

Introduction

As the industry-leading virtual tour presentation software, Tourweaver can create a wonderful virtual tour with multiple spherical, cylindrical and still images. More over with the features of 3D object, hotspots, popup window, sound, Flash, video, Google Map, Google Maps Street View, iPhone and iPad viewing and multi-language, you will have an immersive experience as if you're in the scene. Virtual Tours can be widely used in many areas like real estate business, webpage designing, multimedia designing, advertisement designing and panoramic photography. With its friendly interface, easy to learn and to use features, either novices or professionals can build a brilliant virtual tour with Tourweaver.

This document introduces the installation and operation of Easypano Tourweaver 7.

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What's New in Tourweaver 7

Compared to the former versions, Tourweaver 7 is more powerful with 3D Object, Flash loading window, Google Maps Street View, HD video and flv, multi-language and more splendid effects and adding more features about HTML5 format to view better by iPhone and iPad.

Added features

Google Maps Street View (html5 only)
3D Object
Sharing function on Facebook
Gigapixel panoramas
Loading video
Output HDAVI video and flv movies.
Adding Action from Right-click menu
Open player API
Add Online video
Multi-language virtual tour
Customizing polygonal hotspot in Google Map

New features in output HTML5 format

Support cylindrical images
Support pop up window
Support movie
Support customizing button position
Modified transition effect of scenes and popup window
Support adding scene viewer in popup window
Support Google Maps Street View

Improved features

More user friendly interface
New option for adding multi- Action and multi-Popup Window
Improve walk through affect
New Thumbnail and Flash Thumbnail
Optimize multi-Sound control system

Fixed Bugs

The problem of “often popup error tips when add Hotspot on Google Map”

Edition Comparison

For different users, Tourweaver 7 is designed to develop two editions involving Professional Edition and Standard Edition. Below is the comparison between the two editions.

Feedback

We welcome your comments and feedback on this manual. Please send your comments to us by the following email:

Email: support@easypano.com

Quick Start

System Requirements

To use Tourweaver 7, you need:

Minimized requirements for hardware

Processor: PIII 800 or higher

RAM: 512MB or higher

Display resolution of 800*600 or higher, 1024*768 recommended; 256 color or higher

Network card

Operation System

Windows 2000/XP/Vista/windows7

Browser

Microsoft IE 8.0 or later version

Netscape Navigator 4.5 or later version

Firefox 5.0 or later

Adobe Flash Player 9.0.28 or higher

To view virtual tour in Flash viewer, you need:

Minimized requirements for hardware

Processor: PII 800 or higher; Mac OSX: G3-400MHz or higher

RAM: 512MB

Display resolution of 800*600 or higher; 256 color or higher

Operation System Windows 2000/XP/Vista/windows7 /Mac OSX 10.0 Lion

Browser

Microsoft IE 8.0 or later version

Netscape Navigator 4.5 or later version

Firefox 3.0 or later



Note: To run virtual tour in Flash viewer, Adobe Flash Player 9.0.28 or later version is needed. If you want to view HTML5 format please view by Safari browser.

Install/Uninstall, Activate/Transfer and Purchase

■ Install Tourweaver 7

Download free trial version of Tourweaver 7 from Easypano website

Run Setup.exe to install Tourweaver 7

Click Next in the Setup Welcome page

Select I accept the agreement and click Next

Select the directory for the installation and click Next

Select the start menu folder to place the program shortcuts, and click Next

Click Install

Click Finish to complete the setup

Start the program

■ Uninstall Tourweaver 7

Select Start>Programs>Easypano>Tourweaver 7>Uninstall Tourweaver 7

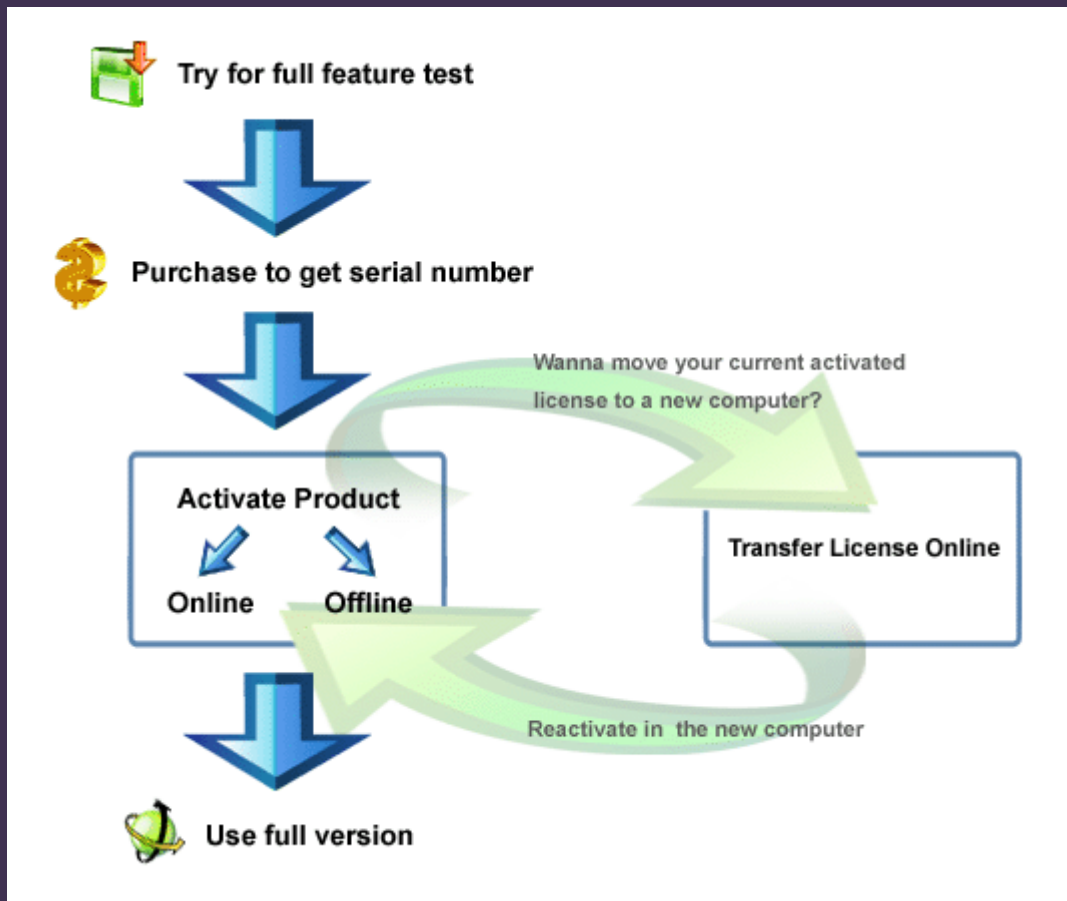
Delete the program via Add/Remove programs under Control Panel

■ Tourweaver Activation

Online Activation

Offline Activation

To fight against piracy and better protect Easypano copyright as well as user's interests, we adopt a strict license policy. It is suggested that Easypano customers activate the product to make it fully functional. Product Activation is completely secure and anonymous. Please see our Privacy Policy.



Online Activation

If the computer you are running Easypano software is connected with Internet, please proceed with the online activation.



Note: Online Activation requires network card and Internet connection.

Start Tourweaver 7

Choose online activation in the popup window and then click Continue
 Input the license key which you've purchased and click Continue
 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.

Basically offline activation still requires internet connectivity, but not necessarily in the computer running the software.

A general procedure for offline activation:

Start Tourweaver 7

Choose offline activation in the popup window and then click Continue
 Choose step 1 to create an ARF file and click Continue

Input the license key you've purchased and select the right directory to save this ARF file; and click Continue

An ARF file is created and saved in the relative path

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

An ALF file is created and sent to the relevant Email

Login your email-box and save this ALF file to your local

Restart the activation procedure from Help menu.

Choose offline activation; and click Continue

Choose step 3 and click Continue

Import ALF to activate the software and click Continue

Offline activation is accomplished



Note: Offline Activation requires network interface card installed.

Please make sure the computers in which you install Tourweaver7 and create Activate Request File, meets the following requirements.

1. Network card is installed.
2. TCP/IP protocol is installed.
3. Network card is not disabled.

■ Transfer License

If you want to move your software from current computer to a new one or plan to upgrade your hardware, you need to transfer license in advance. This feature deactivates the product on your current machine. So the product can be reactivated on the new or upgraded computer.

Transfer License Mechanism:

1. Run Transfer License
2. Activation ID and Serial Number are uploaded to Easypano Activation Server
3. Activation Server checks the Activation ID
4. Activation Server deactivates the current product and gives feedback to you.

Please click Help>Transfer License, it can be finished in a moment.



Note: Internet connection is required to transfer license. In case you have any problem when transferring license, please directly contact support@easypano.com. It will be more helpful to enclose your serial number. Easypano support will transfer your license in original computer so that you can reactivate in another one.

Only when the product was activated, can user proceed to transfer license.

■ Purchase Tourweaver7

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

1. Purchase from resellers:

We have agents in the following countries: USA, United Kingdom, Italy, 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:

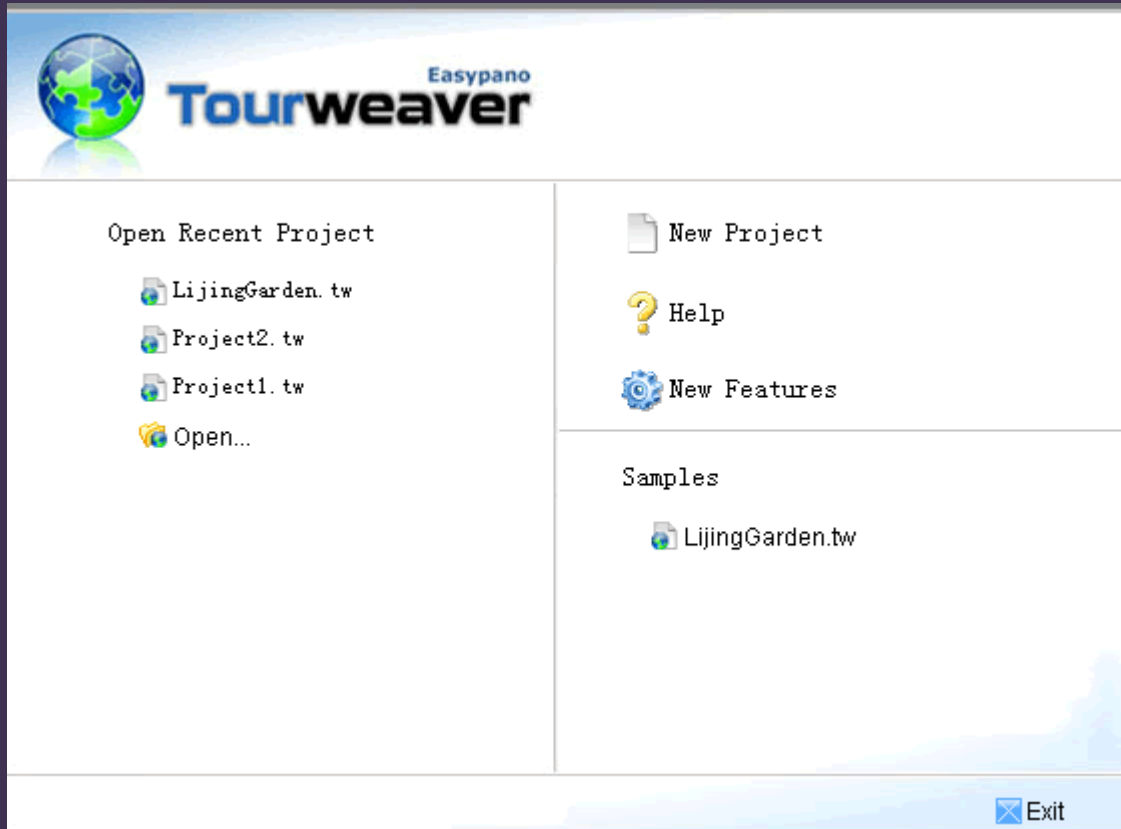
If you choose to purchase online, please go to this page:
<http://www.easypano.com/onlinestore.html>

Build Your First Virtual Tour

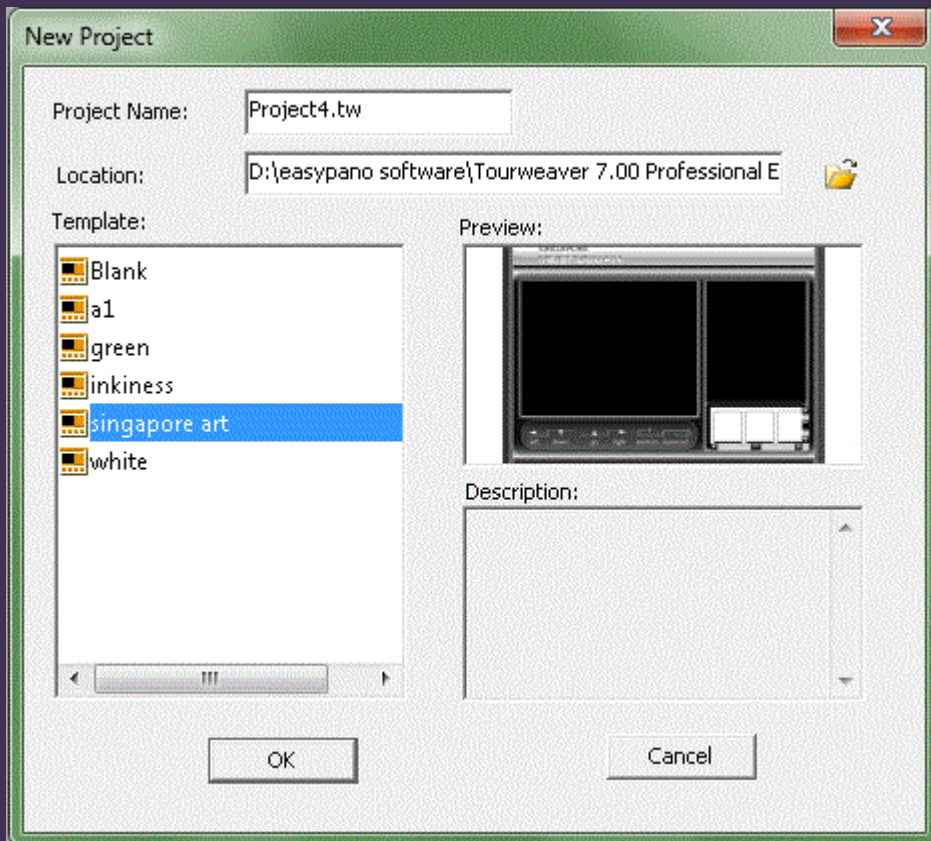
■ Create a Project

Launch Tourweaver7 from Start menu.

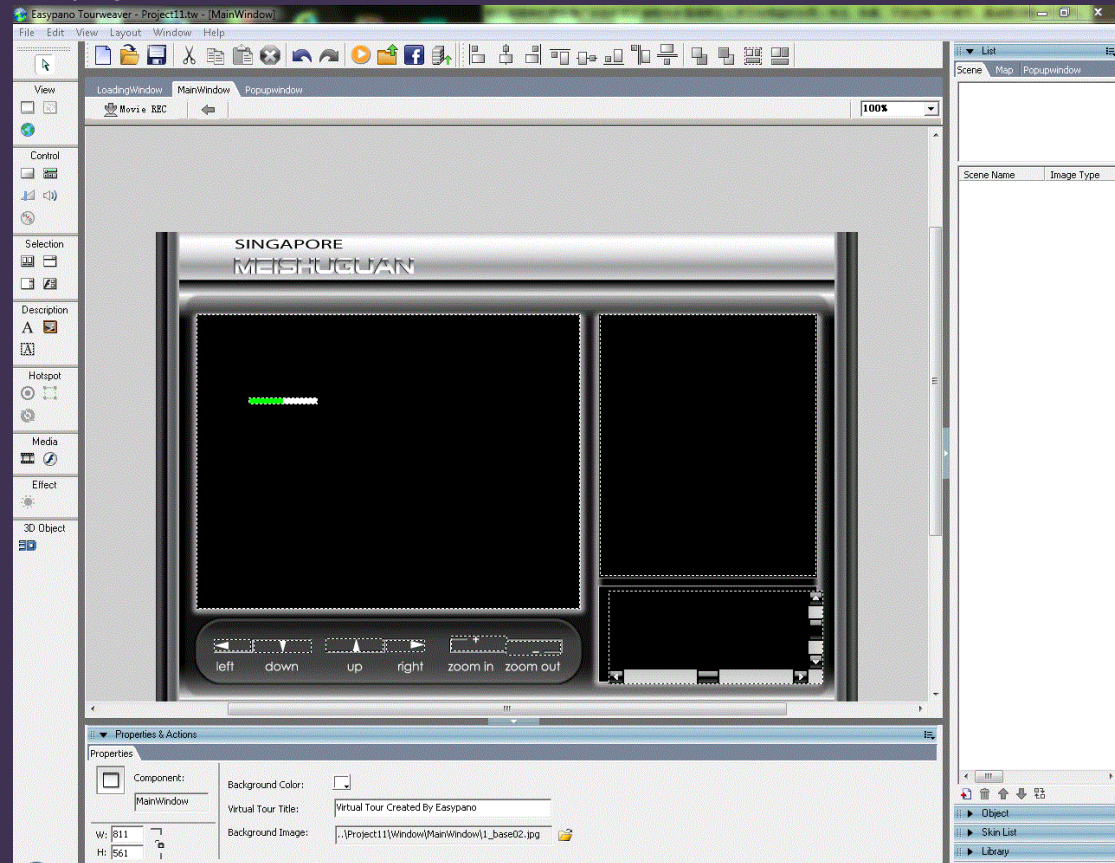
Choose New Project



Choose a skin template to create the project

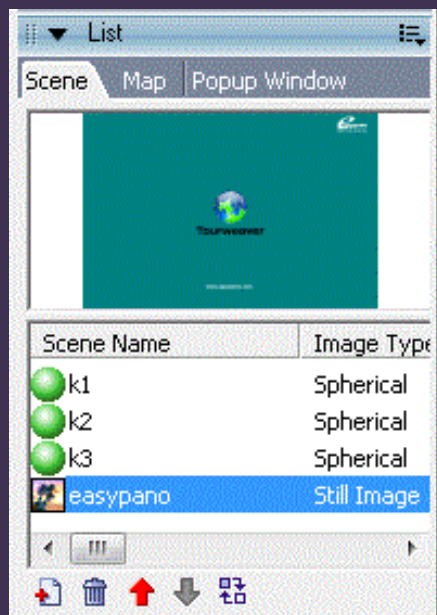
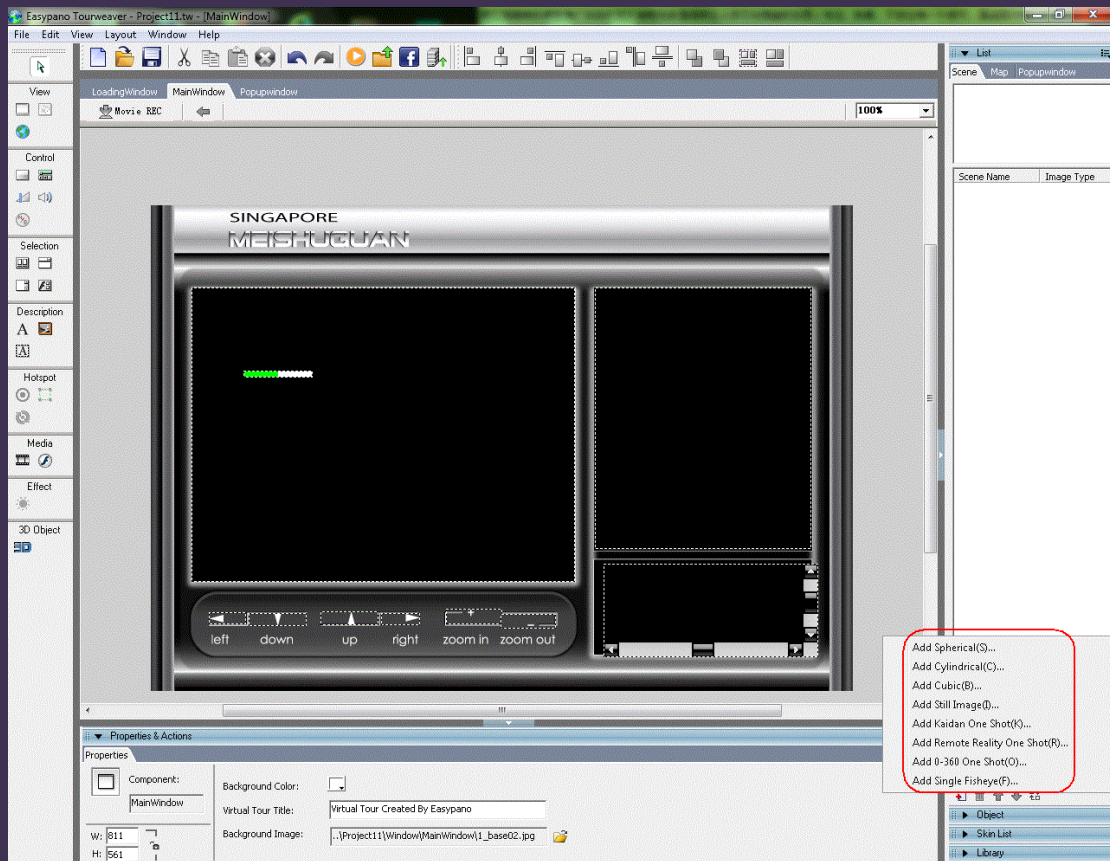


The project is created as below:



■ Add Scene Image

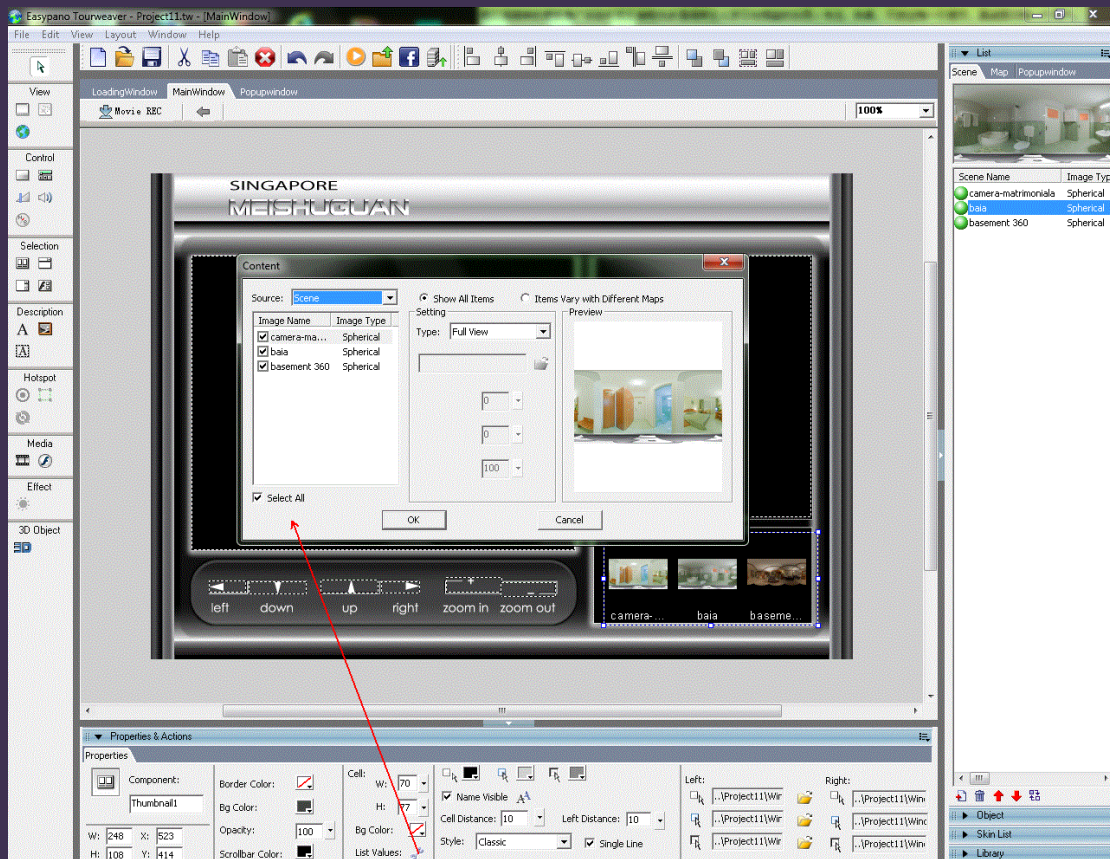
Go to List panel and select Scene tag. Click  to add new scene image.



Add three spherical panoramas and one still image

Modify Thumbnail Properties

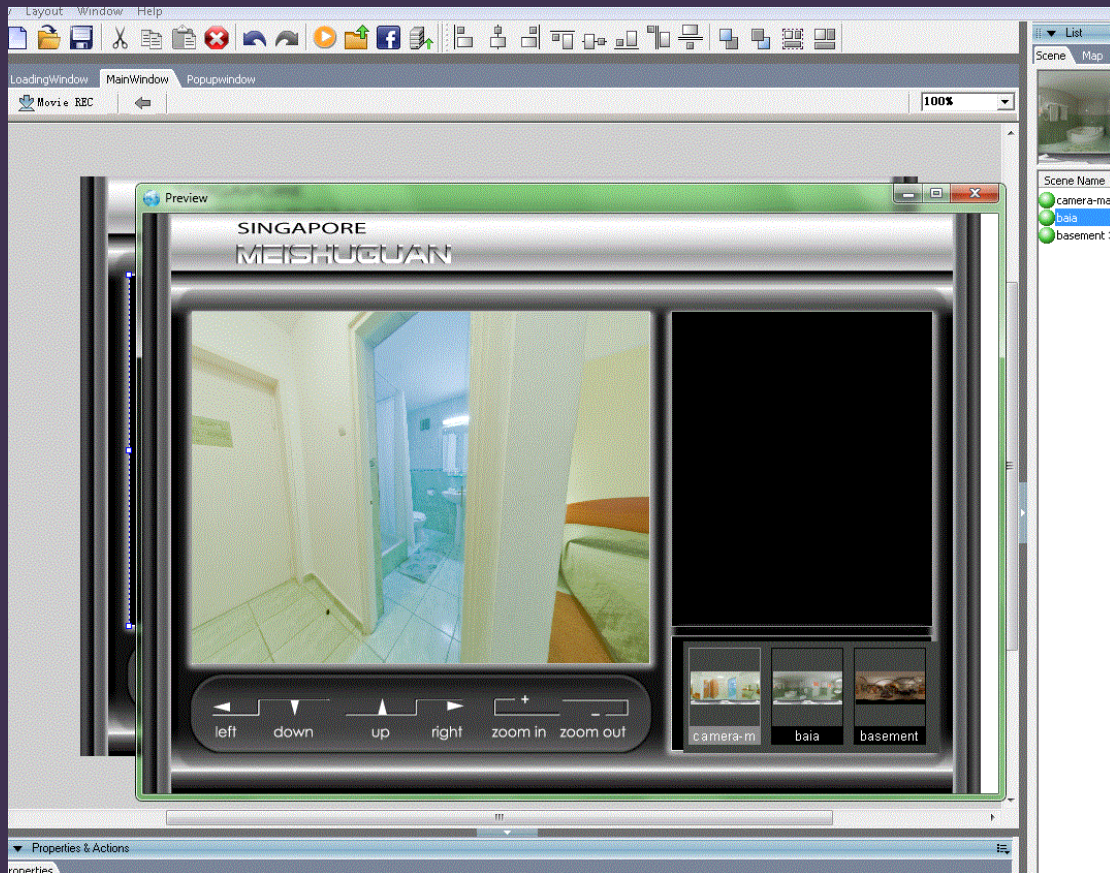
Set scene as the source for the thumbnail. Select all the four images for it and click **OK**.



