

Chapter 1: Introduction

The Mac VMP release 3.5.1.13 brings the feature set of the Viewpoint Media Player into complete parity with Windows release 3.5.0.36. For end users on Macintosh computers, this means the ability to see the same content and features such as SuperView, VETScript, Texture Compositor and VMPVideo2 previously only available on Windows. For authors, this also means existing content will now work on both platforms with the use of the new MTS3Interface. The VMP rich media experience is now truly cross-platform.

This chapter covers the following topics:

- [“Mac VMP 3.5 Installation”](#)
- [“Plugin Package Files”](#)
- [“Upgrades From Mac VMP 3.2”](#)

Mac VMP 3.5 Installation

You can install the Viewpoint Media Player by downloading and running the installer directly from the Viewpoint website, or by viewing online content which requires the player. The latter automatically prompts you to download of the VMP installer.

The installer is delivered as a disk image (.dmg) file, which contains a universal binary package installer that works on both PPC and Intel-based Macs. To run the installer, do one of the following:

- Double-click the .dmg file to mount the disk image, then double-click the package (.pkg) file to run the installer.
- When using Safari to download the VMP, the browser issues a prompt that the downloaded file contains an application and launches the installer for you.
- In Firefox, simply click “open” next to the downloaded file to mount the disk image and run the installer.

After accepting the Viewpoint Media Player Software Agreement, you must select an operating system drive for installation.

Note: The installer requires administrator privileges and will prompt you for an administrator password.

The installer then installs a standard Gecko browser plugin in /Library/Application Support/Viewpoint/ and creates an alias to the plugin in /Library/Internet Plugins/. This makes the plugin available to all users when running Safari or Firefox. While viewing VMP content, the plugin will cache files in the users library directory ~/Library/Application Support/Viewpoint/.

Note: While content may appear to load in other Gecko-based browsers such as Camino or Opera, this is not supported as the content may not display correctly.

Plugin Package Files

The plugin package contains several files including a host, a component manager and more than a dozen components, which support the various features of the VMP such as 3D, Flash™ and Video. These files are required for the plugin to operate and should not be deleted.

Upgrades From Mac VMP 3.2

The installation and architecture of the Mac VMP 3.5 has changed significantly since version 3.2 of the Mac player. Consider the following:

- The installation of 3.5 removes and replaces any previous installation of 3.2.
- While IE 5 is no longer supported, Firefox and Intel support have been added.
- It is no longer necessary to run in Rosetta mode to view VMP content on Intel-based Macs.
- It is important to note that due to the change in architecture in 3.5, the new Mac VMP requires that the content also use the new MTS3Interface in order to correctly detect the plugin and display content.
- The VMP is not backwards-compatible with older versions of the Mts3Interface. Therefore, some content that would have displayed in 3.2 will not display in 3.5. Most content will only require a new MTS3Interface in order to work. It is up to the content author to update the MTS3Interface provided on <http://developer.viewpoint.com/>. If you find that certain content no longer displays in 3.5 you should either contact the site administrator or notify Viewpoint support via email.

Chapter 2: Features and Support

This chapter explains features and support for the Mac VMP 3.5.

This chapter covers the following topics:

- [“Minimum System Requirements for this Release”](#)
- [“Feature Set”](#)
- [“MTS3Interface Usage”](#)

Minimum System Requirements for this Release

- Mac OS X 10.4 (only)
- Browser: Firefox 1.5+ or Safari 2.0+
- CPU: PowerPC G4+ or Intel Core Duo+
- RAM: 128MB
- Display: 16 bit color (thousands of colors)
- Hard Disk space: 20 MB
- Internet Access: 56K Modem

Feature Set

Note: For more information on these features, please consult the Viewpoint Authoring Guide at <http://developer.viewpoint.com/dc/docs.shtml>

