VRTourMaker Help
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Welcome to VRTourMaker

Welcome

Welcome to VRTourMaker. The virtual tours made by VRTourMaker has been widely in panoramic display of all walks of life. The users can experience the interaction between virtuality and reality.

The catalogue:
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    o Virtual Tour Publish

Document Description

You can refer to the Help Document according to the directions below.
1. Familiar with VRTourMaker’s Software Interface;
2. Acquire a basic procedure of VRTourMaker virtual tour making through Quick Start;
3. Refer to the content of other chapters and to learn more about Detailed Functions.

Additionally, please refer to the type setting and definitions in Help Document as below.

<table>
<thead>
<tr>
<th>Font &amp; Icon</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>Italic</em></td>
<td>to emphasize new terms and definitions, and to quote the bars in the software</td>
</tr>
<tr>
<td><em>Links</em></td>
<td>showing blue, to switch to the content of certain page or the relevant web page</td>
</tr>
<tr>
<td><em>Note</em></td>
<td>to attract your attention with red-written words in certain operations or items</td>
</tr>
</tbody>
</table>

**Running Environment**

<table>
<thead>
<tr>
<th>Hardware environment</th>
<th>Running environment</th>
<th>Playing environment</th>
</tr>
</thead>
<tbody>
<tr>
<td>CPU</td>
<td>PC: i3 or higher Mac OSX: i5 or higher</td>
<td>PC: i3 or higher Mac OSX: i5 or higher</td>
</tr>
<tr>
<td>Memory</td>
<td>4GB, 8GB recommended</td>
<td>4GB</td>
</tr>
<tr>
<td>Free Disk Space</td>
<td>10GB or larger</td>
<td></td>
</tr>
<tr>
<td>Discrete Graphics Card</td>
<td>recommended configuration: recommending ATI or AMD and NVIDIA Video memory 2GB or larger, the larger, the better</td>
<td></td>
</tr>
<tr>
<td>Ethernet Card</td>
<td>a must for activation</td>
<td></td>
</tr>
<tr>
<td>OS</td>
<td>Win: Win7 or higher, 64-bit operating system, not supporting 32-bit Mac: Mac OSX 9 or higher</td>
<td>Win: Win7 or higher Mac: Mac OSX 9 or higher</td>
</tr>
<tr>
<td>Browsers Mobile</td>
<td>Android</td>
<td>System browser, Chrome, Firefox</td>
</tr>
<tr>
<td></td>
<td>iOS</td>
<td>Safari, Chrome, Firefox</td>
</tr>
<tr>
<td></td>
<td>PC</td>
<td>Windows Chrome, Firefox</td>
</tr>
</tbody>
</table>
Note: The supporting of servers is necessary when virtual tour made by VRTourMaker is being viewed. When you view the tour in local, you resort to server environment based on IIS, Apache, Tomcat, Nginx.

Copyright Announcement

VR Tour Maker, abbreviated name VTM, is the trademark of Easypano Holdings Inc.. This manual, as well as the software described in it, is furnished under license and may be used or copied only in accordance with the terms of such license. The content of this manual is furnished for informational use only, and is subject to change without notice. Except as permitted by Easypano Holdings Inc., no part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means.

Company Introduction

Easypano Holdings Inc. is expert at the core technology of virtuality and reality, and has developed panorama stitching software--Panoweaver, and two virtual tour making software--VRTourMaker and Tourweaver. These software are widely used in real estate, education institutes, tourist attractions, and etc. Easypano serves Baxter, Siemens, Boeing, Inditex, Sony, US House of Representatives, and etc.

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US: 1-888-881-3340 Toll free

Software Features

VRTourMaker is a sort of virtual tour making software, professional and high-effective. VRTourMaker has abundant features, and supports custom components. The virtual tours made by VRTourMaker can be published in local or online. The published files can be supported in PC, Pad, and Mobile phone. VRTourMaker also supports VR modes.
Installation and Uninstallation

The chapter includes Installation, Uninstallation, serial number(s) and etc.

Software Installation

Please open the disk of the installation package, and find and double-click the file below for installation.

