filemonger 2.1.3

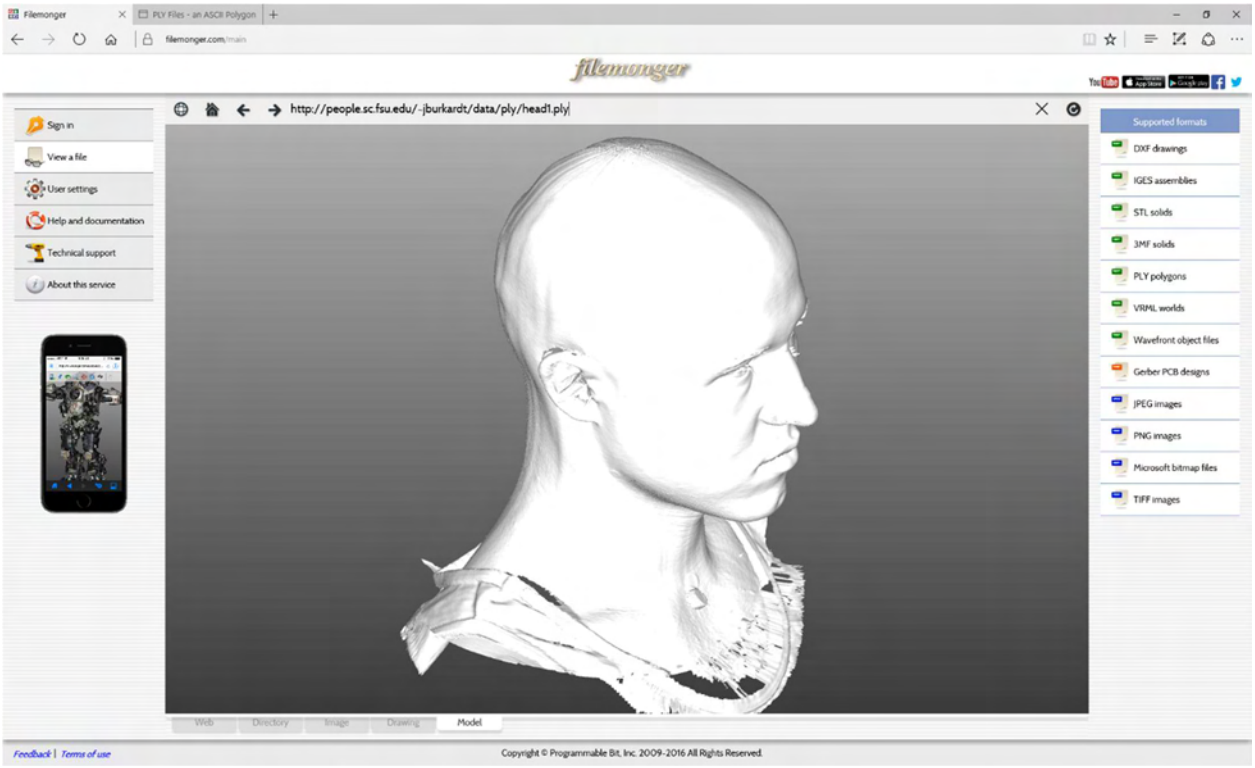
Thank you for taking the time to look into the filemonger service. You can use the following link to launch the web application inside your favorite browser: https://filemonger.com/ . Additionally, you can install the universal iPhone/iPad app from Apple's online store by opening iTunes: http://appstore.com/ifilemonger . Alternatively, you can install the Android ™ app from Google's Play Store by opening the following link: http://play.google.com/store/apps/details?id=filemonger.viewer .

What is the filemonger service?

filemonger is a web viewer for design and 3D files that runs inside your browser. 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 also view local files stored on your computer or your phone / tablet if the device supports it.

