Panowalker 2.00 Help Manual

Welcome

You are welcome to use Easypano products. This document explains how to use Panowalker 2.00. It would be better if the readers of this document have the following knowledge:

- Knowledge of panorama
- Knowledge of panoramic image shooting and panoramic image stitching
- Basic ideas about Javascript
- Tips on HTML code

Conventions and Definitions

We adopt the following typographical conventions and definitions in this document:

Typeface or Icons	
Italic	Used to emphasize new terms and concepts at the point where they are introduced. Also used to designate the quoted terms or menus of the software
Note	Used to arouse the readers' attention towards certain operations or things they should consider
Tips	Used to offer some extra techniques on how to use Panowalker

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Our product contains Substance Java look & feel developed by Kirill Grouchnikov and contributors.

Feedback

Your comments and suggestions on this document are welcome. You can a submit a ticket [here](#).

Introduction

Panowalker is a new virtual tour solution from Easypano, which is dedicated to achieving real walkthrough effect in panoramas. Compared with Tourweaver, Panowalker makes more realistic virtual tours easily and fast. With Panowalker, you can use panoramic images and map/floorplan of the place, to make a walking path.

New Features:
[+] Support multiple paths
[+] Support adding hotspot (Link to Panorama, Popup Image, URL)
[+] Support hotspot properties settings
[+] Publish to the local, full screen of player is supported
[+] Support the transition effect Everyscape when scenes switch
[+] Support the background music as .mp3

Purchase and Installation

Purchase Panowalker

If you're interested in our products, please make purchase via the following two ways:

1. Purchase from resellers:

For the moment, we have agents in the following countries: USA, United Kingdom, Italia, France, Romania, Australia and Greece. To contact these agents, please go to this webpage for more details: http://www.easypano.com/resellers.html

2. Purchase online:

If you choose to purchase online, please go to this page: http://www.easypano.com/online-store.html

 Note: Single license of Panowalker 2.00 can be activated on both desktop and laptop.

System Requirements and Installation

Panowalker 2.00 has only Windows version.

System requirements

To use Panowalker in Windows, you need:

Operating system
- Microsoft Windows 2K/ XP/ Vista

Computer Hardware
- PIII800MHz or faster processor
- 1G RAM or more
- Network interface card or modem must be installed
- Video display of 800*600 pixels or higher with 16-bit color, 1024*768 is suggested.

Others
- OpenGL 1.2 or later version

To view Flash virtual tours in Windows/Macintosh, you need:

Computer Hardware
- PIII800MHz or faster processor in Windows; AMD 2800+ or above/G3-400MHz or higher in Macintosh
- 512M RAM or more
- Video display of 800*600 pixels or higher with 16-bit colors, 1024*768 is suggested.

Operating system
- Windows Me/ 2K/ XP/ Vista or Mac OSX10.2 and later

Browser:

- Microsoft IE6.0 or higher, Netscape Navigator 7.0 or later version, Firefox 1.0 or later version in Windows / Microsoft IE6.0 or higher, Netscape Navigator 5.0 or later version, Firefox 1.0 or later version in Macintosh

Others

- To view Flash virtual tours created with Panowalker, Flash Player 9.0 or higher version is needed.

Installation

- Download the free trial version of Panowalker from [Easypano website](#)
- Run pwk200.exe to Install Panowalker
- Follow the instructions on the start page of program

Activation

To fight against piracy and better protect Easypano copyright as well as user's interests, we adopt a stricter license policy. Easypano customers have to activate the product to make it fully functional. The Easypano Product Activation System does not collect or utilize personal information, such as your name and contact information. Product Activation is completely secure and anonymous. No personal information is ever collected or requested. During activation, the product does not scan your hard drives or collect any data other than the minimum information required to verify your license. Please see our Privacy Policy.
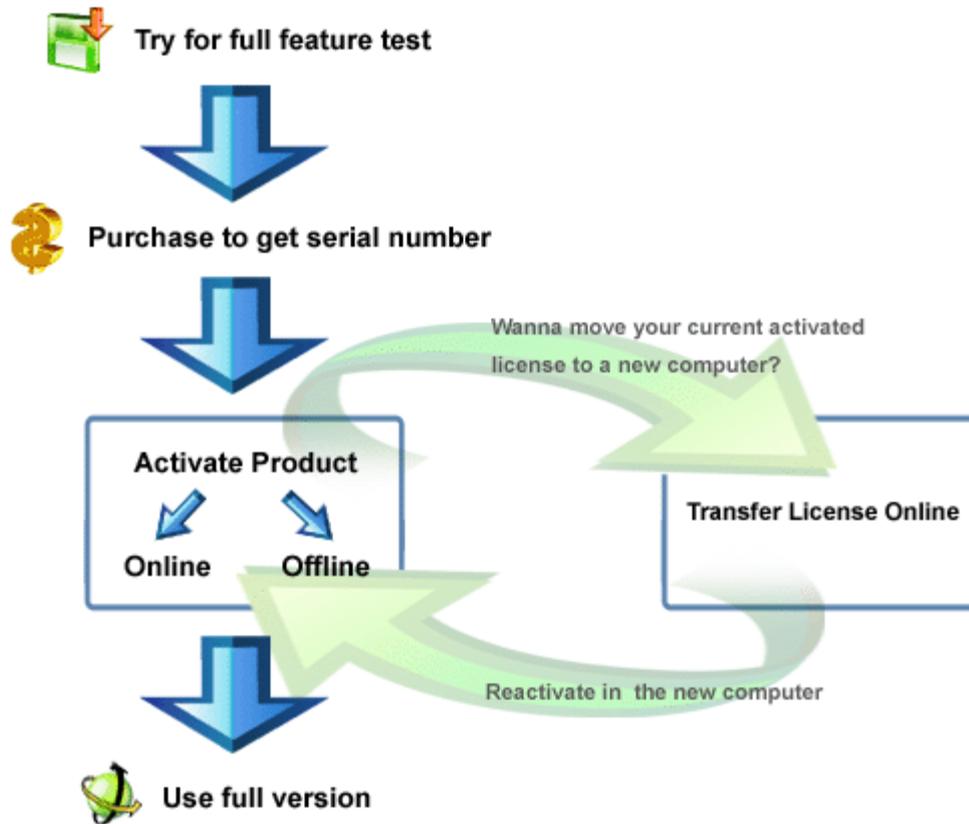
Note: NIC (Network Interface Card) or modem must be installed to activate product. Easypano product activation is related with NIC. As long as the NIC remains the same, there will be no problem on activation. If you need to change the NIC, you are advised to transfer license key in advance so that reactivation can be processed successfully. You can also contact Easypano Customer Service Team.

Usage of Panowalker 2.00

Panowalker Project File

The project file from Panowalker is in XML format with the extension .pwk. It records all the information of the whole project including scene, map, skin etc.

Prepare Panoramic Images

To produce realistic virtual tours with Panowalker, you need to prepare panoramic images first. Panowalker supports two types of panoramic images: Spherical and Cylindrical.

How to obtain panoramic images?

▶ Spherical panoramic images (2:1 panoramic images) can be obtained through stitching of fisheye images. The fisheye images can be taken by DSLR camera and fisheye lens. 3 circular images or 4 drum images are recommended for stitching a spherical panoramic image.

Circular   Drum

▶ Cylindrical panoramic images can be easily obtained by unwrapping donut images taken by OneShot equipment. There are unwrapping software like Photowarp which can do this job. Please note that Panowalker 2.00 only supports FOV symmetric cylindrical panoramic images like following:


Special Requirements for Shooting Process

Panowalker helps to realize the walkthrough effect of panoramic virtual tours, so what we need to do is to import a series of continuous panoramic images. If you pay attention to the following tips, you can get away from all the troubles of post-retouching, and get high quality virtual tour effect.