The 1st step, to click "I accept the agreement", and then "Next".
The 2nd step, to select destination location, and to click "Next".

The 3rd step, to select Start Menu Folder, normally to select the default, and to click "Next".
The 4th step, to create a desktop shortcut, and to click "Next".

Last, to confirm the above operation is correct, and to click "Install".
When finishing installation, you're recommended to refer to the content of "Serial Number" for activation.
Software Uninstallation

You're able to select one of three methods below to uninstall VRTourMaker:
1. Click Start>All Programs>Easypano VRTourMaker 1.20>Uninstall VRTourMaker,
2. Uninstall a program in Control Panel,
3. Right-click the icon of VRTourMaker in desktop>Properties>Open file location>Double-click unins000.exe

VRTourMaker Activation

Online Activation

If the computer you are running Easypano software is connected with Internet, please proceed with the online activation. Activation over the Internet is a one-time operation. Simply enter your product serial number and activate for full use in seconds, secure and anonymous.

Note: Online Activation requires network card and Internet connection.
1. Start VRTourMaker;
2. Choose online activation in the popup window and then click Continue;
3. Input the license key which you've purchased and click Continue;
4. The online activation is accomplished.

Offline Activation

In case you need to run Easypano products in a computer with no Internet connection, you can find some other computer with Internet available to
activate the product via Email or Easypano website submission. Since Internet is quite pervasive nowadays, we assume all the customers can access the Internet by certain means, either in a net cafe, or another computer. Basically offline activation still requires internet connectivity, however not necessarily in the computer running the software.

A general procedure for offline activation:
1. Start VRTourMaker;
2. Choose offline activation in the popup window and then click Continue;
3. Choose step 1 to create an ARF file and click Continue;
4. Input the license key you’ve purchased and select the right directory to save this ARF; and click Continue;
5. An ARF file is created and saved in the relative path;
6. Click the link http://www.easypano.com/activation.html to open the registration html page. Fill out one or two available Email and upload this ARF;
7. An ALF file is created and sent to the relevant Email;
8. Login your email-box and save this ALF to your local;
9. Restart the activation procedure from Help menu;
10. Choose offline activation; and click Continue;
11. Choose step 3 and click Continue;
12. Import ALF to activate the software and click Continue;
13. Offline activation is accomplished;

Note: Offline Activation requires network interface card installed. Please make sure the computer in which you install VRTourMaker and create Activate Request File, meet the following requirements.
1. Network card is installed;
2. TCP/IP protocol is installed;
3. Network card is not disabled.
Software Interface

The following figure shows the main working interface of the software. The whole interface from top to bottom is as follows: **Menu Bar, Operating Buttons, Workflow Menu, Project Information, Message Area, Editing Area.**

- **Menu Bar:** VRTourMaker logo, Menu Bar expansion icon (▽);
- **Operating Buttons:** including preview project, publish project, minimize window, maximize window, close window;
- **Workflow Menu:** rank from top to bottom according to virtual tour's making procedures;
- **Project Information:** display Easypano company, VRTourMaker full name, VRTourMaker version number and project name;
- **Message Area:** show the relevant message about the current workflow;
- **Editing Area:** the main area about the current workflow operation.

By default Menu Bar shows VRTourMaker logo, Menu Bar expansion icon (▽). Click the software logo in the upper left corner to open the menu bar interface as shown below.

- New Project, Open Project, Save Project, Save Project As
- Preview, Publish
- Open recent projects
- Language: English and Japanese
- Help
  - Help Topics: Open help document
  - Easypano website: [https://www.easypano.com](https://www.easypano.com)
  - Check for update
  - Easypano Product Activation
  - VRTourMaker software introduction
- Exit Button
Quick Start

Quick Start explains basic procedures, through the following steps to quickly create a virtual tour as user request.

1. New Project, Open Project;
2. Add Scene(s);
3. Hotspots Management;
4. Setting Google Map or Planform;
5. Preview and Publish;
Detailed Functions

This chapter expounds specific functions and usage details.
Project Management

The chapter contains three basic operating of project management: New Project, Open Project, Save Project. New Project can be created in the initial interface (Fig. 1), or can be achieved for clicking New Project in Menu Bar (Fig. 2). Click on the new project button in Figure 1 to set up the basic information of the project (figure 3), such as the name and path of the project. Click on the "OK", and the new project has been created.

