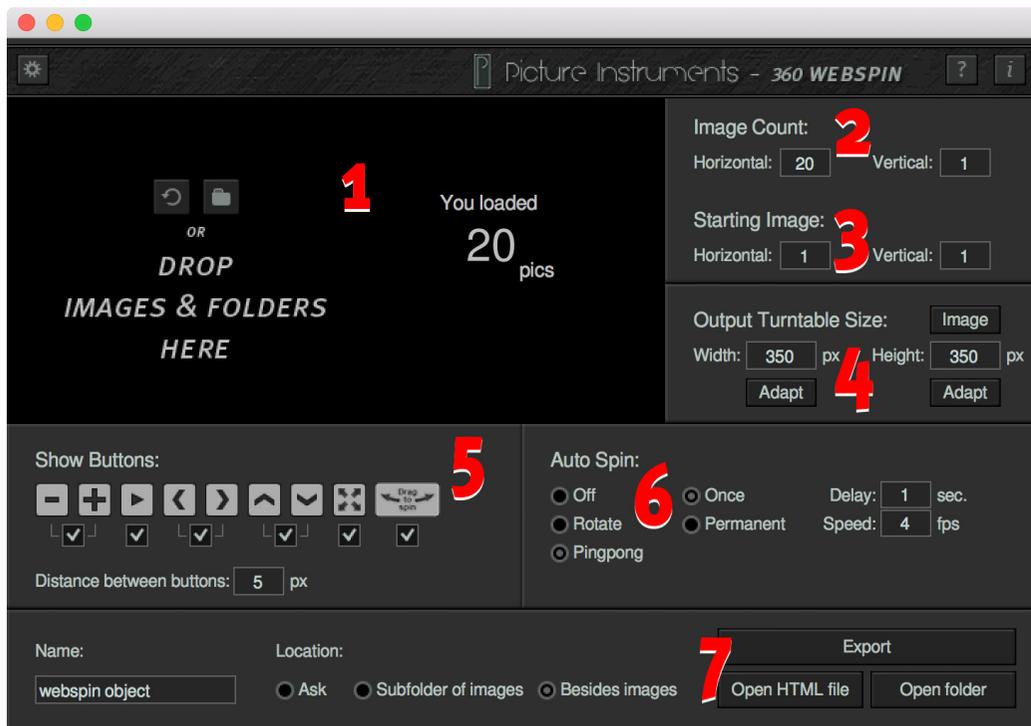


# Manual



## 360 WEBSPIN

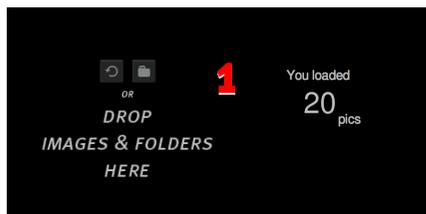


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360 Webspin is a software that generates interactive 360° objects that can be used in webpages. In order to photograph suitable image sequences for this application a product is usually placed on a turntable and photographed from all sides. If the resulting animation depicts revolving products, cabinets with doors and drawers that open and close or displays a complex motion sequence makes no difference in the use of the software. Animating single images really has no creative boundaries.

## 1. Load image sequences

You can load images with the "Open file" dialog or drag and drop them onto the black canvas in the

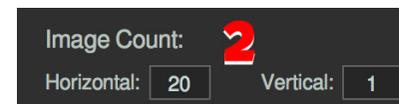


software or even the program icon itself. To remove the loaded images (i.e. before new images for another turntable object are loaded) simply click on the "reset" button.



**The resolution of the source images will later define the maximum resolution when zooming into the finished rotating object. While very large objects will allow for a much more detailed display while zooming they may also have to be reloaded repeatedly as the user looks at them since most internet browsers will only cache images up to a certain size. The size of the image cache differs from one browser to the next and is generally smaller for mobile devices than for desktop computers.**

## 2. Image Count



360 Webspin can generate single-row and multi-row turntables.

### Horizontal:

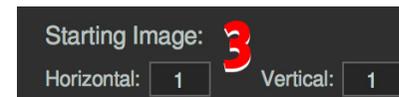
Defines how many images were shot side by side (i.e. during the revolution of the turntable).

### Vertical:

Defines how many rows of these adjacent images have been loaded. (This feature is ideal for displaying a different viewing angle or showing another revolution of the object in a different state.)

