



Thank you for taking the time to look into the filemonger service and the iFilemonger app. You can install the universal iPhone/iPad app from Apple's online store by opening iTunes: <http://appstore.com/ifilemonger>. If you are using a desktop computer, please use the following link to launch the web application inside your favorite browser: <http://filemonger.com/>

What is the filemonger service?

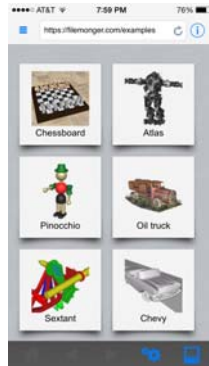
filemonger is a web viewer for design and 3D files. It is available through the iFilemonger app for your iPad/iPhone device. Just browse to a file or a ZIP archive on the web, and you will be able to view and interactively rotate, zoom or move the objects in the file. You can additionally view files transferred to the device using iTunes or files sent via e-mail.

With filemonger you can easily view the content of DXF drawings, IGES assemblies, VRML worlds, OBJ files, Gerber PCB designs or TIFF images by simply pointing to their location on the Web.

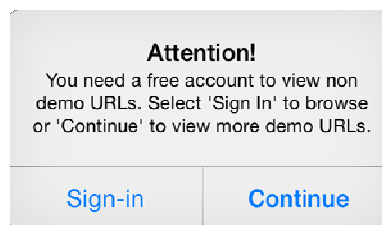
The service is also available for the most popular desktop browsers including Apple Safari, Google Chrome, Firefox, Internet Explorer and Opera.




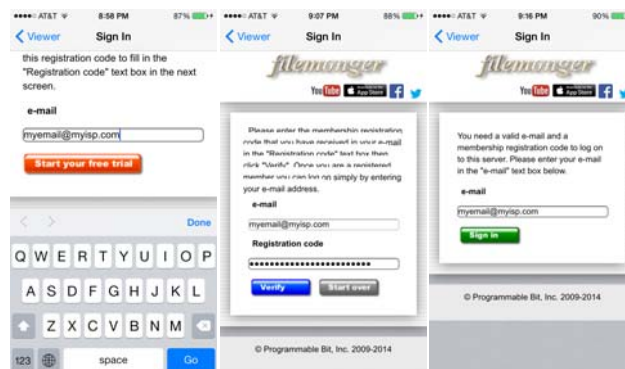
The easiest way to try the service is to view a few of the examples right from the startup page as shown in the image below.



To view files beyond the basic examples like URLs from the web, attachments sent to you via e-mail, or files uploaded to the device using iTunes, you need to sign up for an account. If you do not have an account or you are not signed in, you will see an alert similar to the following when attempting to view such files.



To create an account choose "Sign-in" or alternatively select the  page and enter your e-mail address in the "e-mail" text box, then click "Start your free trial" as shown in the image on the left below.



Soon after you have tapped on “Start your free trial” you will receive an e-mail like the following:

From: support@filemonger.com [mailto:support@filemonger.com]
Sent: Thursday, February 12, 2009 6:00 AM
To: myemail@myisp.com
Subject: Welcome to filemonger.com!


Thank you for registering to filemonger.com. Your membership registration code is "xxxx-xxxx-xxxx-xxxx-xxxx". Please copy this code (without the quotes) and paste it into the "Registration code" text box of your browser to continue with your registration.

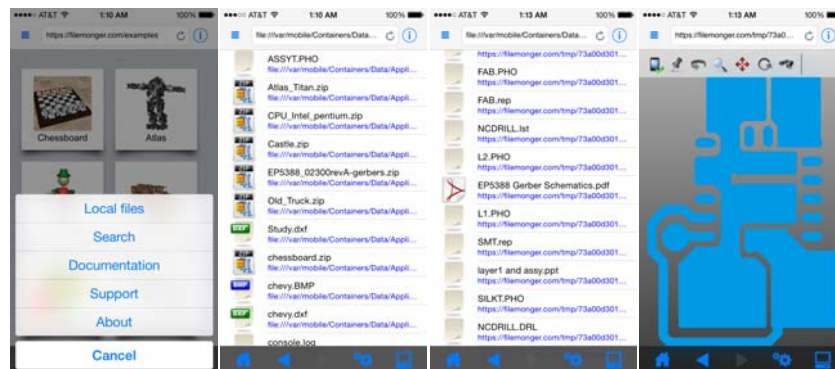
Enter the membership registration code that you have received in your e-mail in the "Registration code" text box then tap on "Verify" as shown in the image in the center above.

