

Okay, it looks like garbage and you don't need to know too much at this stage – just that you need to get rid of the line...

```
DEF Tecnic_Spkr-TIMER TimeSensor { loop FALSE cycleInterval 3.33 },
```

... and replace it with

```
DEF Sensor01 SphereSensor {},
```

That's half of it – you've told the VRML code to put a SPHERESENSOR invisible box around your grouped box, sounds and speaker. Next you have to tell it that it's a rotational box, and interactive.

Right at the bottom of the code you'll see some {} brackets, underneath them add:

```
ROUTE Sensor01.rotation_changed TO Tecnic_Spkr-ROOT.set_rotation
```

This line of code references the DEF Sensor01 code. You can call the Sensor anything you like, as long as you reference it at the bottom.

You'll also notice that the ROUTE line code references the name of your grouped models. This allows the whole box, speakers and sound to move as one.

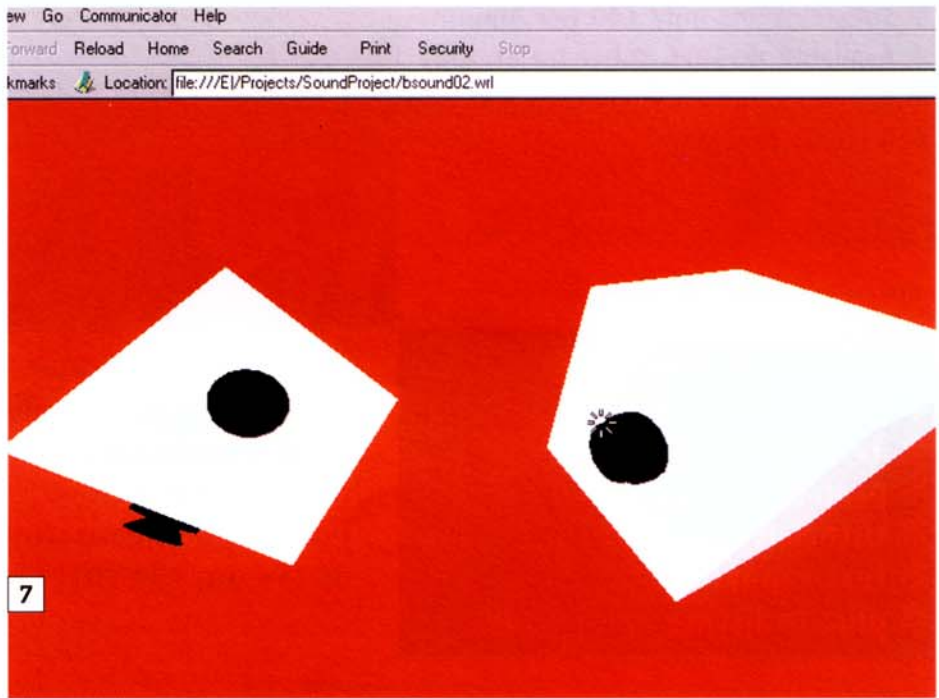
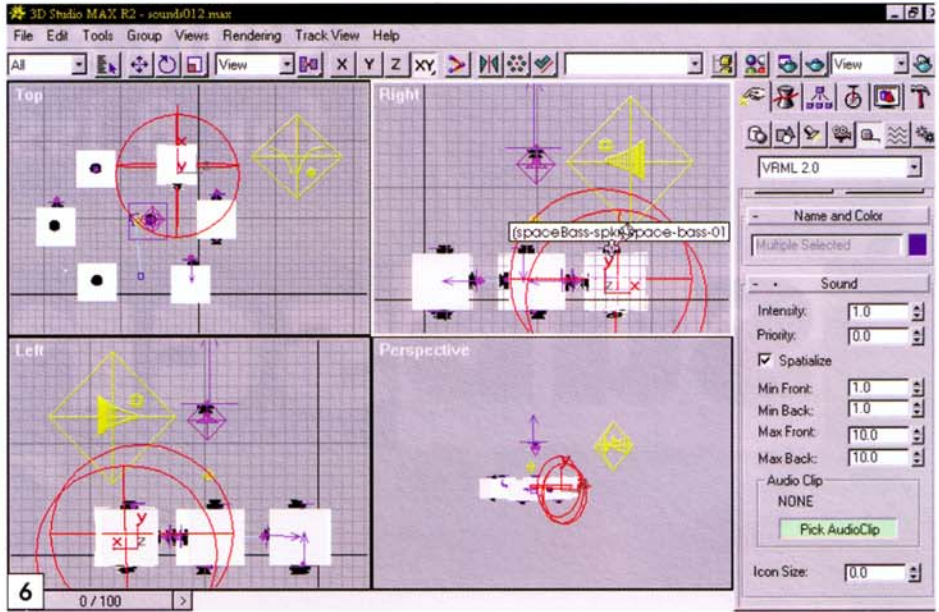
It's a little complex and scary, I admit, but bear with it. You'll need to change the code for all your other groups now too, with the same line, but replace SENSOR01 with SENSOR02 and similarly, at the bottom of your document. The Route will read:

```
SENSOR02.rotation_changed TO mynextbox.set_rotation – good luck!
```

Embed the .wrl file into an HTML document – or just open it straight into your web browser then sit back and marvel at your creation (picture 7).

Make sure you have Spatial Audio checked in the preferences part of the Cosmo plug-in (it's set to On as a default) (pictures 8 and 9).

When the cursor changes to a round spiky thing, you can move the boxes. It's fairly intuitive, but you may want to have an instructional HTML page that preludes your creation.



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