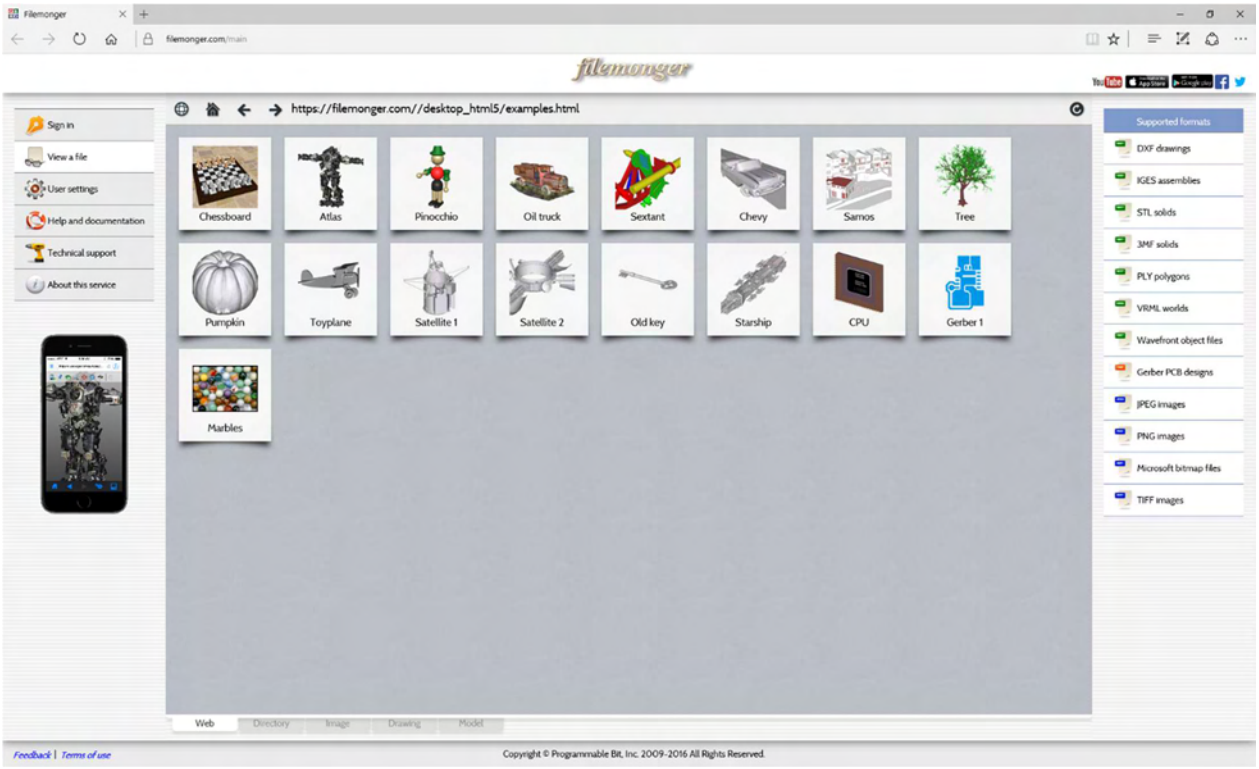
With filemonger you can view content like DXF drawings, IGES assemblies, STL solids, OBJ files, VRML worlds, Gerber PCB designs, TIFF images and more by simply pointing to their location on the Web.

The viewer is supported for the most popular desktop or mobile browsers including Apple Safari, Google Chrome, Firefox, Internet Explorer and Opera. It is also available as a native app in iOS and Android ™.

