

3D ISSUE PROFESSIONAL 3.3 TUTORIAL



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www.3DIssue.com

PART ONE:

Converting PDFs into the correct JPEG format

The 3D Issue software requires that each page is made available in jpeg format in 4 different sizes:

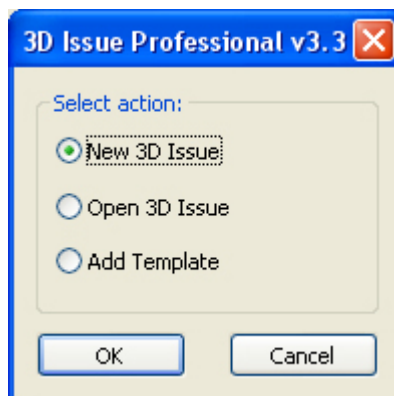
- Large jpeg for when the user zooms in
- Medium jpegs to be displayed when users have selected the “Stretch to fit Browser window” option.
- Small jpegs for when they are zoomed out & flipping through the newspaper. If the “stretch to fit browser window” is not selected. This is best
- Thumbnail jpegs for allowing the user to view small images of all the pages in that issue.

As newspapers and magazines come in a lot of different dimensions we only use the resolution to determine the size of the large jpegs. Press quality print is generally 300dpi. To read newspapers adequately in jpeg format, I find that changing the resolution to 130 -150 dpi is sufficient. Anything less and the text will become blurred.

To create a new digital edition from a PDF we are going to use the “3D Converter” to automate the conversion of a press quality PDF to a 3D Issue. This new tool will not only convert all PDF pages for you but it will also extract all the text for keyword searching and also extract URL or email links for adding interactivity to your digital edition.

Let's begin

1. Open “3D ISSUE PROFESSIONAL 3.3”

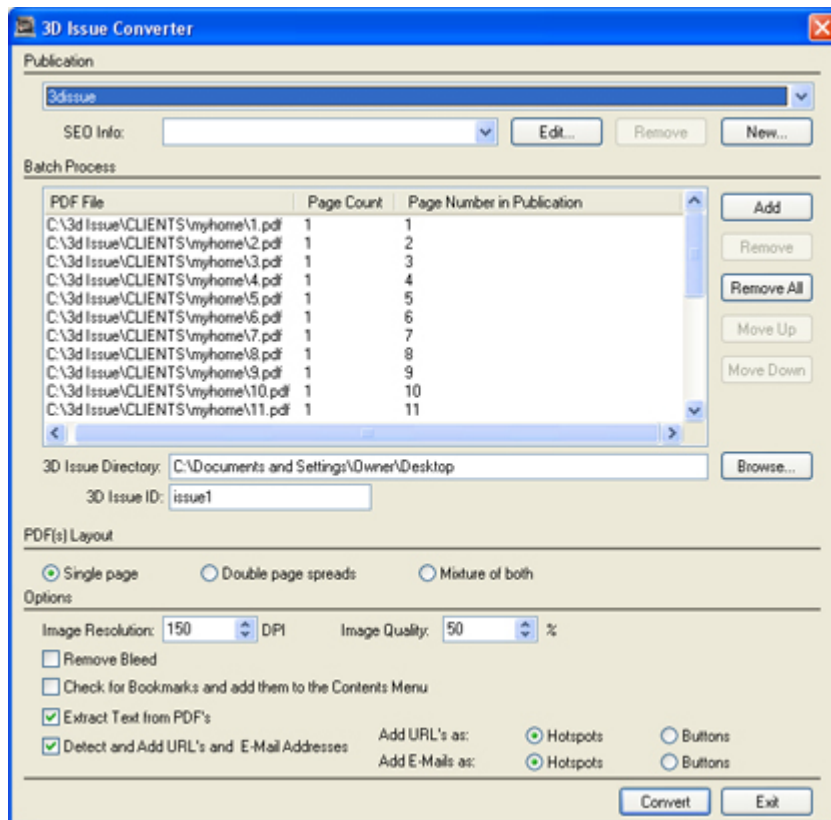


2. In the pop-up dialog box you are given 3 options:

- “New 3D Issue” allows you to convert your PDF’s to digital editions
- “Open 3D Issue” allows you to edit existing projects
- “Add Template” allows you to add newly licensed templates to your digital editions

Select “New 3D Issue”.

3. The 3D Converter tool will then appear. To select your PDFs, click on the add button. You must then navigate to the folder and select all the PDFs that you wish to add for conversion.



“Publication” Drop down Box

Each software installation comes with one flash magazine template. This template is customized to include the client’s logos and the online version is configured to play at their specified URL only. If you are managing multiple clients, then you will have a unique template for each client.

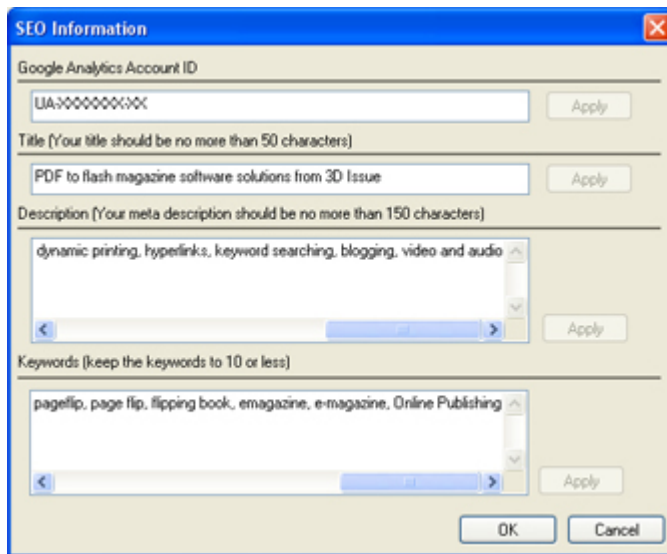
Therefore, when you are creating a new issue, it is important to select the correct template to

be associated with this conversion by clicking on the drop down box and selecting the correct client. If you only have one template you can skip this feature.

4. Adding SEO data

We have added a new feature to our online flash magazine component that will allow you to record every action of a user and have the details posted to the new “event tracking” section of your google analytics. Giving you free authenticated market validated stats on your digital readers.

To add this to your digital edition please click on the “edit” button, which prompts the SEO information dialog box.



To add the google analytics to your digital editions, all you have to do is enter your google analytics ID into the first text field and click apply. 3D Issue takes care of the rest, by adding the google analytics code to all html pages generated.

You can also further customise these html pages by adding other meta tag information such as the title, description and keywords. Note that each time you enter the information, you must click Apply to activate this information. Once complete, click OK to return to the converter.

5. Adding PDFs for conversion

You can add a publication as one file or as multiple PDFs. You will see in the figure above that we selected 24 single PDF pages. There are two important columns that you must pay attention to before converting.

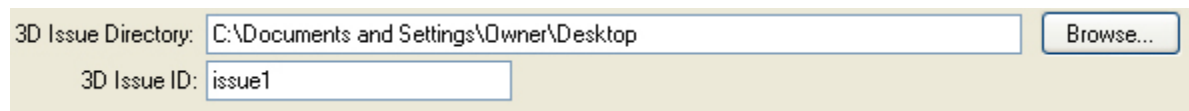
- a. “Page Count”, which displays the amount of pages in that PDF

- b. Page Number in Publication which displays the page number that this PDF will have in the 3D Issue.

You can click on the PDFs and use either the “Move Down” and “Move Up” buttons or simply click and drag it to alter their position within the digital edition.

6. Choose Project Folder

Now you must choose the “3D Issue Directory”, the location where you will generate your 3D issues and the name of the project folder (3D Issue ID). This project folder is where all the files will be outputted to. Everything you need will be outputted to that folder, so all you have to do is upload that folder onto your website. Given this the folder name should represent the issue you are editing. This will be the extension at the end of your domain address after uploading to the website. for example if you call it ‘feb_issue’ it would look like www.yoursite.com/3dissue/feb_issue. which is obviously cleaner looking than www.yoursite.com/3dissue/#eg12368nsa



The screenshot shows a web form with two input fields. The first field is labeled "3D Issue Directory:" and contains the text "C:\Documents and Settings\Owner\Desktop". To the right of this field is a "Browse..." button. The second field is labeled "3D Issue ID:" and contains the text "issue1".

7. Specify PDF(s) orientation

Publishers can design PDFs as either single page layouts or sometimes PDFs are designed as double page spreads. They can even be a combination of both. See a sample below. This PDF states that there are 59 pages but as we can see there are a number of pages that are double page spreads. The true page count is 88 pages. In order to output the digital edition to the true page count. We must select the “mixture of both” option.



Note, that when selecting “mixture of both”, the first and last PDF pages must be single page layouts. If you choose “double page spreads”, the first PDF page must contain both the back (on the left) and front (on the right) pages.

8. Choosing output quality and Size

Image Resolution: DPI Image Quality: %

The Image resolution controls the size of the zoomed-in (large) pages that are created. This is set at default to 150 DPI. This will vary from publication to publication and only through testing will you be able to determine the optimum setting for your publication. We find that anything between 100 dpi to 150 dpi is adequate. You can also choose the quality at which the pages are generated. This is set to 50% at default. Again, only through testing will you determine what best suits your publications.

