# HTML5Point SDK

PowerPoint to HTML5 Converter SDK

## Create Player

First include the following script files into your player html.

**animation.js** and **script.js**

*Example:*

*<script type="text/javascript" src="data/common/animation.js"></script>*

*<script type="text/javascript" src="data/common/script.js"></script>*

## Initialize

Use bellow structrue to initialise the output.

//events used

var eventsHandler = function() {

this.OnLoadingStart = function() {

//Do stuff to handle loading of slides.

};

this.OnLoadingEnd = function() {

//Do stuff to handle loading of slides.

};

this.OnSlideChange = function(slideNo) {

//Do stuff to handle change of slide.

};

this.OnMovToNxtAnim = function() {

//handle next animation

};

this.OnMovToPrvAnim = function() {

//handle previous animation

};

this.OnPlayingStart = function() {

//Do stuff to handle start of playing of animation or transition

};

this.OnPlayingEnd = function() {

//Do stuff to handle end of playing of animation or transition

};

this.OnProgressChange = function(t) {

//Gives progress of presentation in time

};

this.InitaliseSettings = function(o) {

//initialises presentation details.

};

};

var Presentation;

Presentation = new DopPresentation(new eventsHandler);

After initializing is done, use function:

Presentation.SetRPath(),

to set the relative path to our output from our player.html file. In our case we use ‘data’ folder. So we gave ‘data/’ as parameter.(Presentation.SetRPath(‘data/’)).

After this, use function:

Presentation.LoadPres();

to set output folder name. In our output converted output is in pres folder, so we gave ‘pres’ as parameter. (Presentation. LoadPres(‘pres/’)).

## Control presentation progress

Use following functions to control presentation.

Presentation.Next()

Presentation.Prev()

Presentation.GotoSlide(SlideNo)

Presentation.Play()

Presentation.Pause()

Presentation.GetNotes(SlideNo)

## Using Events

The event handler object passed to ‘DopPresentation’ will be used to pass events from presentation to notify about

Slide change: (OnSlideChange)

This event is fired when slide changes. Event passes current slide as parameter.

Playing: (OnPlayingStart & OnPlyaingEnd)

This event is fired to notify about starting and ending of animation or transition playing.

Loading: (OnLoadingStart & OnLoadingEnd)

This event is fired to notify about loading of slide.

Progress: (OnProgressChange)

This event is fired to notify about change in progress of presentation in time. This event passes time in milliseconds.

Initialize: (InitaliseSettings)

This event is called to notify that presentation details are loaded and sends some details as parameter. The details are

{Width, Height, TotalSlides, TotalTime, Notes, MaxScale}

(

Width is slide width in px,

Height is slide height in px,

TotalSlides is total number of slides in presentation,

Notes is slide notes from presentation,

MaxScale is maximum scale to which presentation is limited to zoom.

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