

U3D : 3D PDF animations - how to make them:

Save this code as "playit4.js" (or any other *name.js*):

```
rollit      = scene.animations.getByIndex(0);
rollit.speed  = 10;
rollit.oneFrame= 1 / rollit.framesPerSecond;
rollit.showTime= rollit.currentTime = 0.0;
rollit.endTime = 0.0;
rollit.forward = false;
scene.activateAnimation(rollit);

function playit( start_frame, end_frame ) {
    rollit.showTime = rollit.currentTime = start_frame;
    rollit.endTime = end_frame;
    rollit.forward = true;
}

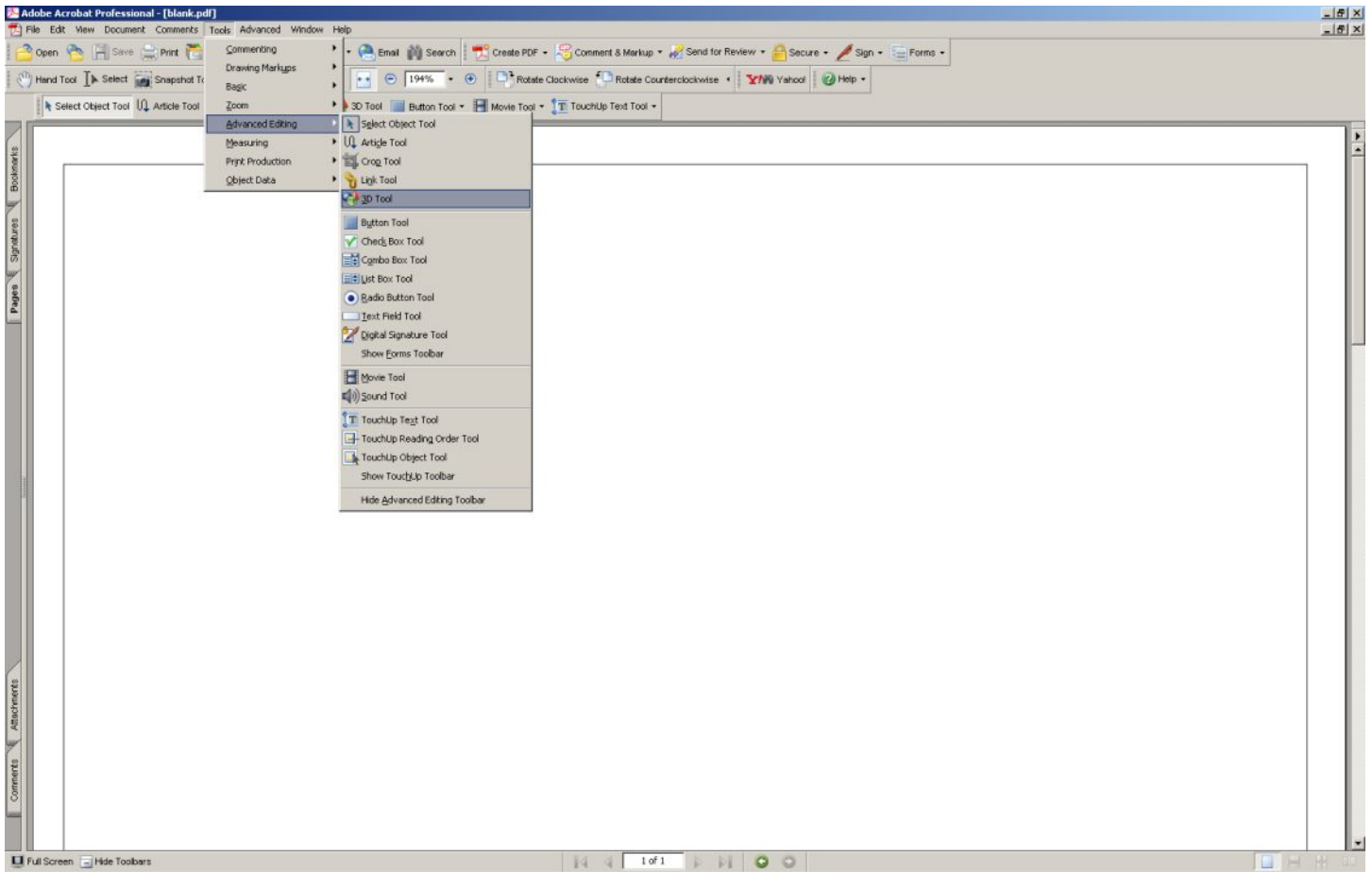
clockit      = new TimeEventHandler();

clockit.onEvent = function(event)
{
    if (rollit.forward)
    {
        rollit.showTime = rollit.currentTime + (event.deltaTime * (rollit.speed * 0.1));

        if (rollit.showTime > rollit.endTime)
        {rollit.showTime = rollit.endTime;
         rollit.forward = false; }

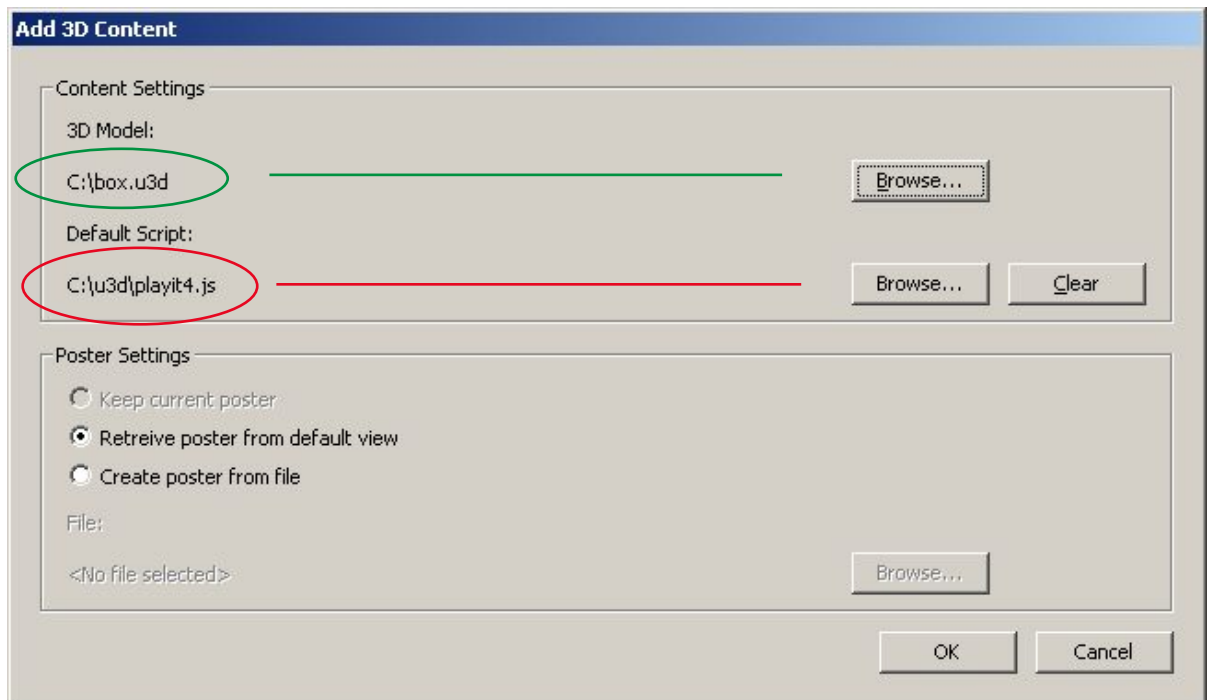
        rollit.currentTime = rollit.showTime;
        scene.update();
    }
}
runtime.addEventHandler(clockit);
```