Multiplying both fields with each other must result in the amount of images loaded.

## 3. Starting Image



Defines which image of the 360 degree object will be displayed first when the webpage is loaded.

## 4. Output Turntable Size

Defines the output size of the canvas. This refers to the size of the area containing the turntable images displayed on the webpage. The images will be fitted into this canvas at their maximum possible size without distorting their ratio.



### Image:

Completes both fields for the objects canvas according to the original size of the loaded images. In this case the zoom feature will be disabled since the size of the canvas and the maximum resolution available are identical.

### Width:

Width of the canvas.

### Height:

Height of the canvas.

### Adapt:

Calculates the corresponding value from the other value and the ratio of the loaded images.

When the turntable object is finished you can zoom from the size of the canvas all the way to the size of the loaded original images.

If the canvas and the loaded images have different ratios the images will always appear at the center and the controls at the bottom. The graphic indicating that there is an interactive rotating object will always appear at the center.

## 5. Show Buttons

By clicking on the checkboxes you select, which buttons will be available to control the rotating object.

### Meaning of the buttons from left to right:

Reduce, enlarge, Animation start/pause, rotate clockwise, rotate counter-clockwise, one level up, one level down, full screen mode, reference graphic (no button) to an interactive rotating object (disappears at the users first interaction).



**Plus/Minus:** Not available on touch displays as the two-finger zoom gesture will enlarge the entire content of the browser window (including the rotation object). Activating the 360 objects own zoom feature would result in conflicts within the zoom feature in the operating system.

**Level up/down:** Is only available if the rotation object has more than one row.

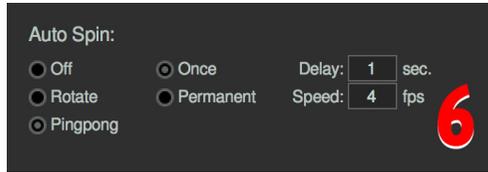
**Full screen:** This feature is not supported on mobile devices.

### Distance between buttons:

Distance between the individual buttons in pixels.

More information on "Individual Buttons" in the chapter "Use your own buttons".

## 6. Auto Spin



Defines whether the turntable object will start rotating automatically after a certain amount of time. The auto

spin can be stopped when the user interacts with the object.

### **Off:**

Deactivates the Auto Spin.

### **Rotate:**

Auto Spin is activated and the object will always turn in the same direction.

### **Pingpong:**

Auto Spin activated and the object will rotate back and forth.

### **Once:**

Rotates only once.

### **Permanent:**

Object rotates until user stops the rotation by interacting with the object.

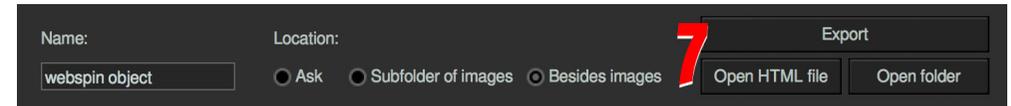
### **Delay:**

Defines how many seconds it takes for the rotation to commence after loading the object.

### **Speed:**

Sets the speed of the animation in frames per second.

## 7. Saving the finished 360-degree-object



### 7a Name

Determines the name of the HTML-file as well as the folder containing the graphics for the export.

### 7b Location

#### **Ask:**

The output-path must be selected for the export.

#### **Subfolder of Images:**

Output goes to a subfolder of the loaded images.

#### **Besides images:**

Output goes into the folder containing the loaded images.

### 7c Export

Generates the interactive object and saves it to a predefined location.

#### **Open HTML file:**

Opens the rotating object that has been generated last.

#### **Open folder:**

Opens the folder which contains the last exported rotating object.



In order to test various settings in 360 Webspin the same turntable object can be exported again without changing the name. After the new export the object has to be reloaded in the browser (Win: F5 - Mac: cmd+R).

## 8. Use your own buttons

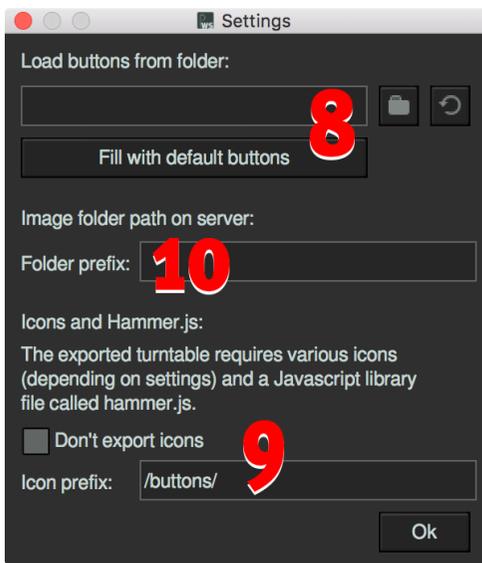
In addition to the buttons that are included in 360 Webspin you can use your own customized buttons.