▶ Try your best to choose shooting points equidistantly (you can keep the distance between each shooting at 30-40cm), in this way the final virtual tour will be playing consistently at uniform speed.
▶ Keep the nodal point at the same level.
▶ Take the images along the path

If you are shooting fisheye images for spherical panoramic stitching, you need to take care of the shooting direction, the first fisheye image of each group should always be taken at the path direction. See below:
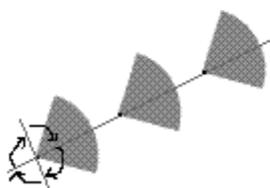
Some Suggestions:

▶ Keep single panoramic image dimension within 4000 x 2000 pix, and single image file size around 150KB. If the images are too large in size and dimension, the loading speed and consistency of the final virtual tour will be affected.

▶ All the panoramic images should be in the same dimension.

Interface

The interface of Panowalker is made up of five parts: *Title Bar, Menu Bar, Tool Bar, Stage and Panels*.
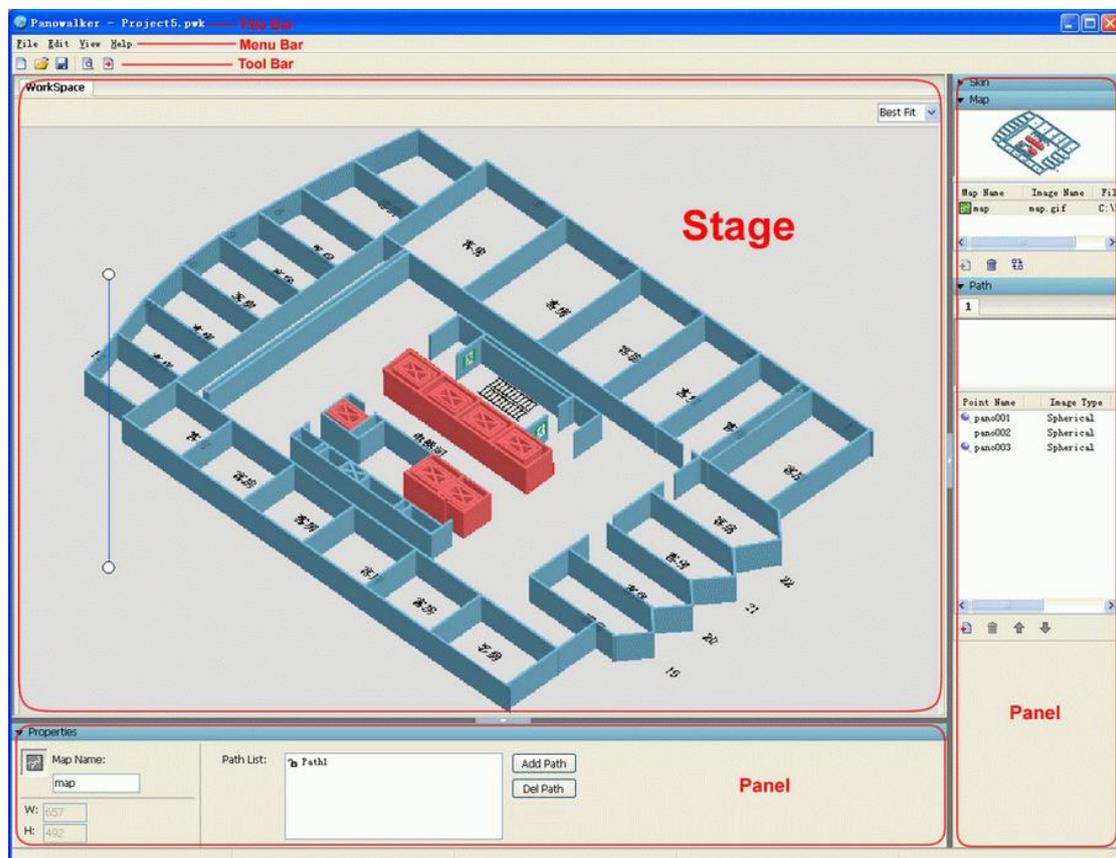
▶ **ToolBar**: Main Toolbar displays the menus that are frequently used.

Icon	Feature Description
	File>New Project(&N)
	File>Open(&O)
	File>Save (&S)
	File>Preview(&R)>Default (&D)
	File>Publish (&B)

▶ **Stage**: Stage is the place where you edit tours (map, path etc.).

Panel: To display or edit properties of components in the panel or manage components (maps, paths etc.) in the current project through this part, including *Map panel, Path panel, Skin List panel, Properties & Actions panel.*

Workflow

The general workflow of making a virtual tour with Panowalker is as follows:
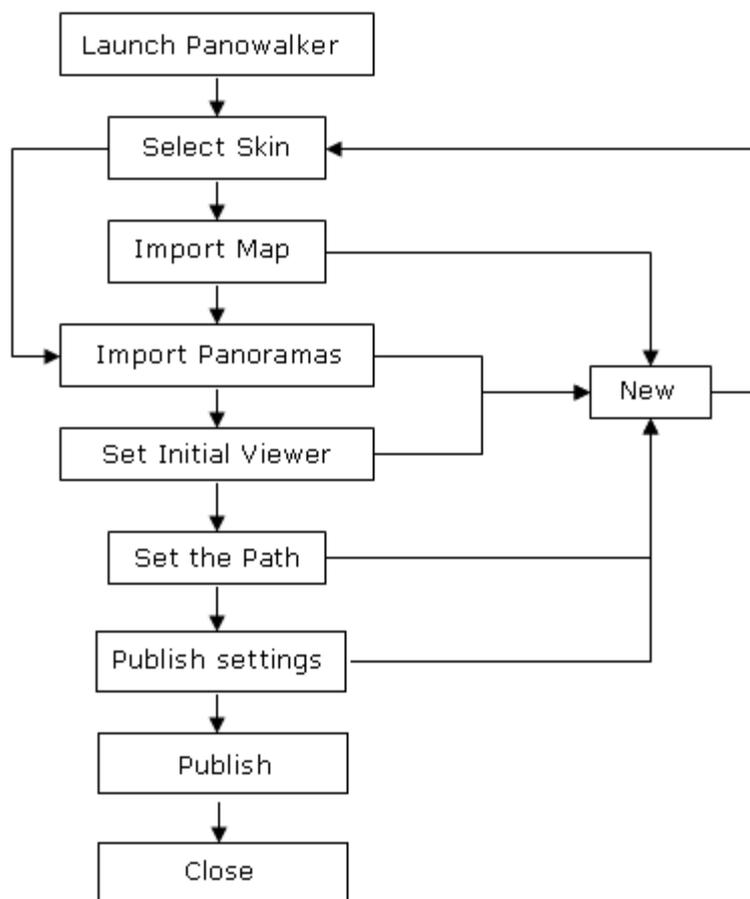
Basic Steps:

1. Click *File>New Project*, a dialog box will popup.

2. Select a skin and click *next*.

3. Import a map in the next step.

4. Click *next* to import panoramic images.

5. In the final step, click *finish*.

6. After making necessary settings, click *Publish* to publish a tour.

Edit Skin

Browse and Replace Skin

After selecting a skin, you could browse the other skins by a single mouse click, replace a skin by double click in the *Skin List* panel.

