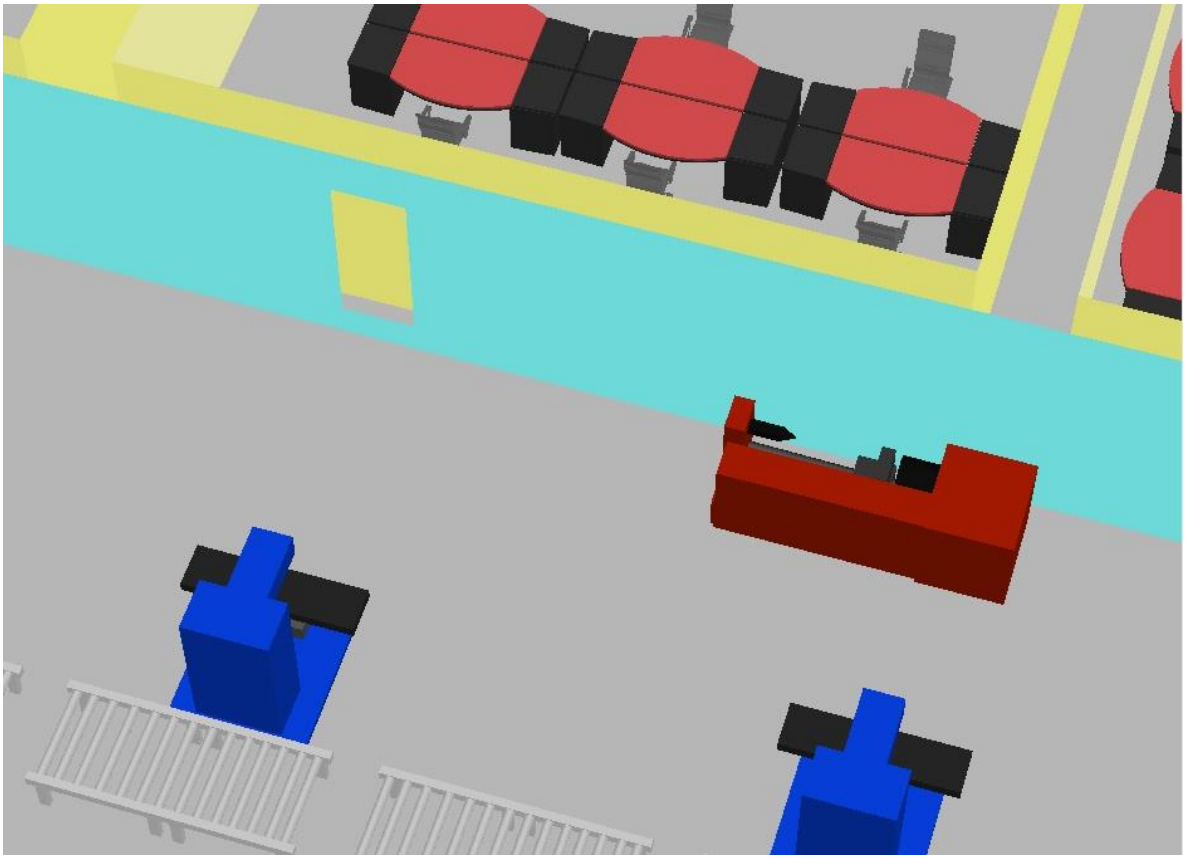
Web Exporter

User Guide



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Chapter 1 - Introduction

1 Introduction

1.1 About Web Exporter

Web exporter is to collect all the related files before you use Device Layouter. You can convert files and export them into a specified folder. And then, you may upload all files to the Web server.

The following data types are supported.

- 2D DXF Files
- Device Geometry Files

You can also convert your own DXF, FBX, OBJ, or COLLADA files.

1.2 How to Use This Manual

First of all, this document explains how you convert a sample data which is prepared in the installation folder. Please understand the outline of your operations with this software.

Please read any details if required, for example, about how you import your own data.

Chapter 2 - Installation

2 Installation

2.1 Prerequisite

The prerequisite of this software is as follows.

Item	Description
OS	Microsoft Windows 8.1(64bit / 32bit) Microsoft Windows 7 SP1 or later(64bit / 32bit)
CPU	Works with the above OS. Intel Core i3 or more is recommended.
Memory	1GB or more The more memory is recommended, when the data size is huge.
Display	Works with the above OS. Resolution：1024 x 1068 or more
Hard Disk	Minimum：100MB When your system doesn't have Microsoft .NET Framework 4.5 or later, 850MB in 32bit OS, or 2GB in 64bit OS is required as well. A data area to save your user data which will be created in this system is also required.
Mouse	2 button mouse is mandatory.

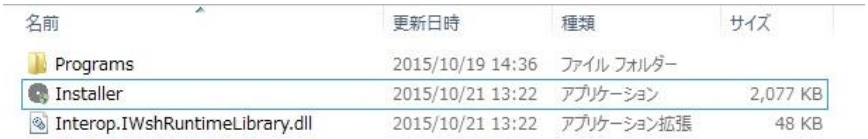
2.2 How to Install

The following is how you install this software.

> **Note:**
> Installation requires administrator authority. Please log in as a user who has administrator authority, and start your installation.

(1) Unzip the zip file

(2) Open Explorer to see the contents.



(3) Double click Installer.exe on Explorer to start the installation program.

(4) If User Account Control dialog opens, press <Yes> button.

(5) Setup page opens. Change the language, and press <Install> button.

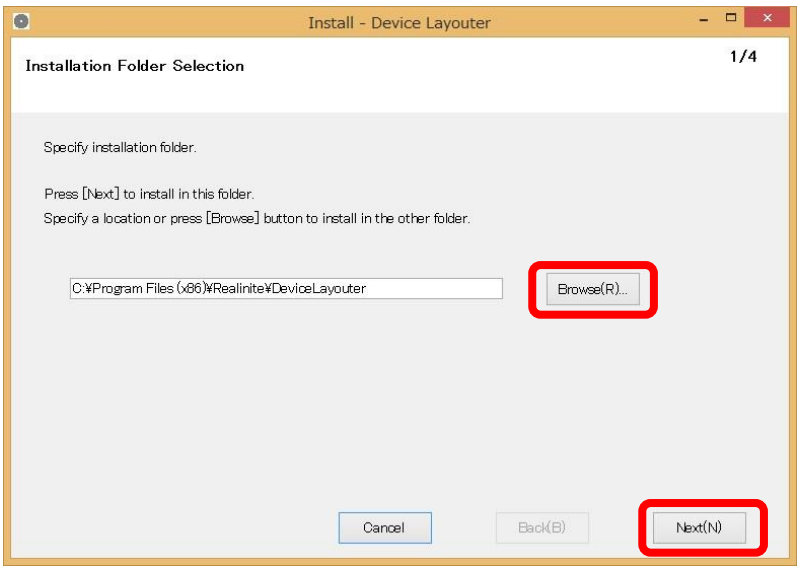
(6) Install Folder Selection page opens.

Specify a location where you want to install the program.

When you won't install it at the default location, press <Browse> button to select a folder.

You can also specify the installation folder by describing a location at the text box.

Press <Next> button after you specify something.

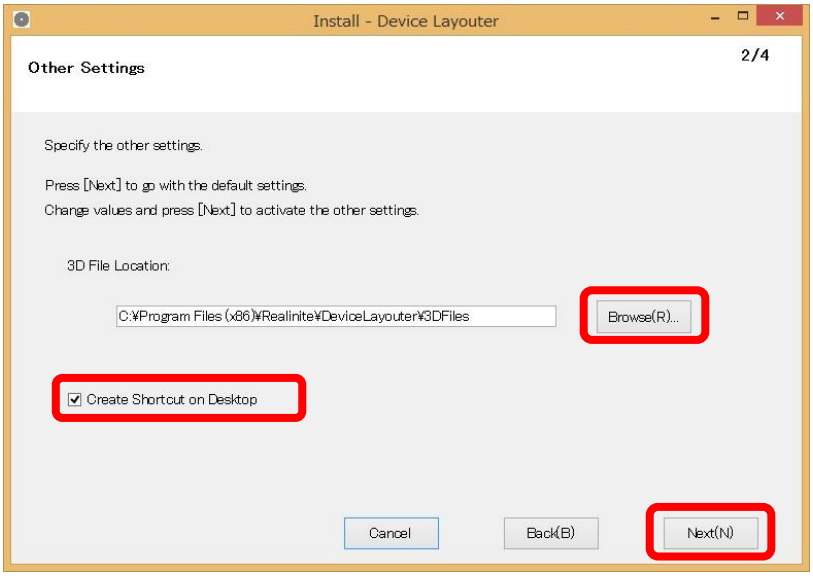


(7) The folder you specified is not found, Confirmation dialog box opens.
If you press <Yes>, you will go to the next page.
If you press <No>, you will go back to Installation Folder Selection.

(8) Other Settings page opens.
You can modify the following settings.