Set scene as the source for the thumbnail.

Preview

Click the Preview button  from Main Toolbar to preview the virtual tour.



■ Publish

Click Publish button  from Main Toolbar to publish the virtual tour.

■ Upload to Web Server

Step 1: Upload all the published files to web server. Keep the original file structure and put them in the same folder with the webpage.

Step 2: Copy the code from instruction html and paste them into the relative webpage.

Use Tourweaver 7

Tourweaver Project File

The project file from Tourweaver is in XML format with the extension .tw. It records

all the information of the whole project including window, scene, sound, map and output.

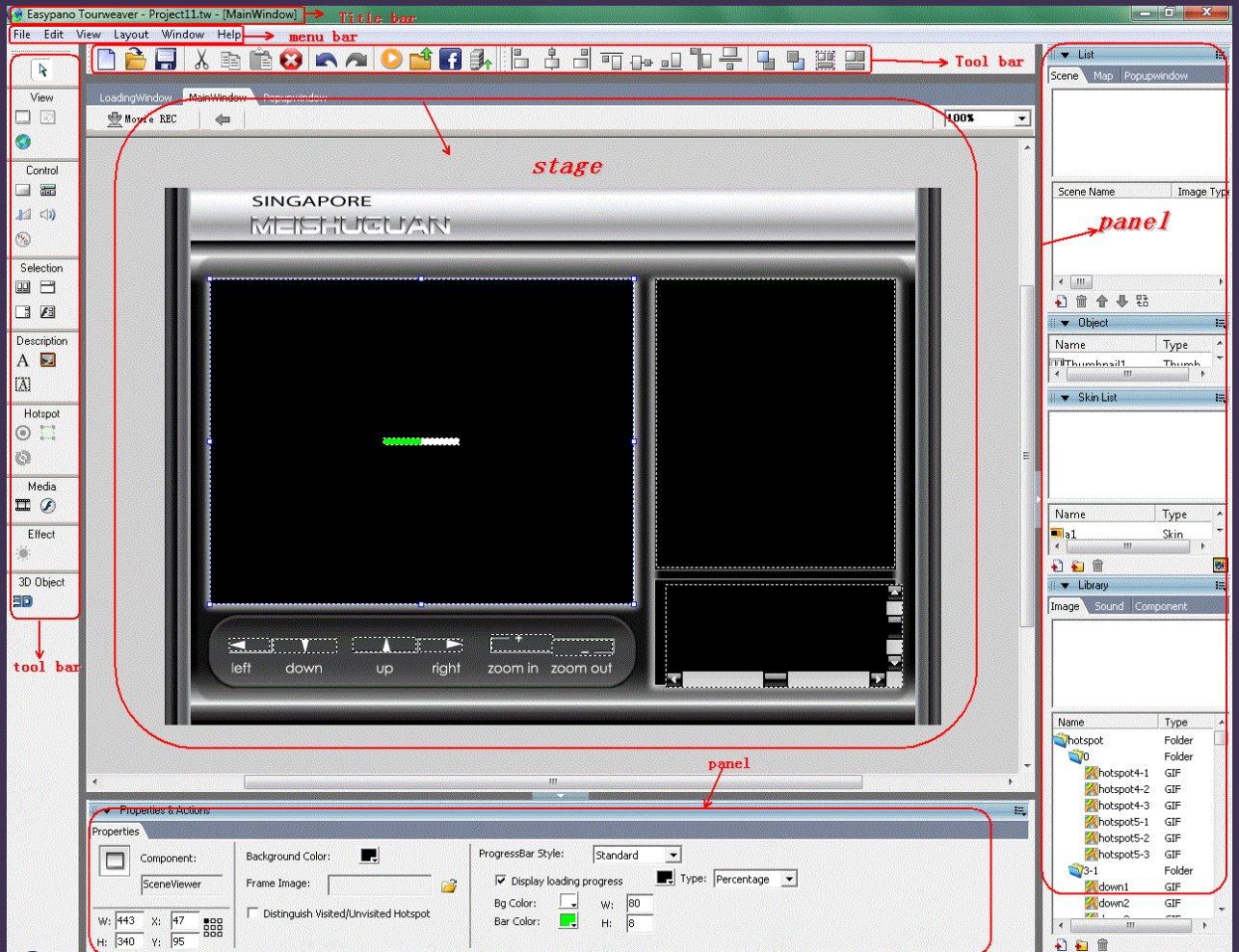


Note: The extension of project file from Tourweaver 1.30 is vtp. Tourweaver 3.00, Tourweaver 4.00, 5.00 6.00 and 7 can recognize and open vtp file, but it will convert this file to tw first.

Components in old project file (tw1.3)	To be converted or deleted in new project file(tw7)
SceneDescription Tour Components	TextArea Component
TextLink and Label Tour Components	Text Component
CompanyInfo Tour Components	deleted
Statusbar Tour Components	deleted

Learn Tourweaver 7 Workspace

In Tourweaver 7, the workspace consists of Title bar, Menu bar, Toolbar, Stage and Panel, and it's shown as below:



Toolbar









Toolbar includes Main Toolbar and Layout Toolbar. You can locate Toolbar by the following ways:





- ▶ **Dock:** Toolbar can rest at the top, bottom, left and right side of workspace. But it can't be docked in Panel area.
- ▶ **Double click:** When you double click Toolbar, it will return to its last dock position.
- ▶ **Drag:** You can drag Toolbar as you want in the Stage.

▣ Main Toolbar

Main Toolbar displays these menus which are frequently used. The menus are listed as below:






ICON	Feature Description
	<i>File>New Project(&N)</i>
	<i>File>Save (&S)</i>
	<i>Edit>Cut (&T)</i>
	<i>Edit>Undo (&U)</i>
	<i>Edit>Redo (&R)</i>
	<i>Edit>Delete</i>
	<i>File>Preview(&R)>Default (&D)</i>
	<i>File>Publish (&B)</i>










	<i>Edit>Copy</i>
	<i>Edit>Paste</i>
	<i>Edit>Upload</i>
	<i>Edit>Share on Facebook</i>

▣ **Layout Toolbar**

Layout Toolbar displays all layout menus including *Align* and *Group*.



ICON	Feature Description
	<i>Layout>Align Left(&L)</i> , to align all the components at left
	<i>Layout>Align Center(&C)</i> , to align all the components at center
	<i>Layout>Align Right (&R)</i> , to align all the components at right

	<i>Layout>Align Top (&S)</i> , to align all the components at top
	<i>Layout>Align Middle(&M)</i> , to align all the components at middle
	<i>Layout>Align Bottom (&B)</i> , to align all the components at bottom
	Layout>spaced Horizontal to make same space for the buttons between each other horizontally
	Layout>spaced Vertical to make same space for the buttons between each other Vertically
	<i>Layout>Bring to Front(&F)</i> , to bring component to the top layer
	<i>Layout>Send to Back(&K)</i> , to bring component to the bottom layer
	<i>Layout>Group(&G)</i> , to integrate several components into one group
	<i>Layout>Ungroup(&U)</i> , to separate a certain group of components

Tool box

Toolbox displays all the components in Tourweaver. They're listed as below:

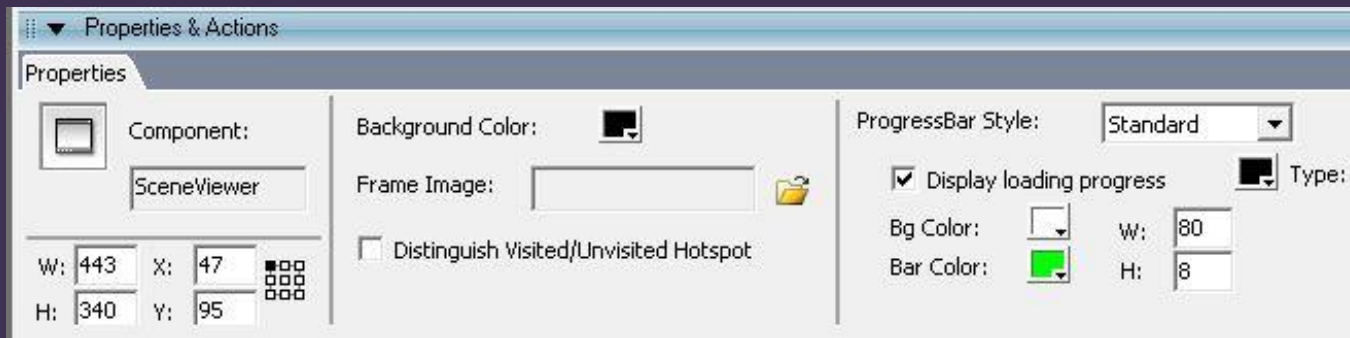
ICON	Component	Remarks
	-	
	Scene viewer	Play scenes..
	Map viewer	Play maps..
	Google Map	Display Google map and street viewer..
	Button	Achieve various actions..
	Movie controller	Control the movie playing progress..
	Speed Controller.	Control the playing speed of tour. .
	Sound Controller.	Be used to control sound volume. .
	Compass.	Indicate the north direction in scenes..
	Thumbnail	Show small thumbnails of each scene/map/movie..
	Flash Thumbnail	Show thumbnails in a .swf Flash container .
	Combobox	Show list of scene/map/movie..
	Listbox	Show list of scene/map/movie..
	Text	Show description of the tour..
	Image	Be added to main window and popup window..
	Textarea	List dynamic content for scene/map/movie/component hint..
	Hotspot	Be added to Scene/Map/Google Map/Google Map Street View..
	Polygonal Hotspot	Be added to Scene/Map/Google Map. Shape can be customized..
	Radar	Be added to Map/Google Map..
	Video	Be added to main window, popup window, is used to play video or online video..
	Flash	Be added to main window, popup window, scene and map, is used to play SWF file..
	3D Object.	Be added in Scene ,Popup window..
	Lens Flare	can be added to scene to achieve the effect of lens flare..

Panel

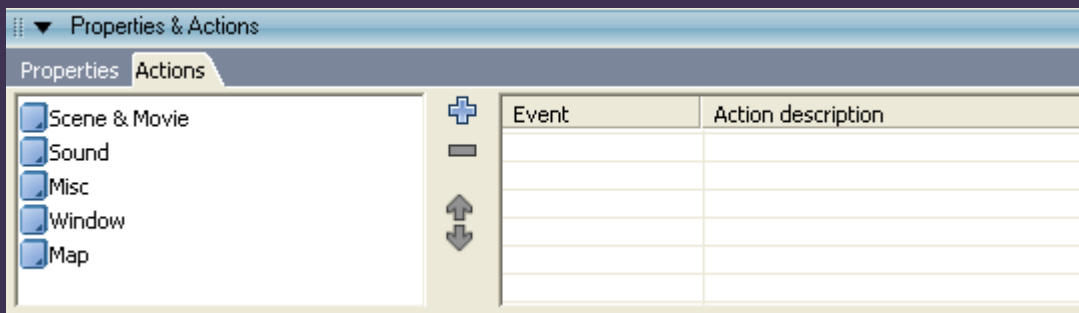
Properties and Actions Panel


Properties and Actions panel displays the properties (actions) of the current selected component. There are generally two pages in it: Properties page and Actions page. The Actions page only exists for these components which you can add actions to. You can edit the components properties on Properties page. And you can add events to components on Actions panel when it's available.

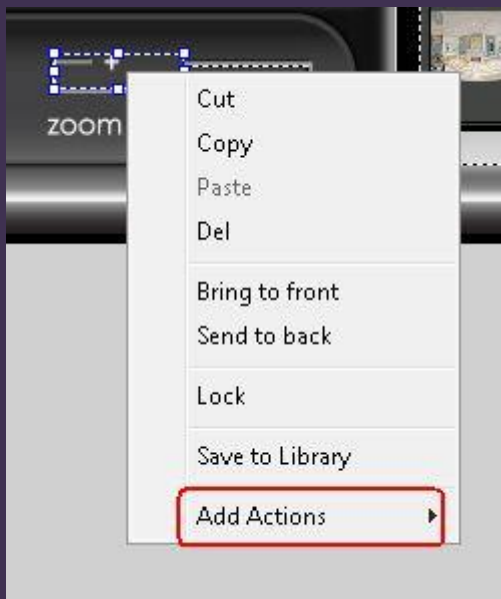
[Properties Page]



[Actions Page]



 **Tip:** You can also choose right click to *add* action in scene , button 、 hotspot、 image、 flash、 video component



■ About Properties and Actions panel





Action list:

Tourweaver 7 provides various actions. These actions are classified as the following types: [Action for Scene & Movie, Sound, Misc, Window and Map](#). For more details, see [Set Button Action](#).



Tip: Multiple actions are supported, see [Multiple Actions](#).

Button

ICON	Feature Description
	To add the selected action to the selected component; and the added action will be displayed in the events list.
	To delete the selected action from Events list.
	To move the selected action in events list one step upwards.
	To move the selected action in events list one step downwards.

Events list:

The events list is at the right side of Actions page which lists all the actions added to the component.

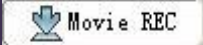
■ How to show Properties and Actions panel

To show Properties and Actions panel, please do either of the following:

- ▶ Select *Window>Properties and Actions* panel
- ▶ Press *Ctrl+P*

Movie REC Panel

■ Introduction of Movie REC panel and Frame

Movie REC panel is the place where you can record and edit movie .If you want to edit movie, please click  which is right below MainWindow tag. Then the panel will be opened automatically and the scene viewer becomes a movie window. The panel is shown as below:



ICON	Feature Description
	Create a new movie
	Delete the selected movie
	Play the selected movie
	Export the selected movie as a video.
	Add a frame to the current movie
	Delete a frame from the current movie


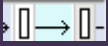
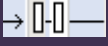
Movie List: Display all the movies in the current project.

Time Line: Marks the time position of each frame, the TimeLine is a scale on which time point is shown every 5 seconds. Each small scale stands for 1 second.

Time Point: It is used to coordinate the time between the frames.




Frame Area: Show all the frames in the current movie.

Condition	Display way between the two frames	Illustration
At a Time	The two frames are	

certain movie	in the same scene	space >= 1	arrowhead line	
		No time space	The two frames are connected with a single line	
	The two frames are in different scenes	Time space >= 1	The two frames are connected with an arrowhead line and the background color is blue	
		No time space	The two frames are connected with a single line	

Frame Preview Button

Display mode for frame including Normal and Preview.


Button	Hint	Dropdown List	Illustration
	Frame Preview	Normal	
		Preview	

■ To display Movie REC panel

Import scenes under scene panel

Click the MovieREC button  which is right below MainWindow

■ To close MovieREC panel

Click the Back button  which is right below MainWindow

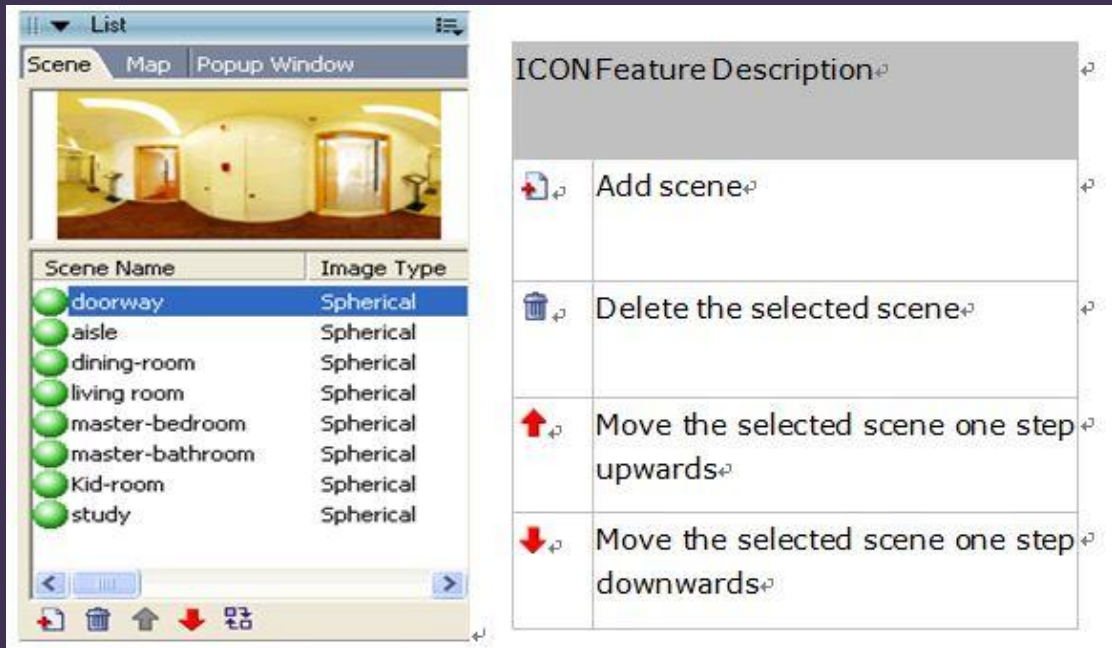
Or double click any places on MainWindow except scene viewer

List Panel

List panel manages scenes, maps and popup windows in the current project. It includes Scene tag, Map tag and Popup Window tag.

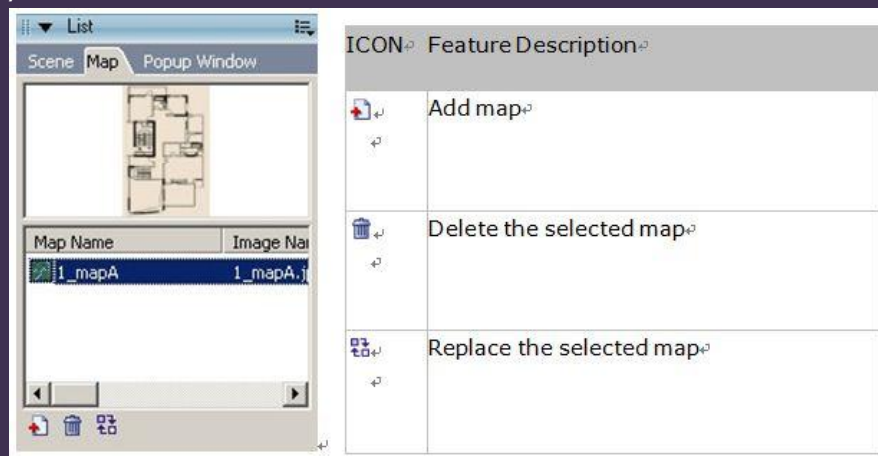
■ Introduction to Scene List

Scene tag manages all scene images in the current project. You can add scene to the project or delete scene from the project. Click on these icons helps you to realize features.



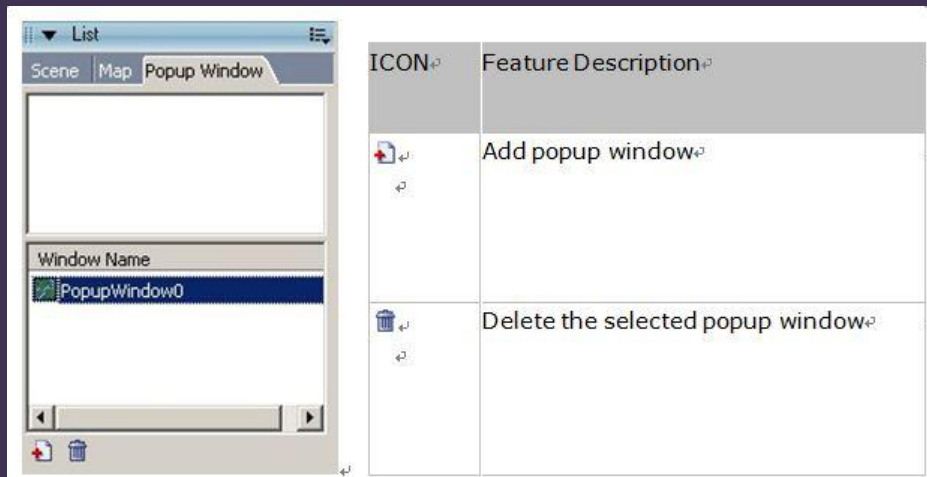
Introduction to Map List

Map tag manages all maps in the current project. You can add map to the project, delete map from the project and replace the map without changing hotspots on it. As to the details, see [Add or Delete Map](#) and [Replace Map](#). Click on these icons helps you to realize features.



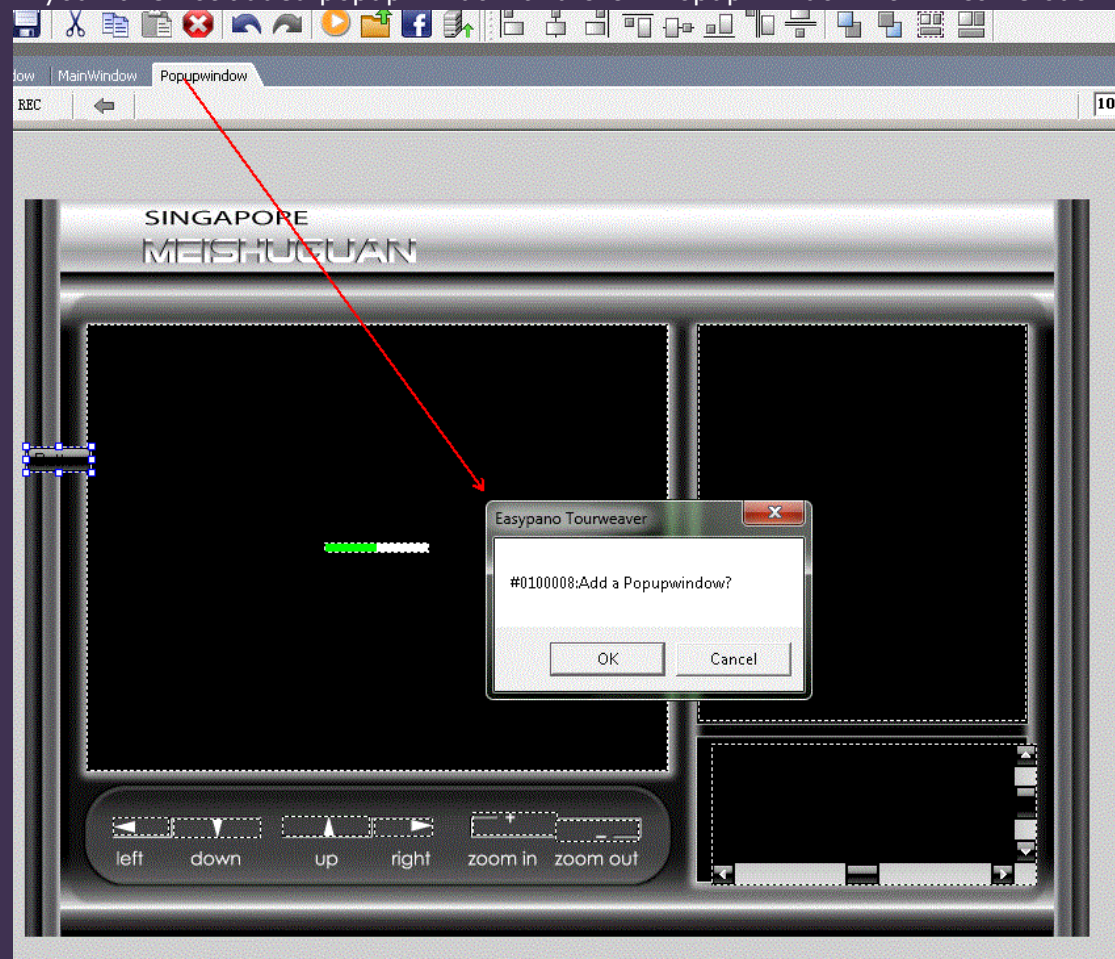
Introduction to Popup Window List

Popup Window tag manages all popup windows in the current project. You can add popup window to the project or delete popup window from the project. As to the details, see below. Click on these icons helps you to realize features.

