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1 Overview

1.1 Packing List

One copy of Virtual Tour EXE consists of:

1. A License Key pair for the edition you have ordered
2. Virtual Tour EXE installer
3. Virtual Tour EXE user manual in electrical PDF format

CD copy is also available. An installer and an electrical PDF manual are both included on the CD.

1.2 Introduction

Virtual Tour EXE provides an easy way to create standalone executable virtual tour. Standalone executable virtual tour may be burned in a CD or embedded in a multimedia system in real estate exhibition, tourism show, publishing, education, travel, entertainment, GIS and virtual exhibition etc., also it can be emailed to your friends as an interactive and immersive E-Card.

Virtual Tour EXE provides solutions to:

- ▶ Link the panorama images together to produce a standalone executable virtual tour easily. No Java Running Environment is necessary to view the virtual tour.
- ▶ Customize the virtual tour in your own style: set your own information, use your own skin in viewer etc.
- ▶ Generate *.EXE files and autorun files thus virtual tours can be burned as an autorun CD easily.
- ▶ View virtual tours in full screen mode.

1.3 Features

The graph gives the new features of Virtual Tour EXE and its benefit to user.

Features	How It Benefits Users
The generated virtual tour is a standalone executable one.	It runs on all Windows computers with no plug-in or Java environment necessary.
Both compressed JPG and uncompressed BMP images are supported in the virtual tour.	The virtual tour with JPG images is very small thus it is easy to be emailed to others. The virtual tour with BMP images loses no quality thus it is suitable to be used in a CD or in a touch screen multimedia system.
Scenes in the virtual tour can be played one after another automatically.	No click or drag is necessary.
Versatile sound files (*.mp3, *.wav, *.mid) for each scene and background sound for the whole virtual tour may be added.	Your favorite music or your own recorded voice can be used as background sound or commentary in the virtual tour to make it a more charming tour.
Wizard-style interface	Easy to use
Personalized skins	You are able to customize skins of the virtual

	tour by designing the skins by yourself and add them to the skin library.
Agent info	Your own information including photo can be added to the virtual tour for advertisement or for fun.
Autorun files created automatically	Autorun virtual tour CD can be burned easily.
Full screen mode	The virtual tour can be used in a much wider range such as in a touch screen multimedia system.

1.4 What's New?

Virtual Tour EXE has the following new features:

- ▶ Wizard interface
- ▶ Creating virtual tour from BMP and JPG panorama images
- ▶ Visually configuring scenes
- ▶ Adding versatile sound file (*.mp3, *.wav, *.mid) to scene or virtual tour
- ▶ Setting agent info for advertisement or fun
- ▶ Generating autorun file for CD autorun
- ▶ Publishing virtual tour as EXE file for direct email and straight CD burning
- ▶ Small and fast EXE viewer
- ▶ Customizing viewer skin
- ▶ Full screen mode supported in the viewer

1.5 Copyright Announcement

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2 Installation Instruction

2.1 System Requirements

To use Virtual Tour EXE, you will need:

Computer hardware:

- ▶ PentiumIII 500 MHZ or faster processor
- ▶ 256M RAM or more
- ▶ Video display of 800x600 pixels or higher, 16-bit colors or higher supported

Operating system:

- ▶ Win 98, Win 98SE, WinME, Win2K, WinXP

Others:

- ▶ DirectX 5.2 or later version for Microsoft Windows

To view virtual tour, you will need:

Computer hardware:

- ▶ PentiumII 400 MHZ or faster processor
- ▶ 64M RAM minimum, 128M RAM recommended
- ▶ Video display of 800x600 pixels or higher, 16-bit colors or higher supported

Operating system:

- ▶ Win 98, Win 98SE, WinME, Win2K, WinXP

Others:

- ▶ DirectX 5.2 or later version for Microsoft Windows

2.2 Installation Procedure

This procedure walks you through installing the Virtual Tour EXE to Windows.

1. Close all other Windows applications which are currently running.
2. Double click the Virtual Tour EXE installation package to run the installation application, the *Welcome Screen* will appear (see Figure 2-2-1).



Figure 2-2-1

3. Click *Next* to go to the EULA (see Figure 2-2-2).

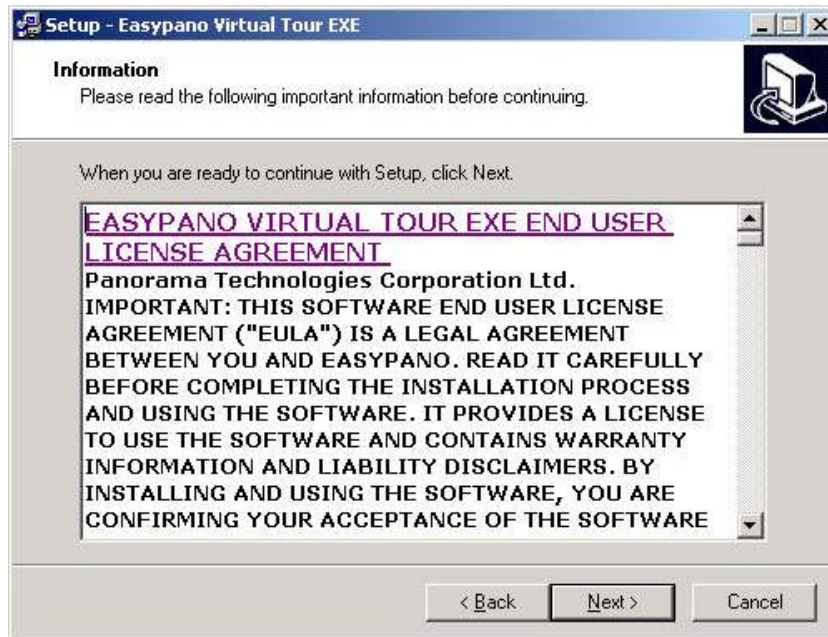


Figure 2-2-2

4. By clicking *Next*, you will accept the EULA and continue with the installation then the following interface as Figure 2-2-3 showing up; Click *Back* to back up to previous interface; Click *No* to stop installation.

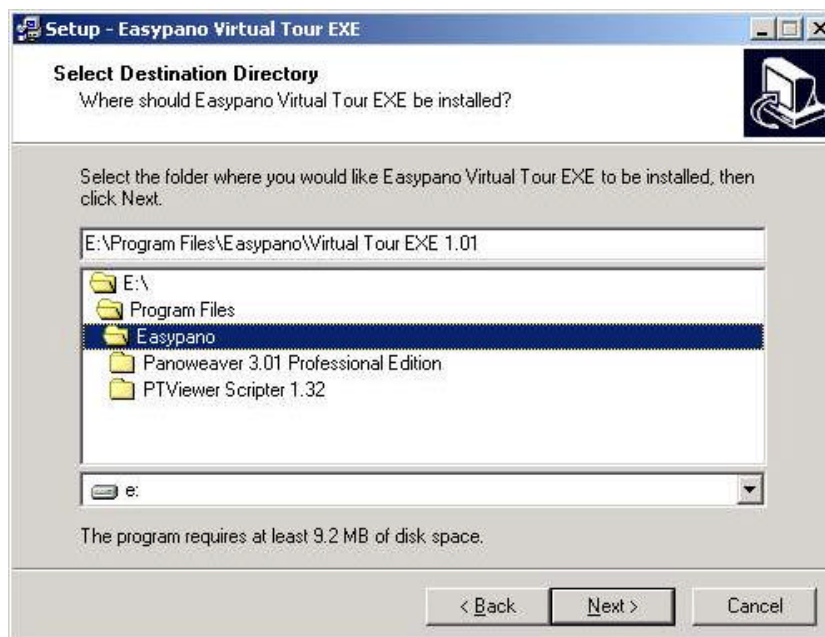


Figure 2-2-3

5. Select the folder where you wish to install Virtual Tour EXE in Figure 2-2-3 then click *Next* to continue. The following *Select Start Menu Folder* interface as Figure 2-2-4 will appear:

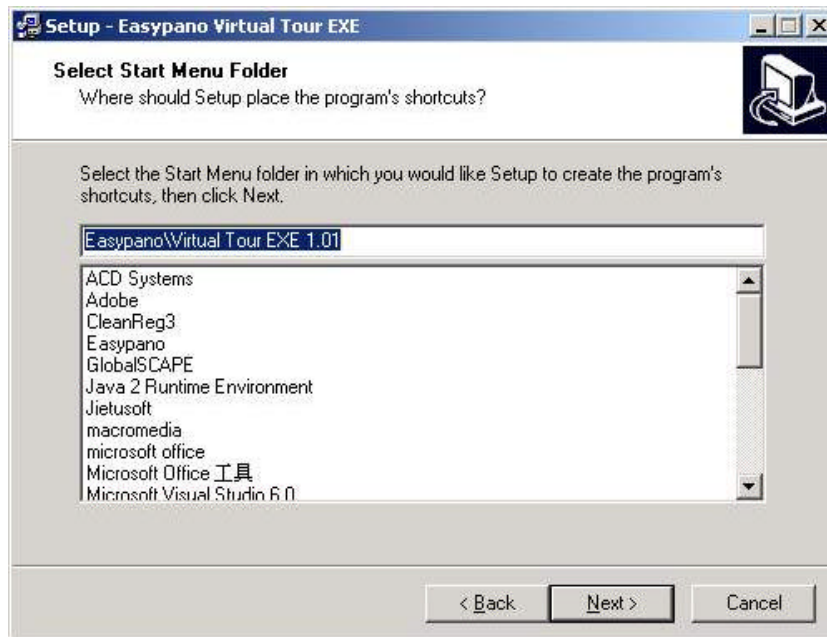


Figure 2-2-4

6. After selecting the start menu folder in which you would like to setup to create the program's shortcuts, click *Next*. An interface as follows pops up (See Figure 2-2-5):

