

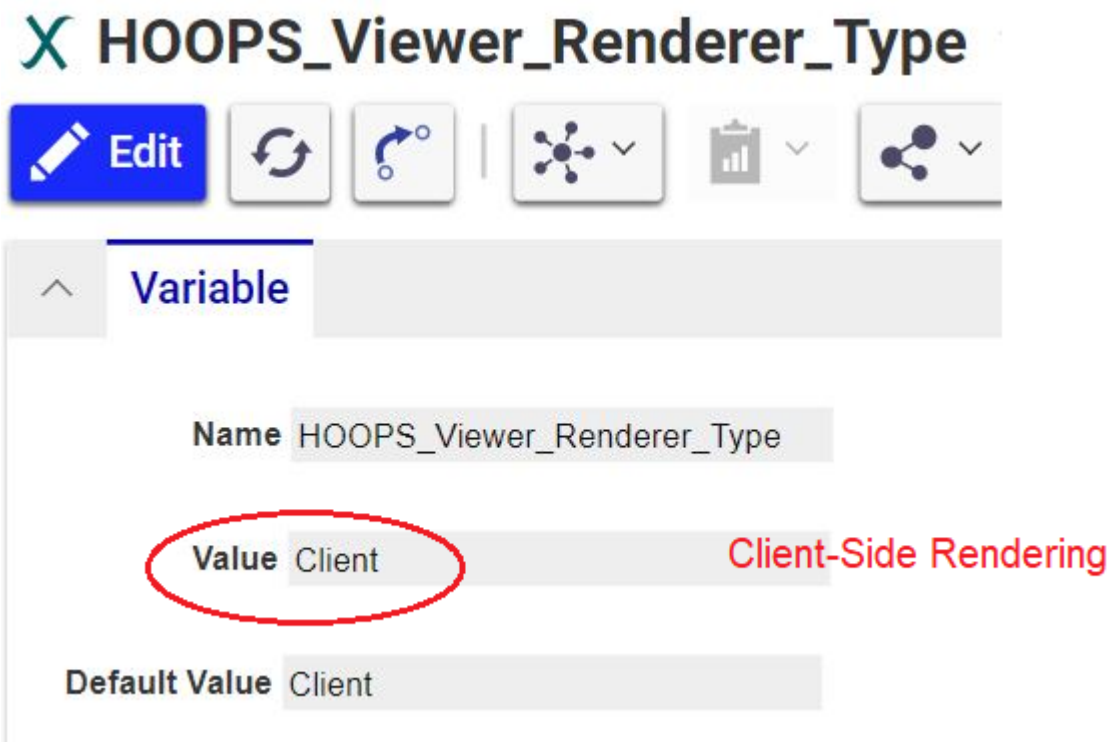
Streaming Viewer Rendering Types

The Streaming Viewer Rendering Types can be configured using the HOOPS_Viewer_Renderer_Type variable.

Client-Side Rendering

In Client-Side rendering type, the 3D model is built on the client side. The Stream Cache Server streams the 3D model data to the Hoops Web Viewer enabling the client hardware to render the 3D graphics using WebGL technology.

To select the Client-Side Rendering Type, in the HOOPS_Viewer_Renderer_Type variable, change the Value field to Client.



Server-Side Rendering

When a Web Viewer is set up for server-side rendering, all rendering of the 3D model is performed by the Graphic Processor Unit (GPU) on the web server. As the user interacts with the 3D model, the



server renders each frame and sends an image back to the client's web browser for display. This minimizes hardware requirements for the client. The images are sent in real time, so it appears as if the rendering is being done in real time on the local machine.

To select the Server-Side Rendering Type, in the HOOPS_Viewer_Renderer_Type variable, change the Value field to Server.

X HOOPS_Viewer_Renderer_Type



Variable

Name HOOPS_Viewer_Renderer_Type

Value Server **Server-Side Rendering**

Default Value Client

Important

If the server where Streaming Viewer is installed has Graphic Processing Unit (GPU), then the **windowsServiceRespawnEnabled** parameter in the **Config.js** file should be set to "False".