Note that these settings will determine the size of the digital edition and the speed at which pages are loaded. It is important that you find the right balance between the quality you are happy with versus how long a user will wait to download.

9. Remove Crop-marks, bleeds, trim lines

Publishers will include crop-marks in publications that they are sending to print. These inform the printers of where to cut the pages. With 3D Issue you can easily remove these crop marks. Simply select the “remove bleed” box.



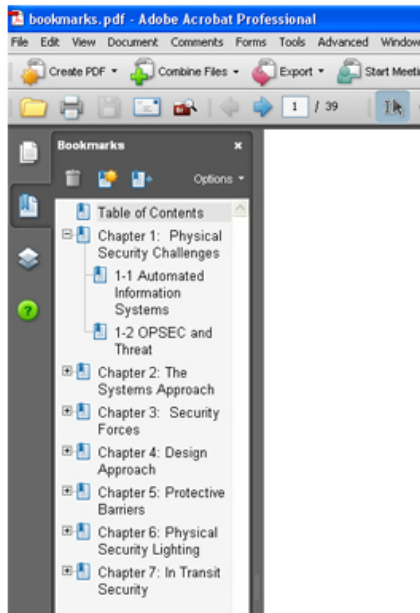
During the conversion process, a window will appear displaying the front page of the PDF(s) and its crop marks. From all corners, simply drag the box to the point where the lines would intersect and click “apply & exit”. This will apply the crop mark removal to all pages of the PDF(s).

10. **Extracting Text**

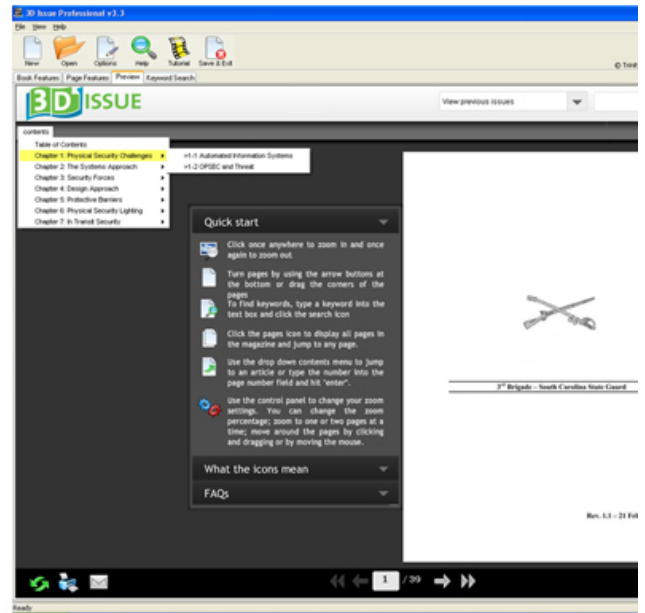
This option should always be selected as it is vital to a number of features within the digital edition such as keyword searches, SEO, and activating links for embedded URLs or email text.

11. **Extract PDF Bookmarks**

If you publish in PDF manuals or reports, its quite possible you will have a bookmark index. With 3D Issue you can have these bookmarks extracted and automatically included in a dynamic contents menu within the digital edition. See image below



Automatically
extracts PDF
bookmarks
and adds the
contents links
to the digital
edition



12. Detect URLs and emails

If you have url links and email addresses within the text of the PDF, 3D Issue can extract these links and have them added to the “Detection” toolbar in the page features section of 3D Issue Professional. By enabling this option, 3D issue will generate live links that are ready for activating on your page. All you have to do is place the links. You can also choose how you want these links displayed on a page, either as hotspots or buttons.

13. Begin the conversion

Once you are happy that you have chosen all the correct settings. Click on the “Convert” button to initiate the conversion process. Depending on the number of pages, this conversion can take a few minutes. As in the real publishing world, all pages of the main publications are the same size. If during the conversion 3D Issue notices that the pages are of different dimensions, it will prompt you to select the master size from the different specifications. Selecting the smaller page size is advised as it is easier to shrink and maintain page quality than it is to enlarge and maintain page quality.

14. Finishing the conversion

A timer bar will appear to the left of the “Convert” button. Once it has completed 100% of the conversion, click on “Continue”



NOTE:

If you are using the trial version, each page that is produced will have watermarks embedded.

Once you have exited the converter you will return to the 3D ISSUE PROFESSIONAL interface. Before adding interactivity to the 3D Issue, a pop-up window will appear asking you to select the template that PDF is related to. If you have a single publication license, there will be only one option. If however your 3D ISSUE PROFESSIONAL controls many different publications you will have to select the template relevant to the sample selected.

Select the relevant template and click OK.

PART TWO:

Adding Interactivity to 3D Issue

1. There are four tabs or sections in 3D ISSUE PROFESSIONAL version 3

A. Book Features.

This section is for entering information relating to the overall 3D Issue, such as the drop down menu options to include, & other functionalities to include such as printing, keyword searching etc

B. Page Features.

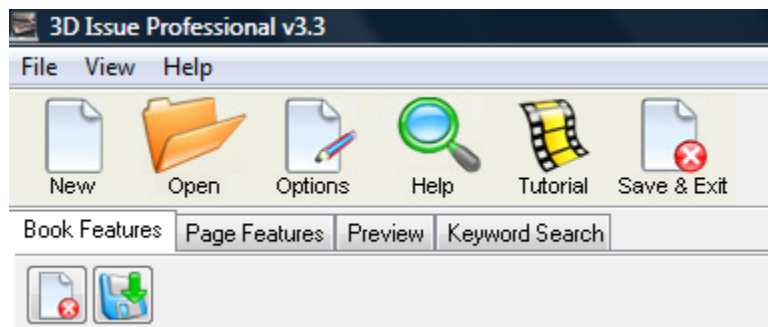
This section focuses on adding interactivity to each individual page. Here you can add hyperlink hotspots, preview rollovers, video & audio, and other interactive options.

C. Preview.

This section allows you to test the settings you have included so far.

D. Keyword Search

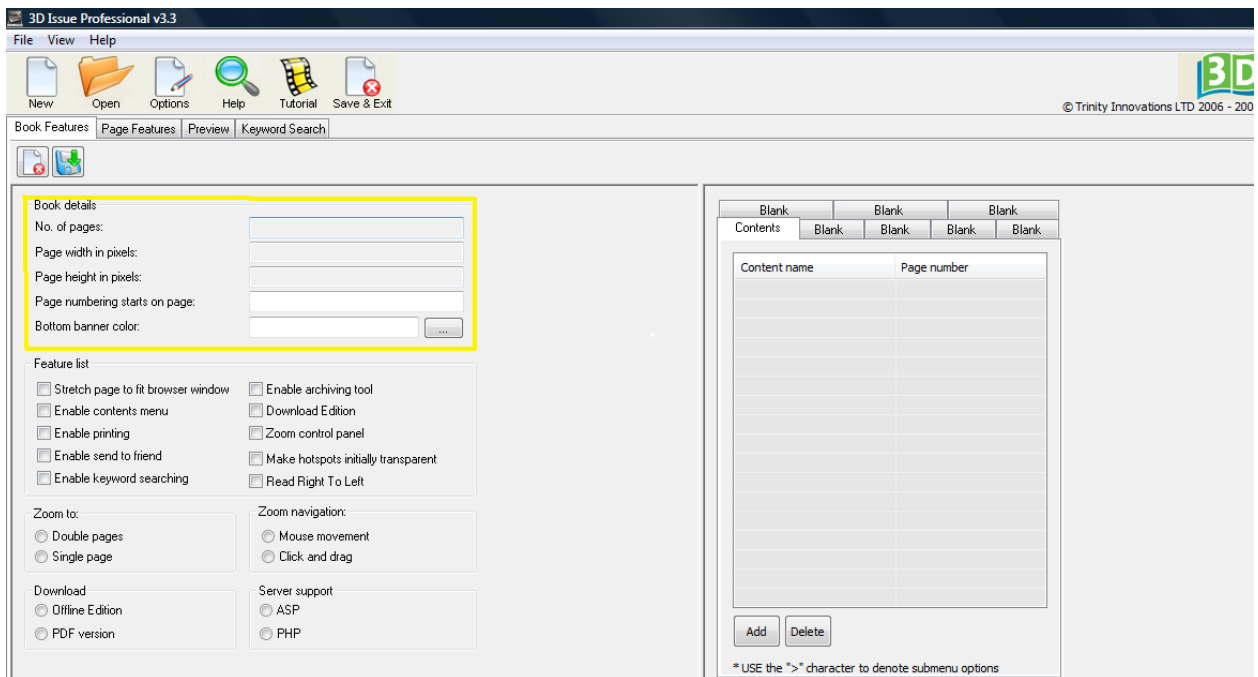
This option allows the users to find articles of interest very quickly by entering keywords and quickly jumping to pages and articles containing instances of that keyword



(BOOK FEATURES)

2. Upon exiting the “3D Converter”, 3D ISSUE PROFESSIONAL will automatically calculate the number of pages in this issue, the page width and page height. When a new book is being created, 3D ISSUE PROFESSIONAL checks all 3 folders (large, small, thumbs) to ensure that all files are present and named accordingly.

You may also change the colour of the border around the digital edition to suit your own colour scheme.