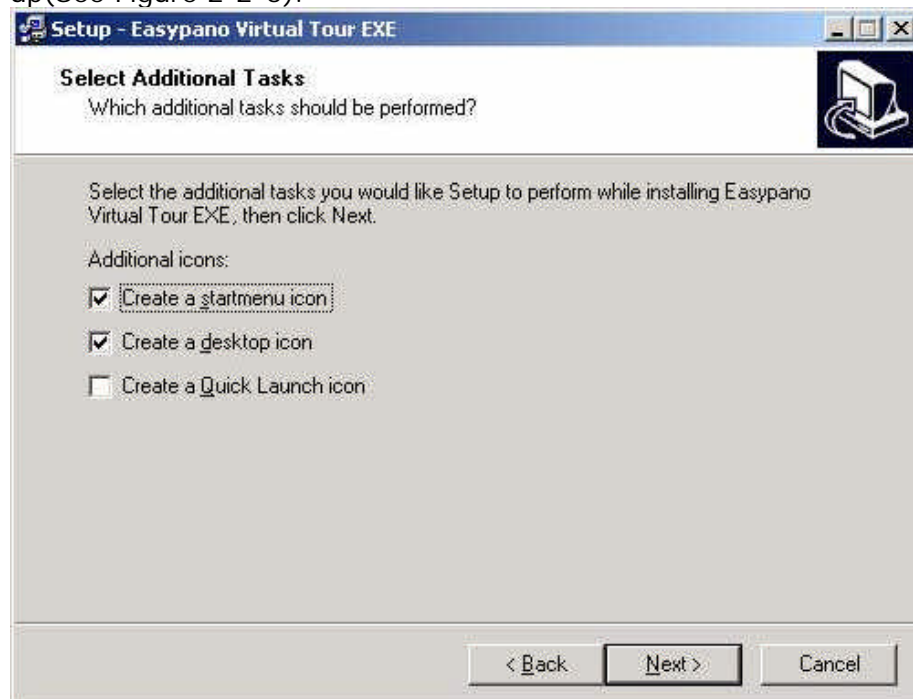


Figure 2-2-5

7. Choose the additional tasks as you wish then click *Next*. It will be ready to install (See Figure 2-2-6).

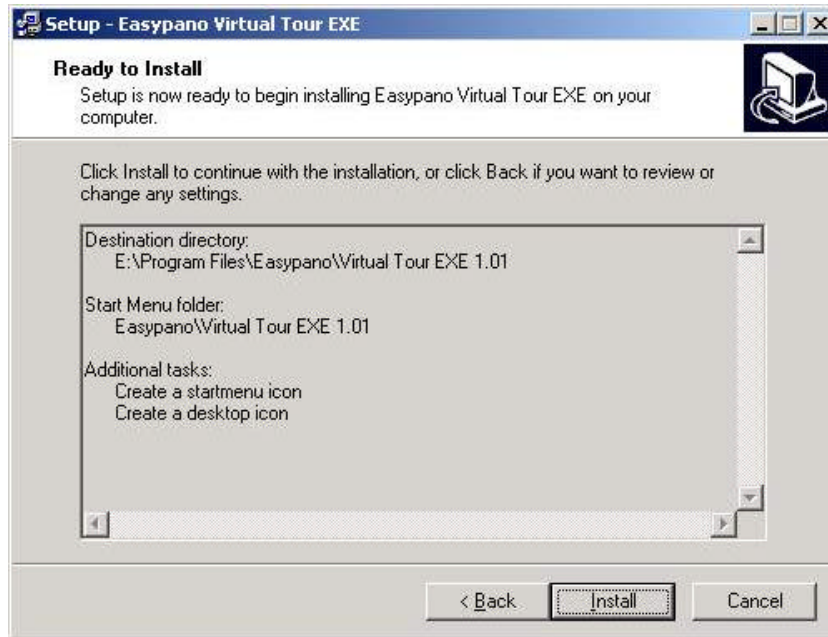


Figure 2-2-6

8. Click *Install* to start installing the Virtual Tour EXE Software. Figure 2-2-7 indicates the installing progress:

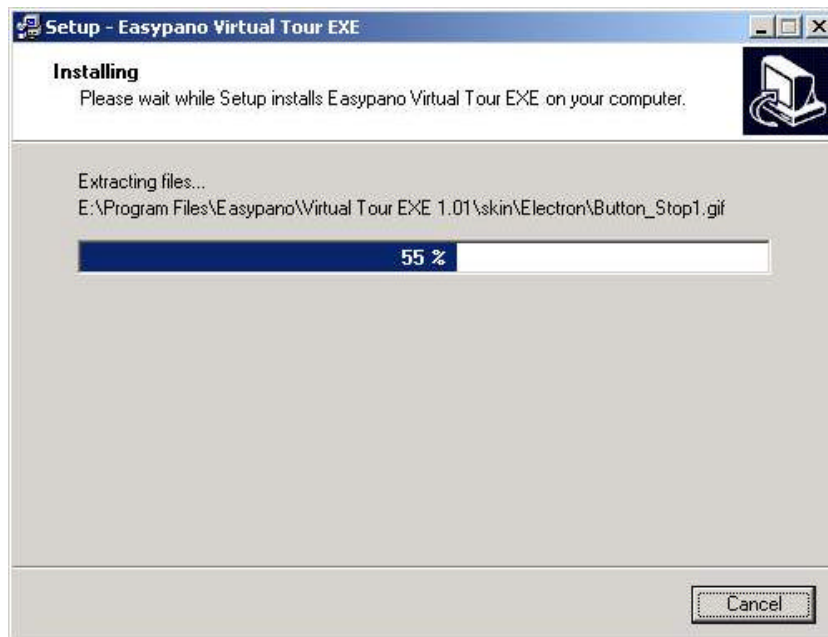


Figure 2-2-7

9. Make sure to read the *Information* shown as Figure 2-2-8 and click *Next* to continue.

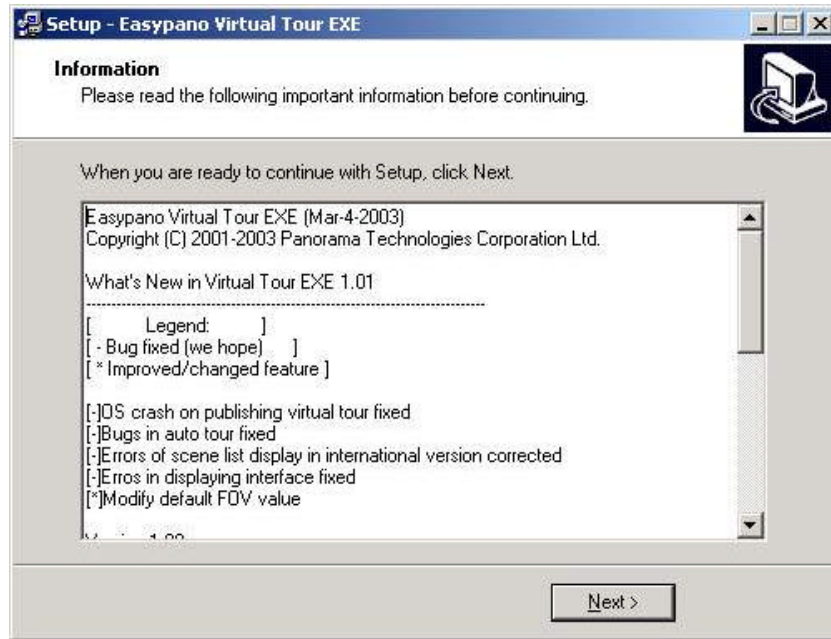


Figure 2-2-8

10. Click *Finish* to complete installation (See Figure 2-2-9).

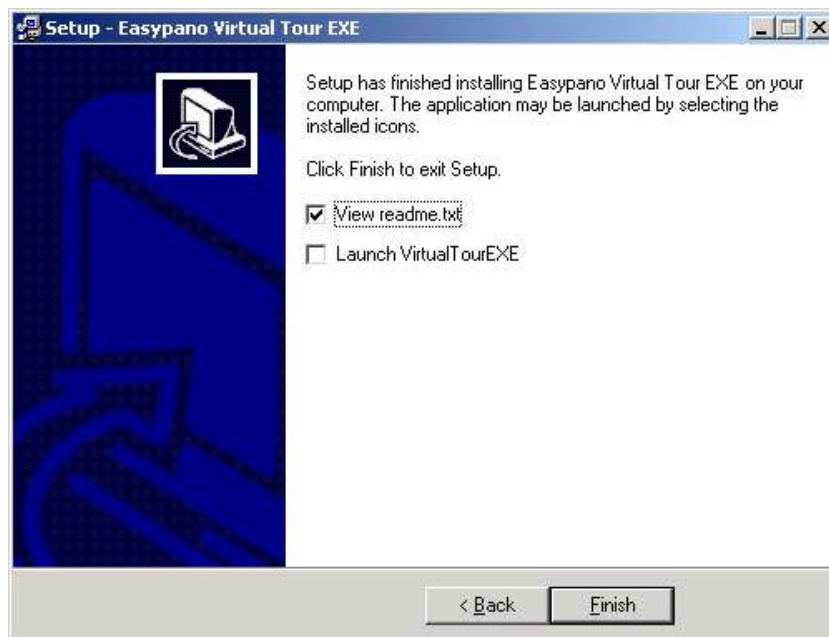


Figure 2-2-9

2.3 Register Virtual Tour EXE

If you want to register now, please click *Help>Register*. Figure 2-3-1 appears. You may use Ctrl+C to copy the license key and serial number, Ctrl+V to paste. If you have not got them yet, click *Help>Buy Now* or in the toolbar, your Web browser will be launched at the Virtual Tour EXE order on line. If you do not wish to register at this time, click *Cancel*.