About Skin Properties

The properties of the selected skin will be displayed in the properties panel of skin like below:
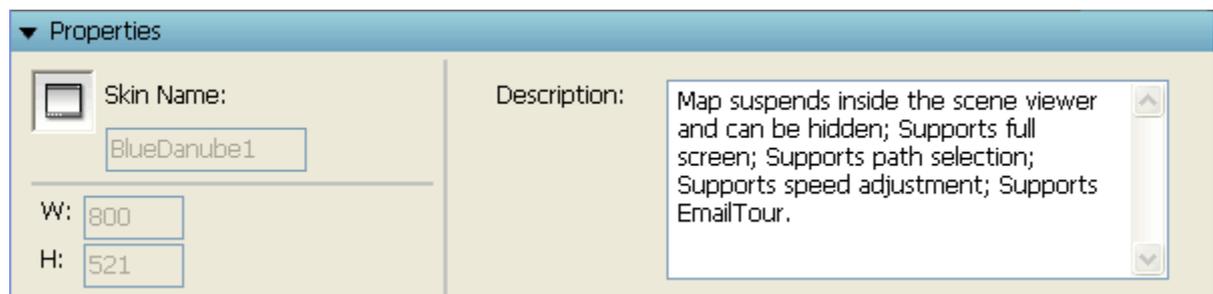
Including some info like *Skin Name, width/height, Description*

Customize Skin

A technology file has been provided to tell our customers how to customize skin in Flash CS3. Refer to *How to design Flash skins* at http://www.easypano.com/product-documents.html

Edit Map

Add, Delete, Replace Map

After importing a map, you could delete it, add a new map or replace the selected map with a new one. See below:
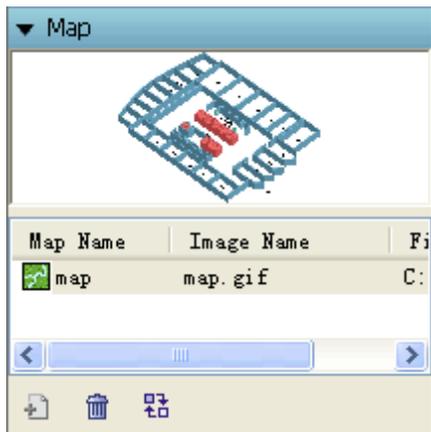
Icon	Feature Description
	After deleting the selected map, to add a new one using this button.
	Delete the selected map.
	Replace the selected map with a new one.

Zoom Map

You could zoom map on Stage at a specified percentage. The minimum value for zooming out on the stage is 3%. The maximum value for zooming in on the Stage is 800%.

Set Map Properties
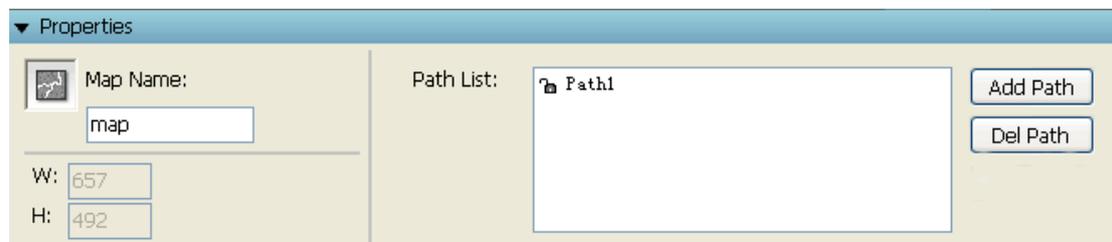
W/H: They mean width and height of map, the values of which can't be changed.

Map Name: Name of map is displayed here. You could also edit it.

Path List: To display the paths in the current map. Click on the path name to select a path.

Click the blank area in front of path name, the path will be locked, and an icon🔒 will appear. In this situation, the path can't be edited. Click on the🔒icon to unlock it.

As to the details of adding or deleting path on Map, please refer to Edit Path.

⭐ Tip: You could also not add any map.

Edit Path

In this part, you can set the walking path of the virtual tour. You can see two points connected by a straight line in the map.

After importing a map and two panoramic images, a straight line with two points (representing two panoramic images respectively) will be generated automatically in the map. You could also edit the point, refer to [Edit Point](#) for details.

Add/Delete Path

1. In the map properties panel, click "Add Path".
2. "Open Images" window will pop up, select several panoramic images and click *Open*.
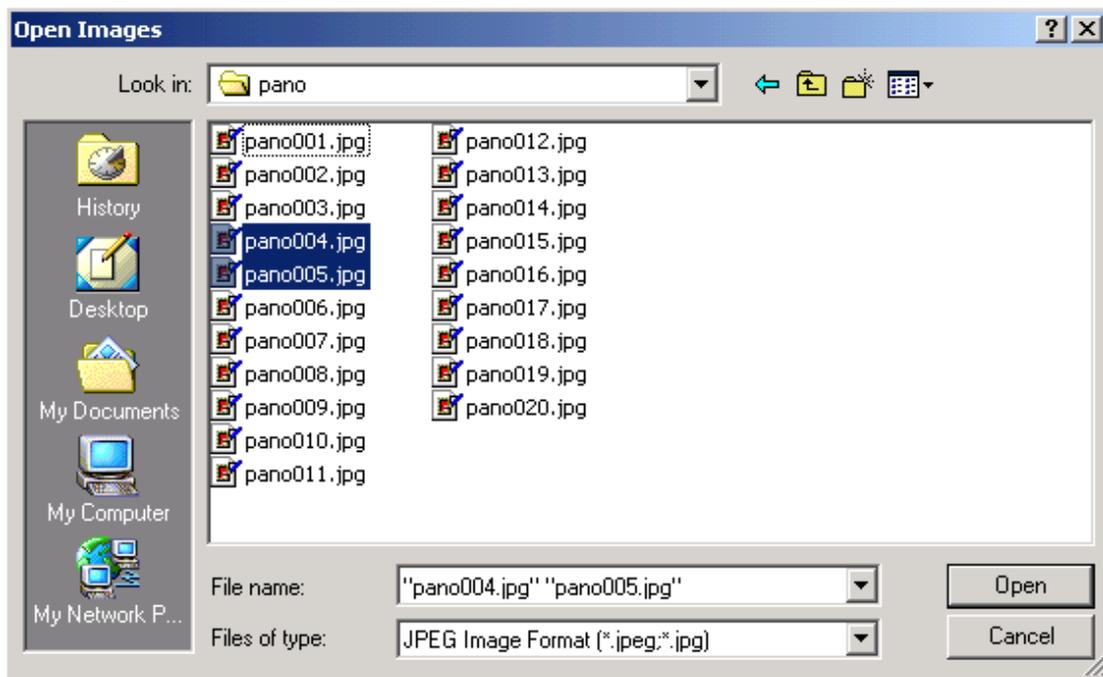
3. A new path will appear in the map.

