Scene and User Configuration Example

**Note:**

This document shows you how to configure scene and user by some examples. For complete configuration, see document “Configuration”.

In this document, we assume that configuration data is place at the webapps\ROOT\data directory of TOMCAT installation directory. When we discuss any files or directories, we assume their directory starting from that file directory.

All configuration files are text files, in which any content between /\* and \*/ or following // are comments. The comments have no meaning, and can be deleted from configuration files; their function is only for improving readability.

If an item in configuration file is a file name, its directory is that of the configuration file.

## Preparation

Read document “Front-end Development”, “Edit Scene Component Example” and know how to do front-end development and edit scene component.

Put the following code in a HTML file. Don't forget Modifying the web server URL.

<html>

<head>

<script type="text/javascript"

src="http://localhost:8080/engine/interface.jsp?function\_name=construct\_render\_object">

</script>

<script type="text/javascript">

var render\_object;

function body\_onload()

{

construct\_render\_object(

document.getElementById("my\_canvas"),

"NoName","NoPassword","chinese",

"test","","","",

5,[],

function(my\_render\_object)

{

render\_object=my\_render\_object;

document.title=render\_object.title;

}

);

}

</script>

</head>

<body onload="body\_onload();">

<canvas id="my\_canvas" tabindex="0" width=1585 height=750></canvas>

</body>

</html>

## User Configuration File

Enter into directory “data\users”, You will see two files and a directory:

* users.txt: this is user configure file.
* parameter.txt: this is user configure file
* users: configuration data for all users.

Open file users.txt, you will see:

NoName NoPassword users/NoName/assemble.txt parameter.txt

huxiaomei huxiaomei users/huxiaomei/assemble.txt parameter.txt

chengguangqing chengguangqing users/chengguangqing/assemble.txt parameter.txt

message\_wait message\_wait users/message\_wait/assemble.txt parameter.txt

The content in **User Configuration File** are some records, and each record has four items.

The first item is user name. The second item is user password. These two items are used for user authentication.

The third item is **User Assembly File** name, the file content is **System Assembly File** names. **System Assembly File** defines scenes.

The fourth item is **User Parameter File** name; the file content defines all sorts of user-related parameter. There are so many parameters. For a beginner of our WebGL engine, you can just ignore understanding this **User Parameter File** and employ the default **User Parameter File**. For more information about **User Parameter File**, please reference to document “Configuration”.

Now you can change user name and password, try to modify our HTML file, and browser HTML file by Chrome, Firefox,Opera, .etc. for verify your modification.

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</script>

</head>

<body onload="body\_onload();">

<canvas id="my\_canvas" tabindex="0" width=1585 height=750></canvas>

</body>

</html>

## User Assembly File

The content in **User Assembly File** is System Assembly File names, System Assembly File files are used when engine creates scenes.

Enter into directory “data\users\users\NoName”, You will see a file: assemble.txt. This is **User Assembly File** for user NoName. Open it, you will see many file names as following:

..\..\..\assemble\test\_part\assemble.txt

..\..\..\assemble\face\assemble.txt

..\..\..\assemble\map\_environment\assemble.txt

..\..\..\assemble\shadow\assemble.txt

..\..\..\assemble\bridge\_old\assemble.混色.txt

..\..\..\assemble\bridge\_old\assemble.绿色.txt

..\..\..\assemble\bridge\_old\assemble.灰色.txt

We only list seven file names here. These files are **System Assembly File**, whose directory are that of **User Assembly File**.

## System Assembly File

let us examine a **System Assembly File**. Enter into directory “data\assemble\test\_part”, You will see three files:

* assemble.txt: this is **System Assembly File**.
* parameter.txt: this is **Scene Parameter File**
* assemble: configuration data for all scenes.

Open file assemble.txt, you will see:

test\_part 测试杆件 assemble/part/assemble.txt 0 0 parameter.txt

The content in **System Assembly File** is some records, each record has six items. The first item is assembly name, user uses assembly name to identify assemblies to create scene(see our HTML file before). The second item is webpage title.

The third item is **Scene Assembly File** name, whose content defines how to construct a scene(see document “Edit Scene Component Example “and “Configuration “ for more detail).

The fourth and fifth items is two ratio values for creating top assemble-part. If they are zero, No top assemble-part is created.

The sixth item is **scene parameter file** name; it defines some scene-related parameters. For a beginner of our WebGL engine, you can just ignore understanding this **scene parameter file** and employ the default **scene parameter file**. For more information about **scene parameter file**, please reference to document “Configuration”.

Now you can add, delete or modify content in **System Assembly File** and **Use Assembly File**,, and browser HTML file by Chrome, Firefox,Opera, .etc. for verify your modification.