

## How to get the source codes

If you download the zip-file from <https://hofk.de/main/discourse.threejs/> you will get all necessary things in the folder structure I use.

You can download each complete year of the examples. You get the scripts of the examples and other necessary scripts like three.js, OrbitControls.js, GLTFLoader.js ... in the appropriate version.

The examples are each stored in a folder with the same name as the contained html file and corresponds to the title of the example. The additional scripts are stored in a separate folder. The folder is called js and for the module variant (from 2020) jsm

See for example in 2019 DraggingObjects. If you look into the source code, you will find

```
<script src="../../js/three.min.106.js"></script>
<script src="../../js/OrbitControls.js"></script>
<script src="../../js/DragControls.js"></script>
```

"../" means "go to the next higher level folder", then it says "js/", so together "../../js/"

So you will find the file **three.min.106.js** in the folder **js** in the next higher level folder. If you unzip the zip file, you will have many folders with the examples in the folder of the year. If you look carefully, you will also find the folder **js**. The short name is often used for JavaScript scripts. Open the folder and you will see the files I needed for the examples in this particular year.

If you put examples on your server, you either need to create the folder structure like mine, or you change the path to access the files.

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### A remark

Sometimes there are examples where the version of three.js is not clear, or the author has changed three.js. This is allowed. Then just copy the file.

Just click on the ... .js link in the source code and the file will be displayed in the browser. Copy and paste it into your own code editor.

Now you can name the file correctly and copy it into your appropriate directory.

So you can also get the sources of the additional scripts directly from the examples website.

<https://hofk.de/main/discourse.threejs/year/Example/Example.html>

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*With the module version it gets a bit more complicated for beginners, see*

<https://discourse.threejs.org/t/importing-three-js-as-module/10201>

<https://discourse.threejs.org/t/module-import-usage/11574>

and here

<https://hofk.de/main/discourse.threejs/Module%20usage.pdf>