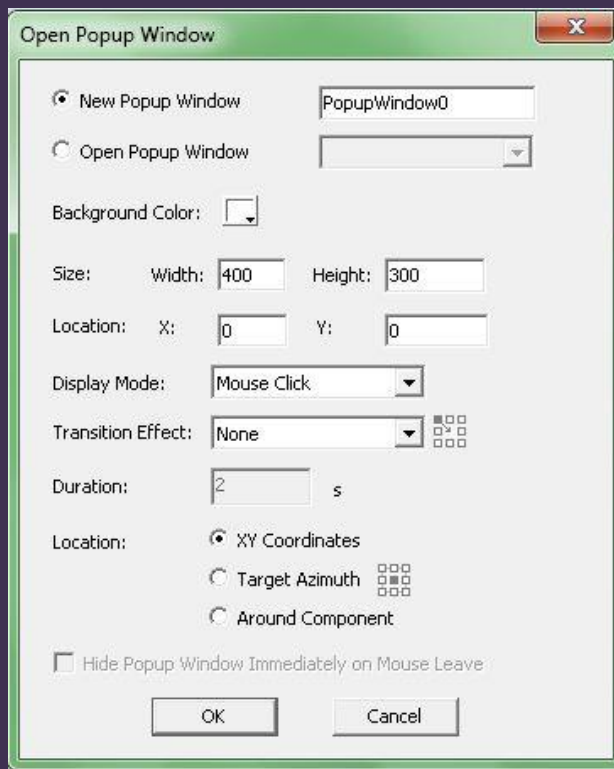


Another methods you add pop window when you click *Pop window* in stage in workspace

If you have not added popup window and click "Popup Window" it will come out:

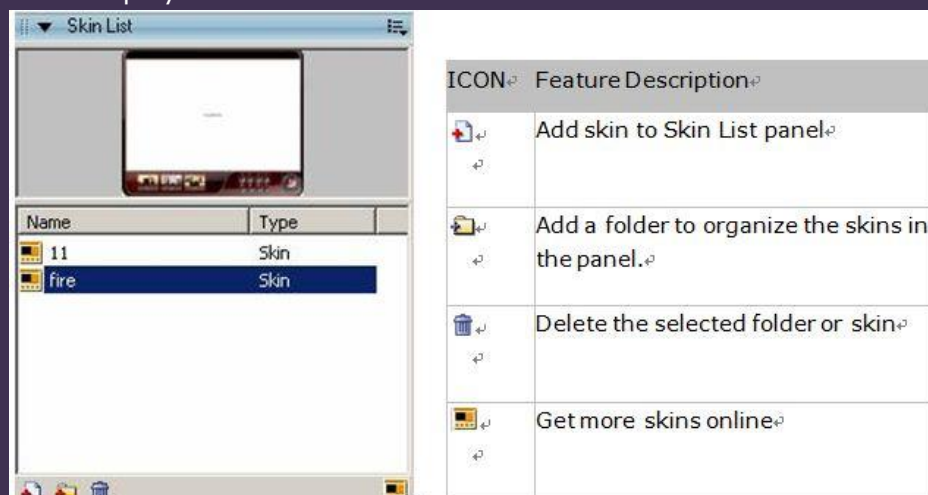


If you have not added popup window but add a Action—Open Popup window , it will comes out :




Skin List Panel

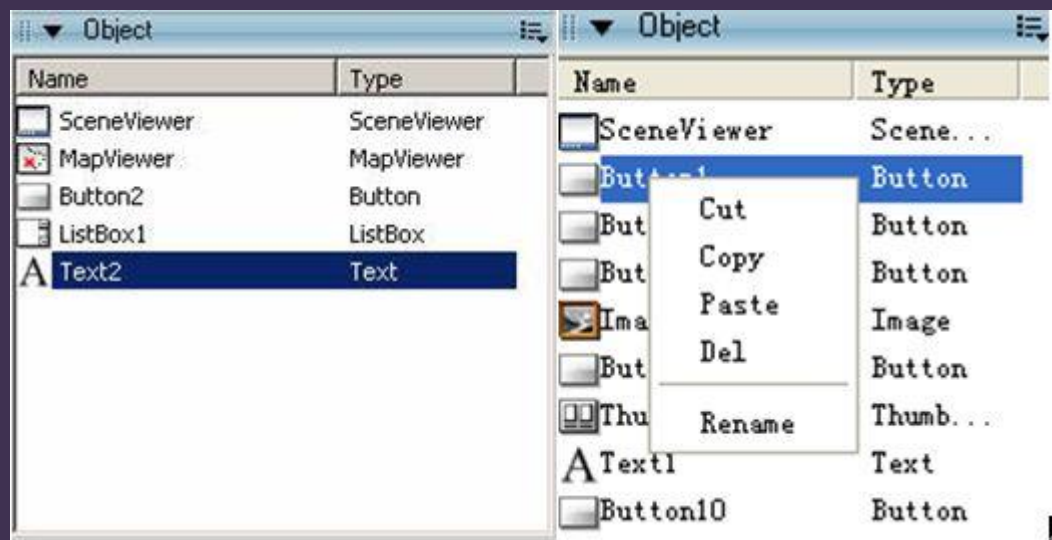
Skin list panel is the place where all tour skins are saved and organized. You can export the tour skin of the current project to skin list panel. Or you can delete an existing skin. Or you can organize the skins in the skin list panel. Click on these icons helps you to realize features.



Object Panel

Object panel displays all the components on *Main Window*, hotspots on scene, hotspots and radars on map or all the frames in movie. You can select these components or frames under *Object* panel.

 **Tips:** When you select any in the object list from *Object* panel, this selected object will be high-lighted and centered on the *Main Window*. For example, when you're editing tour movie, all the frames of the selected movie will be listed in the object panel. You can also see which scene this frame is related to. Things would go easy when you want to edit different frames.



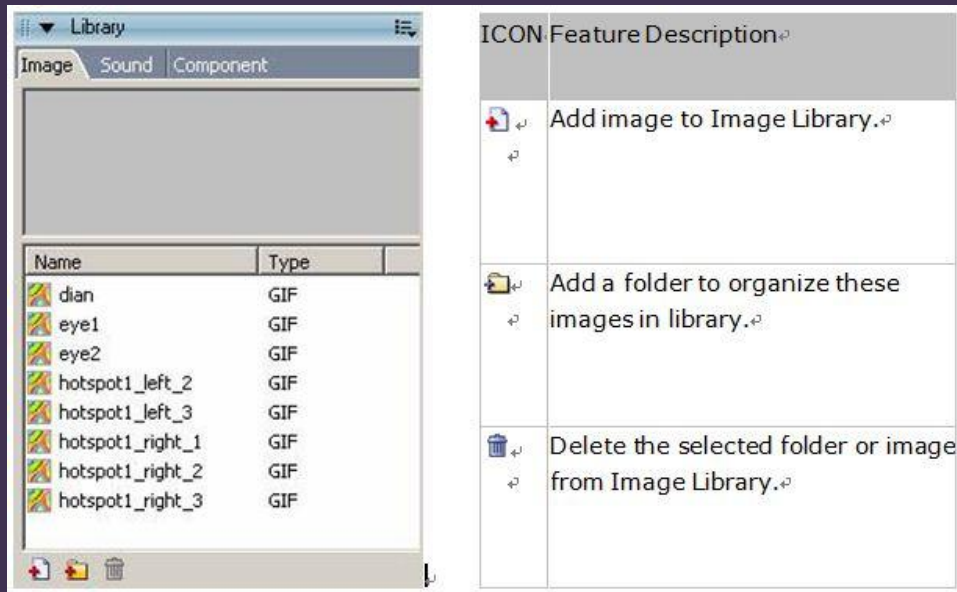
Right click on an object, a window will pop up, copy and paste the object through the options listed above.

Library Panel

Library panel saves and organizes the resources which are frequently used in virtual tour like images, sounds and components. Hence, Library panel contains Image library, sound library and component library.

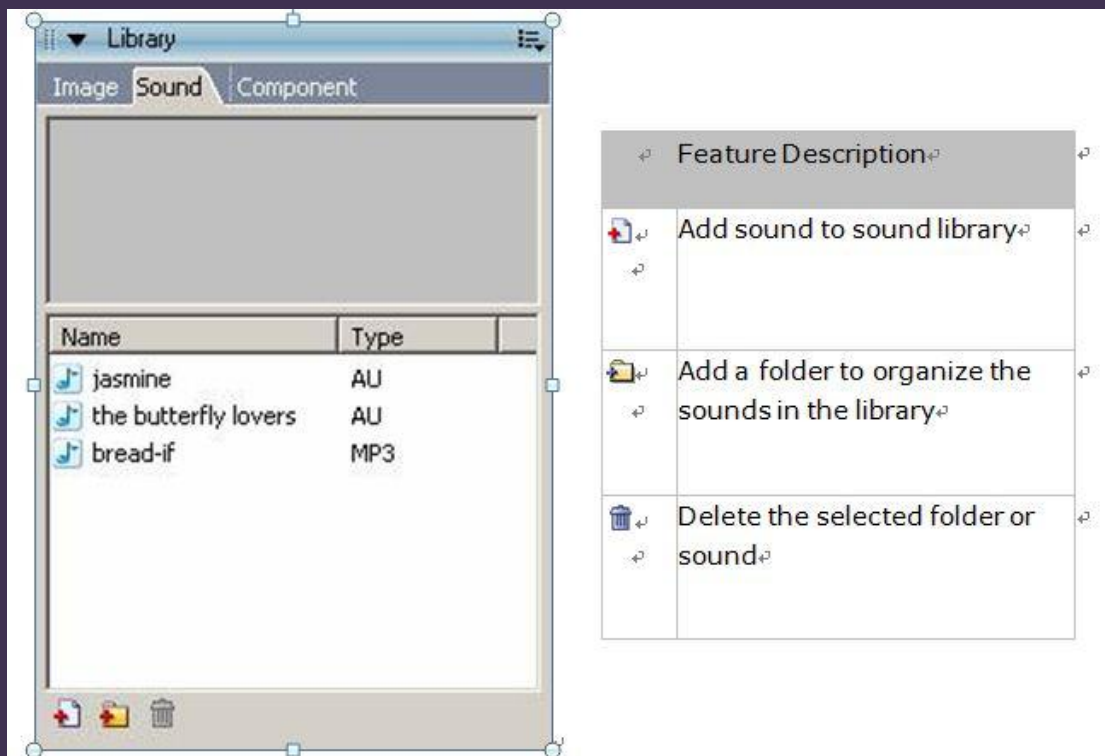
▣ About Image library

Image Library manages all the images in the current project. You can add new image to the image library or delete image from it. As to the details, see [Image Library](#). Click on these icons helps you to realize features.



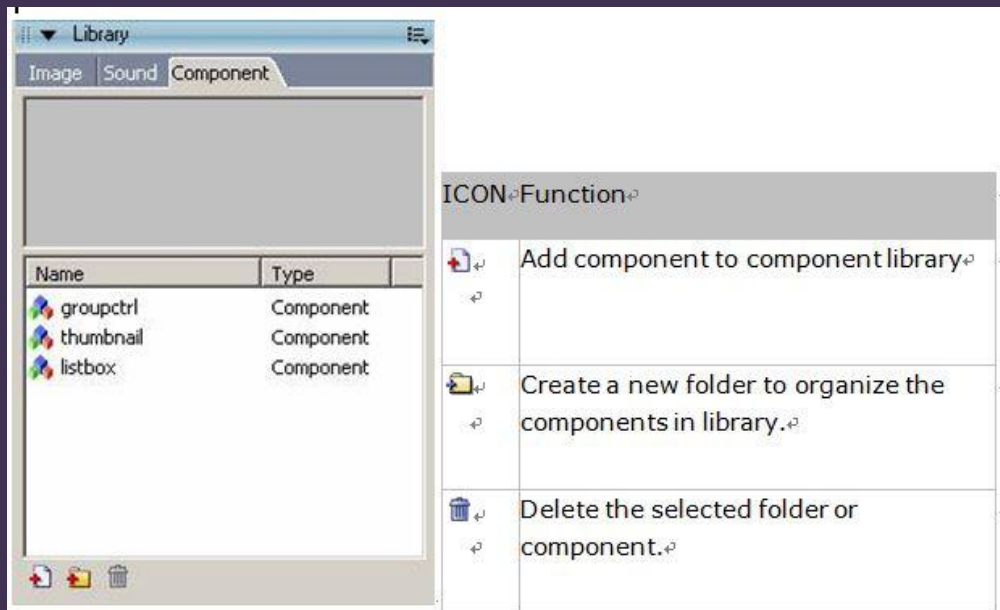
▣ About Sound library

Sound Library manages all the sounds in the current project. You can add sound to the sound library or delete sound from it. As to the details, see [Sound Library](#). Click these icons helps you to realize features.



▣ About Component library

Component Library manages all the components in the current project. You can add component to the component library or delete component from it. As to the details, see [Component Library](#). Click on these icons helps you to realize features.



Using Panel

The panels in Tourweaver can help you view, organize and edit elements in the current project. You can customize your own workspace by showing certain panels and hiding others. To view all the panels in Tourweaver, please go to the Window menu.

Most panels possess a popup menu with some general commands. The popup menu is indicated by the control button at the right end of panel title bar. (If the button is invisible, then the panel doesn't have a popup menu).

Panels appear in group at the bottom or the two sides of workspace as default.

General Operations on Panel

■ To open or close a panel

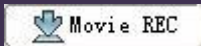
- ▶ Click the control arrow which is at menu bar to open or close the panel.

To close a panel, do the following:

- ▶ Select the desired panel from Window menu
- ▶ Right-click (Windows) or Control-click the panel's title bar and select *Close Panel Group* from the context menu.



Note: For MovieREC panel, you have to open it by clicking



button right below MainWindow; and close it by clicking the *Back* button there.

▣ To close all the panels

- ▶ Select Window>Hide panels

▣ Using popup menu

1. Click the control button at the right side of panel title bar to view the popup menu
2. Select one of the menus

▣ To adjust panel size, do the following

- ▶ Drag the panel's border (Windows) or drag the size box at the panel's lower-right corner

Arranging Panels

In Tourweaver, you can organize panels into groups. You can rearrange the order in which panels appear within panel groups. You can also create new panel groups and dock panels to existing panel groups. If you want a panel to appear on its own, separated from other panel groups, you can float the panel. This is particularly useful for panels that you want access all the time.

▣ To move a panel

- ▶ Drag the panel by its gripper (on the left side of title bar)

▣ To add a panel to an existing panel group

- ▶ Drag the panel by its gripper to another panel. A black line appears next to the target panel to show where the panel will be placed.

▣ To float a panel

- ▶ Drag the panel by its gripper and move it away from other panels

Using Panel Settings

You can custom panel arrangements, and save these as custom panel sets. You can also switch the panel display to the default layout or to a custom layout that you have saved previously.

■ To save a custom panel sets

1. Select Window>Save panel layout
2. Input the name for the layout and click OK

■ To select a panel layout

1. Select Window>Panel sets
2. From the submenu, select the default layout to reset panels to default layout, or select a custom layout that you've saved previously.

■ To delete custom layouts

1. Select Window>Workspace layout>management
2. Select the panel sets which you're going to delete from manage workspace layout dialog box
3. Click Delete
4. Click Yes to confirm
5. Click OK

Building TW Project

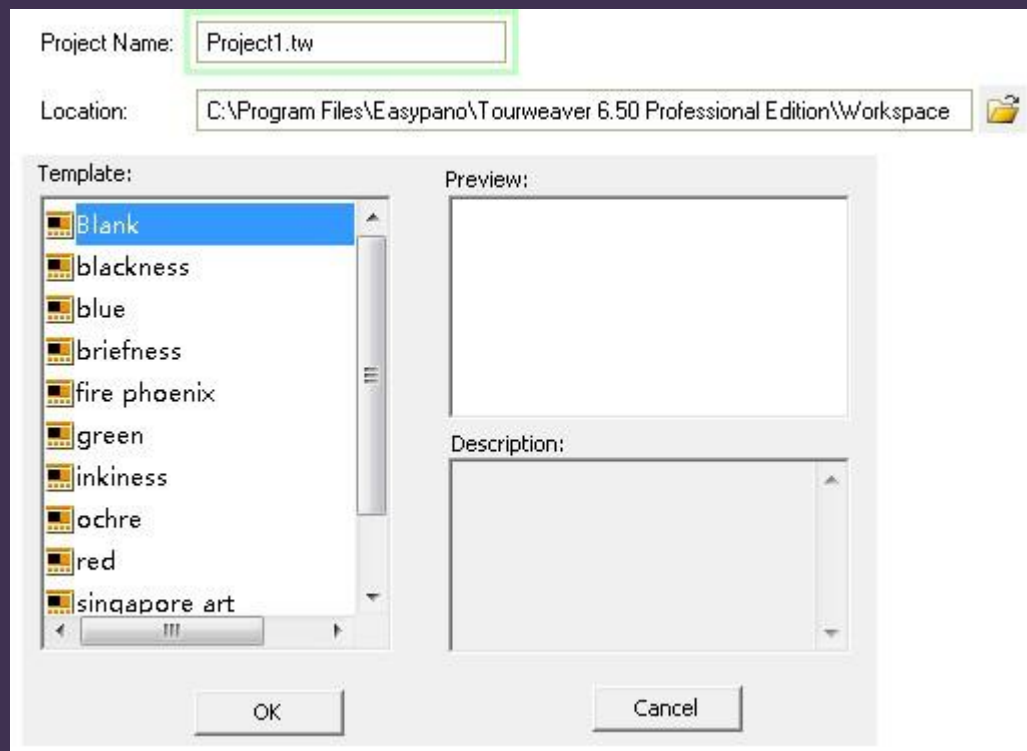
■ Create a New Project

To make virtual tour with Tourweaver, you should create a new project in Tourweaver first. There are two ways to create a new project:

▶ Create project from skin template

To create project from skin template is to create a project with an existed skin template. The steps are as below:

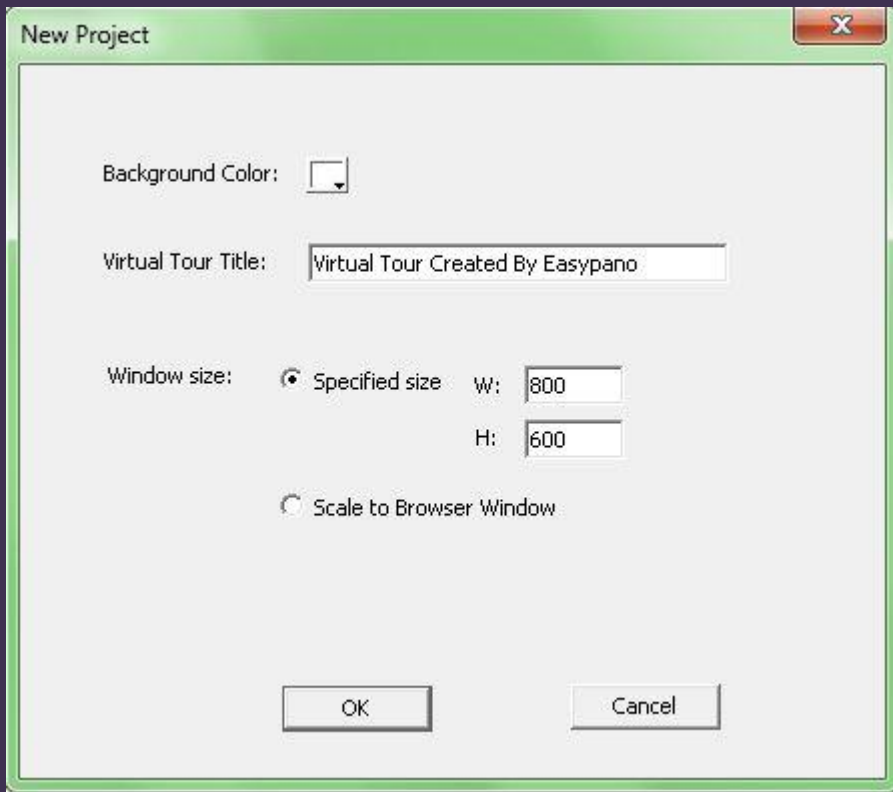
1. Select File>New Project
2. Input project name and the directory to save that project
3. To select a skin template from the template list
4. Click OK



▶ **Create project from blank skin**

To create project from blank skin is to design a tour skin from scratch. The steps are as below:

1. Select File>New Project
2. Input project name and the directory to save that project
3. Select Blank from template list and click OK.
4. It will pop up a window.
5. Set background Color, virtual tour title, background image and Window size.
6. Click OK.



 Tip: You can also reset the window size when you publish your tour.

■ Save Project

If you want to stop the work and quit Tourweaver7 during making a virtual tour, you can save the operations and settings as a .tw file which is a project file. Therefore you can continue the work instead of doing from scratch next time. That will save large amount of your time.

■ Open a Project

To open an existed project in Tourweaver7, please go to *File>Open* and select relative file in the popup window.

■ Support Project Files from Old Version

Tourweaver7 supports the vtp project files from Tourweaver 1.3 and tw files from Tourweaver 4.00, 5.00 and 6.0. Nevertheless some contents of the projects will be converted. The changes are concluded as below:

Components in old project file (tw1.3)	To be converted or deleted in new project file(tw7)
SceneDescription Tour Components	TextArea Component
TextLink and Label Tour Components	Text Component

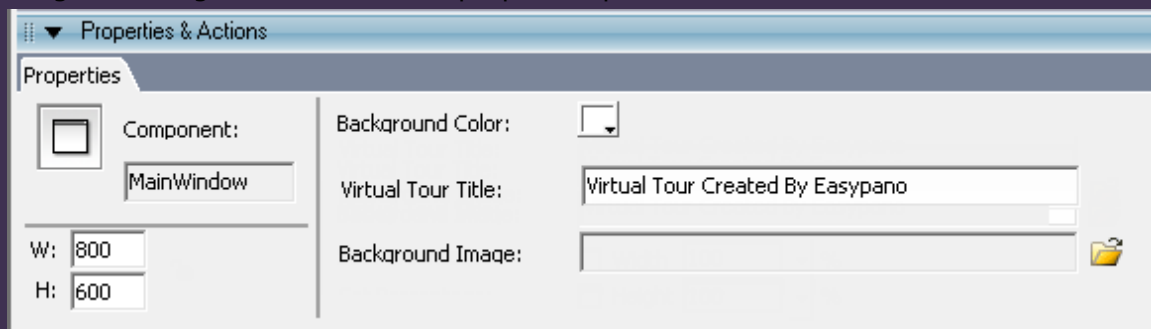
CompanyInfo Tour Components	deleted
Statusbar Tour Components	deleted

Make Virtual Tour Skin

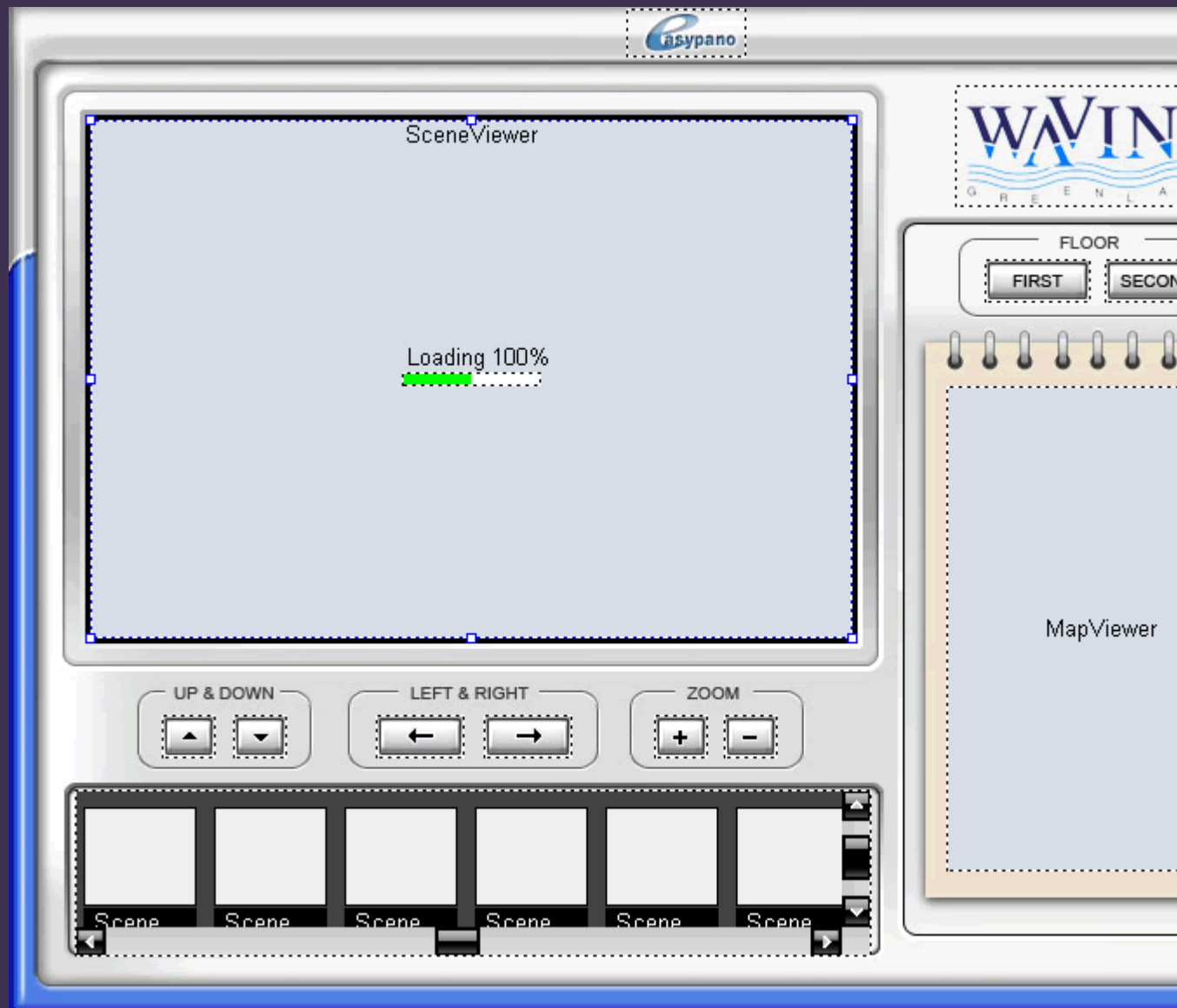
You can customize your own virtual tour skin to get a unique virtual tour. Virtual tour skin includes *Main Window* and *Loading Window*.

Create New Skin and Add Components to Skin

1. Click *File>New Project*, select *Template>Blank* from the popup *New Project* window. The skin editing interface will appear.
2. Click the blank area of the skin editing interface, and set a title, background image or background color in the properties panel as below.



3. Add components from toolbox to the proper location on the skin, like Scene Viewer, Map Viewer, Button, and Thumbnail etc. See below for the details (take [adding SceneViewer](#) as an example.)



Note: In Main Window, you could only add one SceneViewer, one MapViewer and one Movie Controller.

Import Skin from Skin List into Current Project

When making virtual tour, you can use an existed skin template by importing a skin file to save your time.

To import tour skin, please do the following:

1. Select the desired skin from *Skin List*
2. Double click the skin
3. Click *OK* from the popup window. Then the selected skin is applied to the current project.



Note: When the skin is applied by the current project, some parameters may need to be reset like *Listbox* value.

Edit Components on Skin

How to Edit Components on Skin

Skin is composed of multiple components. For more details about the components that make up skin, please refer to [Toolbox](#).

■ Add and Delete components on skin

When building a tour skin, you can add the needed components from Toolbox to Main Window. Or you can delete the components which you no longer want from Main Window.

Add

1. Move your mouse onto Toolbox
2. Click the component you want to add
3. Then move your mouse onto Main Window
4. Click the blank part of Main Window to place this component

Delete

1. Select the component which you're going to delete from Main Window
2. Press *Delete* key or *Backspace* key to delete the component

■ Copy and Paste components on skin

You can create a new component in a fast way by copy and paste.

Follow the steps below to copy and paste:

1. Select the component you want to duplicate
2. Right click your mouse to open the popup menu and choose Copy. Or press *Ctrl+C* to copy the component.
3. Go to Main Window and right click your mouse and choose Paste. Or press *Ctrl+V* to paste the component.



Tips: Select the component and meanwhile press *Ctrl*. Then use your mouse to drag the component to another position and release. Then another component is duplicated.

■ Move and Lock components on skin

You can move component to a proper position by mouse or keyboard. After you adjust a component, you can then lock it so that it can't change any more.

Move

1. Select component
2. Use mouse to drag the component or use arrow keys to adjust the component to the proper place.

Lock

1. Select the component you're going to lock
2. Right click your mouse and choose *Lock* from the popup menu to lock that component. If you want unlock it, just click *Lock* again.

■ Layout components on skin

You can draw and lay out component by the layout tools in Toolbar. For more information, see [Layout Toolbar](#).

■ Group components on skin

You can set several components into a group so that they're like one component when you operate them. For example, there are a series of buttons created on Main Window. If you want to select and move them at the same time, you can set them into a group.

When select a group, you can see its x, y, W and H on Properties panel. You can also edit these values. But you're not able to edit any single component in this group. So if you want to edit a certain component in a group, you have to ungroup them first. You can't add another component to a group. But you can ungroup them and then make a new group.

Create a Group

1. Select all the components you're going to group like hotspots, radars, etc.
2. Select *Layout>Group* or press *Ctrl+G*.