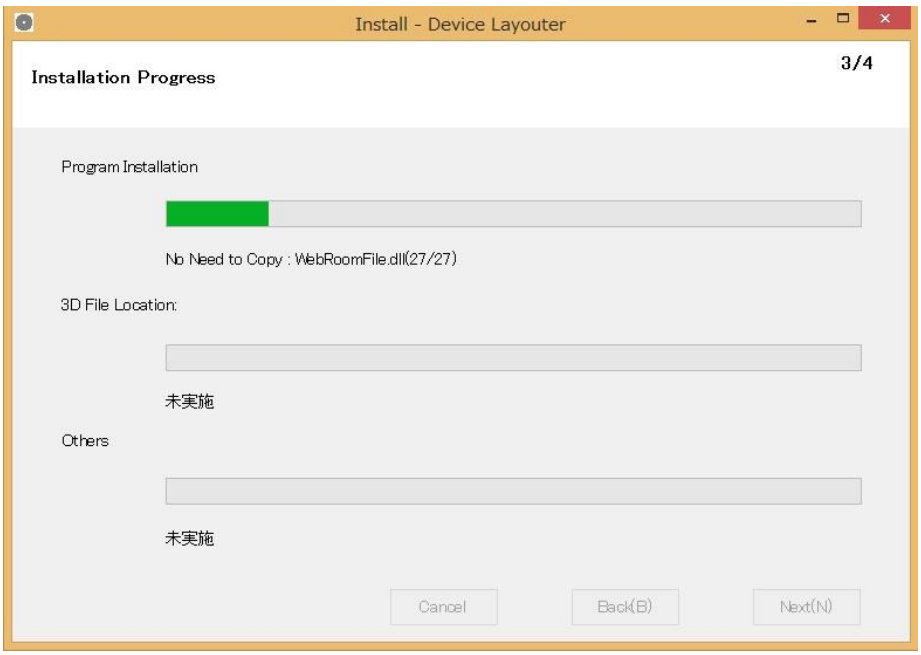
- 3D File Location
  A folder where the software saves 3D files.
- Create Shortcut on Desktop
  If shortcuts will be created on the desktop during the installation.

Once the modification is done, press <Next>.

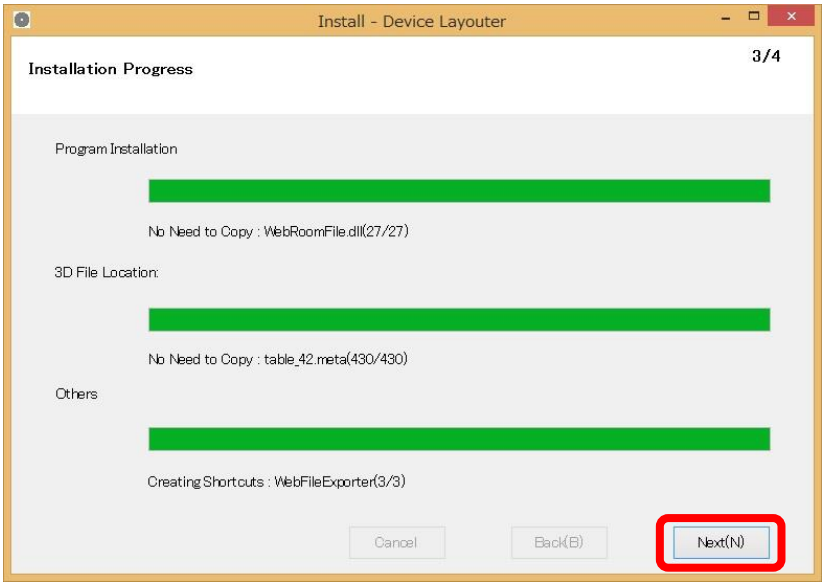


(9) Confirmation dialog box opens.
Press <Yes> button.

(10) The installation starts.

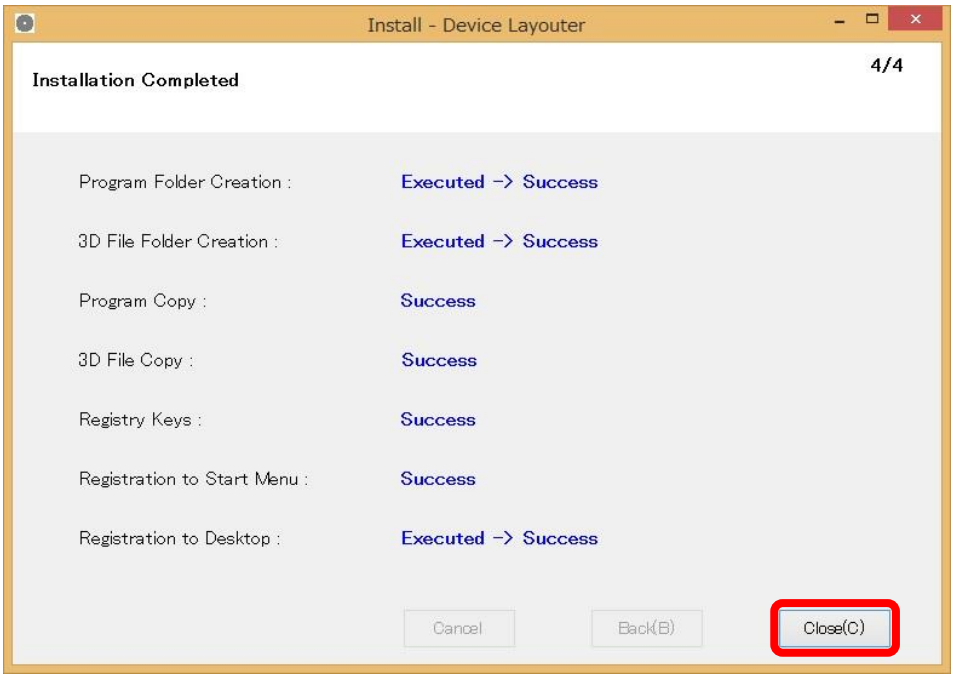


(11) <Next> button is activated after the installation is done. Press this button.



(12) Installation Completed page opens.

The installation results are reported. Confirm no error is occurred, and press <Close> button.



(13) Install license file

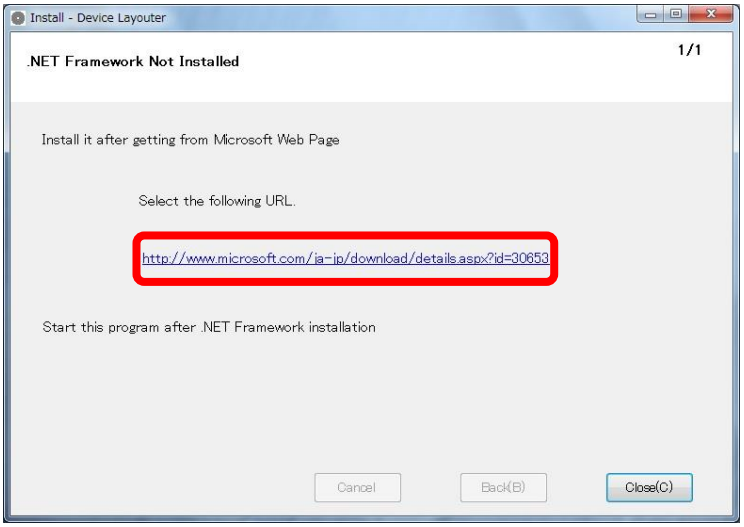
If you have a license file, place it at the installation folder.

2.3 Installation on Windows 7

Windows 7 doesn't have Microsoft .NET Framework 4.5 by default. Therefore, you may see

the following dialog box after the installation of this software.

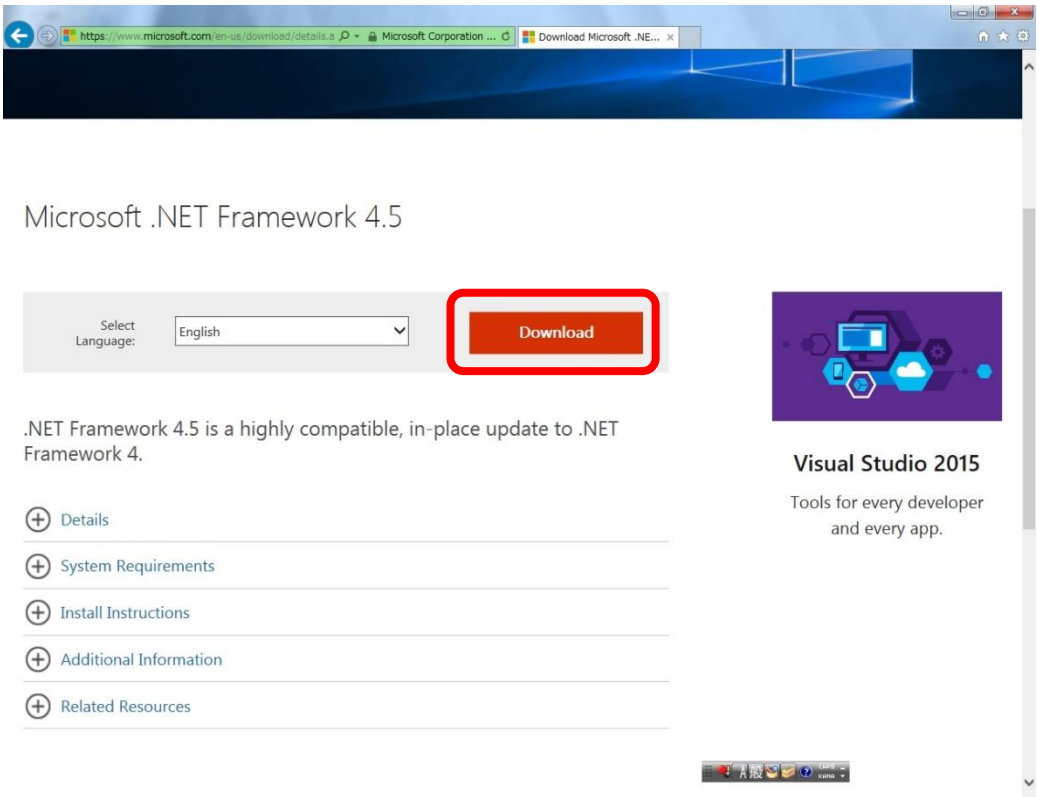
In that case, you need to start .NET Framework 4.5 installation by selecting the link on the dialog box, and then install the software again.