Next time you can sign-in to the server by just entering your e-mail in the "e-mail" text box as shown in the image on the right above. Your account remains active for three months after your last sign-in. If it stays inactive for more than three months or you re-install the application, you simply have to register like the first time.

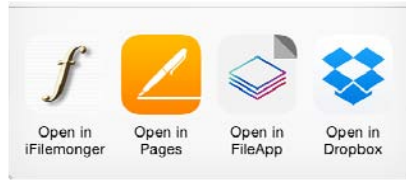
Keep in mind that filemonger is a secure service. This means that data traveling to and from your device or browser cannot be observed or altered by any intermediate party.

Viewing a local file or an e-mail attachment

You can view local files in the iFilemonger documents area of the device, once you have transferred them there from your computer using the file sharing capability of iTunes. To view, select the quick links menu  on the top left, then select "Local files" to view a list of available files. In the example below, the local file is a .ZIP archive so we select one file from the archive to view as shown. If you are using a desktop computer browser, the process of opening a local file is slightly different from the device. First you have to switch the menu to the left of the URL address from "Address" to "Local file" then launch the standard system file open dialog to choose the local file directly from your hard-drive.



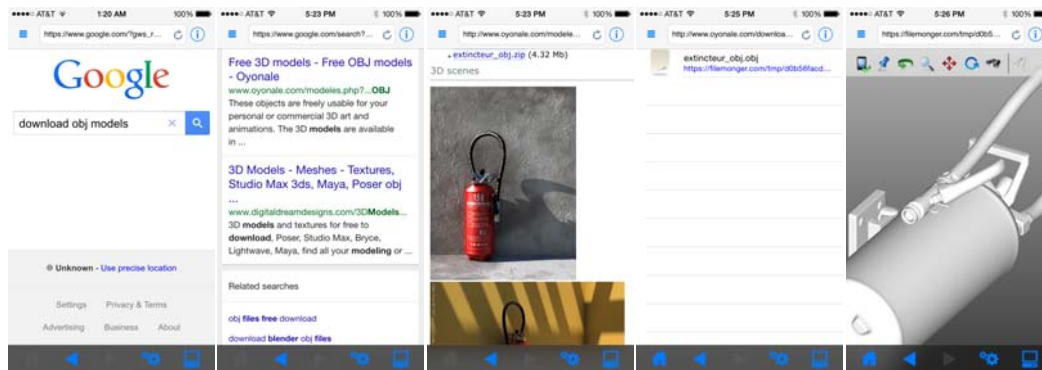
To view an e-mail attachment, tap on the attachment and hold down until you see a popover that allows you to open any supported file type in iFilemonger. You can review previously selected attachments in the local files area as above.



Opening a file or archive from the web

The application acts like a browser for HTML and PDF files. You can select links that you would like to view their contents. You can also enter a location in the address bar and select the reload icon on the right of the address bar to view the file. Finally you can use the forward, backward and home icons to navigate seamlessly among web pages, device documents, zip archives, and the viewer.

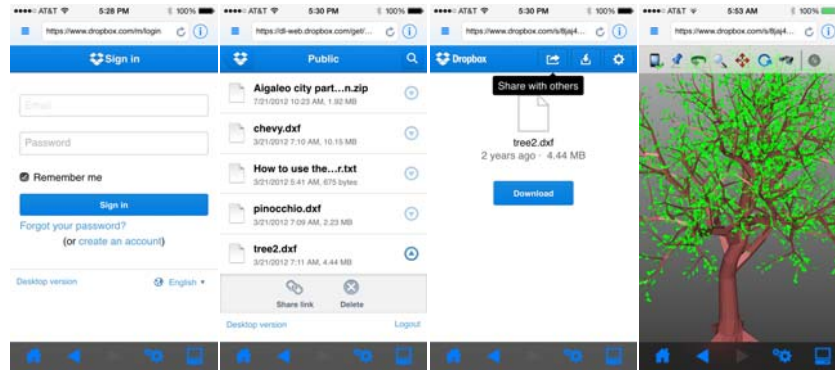
In the example shown below, a search is performed for .OBJ files, a site is selected, then the app drills down to the contents of the .ZIP file posted on the web page, finally the model of the .OBJ file can be interactively inspected.



If you prefer to use an external browser on your device, you can launch iFilemonger to view any supported file type provided that the browser is giving the option to open in iFilemonger. This is similar to the process described previously for the e-mail attachments.

Opening a file or archive from Dropbox










Using the browsing capabilities of the iFilemonger application you can view files stored into web repositories like Dropbox. Select the site in the address bar and login if necessary. Locate the folder that you are interested in and find the file that you wish to view. Put the file in edit mode and select "Share link" then select "Download" to view the file.