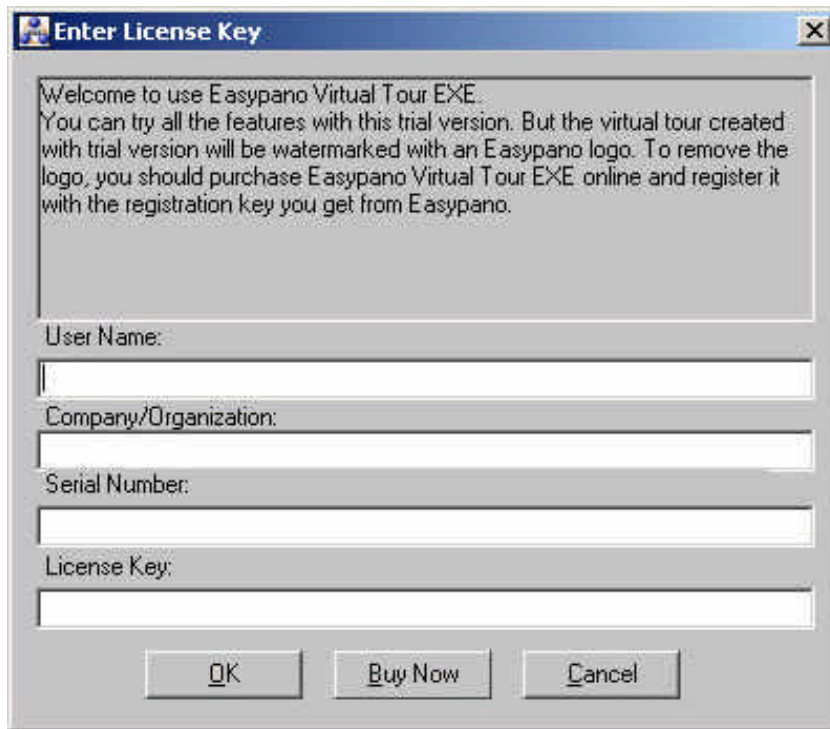


Figure 2-3-1

After filling in the serial number and license key, you may also register online to get more services which is listed in the *Register Online* window, see Figure 2-3-2.

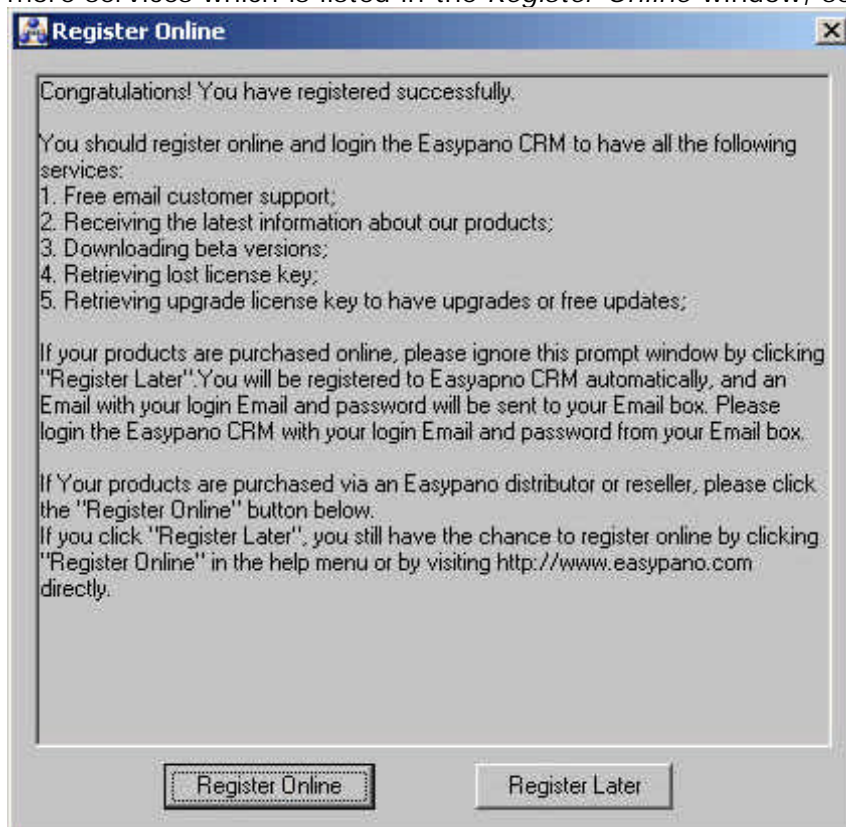


Figure 2-3-2

To uninstall Virtual Tour EXE, just click the *Start>Programs>Easypano>Virtual Tour EXE 1.01>Uninstall*.

3 GUI

3.1 Basic Window

The interface of Virtual Tour EXE is made up of menu, toolbar, wizard panel and working window, shown as Figure 3-1-1.

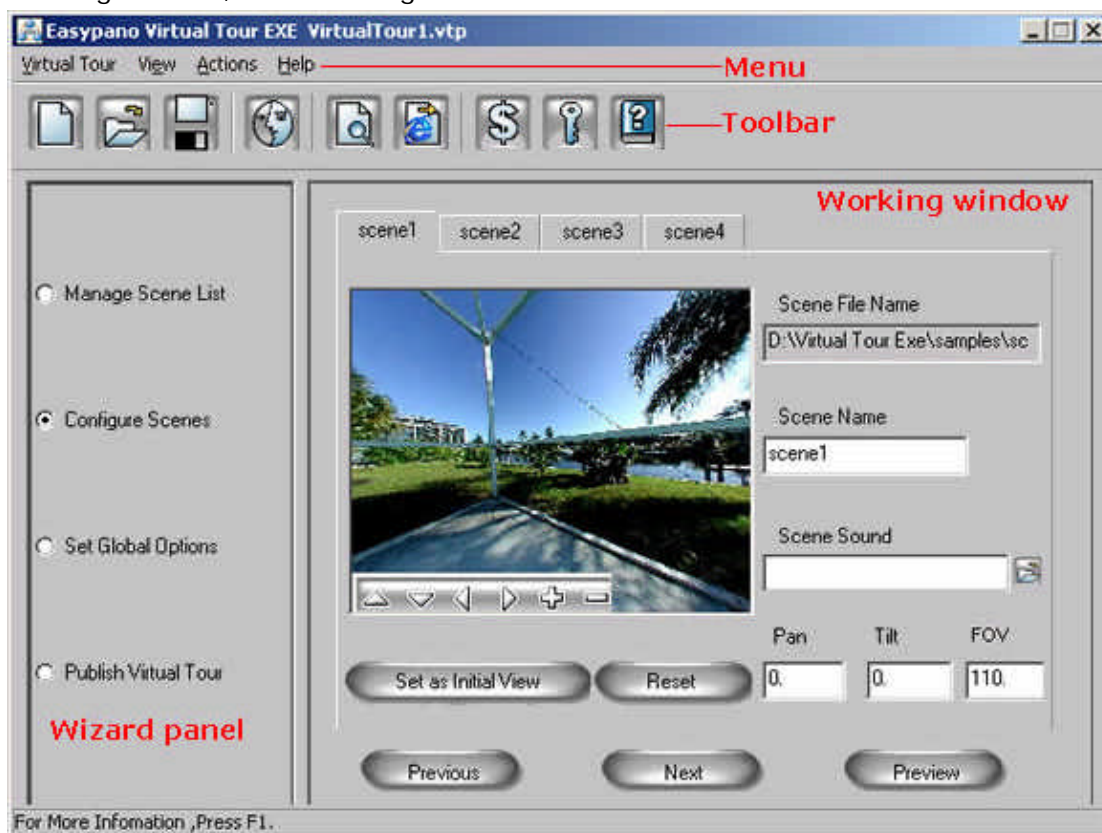











Figure 3-1-1

3.2 Menu

Menu		Description	Keyboard Shortcut
Virtual Tour	New	Create a new virtual tour	Ctrl+N
	Open	Open an existing virtual tour	Ctrl+O
	Save	Save current virtual tour	Ctrl+S
	Save As	Save current virtual tour with a new name	F12
	Preview	Preview current virtual tour	
	Publish	Publish current virtual tour as a standalone executable file	Ctrl+P
	Exit	Quit Easypano Virtual Tour EXE application	
View	Language	English	Select a language
		French	
		German	
		Italian	
		Spanish	
		Japanese	
		Korean	
Actions	Manage Scene List	Switch to the interface of	Alt+1

		managing scenes list	
	<i>Configure Scenes</i>	Switch to the interface of configuring scenes	Alt+2
	<i>Set Global Options</i>	Switch to the interface of setting global options	Alt+3
	<i>Publish Virtual Tour</i>	Switch to the interface of publishing virtual tour	Alt+4
<i>Help</i>	<i>Contents</i>	Help on how to use Easypano Virtual Tour EXE	F1
	www.easypano.com	Visit www.easypano.com	
	<i>Buy Now</i>	Purchase Easypano Virtual Tour EXE online now	
	<i>Register</i>	Enter serial number and license key	
	<i>Register Online</i>	Register online to have more technical support	
	<i>About Virtual Tour EXE</i>	Display the program information and copyright	

3.3 Toolbar

Button	Action	Description
	New	Create a new virtual tour
	Open	Open an existing virtual tour
	Save	Save current virtual tour
	Agent	Set agent contact information for current virtual tour
	Preview	Preview current information
	Publish	Publish current information as a standalone executable file
	Buy	Purchase Easypano Virtual Tour EXE online now
	Register	Enter serial number and license key
	Help	Help on how to use Easypano Virtual Tour EXE

4 Build a Virtual Tour

Figure 4-1 is the wizard interface of building a virtual tour. A virtual tour can be accomplished through the four windows: *Manage Scene List*, *Configure Scenes*, *Set Global Options*, *Save Virtual Tour*, *Publish Virtual Tour* shown in Figure 4-1.

