

Autolytus
SPIN
image DV™
3D Object Imaging Software



VERSION 1.0.1 ADDENDUM
for MAC

Manual Addendum for SpinImage DV

1.0.1 Update for Macintosh

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I. Introduction

About SpinImage DV 1.0.1

SpinImage DV™ v. 1.0.1 is the latest free upgrade to the SpinImage DV software. It includes several improvements designed to make it easier to incorporate your SpinImages into your online auctions or Web pages, and makes the output from SpinImage DV compliant with the very recent changes in eBay's posting policies.

SpinImage DV 1.0.1 was released August 1, 2001. To make sure you are using the most up-to-date version of SpinImage DV, any future updates will be available at the "Downloads" section of <http://www.spinimagedv.com/>.

Overview of Changes

Changes for eBay™

eBay recently changed their policies regarding links placed within online auctions. As a result, a very minor change had to be made to the SpinImage DV software. If you plan to post any auctions to eBay using the SpinImage software, **you must** use the SpinImage DV 1.0.1 update.

New file naming method

In SpinImage DV 1.0, whenever you saved a 360-degree image in SpinImage format, each of your (8, 16, or 24) frames was named something like "frame01.jpg" — no matter what the object was, the first frame of each was "frame01.jpg" (only the folder name was different). Therefore, it may have been difficult to locate a specific file. In addition, some image hosting services put all of a member's images in the same folder. As a result, it was impossible to host more than one image with the same name on their servers — meaning only one SpinImage could be hosted at a time.

In order to accommodate these hosting services, SpinImage DV 1.0.1 uses a different naming convention: each frame is given the name you choose for your item, followed by an underscore,

followed by the word "frame" and the frame number, finally ending with ".jpg". For example, "lamp_frame01.jpg". Therefore, as long as you don't give two SpinImages the same name, each frame will have a unique file name, and there will be no conflicts with these image hosting services.

IMPORTANT: in order for your images to be seen on the Web, your file names cannot include spaces or special characters.

Customizing Output in SpinImage Format

The final change in SpinImage DV 1.0.1 involves the JavaScripts used to display objects in SpinImage format. Using SpinImage DV 1.0, you could not control how quickly objects spin, what direction they turn (clockwise or counter-clockwise), and whether or not they would be spinning when the page is loaded. You also could not select how a person viewing a SpinImage would interact with it. Each of these options had only been available when saving as QuickTime VR objects.

With SpinImage DV 1.0.1, you can adjust these settings for SpinImages as well. A new preferences window has been added, allowing you to choose either of two methods for controlling the SpinImages: "Interactive Method" and "Rollover Method."

The "Rollover Method" had been the only way to manipulate SpinImages in SpinImage DV 1.0. With it, the SpinImage is manipulated by moving the mouse back and forth across the image. This is a rather intuitive way of providing interactivity, but if a person clicks on the image, it does nothing.

With the "Rollover Method," you have the choice of whether or not the object appears to be spinning when the Web page is first loaded. If you choose to have it spin, you can also control how quickly the image spins. Both of these features are new to version 1.0.1.

With the "Interactive Method," the SpinImage is manipulated by clicking on the image,

holding down the mouse button, and moving the mouse back and forth. This provides a more natural response to a mouse click than the “Rollover Method.” However, the 360-degree image does not rotate until the user clicks and drags.

IMPORTANT: The “Interactive Method” only works in Internet Explorer™ 4.0 or later, or Netscape™ 4.0 or later.

Typographical Conventions in This Manual

The typographical conventions in this manual addendum are the same as were used in the SpinImage DV 1.0 User Manual. Items to be typed on the keyboard are shown in **bold** type. Buttons and other clickable items that appear in the software are shown in *italic* type. Other items in the software are shown in quotes.

For example:

Enter **antique1** in the field labeled “Name:” and hit the *Save* button.

II. Installing the Update

Once you have downloaded the SpinImage DV 1.0.1 update (from the “Downloads” section of <http://www.spinimagedv.com>), you can install it. Note that this is a full installer, and will install the new application as well as all the documentation that was placed on your hard drive when you installed SpinImage DV 1.0 from your CD.

Since this is a full installation, you may want to avoid confusion by deleting the “Autolyucus SpinImage DV” folder from your hard drive, as well as any aliases to it that you may have made, before installing the software.

- Double-click on the “Install SpinImage DV.sit” icon that you downloaded.
- Stuffit Expander should automatically launch, and uncompress the file. If it does not, you may not have Stuffit Expander on your computer. You can download it for free from <http://www.aladdinsys.com/>
- Double-click the “Install SpinImage DV” icon on the desktop to launch the application installer.
- Follow the directions in the prompts and agree to the software license agreement. The Autolyucus software will then be automatically installed.
- You will be prompted to enter a valid serial number to install and register the software. This serial number can be found on the software’s CD jewel case. Note that the same serial number that you used for SpinImage DV 1.0 will work for the SpinImage DV 1.0.1 update.

Please read all terms and installation procedures in the screen prompts.

TO INSTALL OR USE THE SOFTWARE, YOU WILL BE REQUIRED TO ACCEPT THE SOFTWARE LICENSE OFFERED TO YOU DURING THE INSTALLATION PROCESS. IF YOU DO NOT ACCEPT THIS LICENSE, YOU ARE NOT AUTHORIZED TO INSTALL OR USE THIS COPY OF THE SOFTWARE.