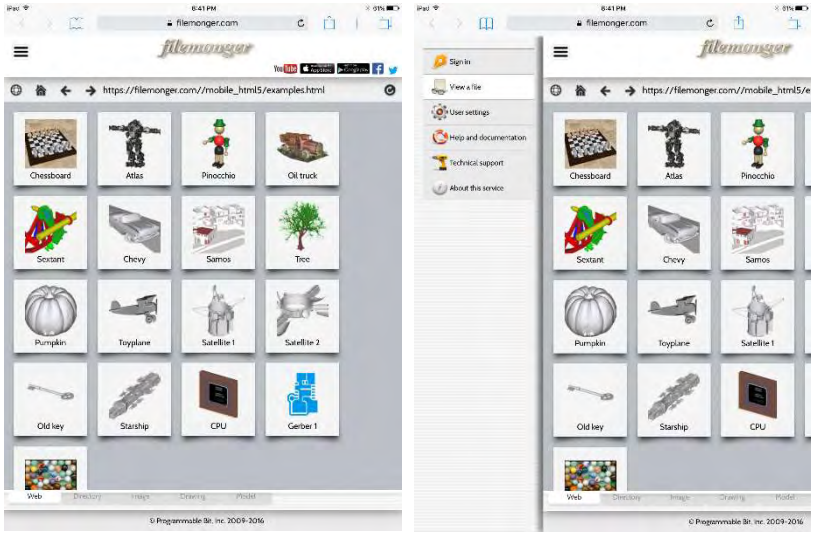


Viewing an example file

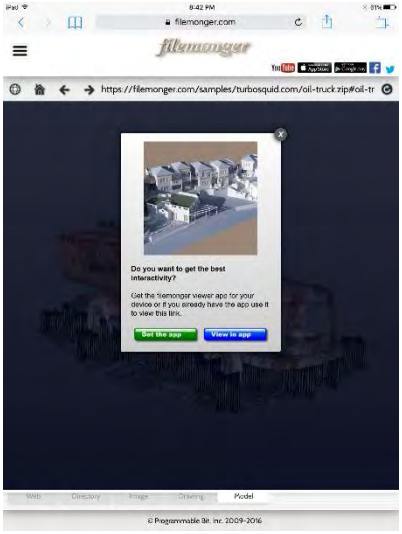
The easiest way to try the service is by viewing the examples right from the startup page as shown in the image below.



The screen layout may be simplified in browsers running on smaller devices like phones or tablets. In that case the main menu options are only visible if you tap on the main menu icon ☰.

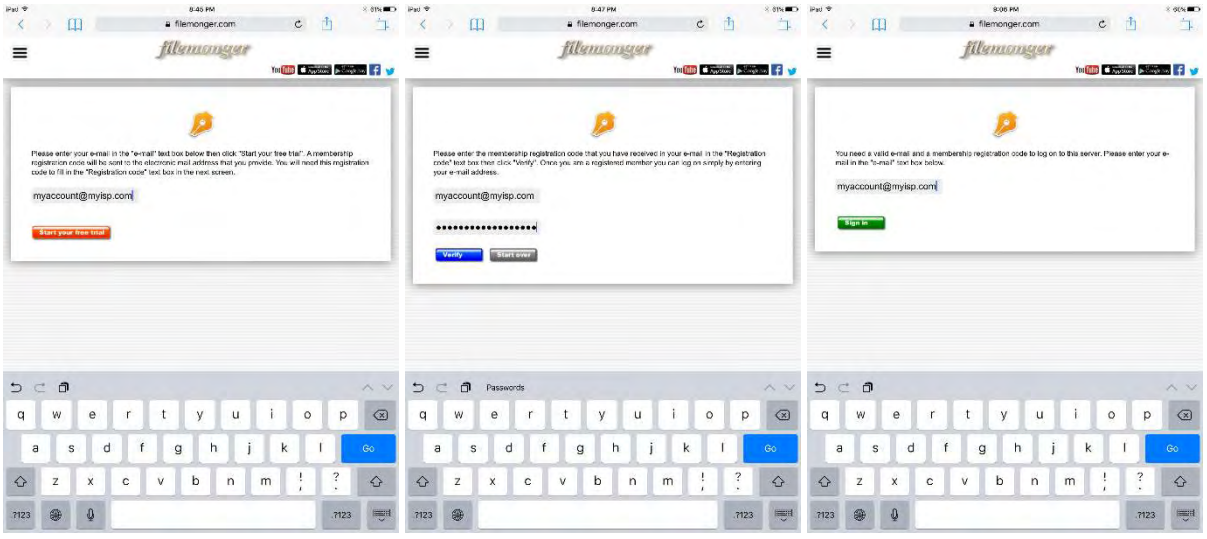


In non WebGL browsers the application interactivity is scaled down. If this is the case, or if you are running in a platform where a native app exists, you will be notified about the availability of a better alternative the first time that you are running a session.



To view files beyond the basic examples like links from the web or local files, 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 error.

To create an account, choose the "Sign-in" item in the main menu 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 clicked 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 click 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, you simply have to register like the first time.

