

Installation Guide

In order to install 3D software into a website you should do the next things:

1) You should copy [Applets](#) folder into the root of your website e.g. <http://www.website.com/Applets>

2) In the html page where the applet should be embedded you need to place the next code:

```
1: <div id="debugOut"></div>
2: <script language="JavaScript">
3:   opengl=false;
4: </script>
5: <script language="JavaScript" type="text/javascript"src="room/launcher.js">
6: </script>
7: <noscript> JavaScript is needed to be enabled. </noscript>
```

3) In the line 5 you should point a path to [launcher.js](#) file. This file is located in the [room](#) folder

Web page cod example with embedded applet:

```
<html>
  <head>
    <title>3D Showroom</title>
  </head>
  <body>
    <!-- BEGIN APPLET CODE -->
    <div id="debugOut"></div>
    <script language="JavaScript">
      opengl=false;
    </script>
    <!-- Note: You should point a path to launcher.js file here -->
    <script language="JavaScript" type="text/javascript"src="room/launcher.js">
    </script>
    <noscript>To view this presentation, you need to enable JavaScript.</noscript>
    <!-- END APPLET CODE -->
  </body>
</html>
```