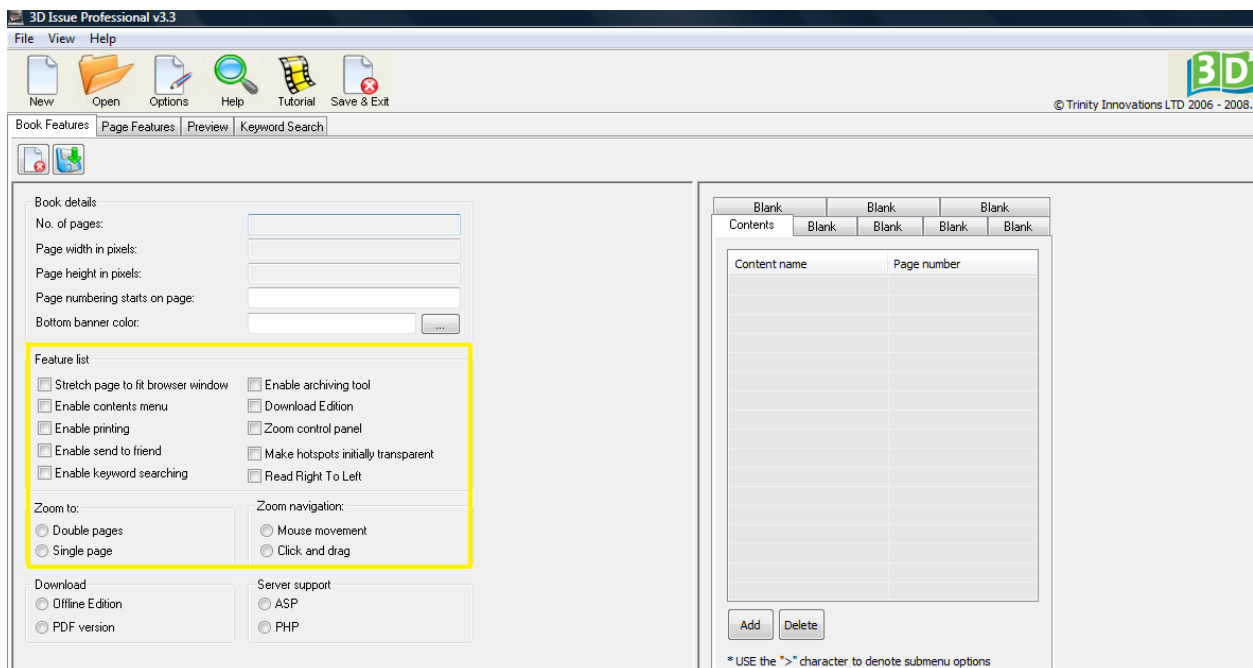
Any discrepancy will cause an error message to appear notifying the user of the fault that needs to be fixed before continuing. While conducting this check, 3D ISSUE PROFESSIONAL also checks the page width and height and the number of pages. These values are then entered into the necessary files mentioned above to make life a little easier for you!

- On the left hand side of the 'Book Features' tab, there are also a variety of functions that can be added or disabled for this issue, such as,
 - Allowing users to print pages, add comments about articles,
 - Send emails to friends,

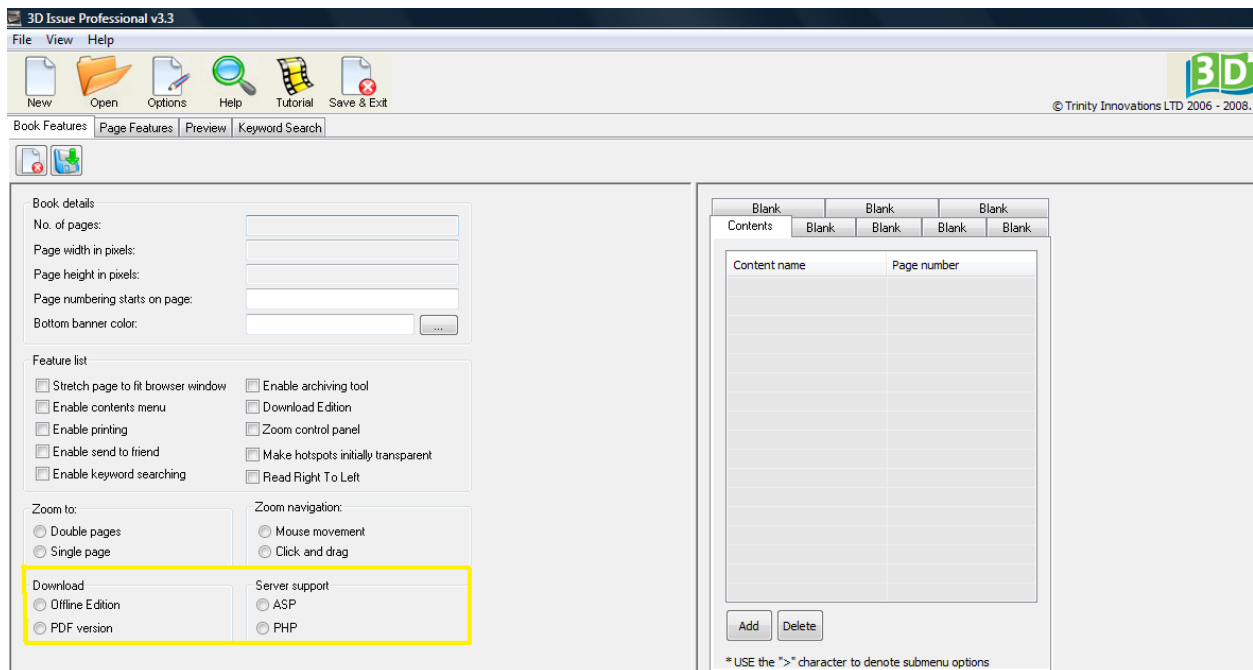
- Search for keywords,
- Linking to previous issues,
- Enabling contents menu,
- Download off-line edition,
- Allow users to change zoom settings
- Make hotspots transparent until the user rolls over them.

Version 3.3 also allows users to stretch the page to fit the browser window.

These options are activated by default. Disable as you see fit.



4. 3D ISSUE PROFESSIONAL Version 3.3 also supports ASP and PHP servers and allows the selection of how the edition is to be downloaded (PDF version or Offline Edition).

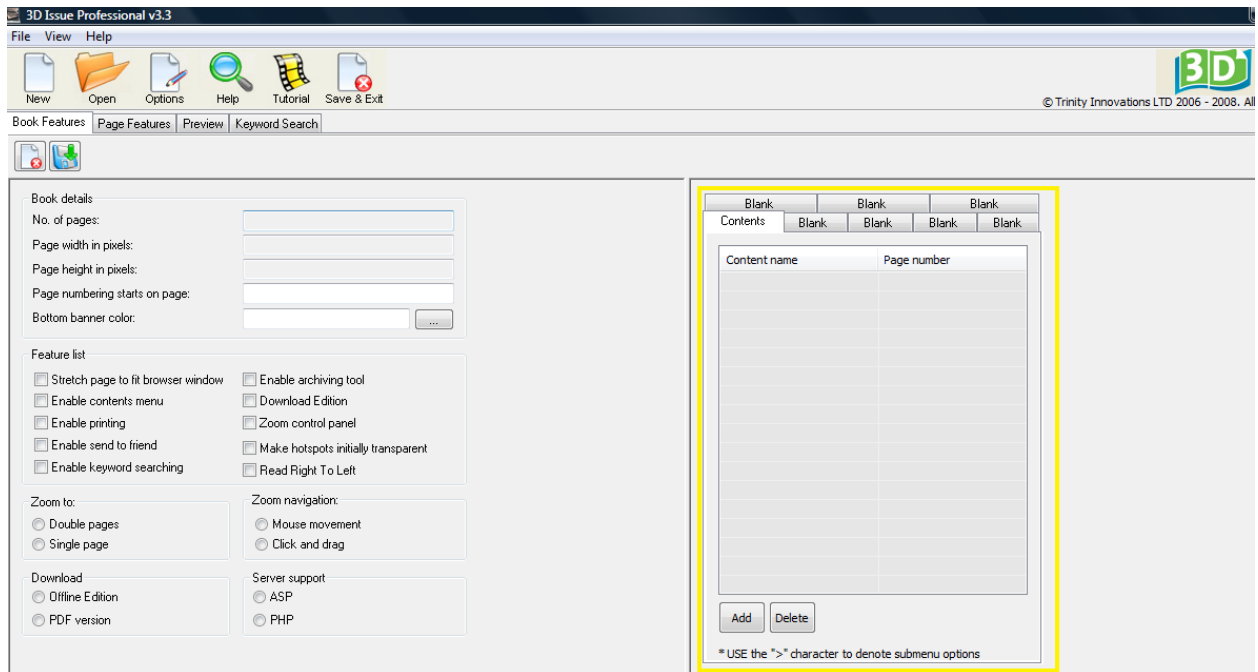


5. The right hand section of the 'Book Features' tab is for adding content options to the drop down menu options. The contents menu is the compulsory first tab. However you can change its name by double-clicking on the title.

Here you can enter the names of the various sections of your publication and the pages numbers in which they occur. Please enter all "article name" information here. To add a label, simply click on the content name field and enter the name of the section you are referencing, then click on the corresponding page number field and enter the number of the page that the application should jump to when the corresponding 'name' option is selected.

