To Create a Chat World on Your Site

This technique uses VRML and **Blaxxun Contact** plug-in

1 Create your VRML world

Using 3D modeling tools, the creation of world VRML is not very complicated. Create your world, place textures in an images folder under the folder where your WRL file is, exactly as for the images of a page HTML. You can use any modeling program that will export files in WRL format such as 3DS Max or Maya. However these programs are not cheap. The following 2 programs are highly recommended.

Tools to create your world.

- **Flux3D** : Successor of Spazz 3d and then VizX3D, Flux 3D is a modeler dedicated to the X3D and VRML. It makes it possible to manage more of the traditional functions of a professional modeler, NURBS, multitexturing, Bump Mapping, Environment Mapping and H-Anim 2001. This modeler is powerful and FREE.
http://www.mediamachines.com

To learn VRML (to create a world using code)

- **VRMLPad (Essential!)** : It is often useful to pass through an editor text to optimize a world or to add tags which are not managed in the modeller. VRMLPad makes it possible to check syntax VRML and offers a help to the seizure. Version 2.0 contains a VRML script debuggor, essential for programmers! Unfortunately not free.
http://www.parallelgraphics.com

2 Put your world on line

Create a simple starting world as a test. It is very important that as you create your new world and gather the textures you will use, that you keep all of your files together in one folder (main folder and any subfolder containing images, sounds, etc). You cannot use files that are scattered all over your computer and expect the world to work once you upload it to your website. Create subfolders to contain your images, your sounds, your included objects, and anything else you are using in your world. All files MUST be kept together!!

Once you have created a world export the file in WRL format and save it in a folder together with the following HTML files.

3 Add the files necessary to connect to the Blaxxun chat server.

Download the zip file multiuser.zip containing the files. It is located here (http://www.deby.net/no_cache/bxx/multiuser.zip).

It contains the following files:

- ★ 3dchat_multiuserREADME.TXT
- ★ blank.htm
- ★ ccpro.bxx
- ★ ccpro1.htm
- ★ ccpro3d.htm
- ★ check.bxx (can use this to check to see if plugin is installed)
- ★ contact.htm (the main "index" file)
- ★ triangle.wrl (example file)

Unzip and open the file "contact.bxx" with Notepad (NOT Wordpad or MS Word!!). You will find this:

```
server              www.blaxxun.com
port                2000
scene               ccpro.bxx  TEST
3dscene             test.wrl
sname               TEST
message             Your welcome message here.
                    It shows in the chat frame of your world
frameset            contact.htm
htmlframe           HTML
voicesupport        1
clientvoiceenable   1
botvoiceenable      1
```

You only need to change 4 things in this file

- ★ after "scene", leave "contact.bxx", a space and then the name of your World.
- ★ after "3dscene" put the relative URL of your file WRL (VRML). Use only the file name (see example)
- ★ after "sname" put the name of your 3D world again (the same one as the "scene" line, for a question of compatibility at blaxxun). This name will be that which the other users of Blaxxun contact will see in the list of all the occupied worlds.
- ★ OPTIONAL: after "frameset" put the name of the main frameset file (which by default here is "contact.htm"). If you have changed the name of this file to "index.html" or to something else, then change it here so that it matches.
- ★ to open your world, just double-click the main file (either contact.htm or index.html if you have changed its name) and the web page will load a frameset containing your world and the chat server. The area on the bottom left is the chat pane and the area on the bottom right contains links to all other worlds which are currently active on the Blaxxun chat server.

4 Finished!

Now all that is left to do is upload all of your files to your web host. It is very important that you have all of your files together in one folder (main folder and any subfolder containing images, sounds, etc) and that you upload them together. If a file isn't located it won't work in your world.

FYI – when you are testing your world in the Blaxxun interface on your own computer before you upload it to your webhost, your world is LIVE on the internet and others on the Blaxxun server can see it and visit. So don't be surprised if someone stops in to say hello while you are working. But this also means that you don't have to have a web host to have a world online. When you are connected to the internet your world is open for business.

5. Option #1: "Splash Page" to detect presence of plug-in

Unfortunately as nice as Blaxxun is – so far there is no auto-install for its plug-in. If your visitor has never seen a Blaxxun world there is a very good chance that they do not have the plug-in installed and they will only see a blank page when they get to your world. Fortunately there is a simple and elegant solution.

The downloaded zip file contains a file name "check.bxx" that you can use to help detect the presence of the plug-in.

The first thing you need to do is create an "index.html" page. This is the page that anyone who DOES NOT have the plug-in will see (rather than just an empty blank page). On this page place a nice screen shot of your world along with a nice logo and some contact info. Include some info explaining the situation – that they will need to download and install one or two small files in order to access your wonderful world.

Then place links to the following files:

- ★ **Blaxxun Viewer** (http://www.deby.net/no_cache/bxx/_bxx51.)
- ★ **DirectX Plugin** (http://www.deby.net/no_cache/bxx/_dx9setup.exe)

You may download these from my site using those URLs and place them on your own site and link to them there. Please do NOT link directly to them on my site from your web page. I cannot guarantee they will stay where they are.

Once you have completed your index page open the file "check.bxx":

- ★ loadworld   contact.htm

This is referring to the main frameset file – if you have changed its name to something else you will need to change it here. It can be named anything except "index.html" or "index.htm".

Next you need to add one line of code to the beginning of your "index.html" file immediately below the beginning BODY tag:

<embed src="check.bxx" type="application/x-ccpro" height=1 width=100%>

Make sure to upload both of these new files to your web host along with the other world files.

And that's all you need to do! If someone comes to see your world and does not have the necessary files they will see your Splash page and see your beautiful screen shot, download and install the files and be able to visit your new world.

5. Option #2: customizing the Blaxxun interface

I found that you can change a few things about the way the chat and worlds areas are formatted.

Open "contact.bxx" and add the following lines after the main information (choose your own colors using RGB notation – these are the ones I used for Seraglio West):

★ panelbackrgb 188, 193, 156 (color of panel background)
★ paneltextrgb 027, 041, 066 (color of panel text)
★ inputtextchatrgb 027, 041, 066 (color of input chat text)
★ systemtextchatrgb 027, 041, 066 (color of system chat text)
★ historytextchatrgb 027, 041, 066 (color of history chat text)
★ owntextchatrgb 027, 041, 066 (color of your own chat text)
★ othertextchatrgb 027, 041, 066 (color of others chat text)

Play around with it a bit to see what changes what. Please make sure that all of your chat is READABLE – having chat that can't be read will run off your visitors quicker than anything else. If you have a dark background make all chat very light and bright and of course if your background is light then make the chat text dark. This should be common sense but surprisingly it isn't.

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*Sources for this help file and *multiuser.zip*:
        http://www.web3d-fr.com
        http://vrml.alleyweb.co.uk/