To switch between different windows, please click *Actions* in the menu, or mark the relative radio button in Figure 4-1, or click *Previous*, *Next*.

Preview is to preview the virtual tour.

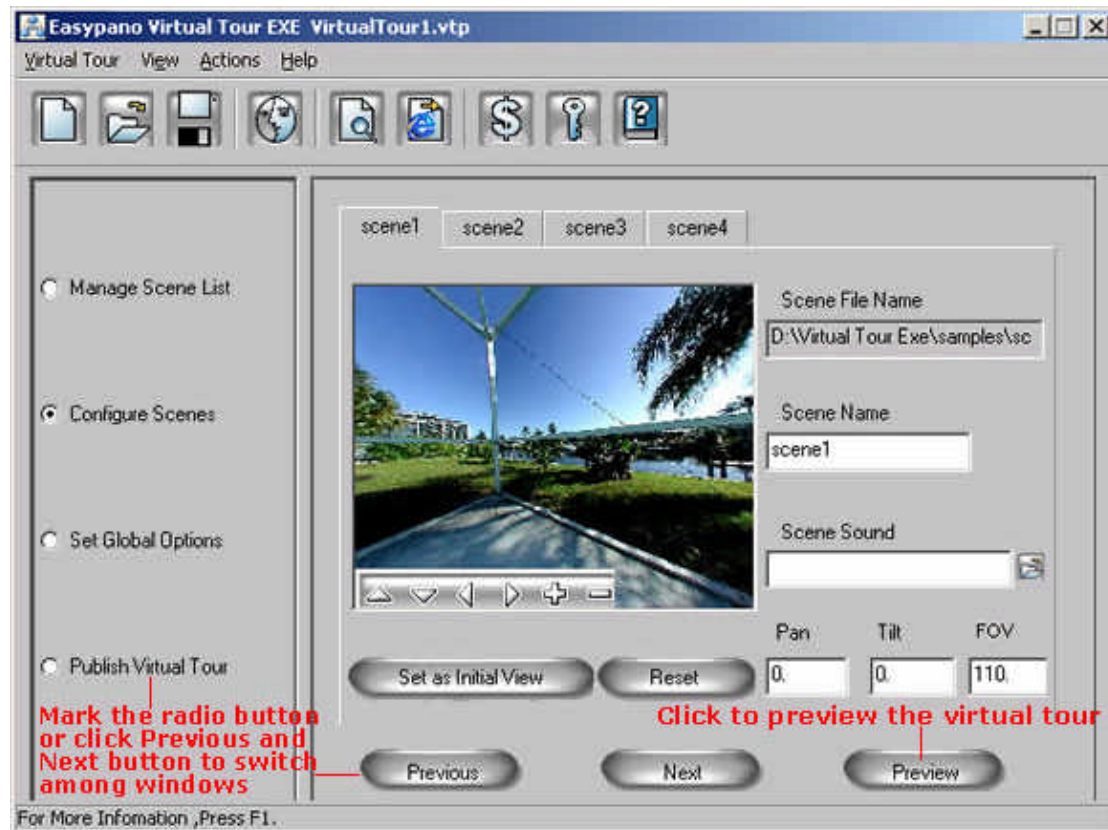



Figure 4-1

The following chapters give you the detailed information on how to build a virtual tour.

4.1 New or Open a Virtual Tour



Click *Virtual Tour>Open* or  in the toolbar to open an existing virtual tour project (*.VTP). Figure 4-1-1 pops up. Select the virtual tour and open.

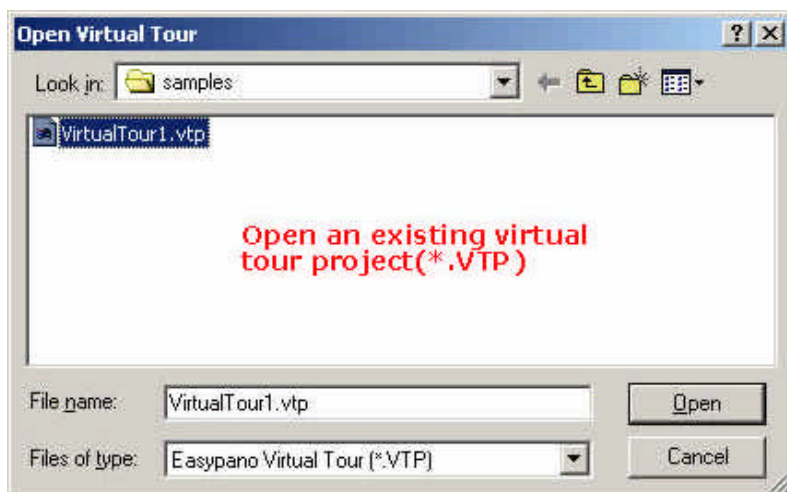



Figure 4-1-1

If you want to new a virtual tour, just click *Virtual Tour>New* or  in the toolbar to create a new virtual tour project(*.VTP) .

4.2 Manage Scene List

After new a virtual tour project, it goes to the *Manage Scene List* window. Click *Add* to add panorama images and Figure 4-2-1 shows up.

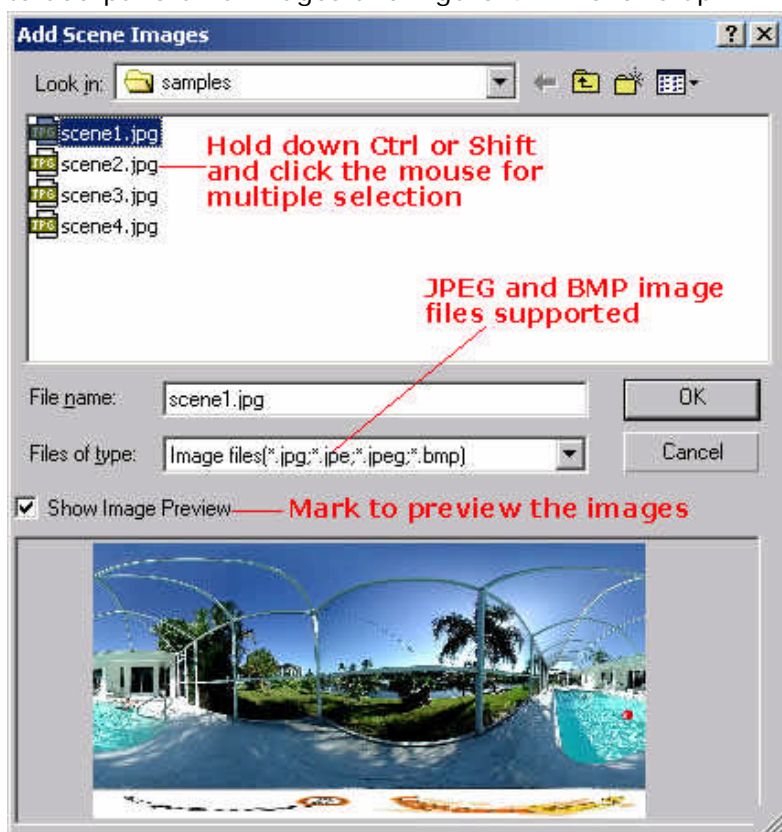


Figure 4-2-1

Finished adding the images, edit the file list in Figure 4-2-2.

- ▶ Only spherical panorama images are supported with the scale of 2:1.
- ▶ Only JPG and BMP images work with Virtual Tour EXE.
- ▶ The maximum image size is 4000x2000.

- ▶ At least 20 images are permitted within the size limit.



We recommend your image number not exceed 20 for the sake of programme optimization.

- ▶ Holding Ctrl or Shift for multiple selection.
- ▶ Mark the checkbox of "Show Image Preview" for preview.
- ▶ Click *Up*, *Down* to move the images up or down (Multiple selection allowed when pressing Ctrl or Shift).