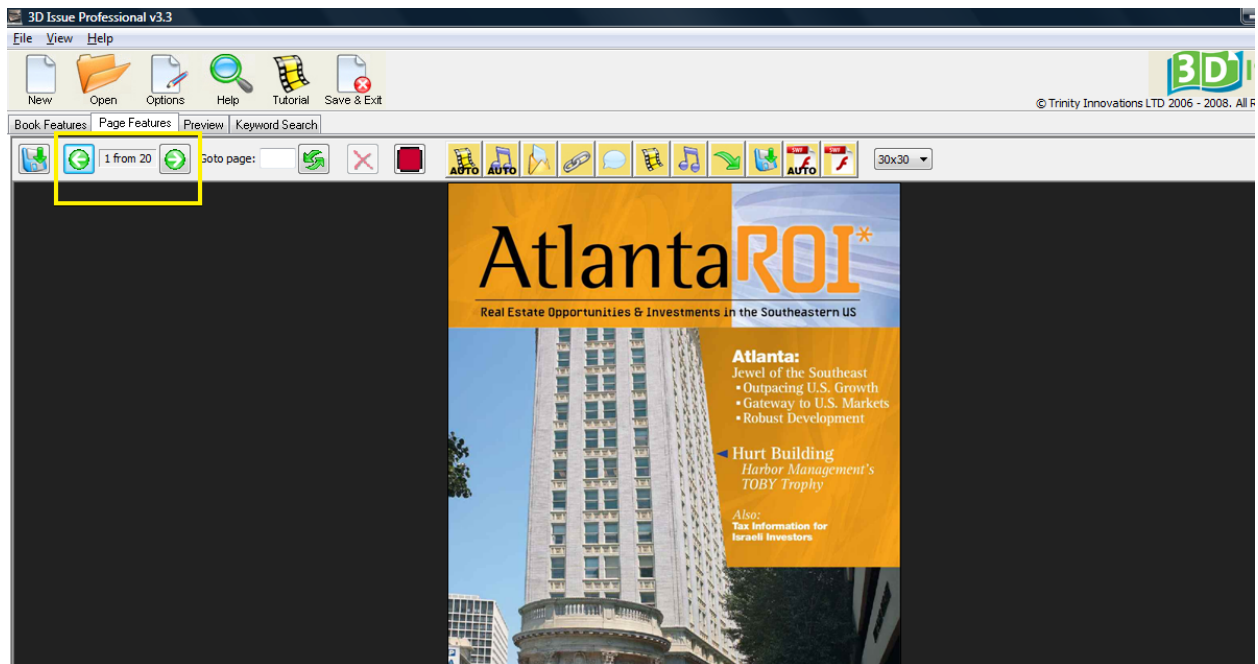
There are 10 default fields, if you wish to add more, select the 'Add' button at the bottom of the panel.

Note: If the PDF has bookmarks in it, 3D ISSUE PROFESSIONAL will automatically add these to the contents menu for you provided that you selected the "Check for Bookmarks and add them to the Contents Menu" option in the converter field previous.



You can enter an additional 7 menu options in the options bar. By default these tabs are labelled 'Blank'. To rename any tab double-click on the tab. Note that there is limited space available on the menu bar, so keep the names short.

6. Once you have completed choosing your settings and populating your menu options click on the 'Page Features' tab to begin adding interactivity to each of the individual pages. Before entering this tab you will be asked if you wish to save the changes made to the 3D Issue. Select OK.



8. This section allows you to add buttons and hotspots to a page.

You will notice when viewing the pages of your digital edition in the page details section that the 3D ISSUE PROFESSIONAL 3.3 has automatically detected and added URL and e-mail addresses to the digital edition. All you have to do is drag and drop these links in the appropriate spot as shown below.



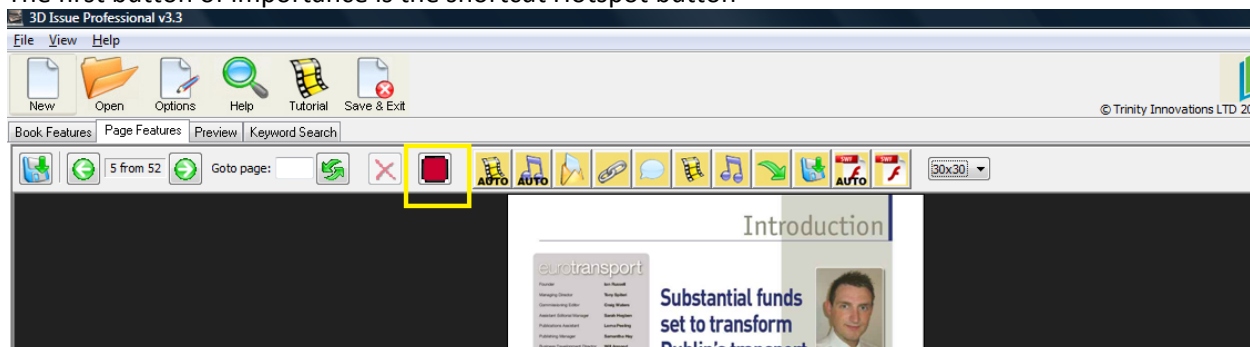
In 3D ISSUE PROFESSIONAL there are two types of interactivity that you can add to the pages. There are hotspots and buttons. To activate these features on a page all you have to do is click and drag the buttons / hotspots onto the canvas area. The canvas area displays the current page.

9. HOTSPOTS

These tools allow you to add hyperlinks and are located at top of the canvas area.

There are twelve buttons on this panel in total

The first button of importance is the shortcut Hotspot button



By simply clicking this button, your cursor will switch to a drawing tool, click and drag over the area to which you wish to add a hotspot to. Once you release the mouse button you will be prompted to select your hotspot of preference as seen below;

Hotspot information

X: 336 Width: 520
Y: 360 Height: 426

Navigation options

☒ Page
☐ URL
☐ E-mail
☐ Flash ...
☐ Audio ...
☐ Video ...

☐ Switch to button Move to page:

Generate Cancel

Once you have released the mouse, a dialog box appears stating the width, height, x and y values. This info is used by 3D Issue to ensure that the hotspot is correctly placed in the flash application. Therefore there is no need to change these values.

In the navigation section of the 'Hotspot Information' dialogue box, you can specify whether you want this hotspot to jump to a page, link to a URL or email, load a flash file, video or audio clip. There are certain conditions for entering values in each of these fields:

a.

You must enter a **numeric value** only for page

b.

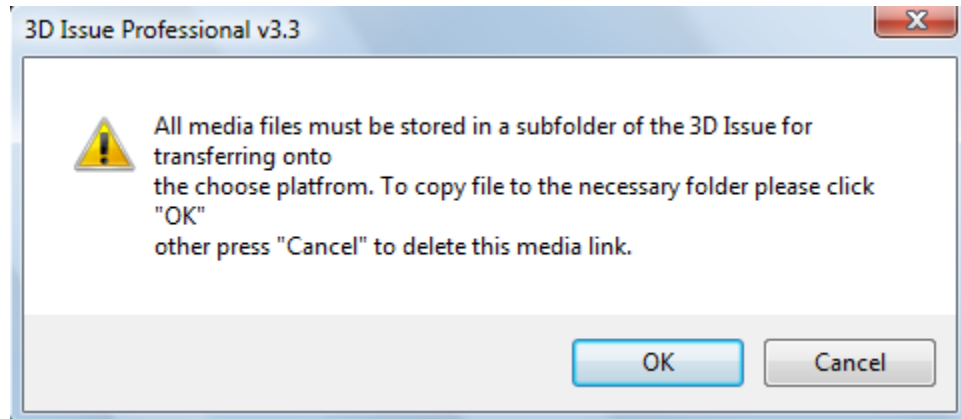
The URL must contain the prefix '**http://**'

c.

The audio clip must be an **.mp3** file and the video clip must be an **.flv** file. These files must be stored in the folder or subfolder of the folder you are creating the digital edition in. Therefore when you locate and select the file it will tell you that this file will be exported to the project folder in which all the files will be stored before being uploaded to your website.

Once you have entered the required info, click 'Generate' to add the hotspot

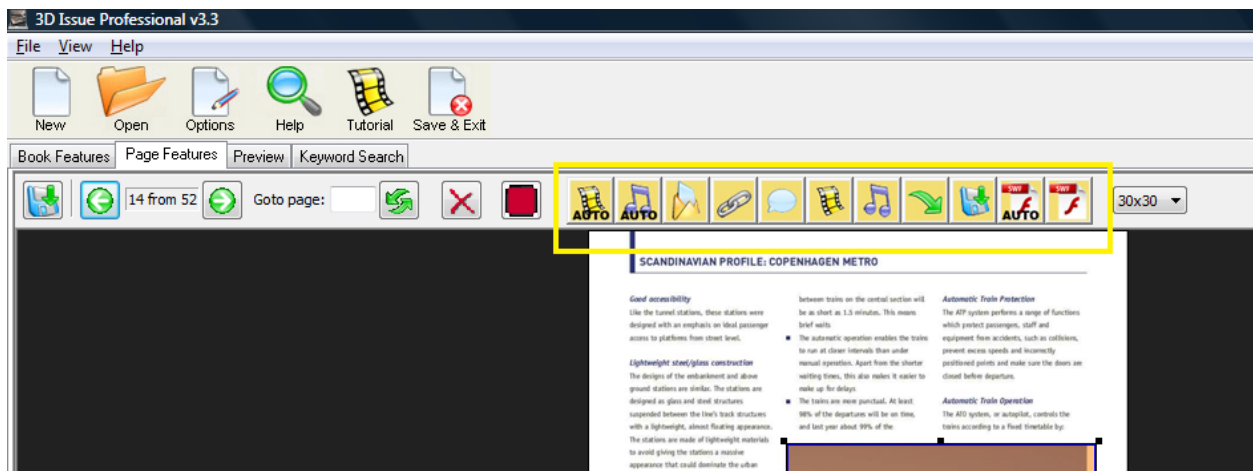
In the case of the flash, audio and video files the warning mentioned above will appear as follows;



10. ADDITIONAL BUTTONS

There are eleven other buttons in 3D ISSUE PROFESSIONAL 3.3 that allow you to add interactivity to the page. These buttons are located to the right hand side of the canvas area. (See image below)

To activate an option you simply click and drag the button you want onto the canvas and release it at the location you want. There are eleven buttons in total.





