

Preface

We're done! Okay, everything is in full working order and we hope you're happy with it. We've got a lot of features in the site, please, run the site & have a look yourself.

There's two guides we've had to write for this, to guide you into getting it working fully. The first guide, this one, is how to run the project. due to some technologies we used, you need to do something a little special.

The second guide should help you put your work & content into the project. That guide is fairly detailed, but if you have any questions please don't hesitate to ask.

Obviously, things can still be changed with the project, and the content you add won't be lost in any way. Little things like colours & styling is just changing a few numbers, so if you're not happy with something, please just say!

We have missed out a few features, for a few reasons, they're detailed below.

- Light up text on audio. Due to the nature of how we don't know what the audio is, and when it should light up and the syncing of those two things, while still being able to pause & resume audio, was a little beyond our timeframe.
- Interactive pictures. We haven't done these for now, but If you want them, please ask as soon as possible. It was planned that they'd interact with galleries or other images, and just create some pop-up text. That doesn't sound too hard, but obviously, we'd need to know the dimensions where the user should click, on a picture to get them. This was also missing from the second presentation we were given, so we were unsure of whether or not to add it.
- Photo-zooming. If you need a closer view of images, I'd recommend making new images & putting them in separate tabs of a gallery. Zooming wasn't extremely practical through the website.
- Gross pictures of heads. We've got some stock pictures to replace them just so we don't have to look at horrible things all day. :)

How to run the project

Short Explanation...

The webpage uses something called Ajax to request data to the site, this means it can request anything that you write in the xml, so it's perfect for the case that we're not allowed to see the medical mumbo-jumbo. Ajax traditionally requests this data from servers, but obviously, during demonstration & development, the code is not run off a server. In this case, the data is requested "locally". This is a problem as modern browsers are security conscious and don't want websites to be able to request local data.¹ The code will work fine & normally if hosted on a web server, but running it locally is a bit tricky.²

An Easier Way...

Mozilla Firefox does not have this blocking of accessing local files from a website. So you can actually just open the index.html file normally in firefox. But if you want to know how to open in locally in chrome, read on... (Feel free to use firefox, it works exactly the same, but don't worry, if hosted on a server, the website will function without having to do this technical crap).

¹ except firefox

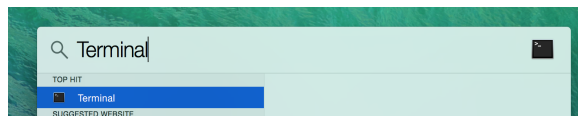
² unless you use firefox

How to make it work - Chrome & Mac

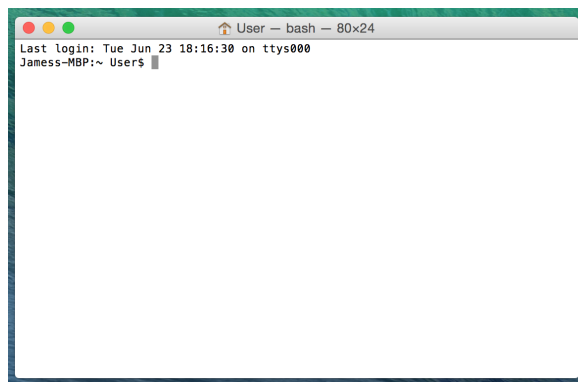
If you're viewing the site on google chrome, you need to set a launch option. This means that when launching the programme, you're doing something different. I know that Solly has a Mac, so I'm going to show you that first:



Click the magnifying glass in the taskbar.

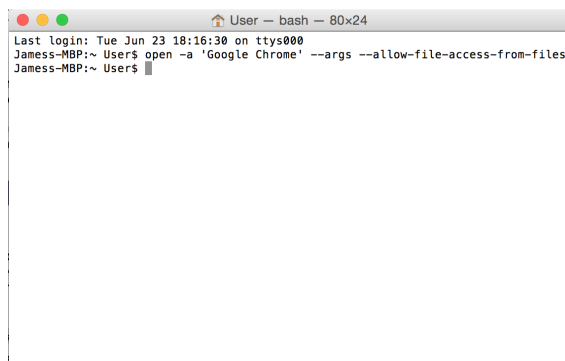


Type "Terminal" & hit enter, opening that programme, you should be met with this window:



To run chrome, first, make sure Chrome is closed down completely (cmd+q to force quit) Then copy this command into the terminal window:

`open -a 'Google Chrome' --args --allow-file-access-from-files`



Then hit enter.

Drag the index.html file into the chrome window, and enjoy the site!

If you need a guide to opening it on windows, let me know, or just use firefox :P