In order to do that you must open the settings dialog and select a folder path to define where your own buttons will be placed. Your customized buttons must have the same name and the same format (png) as the standard buttons. To retrieve the relevant file names you can save the standard buttons to the specified

folder by selecting "Fill with default buttons".

The addition "\_over" to the file name marks the rollover effect of the icon bearing the same name less the addition. You can freely define the dimensions of your customized buttons but be aware that if they do not fit next to each other onto the canvas, if you also add the selected distance between them, they

will not be displayed in one straight row anymore.



You can create your customized 360 Webspin buttons with any suitable image-editing program. Transparency is supported and displayed correctly in every current browser.

If you have selected a corresponding folder for your own buttons and this folder also contains the required customized buttons they will be used instead of the standard buttons when you export the turntable object.



To use the standard buttons again you can simply delete the path to the folder containing the customized buttons.

## 9. Use the same graphics for several rotating objects

If several turntable objects use the same set of button-icons simultaneously you can put a specific character string in front of the icons' name (prefix). This enables you to simultaneously replace the icons for all turntable objects sharing one set of icons with the same prefix.



Using this option can mean that the icons can no longer be displayed when you load the rotating object locally from your computer.



Relocating the buttons will also relocate a JavaScript file named Hammer.js which has to be placed within the folder containing the icons on the server. A 360 Webspin export without the setting "Don't export icons" will let you access all of the files needed. If the option "Don't export icons" is selected they will not be exported along.

To use the icon-prefix during the export the feature "Don't export icons" must be activated. If you leave the "Icon prefix" field empty in this regard, the rotating object will no longer expect to find the button icons along with the Hammer.js file in the folder where they would normally be placed when you export the turntable images but at the level where the turntable object is called from. You can define any other location via an absolute or relative path in the "icon prefix" field.

**Example for an absolute path:**

`/buttons/` will expect the icons for the buttons and the Hammer.js file to be in the folder `www.yourdomain.com/buttons`

**Example for a relative path:**

`buttons/` will expect the icons for the buttons and the Hammer.js file to be in the "buttons" folder which is located on the same level from which the rotating object will be called.

**Example how to use a prefix in the file name of the icons in combination with an absolute path:**

`/buttons/black_` will look for the icons of the respective buttons under `www.yourdomain.com/buttons/black_originalfilename.png` and for the Hammer.js file under `www.yourdomain.com/buttons/black_Hammer.js`. This enables you to place different sets of buttons into the same folder on your server. The file Hammer.js must occur several times (i.e. `black_Hammer.js`, `green_Hammer.js` etc.).



If you have used the "Don't export icons" feature in combination with a prefix and buttons of a size that is different from that of the standard buttons are located on the server, these customized buttons must be placed on your computer as well. The path leading there must be specified in the settings dialog of the software. Otherwise the size of the buttons referred to in the source code differs from the loaded icons from the server (if the folder containing the customized icons is not selected, the size of the standard icons will apply and graphics of a different size would be repeated or cropped).

## 10. Placing the turntable images at a central location on the server

The folders containing the images of the individual turntable objects can be deposited in a central place on the server – just as the button icons. This is especially useful if you are working with online-shops or content management systems (CMS) like Wordpress, Joomla, Typo3 and Drupal. You can copy the HTML-code of the rotating objects into the webpages source code without having to worry about the path between the



embedding location and the folder containing the turntable images in terms of folder structure and level on the server. You can save all folders containing the object photos in one central place on the server. The absolute path `/webspincontent/` will then refer to the individual folders of the rotation objects under `www.yourdomain.com/webspincontent`.

Relative paths and different prefixes follow the same scheme as explained in combination with the buttons.



**You can find more info and tips on how to integrate 360 Webspin rotating objects into a webpage in our video tutorials under [www.pic-in.de/360webspin-tutorials](http://www.pic-in.de/360webspin-tutorials)**

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