

Introducing: The X3D JSON Loader (1.0 beta) and X3D JSON Prototype Expander (1.0 alpha)

I still have extra stuff in the global scope of JavaScript—let people know this. Pull requests and forks are welcome, as long as you agree to the license.

License is here: <https://github.com/coderextreme/X3DJSONLD/blob/master/LICENSE> Repository is here: <https://github.com/coderextreme/X3DJSONLD/>

For a web browser, a live, development version of the X3D JSON loader (I recommend downloading locally or forking) in your HTML, put:

```
<script type="text/javascript" src="https://raw.githubusercontent.com/coderextreme/X3DJSONLD/master/X3DJSONLD.js"></script>
```

somewhere in the script afterwards (see index.html),

call

```
loadX3DJS(selector, json, url, xml);
```

`selector` is the CSS selector which you want to append the X3DOM HTML code to.

`json` is the X3D JSON you want to display.

`url` is used for resolving URLs in the X3D JSON. Should be similar or the same as the URL you passed to retrieve the JSON from the server.

`xml` is the XML for inclusion into Cobweb.

use `xml.join("")` when passing the xml to `createX3DFromString()`

Sample code for cobweb into an iframe with id cobwebframe (thank you Andreas Plesch):

```
var content = xml.join("");
var cobwebWindow =
document.getElementById("cobwebframe").contentWindow ;
var cobwebEle =
cobwebWindow.document.getElementById("x3dele");
if (typeof cobwebWindow.X3D !== 'undefined') {
    var browser =
cobwebWindow.X3D.getBrowser(cobwebEle);
browser.replaceWorld(browser.createX3DFromString(content));
```

For the prototype expander a live, development version (I recommend downloading locally or forking) in your HTML, put:

```
<script type="text/javascript" src="https://raw.githubusercontent.com/coderextreme/X3DJSONLD/master/PrototypeExpander.js"></script>
```

then call (does not modify extern protos yet):

```
prototypeExpander(json, scope);
```

`json` is the X3DJSON you want to expand photos for (also modifies the parameter as output)

`scope` is a scope string added to DEF, name and id attributes and route fromNode and toNode's. "" is fine for the top level call

There is a lot of useful code in index.html. You may want to look at it at the bottom of the file.