III. Naming Files in SpinImage DV 1.0.1

As noted in the introduction to this manual addendum, SpinImage DV 1.0.1 uses a different naming convention from SpinImage DV 1.0. Each frame is given the name you choose for your item, followed by an underscore, followed by the word “frame” and the frame number, finally ending with “.jpg”. For example, “lamp_frame01.jpg”. Therefore, as long as you don’t give two SpinImages the same name, each frame will have a unique file name, and there will be no conflicts with these image hosting services.

IMPORTANT: in order for your images to be seen on the Web, your file names cannot include spaces or special characters. Please see section VI: “Using SpinImage DV Files” of the SpinImage DV User Manual for more information.

As noted in section VIII, “Tips and Techniques” of the SpinImage DV User Manual, in the sub-section “Making Objects Appear to ‘Float,’” if you want to edit the images in any other application, you should keep the file names exactly the same as they were originally. Therefore, if your object was named “lamp,” the first frame should remain “lamp_frame01.jpg” rather than changing it to “frame01.jpg”.



Figure A1

IV. SpinImage HTML Settings

(see Figure A1)

The SpinImage HTML Settings Window, shown in Figure A1, is a new addition to SpinImage DV 1.0.1. This will allow you to define how the user interacts with your images. You can access it by selecting the menu item *File>SpinImage HTML Settings*. In addition, it will automatically pop up every time you save a SpinImage. Note that, while the functions available in this window are described below, it is best to experiment in order to fully understand them.

- **Interactive Method:** When selected, the person viewing your Web page or online auction causes the SpinImage to rotate by clicking anywhere within the image, then holding down the mouse button while moving the mouse. This is commonly known as “click-dragging.” This option is useful to provide a somewhat more intuitive experience in seeing all sides of the object, and allows a person to rotate the object several times with a simple motion of the mouse. However, you cannot show the object spinning automatically, and the viewer will not cause a rotation without clicking on the image. **Note: this option is new in SpinImage DV v. 1.0.1.**

IMPORTANT: The “Interactive Method” only works in Internet Explorer 4.0 or later, or Netscape 4.0 or later.

- **Rollover Method:** When you save using the Rollover Method, new frames are shown (giving the impression of rotation) whenever the user moves the mouse across the image. Clicking on the image itself does nothing. This option makes the ability to spin more obvious, but allows the object to be turned a limited amount with the mouse.

- **Animate Object:** This option is only available when the “Rollover Method” is selected. When checked, the object spins at the defined speed as soon as the page loads. Once the user moves the mouse across the image, the auto-rotation stops.
- **Speed:** Sets the speed, in frames per second, at which the SpinImage will play. **Note that this function is only available when using the “Rollover Method,” and when “Animate Object” is checked.** The goal is to have the object automatically rotate at a realistic speed. Since 15 seconds is the total capture time for one rotation, then in order to reproduce what happened on the turntable: Dialup, having 8 frames, uses about .5fps; Broadband, having 16 frames, uses about 1 fps; CD having 24 frames, uses about 1.5 fps. By increasing or decreasing the speed setting, you can make the object appear to rotate faster or slower. While these settings reflect the real-time rotational speed of the turntable, they would often lead to motions that appear rather erratic. Approximately 2 fps is the minimum speed that produces natural-looking motion; experiment to see what setting you prefer. **Note that using a negative value in the Speed box will cause the SpinImage to play backwards (which means the object would appear to rotate counterclockwise rather than clockwise).**

V. Using Multiple SpinImages on One Web Page

A further added benefit of SpinImage DV 1.0.1 is the ability to use more than one SpinImage on a single Web page. Due to the naming of the files, and some details of the JavaScript controlling the spinning, it was extremely difficult to place multiple SpinImages on one Web page. Instead, we suggested that you make a page that had a set of links to separate pages for your SpinImages. While that is still an easy option which reduces the download time, SpinImage DV 1.0.1 allows you to place more than one SpinImage on a Web page.

- Save two SpinImages in “Online Auction” format, using the “Rollover Method” for both. **NOTE: you cannot have more than one SpinImage on a page using the “Interactive Method.”**
- Go into the Finder, select all of the frames from your first SpinImage, and drag them all into the folder for your second SpinImage.
- Open up both of the “index.html” files in a text editing program (for example, SimpleText).
- Copy the entire contents of the first index.html file, and paste it at the end of the second index.html file.
- Save the newly modified index.html file.
- View your new index.html file by dragging the file icon onto the icon for your Web browser (or by using File>Open from within your Web browser). It should show both SpinImages. If it does not, review the steps above.
- If you want to put even more SpinImages on the same page, use whatever new SpinImage as the “first SpinImage” in the instructions above, and your modified folder as the “second SpinImage” in the instructions above.

If you are familiar with writing HTML code, you should also find it easy to place multiple SpinImages on a page in “Normal” format, using the “Rollover Method.” However, since it

does require a basic knowledge of HTML, the instructions are not listed here.

VI. Contacting Technical Support

Before you contact technical support, have you:

- Read and followed the instructions provided in the users guide for the SpinImage DV software, turntable and your camera?
- Reviewed the Troubleshooting section?
- Visited <http://www.spinimagedv.com> for updated troubleshooting information?

You can reach technical support by one of the following methods

Email: support@spinimagedv.com

Web: <http://www.spinimagedv.com/support/>

Phone: Tech Support/Customer Service:
Autolycus Corp. 717.761.9080 EST 10:00-6:00