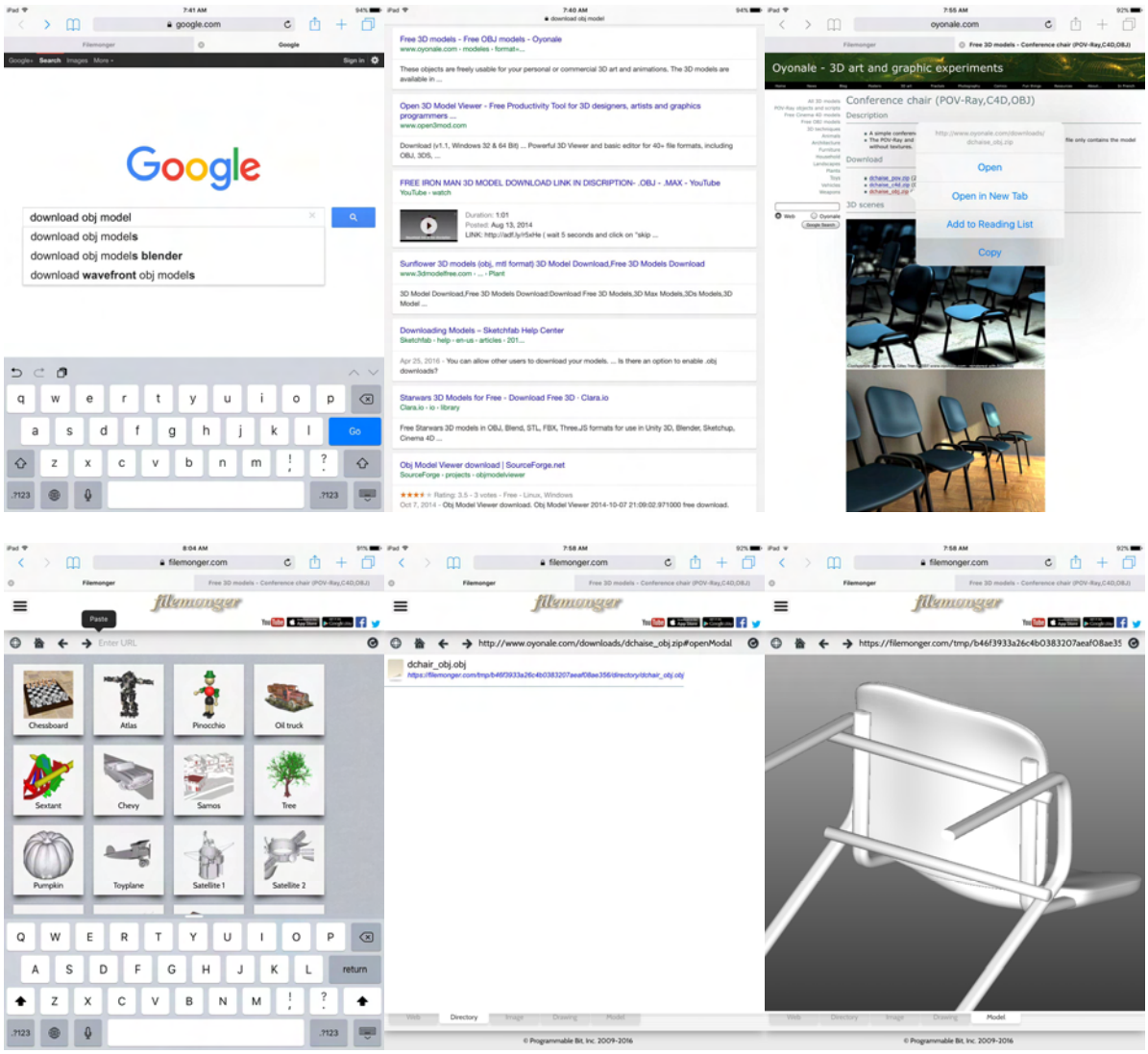
Keep in mind that filemonger is a secure service. This means that data traveling to and from your device or browser cannot be observed or altered by any intermediate party. Data uploaded to the service or generated by the service is only persisted during your active session. Under normal circumstances this is approximately 30 minutes and it is deleted after the session expired. Finally, your e-mail information is only used for authentication and it is not disclosed to any third party.