Figure 1 Software Initial Interface

Figure 2 Menu Bars/New Project
Open project directly (Figure 4) or double-click recent project (if the project was recently edited, and the path wasn't removed). Also, click "open project" and open "recent project" in Menu Bar. Selected the saved project *.vtm as shown in figure 6.

Figure 3 New Project basic Setting

Figure 4 Software Initial Interface
You click "save project" in Menu Bar (figure 7), and press "Ctrl + S" to save project in project editing interface.
Scenes Management

The chapter mainly states scenes management operations: Add Scene(s), Setting Initial View, Setting Google Maps, Setting Planform Map, Scenes Introduction and Scene Grouping. What’s more, the chapter will explains the hotspots of the project, including Scene Transition Hotspots, Image/Album Hotspots, Text Hotspots, Video Hotspots, Object Hotspots, Custom Hotspots, Sliding Door Hotspots and etc.

Add Scenes

After new project created, select scene management in the workflow menu, then click on the button icon to add scene (as shown below). Open the box for uploading panorama images, browse the local panorama material folder and select the material to open, then you can see the added scenes in scene list.

Figure 1: Add scene

![Add Scene(s)](image)

Figure 2: Open Image
Figure 3: Scenes List

Initial View Setting

Double-click one of the added scenes to enter the editing interface of scene. Three tab pages are respectively Initial Viewing, Google Maps, Planform Maps. There is a fixed area on the right for setting up information about Scene Introduction. In the first tab is Initial Viewing. Select one of the scenes on the left scenes list and drag the initial view of the scene to the center of the filed. Click "Done" on the upper-right for initial view completion.
Google Maps Setting

In the second tab ---Google Maps, as the figure 1 show below. Drag and zoom in or out Google Maps and find the location where the scene is taken. Drag one of the scenes to the map, adding the radar of the selected scene to the map. If the panorama image has saved GPS information, you can click on (Automatically match the map location for the scene with GPS information) to make Google map automatically match the map location for the scene with GPS information.

Figure 1 Google Maps Interface

Figure 2  Radar Deletion
Planform Maps Setting

In the third tab ---Planform Maps, as figure1 show below. Click "Please Select a Map" in the center of the interface to add planform map. Only one planform map can be added in one project. The adding and deletion of Planform Map is the same as that of Google Map. Right-click the icon of certain radar and delete the radar. On the upper-right, there are two buttons, "Delete" and "Change". User can delete or change the current planform map. Click "Done" on the upper-right for planform map completion.

Figure 1: Planform Edit Interface

Figure 2: Adding Planform
Scene Introduction

Users can set the scene name and make a text introduction to the scene in the "Scene Introduction" window. The text will be displayed horizontally on the transparent layer at the top of the corresponding scene. It supports adding an MP3 format sound file to the selected scene, providing voice interpretation of the current scene or serving as background music for the scene.
Scene Name:

Jellyfish

Introduction:

Jellyfish or jellies are soft-bodied, free-swimming aquatic animals with a gelatinous umbrella-shaped bell and trailing tentacles. The bell can pulsate to acquire propulsion and locomotion. The tentacles may be utilized to capture prey or defend against predators by emitting toxins in a painful sting. Jellyfish species are classified in the subphylum Medusozoa which makes up a major part of the phylum Cnidaria, although not all species are classified as jellyfish.

Audio:

Please select the audio introduction file (*.mp3).

Display little planet effects when switching into the current scene.

Initial View:

Pan: 137.000000
Tilt: 4.000000
Fov: 120.000000
Each scene can be entered as little planet effect by clicking □ (Display little planet when switching into the current scene) at the bottom of the scene. Click the  in the upper right corner to collapse the scene edit area. The initial little planet effect is shown as below.

Scene Grouping

The scene grouping function can make the same type of scenes as a group. It can improve the flexibility of project production and meet the diverse needs of the project. Please refer to the following steps.

