



Getting Started with RealityBytes

RealityBytes is a NetObjects Fusion v4/5 compatible component that allows you to easily embed REAL audio and video files in your page giving you access to REAL objects including:

- Full Control
- Control Panel
- InfoVolume Panel Control
- Status Panel
- Play Button
- Stop Button
- Volume Slider
- RealAudio
- RealVideo

RealityBytes allows you to link to local media or enter the direct remote REAL URL. Link to .ra, .rpm. and .ram files.

Use any combination of Objects to create your own REAL Control Area quickly and easily with RealityBytes 5.0!

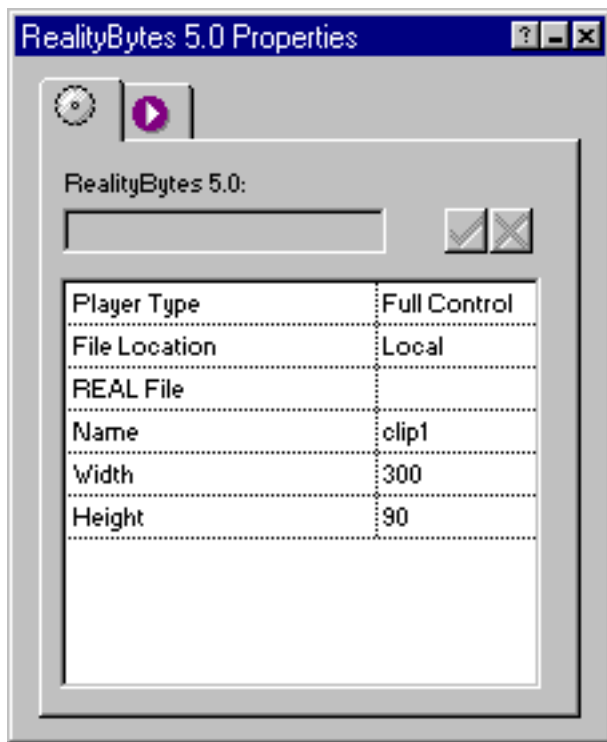
 Download a RealityBytes Demo Movie (.AVI)
200k [[download here](#)]

 [View RealityBytes example here!](#)

Getting started with RealityBytes 5.0 is easy!

- Run the Installation program, specifying the location of Fusion v4.0/5.0's component directory.
- Launch Fusion v4.0/5.0
- If the coolmaps.com component toolbar is not visible choose View > Toolbars > Component Tools > coolmaps.com advanced
- Select the RealityBytes component and drag out an area on the page. By default a REAL Full Control graphic appears on the page.

RealityBytes Properties now appear in Fusion's Properties palette.



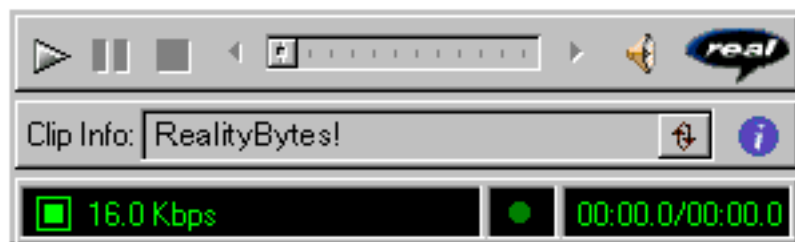
RealityBytes Objects and Options

Use any combination of Objects to create your own REAL Control Area quickly and easily with RealityBytes 5.0!

Note: When browsing to locate your REAL media file using RealityBytes you must choose 'All Files (*.*)' from the 'Files of Type' dropdown for your .ra, .rpm and .ram files to be visible.

Full Control Object Options

- File Location(Local/Remote) - Browse to your REAL File or enter the direct URL to the REAL file on a server
- Name - Default is Clip1. Change to a unique name per control group if placing more than one REAL media file on the page
- Height and Width - set to recommended defaults. Change in Palette if required
- Appears as below:



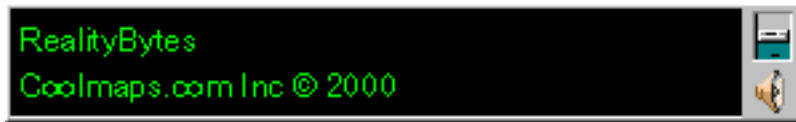
Control Panel Object Options

- File Location(Local/Remote) - Browse to your REAL File or enter the direct URL to the REAL file on a server
- Name - Default is Clip1. Change to a unique name per control group if placing more than one REAL media file on the page
- Height and Width - set to recommended defaults. Change in Palette if required
- Appears as below:



