

URL Protocol

An URL protocol is a way to link to a application from a webpage. We have support for this in both Depth and the ModelViewer. It can be used to give links to entities or map positions when giving feedback.

Installation

Download the .bat file and place it in depth/redist/ folder and run it. This will link the protocol to the correct directory and files.

ModelViewer

To link directly to a mesh or entity you can use the following URL:

modelview:filename.ent

The supported file types are .dae, .ent and some .dae_anim files.

Depth

To link to a map file you can use the following URL

depth:mapfile.map

You can also add any other of our [command lines](#) after the url

From:

<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:

https://wiki.frictionalgames.com/hpl3/game/url_protocol?rev=1361204008

Last update: **2013/02/18 16:13**

