
{"CenterOfInterest":{"x":0.0,"y":0.0,"z":0.0},"Distance":10.0,"Pitch":20.0,"Yaw":0.0}
});
```

FileURL (required)

This parameter sets the location of the animation file to be loaded in the viewer. Provide the domain specified during the purchase of your subscription.

Example:

```
FileURL: "https://[your site]/Animations/ExampleAnimation.vcax ",
```

UI

The buttons can be deactivated in the configuration by setting the following variable to *false* in the *index.html* file. Possible values are *true* or *false*.

Example:

```
UI: {  
  ShowOnScreenCameraControls: true  
},
```

Camera Position

The initial camera position set in the recording can be overridden by setting this parameter.

Example:

```
Camera:  
{ "CenterOfInterest": {"x":0.0, "y":0.0, "z":0.0}, "Distance":10.0, "Pitch":20.0, "Yaw":0.0}  
});
```

Embedding VC Experience Web in a web page.

Once the *index.html* page had been configured, it can be embedded in a web page using a HTML *iframe*.

```
<iframe src="https://[your site]/index.html" width="100%" height="700px"  
frameborder="0" loading="lazy"></iframe>
```

Example HTML templates

Example HTML templates included with the VC Experience Web zip file can be found in the following directory: `\Documentation\Example Templates`

- *PrintCamera.html* to print the current position value of the camera.
- *AnimationSelector.html* to use a dropdown menu to switch animations.

Troubleshooting

VC Experience Web loads but the canvas is black

A black canvas may appear when the server MIME types are not configured correctly. The following MIME types should be added to your server configuration:

- .wasm - application/wasm
- .data - application/octet-stream
- .vcax - application/octet-stream

VC Experience Web loads but the canvas is empty

Verify that the [FileURL](#) variable is set to the correct value.