Path List: Path1   Path2   Add Path   Del Path
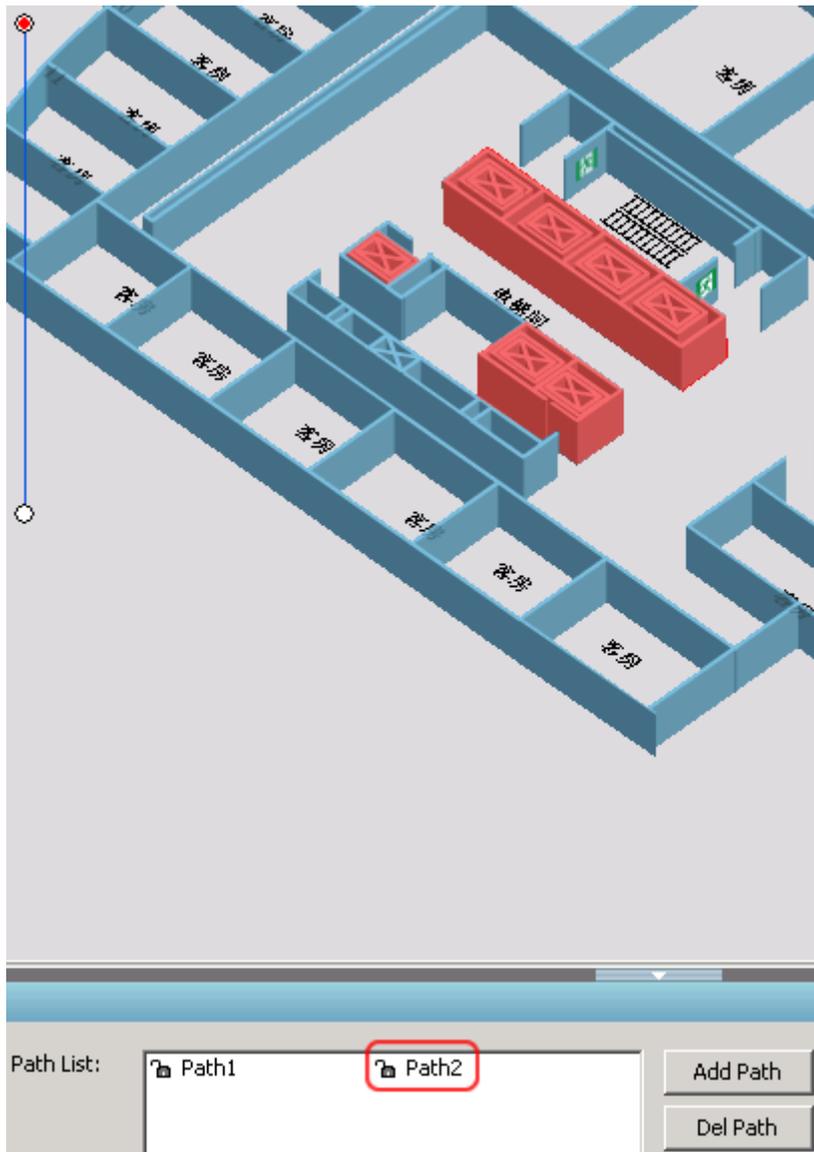
4. To delete the path, select the path you'd like to delete from the Path List, click "Delete Path" button in the map properties panel. Then the path will be also deleted from the Path panel.

Path List: Path1   Add Path   Del Path

Edit Path

When making a path, please go to the image list to select the place where the path has a turning. There are fixed pins before the first and last image, and the two points in the map represent the first and last image respectively. If there is a turning in image *movie center*, for example, you can click the image in the Path list, then a point will appear in the map, drag it with your mouse to place it in a right position. If the box is checked before image *movie center,* a pin will appear

there, and the point will be anchored in the map, can't be edited, just uncheck the box in the Path list if you'd like to edit it, as you can see it in the map.
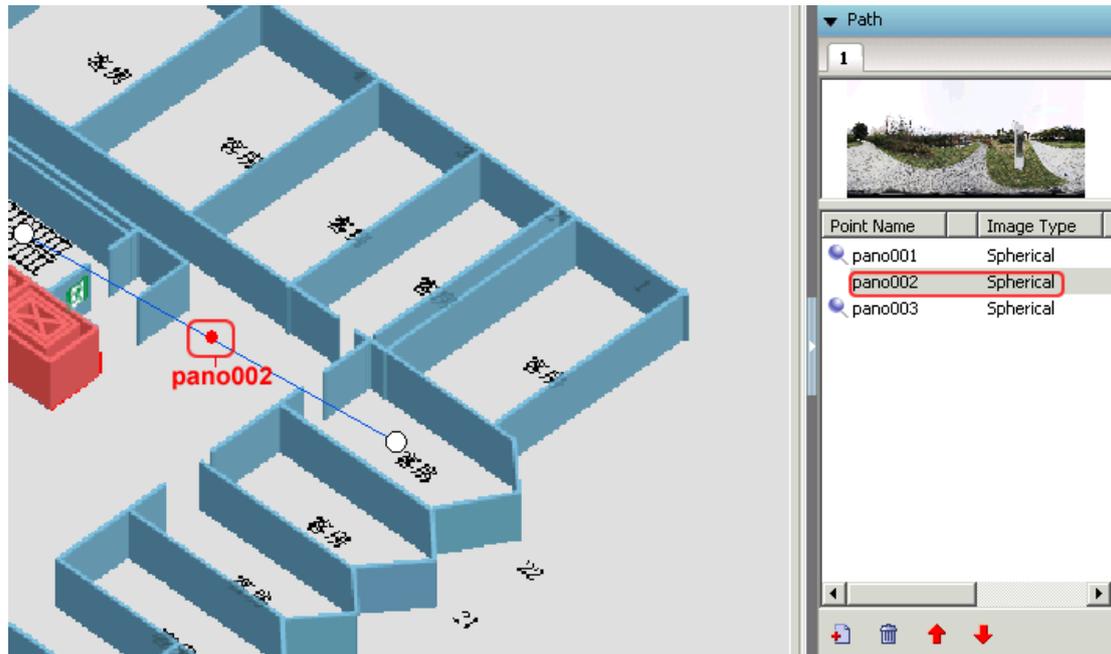
Select/Move Path

1. Select a path or multiple paths first from Path List or select all points under one path from Path panel.

2. Move the selected path(s) by clicking ↑↓←·→(move by 5pix) or using Ctrl+ ↑↓←·→ (move by 1pix) or press the left mouse button and drag.

⭐ Tip: In the path panel, you could select multiple points of different paths by pressing Ctrl button. Under the same panel, press Ctrl or Shift to select multiple points.

Set Path Properties

In the properties panel, you could set color for the path and points, change path width, add sound to the path and set path.
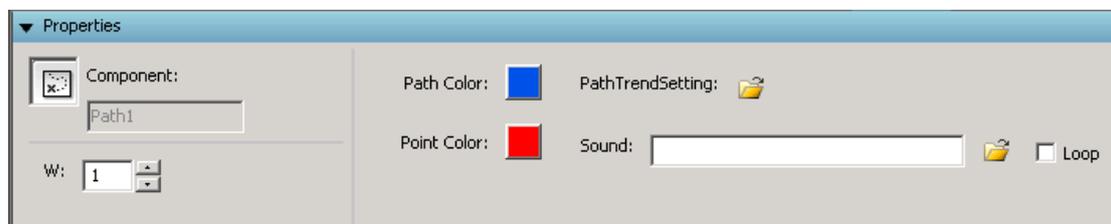
▶ **Path Trend Setting:** To set trend of path.

Take the first pano of each path as starting point of setting. Click the button 📂 to start setting path:

- In this part, you can set the initial view of the panoramas. Click *Tilt Min/Max*, the first panorama will be shown in the image viewer. Hold the left mouse to drag the red line to set *Tilt Max* value, and green line for *Tilt Min* value.
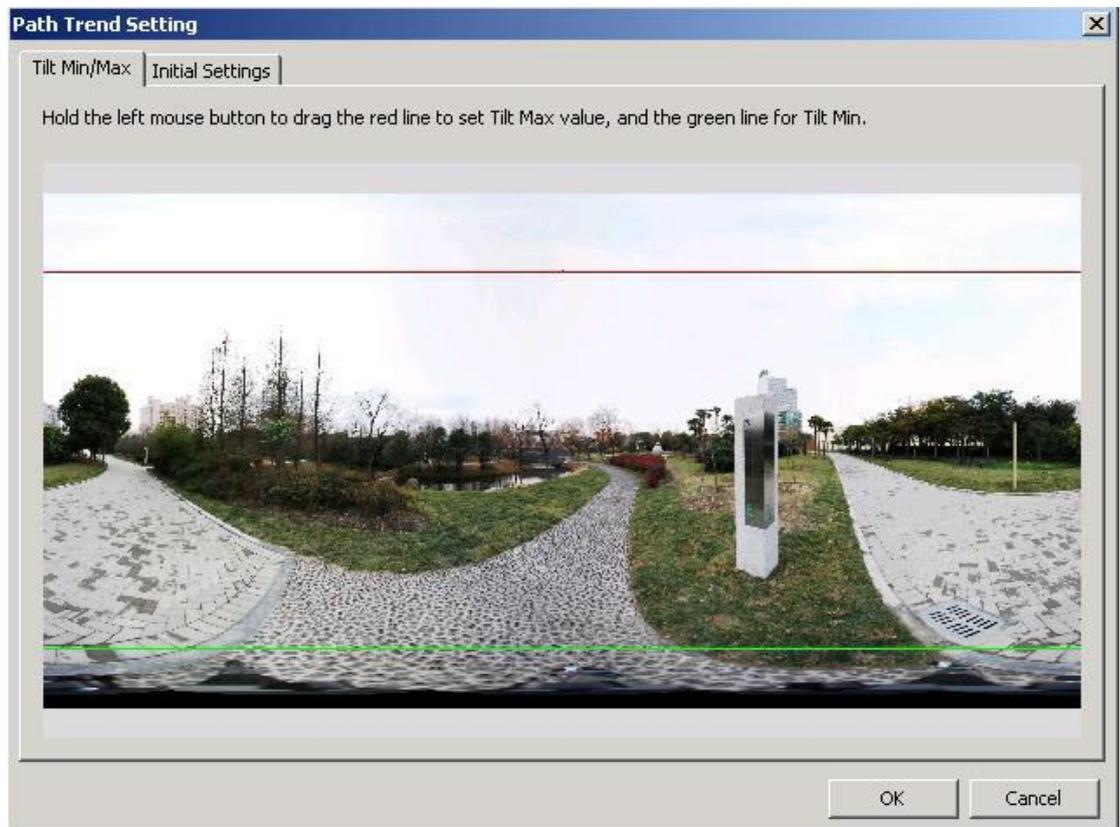
- Go to Initial Settings, use the buttons in the toolbar to set the initial view of the panorama. You can turn left and right, turn up and down, zoom in

and out, and reset the panorama.
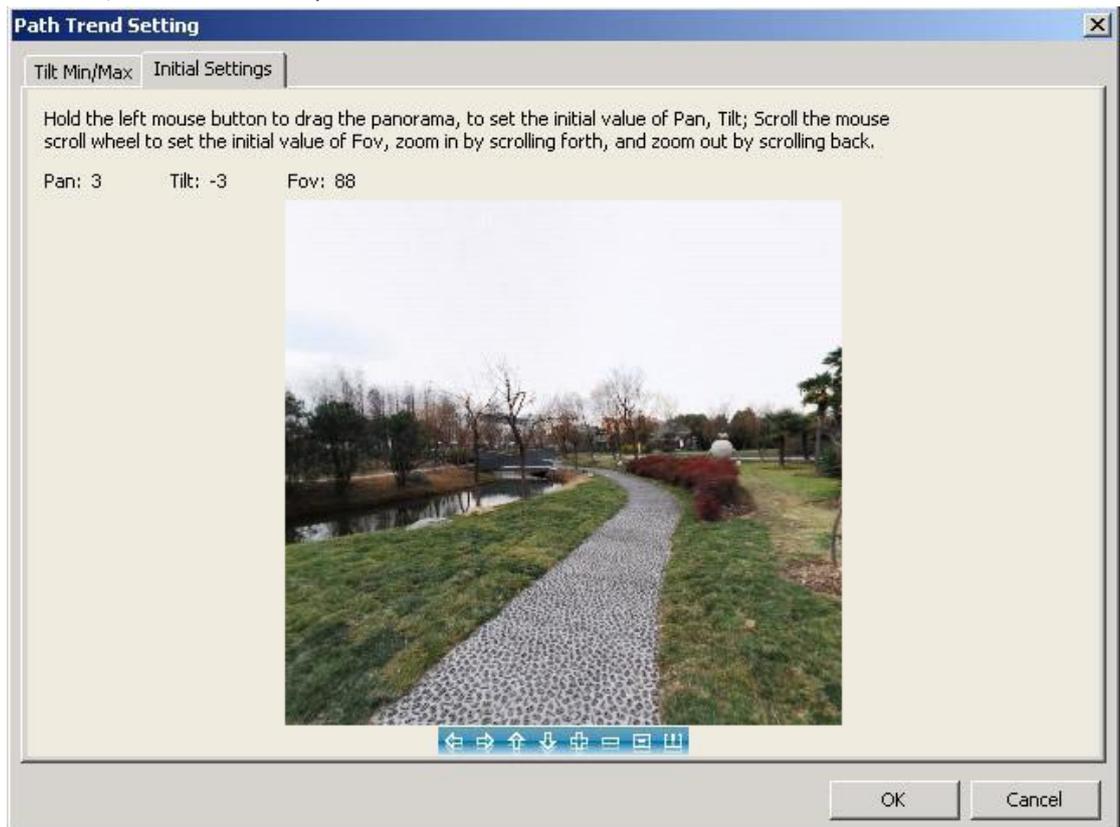
Sound: Set background sound for a path.

Click the button to import a sound file. Only .mp3 is supported. If **Loop** selected, the sound would be replayed automatically.

Note: Only one sound file for one path. When playing movie and switching path, if the background sound of the destination path is the same with the current path, then the current background sound will continue playing.

Note: When you play the virtual tour, the points will not be shown, only the path will be shown in the map.

You can also make settings to the points on the path, see Edit Point for more details.

Edit Point on Path

The points on path represent the imported panoramic images respectively.

Select Point(s)
  ▶ Select one line or multiple lines from the Path panel.

- ▶ Click on one point on a path.
- ▶ Select one or more points by dragging your mouse on map.

Move Point(s)

- ▶ After selecting one or more points, hold the left mouse key and drag.
- ▶ Use arrow keys ↑ ↓ ← → to move the selected points.
- ▶ Move a single point by changing the X,Y coordinates of it in the properties panel of the point.

Note: Don't move the points out of the map.

Add/Delete Point(s)

Add or delete points from the Path panel, see below:
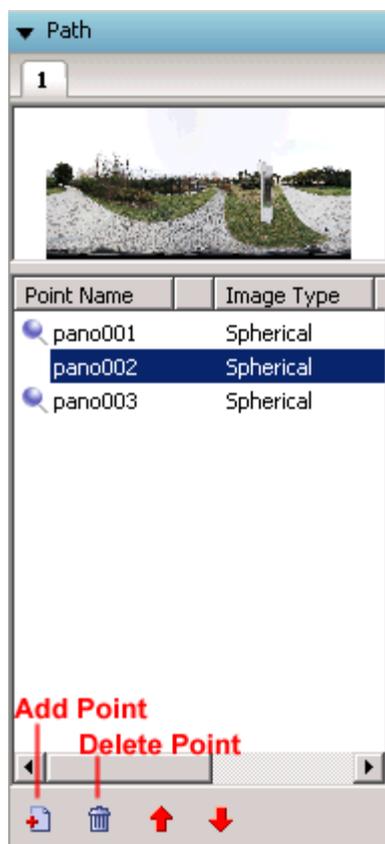
select one or multiple points, and click the button ✚ to add points, the button 🗑 to delete points.