Video On Start

This button allows you to play a video clip when a particular page is opened. Simply click and drag the button onto the page. You will then be asked to locate the **.flv** file. Once located, click return. If the clip is not located in a subfolder of the project folder it will be copied and moved to that location as mentioned before.

The reason for this is that when you are uploading the project folder to your live site, all linked files will also be copied.



Audio On Start

This button allows you to play an audio clip when a particular page is opened. Simply click and drag the button onto the page. You will then be asked to locate the **.MP3** file. Once located, click return.

NOTE THAT YOU CAN ONLY HAVE ONE OF AN AUDIO ON START, A VIDEO ON START OR A FLASH ON START ON THE SAME PAGE OR CORRESPONDING PAGES. IT MUST BE ONE OF THE THREE ONLY.



Email

This button allows you to link to an email address. When you drag and drop this icon on to a page, you will be asked to insert an email address.

When the user clicks on this option in the live 3D Issue, their default email application will be loaded and a new email request will be initiated with this email address inserted into the "Send to" field.



Web Link

Click and drag the button onto the page, and enter the URL you want loaded when this button is pressed



Comments

This is a feature that allows users to add feedback functionality to their 3D Issue. This option allows you to create a topic / board that allows users to add comments / feedback on particular articles or products. After you click and drag the button onto the page you will be asked to enter a topic heading. EG (article1)

Once you hit "OK", a new topic is added to the database, ("article1").

In the live edition, when the user clicks on this button, the comments dialogue box will open and the display box will show all comments that have been left by other visitors. (There is one comment from the editor entered by default).

The user can read through all comments and if they so wish, click on the add comments option to add their own feedback.



Video

You can also just add video by clicking on a button. Click and drag the button onto the page, and enter the location of the **.flv file**. Similarly to the video on start option, the file will be copied to a subfolder of the project folder.



Audio

You can also just add audio by clicking on a button. Click and drag the button onto the page, and enter the location of the **.mp3 file**. Similarly to the audio on start option, the file will be copied to a subfolder of the project folder.



Go To Page

This option allows you to jump to particular pages in the 3D Issue. Click and drag the button onto the page, and enter the page number you want to go to when this button is clicked.



Download Files

If you want to allow users to download files, Simply click and drag this button onto the page and enter the URL location of the file when requested. It may be another study or story related to the article on that page.




Flash on start

This button allows you to play a flash file when a particular page is opened. Simply click and drag the button onto the page. You will then be asked to locate the **.swf file**. Once located, click return.



Flash

You can also just add flash by clicking on a button. Click and drag the button onto the page, and enter the location of the **.swf file**. Similarly to the flash on start option, the file will be copied to a subfolder of the project folder.

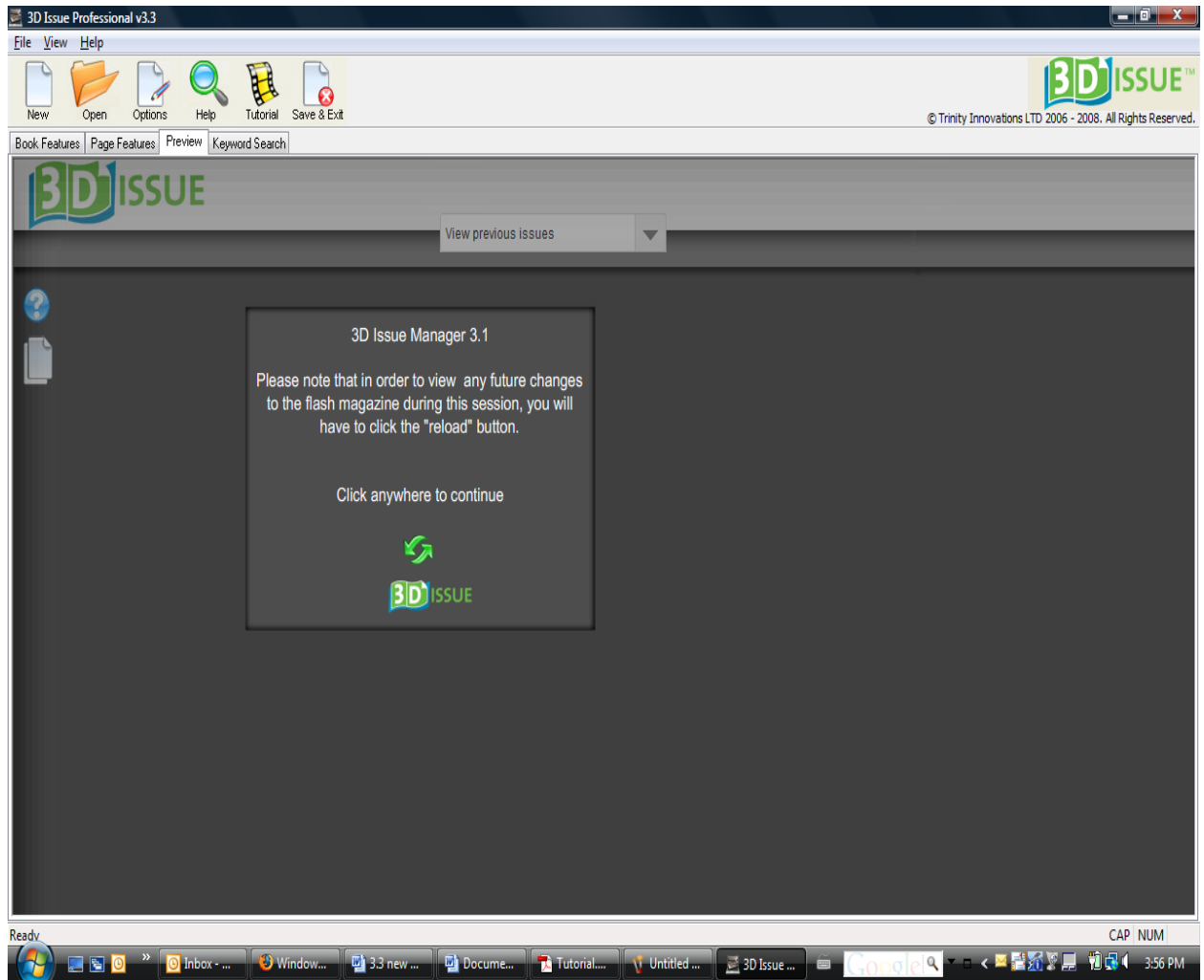
If at any time you wish to edit the values that you entered for any button, simply double click on the button and edit the value entered or click on delete  to remove the button from the page.

11.