The installation process after clicking on the link is as follows.

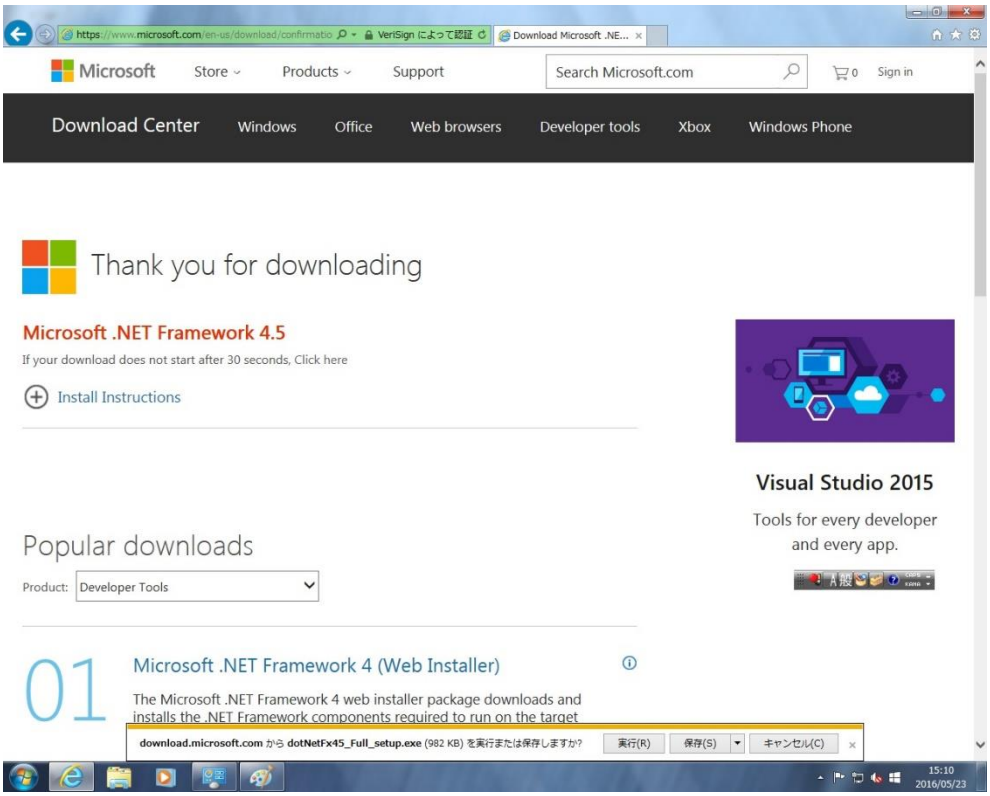
Note:
The description on the installation process at Microsoft Web Page might change.

(1) Microsoft .NET Framework 4.5 Download page opens.
Select <Download> button.



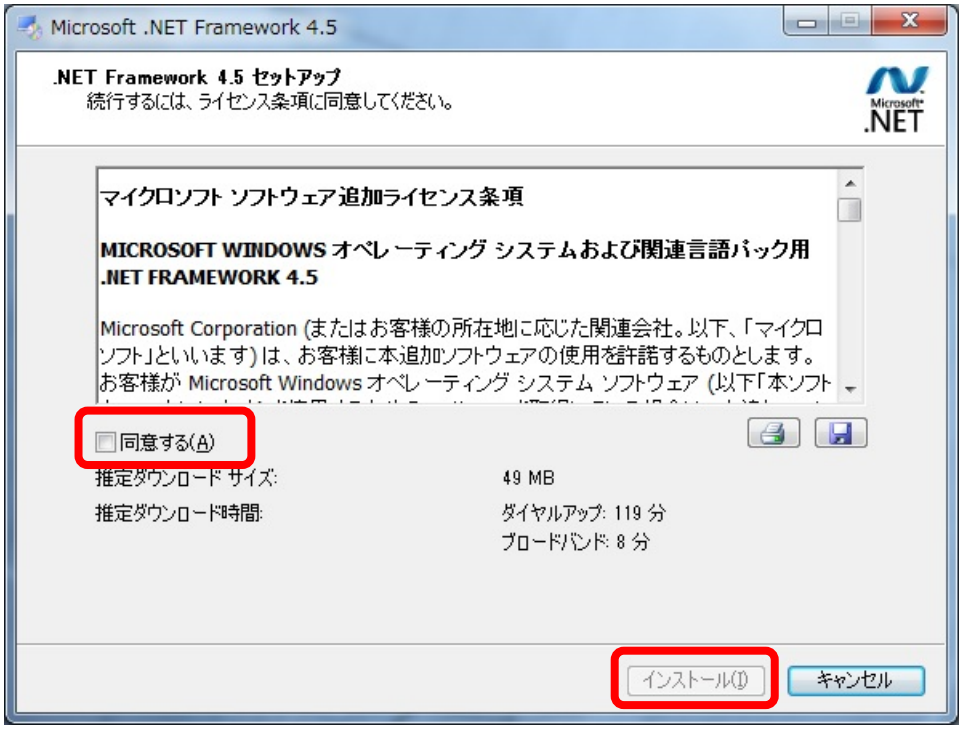
(2) Thank you for downloading page opens, and download dialog box opens at the bottom of the page.

Select <Run> button.

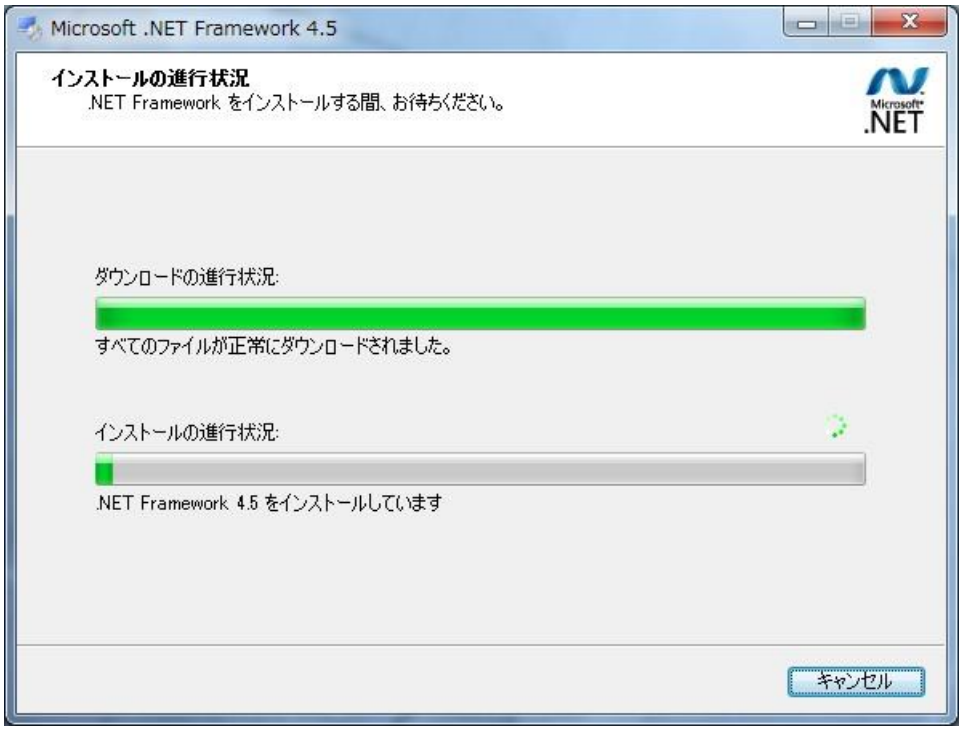


(3) License agreement dialog box opens.

Select <Agree> and press <Install> button.



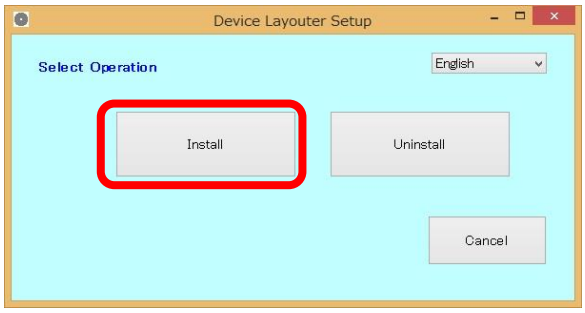
(4) Installation progress is reported.