InfoVolume Panel Object Options

- File Location(Local/Remote) - Browse to your REAL File or enter the direct URL to the REAL file on a server
- Name - Default is Clip1. Change to a unique name per control group if placing more than one REAL media file on the page
- Height and Width - set to recommended defaults. Change in Palette if required
- Appears as below:



Status Panel Object Options

- File Location(Local/Remote) - Browse to your REAL File or enter the direct URL to the REAL file on a server
- Name - Default is Clip1. Change to a unique name per control group if placing more than one REAL media file on the page
- Height and Width - set to recommended defaults. Change in Palette if required
- Appears as below:



Play Button Object Options

- File Location(Local/Remote) - Browse to your REAL File or enter the direct URL to the REAL file on a server
- Name - Default is Clip1. Change to a unique name per control group if placing more than one REAL media file on the page
- Height and Width - set to recommended defaults. Change in Palette if required
- Appears as below:



Stop Button Object Options

- File Location(Local/Remote) - Browse to your REAL File or enter the direct URL to the REAL file on a server
- Name - Default is Clip1. Change to a unique name per control group if placing more than one REAL media file on the page
- Height and Width - set to recommended defaults. Change in Palette if required
- Appears as below:



Volume Slider Object Options

- File Location(Local/Remote) - Browse to your REAL File or enter the direct URL to the REAL file on a server
- Name - Default is Clip1. Change to a unique name per control group if placing more than one REAL media file on the page
- Height and Width - set to recommended defaults. Change in Palette if required
- Appears as below:



REAL Audio Object Options

- File Location(Local/Remote) - Browse to your REAL File or enter the direct URL to the REAL file on a server
- Name - Default is Clip1. Change to a unique name per control group if placing more than one REAL media file on the page
- Height and Width - set to recommended defaults. Change in Palette if required
- AutoStart (yes/no)
- Dimensions set to 0,0 - does not appear on the page by default.

REAL Video Object Options

- File Location(Local/Remote) - Browse to your REAL File or enter the direct URL to the REAL file on a server
- Name - Default is Clip1. Change to a unique name per control group if placing more than one REAL media file on the page
- Height and Width - set to recommended defaults. Change in Palette if required
- AutoStart (yes/no)
- Appears as below:



RealityBytes Usage Notes

By default when the component is first dragged out onto the page a placeholder graphic for the REAL Full Control panel appears.

There are several important things to note that apply to all RealityBytes objects.

- When browsing to locate your REAL media file using RealityBytes you must choose 'All Files (*.*)' from the 'Files of Type' dropdown for your .ra, .rpm and .ram files to be visible.
- The placeholder graphics appear at the default and recommended Height and Width. This is to help you visually align multiple objects e.g. a Play button,

Stop button and a Volume Control.

- The Height and Width dimensions in the Properties Palette are by default the same as the dimensions of the placeholder graphic that appears for each Object - again to help you with layout.
- Changing the Dimensions of graphic on the page will not increase the size of the published object, only the amount of 'room' Fusion will leave around the Object when it generates the page.
- Changing the Height and Width dimensions in the Properties Palette will change the dimensions of the Published Objects, but won't change the dimensions of the placeholder graphic in Page View.

Sound confusing? Don't worry, RealityBytes is a very easy component to use!

- Drop it on the page
- Select the type of REAL Object e.g. Play button
- Select a Local or Remote File Location and either browse to, or enter the URL pointing to your .ra, .rpm and .ram file.
- Enter a Custom name for the console or leave at the default of Clip1.
- Change Height and Width of Object if required
- Set AutoStart to yes/no if applicable
- Repeat the process for additional Objects e.g. Stop button

All Objects that point to the same media file with the same value entered for 'name' will work in synchronization. e.g. if you had both a Volume Control Object and a Full Control Panel Object on the page pointing to the same media file, when you move the volume controne the control on, the other will move at the same time.

If you'd like to place multiple REAL files on the page, the group of controls for each media file must not only point to the same file, but be given the same 'name' value. The 'name' value must be unique for each group of controls. e.g. clip1, clip2. clip3 etc

Special Note for Fusion v4.01 users - When publishing your REAL pages locally and using Netscape as your browser a REAL error will be generated. This is because the generated path includes %20. e.g.

<file:///C%3A/Sites/blank/Local%20Publish/index.html>

You will need to use the File > Open and browse to the same file to create a clean path:

<file:///C//blank/Local Publish/index.html>

The error will no longer occur. Fusion v5.0 generates locally published paths this way so there is no problem.