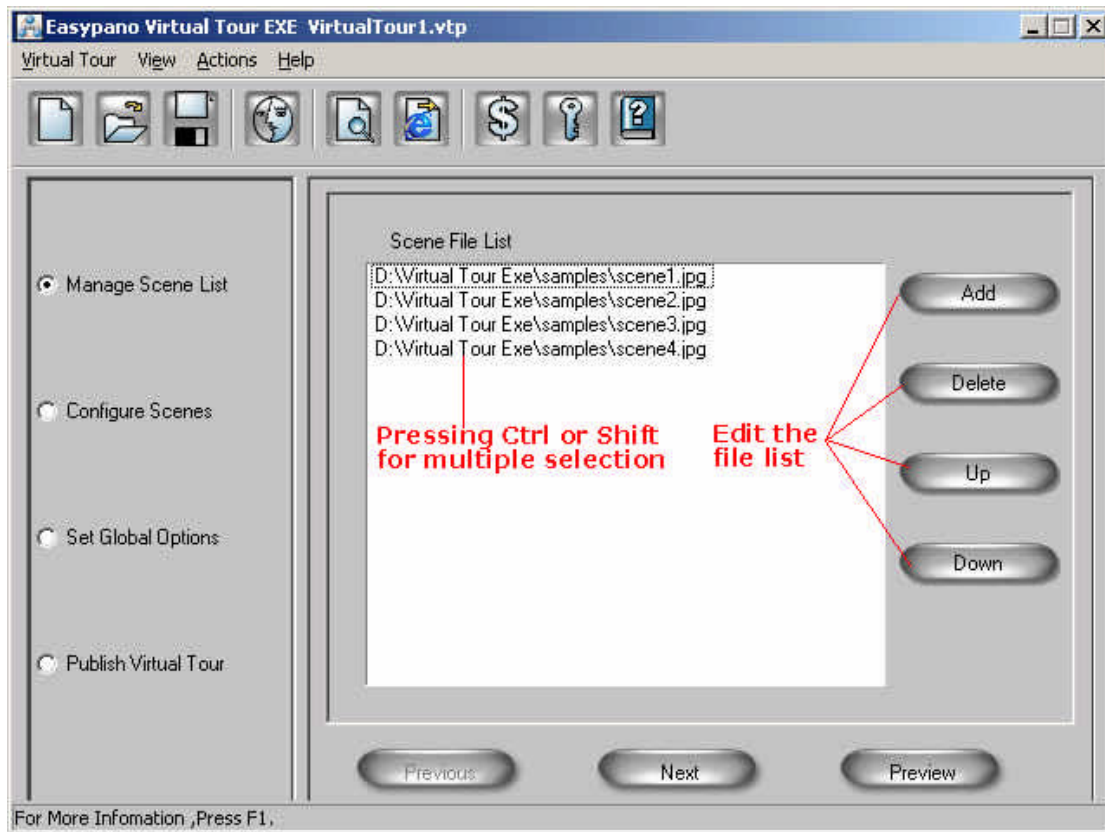


Figure 4-2-2

4.3 Configure Scenes

Set the properties of panorama images in the window of *Configure Scenes*.

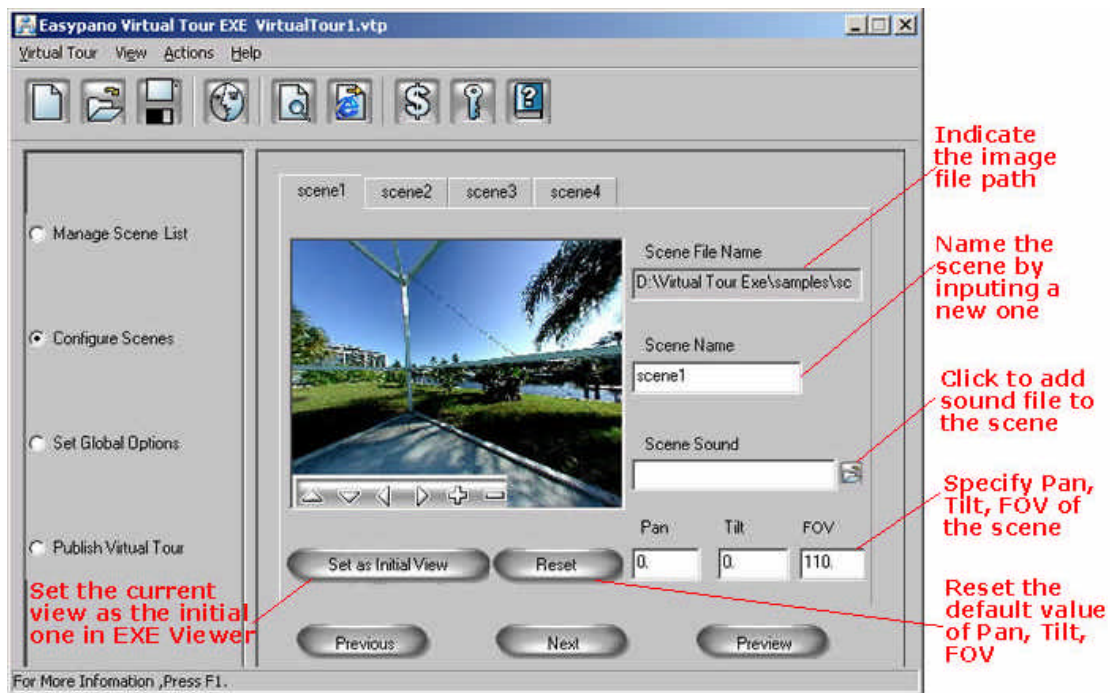



Figure 4-3-1

- View panorama image via the navigating toolbar.
- Scene File Name displays the image path.
- Scene Name shows the name of the panorama, which can be altered by inputting a new one.
- Scene Sound: Click  to add a sound file to the current scene, which could be commentary or music or any other sound file. *.wav and *.mp3 are supported. See Figure 4-3-2.

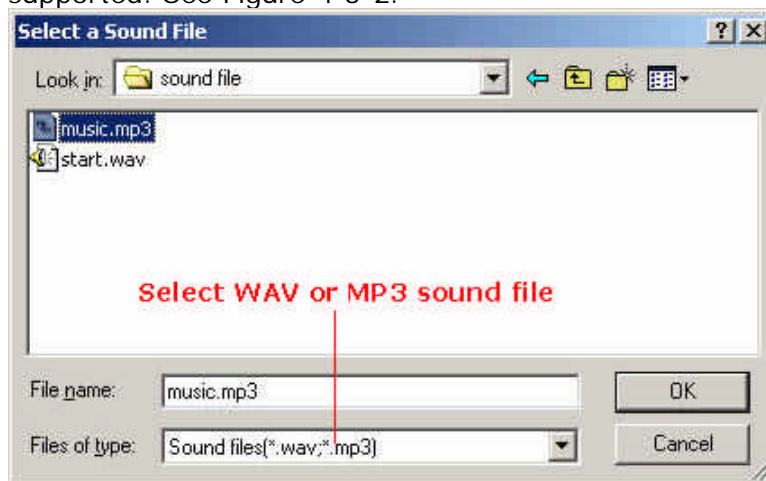


Figure 4-3-2

- Set as Initial View: Click it to set the view angle of the current scene as the initial one when playing the virtual tour including parameters of *Pan*, *Tilt*, *FOV*.
- Reset: Reset to the system default value: *Pan*=0, *Tilt*=0, *FOV*=70.
- Pan*, *Tilt*, *FOV*: Set *Pan*, *Tilt*, *FOV* by filling in the proper value. The valid range for *Pan*, *Tilt*, *FOV* is listed as below:

Parameters	Valid Range(unit:degree)
Pan	-180 ~ +180
Tilt	-90 ~ +90
FOV	12 ~ 165

4.4 Set Global Options

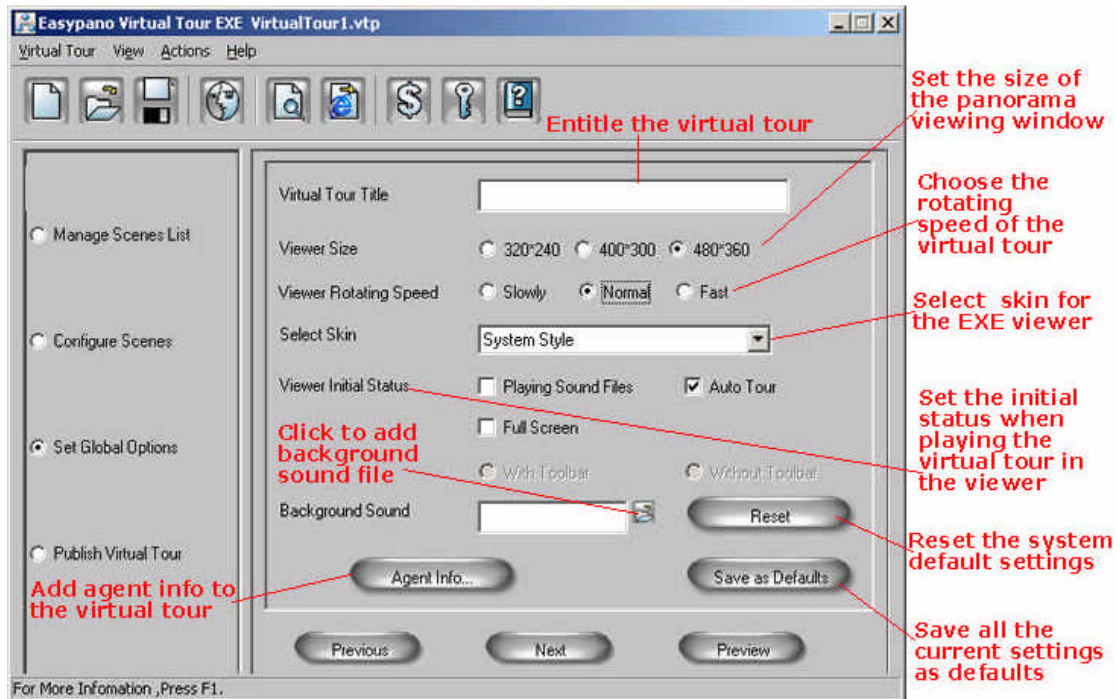



Figure 4-4-1

- ▶ **Virtual Tour Title:** Input the name of the virtual tour.
- ▶ **Viewer Size:** Specify the size of panorama window with 480x360 as default.
- ▶ **Viewer Rotating Speed:** Set the speed to play panorama with *Normal* as default.
- ▶ **Select Skin:** Select one of the skin styles. There are nine styles available: *System Style*, *Industry Age*, *Explorer*, *Cowboy*, *Tropical Forest*, *Meteor*, *Nostalgia*, *Electronic*, and *Lemon*. You may also customize your own skin.
- ▶ **Viewer Initial Status:** Mark the relative checkbox to set the initial status of the viewer: *Playing Sound Files*, *Auto Tour*, *Full Screen with Toolbar* or *Full Screen without Toolbar*. *Auto Tour* is the default setting to view the virtual tour without playing sound.
- ▶ **Background Sound:** Click  to select a sound file as background. *.wav, *.mid and *.mp3 are ok.