Supported Features

- ExtremeShot (VMP scene screenshots local and server)
- Gifs, Jpegs, Wavelets (bitmap textures)
- Custom Cursors
- ZoomView (Zoomable Images)
- Lens Flares (animated Lens Flare effects)
- VETScript (scriptable VMP authoring language)
- SWFView (Vector graphics: Flash™ and SVG textures and pre/post animators)
- VMPVideo2 (vp7 video and audio)
- Superview and Hyperview (windowless drawing modes)
- 3D (MMX [Intel] and non-MMX [PPC])
- ObjectMovie (QuickTime™ object movies/panoramas)
- Texture Compositor (dynamic texture compositing)

Unsupported Features (Deprecated)

- VMPSpeech (VMPSpeech compressed audio will not play, use vp7 audio support instead.)
- VMPVideo (vp5 video will not play, an unsupported message will appear, encode video for vp7 instead.)

MTS3Interface Usage

Note: Minimum Required Version: 5.0.2.29+

For authors, making content compatible with the new Mac VMP is often as simple as just replacing the old MTS3Interface.js with the new one (version 5.0.2.29) from Developer Central (available here:

<http://developer.viewpoint.com/dc/index.shtml>). The new MTS3Interface is backwards compatible with current constructor lines and prototype calls. In most cases, authors will not need to change the content to support the new Mac VMP. Simply replacing the old existing MTS3Interface with the current interface should allow new Mac players to view the content as intended. However, if the content currently redirects or displays alternate content for Macs, this is no longer needed, and it is recommended that any such "sniffer" code be disabled/removed to let the MTS3Interface do it's job to detect the supported configurations and install the player normally.

For new content, simply include the MTS3Interface.js file in the <head> section of the html:

```
<head>  
<script language="javascript" src="MTS3Interface.js"></script>  
</head>
```

The constructor line for creating VMP instances still follows the traditional format. However, the bkey is no longer required to display content so this argument no longer has meaning. Also, the Mac VMP installer contains all of the required components. There is no need to require minimum versions of any components using the last argument. To create an instance of the VMP, use a standard constructor line in the body of the html. For example:

```
<body>  
<script type="text/javascript">  
    var vmp = new MTSPlugin("myScene.mtx", 600, 400, "", "simple", "");  
</script>  
</body>
```

For further information on using the MTS3Interface to create VMP instances, please refer to the following documentation:

<http://developer.viewpoint.com/dc/features/mts5/index.shtml>

For further information on scripting into the plugin from html using the MTS3Interface, please refer to the Viewpoint Rich Media Authoring Guide available here:

<http://developer.viewpoint.com/dc/docs.shtml>

Chapter 3: Known Issues

This chapter covers known issues with the Mac VMP 3.5. It covers the following topics:

- [“General Issues”](#)
- [“Developer Issues”](#)

General Issues

- Installer incorrectly reports required space for installation as 150MB. The actual space required is only about 20MB.
- Installer allows installation on secondary or other non-system drive. You must install the plugin on main system drive.
- Artifacts may appear when using 16-bit color. For best results run the VMP in 32-bit mode.
- Content does not display correctly in Gecko browsers other than Safari and Firefox (e.g., Camino, Opera, etc.). These browsers are not supported.
- The ESC key does not allow you to exit full-screen video.
Workaround: Mouse-click to exit full-screen video.

Developer Issues

- In Firefox, when multiple embeds are all set to force-update components, and an auto-update occurs simultaneously, the update will fail and content will not display. **Workaround:** Only force-update required components using one of the embeds.
- In Safari, font sizes greater than 22 used on text widgets, hot spots and emboss may not appear as intended or wrap as a result. **Workaround:** Use logic to set the font based on the host platform/browser, or use a font size smaller than 24.
- Lens flares do not draw correctly in Superview mode. **Workaround:** Turn off lens flare animations when entering Superview mode.
- Superview does not collapse when changing tabs and the ZOrder parameter is forced to be OnTop.
- Certain Superview events do not work correctly including SuperViewEnd, SuperViewActivate, SuperViewDeactivate, SuperViewReferenceRectChanged and SuperViewScreenRectChanged.
- The Mac VMP does not support MouseSceneEnter, MouseSceneExit, SetFocus and KillFocus events.