Opening a file or archive from the web

The application acts like a browser for HTML and PDF files and as a viewer for supported design and 3D 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, local documents, zip archives, and the viewer.

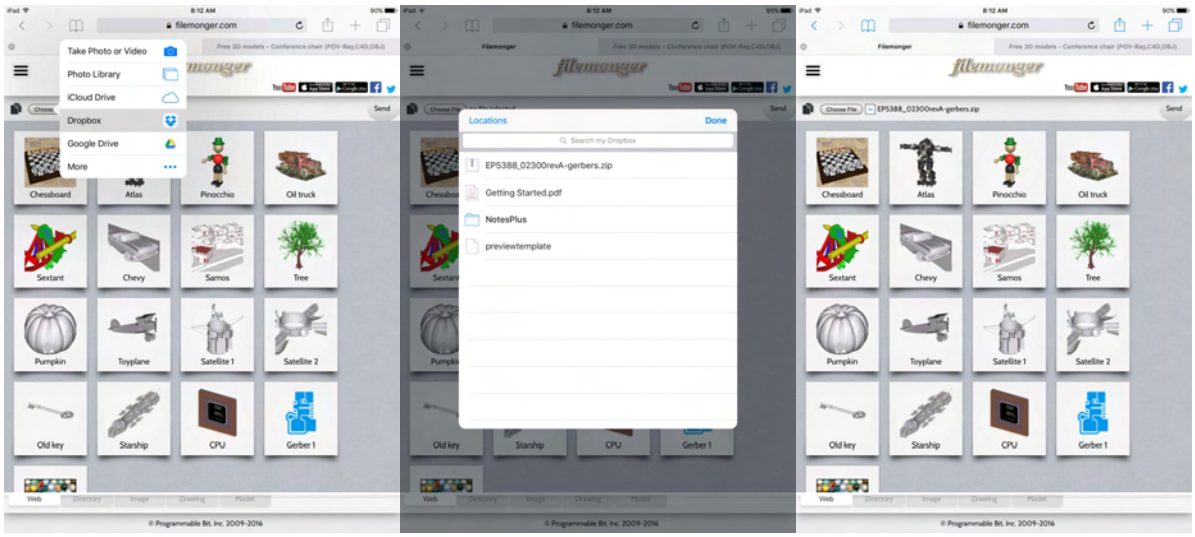
Some sites do not permit integration inside another site’s web page for security reasons. In this case you have to use a separate browser tab or window to navigate to the link that you wish to view, copy the link address then paste it inside the filemonger web viewer’s address bar.

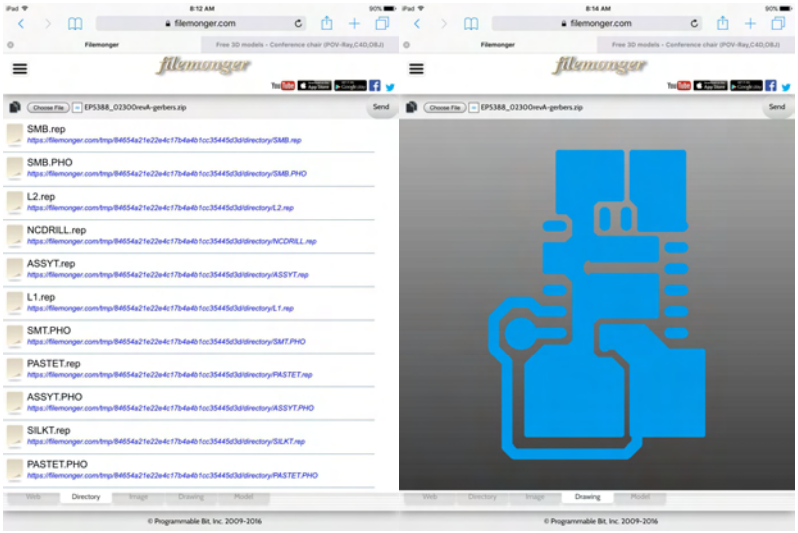
In the example shown below, a search is performed for .OBJ files, a site is selected, then the app drills down to the contents of the .ZIP file posted on the web page, finally the model of the .OBJ file can be interactively inspected.