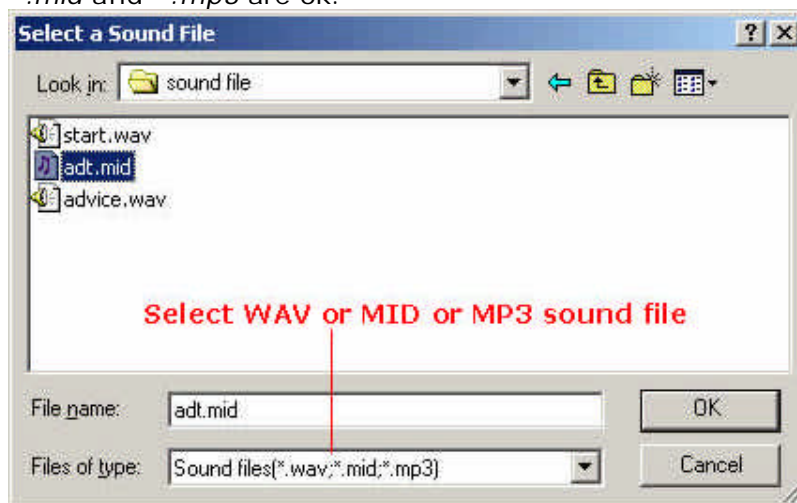


Figure 4-4-2

- ▶ **Agent Info:** Set the information of the agent or the user. Click *Agent Info* or



in the toolbar, Figure 4-4-3 Pops up. Fill in the related information. Double click to add 1 picture or more, *.jpg, *.bmp, *.gif supported with max size of 200x200.



Figure 4-4-3

- ▶ *Save as Defaults*: Save all the current settings as defaults.
- ▶ *Reset*: Reset to the system defaults and overwrite the user's settings.

4.5 Save Virtual Tour



- ▶ Click *Virtual Tour>Save* or in the toolbar to save the virtual tour. Fill in the virtual tour name and designate the path in Figure 4-5-1.

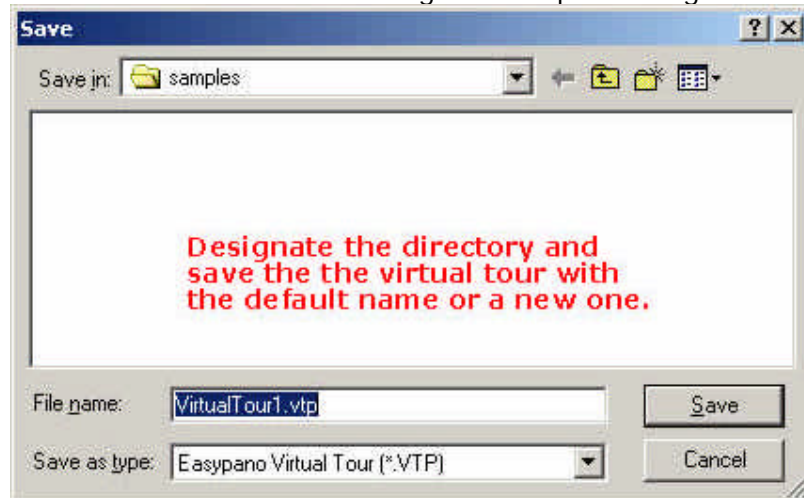


Figure 4-5-1

- ▶ Click *Virtual Tour>Save as* to save the virtual tour with a new name.

4.6 Preview Virtual Tour



Click *Virtual Tour>Preview* in the menu or in the toolbar or Preview in the window, to preview the virtual tour (*.exe).

4.7 Publish Virtual Tour

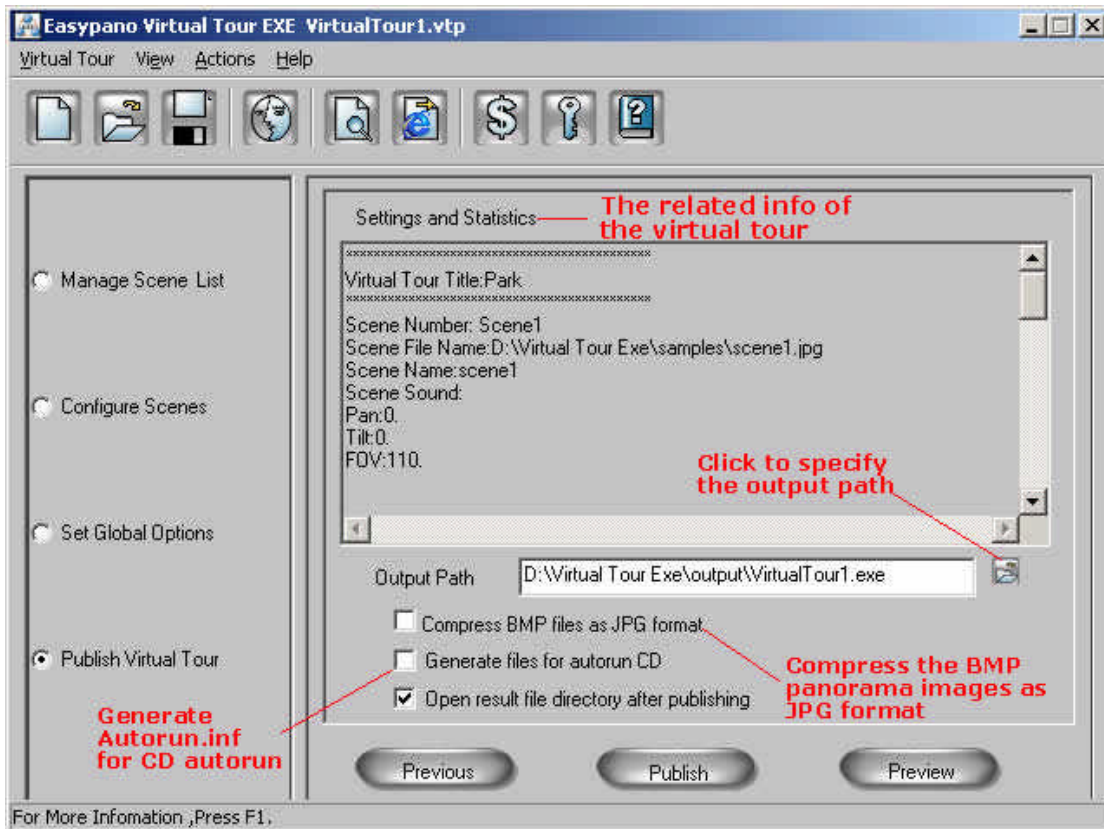


Figure 4-7-1

- ▶ **Settings and Statistics:** Indicate all the user's settings including *Virtual Tour Title*, *Scene Number*, *Scene File Name*, *Scene Name*, *FOV*, *Tilt*, *Pan*, *Agent Info* etc.
- ▶ **Output Path:** Click to locate the output path and set the file name.

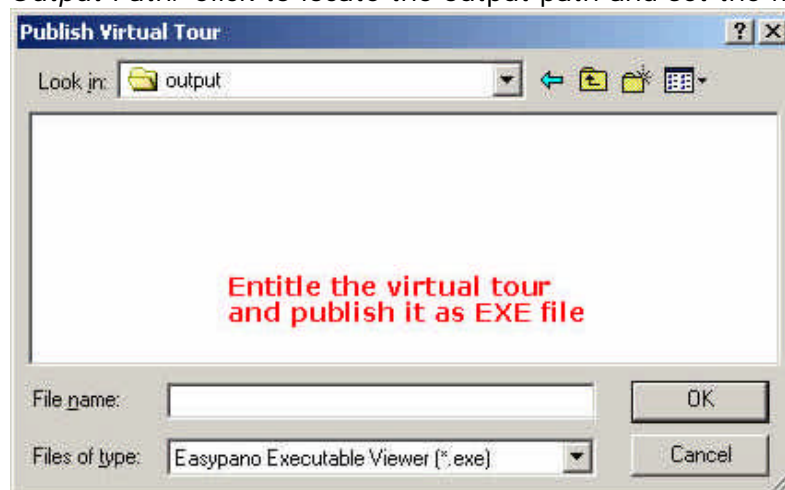



Figure 4-7-2

- ▶ Click *Virtual Tour>Publish* or  in the toolbar or *Publish* in the interface to publish the virtual tour as *.exe file. Figure 4-7-3 reveals the progress. Click *Cancel* to cancel publishing.