Ungroup

1. Select the group you're going to ungroup
2. Select *Layout>Ungroup* or press *Ctrl+Shift+G*.

Using Ruler, Guide Line and Grid

When you make virtual tour skin, you can choose to show ruler and guides which may help you to precisely arrange the components on skin. When using guides, there will be vertical and horizontal lines listed on Main Window. You can snap

components to guides to easily lay out the components. Or you can use grid which is similar to guides so that you can also snap components to grid.

Using Ruler

When you choose to show ruler, it will be displayed at top and left edge of Main Window. The default unit is pixel. If ruler is used, when you move any component on Main Window, you will see a black rectangular area moving at ruler to indicate the size of this component and its movement.

To show or hide ruler:

- ▶ Select *View>ruler* or right click on skin and choose *ruler* from the pop-up menu.

Using Guides

Make sure rulers are already visible on Main Window. Then you can use selection tool to drag the horizontal and vertical guides from ruler to Main Window. You can move, lock, hide or delete the guides. You can snap components to guides, change guides color, or clear all guides from Main Window.

▣ Show or hide guides

- ▶ Select *View>Guides>Showguides*



Note: If the *Grid* is shown and *snap to grid* is selected, then when you drag a new guide it will be aligned to grid.

▣ Open or close *Snap to Grid*

- ▶ Select *View>Grid>Snap to Grid*



Note: If guide line falls between two grid lines, then *Snap to guides* has precedence over *snap to grid*

▣ Move Guides

1. Select *View>Ruler* to ensure the ruler is shown
2. Use selection tool to click anywhere on ruler and drag guides to the desired position of Main Window.

▣ Delete guides

- ▶ If the guides are unlocked, then use selection tool to drag it back to rulers. For more details about lock and unlock of guides, please refer to the following steps.

▣ Lock guides

- ▶ Select *View>Guides>Lockguides*



Note: You can also use *Lock guides* from *Editing guides* window (*View>Guides>Edit Guides*). For more details, please refer to the following steps ([Set guides preferences](#)).

■ Clear Guides

- ▶ Select *View>Guides>Clear guides*

Using Grid

If *Grid* is shown, you will see a series of lines appearing in the background. You can align components with grid. You can also customize the size and color of *Grid*.

■ Show or hide Grid

- ▶ Select *View>Grid>Show Grid*
- ▶ Press *Ctrl+G*

■ Open or close Snap to Grid

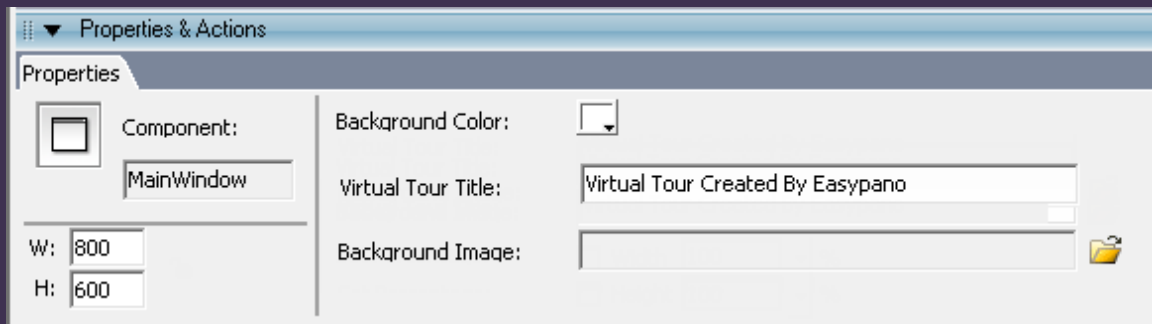
- ▶ Select *View>Grid>Snap to Grid*

■ Set Grid preferences

- ▶ Select *View>Grid>Edit Grid*
- ▶ To modify grid color, click triangle in color window and choose the right color from palette
- ▶ The default grid color is set to gray
- ▶ Select or cancel *Show Grid*
- ▶ Select or cancel *Snap to Grid* to open or close this function
- ▶ Enter the proper value in the textbox of horizontal space and vertical space to set the grid space
- ▶ As to align accuracy, please select an option from the popup menu
- ▶ Click *Save default value* to set the current settings as default

Set Skin Properties

If you want to set properties for virtual tour skin, please access *Main Window* and click on the blank part of it. Then open Properties panel to set skin properties. The skin Properties panel is shown as below:



Add Skin to Skin List from Current Project or Local

You can not only export the tour skin in current project as a skin template but also add the existed skin files from local to Skin List for future use.




Note: Some values will be lost during exporting like text area, combobox, listbox, etc.


▣ How to export tour skin

1. Select *File>Export Skin*
2. Type the name for the skin and select the folder for saving the skin in the popup window
3. Click *OK* and the skin in the current project is saved into Skin List.

▣ How to add skins outside the current project

1. Open *Skin List panel*
2. Click  under the panel
3. Select the desired skin file which you're going to add into Skin list in the popup window
4. Click *OK* and the selected skin is added into the Skin List

▣ Create folders to organize these skins in the Skin List

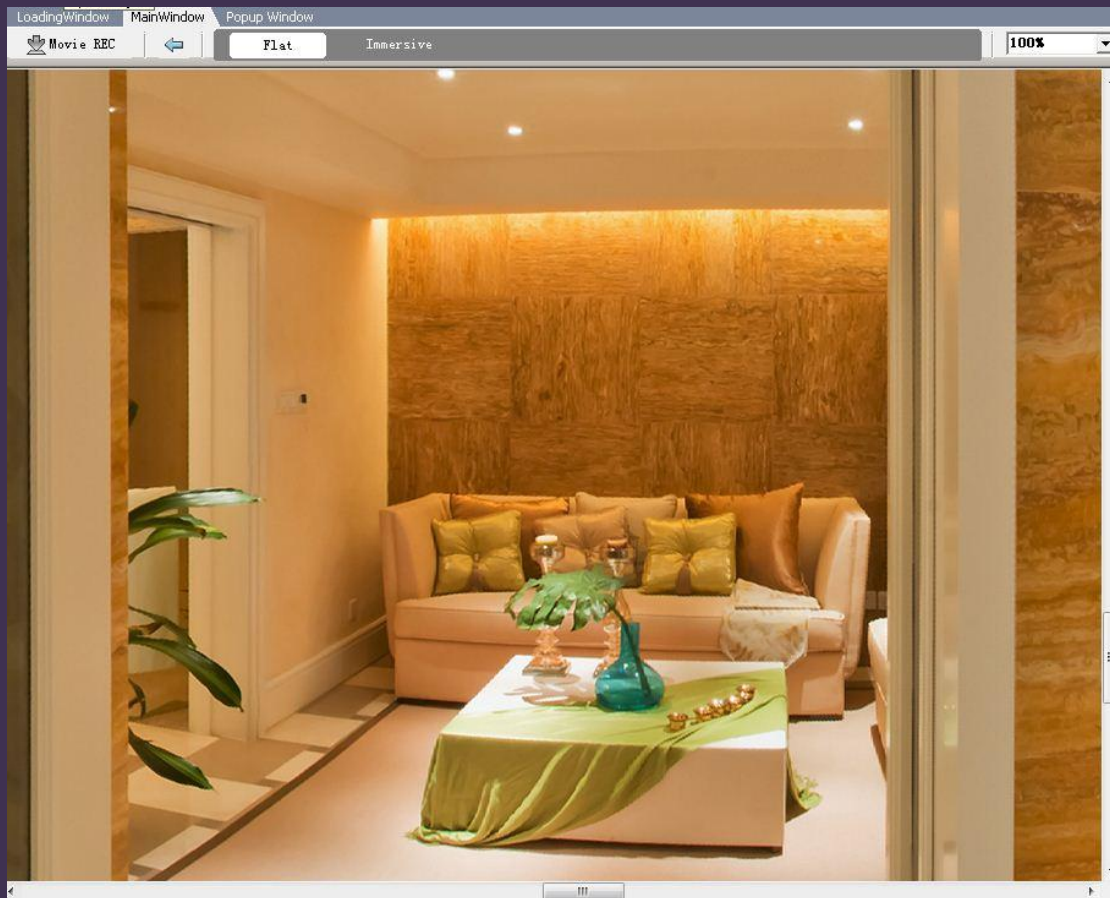
1. Open *Skin List panel*
2. Click  to create a folder and name the folder like Real Estate
3. Select all the relative skins and press the left key of mouse. Drag mouse to the Real Estate folder and release. Then all these skins are moved into Real Estate folder.

Using Stage

Stage is the place where you edit tours. It includes Main Window, Loading Window and Popup Window.



Note: There are two buttons right below MainWindow: *MovieREC* and *Back*. When you click *MovieREC*, the whole MainWindow will access the state of movie editing and then the MovieREC panel will be opened automatically. If you click *Back* button, you're back to the skin editing state.



▣ Zoom on Stage at a specified percentage

You can zoom on *Stage* at a specified percentage. To view the whole stage on screen or to view a particular area at high magnification, you can change the magnification level. The minimum value for zooming out on the stage is 8%. The maximum value for zooming in on the Stage is 800%.

To magnify or reduce your view of the stage, execute any of the following:

- ▶ To zoom in or zoom out the entire stage, please select *View>Zoom in* or *View>Zoom out*
- ▶ To zoom in or zoom out at a specified percentage, please select *View>Magnification*. And select the percentage from the submenu. Or select the percentage from the zoom control at the upper-right corner.
- ▶ To scale the *Stage* to fit completely in the application window, please select *View>Magnification>Best fit*

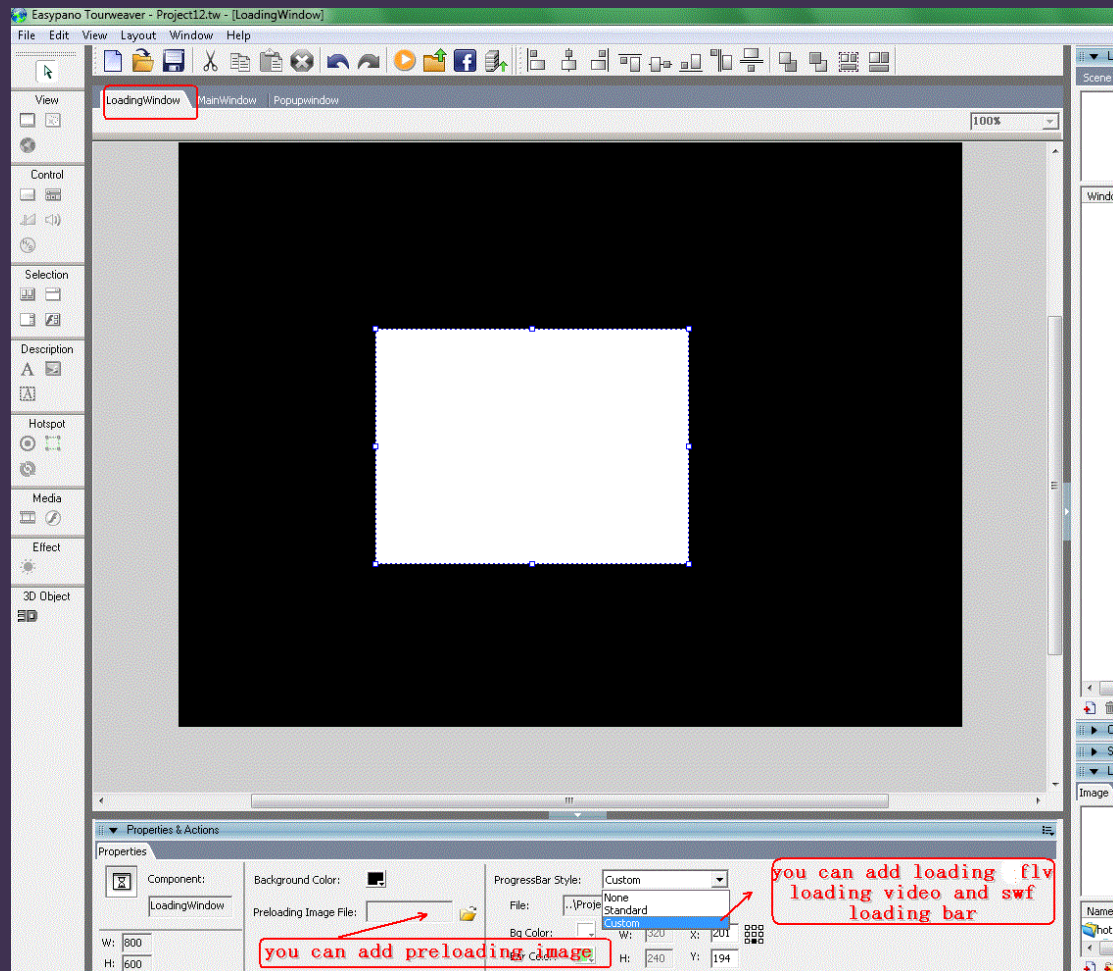
▣ Move Stage View

You can move the window in the *Stage* by dragging scrollbar. When the stage is zoomed in, you may not see the entire stage. Then you can view the whole stage by scrollbar instead of changing zoom level.

■ Set Properties for Loading Window

Open Loading Window Properties Panel to edit preloading image, background color, import the image or flash and set the progress bar.

You can set properties for *Loading Window* under its properties panel which is as below:



Background color: The background color of Loading Window. Generally the background will not show except when the size of the waiting image is smaller than that of Main Window. Under that circumstance, partial background will be shown.

Loading Image File: You can set a waiting image which will be displayed before the scenes appear.

The waiting image is the loading image appearing above the processing bar during loading tour. The area for this loading image is in the same size with that of the main window.

Loading Flash video file: You can set a waiting video which will be displayed before the scenes appear like advertisement. You could also import a customized SWF file, displaying the percentage loaded of a tour.



Note: This feature is only for Tourweaver7 Professional edition. In Standard edition, only Easypano logo is used.

Loading Progress Bar Style (Pro only): To set the style of the progress bar among *None*, *Standard*

- ▶ Select *None*. The progress bar won't appear in Loading Window.
- ▶ Select *Standard*. You could set loading percentage or kilobytes loaded, as well as the text color for the standard progress bar.

■ How to Make Waiting Image in Loading Window

You can make settings for preloading image in *Loading Window*. Tourweaver7 supports not only jpg, bmp and gif, but also flash file such as swf for preloading image.

1. Click Loading Window page on Stage
2. Open Loading Window Properties Panel to edit preloading image including background color, importing the image and setting the loading progress bar.



Note: This feature is only for Tourweaver7 Professional edition. In Standard edition, only Easypano logo is used.

■ How to Make Loading video in Loading Window

You can make settings for preloading video in *Loading Window*. Tourweaver7 supports Flash file such as swf for loading video. You could also import a customized SWF file, displaying the percentage loaded of a tour

1. Click Loading Window page on Stage
2. Open Loading Window Properties Panel to edit Loading video including Background color, importing the Flash and setting the Loading progress bar.



Note: This feature is only for Tourweaver 7 Professional edition. In Standard edition, only Easypano logo is used.

■ Set Properties for Main Window

You can set properties for *Main Window* under its properties panel which is as below:



Width/Height (Pro only): To set whether to appear as the specified percentage of the browser window width/height and specify the percentage.

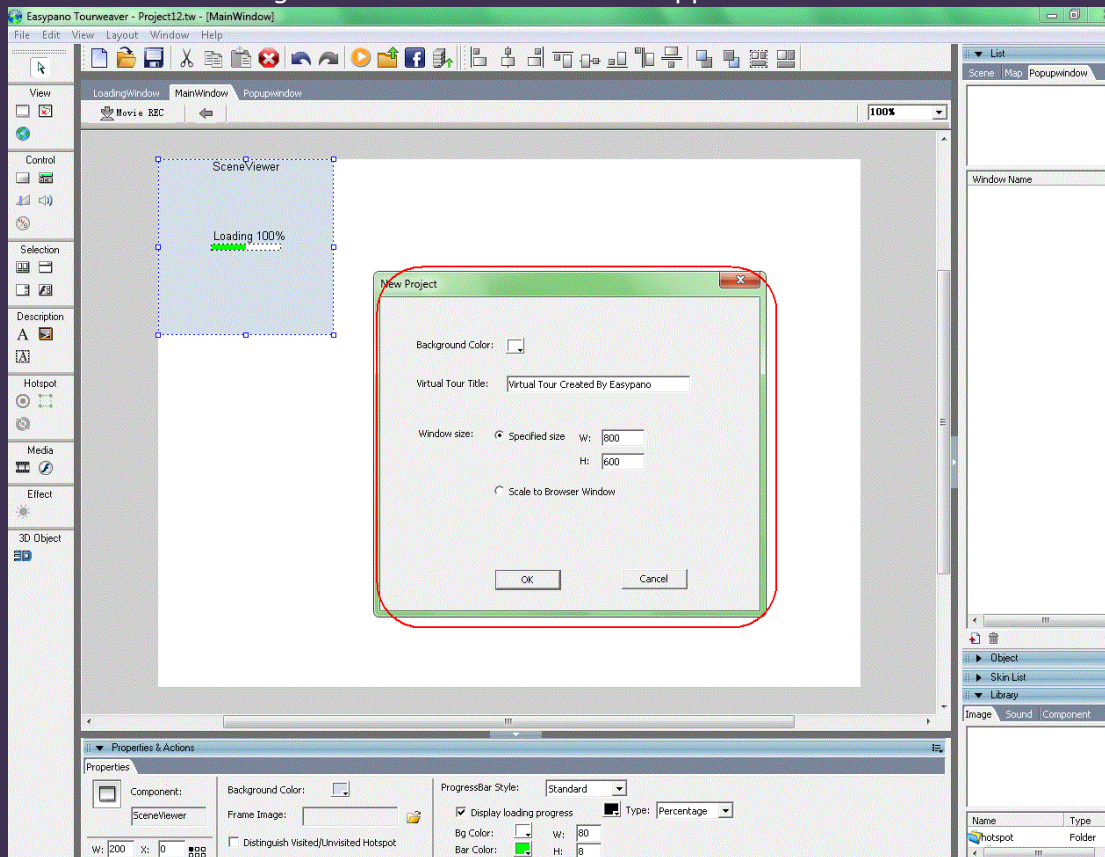


Note: When you choose open a *blank* project , you can set as following and you also can reset in the main window.

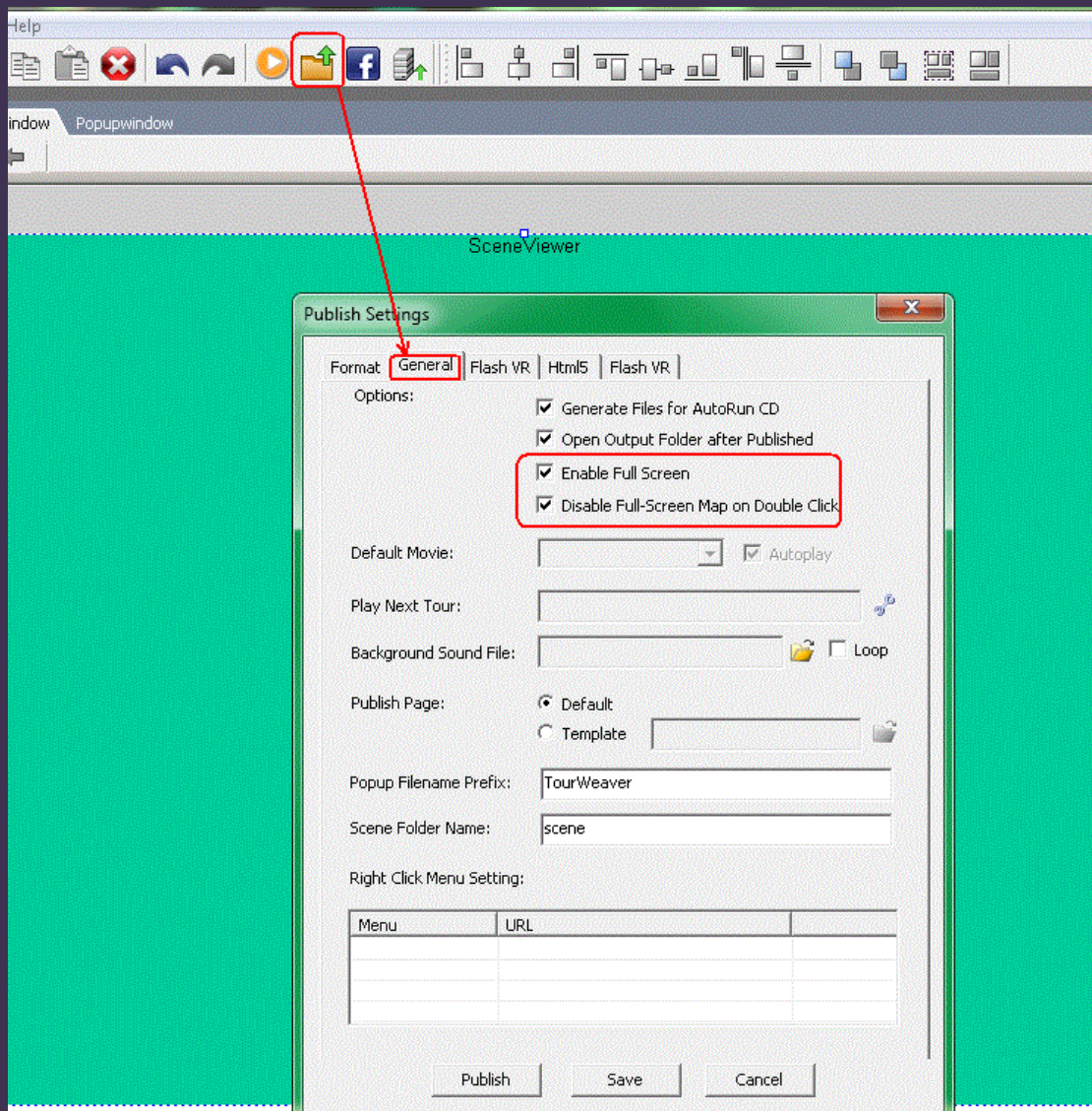
Set Window Size: To set the width/height of main window as the specified of the browser window width/height.

- ▶ If Specified *Size* selected, you can set the width/height of the main window to be a percentage of the browser.

- ▶ If *Scale to Browser Window* is selected, the width/height of main window is set to be a fixed number of pixels so that the main window is always the same size regardless of which browser it appears in.



When you publish your tour, you also can set the full screen issue.



Add Scene Viewer

Scene viewer is the component to play scenes or movies. After you place scene viewer onto Main Window or PopupWindow (from 7 version SceneViewer can also be added to PopupWindow), you can edit scene and record movie by it visually. Only you add scene viewer to tour, you can then see multiple scenes and movies when running tour.

■ How to add scene viewer

1. Click Scene Viewer in Toolbox
2. Click the blank part of Main Window or one of your Popup windows to place the component



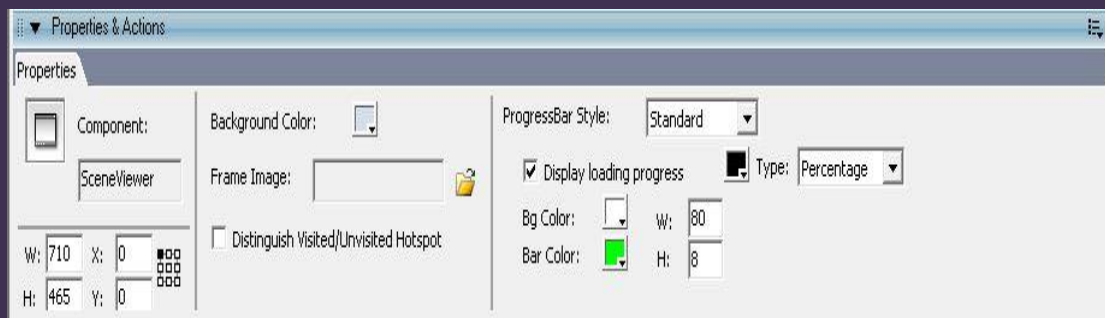
Note: You can only add ONE scene viewer in one main window and one popup window.

Refer to [Scene Viewer](#) in *Toolbox*

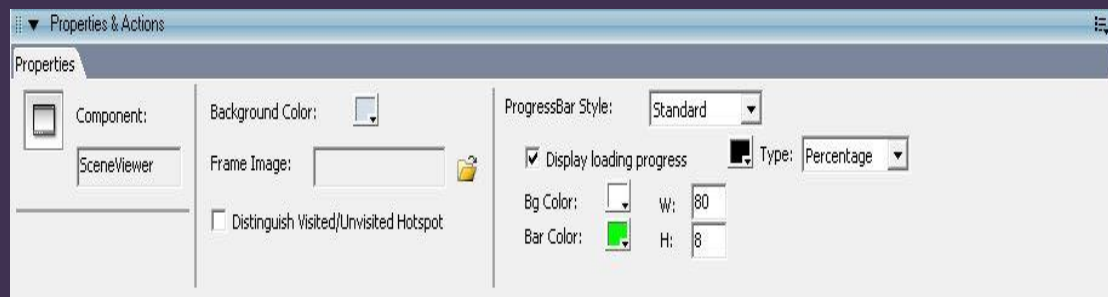
Change the Appearance of Scene Viewer

After you add scene viewer onto Main Window or Popup Window, you can then edit appearance under its Properties panel which is shown as below:

■ Main properties of SceneViewer



If you choose set *Scale to Browser Window* when you open a new project , it will be :



Background color: The background color of scene viewer. Generally the background will not show except when the scene is a still image and it's shown by Best Fit. Under that circumstance, partial viewer background will be shown.

Frame Image: The foreground image of scene viewer. For example, you can add an image with buttons designed on it as a frame image of scene viewer. So you may add button component with transparent appearance onto the image. Or you can add foreground image to scene viewer when you want the viewer shown irregularly.



Tip: In Tourweaver7 the size of *scene viewer* is default same as *main window* .Compared Tourweaver6 we delete *anchor* or adjust the size of scene viewer feature.

Progress Bar Style (Pro only): Refer to [Loading Window](#). You could also set loading percentage or kilobytes loaded, as well as the text color for the standard progress bar.

Distinguish Visited/Unvisited Hotspot (Pro only): Refer to [Change Size and Appearance of Map Viewer](#).


▣ How to change appearance of Scene Viewer

1. Select *Scene viewer* on Main Window / Popup Window.
2. Modify the relative properties under the *Properties* panel of viewer.


Add/Delete, Replace and Change the Sequence of Scenes

The supported formats include JPG, BMP and GIF.


▣ Add scene

1. Go to *List* panel > *Scene* tag and click 
2. Select the scene type from scene list like *Add Spherical*.
3. Choose the right file from the file choosing window
4. Click *OK*

▣ Delete scene

1. Go to *List* panel > *Scene* tag and click on the scene you want to remove
2. Click  or press *Delete* key to remove the scene

▣ Replace scene

1. Go to *List* panel > *Scene* tag and click the scene you want to replace.
2. Click  or select *Replace* in right-click menu
3. Select the scene file you want to replace with in the *Open* dialog box.
4. Click *Open* and the scene will be replaced.