Set Point Properties
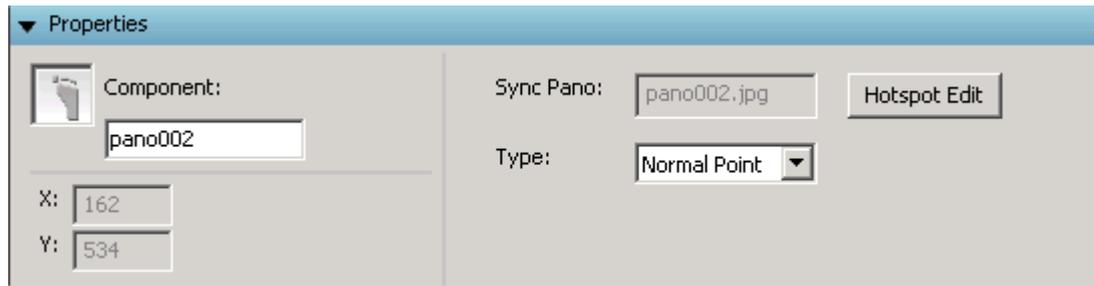
You could edit point name, set its type, and adjust its location in the properties panel.

X/Y: Point coordinates relative to the top left corner of map.

Note: As to Anchor Point, X/Y option is editable; As to Normal Point, X/Y option is not editable.

Sync Pano: Display the Pano name.

Type: To set the type of points. Two options are available: *Normal Point* and *Anchor Point.*

Tip: After adding a path, the starting point and the end point are Anchor Points, and the other points are Normal Points by default, you could also set the other points to Anchor Point.

Hotspot Edit button: To edit hotspot. For details, please refer to Edit Hotspot.

Edit Hotspot

To Enter Hotspot Properties Panel

1. Click on the non-hotspot area on a panoramic image to select a pano, and the pano properties panel will appear.

2. All the hotspots on a panoramic image are listed in Hotspot List.

3. Click on a hotspot name to specify its location and the hotspot properties will appear.

Or just click Hotspot Edit button in the point properties panel to go to the hotspot settings window.

Add Hotspot
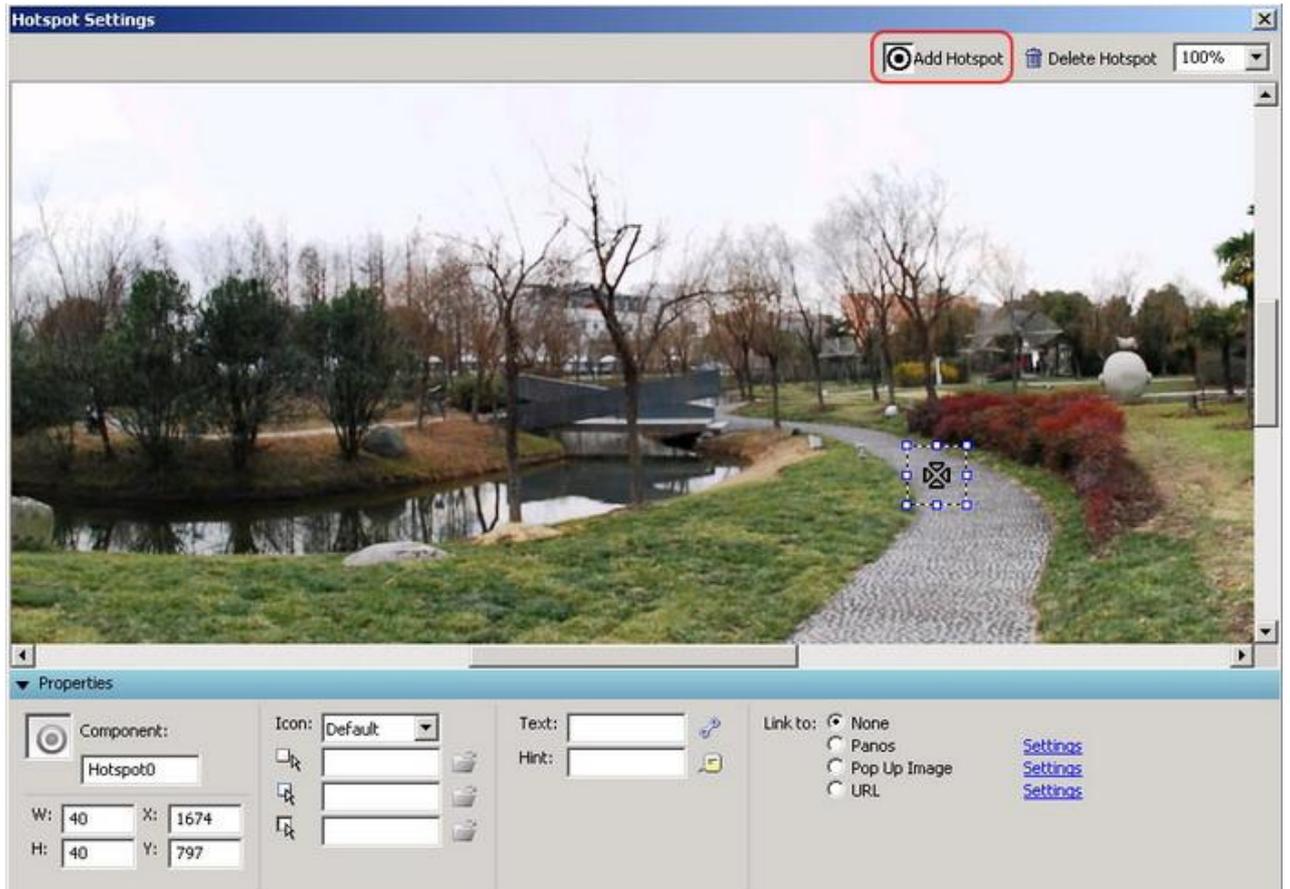
1. Click on *Add Hotspot*

2. Then move your mouse on the panoramic image and press left mouse button to add a hotspot. And the properties panel will display its properties and action.

Delete Hotspot

Method 1: Select a hotspot, and click *Delete Hospot*.

Method 2: Select a hotspot, and press *Delete* button on your keyboard.

Select Hotspot

Click a hotspot on a panoramic image or Click the hotspot name in Hotspot List. Selecting multiple hotspots is supported.

Move Hotspot

▶ After selecting one or more hotspots, hold the left mouse key and drag.

▶ Use arrow keys ↑↓←→to move the selected hotspots.

▶ Move a single hotspot by changing the X,Y coordinates of it in the properties panel of the hotspot.

Set Hotspot Properties
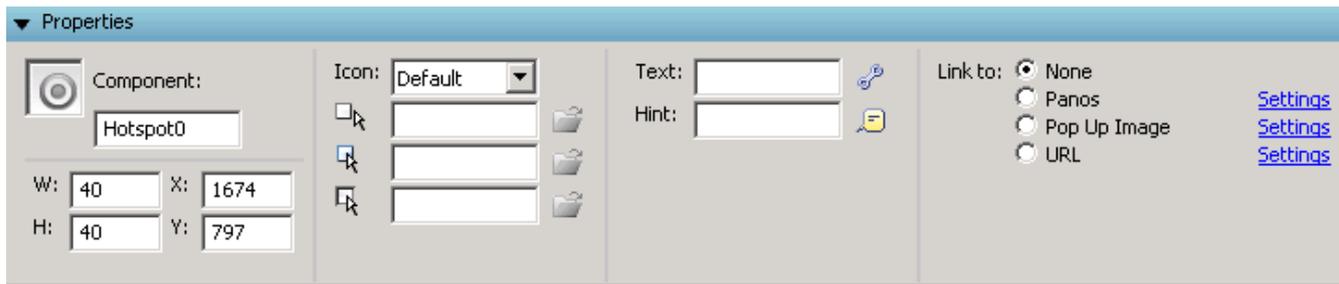
Component: Display hotspot name.

W/H: To set hotspot area.

X/Y: Set x,y coordinates of hotspot.

Icon: Set icon for hotspot. Two types: Text and images (hotspot image by default or hotspot images located at [InstallDir] \Libraries\Image\Hotspot).