First, please import all the panorama images as shown below.

Second, after importing, drag the same type of scene to another scene to generate a group that meets the virtual tour requirements, as shown below.
Third, click the group name to modify it. Double-click to enter the group diagram as follows. Clicking on the icon in the upper right corner allows editing, such as placing the scene at the top, replacing, renaming, and deleting the current scene. Users can manually drag scenes to adjust the sequence of scenes.

Click on the "Edit" on the upper right corner to delete scenes in batches. After deletion, click "Done", as shown in the following figure. If the grouping is not needed, user can click "Dissolve group" on the top right corner.
After adjusting the sequence of scenes in the grouping, click “Back” in the upper right corner. Click “Preview” to view the effect of grouping scenes in virtual tour, as shown in the following figure.

![Scene Transition Hotspots](image)

**Scene Transition Hotspots**

Click on the workflow menu management item on the left side of the interface, select the scene to add hotspots. Double-click mouse to enter the scene, and switch to the hotspot Tab. The hotspot management interface as shown in the figure below. On the left is the scene list, and user can use the mouse wheel or the scroll bar to select scenes. The selected scene has a bright white border. First Icon is the hotspot icon for switching scene, and the
transition effect is the walk-through. The hotspots properties setting is in the right of the interface.

- Hotspots List area: click on the hotspot in the list to drag the view to the hotspot-centered location. click "Delete" to delete hotspots accordingly;
- Style Options: set the style of the hotspots; The first line is static and the second line style is dynamic;
- Target Scene (Destination): select one of the scenes as target scene;
- Prompt Text: set the text of the hotspots (by default the label is "Go to + Scene Name");
- Adjust The Initial view of target scene: set the initial view of destination scene.
- Little planet effect when switching in: The entry effect of the target scene can be set to little planet.

![Image/Album Hotspots](image)

**Image/Album Hotspots**

In the scene management menu, each scene thumbnail has a white number (translucent bottom) in the lower left corner to indicate the number of hotspots in the current scene, and each panorama will show the distribution of hotspots with a small circle with a blue center and white edge (Figure 1). Double-click any scene to enter the information editing interface.

Figure 1 Hotspots information interface.
Click on the Hotspots Tab page (Figure 2). The second icon is Image/Album Hotspot.

Figure 3 is the attributes setting interface of the hot spots in the picture/album, which is located in the right side of the hotspot management interface, including:

- **Delete**: delete the selected hotspots
- **Icon Style**: Software comes with 13 styles, the first five are static icons, the last eight are dynamic icons
- **Text Description**: setting the text of the hotspots
- **Image/Album Uploading**: upload one or more images
Figure 4 Album Effect Preview.

Text Hotspots
In the Hotspot Management Tab page, the third icon from left is the Hotspot of Text Description. Click the icon to add a text description hotspot as below shown. Red circle is text description hotspot, and the red box on the right is the currently-edited hotspots, displaying relevant properties.

- **Style**: the number of the icon style is 13. The first 5 are static icons, and the last 8 are dynamic icons;
- **Display mode**: display pictures and text or only show text;
- **Label**: showing the content when you preview virtual tour and hover the mouse over the hotspots;
- **Textbox content**: hotspot text content display after clicking the hotspots (figure 2);

**Figure 1 Adding Text Hotspots**

![Figure 1 Adding Text Hotspots](image1)

**Figure 2 Text Hotspots Effect Preview**

![Figure 2 Text Hotspots Effect Preview](image2)
Video Hotspots

In the hotspots management interface, the fourth icon is video hotspot. Click the icon, a video hotspot is added in the center of the view. Drag it to adjust the location. The hotspot property on the right contains the following information:

- **Delete**: delete the current selected hotspots
- **Style**: a total of 13 icon styles are available for selection, the first five are static icons, the last eight are dynamic icons
- **Label**: show the text content when the mouse hovers over the hotspot
- **Use online video**: Youtube videos or embed videos in code
  - Youtube video URL: adding Youtube video URL
  - Embed code: embed video code in the frame "Embed code" through iframe shown in the figure below
- **Use Local Video**: add a local video path, as shown in Figure 2 below

**Note**: Youtube Video Link and Embedded Code can only choose one from the other, and cannot be used at the same time. Online and local video currently only support MP4 format video with H.264 encoding. Flash video is not supported for the time being.