Include the 3D file and the script



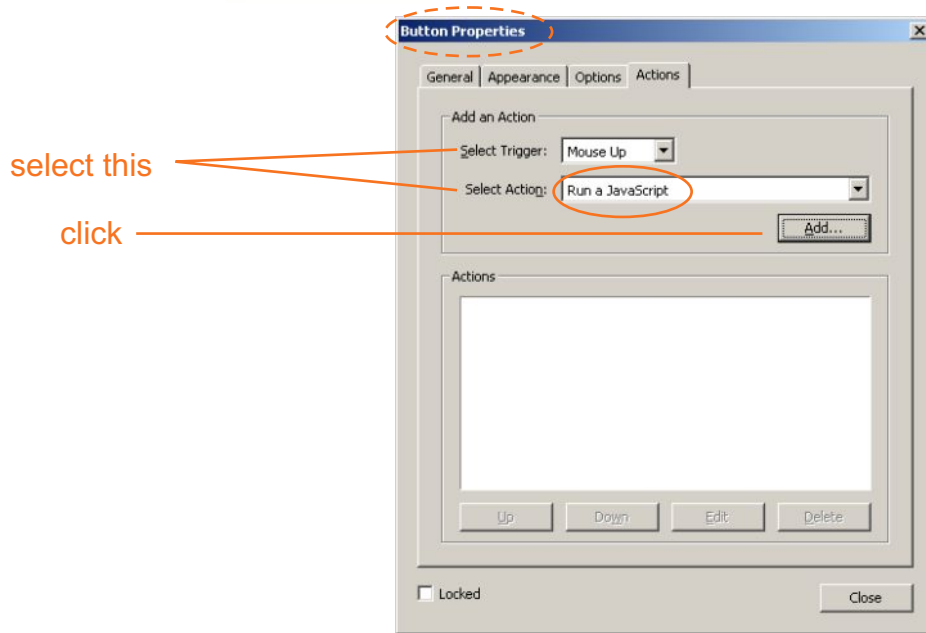
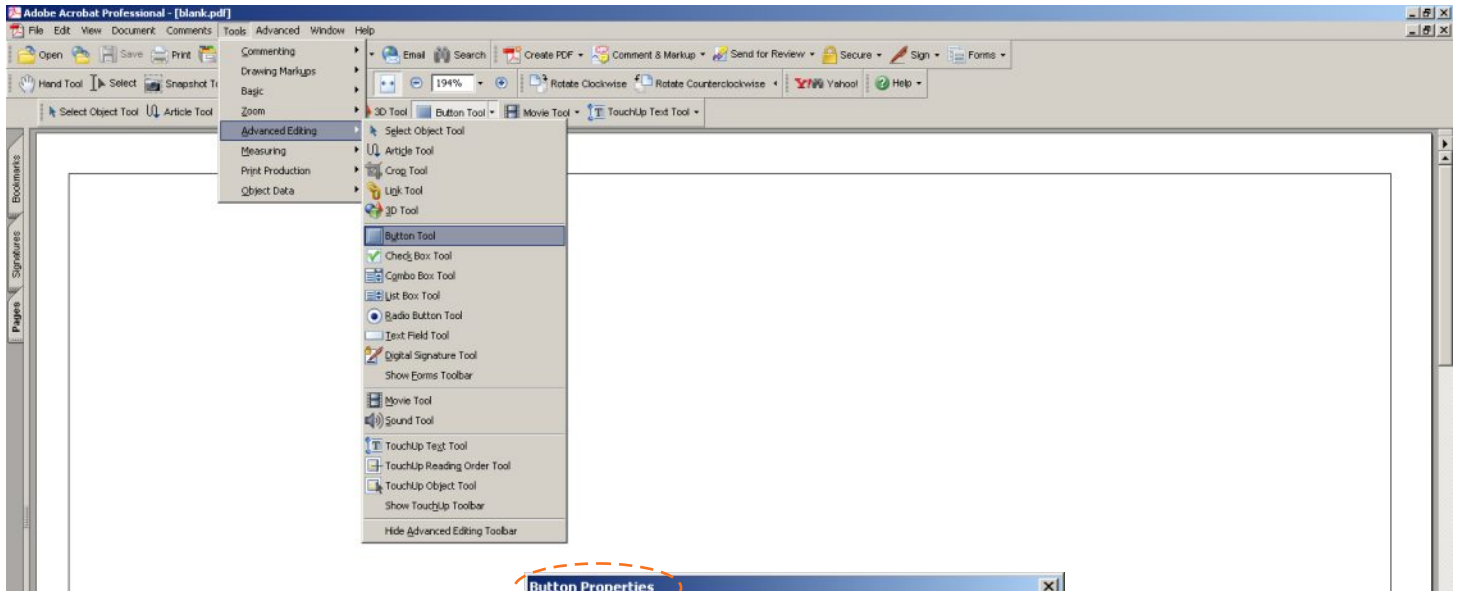
Insert your .U3D file here*

Include previous script here



* Your 3D file must have an animation integrated otherwise nothing happens for example:
make an animation in your 3D program (ex. 3dsmax) and convert it to .U3D (with right hemisphere deep exploration for example)

Include the animation buttons



insert this code in the window:

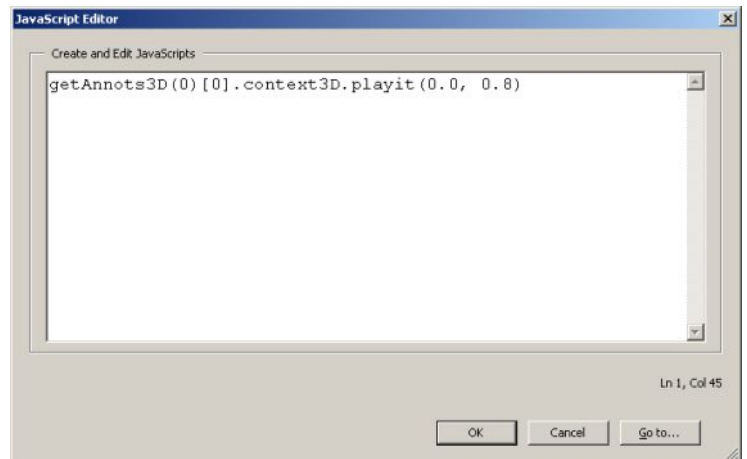
`getAnnots3D(0)[0].context3D.playit(0.0, 0.8)`

3D-window Id
per page
(if only 1 window then 0,
Second window is 1 etc..)

Page nr on which
the 3D-window is
(first page =0)

start-time of the
animation sequence
in seconds

end-time of the
animation sequence
in seconds



Make a button for every part of the animation you want just change start and end time to where the different sequences start and end. Decoration and labeling is up to you. This is just one way to do it. I guess there are other ways too.