Text: If you want to get a text hotspot or a text-image hotspot, please type text here and click the icon to set font, size, align, etc for the text.

Hint: You can also set font, size and color for the hint text. Click the icon to set hint properties.
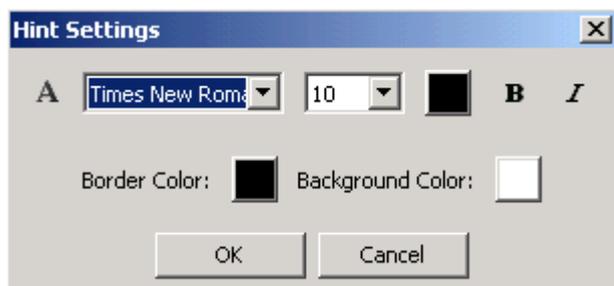
Link to None: To set hotspot action. None represents the hotspot doesn't link to anything.

Link to Pano: When adding Link to Pano to hotspot, you can make settings by the setting window which is as below:
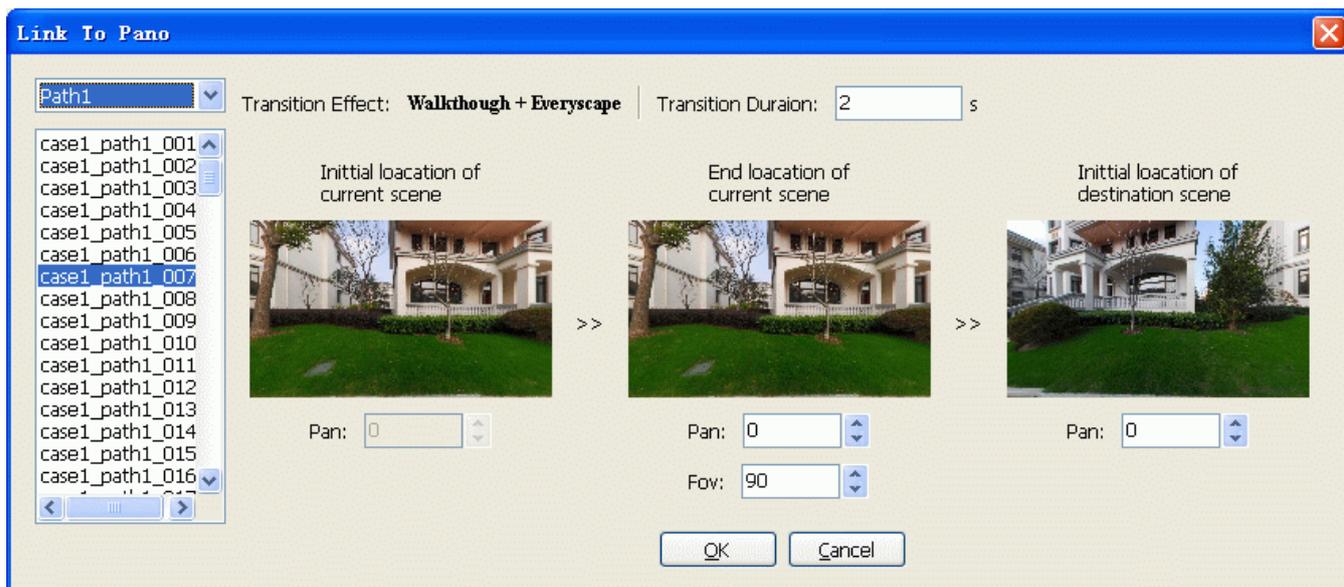
Set the initial and end location of current scene in the first and second windows respectively, and set the initial location of destination scene in the third window.

In the first window, Pan values can't be adjusted.

In the second window, you can adjust Pan and FOV of current scene.

In the third window, Pan can be adjusted.

Link to Popup Image: You can add Pop up Image action to Hotspot. After this action is added to hotspot, when clicking on the hotspot, the relative image will be shown in a popup window right beside the mouse. The setting window is shown as below:
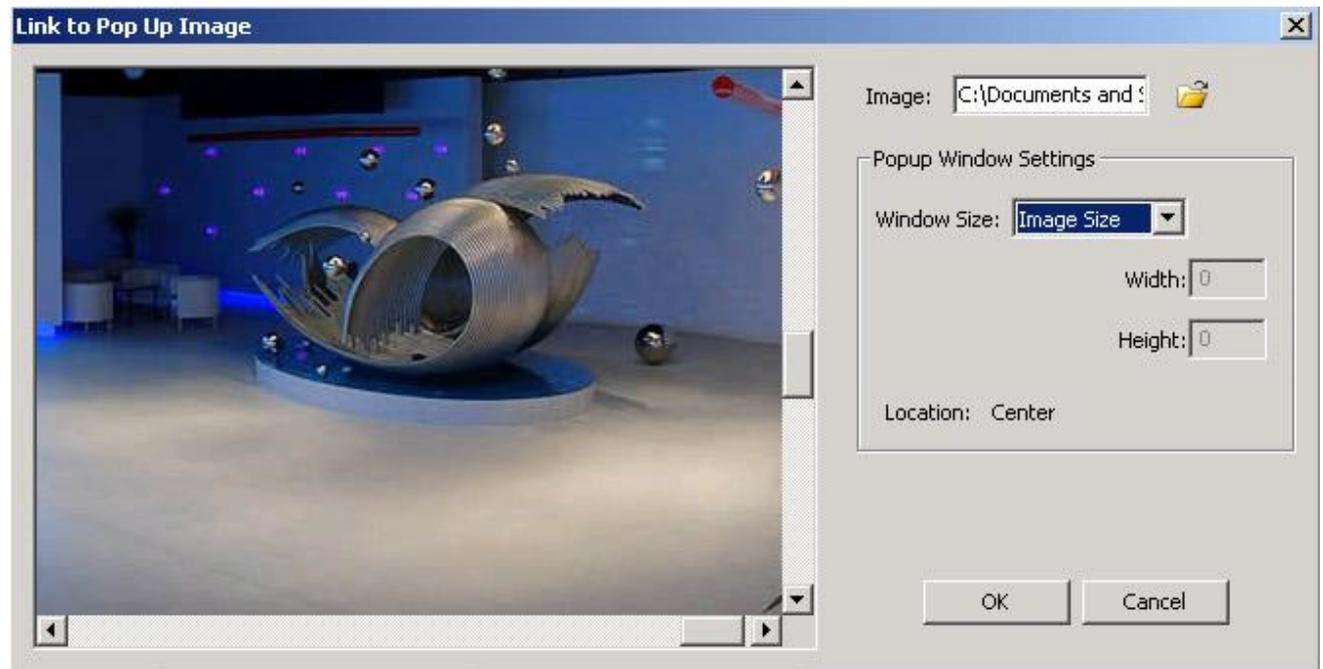
Link to URL: To link to a certain URL. Make setting as following:
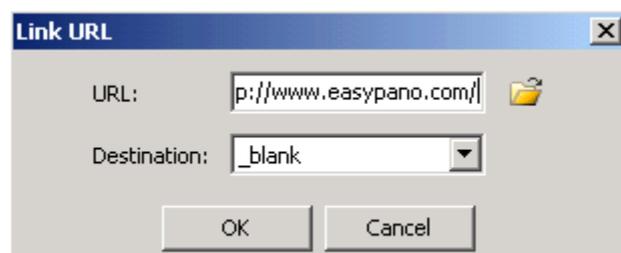
Note: When multiple hotspots are selected, in the properties panel, W/H, Icon, Text and Hint are editable, while other options are not editable.