It is also possible to open files from the Dropbox app either by selecting "Copy Link to Clipboard" and pasting the link into the iFilemonger's app address bar or by selecting the download icon and then the "Open in iFilemonger" option for any supported file type.

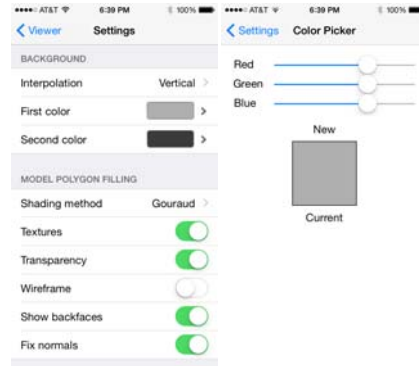
Interaction tools

You can select different viewing tools from the toolbar on the top of the viewer window to rotate, scale and move your view. Once you have selected a tool, touch and drag your finger(s) on the screen to interactively achieve the desired rotation, scaling or offset.

	Auto touch tool, handles Orbit, Tilt, Zoom, Pan and selection of Center of Interest
	Select the 3D Center of Interest
	Orbit – rotate around the center of interest
	3D zoom / 2D scale
	3D pan / 2D move
	3D tilt
	3D perspective projection - look around
	Parallel projection mode
	Perspective projection mode

Application settings

The settings page  lets you change the interactivity or rendering parameters. The modified parameters apply as soon as you switch back to the viewer page.



INTERACTION

Offline interaction: You can select local (On) or server mode (Off). The local mode is significantly faster during interaction when hardware acceleration is available. Also, you can continue working without the need of an internet connection after the initial download. The server mode requires always an internet connection and is more efficient in handling large files for certain devices. The default is local mode for iOS devices.

Interaction quality: When Offline interaction is Off, selecting a lower quality setting could improve the responsiveness of the application during interaction.

Image compression: When Offline interaction is Off, selecting a lower compression setting will transmit more accurate but larger images.

Retina quality: When Offline interaction is On and the device supports retina resolution, selecting On will render in native (higher) resolution improving the image quality.

BACKGROUND

Interpolation: Selects the background color interpolation method. It could be None, Horizontal or Vertical. The default is Vertical.

First color: Clicking on the color rectangle allows you to pick the rendering's first background color. If the interpolation style is None this is the flat background color, if the interpolation style is Horizontal this is the left color and if the interpolation style is Vertical this is the top color.

Second color: Clicking on the color rectangle allows you to pick the rendering's second background color. If the interpolation style is Horizontal this is the right color, if the interpolation style is Vertical this is the bottom color. The color is locked if the interpolation style is None.

MODEL POLYGON FILLING

Shading method: Selects one of three shading models Gouraud (smooth surfaces), Flat (faceted look) or Solid (constant color)

Textures: On shows all textures if available. Off shows the object's color. The default is On.

Transparency: On shows transparent objects. Off shows transparent objects as opaque. The default is On. The transparency effect is simulated and the results may not be accurate.

Wireframe: On shows all objects as wires. Off shows all polygons filled. The default is Off.

Show backfaces: On shows all faces while Off culls the back facing ones. The default is on.

Fix normals: If On, the back facing polygons are lit taking into account the negated normal. If it is Off the back facing polygons are lit only by the ambient light.

DRAWING POLYGON FILLING

Shading method: It is always set to Solid for drawings.

Wireframe: On shows all objects as wires. Off shows all polygons filled. The default is Off.

ILLUMINATION

Camera lights: If it is On the light is attached to the viewer if it is Off it is attached to the objects. The default is On.

Shiny objects: If it is On it allows to set the parameters that control the shininess of the objects in the scene. The default is On.

Light specular color: Controls the color of specular highlights by affecting the light.

Object specular color: Controls the color of specular highlights by affecting the objects.

Shininess: Controls the width of the specular highlights on shiny objects. The default is 50. Higher values mean narrower highlight.

FILE FORMATS

Recalculate normals: If it is On before opening a 3D file the rendering normals will be calculated by the filemonger service, if it is Off the normals in the file will be used, provided that they are available. The default is On.

Suggestions

Your suggestions are important to shape the service to your needs at this early stage. Please feel free to send us your comments at support@filemonger.com. Let us know what will make filemonger more

useful to you, what file formats you would like to use, what additional functionality you would like to see. Also, we will try to correct any issues that you report as soon as feasible.

Legal

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