Figure 1: Online video properties interface;

Figure 2: Local video properties interface.
Object Hotspots

VRTourMaker supports the image of 360 degree object. Click hotspots management workflow menu and enter hotspots management interface. The
fifth icon is object hotspot. Click the icon and add an object hotspot in the center of the current scene. User can drag the hotspot to the right position if necessary.

The hotspot properties on the right include the following information:

- **Style:** A total of 13 icon styles are available for selection. The first five are static icons and the last eight are dynamic icons;
- **Label:** setting the text content when user mouse hover the over the hotspot;
- **Select the image of an object:** adding a group of object images, and keeping the size of the images unified, and setting background color as pure color or transparency.

Figure 1 Adding Object Image

![Figure 1 Adding Object Image](image)

Figure 2 Object Hotspot Effect Preview

![Figure 2 Object Hotspot Effect Preview](image)
Custom Hotspots

Custom hotspots are used to display the content of a separate page. It can be used to introduce products (such as software, real estate, tourist attractions, artworks, cars, etc.) or display real-time data (such as geography, meteorology, engineering, etc.). It can be set in a new page or as a popupwindows in virtual tours. Compared with image/album hotspot, text hotspot, video hotspot, object hotspot, slidingdoor hotspot, custom hotspot highlights free design page content, which can contain a variety of multimedia elements. It only need to change the existing page address when user change the content. The hotspot content is separate from the software, and the application field is much wider.

The steps for adding custom hotspots are as follows:

In the hotspot management workflow menu, select the custom hotspot icon at the top of the interface adds a custom hotspot at the center of the current scene view and drags the hotspot to the appropriate location. The software provides five custom hotspot icon styles for users to choose.

Figure 1 Adding Custom Hotspots
Sliding Door Hotspots

Sliding door hotspot is used to simulate the opening and the closing of doors or windows with multi-frame images of doors or windows. To achieve sliding door effect, you're supposed to prepare for a group of multi-frame images according to the size of doors or windows in order. The function of sliding door hotspot is only to play key frames and to achieve door sliding.

The operation steps of sliding door are as follows:
Select the icon of sliding door hotspot in management interface and add a sliding door hotspot in the center of the scene (screenshot 2). Adjust the width and the height of the hotspot equal of the door or window, edit the
prompt text of the hotspot area, and add the sequence map of the sliding door (Fig. 1), click "Done" to finish hotspots adding. Return to the hotspot management interface to set sliding door hotspots accurately. Select the hotspot to edit, drag the four corners of the hotspot to align the corresponding position of the door or window. Click on "Done" on the top right corner to complete the sliding door.

Figure 1 Sliding Doors' Sequence Map

![Figure 1 Sliding Doors' Sequence Map](image)

Figure 2 Adding Sliding Doors Hotspots

![Figure 2 Adding Sliding Doors Hotspots](image)
Figure 3 Sliding Doors Effect Preview
Sequence Map

Sequence map will logically confirm the sequence of scenes, the interrelated hotspots action of each scene and the hotspots prompt text. The more hotspots in a single scene, the more complex the logical structure diagram is. The sequence of scenes is arranged from top to bottom. The box with text on the left side of the white arrow is the hot spot type. The hotspots prompt text and the video type show on the right side of the white arrow (such as target scene, text box, picture, video). Click "Edit" on the right to enter directly to the hotspots editing interface, where you can modify hotspots information.
Easypano
Skin Selection

Skin selection is usually used to set the navigation bar, button style, UI layout, menu content, menu location and menu style.

The options of navigation bars are divided into three parts: PC, Smartphone and Tablet.