Viewing a local file

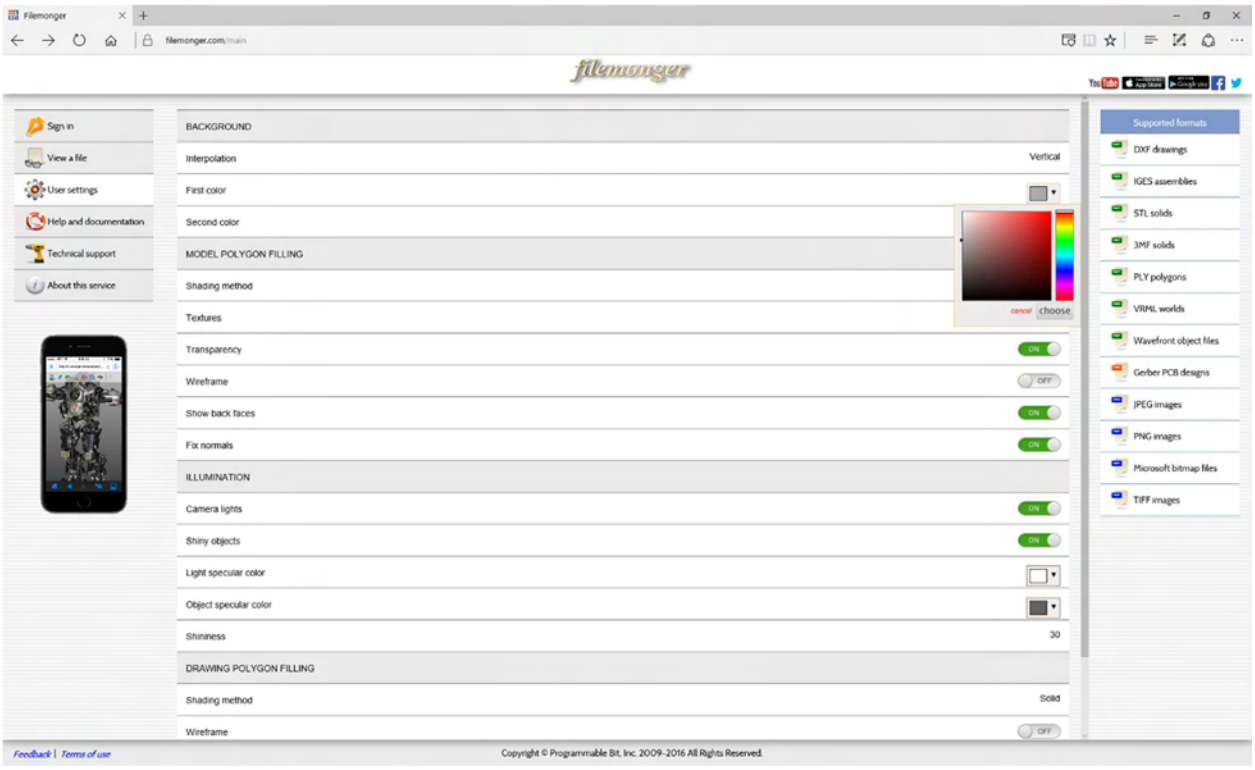
To view local files in the filemonger web viewer, you have to first toggle the leftmost button from “Address” to "Local file" then launch the standard system file open dialog to choose the local file from your hard-drive. On phones and tablets you may get a storage provider dialog instead of the file open dialog. Once the file is selected its name appears on the address bar. To view the selected file click on the “Send” button.





Application settings

The “User settings” page  lets you change the interactivity and rendering parameters. The modified parameters apply as soon as you switch back to the viewer page.



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 back faces: 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.

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.

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.

FILE FORMATS

Recalculate normals: If it is On before opening a 3D file the rendering normals will be calclulated 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 this application to your needs as it evolves. 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 possible.

Legal

Please read carefully the terms of use at http://filemonger.com/docs/terms-of-use.pdf. By using this website, you agree that the exclusions and limitations of liability set out in this website disclaimer are reasonable. If you do not think they are reasonable, you must not use this website.

The terms of use may be updated at any time by posting a new version on the above location page. You should check it occasionally to ensure you are familiar with any changes.