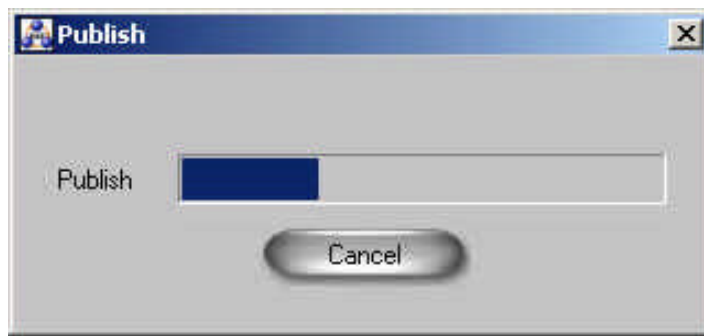


Figure 4-7-3

- ▶ *Compress BMP files as JPG Format*: Marking it, all the BMP images will be compressed as JPG format with the image quality of 75.
- ▶ *Generate Files for Autorun CD*: Mark it to generate an autorun.inf file for CD autorun.
- ▶ *Open Result File directory after Publishing*: Mark it to open the output file directory after publishing.

5 View Virtual Tour

After successfully publishing the virtual tour as EXE file, you can view the virtual tour via Easypano Virtual Tour EXE Viewer shown as Figure 5-1. More information in the following chapters.










Figure 5-1

5.1 Menu

Menu		Description	Keyboard Shortcut
File	Exit	Quit Easypano Virtual Tour EXE Viewer	
	Previous Scene	View previous scene	Page Up
	Next Scene	View next scene	Page Down
View	Scene List	Show the scenes list	
	Full Screen	Toggle window size to full screen	Alt+Enter
	Sound	Mute	F8
		Turn Up	F10
		Turn Down	F9
Help	How to Navigate	Instructions on how to navigate the virtual tour	F1
	Agent Info	View the agent information	
	About Easypano Virtual Tour	The information of the Easypano Virtual Tour	


5.2 Toolbar







Button	Description
	View scene: move up, down, left, right, stop
	View previous scene
	View next scene
	Restore to the initial view angle of the scene
	Start turning the current scene automatically

	View virtual tour
	View virtual tour in full screen

5.3 How to Navigate the Virtual Tour



- ▶ To view scene: Click  or use arrow keys on the keyboard or click and drag the mouse on the image. Click "A" to zoom in and "Z" to zoom out.
- ▶ To view virtual tour: Use toolbar or menu or keyboard shortcut to view virtual tour.

	Toolbar	Menu	Keyboard shortcut
View previous scene		<i>Scene>Previous Scene</i>	Page Up
View next scene		<i>Scene>Next Scene</i>	Page Down
Back to initial view angle			
Start turning			
View all the scenes			
Mute		<i>View>Sound>Mute</i>	F8
Turn up the sound		<i>View>Sound>Turn Up</i>	F10
Turn down the sound		<i>View>Sound>Turn Down</i>	F9
Full screen		<i>View>Full Screen</i>	Alt+Enter
Normal screen		Right click menu> <i>Normal Screen</i>	Esc or Alt+ Enter
Zoom in the scene			A or Shift
Zoom out the scene			Z or Ctrl

To view agent info, you may click *Help>Agent Info* in the menu.



Figure 5-3-1

If you are in full screen mode without toolbar, you may right click the mouse to activate the toolbar or view the virtual tour with the menu itself. The right click menu includes: *Previous Scene*, *Next Scene*, *Reset*, *Start Turning*, *View Virtual Tour*, *With Toolbar/Without Toolbar*, *Normal Screen*.

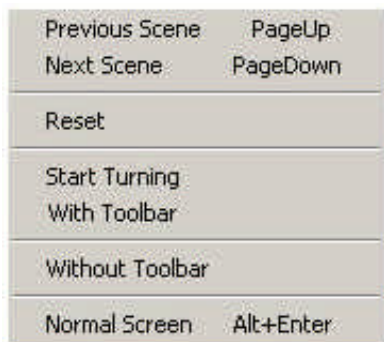


Figure 5-3-2

Click *Help>How to Navigate* or F1 in the viewer to learn about viewing the virtual tour.



























Figure 5-3-3

5.4 Customize Viewer Skin

1. Get to know the criteria

The skin file consists of 30 image components. The following graph gives the name, size and coordinate of respective one. To apply your skin to Virtual Tour EXE, make sure the image components have the same name, format, size and coordinate with the given one. This is the important criteria.

Image	Name	Size	Coordinate (unit: pixel)		Note
			X	Y	
	Button_BG_Big2.gif	43*43	18	16	BG: Background Pre: Previous Fs: Fullscreen 1: Hover status 2: Highlight status The upper left corner of Window_BG_Down is the grid origin for all the images. See Figure 4-8-1
	Button_Up1.gif	17*17	31	16	
	Button_Up2.gif	17*17	31	16	
	Button_Down1.gif	17*17	32	42	
	Button_Down2.gif	17*17	32	42	
	Button_Left1.gif	17*17	18	29	
	Button_Left2.gif	17*17	18	29	
	Button_Right1.gif	17*17	44	29	
	Button_Right2.gif	17*17	44	29	
	Button_Stop1.gif	17*17	32	29	
	Button_Stop2.gif	17*17	32	29	
	Button_Pre1.gif	31*31	86	28	
	Button_Pre2.gif	31*31	86	28	
	Button_Next1.gif	31*31	124	28	
	Button_Next2.gif	31*31	124	28	
	Button_Reset1.gif	31*31	162	28	
	Button_Reset2.gif	31*31	162	28	
	Button_Spin1.gif	31*31	200	28	
	Button_Spin2.gif	31*31	200	28	
	Button_Tour1.gif	31*31	238	28	
	Button_Tour2.gif	31*31	238	28	
	Button_Fs1.gif	31*31	276	28	
	Button_Fs2.gif	31*31	276	28	
	Window_BG_Down1.gif	320*102			BG: Background







	Window_BG_Down2.gif	400*102			Up: the upper part of the viewer Down: the lower part of the viewer 1: 320*240 viewer 2: 400*300 viewer 3: 480*360 viewer 4: Full screen
	Window_BG_Down3.gif	480*102			
	Window_BG_Down4.gif	480*72			
	Window_BG_Up1.gif	320*36			
	Window_BG_Up2.gif	400*36			
	Window_BG_Up3.gif	480*36			

Figure 4-8-1: Coordinate of Button_reset1

2. Draw the images in the frame

As stated above, you should conform to the stipulated coordinate and size when customizing your skins. You may draw the frames by yourself or simply utilize the 7 frames provided in Virtual Tour EXE which are stored on your system **in Virtual Tour EXE 1.01 folder\skin frame subfolder**. See Figure 5-4-2 to 5-4-9. These frames are multi-layer PSD images and have specified the size and coordinates as the criteria. All you need to do is to open them in Photoshop and draw the respective image components in these frames. We suggest you keep the layers locked for the accurate size and coordinate.

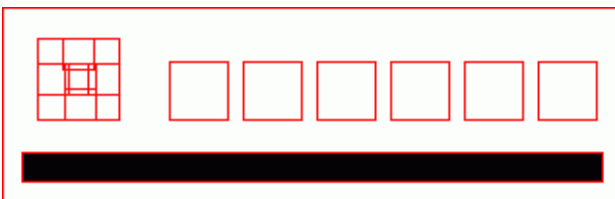


Figure 5-4-2: Window_BG_Down1 frame

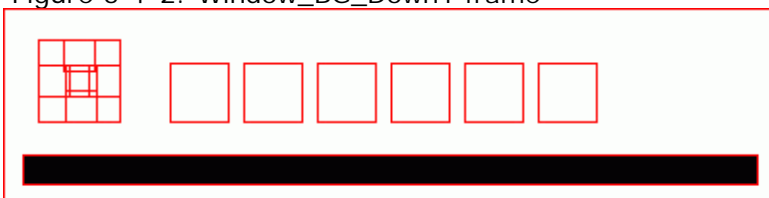


Figure 5-4-3: Window_BG_Down2 frame

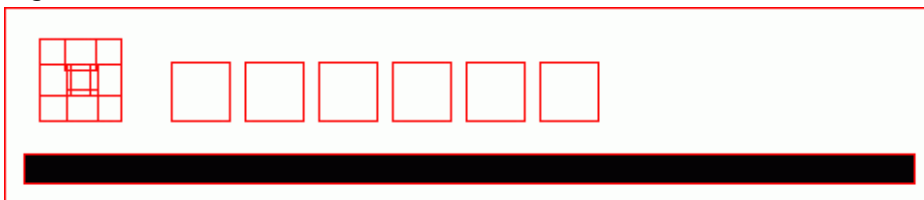


Figure 5-4-4: Window_BG_Down3 frame

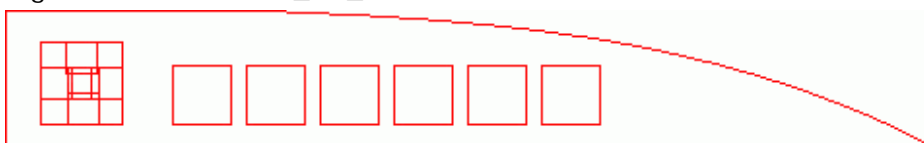


Figure 5-4-5: Window_BG_Down4 frame



Figure 5-4-6: Window_BG_Up1 frame



Figure 5-4-7: Window_BG_Up2 frame



Figure 5-4-8: Window_BG_Up3 frame

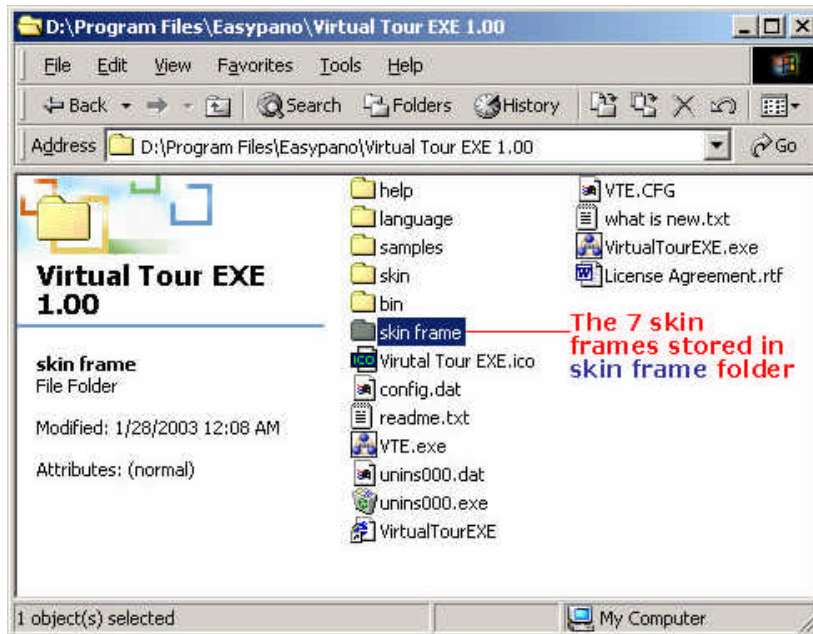


Figure 5-4-9

3. Split: After finished drawing the images in the frame, split them as separate 30 image components and name each one as the criteria.

