PacketPlayer

This is the component used to display a ps2 synth. It is composed of several layers, in order:

* **PacketViewer**: (webgl) this component is used to display transitions between original images using **I**mage **B**ased **R**endering techniques.
* **SeadragonViewer**: (canvas 2d, optional) this component is used to display one original image at rest (when the IBR transition is done). This component is rendering on top of the PacketViewer.
* **MapViewer**: (canvas 2d, optional) this component is triggered when the user press ‘m’ or select the option ‘mapVisibleAtStartup’ with the hidden 42 menu.
* **AnnotationViewer**: (css2d, optional: need to be connected to PacketPlayer, require SeadragonViewer) this component is used to display annotation (=white circles highlight) on top of SeadragonViewer layer.
* **MetadataViewer**: (css2d) this component is used to display toolbar, Photosynth logo on top of everything.
* **AnnotationEditor** (css2d, optional: need to be connected to PacketPlayer and AnnotationViewer) this component is used to create annotations (resize, move, edit, change visibility dialogs)

File hierarchy with dependency:

* PacketPlayer
  + PacketPlayer.js
  + ViewerOptions.js
* Map
  + MapViewer.js
* Metadata
  + ProgressIndicator.js
  + Viewer.js
* PacketViewer
  + PacketViewer.js:
    - PacketRenderer.js
      * OffscreenScene.js
      * Shaders.js
    - DatasetLoader.js
      * DatasetLoaderWorker.js
        + WorkerParser.js
      * Parser.js
      * Dataset.js
        + Camera.js
        + Path.js
    - MultiViewerCameraController.js
      * GestureVelocity.js
      * KeyboardVelocity.js
* Seadragon
  + Viewer.js

## PacketPlayer

* PacketPlayer.js
* ViewerOptions.js

## MapViewer

* MapViewer.js

## Metadata

* ProgressIndicator.js
* Viewer.js

## PacketViewer

* Camera.js
* Dataset.js
* DatasetLoader.js
* DatasetLoaderWorker.js
* GestureVelocity.js
* KeyboardVelocity.js
* MultiViewerCameraController.js
* OffscreenScene.js
* PacketRenderer.js
* PacketViewer.js:
* Parser.js
* Path.js
* WorkerParser.js
* Shaders.js

## Seadragon

* Viewer.js

# Options (need to be updated):

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Default | Set | Description |
| holeFillingEnabled | True |  |  |
| croppingEnabled | True |  |  |
| blendingEnabled | True |  |  |
| lazyRenderingEnabled | True |  |  |
| statsEnabled | False |  |  |
| lod | NULL |  | Allow to override the automatic LoD selection. 0 will use the higher resolution LoD. |
| startTransitionPercent | -1 | 0 |  |
| startCameraMode | 0 | 0 |  |
| enableDebugBlending | false |  |  |
| pathToWorker | string | 0 | Need to be removed and the code embedded as string. |
| screenshotEnabled | False | 0 | Rendering performance might be affected when enabled. |
| autoResizeEnabled | False |  |  |
| autoStartEnabled | true |  |  |
| geometryLoadindDelay | 0 | 0 |  |
| snapOnRelax | False |  |  |
| isMouseWheelEnabled | False |  |  |
| width | 1280 | 0 |  |
| height | 720 | 0 |  |
| animateDelay | Infinity |  | Animation start automatically after this amount of time (in ms) |
| animateSpeed | 1 |  |  |
| animateStartDirection | 1 |  | (1 or -1) |

# Callbacks:

|  |  |  |
| --- | --- | --- |
| Name | Parameters | Description |
| onJsonParsed | viewer |  |
| onCanvasCreated | viewer |  |
| onCamerasChanged | a, b |  |
| onPositionChanged | qIndex |  |
| onBeginDownloading | viewer, options |  |
| onFinishDownloading | viewer, options |  |
| onGPUMemoryChange | - |  |
| onStartAnimating | - |  |
| onStopAnimating | - |  |
|  |  |  |

# Methods:

|  |  |  |
| --- | --- | --- |
| Name | Parameters | Description |
| getSurroundingCameras | limit |  |
| getImageURL | index |  |
| getWebGLViewer |  |  |
| getPath |  |  |
| getClosestCamera | qIndex |  |
| getDominantColors |  |  |
| getStartPosition |  |  |
| getCurrentPose |  |  |
| getCameras |  |  |
| getNbCameras |  |  |
| getUsedCamera |  |  |
| getStatus |  |  |
|  |  |  |
| setOptions | options |  |
| setDebugBlending | percent |  |
| setCameraMode | mode |  |
| setDampingFactor | factor |  |
| setPathConstraintEnabled | enable |  |
| setTransitionBetweenPoses | srcPose, dstPose, percent, qIndex |  |
| setTransitionPercent | qIndex |  |
|  |  |  |
| loadTexture | tex |  |
|  |  |  |
| toggleFullscreen |  |  |
| togglePlay |  |  |
|  |  |  |