(5) Once the installation is done, the following dialog box opens.
Select <Finish> button to finish the installation.

(6) Start the installation program again.

Press <Install> button to start the installation again.



2.4 Program Compatibility Assistant

You may see Program Compatibility Assistant dialog box after the installation.

Please close this dialog box even if it opens, because the dialog box doesn't report any technical issue occurred.

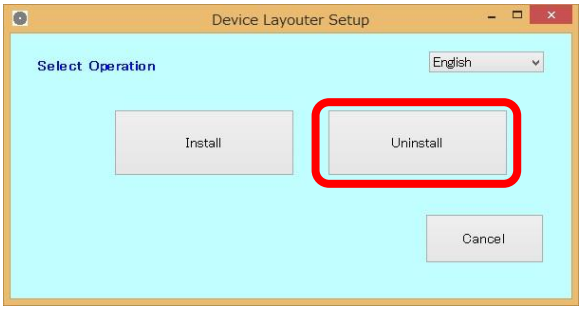
2.5 How to Uninstall

The following is to uninstall the software.

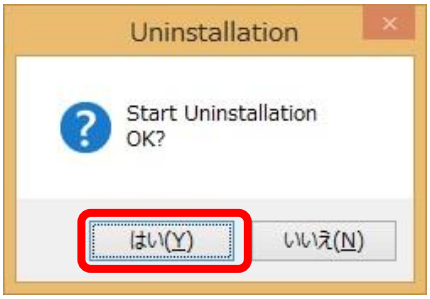
(1) Double click on Installer.exe on Explorer to start the installation program.

(2) If you see User Account Control dialog box opens, press <Yes> button.

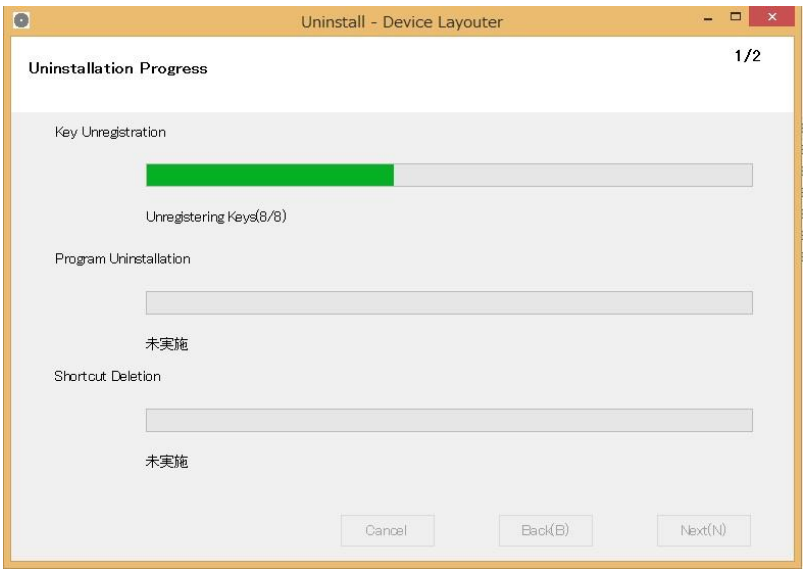
(3) Setup page opens. Press <Uninstall> button.



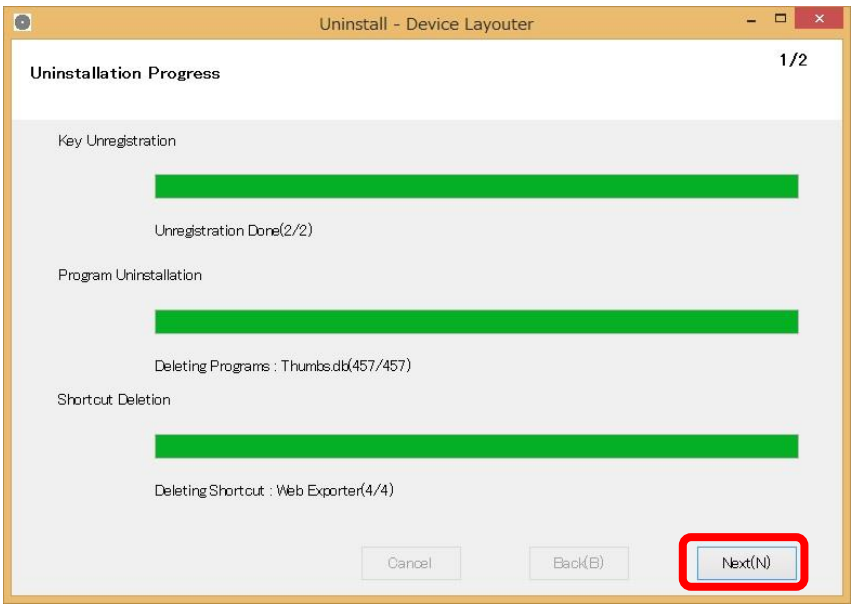
(4) Confirmation dialog box opens.
Press <Yes> button.



(5) The uninstallation starts.

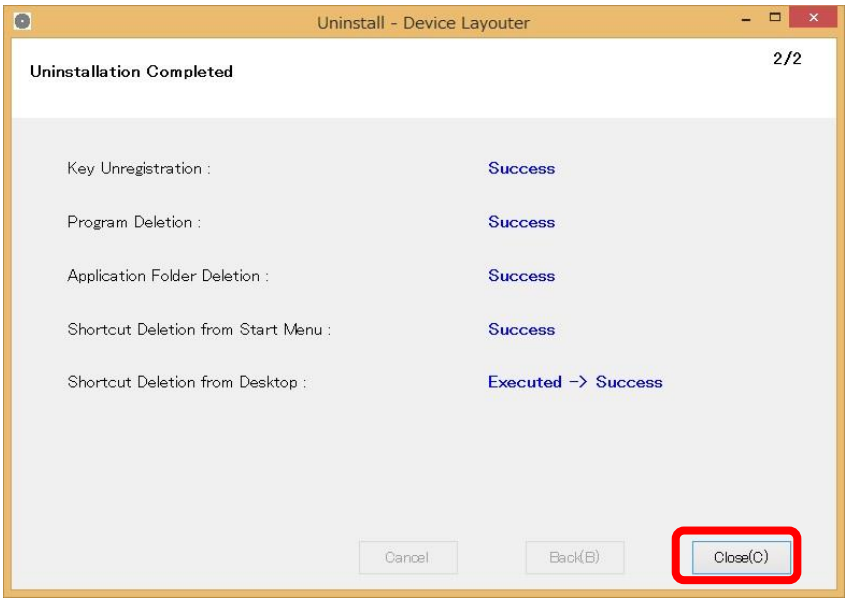


(6) <Next> button is activated after the uninstallation is done. Press this button.



(7) Uninstallation Completed page opens.

The uninstallation results are reported. Confirm no error is occurred, and press <Close> button.



Chapter 3 – Sample File Conversion

3 Sample File Conversion

3.1 Starting Software

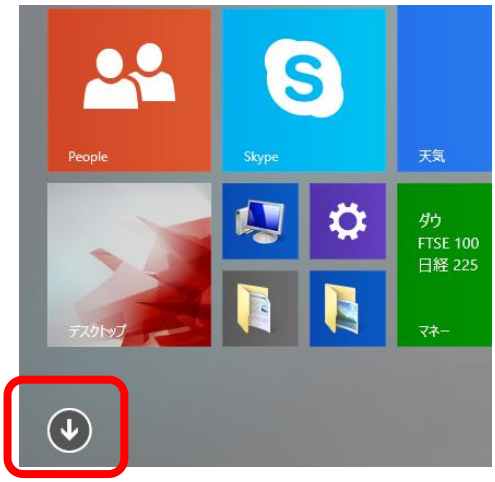
First, we will see it on Windows 8.1.

(1) Select Tile on Start Page

It's at the bottom left of the desktop.

(2) Select the down arrow at the bottom left of the start page.

It's at the bottom left of the display.



