Using META tags in Octaga Browsers

Using the META tag

In VRML:

meta statement:

```
META "key" "data"
```

example vrml file:

```
#VRML V2.0 utf8
META "OctagaMinVersion" "2.2"
WorldInfo {
title "testing"
}
```

in X3D:

meta statement:

```
META <key> <data>
```

example x3d file:

```
<?xml version='1.0' encoding='UTF-8'?>
<X3D version='3.0' profile='Interchange'>
<head>
    <meta name="OctagaMinVersion" content="2.2" />
</head>
 <Scene>
  <WorldInfo title='testing'/>
 </Scene>
</X3D>
```

Valid meta tags

Key	data	Description
DisableMenu	Menu1,Menu2,...	Disables (removes) one or more menuItems from the menu
DisableToolbarButton	Button1,Button2, ...	Disables (removes) one or more buttons from the toolbar
DropSensorDisablesDropFiles	TRUE | FALSE	If True and the current scene contains a DropSensor then draging and dropping files to the application is disabled (default : FALSE)
OctagaMaxVersion	x.y	Generate a warning if the player version is higher than x.y
OctagaMinVersion	x.y	Generate a warning if the player version is less than x.y
OctagaVersion	x.y	Specify the version this content was generated for. This will help future versions of OctagaPlayer display old content properly.
SeparateSpecularColor	TRUE | FALSE	Enable separate specular color (default : FALSE)
ShowStatusBar	TRUE | FALSE	Makes it possible to hide the StatusBar on load
ShowToolbar	TRUE | FALSE	Makes it possible to hide the Toolbar on load
SmallObjectPixelThreshold	pixels	Set the small object culling threshold (in pixels)