Tip: After replacement, the scene name will keep unchanged.



Note: If the size of the scene after replacement is smaller than the previous scene, then the hotspots will be refresh as the scale of the new scene.

▣ How to change the sequence of scenes

1. Go to *List* panel > *Scene* tag and click the scene you want to adjust
2. Click  and the scene will move one step upwards; click  and the scene will move one step downwards.



Tip: You can also select the scene and keep pressing your mouse and drag the scene to the place where you want it to be.



Note: The change of scene sequence will affect *SlideShow*.

How to use DayToNight feature?

For the same spot, you can take a panoramic photo during the daytime and another panorama during night, or you can also use two photos with different effects, which are taken in the same position.

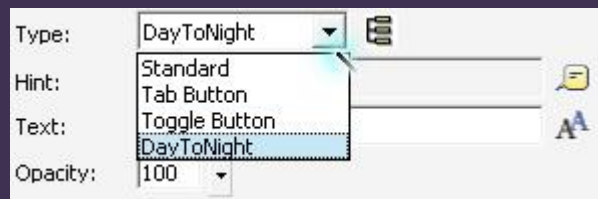
There are two steps to use this feature:


1. Add two photos taken in the same location to scene list of Tourweaver:



In the Properties panel of both scenes, **name the daytime scene as xxx_DTN and night time scene as xxx_NTD**. In this example, the two scenes are named as Panorama_DTN, and Panorama_NTD.

2. Add a button to Main Window and in its properties panel, **select type as DayToNight** like following:

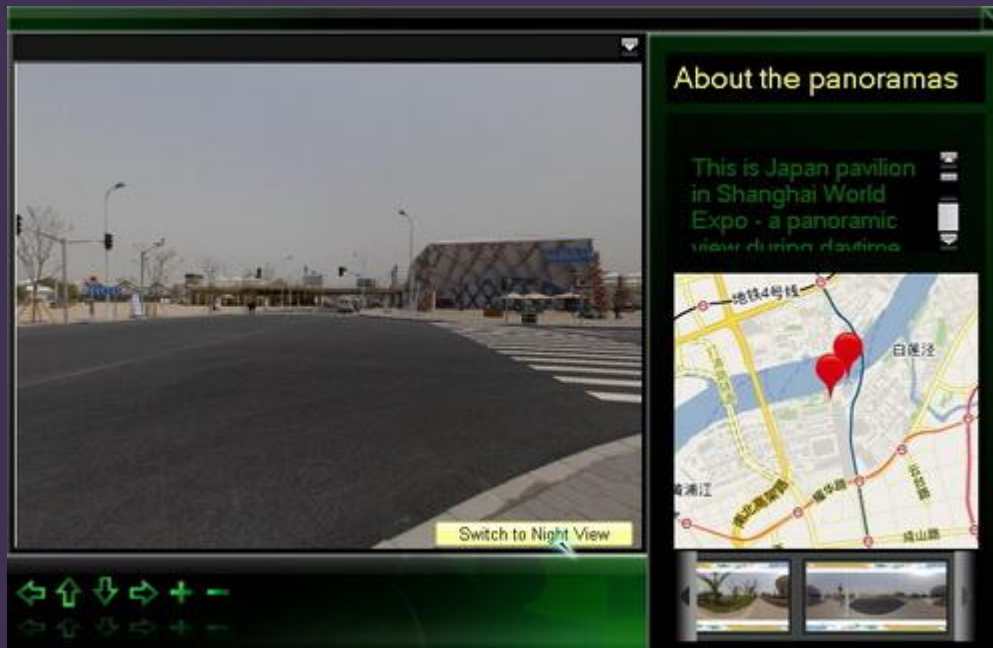


This button acts as a toggle button. You can click  to set different appearance for *day to night* and *night to day* states.

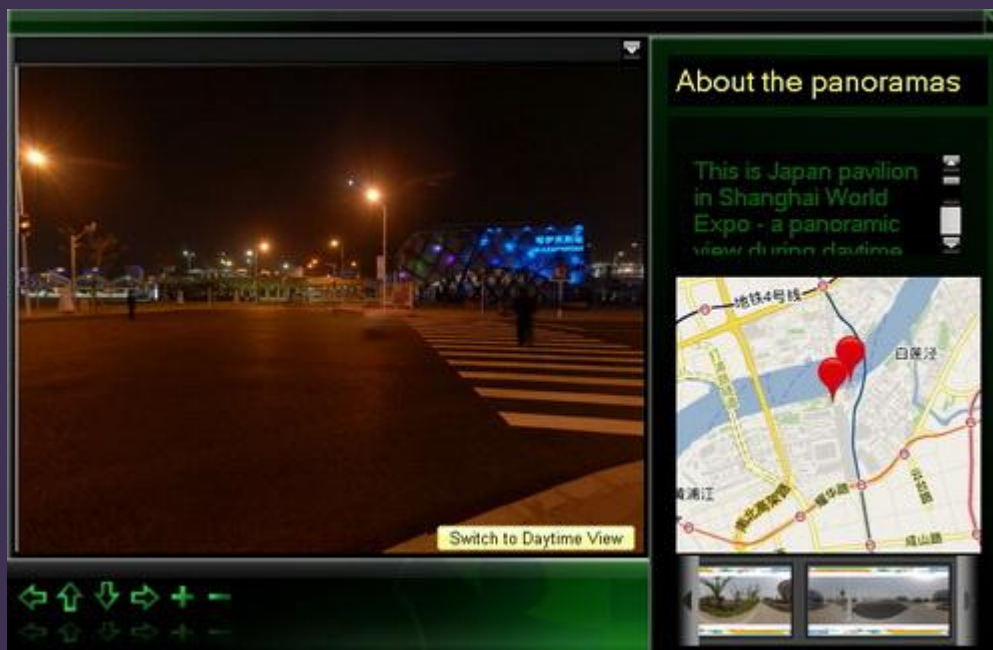
This button will only show when the scene being played is named xxx_DTN or xxx_NTD. For example, in the following tour, the scene being played is *Saudi Arabia pavillion*, so the button with the type of DayToNight does not show.



Then we switch to scene *Panorama_DTN*, and the "Switch to Night View" button shows up.



Click on it to switch to night view *Panorama_NTD*.



Note: The scenes with the name of xxx_NTD won't be included in the slideshow.

Set Scene Properties

■ How to set scene properties

1. Go to *List* panel > *Map* tag and click the scene you're going to edit
2. Open *Properties* panel and edit the relative properties of that scene

■ How to edit the common properties of the same type of components

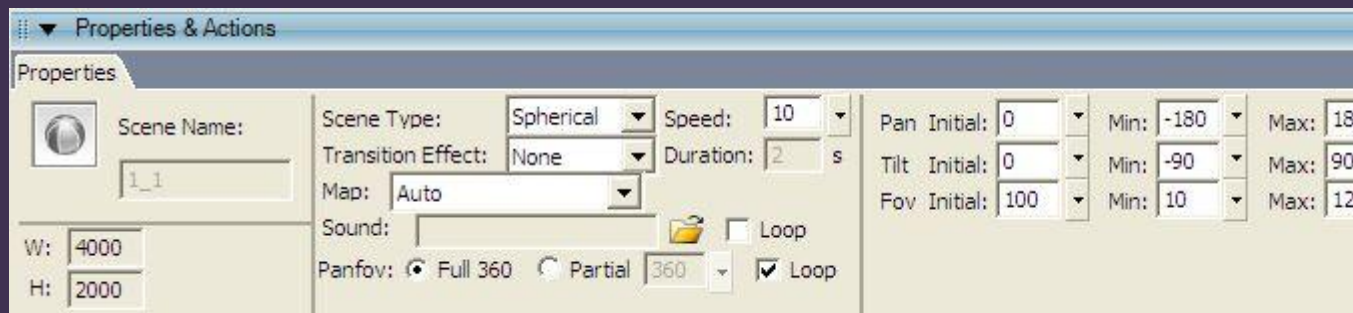
To improve your efficiency, select the same type of components (Scene, Map, Button, Thumbnail, Listbox, Combobox, Text, Image, Textarea, Hotspot, Radar, Flash or Video) and edit their common properties, refer to the following example:

▶ Select multiple scenes and the properties panel appears as below, edit the common properties of the scenes, like *Scene Type*, *Speed*, *Transition Effect*, *Duration*, *Sound*, *Loop*, *Pan/Tilt/FOV*, *Size Mode*, *X/Y/Zoom Level*, *Map* or *Panfov*:

1. Drag your mouse to select multiple scenes.

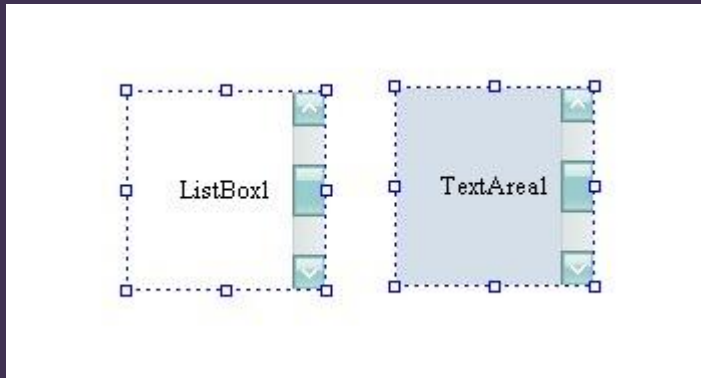


2. Set the common properties of these scenes in the properties panel. Many properties are editable.

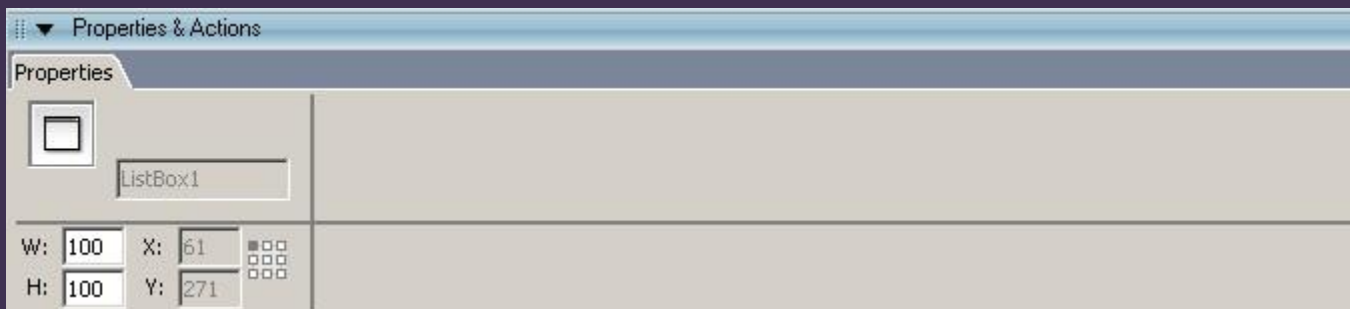


▶ Also, you could select different type of components and edit their common properties if there are any. See below:

1. Drag your mouse to select ListBox and ComboBox on the Main Window.

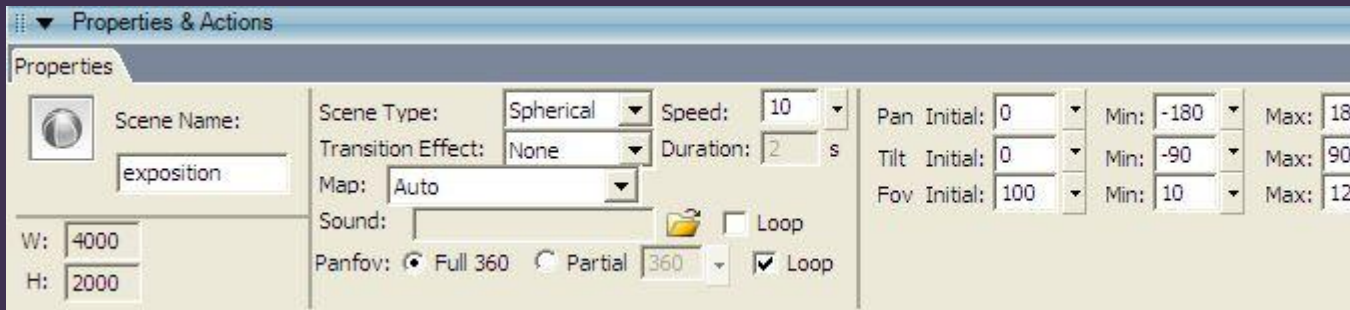


2. Select a button and a Combo, the properties panel appear as below, only W/H is editable.



■ Set Properties for Spherical Panorama

The Properties panel of spherical panorama is shown as below:



Scene Name: The name of the scene.

Scene Type: The type of the scene. Scene viewer will change the method to run according to different scene types. In Tourweaver 7, these types are supported: Spherical, Cylindrical, Still Image, Kaidan Oneshot, 0-360 OneShot, Remote Reality OneShot and Single fisheye.

Transition Effect: You can set the transition effect when one scene switches to another. There are six options: None, Fade in & Fade out, Blinds, Circles, Spin and Slide. The default value is set to *Fade in & Fade out*. If you choose *None*, then there will be no transition effect. When *Fade in & Fade out* is applied, the current scene will fade in and the next scene fades out. If *Blinds* is applied, the new scene will replace the current one like blinds.



Note: Except the effects mentioned above, we add more *Transition Effect* in Tourweaver7.

Transition Duration: It's the period used for one scene switching to another. The range is from 1 to 20 seconds. The initial value is 2.

Map: The map which this scene is on. When the scene is played in scene viewer, then this map will be shown in Map viewer. You can choose *Auto*, *Blank* or the specified one of all. When you choose *Auto*, the map for this scene is decided by which map the radar is on. Choosing *Blank*, then when the tour switches to the scene, the map will hide automatically. When you choose specified map of all, if the radar is not on this specified one, then the panorama properties can't refer to this scene.

Auto Rotating Speed: To set the rotating speed of panoramic scene. The range is from -100 to 100. Negative value means the panorama rotates by anti-clockwise. The initial value is 20.

Sound: To set sound for scene. If you've set sound for scene, when scene viewer plays this scene, the sound will run. If Loop is selected, the sound will be always repeated. And Loop is selected as default.



Note: In Tourweaver7 we have optimized the multi-sound control system for in the tour.

Panfov: If the panoramic image is not 360 degree in horizontal direction, you can select this radio button *Partial* and input the pan value of the panoramic image. If **Loop (Pro only)** option is ticked with *Partial* option ticked as well, the scene will automatically play back and forth (Circle play from left to right and then from right to left) when clicking on the single scene and keep looping.

Initial, Min, Max: You can control the initial angle of view and the scope of view by setting the Initial, Min and Max value of *Pan*, *Tilt* and *FOV*.

Cool Effects: Cool Effects list names of all swf files in "Flash effects" in the root directory. You could customize effects by adding swf files to the folder "Flash effects".



Note: When you first select a movie as default for tour, then any change of Pan, Tilt and FOV will not affect the movie.

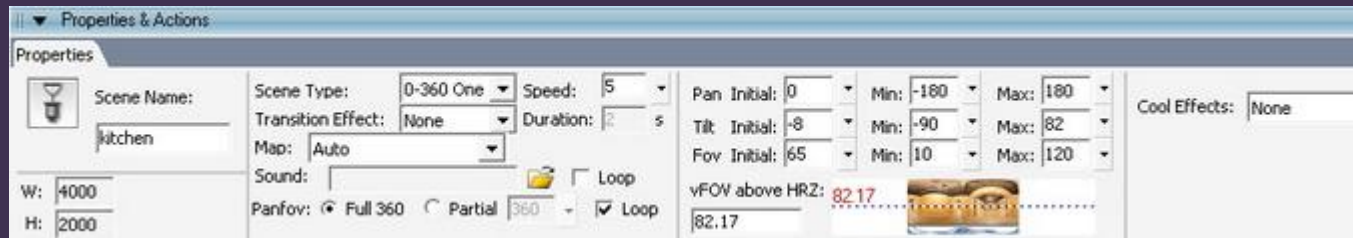
▣ **Set Properties for Cylindrical Panorama**

Please refer to *Set Properties for Spherical Panorama*.

▣ **Set Properties for Kaidan One Shot**

The properties panel of Kaidan OneShot is shown as below:

Main Properties:



vFOV above HRZ: The FOV above the horizontal line.

Loop: Refer to [Spherical Panorama](#).

■ Set Properties for 0-360 One Shot

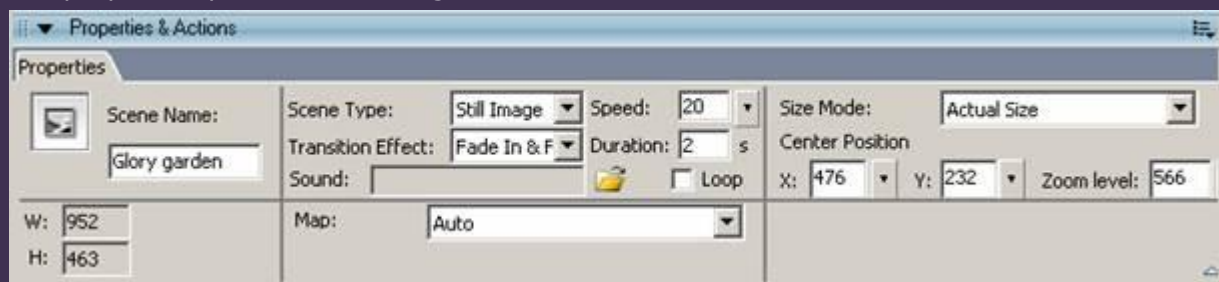
Please refer to *Set Properties for Kaidan One Shot*

■ Set Properties for Remote Reality One Shot

Please refer to *Set Properties for Kaidan One Shot*

■ Set Properties for Still Image

The properties panel of still image is shown as below:



Size Mode: To set how to display still image in scene viewer. There are two options including *Best Fit* and *Actual Size*. *Actual Size* is set as default.

Best Fit: Keep the original image proportion. Zoom in/out the image depending on the size of scene viewer.

Actual Size: Display the image by its original size in scene viewer.

Center Position X/Y: Set X, Y value for still image in the center of scene viewer.

■ Set Properties for Single Fisheye

Please refer to *Set Properties for Spherical Panorama*

For adding hotspots to scenes, please refer to [Add Hotspot on Scene](#).

Add Map Viewer

Map viewer is the component to play maps.



Refer to [Map Viewer](#) in *Toolbox*.

How to add Map Viewer

1. Click Map Viewer in Toolbox
2. Click the blank part of Main Window to place the component



Note: On MainWindow, you can only add one map viewer.

How to Change Size and Appearance of Map Viewer

After you add map viewer onto Main Window, you can then edit its size and appearance under its Properties panel which is shown as below:

Main Properties



Coordinate Grid (Pro only): To anchor map viewer at a specified position on the Main Window.

When the width and height of main window is set as the specified percentage of the browser window width/height, you could anchor map viewer by setting the location of it to make sure that map viewer stays in the same relative position when the main window width and height change. Or you could anchor map viewer or other components not in consideration of the percentage setting of main window.

Background Color: Transparent color is supported.

Hide Mapviewer Initially: To set whether to hide Mapviewer initially.

Distinguish Visited/Unvisited Hotspot/Radar (Pro only): To set whether to distinguish the visited and unvisited hotspot/radar. If selected, a hotspot will display as the third-state image of the hotspot when visited or clicked. It will display as normal if not selected.

Never Show Scroll Bar: To set whether show scroll bar or not.


Scale to Browser Window: The size of Map Viewer can be same as browser window.





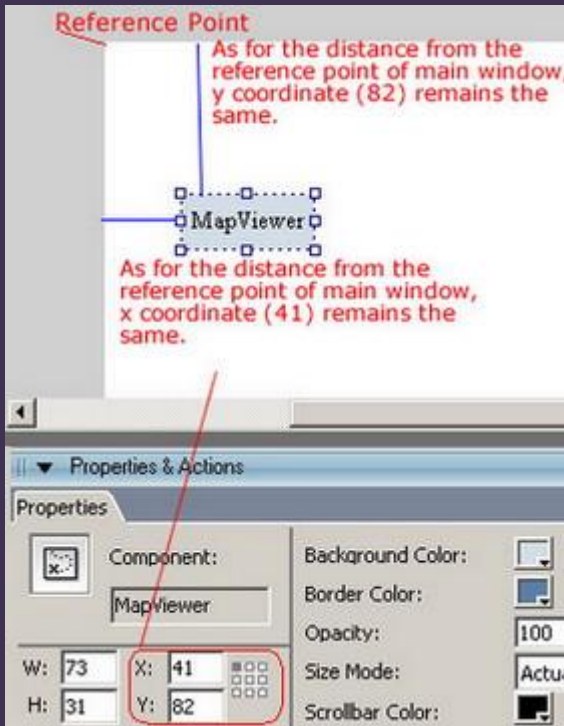

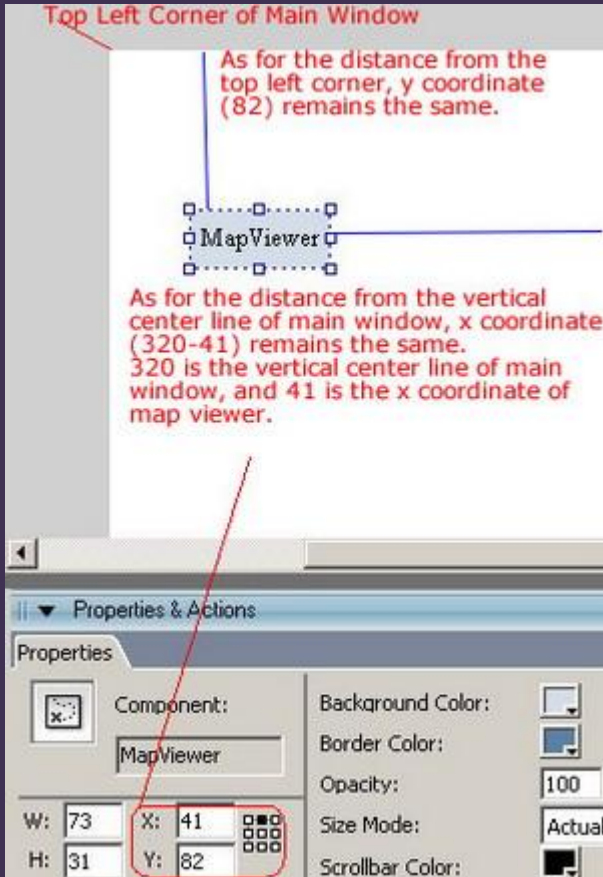
Note: The size of Mapviewer and Google maps can be same as browser from Tourweaver 7 .

■ **How to anchor Map Viewer on the Main Window?**

In the Coordinate Grid, verify that one of the squares in the grid is selected as the reference point.

For instance, click the upper-left square  in the coordinate grid to select it. The selected square becomes black. When the upper-left square is selected, the X and Y values to the left of the coordinate grid display the location of the upper-left corner of the current selection, relative to the upper-left corner of the Main Window.

By default, the upper-left square  in the coordinate grid in the properties panel is selected. Nine position options are available, see below:

Location	Description	Sample
	<p>Top Left Take the top left corner of the main window as a reference point, and keep x,y coordinates in the same relative position to the top left corner of Main Window.</p>	
	<p>Top Center X coordinate takes the horizontal center line of main window as a reference point, and stays in the same relative position. Y coordinate takes 0 as the reference point and stays in the same</p>	

relative position.



Top Right

Take the top right corner of the main window as a reference point, and keep x,y coordinates in the same relative position to the top right corner of Main Window.

Reference Point

As for distance from the top right corner of main window, y coordinate (480-82) remains the same. 480 is the height of main window, and 82 is the y coordinate of map viewer.

As for distance from the right corner, x coordinate (640-530) remains the same. 640 is the width of main window, and 530 is the x coordinate of map viewer.

Properties & Actions

Properties

Component: MapViewer

Background Color: [Color Picker]

Border Color: [Color Picker]

Opacity: 100

Size Mode: Actual Size

Scrollbar Color: [Color Picker] Never Show Scrollbar

W: 73 X: 530

H: 31 Y: 82



Left Center

Y coordinate takes the vertical center line of main window as a reference point, and stays in the same relative position. X coordinate takes 0 as the reference point and stays in the same relative

As for distance from the horizontal center line of main window, y coordinate(423-240) remains the same. 423 is the y coordinate of map viewer, and 240 is the horizontal center line of main window.

As for the distance from the bottom left corner, x coordinate (41) remains the same.

Bottom Left Corner of Main Window

Properties & Actions

Properties

Component: MapViewer

Background Color: [Color Picker]

Border Color: [Color Picker]

Opacity: 100

Size Mode: Actual

Scrollbar Color: [Color Picker]

W: 73 X: 41

H: 31 Y: 423

position.



Center

Take the center of the main window as a reference point, and keep x,y coordinates in the same relative position to the center of Main Window.

As for the distance from the horizontal center line, y coordinate (423-240) remains the same. 240 is the horizontal center line of main window, and 423 is the y coordinate of map viewer.

As for the distance from the vertical center line of main window, x coordinate (320-41) remains the same. 320 is the vertical center line, and 41 is the x coordinate of map viewer.

Properties & Actions

Properties

Component: MapViewer

Background Color: [Color Picker]

Border Color: [Color Picker]

Opacity: 100

Size Mode: Actual Size

Scrollbar Color: [Color Picker]

W: 73 X: 41 Y: 423 H: 31



Right Center

Y coordinate takes the vertical center line of main window as a reference point, and stays in the same relative position. X coordinate takes the width of main window as reference point and stays in the same relative

Top Right Corner of Main Window

As for the distance from the top right corner of main window, x coordinate (640-530) remains the same. 640 is the width of the current main window and 530 is the x coordinate of map viewer.

As for the distance from the horizontal center line of main window, y coordinate (240-82) remains the same. 240 is the horizontal center line of main window, and 82 is the y coordinate of map viewer.