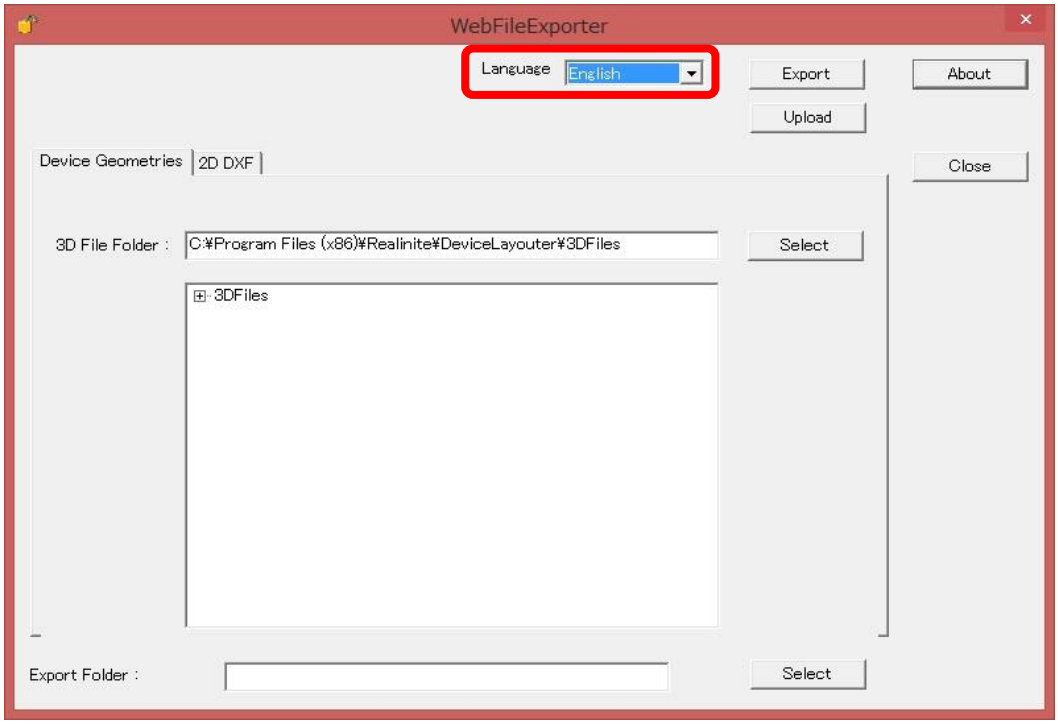
(3) Search [DevLayouter] in the application list.

You can see three shortcuts.

Select <Web Exporter>.

(4) Web Exporter starts.

You can select a language from the combo box at the top of the dialog box.



In Windows 7, the scenario would be as follows.

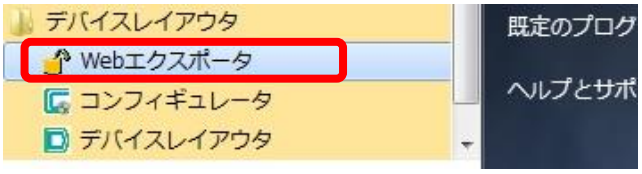
(1) Press Start button.

It's at the bottom left of the desktop.

(2) Select [All Programs]－[Dev Layouter].

You can see three shortcuts.

Select <Web Exporter>.



(3) Web Exporter starts.

3.2 Start from Desktop

When you add shortcuts on the desktop during the installation, you can start the software from the desktop as well.

Double click on [Web Exporter] Shortcut. You can start Web Exporter.

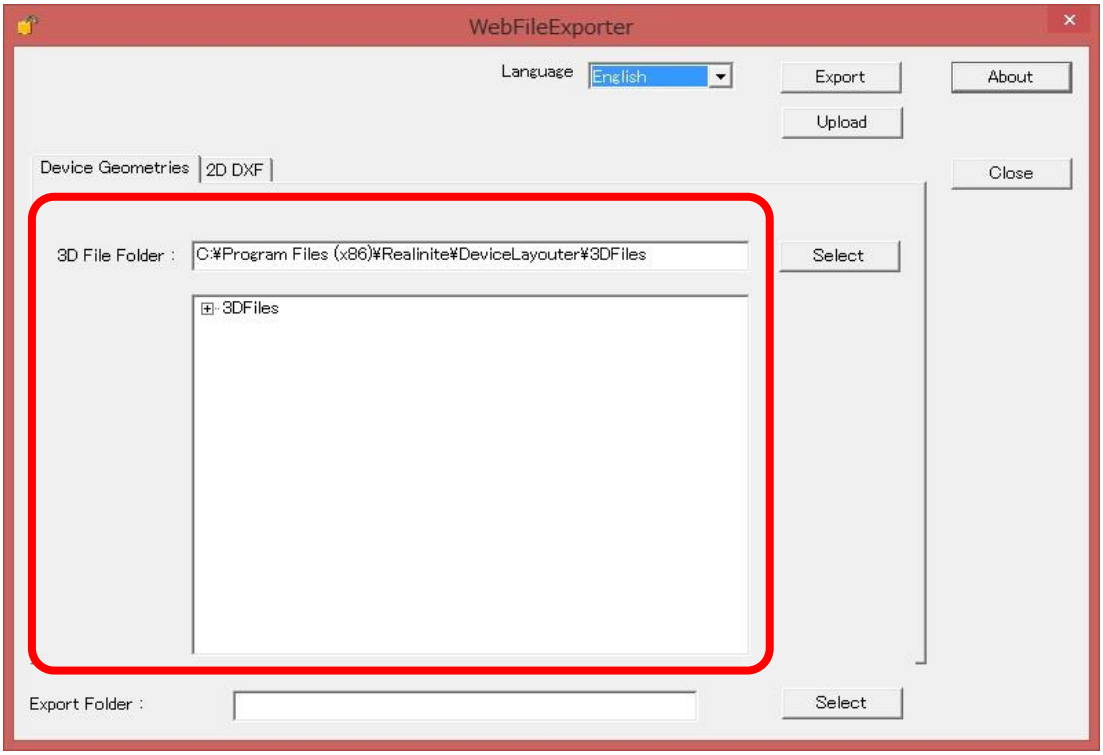
3.3 Exporting Device Geometry

Now, we are trying to export device geometries.

You can select any DXF, FBX, OBJ or COLLADA data as device geometry files. Now, you will select files which are placed during the installation.

(1) Confirm Device Geometries tab is active.

A 3DFile folder and its contents are shown on the page.



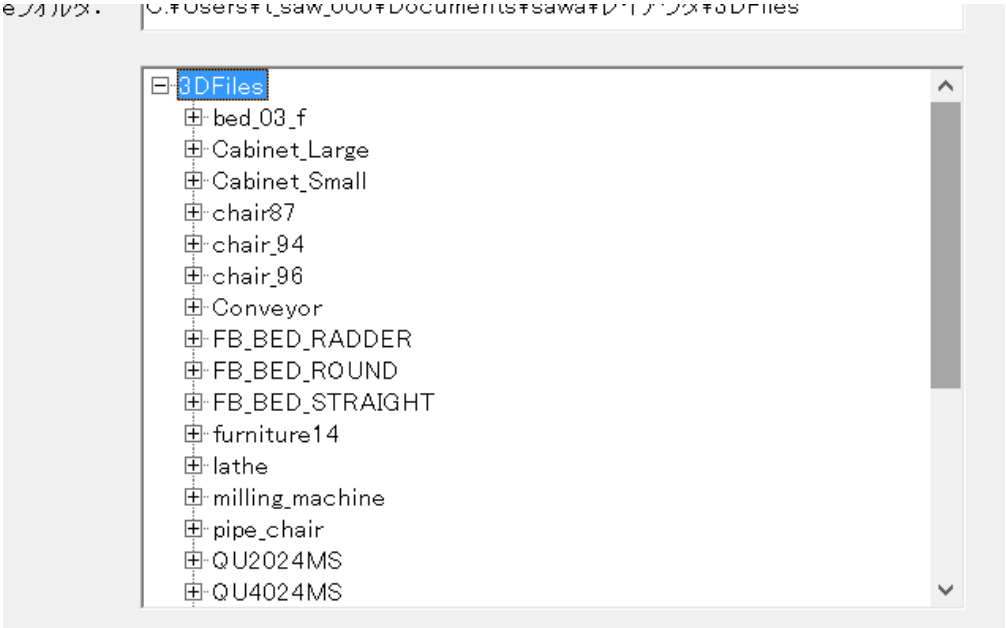
The default 3D File folder is what you specified during the installation. You can change it by pressing <Select> button.

Now, you are going forward with the default folder.

(2) Select [+] at the '3DFiles'.

The directory hierarchy under the 3D File folder can be seen. When you open a lower hierarchy under the selected level, you may confirm the file names at that location.

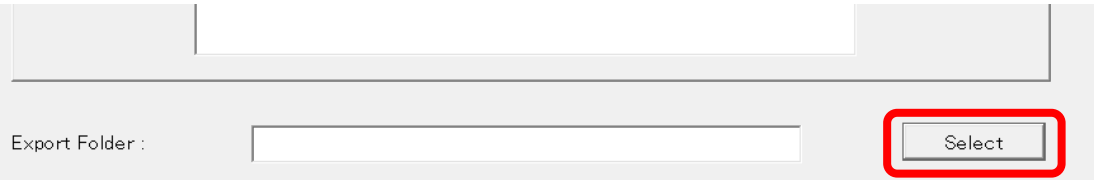
When you want to add your own 3D data, keeping this hierarchy is required. The details are described in Configurator manual.



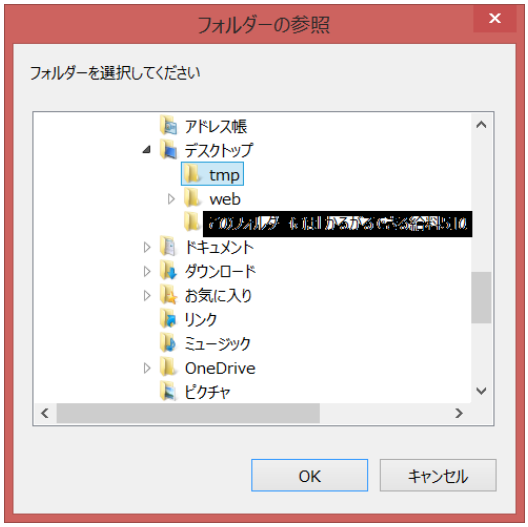
3.4 Selecting Export Folder

The last step is to select Export Folder.