Publish

After you have set the path, you can publish the tour. There are the following options in the publish settings:
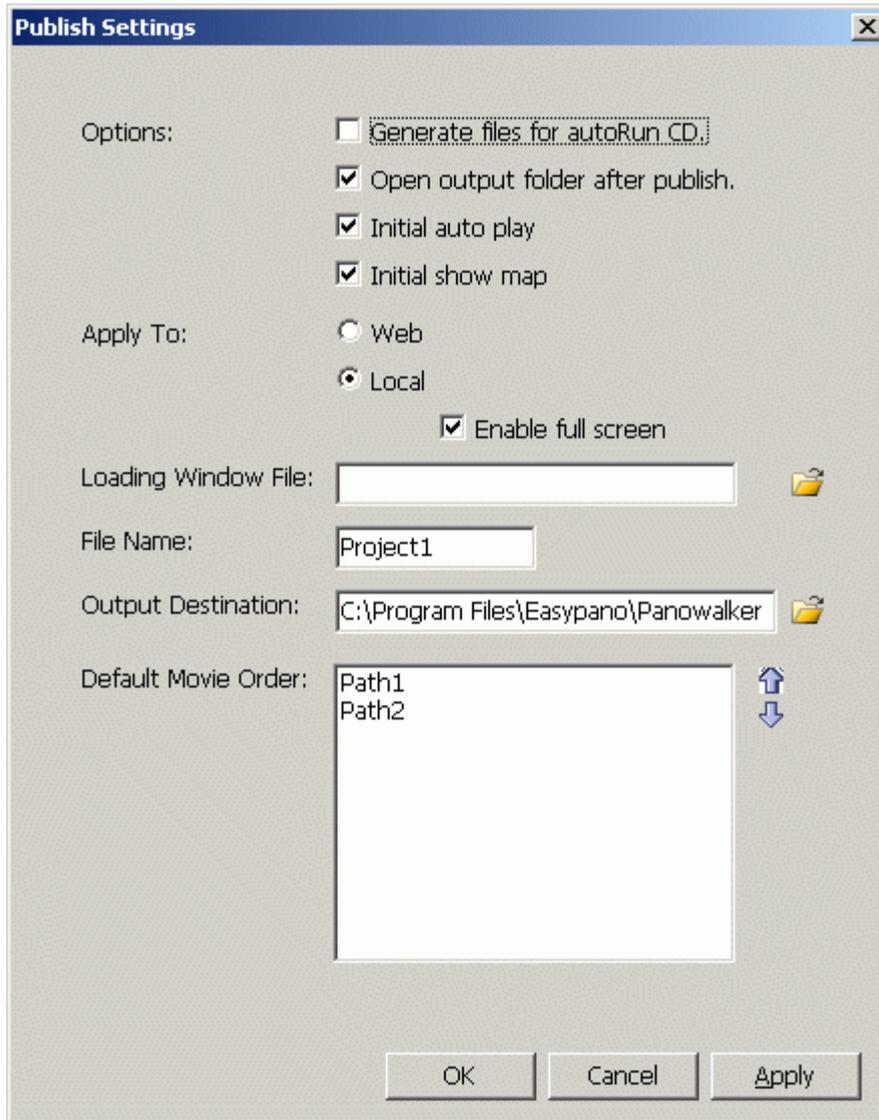
Options

- *Generate files for autorun CD (autorun.inf)*. If you want to burn the virtual tour onto CD, you can check this.
- *Open output folder after published*.
- *Initial Auto Play*. The virtual tour will run automatically when the tour is loaded.
- *Initial Show Map*. The map will be shown in the tour if this is selected. Please note that this option will be disabled if there is no map imported.

Apply to

- Web: Under this situation, each original image will be resized to less than 2,000,000 pixels and full screen is disabled.
- Local: Each original image is published without change and full screen is enabled.

Default Movie Order: To set default play order. Adjust location through the

buttons ⬆and ⬇.

Loading Window File: To set loading window waiting image.
You can also set the output path and name the virtual tour in this part.

Run Virtual Tour

You can run virtual tour from local after you publish it. After you publish virtual tour, an output folder should be opened automatically. you can view the tour by double click on the generated html.
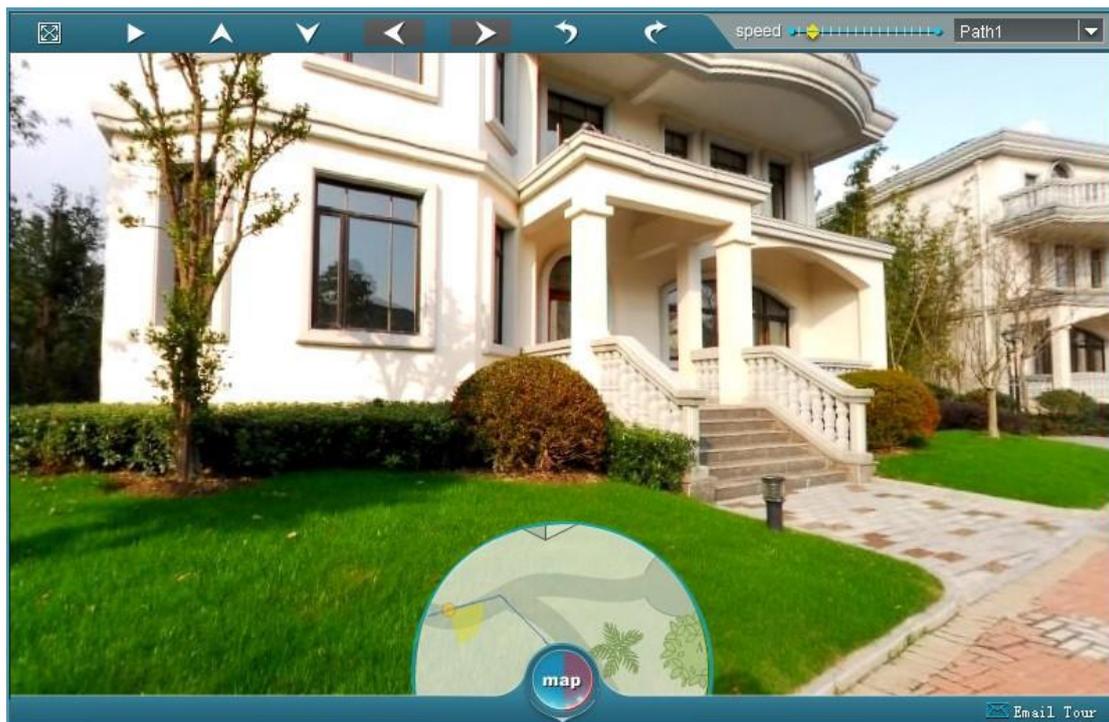
Application of flash virtual tour

After you created the Flash virtual tour with Panowalker, you can either embed in your website, or burn it onto a CD.

Embed Flash Tour into My Website

After publishing a virtual tour, you can transfer all the published files with onto your website and place them in the same folder without changing their structures. You may set a link in your webpage to open the tour page - walker.html.

Burn Flash Virtual Tour onto CD

You can also burn the Flash virtual tour you have published onto CD and send it to your customers. You should burn all the files onto CD so that it can be viewed properly.

If you want to autorun one html page when the CD loads, you may choose *Generate files for autorun CD (autorun.inf)* when you publish. Then in the *autorun.inf* file you can write "pagename.html" after "shellexecute=".

FAQ

1. Is there any limitation on the trial version?

Trial version has no function or time limit. The only difference between trial version and activated one is that there is trial version prompts in the virtual tour output.

2. I have purchased and activated Panowalker, how to use Panowalker on my new computer?

If you are going to upgrade your computer, please make sure you have transferred the license before you do that. Then you can use the license to activate Panowalker again in your new computer. If you forget to do so, please contact Easypano Customer Service Team.