Properties & Actions

Properties

Component: MapViewer

Background Color: [Color Picker]


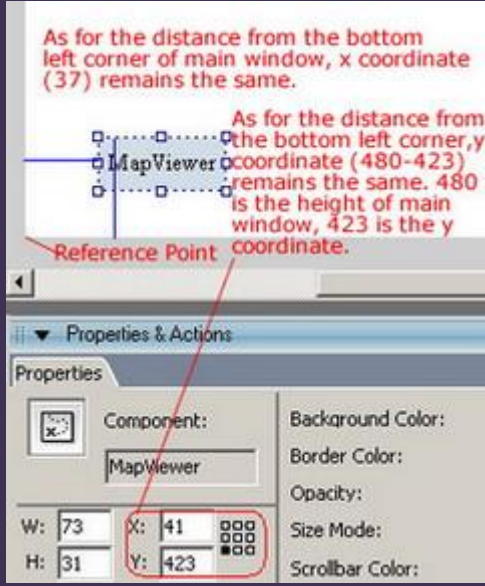

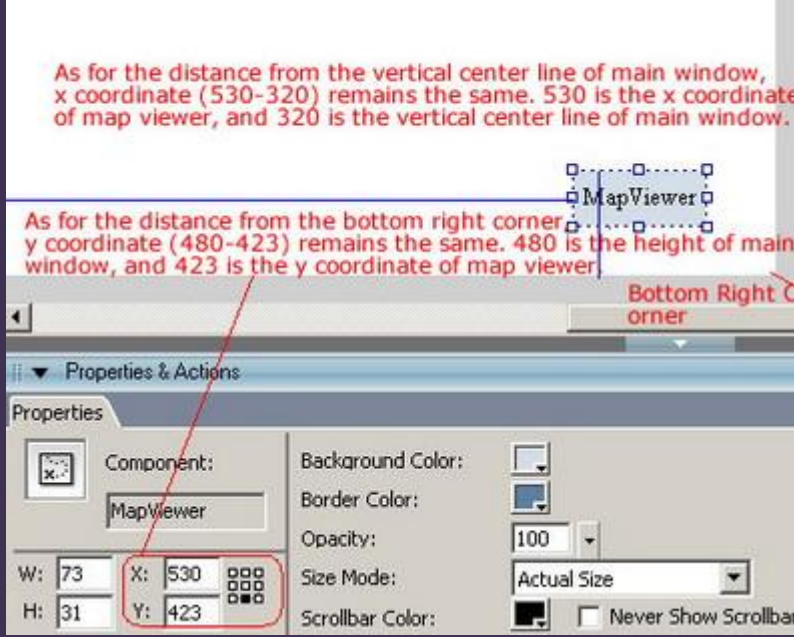
Border Color: [Color Picker]

Opacity: 100

Size Mode: Actual Size

Scrollbar Color: [Color Picker] Never Show Scrollba

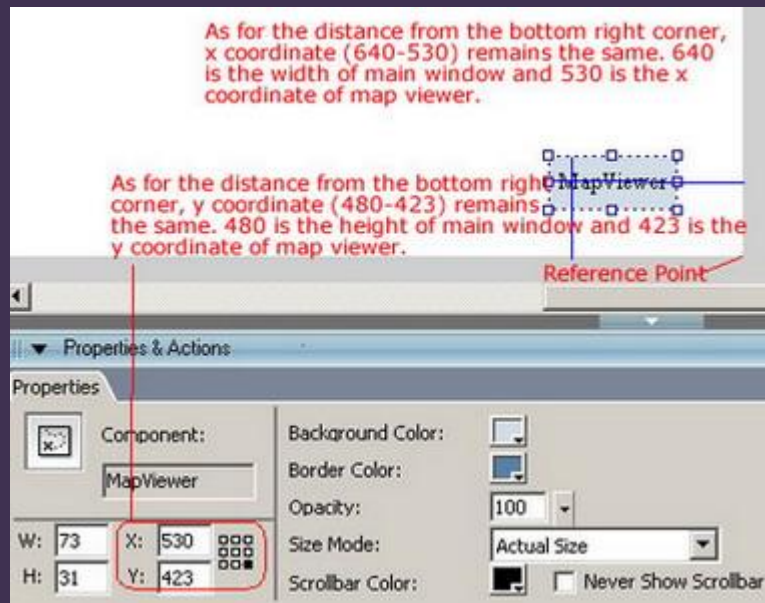
W: 73 X: 530 Y: 82 H: 31

	<p>position.</p> <p>Bottom Left</p> <p>Take the bottom left corner of the main window as a reference point, and keep x,y coordinates in the same relative position to the bottom left corner.</p>	 <p>As for the distance from the bottom left corner of main window, x coordinate (37) remains the same.</p> <p>As for the distance from the bottom left corner, y coordinate (480-423) remains the same. 480 is the height of main window, 423 is the y coordinate.</p> <p>Reference Point</p> <p>Properties & Actions</p> <p>Properties</p> <p>Component: MapViewer</p> <p>Background Color:</p> <p>Border Color:</p> <p>Opacity:</p> <p>Size Mode:</p> <p>Scrollbar Color:</p> <p>W: 73 X: 41 Y: 423 H: 31</p>
	<p>Bottom Center</p> <p>X coordinate takes the horizontal center line of main window as a reference point, and stays in the same relative position. Y coordinate takes the height of main window as reference point and stays in the same relative position.</p>	 <p>As for the distance from the vertical center line of main window, x coordinate (530-320) remains the same. 530 is the x coordinate of map viewer, and 320 is the vertical center line of main window.</p> <p>As for the distance from the bottom right corner, y coordinate (480-423) remains the same. 480 is the height of main window, and 423 is the y coordinate of map viewer.</p> <p>Bottom Right Corner</p> <p>Properties & Actions</p> <p>Properties</p> <p>Component: MapViewer</p> <p>Background Color:</p> <p>Border Color:</p> <p>Opacity: 100</p> <p>Size Mode: Actual Size</p> <p>Scrollbar Color: <input type="checkbox"/> Never Show Scrollbar</p> <p>W: 73 X: 530 Y: 423 H: 31</p>



Bottom Right

Take the bottom right corner of the main window as a reference point, and keep x,y coordinates in the same relative position to the bottom right corner.



How to change size and appearance

1. Select *Map viewer* on Main Window
2. Modify the relative properties under its properties panel. For more details, please refer to [Change Size and Appearance of Scene Viewer](#).

Add, Delete or Replace Map

The supported formats include JPG, BMP and GIF.

Add map

1. Go to List panel>Map tag and click
2. Choose the right image you want to add as a map from image choosing window
3. Click OK

Delete map

1. Go to List panel>Map tag and click the map which you want to remove from map list
2. Then click or press the Delete key to remove that map



Note: In Standard edition, you are limited to adding one map.

Replace map

1. Go to List panel>Map tag and click the map you want to replace

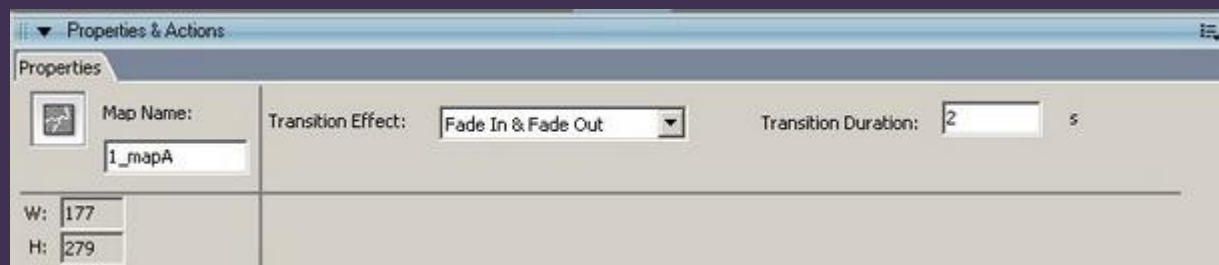
2. Right click your mouse and choose Replace from popup menu
3. Choose the right image you want to use to replace the original one from the dialogue box
4. Click OK. Then the original image is replaced with the new one. But the map name will remain.



Note: In case the old map and the new one are not in the same size, then the location of hotspots and radar on it may change. Hence, you should have some tiny adjustment.

Set Map Properties

Main Properties of Map



Transition Effect: You can set the transition effect when one map switches to another. There are three options: *None*, *Fade in & Fade out*, *Blinds* and *Zoom in*. The default value is set to *Fade in & Fade out*. If you choose *None*, then there will be no transition effect. When *Fade in & Fade out* is applied, the current map will fade in and the next map fades out. If *Blinds* is applied, the new map will replace the current one like blinds.

Transition Duration: It's the period used for one map switching to another. The range is from 1 to 20 seconds. The initial value is 2.

▣ How to set map properties

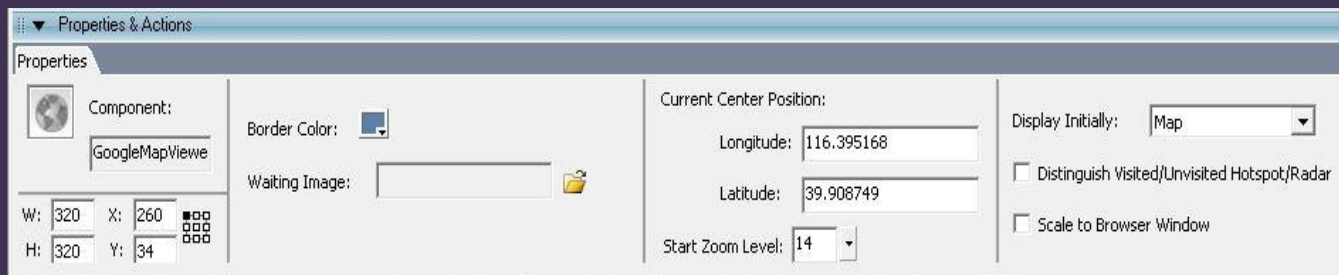
1. Go to *List* panel > *Map* tag and click the map you're going to make settings.
2. Then open *Properties* panel and edit the relative properties of that map.

Add 2D /3D Google Maps

With Tourweaver 7, you could include a Google Maps window direct on the viewer, place hotspots or radars on the map and link them to actions Tourweaver provides.

As to how to add Google Maps, please refer to [How to Add Map Viewer](#)

► Set Google Maps Properties



W/H/X/Y: They could all be adjusted.

Border Color: Refer to [How to Change Size and Appearance of Map Viewer](#).

Current Center Position: The current map position. Display Latitude and Longitude of the current center position.

Start Zoom Level: Initial zoom level, 14 is by default.

Display Initially: There are four options to choose from: *Traffic*, *Map*, *Satellite*, and *Earth*. If you'd like to display navigation controls on Google maps, then tick the option *Display Navigation controls on Google Maps*.

Scale to Browser Window: Google maps can be same as browser from Tourweaver 7.

Add Hotspot/Radar to Google Maps

Refer to [Add Hotspot/Radar on Map](#)




Note: map and Google maps can be added to scene viewer together, while in full screen mode, only one of the two can be displayed.

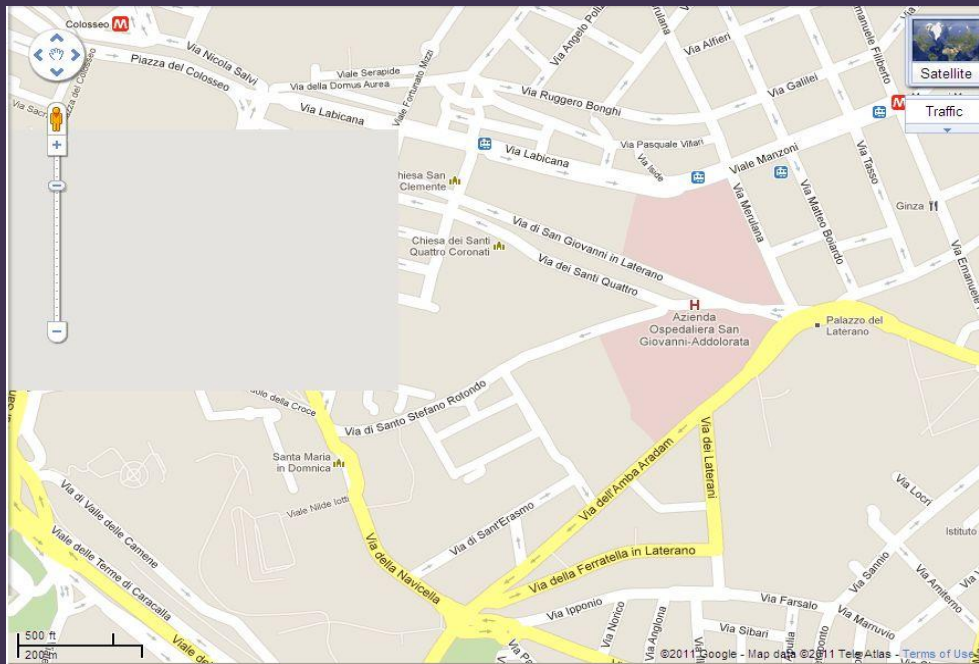
Add Hotspot in Google Maps Street View (HTML5 format only)

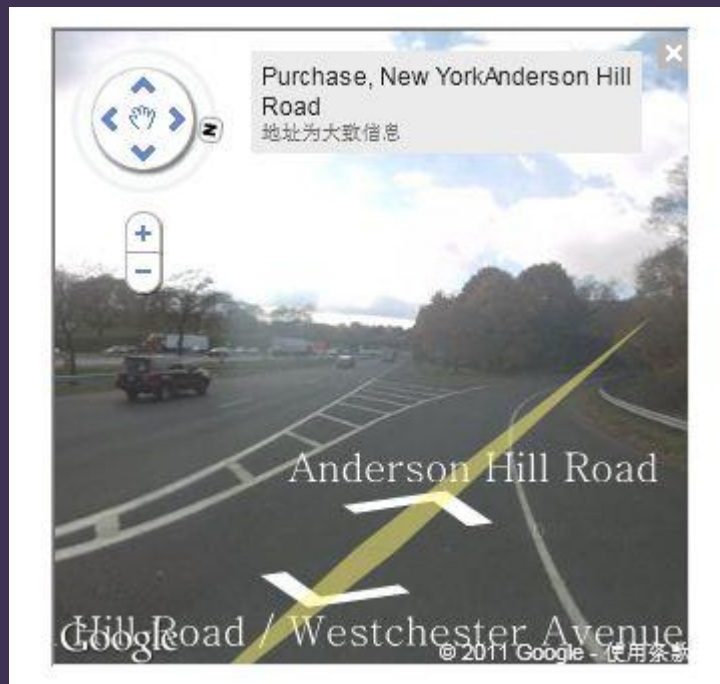
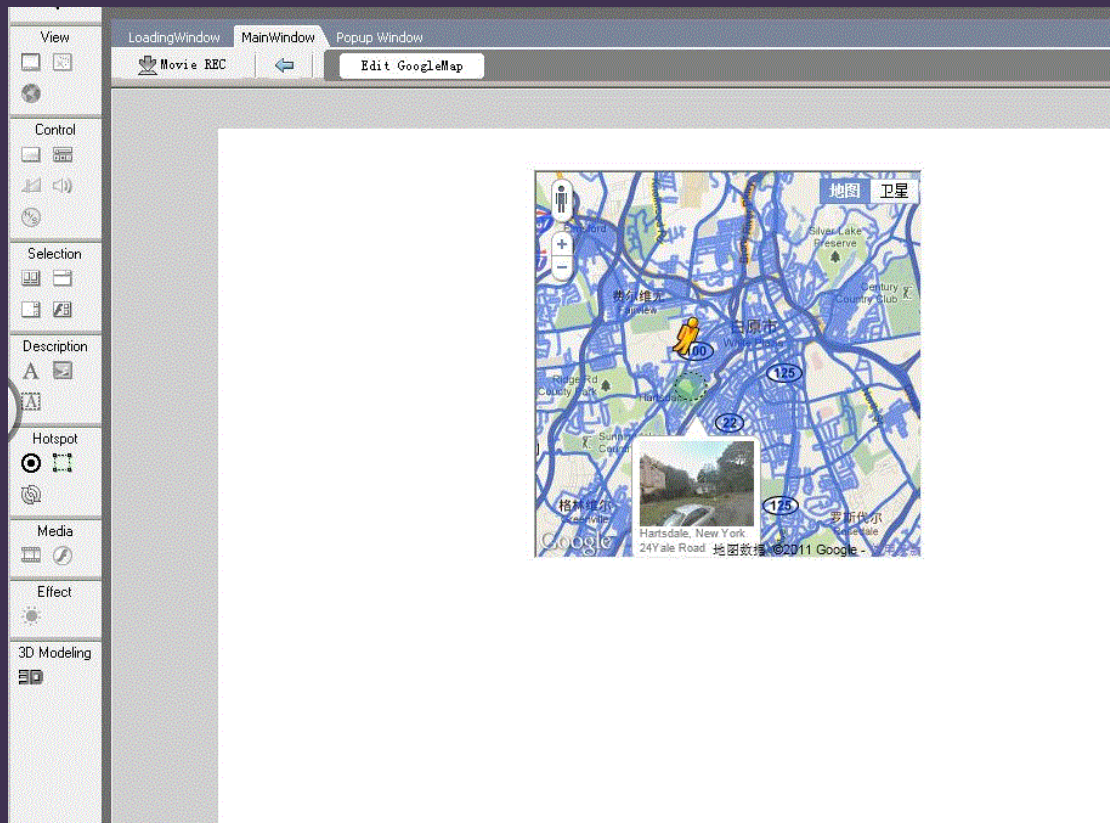
You can place hotspots in Google Maps Street View and link them to actions Tourweaver7 provides. In the virtual tour you made by Tourweaver 7, you could enter Google Maps Street View window directly on the viewer.

How to add hotspot /radar in Google Maps Street Viewer

1. Add Google Map first.
2. Double click Google Map to enter Google Map 2D model.
3. Add *Hotspot* and *radar* in 2D model.
4. Click and drag Pegman  to the place you add *hotspot/radar* to enter Google Maps street view.
5. In the 3D model ,drag *Hotspot* to the place you want to present and right click to add actions which links scene or pop windows for *Hotspot*

6. Click  to back Google Map 2D model.





How to view Hotspot and radar in Google Street view in your virtual tour

1. Open your virtual tour and you will see Google Map 2D model
2. Click the Hotspot and Polygon Hotspot in Google Map
3. If the Hotspot is supported enter Google Maps Street View, then click it to enter Google Maps Street View

4. After entering Google Maps Street View, you will see the Hotspot, click it to toggle its relevant action.



Note: If you click the Hotspot and Polygon Hotspot in Google Map which support 2D .They will be triggered as normal Hotspot.

Add Actions to Components

Action is one property of a component. It's an event which will be triggered when the component is clicked. You can add actions to these components: Image, Text, Button and Hotspot. Actions can be classified into several groups: [Action for Scene & Movie](#), [Action for Sound, Misc](#), [Action for Window](#), and [Action for Map](#). Regarding how to add action to component, please refer to *Set Button Action*.

Multiple Actions are supported **(Pro only)**

- ▶ As to four action groups-*Scene & Movie*, *Sound*, *Window* and *Map*, only one action can be added at most from each action group, that means four actions could be added to one component at one time, each action belonging to one of the four groups.
- ▶ As to the action group *Misc*, multiple actions from the same group can be added to one component.

[How to Add Actions to Components](#)

Action for Scene & Movie, Sound, Misc, Window and Map

▣ Actions for scene

Actions for scene are listed as below:

Item	Description
Link to scene	Link to a specified scene. When adding this action, a setting window will pop up. You can choose the right scene you want to switch to, transition effect and transition duration. For more, please refer to Link to other scene .
Left	To turn left at the scene automatically. As to detailed operations, please refer to <i>Set Button Action</i>
Right	To turn right at the scene automatically. Operations ditto.

Up	To move upwards at the scene automatically. Operations ditto.
Down	To move downwards at the scene automatically. Operations ditto.
Zoom in	To zoom in the scene. Operations ditto.
Zoom out	To zoom out the scene. Operations ditto.
Forward	Go to the next route of the current scene. Operations ditto.
Backward	Go to the previous route of the current scene. Operations ditto.
Previous scene	Go to the previous scene. Operations ditto.
Next scene	Go to the next scene. Operations ditto.
Stop	To stop the auto-rotation.
Reset	Reset the scene to its initial position.

Actions for movie are listed as below:

Item	Description
Play/Pause Movie	This is a toggle action. When it's triggered, it will switch between full screen and revert. For example, you add this action to a button. If the viewer is running tour, after you click this button, the tour movie will be paused; again click the button, the tour movie continues.
Stop Movie	To stop running movie.

▣ Actions for movie

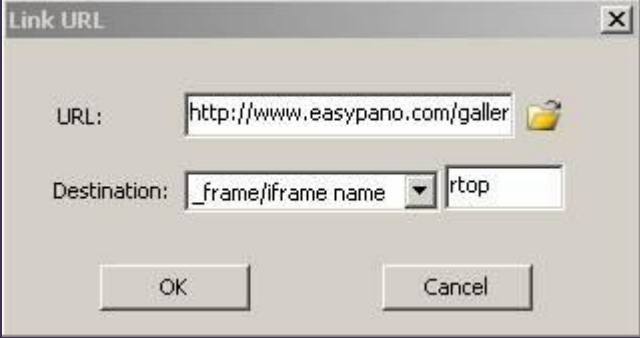
Item	Description
Play/Pause Movie	This is a toggle action. When it's triggered, it will switch between full screen and revert. For example, you add this action to

	a button. If the viewer is running tour, after you click this button, the tour movie will be paused; again click the button, the tour movie continues.
Stop Movie	To stop running movie.

▣ Actions for sound

Item	Description
Mute/Sound	This action features a toggle property. Stop or play sound. If the sound is running, then when this action is triggered, the sound will be stopped. Otherwise, the sound will be continued.
Play sound	When this action is triggered, the specified sound will be run.

▣ Actions for misc

Item	Description
Pop up Image	To link to a specified image or flash in a popup window. For more, please refer to link to other image .
Link URL	To link to a certain URL. Refer to set text action . You can also let the link refer to a certain iframe of the webpage by defining the right frame name. For example, you want a button to link to a certain iframe named 'rtop' in an html page. You can first add a button to tour skin and go to its action panel. Add <i>link URL</i> to it and make setting as following: 
Show Help	To pop up a webpage introducing Easypano Viewer. There are also copyright declaration, help manual and link for downloading viewer in the webpage.

Email To To send an email to a specified recipient. When this action is triggered, the default email client will pop up. The current virtual tour URL could be typed into the email automatically. Set *Subject*, *Body* of an email as below:



Note: *Subject*, *Body* settings only available in **pro edition**.

Print Page To print the current scene. When triggered, the system print setting window pops up.

Show/Hide Hotspot To show or hide a certain type of hotspots: including Scene Hotspot, Map Hotspot and Google ,Map Hotspot. This is an action with toggle effect. For example, you add this action to a button. If a certain type of hotspots is shown, then after you click this button, these hotspots will be hidden; another click on the button will again show these hotspots then.

Show/Hide Radar To show or hide a certain type of Radar: including Map Radar and GoogleMap Radar. This is an action with toggle effect. For example, you add this action to a button. If a certain type of radars is shown, then after you click this button, these radars will be hidden; another click on the button will again show these radars then.

Execute Script To execute JavaScript. For example, add a button to the tour skin. Then go to its action panel and add the action *execute script*. Then type the

following code: javascript:
 window.open("http://www.easypano.com"). When running the tour, click this button. The html referring to www.easypano.com will be opened.



Note: only standard JavaScript functions can be recognized.

▣ Actions for window

Item	Description
Full screen	To switch from full screen or the original size. It works to Scene Viewer and Map Viewer.
Close PopupWindow	To close the current popup window.
Open PopupWindow	To open the specified popup window and set the display effect.
Show/Hide PopupWindow	To show or hide popup window. This is an action with toggle effect. For example, you add this action to a button. After you click this button, the popup window will be hidden; another click on the button will again show the popup window.
Close PopupWindow	To close the current or specified popup window.



Tip: Multiple actions listed above can be added to one component.

▣ How to make settings in Open Popupwindow dialog box

Open Popup Window

Name:

Display Mode:

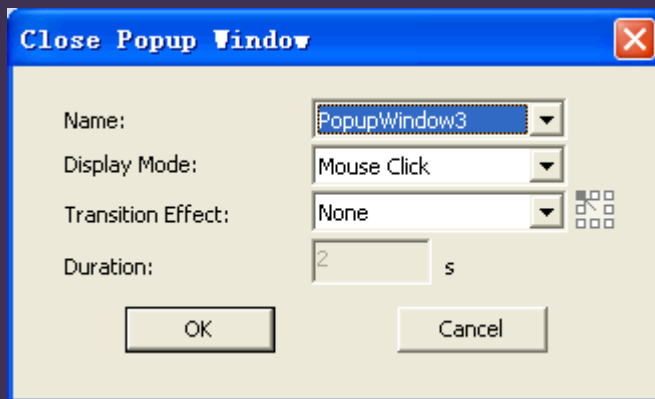
Transition Effect:

Duration: s

Location: XY Coordinates
 Target Azimuth
 Around Component

Hide Popup Window Immediately on Mouse Leave

OK Cancel



Name: To specify a certain popup window listed in *List>PopupWindow*.

Display Mode: To set the display mode of popup window. Two options are available: *Mouse Click* and *Mouse Over*.

- ▶ If *Mouse Click* is selected, a popup window will appear when you click the mouse.
- ▶ If *Mouse Over* is selected, a popup window will appear when your mouse over a component.

Transition Effects: The transition effect when switching to a popup window. Four options are available, *None*, *Fade In & Fade Out*, *Blinds*, *Fly* and *Expand/Collapse*.

- ▶ **Fly transition (Pro only):** Slides a popup window in/out from a specified direction.
- ▶ **Expand/Collapse (Pro only):** Toggle between expanding and collapsing at a specified position by clicking.

If *Fly* or *Expand/Collapse* is selected, becomes active, which indicates a starting position of popup window:



	Top Left
	Top Center
	Top Right
	Left Center
	Right Center
	Bottom Left
	Bottom Center
	Bottom Right



Duration: The period for switching to a popup window. The default value is 2s. And the range is from 1s to 20s.

Location: To set the display position of a popup window.

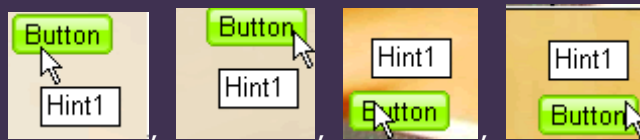
▶ **XY Coordinates:** The XY coordinates of the popup window.

▶ **Target Azimuth:** To specify the popup position in the main window. Nine

position options are available (, , , , , , , , ,

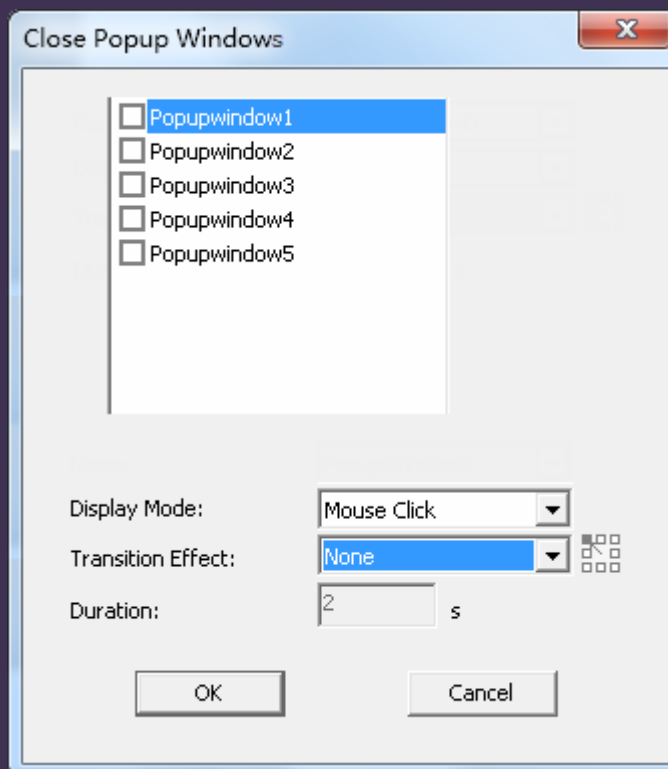
). For example, click on the top left corner of the grid , the popup window will appear on the top left corner of the main window when opening it.

