

3DHOP

3D Heritage Online Presenter

Backward compatibility issues

The philosophy followed in the 3DHOP development plans to keep a path of continuity between the various versions of the source code. Despite what has been necessary to make some required changes not in line with this philosophy.

In particular, if you update your old 3DHOP project to the 2.0 version, you may have some little malfunction mainly due to the viewer toolbar. To fix this bug please just pay attention to the new HTML code related to the “**toolbar**” definition:

OLD CODE

```
<div id="toolbar">
  <br/>
  <br/>
  <br/>
  <br/>
</div>
```

NEW CODE

```
<div id="toolbar">
  <br/>
  <br/>
  <br/>
  
  <br/>
  
  
</div>
```

... and to the new JavaScript code in the “**actionToolbar**” function:

OLD CODE

```
function actionsToolbar(action) {
  switch(action) {
    case 'home': presenter.resetTrackball(); break;
    case 'zoomin': presenter.zoomIn(); break;
    case 'zoomout': presenter.zoomOut(); break;
    case 'light': presenter.enableLightTrackball(!presenter.isLightTrackballEnabled()); lightSwitch(); break;
  }
}
```

NEW CODE

```
function actionsToolbar(action) {
  if(action=='home') presenter.resetTrackball();
  else if(action=='zoomin') presenter.zoomIn();
  else if(action=='zoomout') presenter.zoomOut();
  else if(action=='light' || action=='light_on') { presenter.enableLightTrackball(!presenter.isLightTrackballEnabled()); lightSwitch(); }
  else if(action=='full' || action=='full_on') fullscreenSwitch();
}
```