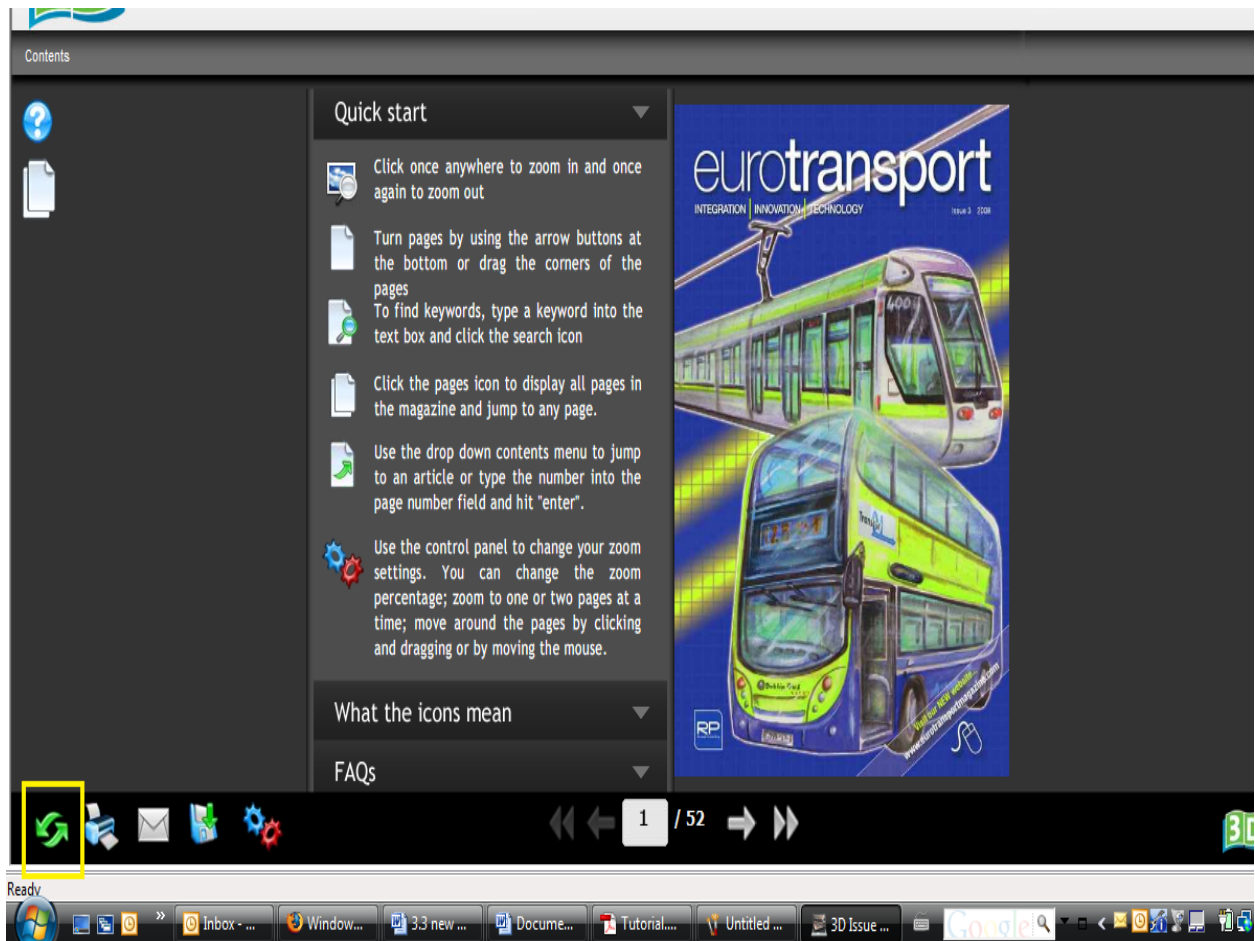
To test your work so far, click on the 'Preview' tab, allowing you to view the work so far. By clicking on the tab, a fully functional 3D Issue is displayed within 3D ISSUE PROFESSIONAL . This will allow you to

test the interactivity that you have added so far.

NOTE THAT IN ORDER TO SHOW CHANGES YOU MUST ALWAYS CLICK THE REFRESH BUTTON AT THE BOTTOM. YOU ARE NOTIFIED OF THIS THE FIRST TIME THAT YOU ENTER THIS. A DIALOG BOX APPEARS AND PAUSES THE LOADING UNTIL CLICKING RETURN, AFTER WHICH YOU MUST CLICK ON THE REFRESH BUTTON LOCATED AT THE BOTTOM LEFT OF YOUR SCREEN IN ORDER TO SEE THE CHANGES.

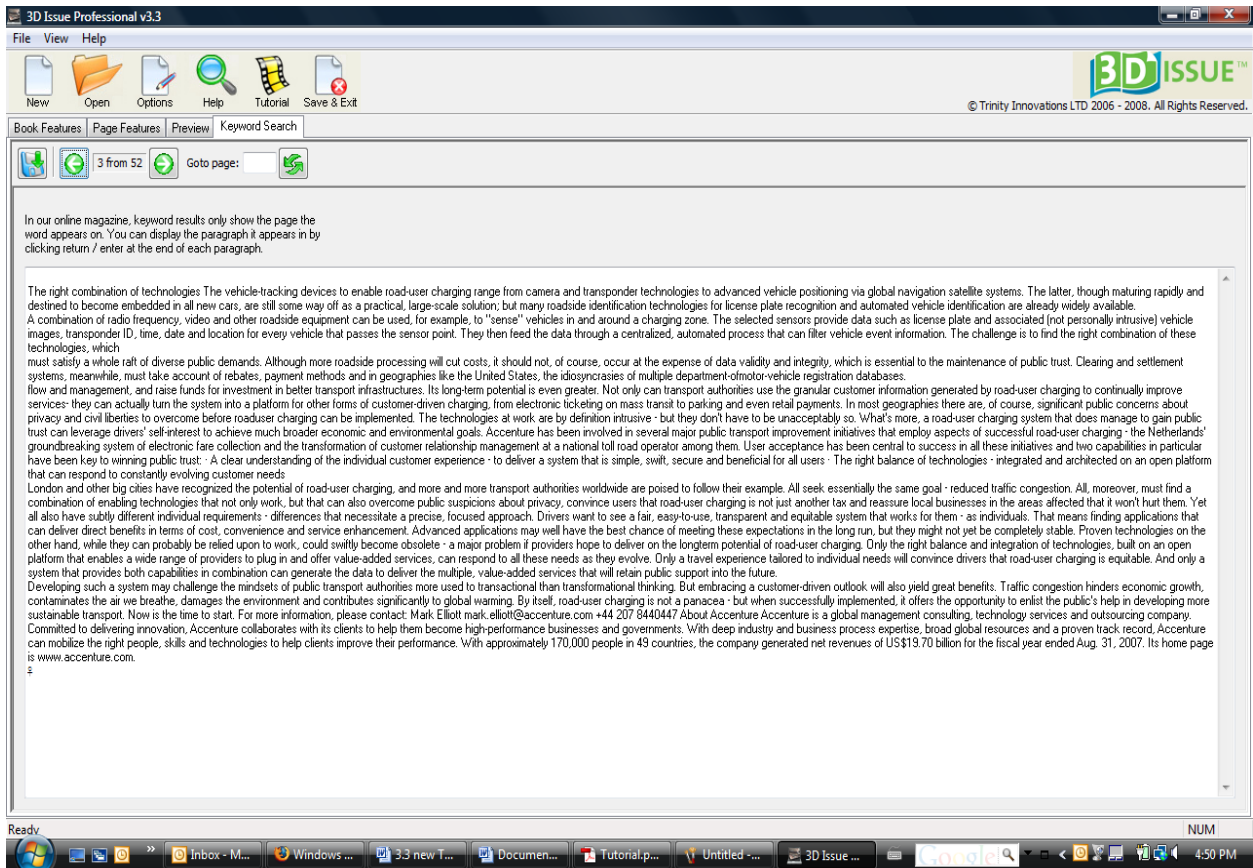


Each additional you come in to the 'Preview' tab click on the refresh button.



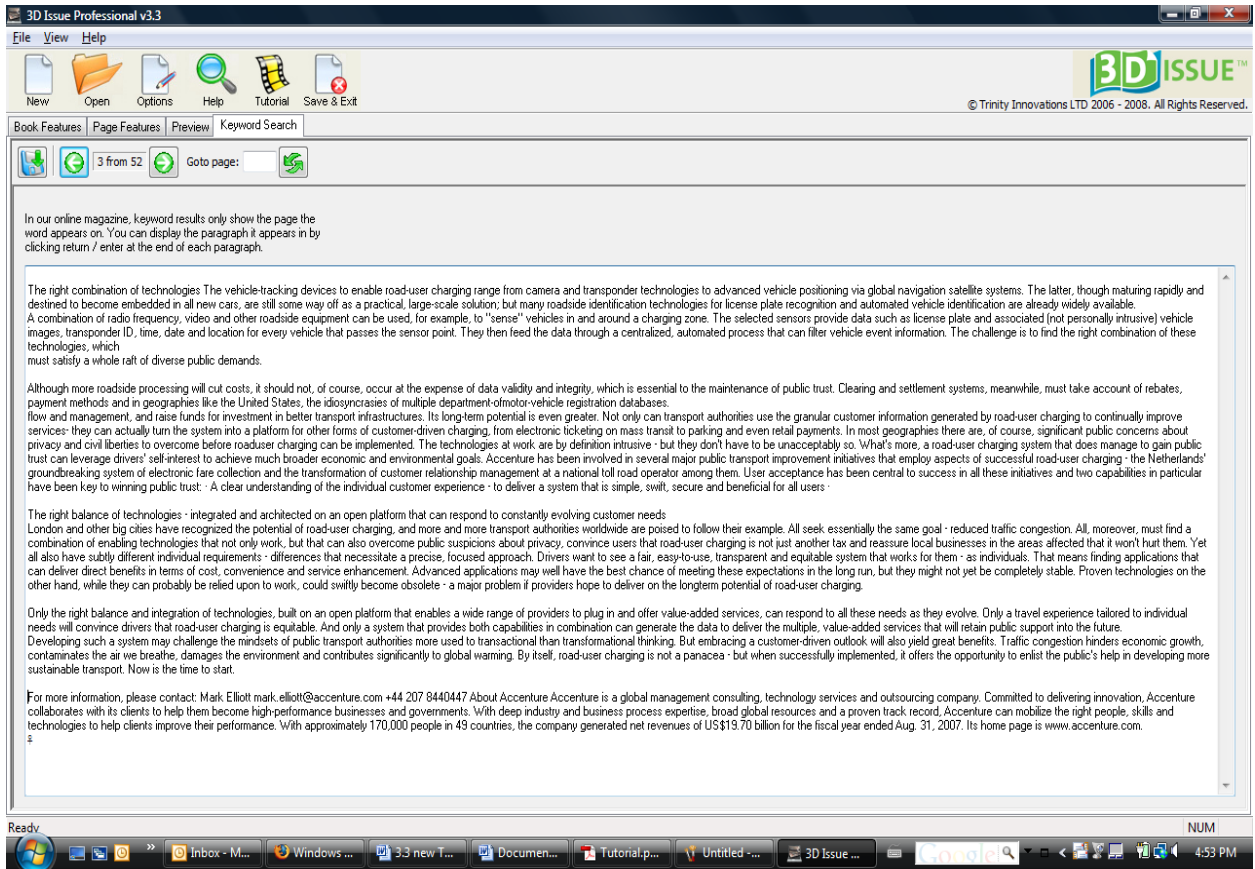
12. Keyword Searching

This option allows the users to find articles of interest on the live version very quickly by simply entering keywords and quickly jumping to pages and articles containing instances of that keyword. By default when 3D ISSUE PROFESSIONAL extracts all the text from your PDFs it only divides it into one entry per page. What this means is that when you are doing a keyword search in the live 3D Issue the results will only tell you the page that word appears on. In 3D ISSUE PROFESSIONAL this is denoted by the removal of any spaces between different paragraphs (i.e. no empty white lines).