▶ **Around Component:** The display location is similar to that of hint:



▣ Action for Opening or Closing multi- PopupWindows

In Tourweaver 7, you can add actions to open or close multi-popup windows at the same time. When click open popup windows or close popup windows action, all Popup windows will be list as below. Just choose the popup windows you need close or open and click then click OK.



▣ Actions for Map

Item	Description
Link to map	To link to the specified map in Map viewer. For


	example, if you're using two different maps in one tour, you can add two tab buttons above the map viewer. For each button, add <i>link to map</i> action to it so that the two buttons can refer to the two maps.
Left	To turn left at the map
Right	To turn right at the map
Up	To move upwards at the map
Down	To move downwards at the map
Zoom in	To zoom in the map in map viewer.
Zoom out	To zoom out the map in map viewer.

How to Add Actions to Components

▶After you add a button onto Main Window, you have to add an action to it; otherwise, no event will be triggered when clicking this button.

■How to set button action

Select the button on Main Window

1. Click *Action* tag from *Properties and Action* panel
2. Choose *Scene>Left* from action list
3. Click 

4. Make relative settings on popup window like *Rotating Speed* (20)



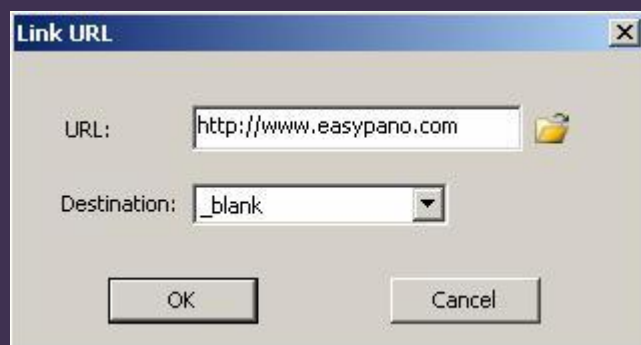
5. Click *OK*. Then an action to turn left is added to this button.

Refer to [Add Button](#) for more info.

► Set text action is to add a triggered event to Text. For example, you can add a link to certain text.

■ **How to set text action**

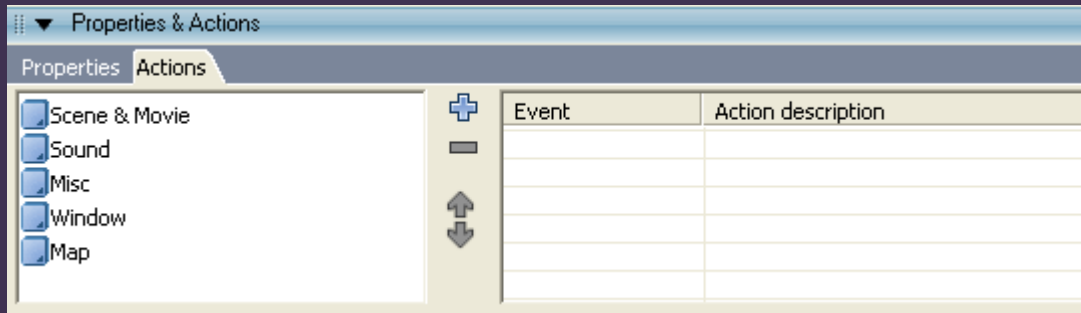
1. Add a *Text* component to Main Window and select it
2. Choose *Action* tag from *Properties and Action* panel
3. Select *Misc>Link URL* from action list
4. Click +
5. Set relative link on the popup window like <http://www.easypano.com>



6. Click *OK*

Refer to [Add Text](#) for more info.

► When you add an image component on Main Window, you can also add an action to the component.



■ **How to set action for image**

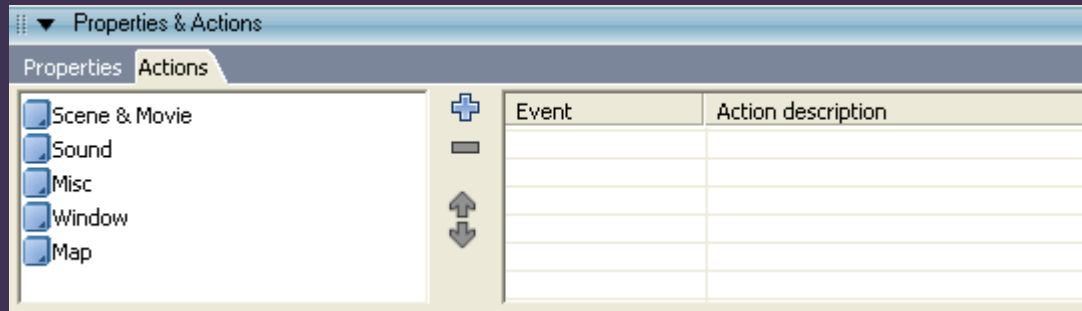
1. Select the image component which you're going to set on Main Window
2. Choose *Action* tag under *Properties and Action* panel
3. Select *Scene>Link to Scene* from action list
4. Click +
5. Make relative settings in the popup setting window like choosing scene1 for *Scene* as shown below:



6. Click *OK*. The action *Link to Scene* is added to the image component.

Refer to [Add Image](#) for more info.

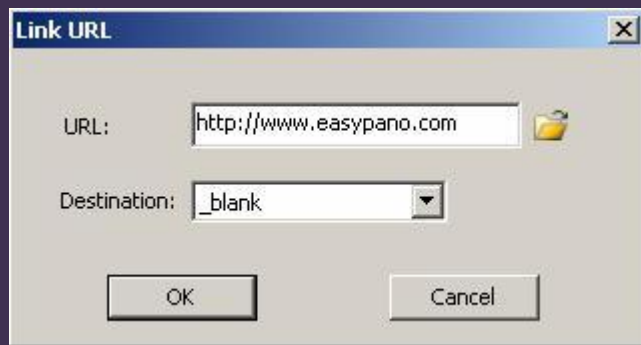
► When you add a video component on Main Window, you can also add an action to the component.



■ How to set action for video component

Take adding Link URL as an example.


1. Add a *Video* component to Main Window and select it
2. Choose *Action* tag from *Properties and Action* panel
3. Select *Misc>Link URL* from action list
4. Click **+**
5. Set relative link on the popup window like <http://www.easypano.com>



6. Click *OK*

Refer [Add Video](#) for more info.

■ How to set action for Flash component

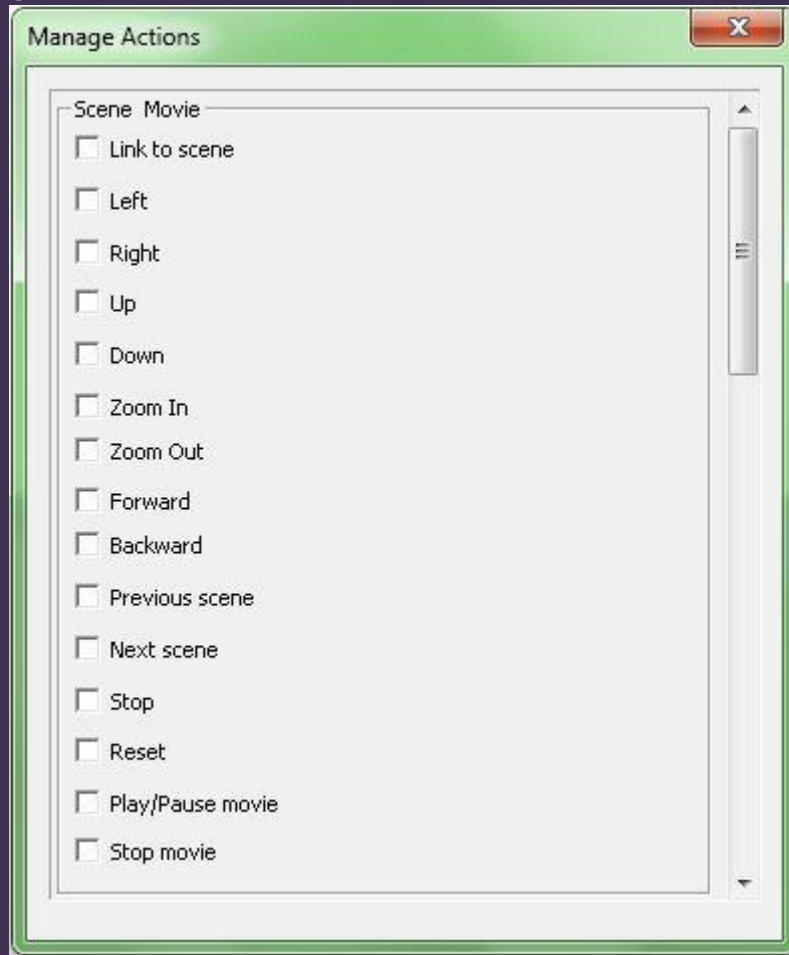
1. Click  button, then click on the scene or window you want to add it to, the flash Component will be added successfully.
2. Click *Action* tag, then the Flash Actions panel will appear.
3. Select actions from the actions panel and click **+** button. Make settings in the Popup dialog box and click *OK* to add the actions.

Refer to [Add Flash](#) for more info.

For setting actions for hotspot/radar, please refer to [Switch to Other Scene](#) and [Link to Other Image](#).

■ Optimization for Action panel in Tourweaver7

As action panel is too small, it is very inconvenient to add action by click scrolling bar. Except the previous methods of adding action, Tourweaver7 add a "Manage actions" button in hotspot and button property panel. Click it and it will popup a window like following:



Second methods : Right click the *Button*, *Hotspot*, *Image component* *Flash* and *Video* it will comes out like following :



Note: When you right click the *Button*, *Hotspot*, *Polygon Hotspot* and *Flash*, the sequence of Adding Action is different as following:

1. When you choose Button and this Button lies on the Main Window, the sequence of Adding Action is:

Left

Right

Up

Down

Zoom in

Zoom out

Play/pause Movie

Stop

Full screen

Open Popupwindow

Show/hide Popupwindow

The rest of actions element are in the "others"

2. When you choose Button, Flash or video and this Button, Flash or video lies on the Pop up Window, the sequence of Adding Action is:

Close Popupwindow

Left

Right

Up

Down

Zoom in

Zoom out

Play/pause Movie

Stop

Full screen

The rest of actions element are in the "others"

3. When you choose Hotspot, Flash or video and this Hotspot, Flash or video in the scenes, the sequence of Adding Action is:

Link to scene

Popup image

Open Popupwindow

Show/Hide Popupwindow

Link to URL

Show/Hide Hotspot

Email to

Execute Script

Play sound

Link to map

4. When you choose Polygon Hotspot and this Hotspot in the scenes , the sequence of Adding Action is: :

Popup image

Open Popupwindow

Show/Hide Popupwindow

Link to scene

Link to URL

Show/Hide Hotspot

Email to

Execute Script

Play sound

Link to map

The rest of actions element are in the "others"

Add Hotspot/Radar

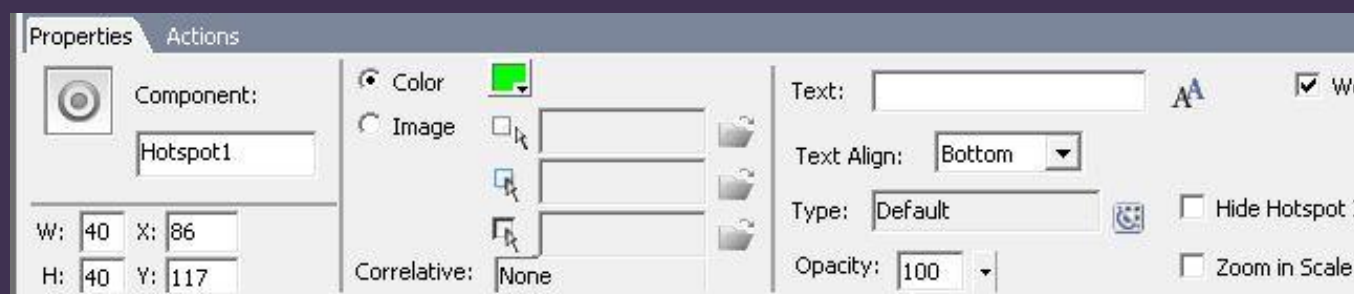
Hotspot is the area defined in an image possessing an acting link. You can add hotspot to scene or map, and add hyperlink or multiple actions to it. When this hotspot is clicked, these actions on it will be run automatically like switching to other images, running sound, linking to certain URL, or executing other operations provided in the software. There are two types of hotspot, one is the image hotspot, which you can apply customized images; the other is polygonal hotspot, whose shape is customizable.

Radar is actually a hotspot which contains a specified action to indicate the position and direction of the panorama in map. You can add hotspot to scene; or add hotspot/radar to map.



Tip: Copy and paste hotspots or flash components between scenes; Copy and paste hotspots, radars or flash components between maps.

Hotspot Properties panel



Color: Tourweaver7 provides a default style for three states hotspot. So if you set a certain color for hotspot, there will be three states of this hotspot generated automatically. For example, if you've set '00FF00' as the hotspot color, then the three states of this hotspot are as below:

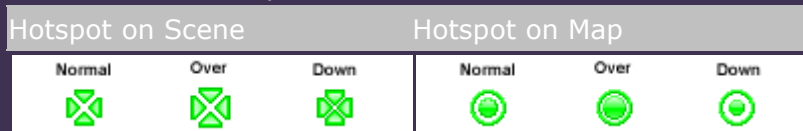
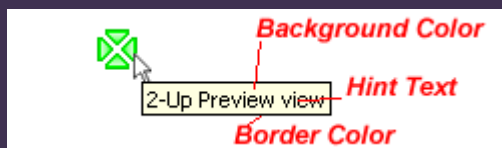


Image: You can also customize the hotspot image by importing three images for the three states of the hotspot. Each hotspot possesses three states including normal state, over state and down state. When you select xx_1.jpg as the image for normal state, the program will search xx_2.jpg and xx_3.jpg in the same folder automatically. And add them as the images of over state and down state. Therefore you may use the same prename for the three state images like xx_1.jpg, xx_2.jpg and xx_3.jpg to save your time when importing them.

Hint: The text will be the scene name which is linked to as default. But you can replace it by your own. You can also set font, size and color for the text. What's more, the hints will change if you change the relative scene which is linked to Hint supports text, image and SWF file. (Add hint inbutton)



Type: You can define hotspot type like scene hotspot, sound hotspot, etc. You can show or hide a certain type of hotspot by using "Show/Hide Hotspot".

Opacity: Refer to [Set Textarea Properties](#).

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

TextAlign: Set aligns style for hotspot.



Note: When you apply a text-image hotspot, you can adjust their positions by



TextAlign under Properties panel.

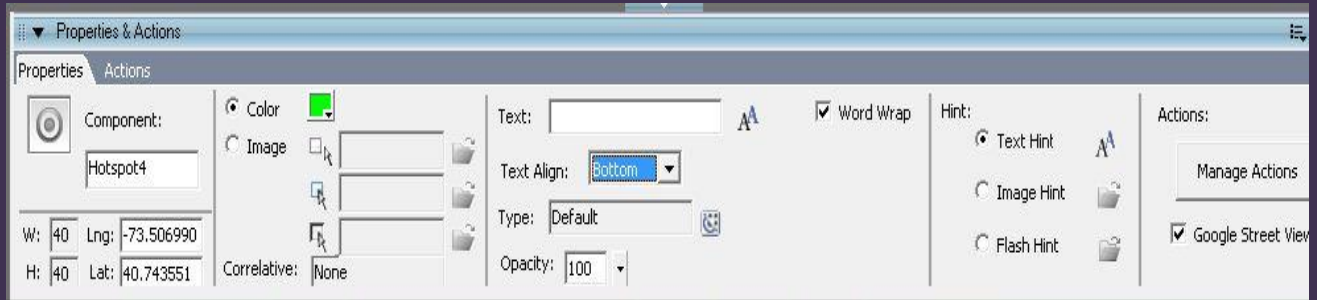
Correlative Scene: After you add Link to Scene action to hotspot, the relative scene name will be shown here.

Wordwrap: If selected, there will be multiple lines.

Hide Hotspot Initially: **To set whether to hide the hotspot initially or not.**

Zoom in Scale with FOV: Hotspot can automatically zoom with the same scale FOV is zoomed to.

Hotspot for Google Map



Notice: If you click Google Map Street View, you can add hotspot in Google Map Street View.

Properties for Polygonal hotspot



You can set Color, border color and opacity values for this polygonal hotspot, and input text to show on hotspot.

Radar Properties panel is shown at [Appearance Setting](#) of radar section.

Add Hotspot on Scene

To make virtual tour more interactive, you can add multiple hotspots on scene. For example, if you want to associate different scenes more closely, then you can add several hotspots linking to other scenes. What's more, you can also add hotspot to link to a popup image by adding *pop up image* action to it. You can find this action in *Misc*; see *Pop up Image* in *Misc*.



Tips: To add hotspot on scene, please double click the scene viewer. Then you will see the scene in *Immersive* state. What's more, you can also adjust the initial value of pan, tilt and FOV of the panorama in *Immersive* view with a WYSIWYG effect.

Hotspots can also be added to maps, see [Add Hotspot to Map](#).

How to add hotspot on scene

1. Go to scene tag under List panel



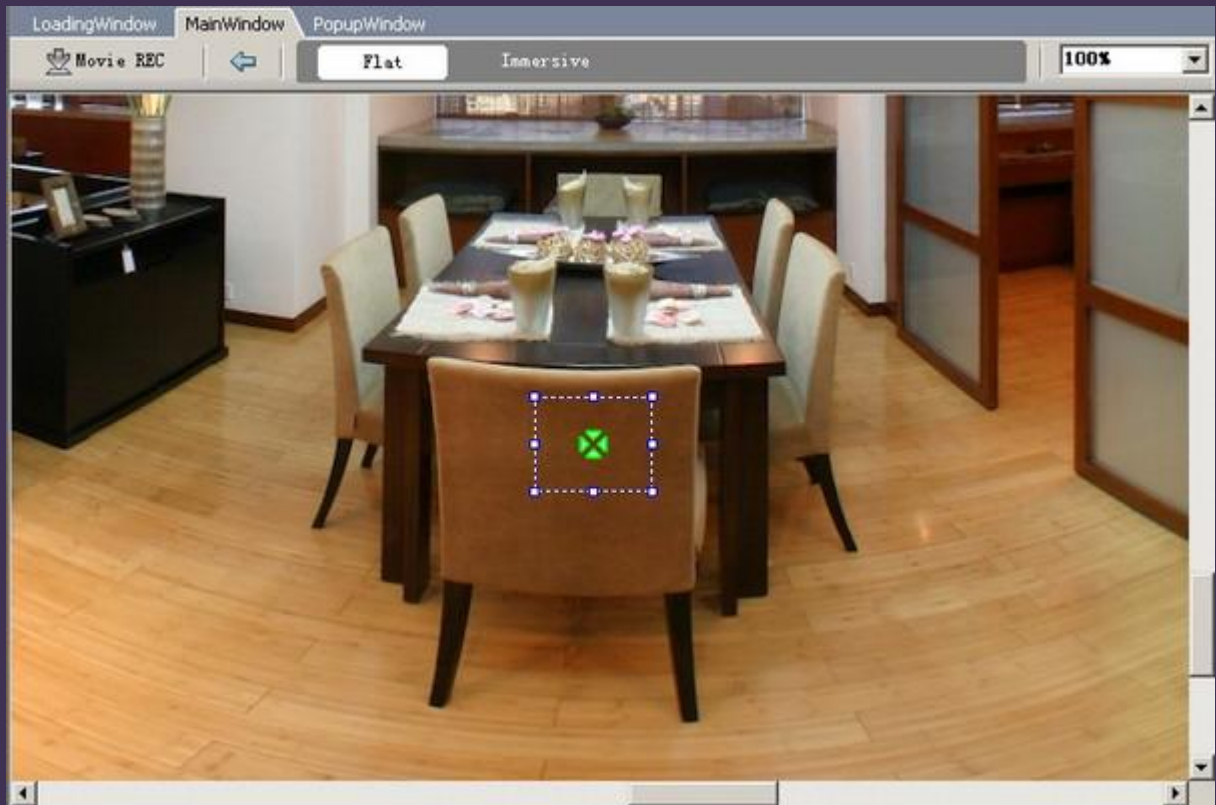
2. Double click the scene on which you want to add hotspot. Then this scene is displayed in Scene Viewer



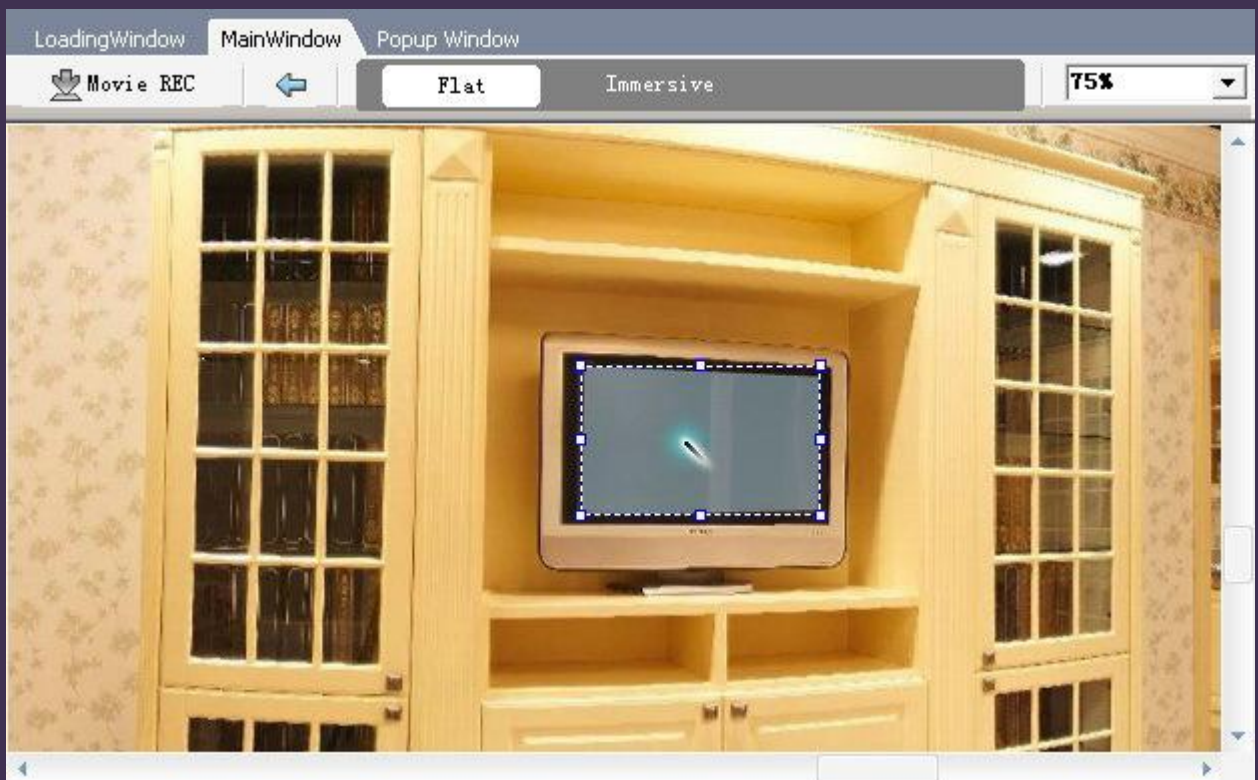
3. Click Toolbox and select hotspot or polygonal hotspot



4. Go to scene viewer and place the hotspot onto the scene




If it is a polygonal hotspot, click on the scene to draw the hotspot area and end up with a double click. All the points will be connected to form a closed area like following. You may click delete button to delete the previous points when drawing.

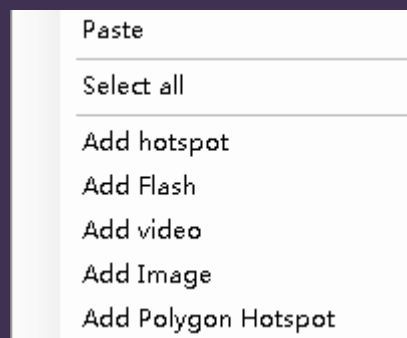


5. Set hotspot appearance under its properties panel




6. Add relative actions to the hotspot like Link to scene or Pop up Images



 **Note:** Tourweaver7 adds another adding *Hotspot* method: *right click* scene in *Immersive state* >it will come out like bellow:



Choose *add hotspot*, *add Flash*, *add video*, *add image* and *add polygon hotspot* .

 **Tips:** You can change the size of the hotspot and change the position of the hotspot by dragging hotspot .When you want to drag hotspot, put your mouse on hotspot and drag it. You can also click up left  to add hotspot in full screen state by right click adding hotspot. After you add hotspot, click Esc or click up left  to back from full screen.

[Switch to Other Scene](#)

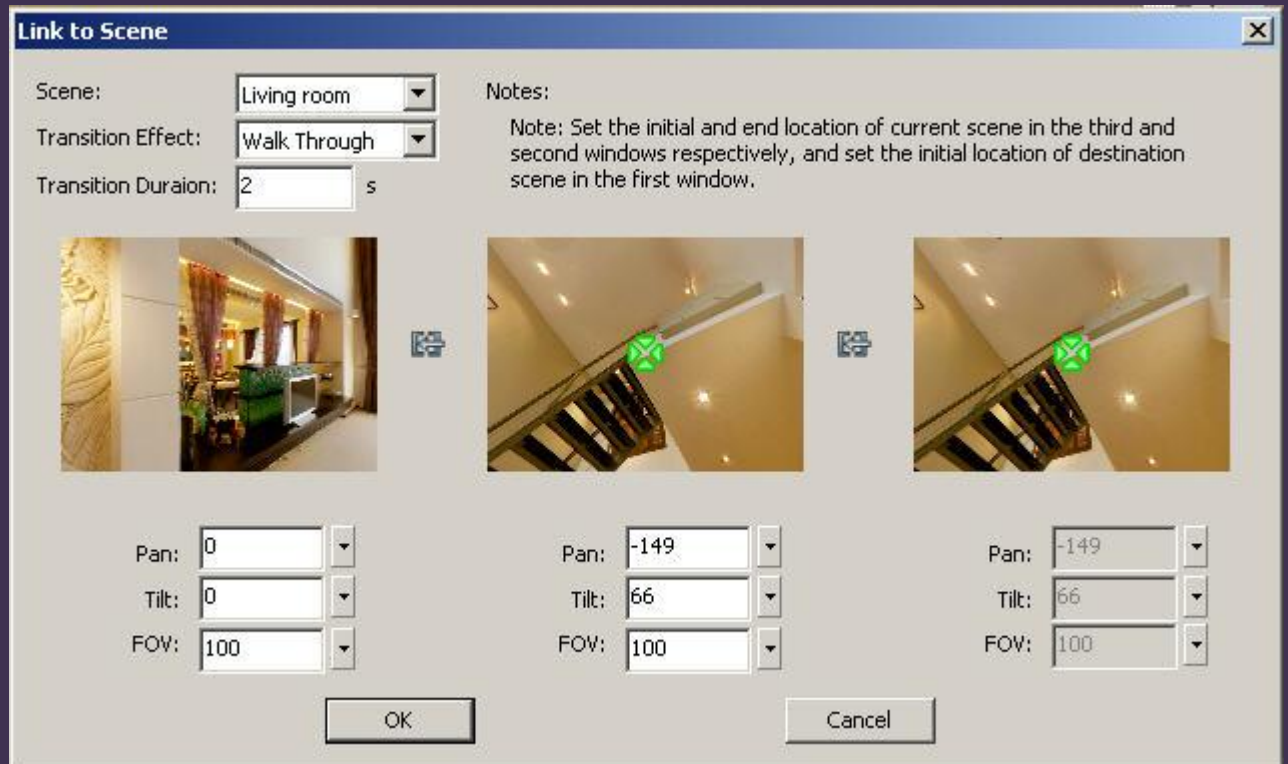
When adding *Link to scene* to scene hotspot, you can make settings to link to other scene and the relative transition effect by the setting window which is as below:



Scene: The target scene which is to be switched to.