(1) Press <Select> button at the right side of Export Folder.



Folder Selection dialog box opens.



(2) Specify an export folder.

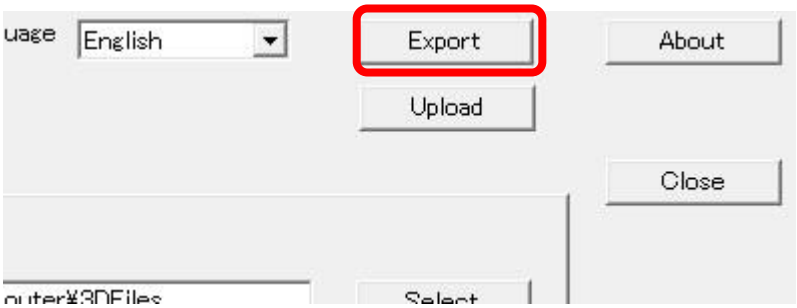
Any folder is OK, but keep in mind the contents will be deleted during export.

(3) Confirm if the selected folder is defined at Export Folder text box.

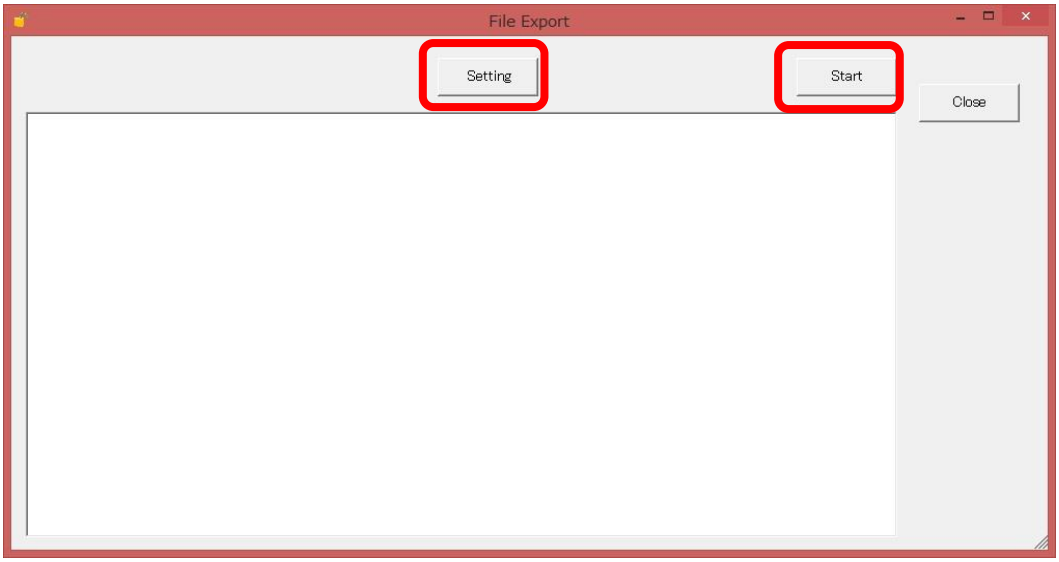
3.5 Running Export

Now, you are going to start export.

(1) Press <Export> button at the top left of the dialog box.

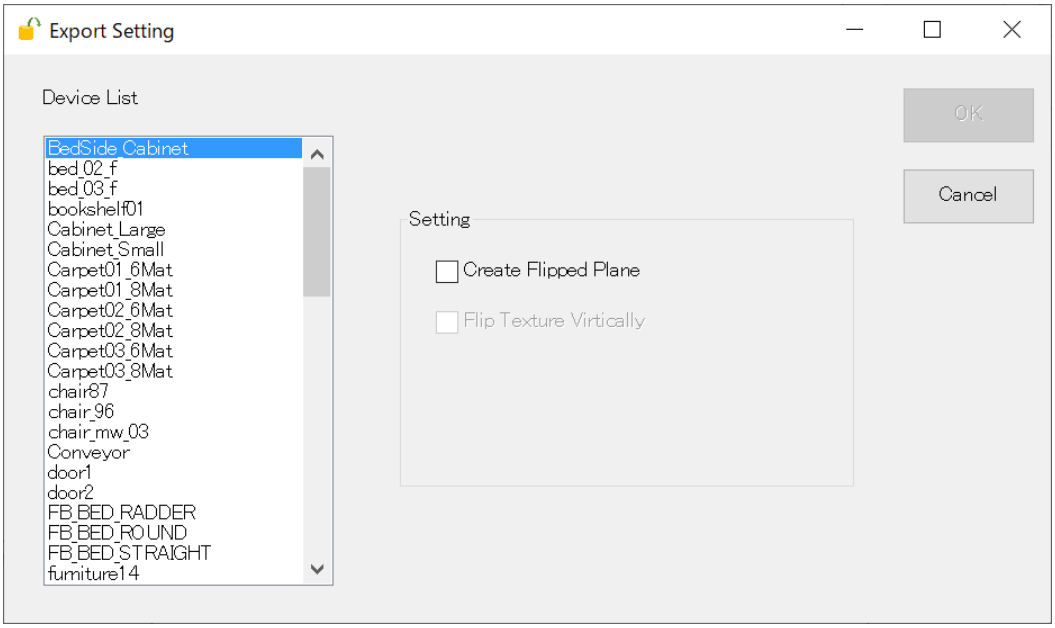


[File Export] dialog box opens.



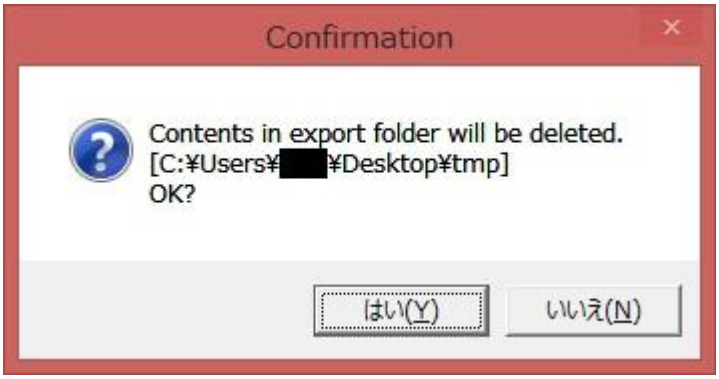
(2) When you want to modify setting, press <Setting> button.

[Export Setting] dialog box opens. Select one device from Device List, and modify setting. Currently, you can specify if you create flipped plane for each geometry element included in your 3D file, and if flip the texture file vertically. Once you finalize your modification, say <OK>.



(3) Press <Start> button.

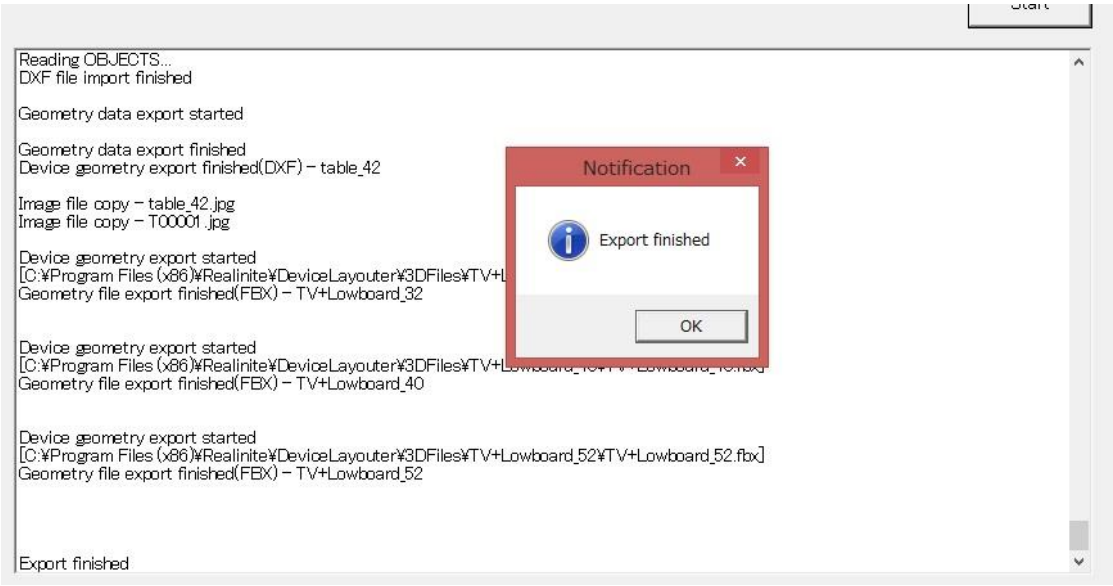
A dialog box is shown to confirm if deleting contents in the export folder is OK or not.



(4) Press <Yes> button.