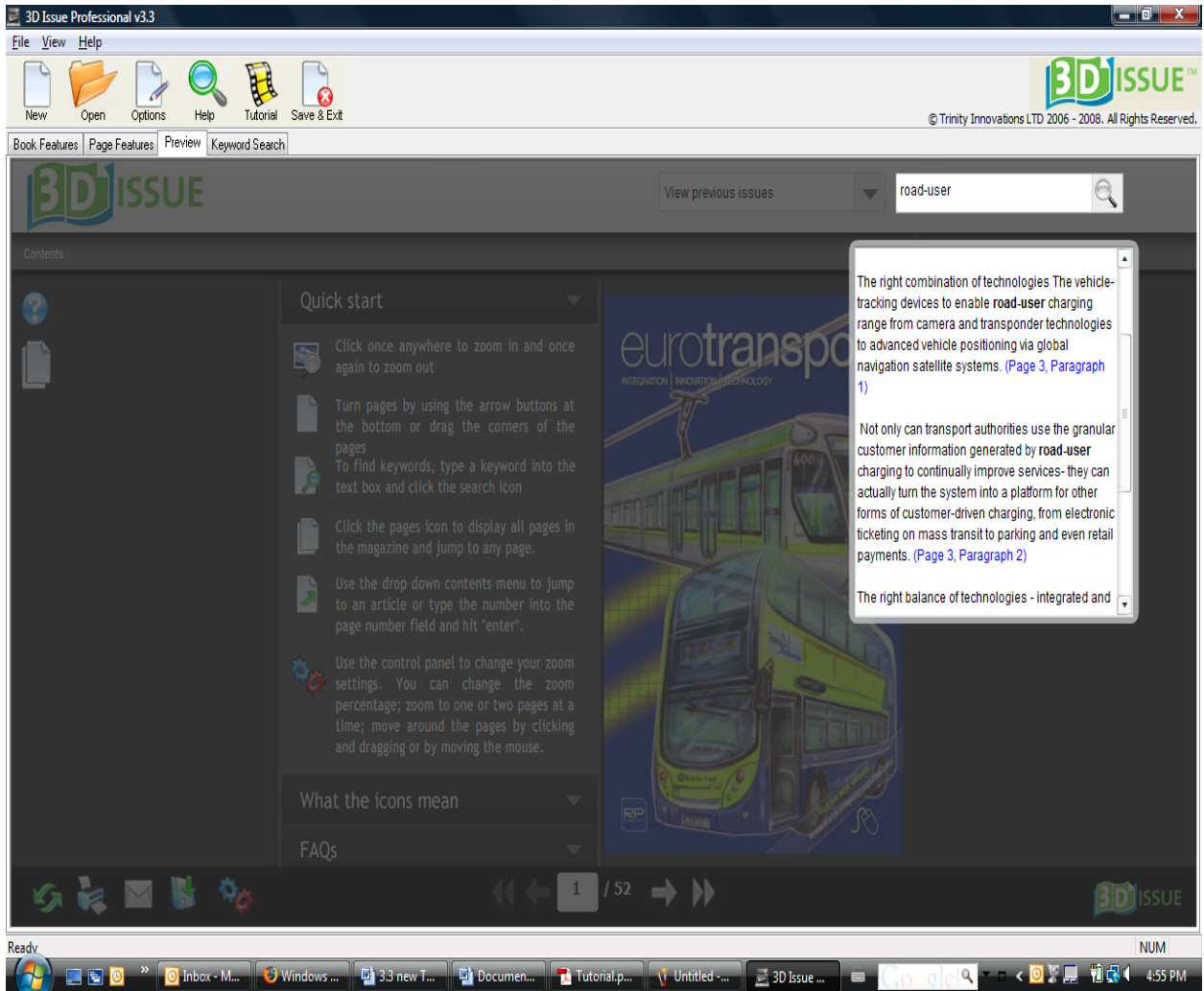


You can however split the text from each page into paragraphs to assist users in finding the keywords. To do this, all you have to do is go to the end of each paragraph and hit “enter” on your keyboard.

See image below. This page is now split into five paragraphs and when you do a keyword search in the live 3D Issue you will now notice that it doesn’t just tell you the page the keyword appears in but also the paragraph number.

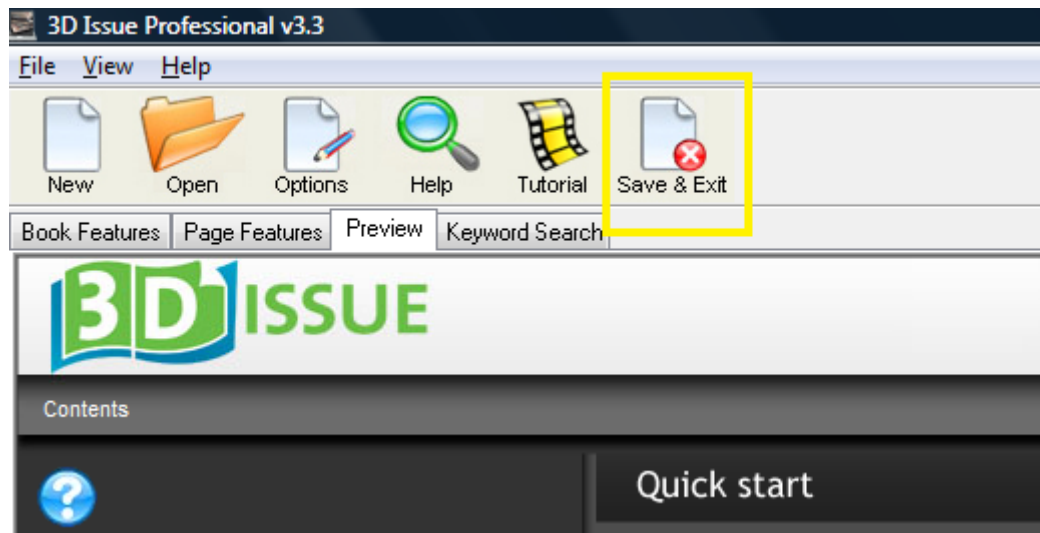


So this means that in the live version (which you may also view in the 'Preview' tab) when you search for example the term 'road-user', you are alerted that it shows up 5 times in the publication, what pages it shows up on and also which paragraph it appears. See below



Simply click on the page and paragraph to be brought to that page.

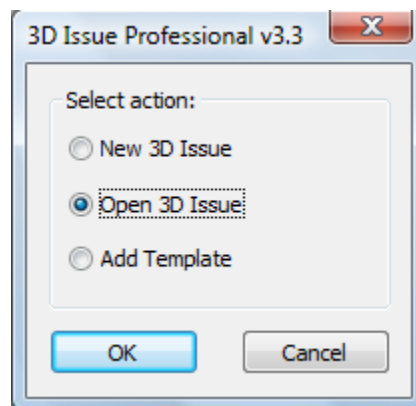
Once you are satisfied with your work you may click 'Save & Exit'.



13. Editing existing issues

You are able to edit the publication as much as you want;

Simply open 3D Issue Manager and choose 'Open 3D Issue' rather than 'New 3D Issue'



Note that each time you edit an existing issue and make changes (with the exception of changing the pages), all you have to do is re-upload the data folder and the offline.zip file.

