# Creating iPhone/iPad Animations

As you are probably aware the iPhone and iPad do not support Adobe Flash files. This is a shame because, although you can spin products using the following guide, your client will not be able to use interactive features such as hotspots and magnify.

Having said that the technology is moving quickly so keep checking back to see the latest developments we're making.

Note: Some of these instructions require experience in editing and uploading html files. If you are in any doubt about amending these files please seek the assistance of your (or your end client's) web designer.

Required Files
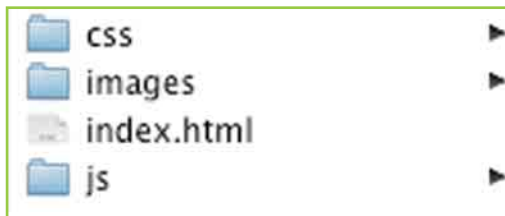
- CSS Folder
- Images Folder
- HTML file
- Javascript Folder

We have supplied these files as templates in a zip file which can be downloaded from the Technical/Software download section.

Preparing Images

Ensure all of your images are batched to your required dimensions, and are named in the correct sequence. i.e. image_01.jpg , image_02.jpg , image_03.jpg etc. (See 'Supplying Files for Animation' guide.) The template allows for an animation sequence of 36 images, but you can change this later.

Replace the images currently in the "images" folder with your new images. Remember, if your images aren't named correctly as above, the animation will not work.

Changing the dimensions of your animation

You will need to change the dimensions in the CSS code in order to match your images. Open the 'css' folder then open the file named '360spin.css' in Dreamweaver or a similar web authoring program.
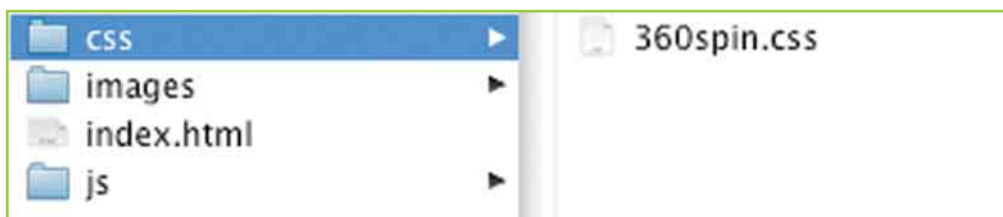
Find the style named "viewer" in the CSS file, and edit the height and width accordingly. The example in the download file is at 270px x 270px, but you must change this to the exact dimensions of your own images.

```
10      }
11
12      #viewer{
13          height:270px;
14          width:270px;
15      }
```

Replace the old file by saving the new one using the same name.

> *Note: The larger the dimensions of your images, the longer they will take to load.*

Changing the number of images in your animation

If you would like to change the amount of images in your animation (our template has 36 as standard), open the '360.js' file in the 'js' folder using Dreamweaver or a similar web authoring program.

```
css          ▶        360.js
images       ▶        browsercheck.js
index.html            proto.js
js           ▶
```
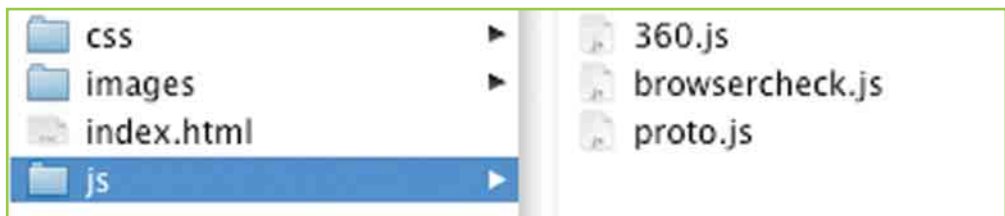
You will need to change the number 36 in the first line of code to the number of images in your spin. The number is shown in red in the image below.

```
1   // JavaScript Document
2   threeSixty={init:function(){this._vr=new AC.VR("viewer","images/image_##.jpg",36,{invert:true})
3   },didShow:function(){this.init()},willHide:function(){recycleObjectValueForKey(this,"_vr")
4   },shouldCache:function(){return false}};if(!window.isLoaded){window.addEventListener("load",fu
5   },false)};
6
```

Uploading and testing your animation

All should now be ready to display your animation.

1. Open the 'index.html' file in your browser to check the images work
2. Upload all the files and folders (css, images, index.html and js) to your FTP
3. Check on your iPhone/iPad that everything is working.

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