12 PC navigation bars:
- Previous scene: go to the previous scene
- Next scene: go to the next scene
- Reset: reset the current scene to initial position
- Map: display the added map, including Google map and planform map. If radar is added to Google map, and a planform map is also added to the tour, Google map is shown in the left tab, and the planimetric map is shown in the right tab.
- Thumbnail: show thumbnails in popupwindows
- Zoom out: enlarge the view of the current scene
- Zoom in: shrink the view of the current scene
- Rotate to the left: rotate the current scene to the left
- Rotate to the right: rotate the current scene to the right
- Up: drag the current scene to the upper
- Down: drag the current scene to the lower
- Self-rotate: rotate the current scene counterclockwise in horizontal directions

The difference between Smartphone navigation bars (8 in total, 5 at most) and PC navigation bars
- VR mode: to achieve split screen mode, and to watch virtual tour with VR glasses
- Gyroscope: to achieve gravitational induction and to experience better VR mode
- Little planet: to achieve the effect of little planet

Tablet navigation bar (a total of 7), compared with mobile navigation bar, there is no VR mode icon. And there is no limit on the number of icons.

Button style: eight sets of designed for used directly. In addition, drag the horizontal scroll bar or use the mouse wheel to scroll to the right most end, as shown in the following figure:
Click the "+" on the right to add custom buttons. The format should be png, jpg, bmp, advised size: 50×50. Upload the group button by compressed ZIP format. Please refer to the following figure for the names of the icons.

In the UI layout, five sets of designed for used directly. Each set includes three platforms: computer, phone and Tablet. Mouse hovering on any style will enlarge the style details. The following three figures show the interface styles on computer, mobile phone and tablet.
The menu content can customize, such as name, logo, link, telephone and other information. The software has four menu contents by default. As shown in the following figure.

The content can be edited by hovering the mouse in the content area. Click on the "delete" icon on the red background can delete the selected content, and click on the "edit" icon on the black background can modify the content. Click on the "add" icon to add additional menu content. There is no limit on the number of menu content bars.

Menu location can be selected the menu content in the upper left, middle or upper right position of the main window of virtual tours (as shown below), that is, the menu is typesetted by relying on the upper left corner, upper middle and upper right corner.
Menu style mainly appears in the fixed position in the virtual tours, and will not change with the scene switching. Each menu style can be used in computer, mobile phone and tablet. There are six groups of menu styles in the software. At present, the menu styles do not support custom addition. You can view the left or right menu styles by scrolling the mouse wheel. As shown in the following figure.
Preview & publish

Preview & Publish

This chapter explains the project’s preview, publish and publish setting in VRTourMaker.

Publish Setting

The chapter expounds the content of publish setting before VRTourMaker project has been published, including

- The label of the user-defined context menu: set the HTML5 virtual tour name by right-click;
- URL for the user-defined context menu: set the right-click menu to associate a URL;
- Virtual tours' name: shows the name on the title bar or the web page;
- Title: to show the title in a web page;
- File name: show the name of the saved virtual tours;
- File location after published: local folder path;
- Overall Music background: global sound file, supporting MP3 format, as background music for all scenes:
  - Second later auto rotate: the initial can be set and the unchecked is initial still state. Start virtual tours according to the set number of seconds;
  - Automatic rotation back to horizontal position;
  - Go back to the default FOV value;
  - Second later automatically switch to nest scene.
- Open output folder after published.

Figure 1: Publish Setting Interface.
Virtual Tour Preview

Through the previous procedures, VRTourMaker virtual tour has been created well. Now you can test the effect of the virtual tour. Click "Preview" button (as figure below) in publish setting or the “Preview” on the upper-right of software interface for virtual tour previewing.

The preview window supports smartphone, tablet, and PC window. The virtual tour through different tab pages displays different effects.

**Note:** The preview environment is Windows PC, different from the real environment of mobile terminal. Part of functions can be only achieved in real mobile terminal.

Preview on smartphone.
Virtual Tour Publish

After preview virtual tour that all effects are basically correct, you can click "Publish" button or the icon on the upper-right of software interface for publishing VRTourMaker project.

Later, you'll see the publishing result.
If you tick "Synchronize the Publish Data to EP-Sky", you'll see the uploaded works in EP-Sky website after the uploading.

Log in Ep-Sky and view your virtual tours in "My Works".
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