Introducing: The X3D JSON Loader (1.1.2 beta) and X3D JSON Prototype Expander (1.0 beta)

For a Quick Start, edit flipper.html and replace flipper.json with your JSON URL and put flipper.html, X3DJSONLD.js and loaderJQuery.js on your web server. Then open flipper.html in your web browser.

Good luck.

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 (see index.html),

call

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

Then append the element to your DOM:

```
document.querySelector(selector).appendChild(loadX3DJS(json, url, xml));
```

and call:

```
x3dom.reload();
```

`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 array or LOG for inclusion into Cobweb via createX3DFromString, this would normally work something like:

```
var browser = X3D.getBrowser(document.querySelector("X3D"));
browser.replaceWorld(browser.createX3DFromString(xml.join("\n"));
```

`NS` is the namespace to use when creating elements in the DOM for the XML Serializer. `http://www.w3.org/1999/xhtml` normally works for X3DOM

and http://www.web3d.org/specifications/x3d-namespace normally works for Cobweb. Leaving NS off is also acceptable, but may lead to results you don't like.

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

```
var content = xml.join("\n");
var cobwebWindow =
document.getElementById("cobwebframe").contentWindow ;
var cobwebEle = cobwebWindow.document.getElementById("x3dele");
                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 protos 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 loaderJQuery.js. index.html (for protos) and flipper.html (for the base loader) are good examples.