

WEB SERVER

A minimum of 50 MB of free disc space, per standard Diagrams WebView is required. If you have self-contained 3D tour assets that are not hosted via a video sharing website, add an additional 20 MB per 3D virtual tour.

WEB CLIENT

Typically, a contemporary computer with a broadband connection to the Internet will run Diagrams WebView.

Browser compatibility:

- Microsoft Internet Explorer 6.0 or higher,
- Firefox 3.0 or higher
- Chrome 2.5 or higher

Operating Systems and Client Hardware:

- Windows: Intel® Pentium® II 450MHz or AMD Athlon™ 600MHz or faster processor and 128MB of RAM.
- Macintosh: PowerPC® G3 500MHz processor or Intel Core™ Duo 1.33GHz or faster processor and 128MB of RAM.
- Linux: Modern processor (800MHz or faster), 512MB of RAM, 128MB of graphics memory.

Additional Considerations:

- Adobe Flash player 9 or higher
- Pop-up blockers may need to be disabled depending on your method of launching the Diagrams WebView HTML page.
- Virtual World client, if your Diagrams WebView links to your property's virtual function space such as in Second Life or on your OpenSim server.

WEB SERVER INSTALLATION

To install your Diagrams WebView, follow these steps:

1. Create a folder, if this fits your standard practices, for your Diagrams WebView files.
Note: If you are deploying multiple Diagrams WebView instances, each will require a unique folder.
2. Extract the contents of the Zipped file you were provided to the folder created in step 1.
3. Add a link to launch your Diagrams WebView from the page(s) you feel are most appropriate.
Note: An HTML page with an example text link is included with your files to use as a reference.
4. Test your Diagrams WebView by viewing it live on the web through a browser (files will not work locally).