CUSTOMIZATING THE INTERFACE

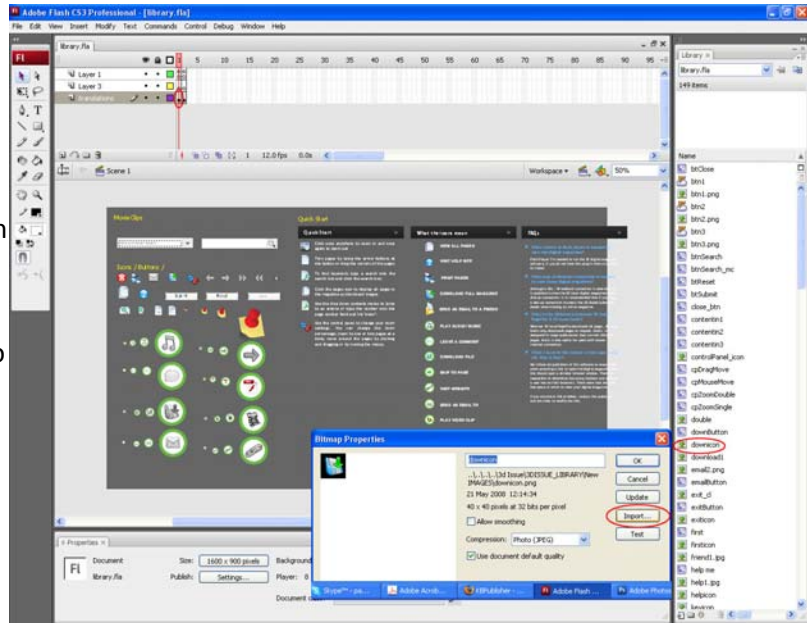
The logos of the client are something that the 3D Issue Team add during the post-sales process. Their logos are embedded inside the flash magazine component and cannot be changed.

However all icons, text and images are stored in an external library and can be changed to suit your needs and natural language. IF you look in the installation folder, you should see a file called "library fla"

This is a flash file, you will need at least flash 8 to edit this file.

The library.flu contains 2 frames. The first frame displays all the logos and images that are used in the flash magazine template.

To change a graphic, simply go to the library window and navigate to the graphic icon that you wish to replace. Then double click on this icon to open it's properties window. In this pop-up you will see an option to "import". Click on this option and then navigate to the new graphic that you want to replace the old file with. Once complete click OK and save.



Note that while you can change the look of the graphic, you cannot change the size or its location within the flash magazine. Please ensure that the new graphic has the same dimensions as the graphic you are replacing.

To change all other text, click on Frame 2 and simply click on any of the white text boxes to change.

UPDATING THE NEW LIBRARY

Now you must update the existing library file. To do this

1. Save the flash file
2. Click on "File / Publish" menu option (shift & F12)
3. Go to your software installation folder (where the library.flu) file is stored
4. You will see a new file called "library.swf"
5. You must add the new "library.swf" to the existing template/ All template files are stored in the "master_files" subfolder. Each template has its own "library" folder.

6. Copy and paste the "library.swf" file into the appropriate library folder, replacing the old file

Now all future conversions will contain the new format. If you would like to change any existing issues that are online, simply copy the file into the root folder of any online edition.

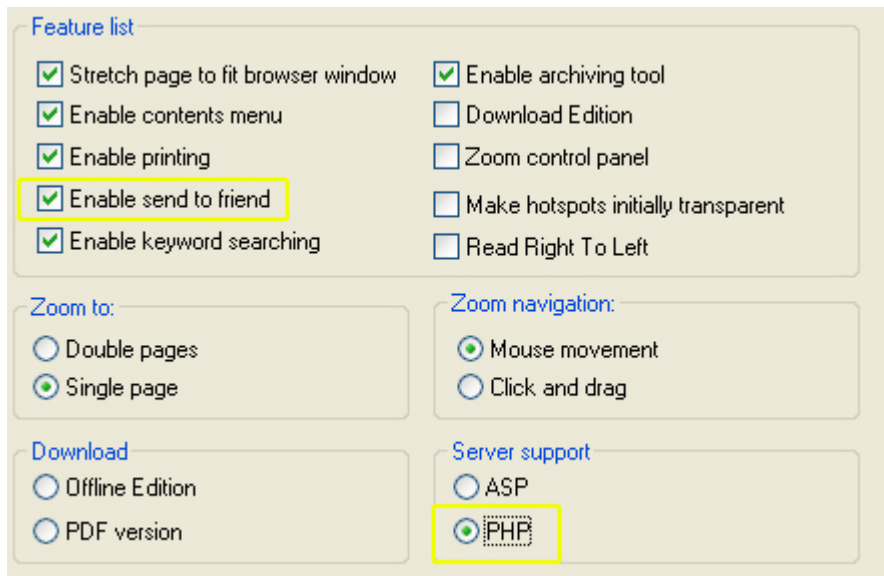
MANAGING MULTIPLE INTERFACES

If you have multiple publications and wish to change use different libraries for the same template, this is also possible. When you open the "library.fla" save it as a different name. EG: "library_magName1.fla" and save the outputted SWF file to the same folder under a corresponding name, e.g.: "library_magName1.swf".

After you have converted a new project, navigate to the installation folder, where all the instances of the altered library SWF files reside. Copy the appropriate library SWF file into the project folder, delete the old "library.swf" file and then rename the new library SWF to "library.swf".

SEND TO FRIEND FEATURE

Activate option in the software



The screenshot shows a software configuration window with several sections:

- Feature list:** A list of features with checkboxes. The 'Enable send to friend' checkbox is checked and highlighted with a yellow box. Other checked features include 'Stretch page to fit browser window', 'Enable contents menu', 'Enable printing', and 'Enable keyword searching'. Other unchecked features include 'Enable archiving tool', 'Download Edition', 'Zoom control panel', 'Make hotspots initially transparent', and 'Read Right To Left'.
- Zoom to:** Radio buttons for 'Double pages' and 'Single page'. 'Single page' is selected.
- Zoom navigation:** Radio buttons for 'Mouse movement' and 'Click and drag'. 'Mouse movement' is selected.
- Download:** Radio buttons for 'Offline Edition' and 'PDF version'.
- Server support:** Radio buttons for 'ASP' and 'PHP'. 'PHP' is selected and highlighted with a yellow box.

To activate the send to friend option within the software, you must firstly ensure that “Enable Send to Friend” is selected in the features list. Then you must specify whether your website supports ASP or PHP scripts. All hosting solutions either support one or the other. Even both sometimes.

Altering scripts to suit your system

Testing files for this tutorial are available for downloading at the following URL :

http://www.trinityinnovations.ie/trial_download/3dissue3/send_friend.zip

Installing The PHP Send Email Script

This document provides instructions for installing the PHP scripts on your Web server.

Requirements

Make sure that your PHP host server supports or has the following packages installed

- * Net_Socket
- * Net_Smtp
- * Mail

Make sure that your PHP host server either provides an SMTP server that will allow you to send outgoing emails, or your host server allows you to access an external SMTP server.

Either way you will need to know the following before configuring the sendmail PHP script:

- * SMTP server name/IP address
- * SMTP server port (some SMTP servers use a different port other than the default port 25)
- * The SMTP user name that will allow you to connect to the server
- * The SMTP password that will allow you to connect to the server

Config/Install

Open config.php and change the following parameters according to your server's configured values:

- * \$smtphost

The SMTP Server name/IP.

* \$smtpport

The SMTP Port used by the SMTP Server.

* \$username

The User Name/ID that will be used to connect to the SMTP Server.

* \$password

The Password that will be used for Authentication.

* \$fromName

A default name that will be used by the script as the sender.

* \$fromEmail

A default email address that will be used by the script as the sender.

Once you've configured the PHP script, copy all the following files from the php directory to a location in your host server where you plan to serve your digital magazine.

* config.php

* sendfriend.html

* sendfriend.swf

* sendtofriend.htm

* sendtofriend.php

To test the send mail functionality, open a browser and load this HTML file `sendfriend.html` (e.g. `http://www.myhost.com/digitalmag/sendfriend.html`).

You can also use `sendtofriend.htm` to test the send mail functionality.

Once you have successfully tested this demonstration you must then navigate to the PHP folder of your 3D Issue Pro installation folder and then alter the `config.php` with the same values as you entered for the tutorial

Installing The ASP Send Email Script

This document provides instructions for installing the ASP scripts on your Web server.

Requirements

Make sure that your ASP host server allows creation of server side objects, particularly CDO.Message and CDO.Configuration.

Make sure that your ASP host server either provides an SMTP server that will allow you to send outgoing emails, or your host server allows you to access an external SMTP server. Either way you will need to know the following before configuring the sendmail ASP script:

- * SMTP server name/IP address
- * SMTP server port (some SMTP servers use a different port other than the default port 25)
- * The SMTP user name that will allow you to connect to the server
- * The SMTP password that will allow you to connect to the server

Config/Install

Open config.asp and change the following parameters according to your server's configured values:

- * smtphost

The SMTP Server name/IP.

- * smtpport

The SMTP Port used by the SMTP Server.

* username

The User Name/ID that will be used to connect to the SMTP Server.

* password

The Password that will be used for Authentication.

* fromName

A default name that will be used by the script as the sender.

* fromEmail

A default email address that will be used by the script as the sender.

* useSSL

If your SMTP server uses SSL for logging in, set to True, otherwise False.

* sendUsing

Either SEND_USING_LOCAL (if using a local SMTP server) or

SEND_USING_NETWORK (default, for remote SMTP server).

Once you've configured the ASP script, copy all the following files from the asp directory to a location in your host server where you plan to serve your digital magazine.

* config.asp

- * sendfriend.html
- * sendfriend.swf
- * sendtofriend.asp
- * sendtofriend.htm

To test the send mail functionality, open a browser and load this HTML file sendfriend.html

(e.g. <http://www.myhost.com/digitalmag/sendfriend.html>).

You can also use sendtofriend.htm to test the send mail functionality.

Once you have successfully tested this demonstration you must then navigate to the ASP folder of your 3D Issue Pro installation folder and then alter the config.asp with the same values as you entered for the tutorial