4. Save: New a folder to store your skin image components and save it in the relative **skin** subfolder of Virtual Tour EXE folder. Then you can apply it to Easypano Virtual Tour EXE Viewer.

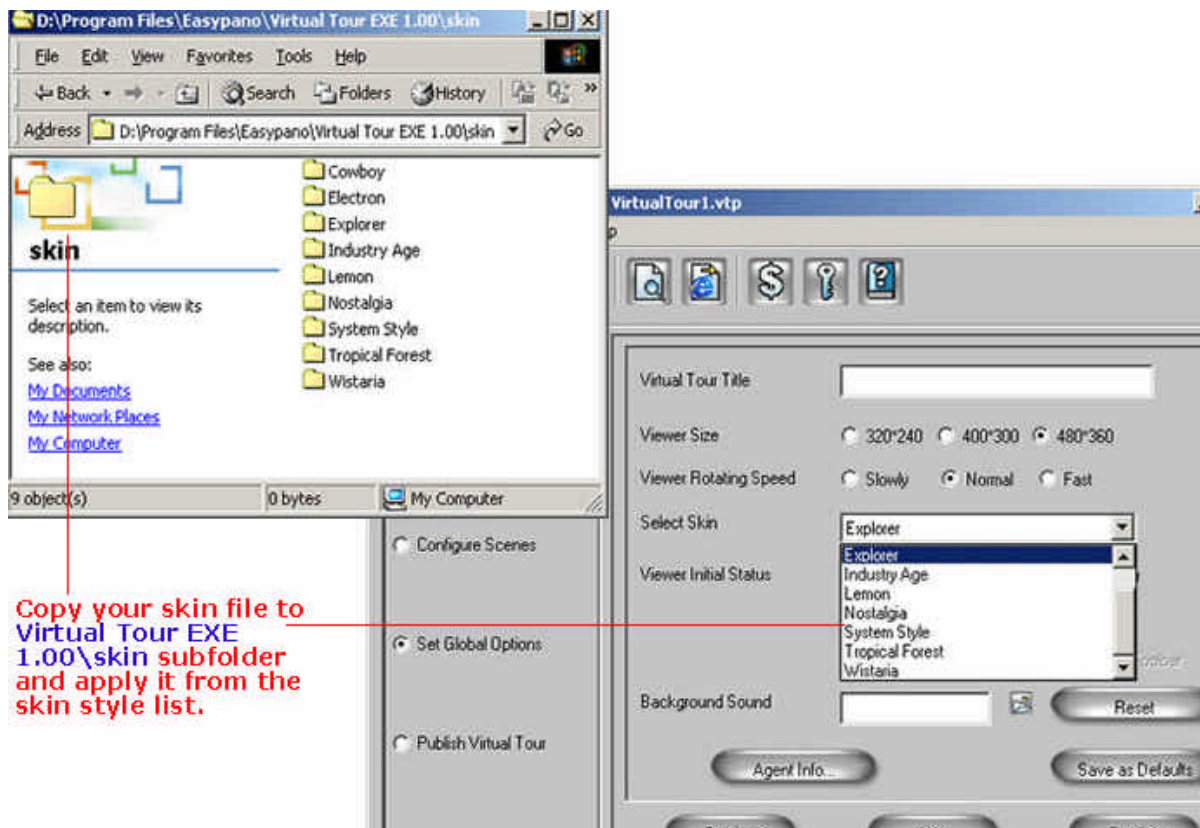


Figure 5-4-10

6 FAQ

6.1 General Concerns

1. **What is Virtual Tour EXE?**

Virtual Tour EXE is a virtual tour producer. It provides an easy way to create standalone executable virtual tour. Please see "4 What are the advantages to create standalone executable virtual tour" for more information.

2. **What can I do with it?**

With Virtual Tour EXE, you are able to:

- ▶ Link the panorama images together to produce a standalone executable virtual tour easily. No Java Running Environment is necessary to view the virtual tour.
- ▶ Customize the virtual tour in your own style: set your own information, use your own skin in viewer etc.
- ▶ Generate *.EXE files and autorun files thus virtual tours can be burned as an autorun CD easily.
- ▶ View virtual tours in full screen mode.

3. **What's the difference between Virtual Tour EXE and PTVIEWER Scripter?**

The main difference between the two lies in the output result.

- ▶ Virtual Tour EXE generates the virtual tour as an *.exe file, which can be used for direct email, straight CD burning and touch screen multimedia etc.
- ▶ PTVIEWER Scripter publishes the virtual tour as a HTML file, which can be easily posted to web.

4. **What are the advantages to create standalone executable virtual tour(*.exe)?**

A standalone executable virtual tour can independently run on all Windows platform and needs no plug-in or Java environment. It may be burned in a CD or embedded in a multimedia system in real estate exhibition, tourism show, publishing, education, travel, entertainment, GIS and virtual exhibition etc., also it can be emailed to your friends as an interactive and immersive E-Card.

5. **How to view a virtual tour?**

You may use the menu or toolbar or keyboard shortcut to view the virtual tour. Please refer to 5.3 How to Navigate the Virtual Tour for more information.

6.2 Downloading and Purchasing

1. **Where can I get the free trial version of Virtual Tour EXE?**

To download a trial version, please visit <http://www.easypano.com/download.htm>

2. **What's the difference between trial version and registered version? How to get the registered version?**

The software you have downloaded is just a trial version, and you need order and register to change it into a full version. In the trial version, the produced virtual tour will be watermarked with an Easypano logo. While in the registered version, there is no such a restriction.

6.3 Operating

1. **Can I use Virtual Tour EXE in Macintosh?**

No. We are sorry to say Virtual Tour EXE merely can be used in Windows OS.

2. **Is cubic panorama image workable with Virtual Tour EXE?**

No. Only spherical panorama image with the scale of 2:1 can be used in Virtual Tour EXE.

3. **I get the info of "Fail to create bitmap". What on earth caused it?**

This is caused by Windows not having enough graphics resources available, when working with large (more than 8 Mpixels) images.

Several suggestions to work around this problem:

- ▶ Close all other applications, remove desktop background image.
- ▶ If possible, switch to Windows 2000 or XP; these OS's have more resources available. For example, Windows 2000 seems to be able to handle images of 50MB without any problem.
- ▶ Reduce the size of your original images.

We will try to optimize Virtual Tour EXE to use less graphics resources in the future version.

6.4 Technical Support

Before you contact technical support, have you:

- ▶ Read and followed the instructions provided in the users manual at http://www.easypano.com/download/VirtualTourEXE_manual.pdf.
- ▶ Visited the support column in <http://www.easypano.com> for updated troubleshooting information

You can reach technical support by one of the following methods:

Email: support@easypano.com

Web: <http://www.easypano.com/>

7 Glossary

- ▶ **Virtual Tour EXE:** Virtual Tour EXE is a virtual tour producer. It provides an easy way to create standalone executable virtual tour.
- ▶ **Easypano Virtual Tour EXE Viewer:** It is a simple and humanized viewer to view the standalone virtual tour created by Virtual Tour EXE. The user may customize viewer's skin by themselves.
- ▶ **Virtual Tour:** A virtual tour is a series of scenes, i.e. panorama images, linked together, in which the viewer can "walk" from place to place in an environment as if you were really there. Most of the scenes allow a 360° viewpoint. You can also zoom in to get a closer look in detail.
- ▶ **Scene:** A scene is a panorama image and part of the virtual tour. By linking the scenes to each other, virtual tour is produced.
- ▶ **VTP File:** The virtual tour project file created in Virtual Tour EXE.
- ▶ **EXE File:** EXE means executable. EXE file is a standalone executable program which can independently run on all Windows platform and needs no plug-in or Java environment. Virtual Tour EXE generates the virtual tour as an *.exe file.
- ▶ **Autorun.inf:** A file burned to CD together with the virtual tour EXE file and used to automatically run the CD.
- ▶ **Agent** refers to the maker who made the virtual tour. It could be an individual or a company.
- ▶ **FOV** stands for the field of view which the camera lens can capture.
- ▶ **Pan** refers to the view in horizontal direction of panorama window.
- ▶ **Tilt** refers to the view in vertical direction of panorama window.