THE HARDEST TASK, my experience

link to aquarium:
https://github.com/WebGLSamples/WebGLSamples.github.io/tree/master/aquarium

I started from check aquarium code. After that, I know how view sync works in the web. I need to use tdl.sync. In aquarium-common.js and aquarium.js I see how to implement that to a new project.

I try to find project based on variable "g". I found only one, maybe I'm blind, field. I implement that but I have a problem with a view. I fix them by deleting in maps variables: targetHeight, targetRadius, eyeHeight, eyeRadius, eyeSpeed. After that camera set itself automatically on center. After that, I have 2 problems. First, slave gets only first setting, other setting didn't be sent. I add sending new settings by add code:

```
if(g_syncManager != null){
        g_syncManager.setSettings({globals: g.globals});
 }
```

to setCount function, after first if statement. After that, synchronization work. Second, was with salve view. I need to rotate the camera on slaves. I needed to add some code to render function. Now it's work great :)

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