File export starts.

A notification dialog box opens, when the export is finished.



3.6 Exported Contents

Let's see what are exported.

You can see four folders under the export folder.

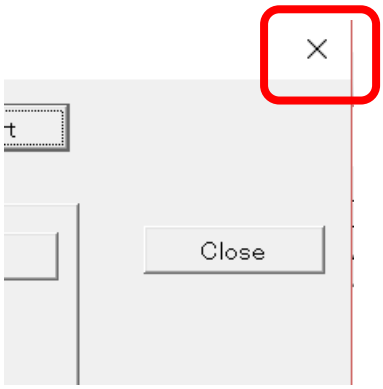
- 2DDXF
  DXF files which include 2D floor plan are exported. These are to be used for room creation.
- DeviceGeometry
  3D geometry files are exported. One folder is created for each device, and the system exports geometry files converted from DXF, FBX, OBJ, or COLLADA files, and related images, and so on.
- DeviceSetting
  XML files which has device settings are exported.

You can modify the contents of this file with Configurator. Please see Configurator manual for the details.

3.7 Terminating System

This is to terminate Web Exporter.

(1) Press [x] button at the top right of the dialog box.
Web Exporter will be terminated.



Chapter 4 – File Upload

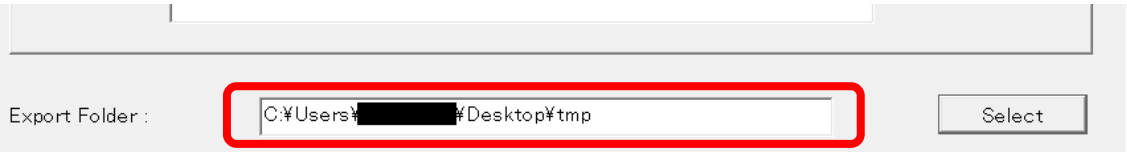
4 File Upload

4.1 Uploading Files

You can upload all files exported to 'Export Folder'.

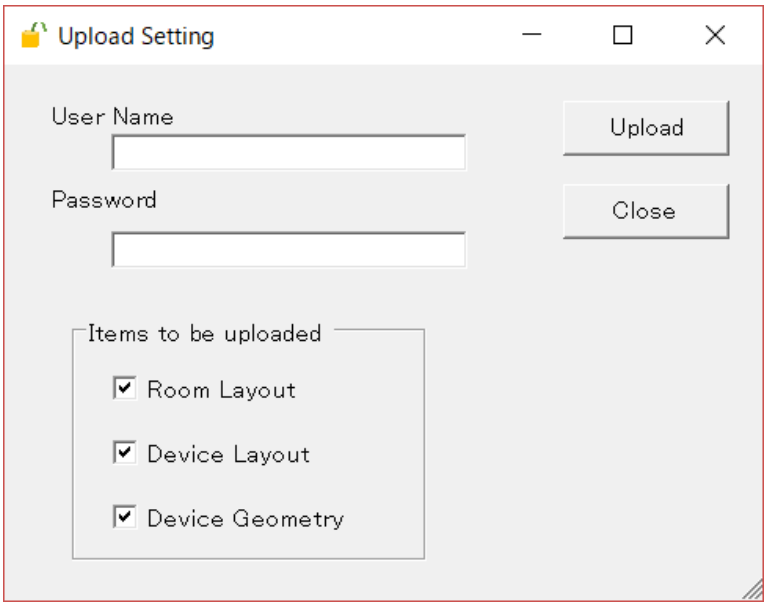
(1) Confirm 'Export Folder' is correct

This system will upload all files included in this folder. That's why the folder description should be correct.



(2) Press <Upload> button at the top right of dialog box

[Upload Setting] dialog box opens.

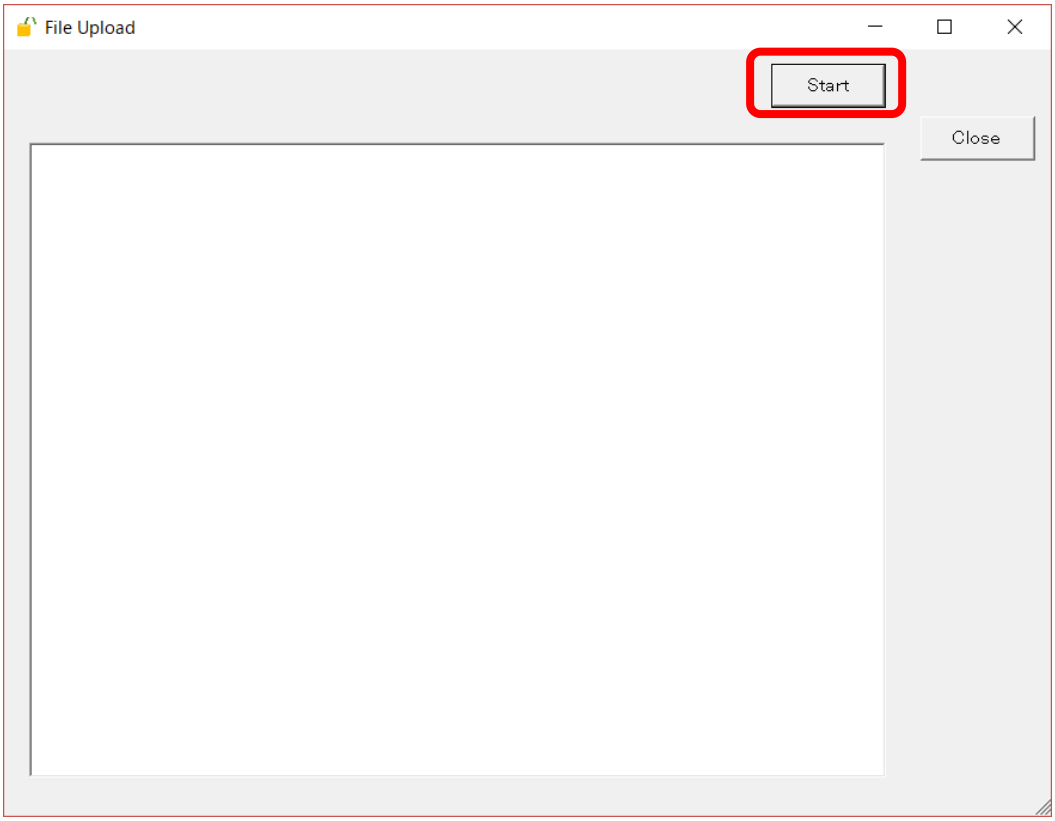


(3) Specify User Name and Password

These values should coincide with what you specified on User Registration page of Device Layouter for Web.

(4) Select some items at Items to be uploaded if required, and then press <Upload> button

[File Upload] dialog box opens.



(5) Press <Start> button
File upload will start.

If any error occurs, confirm the situation of the Web server, considering what the error says.

4.2 File Size to be Uploaded

The maximum file size to be loaded is pre-defined. If the system says the size exceeds the limit, confirm the file size on the Web server. You may be able to start uploading after you delete some unnecessary files.

Chapter 5 – Technical Details about 3D Geometry

5 Technical Details about 3D Geometry

5.1 Folder Hierarchy for 3D Geometry

The folder hierarchy under 3D Files must be as follows.

- ○ Exactly the same name folder as the corresponding device's just under 3D files folder
- ○ 3D files and images with the same name as the corresponding folder's.

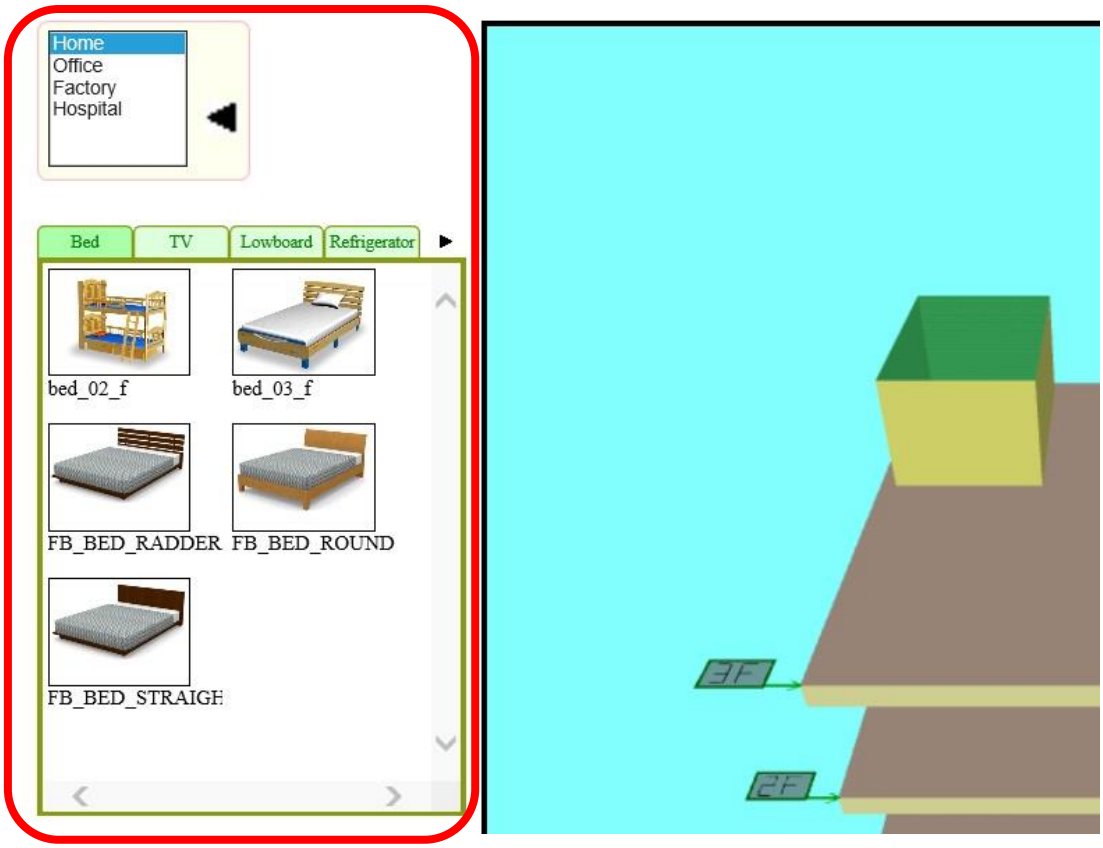
If a 3D file refers to its material, you should keep the hierarchy. You may not see any material in the 3D viewer.

This hierarchy is really important when you want to add your own 3D data.

5.2 3D Geometry File Location

You can select any location for 3D geometry in Web Exporter. But any mismatch with XML setting file disturbs your own data utilization.

If the exported setting is correct, you will see Device Tab as follows.



The page and device names on the device tab (In the image above, 'Bed' or 'TV' for example) are acquired from the XML file.

On the other hand, the images on the tab are from the 3D geometry folders. Therefore, if the system cannot find the corresponding folder with the same name as the device defined in the XML file, no image is shown.

When you select a device on the tab to add one to the 3D view, the system refers to the corresponding geometry file in the 3D File Folder. If the folder with the same name as the device defined in the XML file doesn't exist, you cannot add that device as no 3D geometry is shown.

Please use Configurator when you add your own devices. This is important to avoid those problems described in this section.

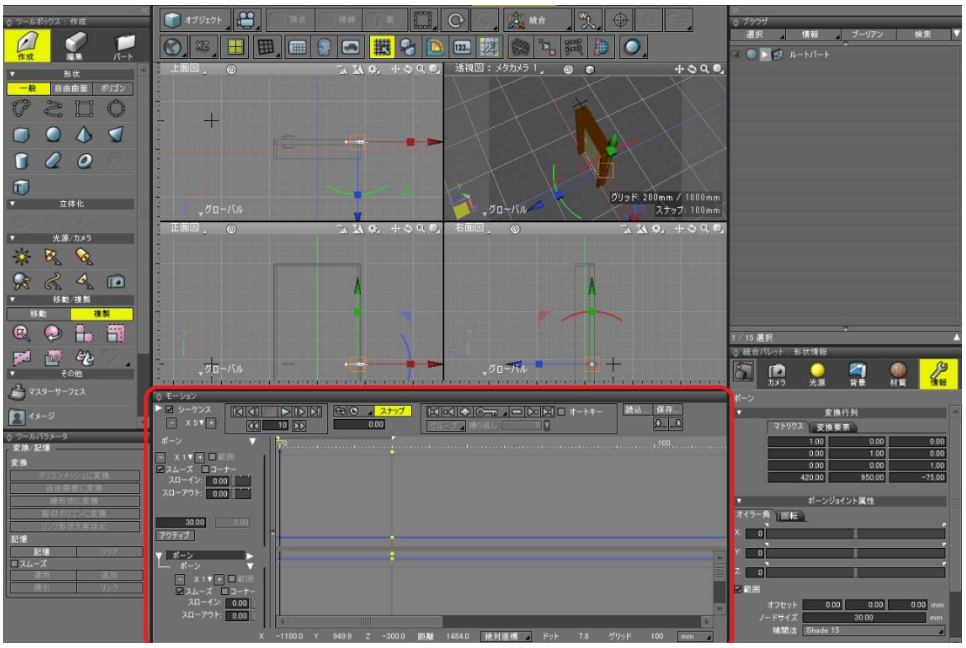
Chapter 6 – Animation Support from FBX Files

6 Animation Support from FBX Files

6.1 Supported Animation in FBX Files

Many CG software products have animation creation features.

Shade 3D, which is one of CG software products, has a specific user interface for animation at the bottom of the window. We can create our own animation by selecting intermediate motions, moving existing joints.



FBX format supports bone joint only.

Existing in-wall devices have animations to open and close doors. When you navigate to a location which is close to a door, the door automatically opens. And when you go away from the door, the door automatically closes.

This system doesn't only support opening and closing door animations, but more. Any animation which complies with the following conditions can be executed.

6.2 Conditions for Available Animation

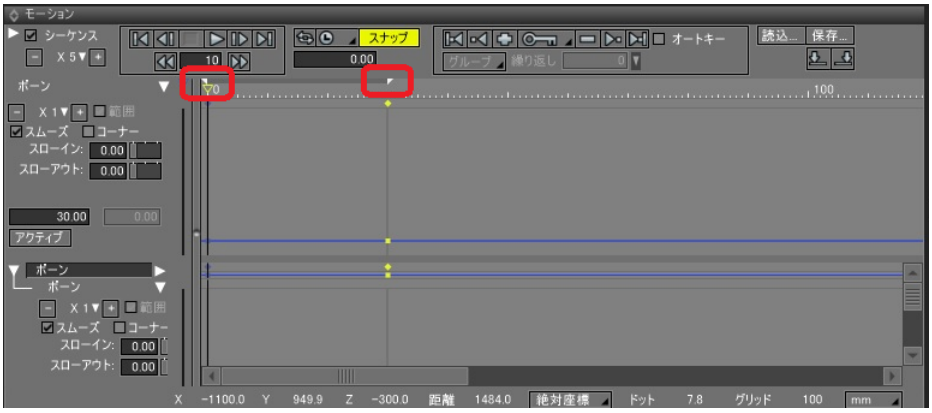
This system assumes the frame 0 as the closed position, and the frame 30 as the opened position. The animation time is about one second.

Therefore, you should take care of the following conditions for your animation.

*Use bone joint only
*Specify 30 as animation length
*Register closed position at frame 0
*Register opened position at frame 30

The following image is from Shade 3D Japanese version. The basic architecture of this kind of

window should vary in your 3D system.

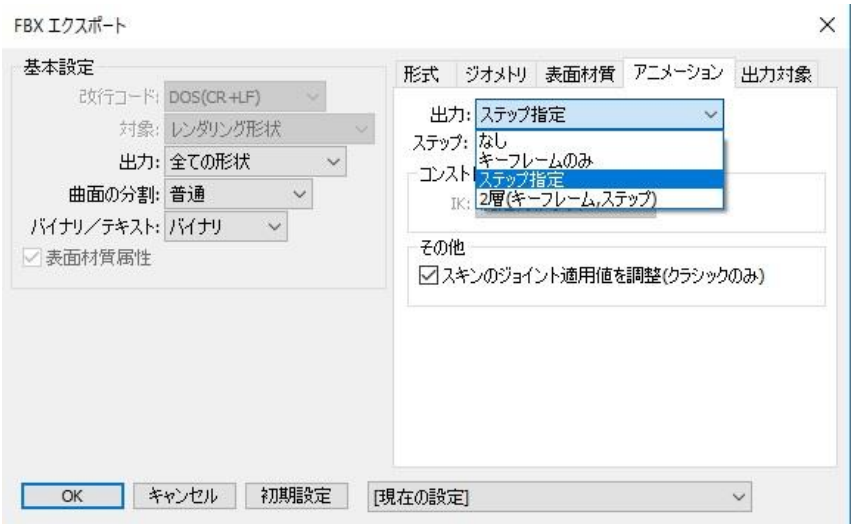


When you navigate to a location which is close to a door, the system runs the animation from frame 0 to 30 in about one second. On the other hand, when you go away from the door, the system runs the reversed animation from frame 30 to 0 in about one second. This is the way the system runs animations automatically.

6.3 Notification on File Export as FBX Format

This system imports intermediate positions in an animation from any FBX file. Therefore, you should export not only key frames, but all frame information as FBX format.

The following is a captured image of a dialog box in Shade 3D Japanese version. The basic architecture of this kind of window should vary in your 3D system. Refer to a manual of your 3D system and look for a feature for this purpose.



Chapter 7 – File Extension

7 File Extension

7.1 2D DXF File

The extensions of 2D DXF files are .dxf. They will be changed to .2dx during export.

7.2 Device Setting File

A XML file with the device setting is exported to the subfolder DeviceSetting. Nothing is changed during export.

7.3 3D Geometry Files

The folder hierarchy and copied file locations and names are not changed basically.

The extensions of DXF files are changed to .dxw, FBX files to .fbw, OBJ files to obw., and COLLADA files to .daw.

Chapter 8 - Inquiries

8 Inquiries

Please contact the following if you have any inquiries.

Support@realinite.co.jp