Transition Duration: The period for switching from one scene to another. The default value is 2s. And the range is from 1s to 20s.

Transition Effect: The transition effect when switching from one scene to another. If *Walk through* is selected, you can see the following setting window and you can customize the effect.

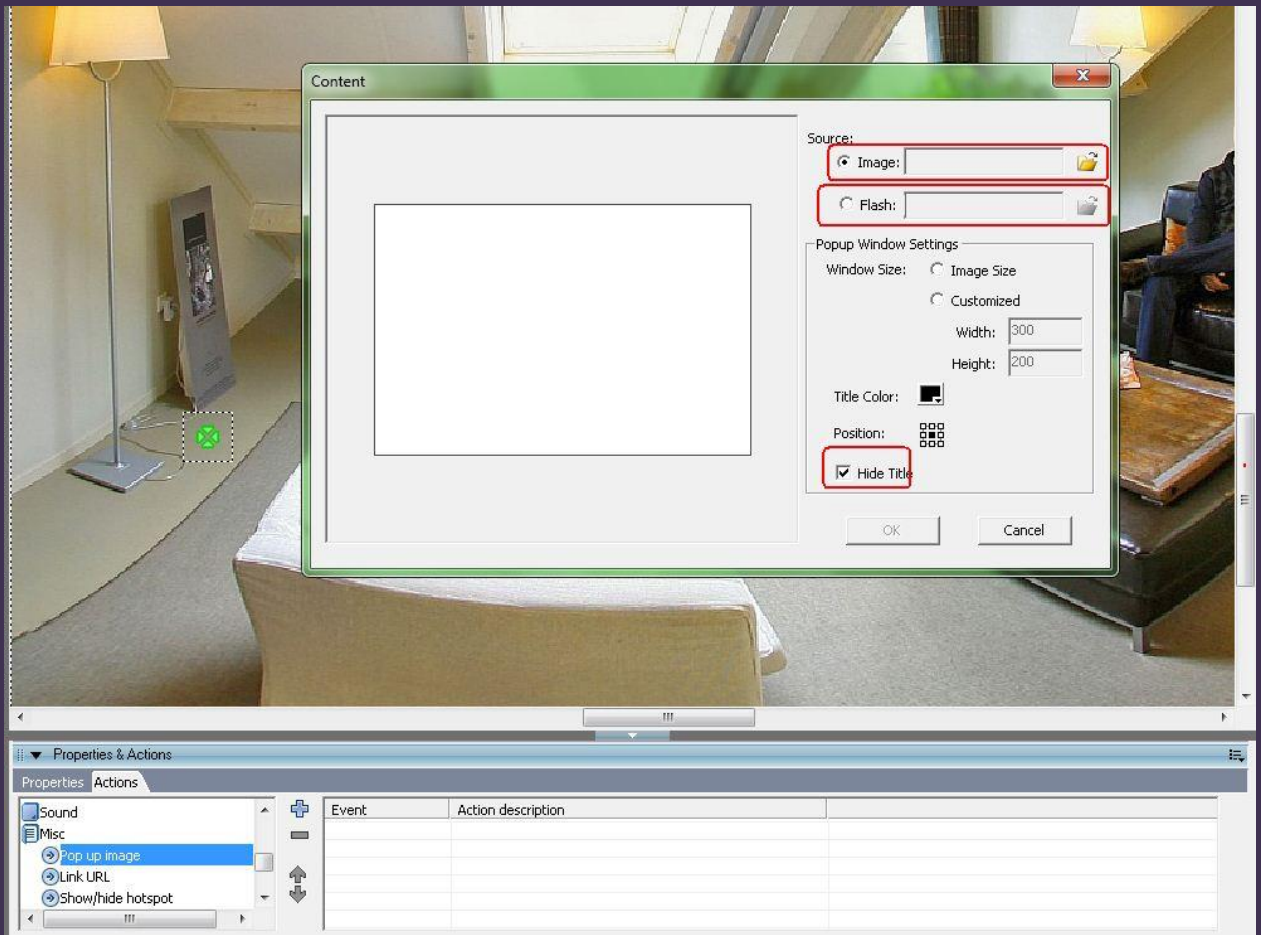


- In the first window, you can adjust Pan, Tilt and FOV of the target scene and set the target position of object scene when switch by hotspot.
- In the second window, you can adjust X, Y and Zoom Level which are for the ending position of the current scene.
- In the third window, you can't adjust the parameters which are for the starting position of the current scene.

By such settings, you will feel as if you're walking through the scene when hitting the hotspot.

▣ [Link to Other 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:



Tourweaver 7 supports not only bmp, gif and jpg formats, but also flash file like swf format.

- Choose the right image or Flash you're going to show in the *Popup Window*.
- Set popup window size. You can choose Image size which is in the same size with the selected image. Or choose Customized and define the width and height of popup window as you want.
- What's more, you can also customize the color of popup window title bar

via title bar setting , Window Background Color, etc. You can choose "hide title bar" by choose 'hide title bar' setting .If you choose 'Hide title bar', after you view this pop image and want to close it .Just click any part of the image.

- Also you can specify the popup position by *popup position* setting.



Tips: For flash popup image, you may create more interactive effect. Like multiple tabs in one popup image.

•



Note: In Flash viewer, the popup image window has zoom in/zoom out effect.

Add Hotspot/Radar on Map

There are two kinds of hotspots which can be added to map, hotspot and radar. To add hotspot on map is similar to adding hotspot on scene while the settings are a little different. For more, see [Hotspot](#). You can switch to other scene by it. You can also add radar on map and synchronize the radar sector with scene so that the radar can indicate the position and direction of scene on map. For more, see [Radar](#).

Add Hotspot to Map

Add hotspot to map

1. Double click the map to which you're going to add hotspot from Map tag under List panel
2. Click hotspot/polygonal hotspot from Toolbox
3. Move the mouse to map viewer and click the map to place that hotspot
4. Set hotspot appearance under its properties panel
5. Add actions to hotspot like Link to scene and Pop up Image.

2. Add polygon hotspot on Google map

Tourweaver7 supports polygon hotspot on Google Map .

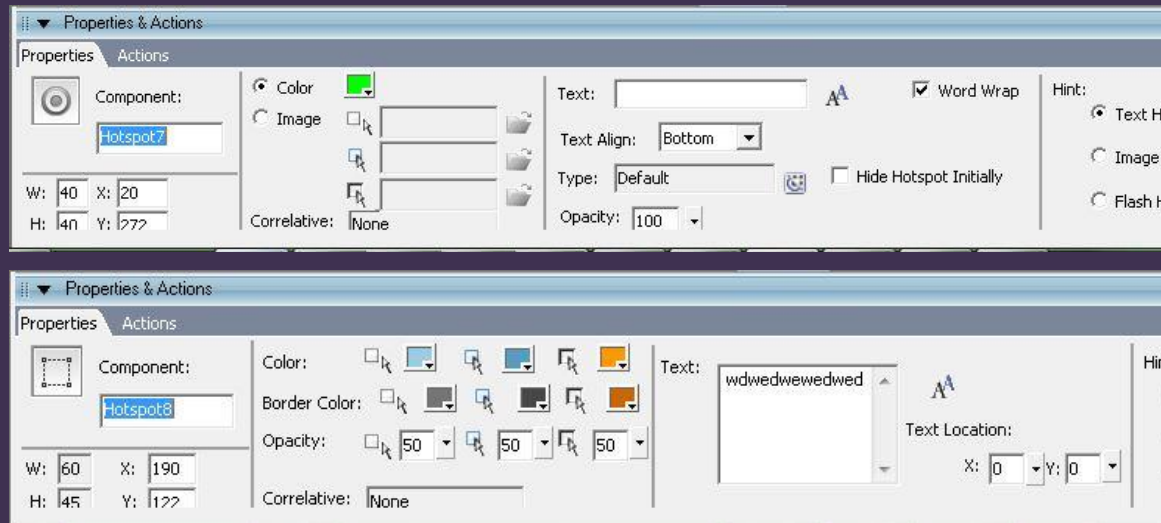
1. Add Google map first
2. Double click Google map

3. Click and drag



to the specific area you want to add in Google Map.

4. Set properties and action about it.



Add Radar to Map

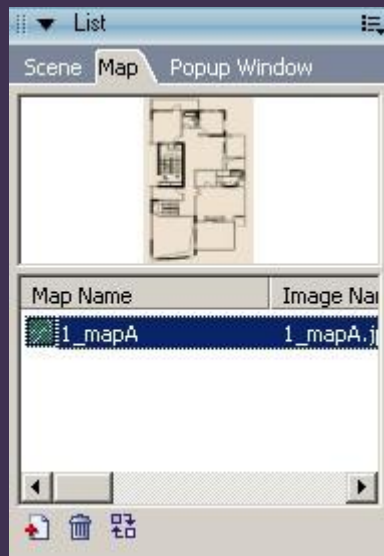
Tourweaver provides radar to refer the current direction of the rotating panorama. You can set radar to synchronize with a panorama so that when the tour run, a scanning area will rotate with the panorama. The result is shown as below:



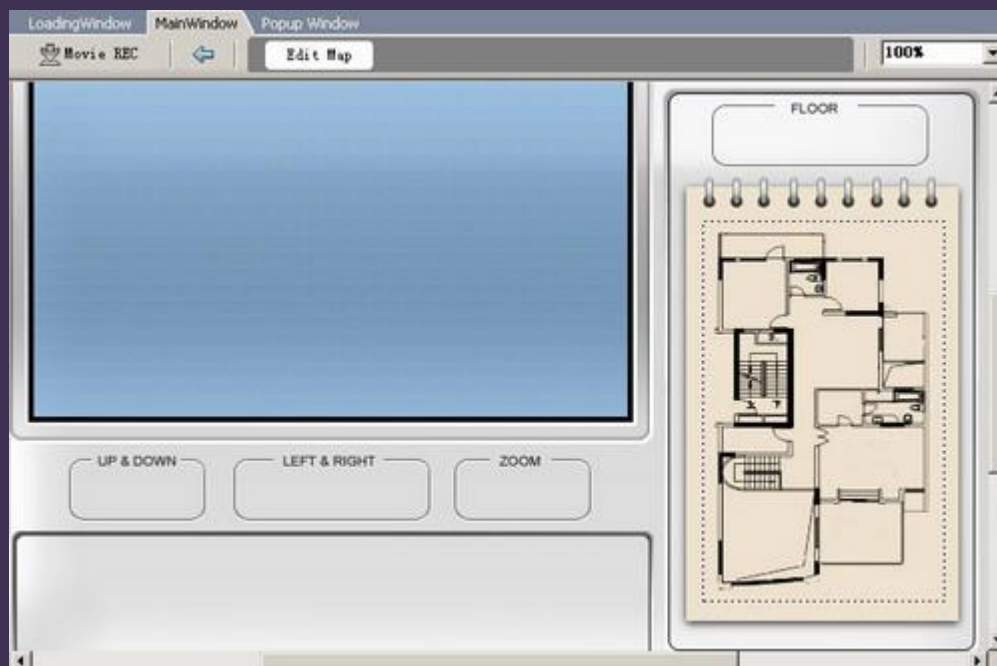
The radar in Tourweaver7 is similar to the compass in Tourweaver 1.30. But radar is more powerful. It can not only synchronize with panorama, but also with still image. What's more, you can also customize the shape, area and angle of radar by yourself.

To add radar on map, please follow the steps below:

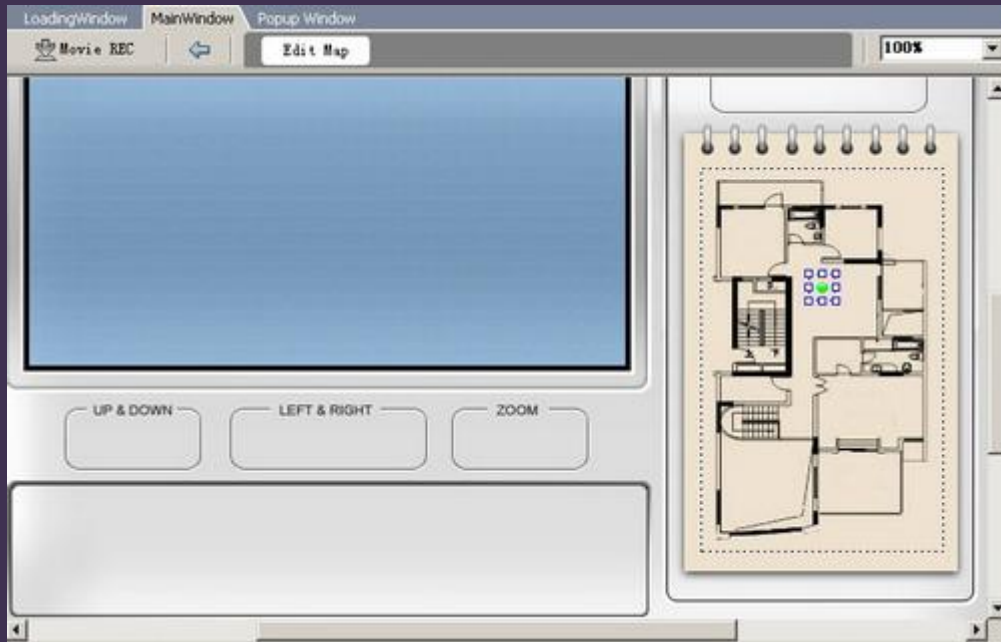
1. Double click the map which you're going to add radar from Map tag under List panel.



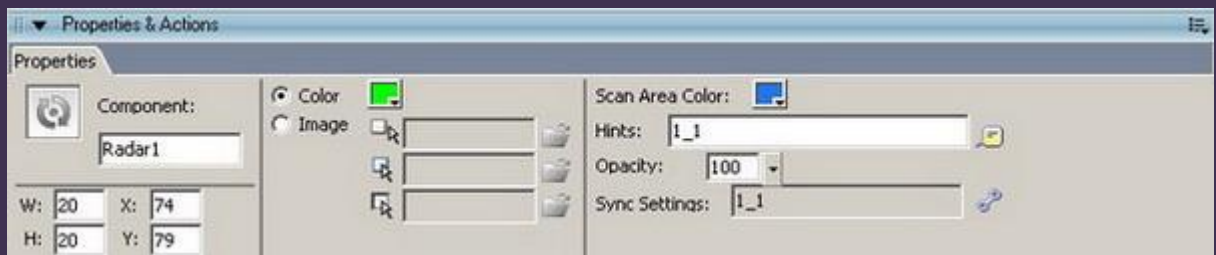
2. Then this map will be shown in Map Viewer where you can edit the map.



3. Click radar from Toolbox and click the map to place that radar component.



4. Set its appearance or make other settings under radar properties panel.



5. Synchronize the radar with a certain scene and set the scanning angle and initial values

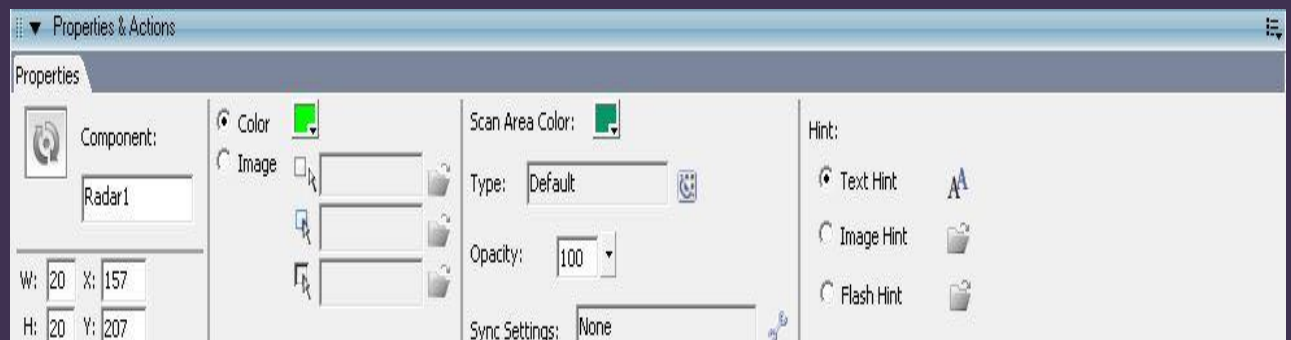
(See Synchronization Setting for details on how to set synchronization).



Note: In Tourweaver7, the scan area of radar can be hidden by setting background color as transparent.

Appearance Setting of Radar

Set Radar appearance by its properties panel which is shown as below:



Color: If you don't want to use image as the appearance of radar, you can set color for it.

Image: There are three images for the three states of radar: normal, over and down.

Scan Area Color: Set the color of the radar scanning area, transparent color is supported.

Hints: The text will be the scene name which is synchronized with as default. But you can replace it by your own. You can also set font, size and color for the text. What's more, the hints will change if you change the relative scene which is synchronized with.



Tip: Hints support text, image and SWF file. Refer to hint in [Set Button](#)


[Properties](#).

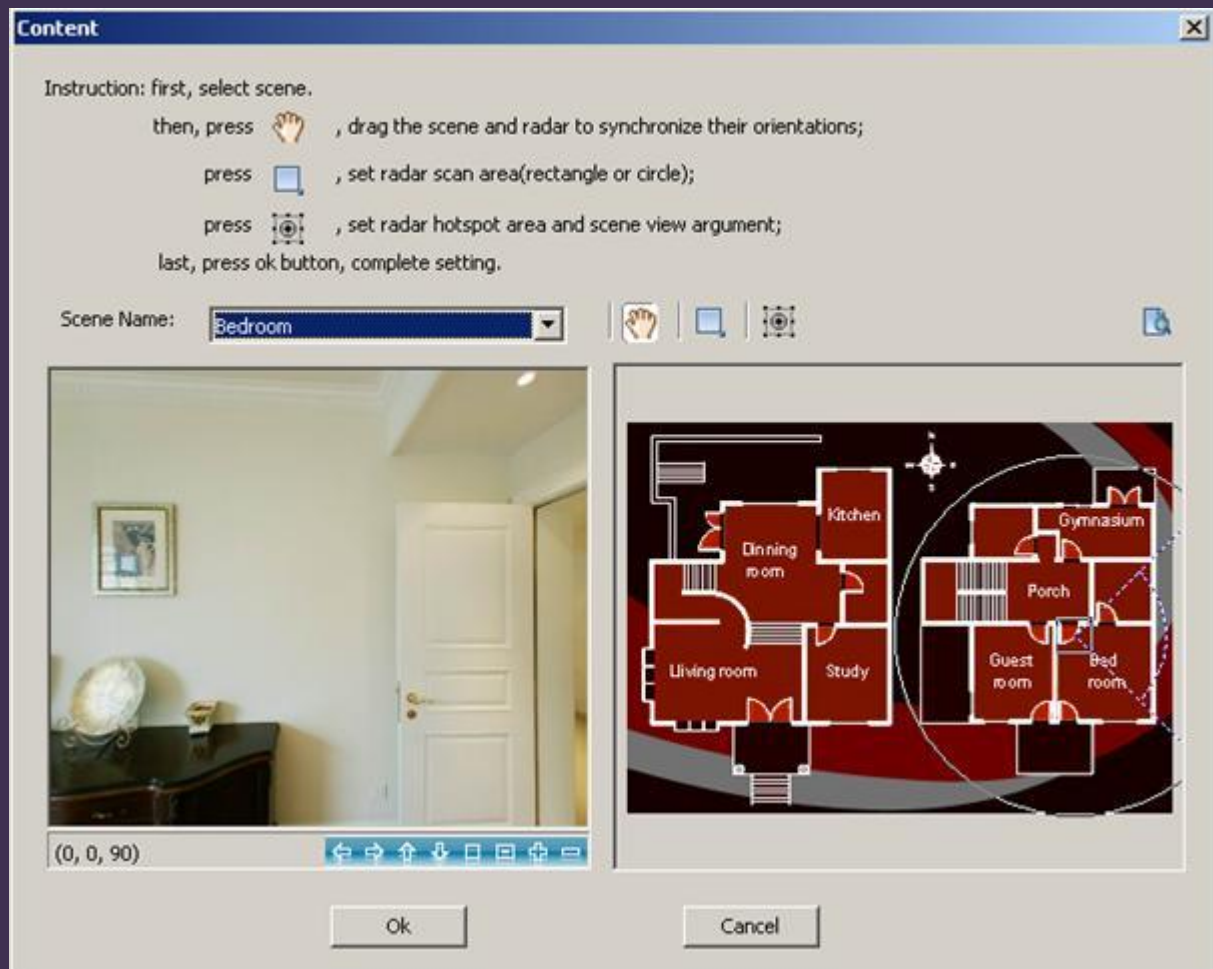
Opacity: Refer to [Set Textarea Properties](#).

Synchronize Settings: Set radar to synchronize with scene, position of radar, size of hotspot area, shape and size of scanning area, etc.


Synchronization Setting


By clicking the synchronization setting button from properties panel, you can make radar synchronize with scene. You can also make other settings like the size of hotspot area, the shape and size of scanning area. This synchronization contains synchronization with panorama and synchronization with still image.


Click synchronization setting button  under *Radar* properties panel and you can see a pop-up setting window as below:




Scene Name: Select the scene which you're going to make synchronization



: Drag the scene to a certain position in left window; drag the indicating direction of radar to let it synchronize with the scene.


: To set the shape and size of scanning area. The scanning area is the scope where the radar scanning can reach. You can define the area as a rectangular or a round.

: Set scene parameters and hotspot area of radar.

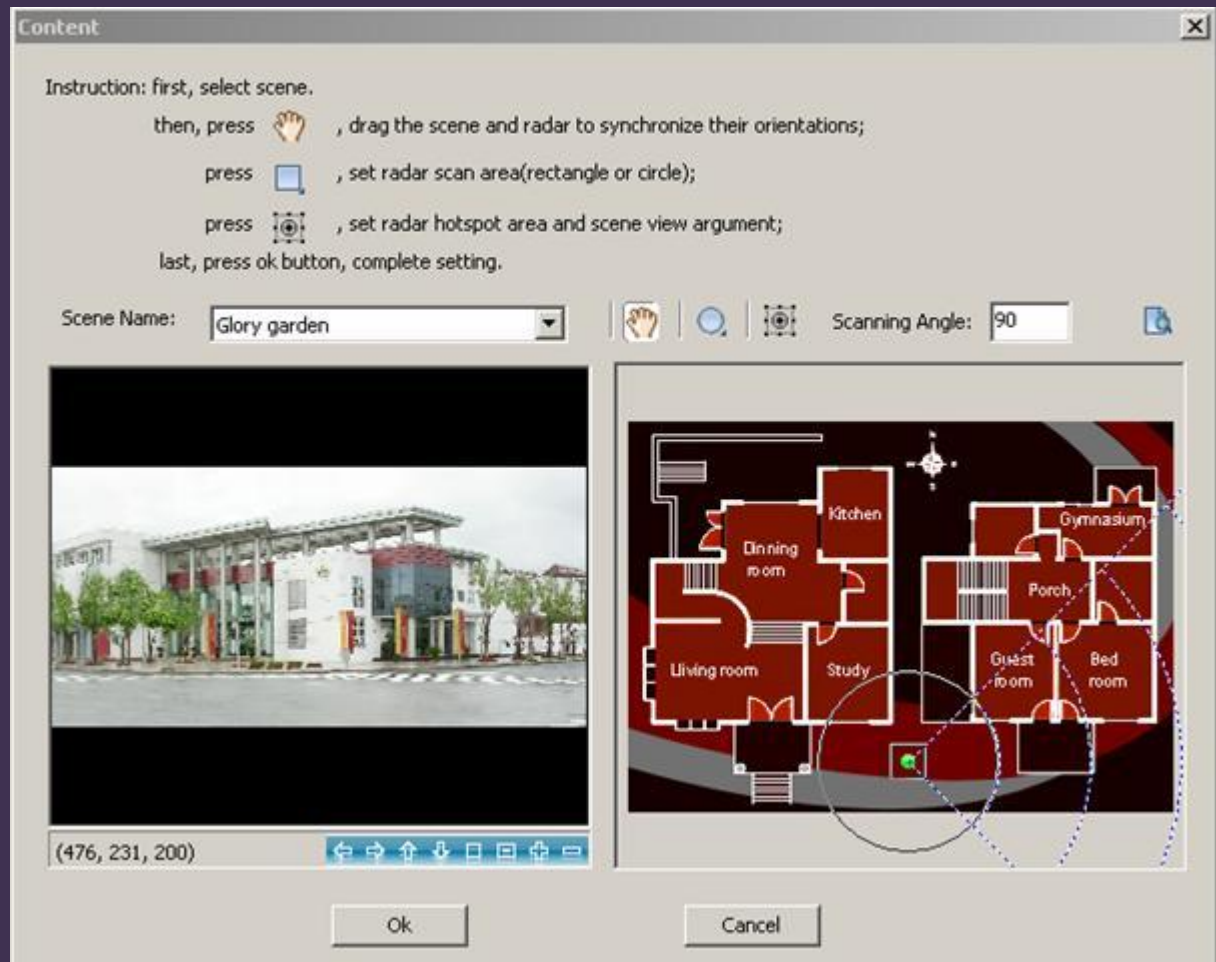
 **Note:** In old version of Tourweaver, only synchronization with panorama is supported while in Tourweaver 4.00, 5.00 6.00 and 7, synchronization with still image is featured.




Synchronize with Panorama

1. Choose the panoramas which you want to make synchronization from the scene list
2. Press  and drag the scene to a certain position in left window; drag the indicating direction of radar to let it synchronize with the scene.
3. Press  to set the shape and size of scanning area


4. Press  to set scene parameters and hotspot area of radar. Drag the scene to a certain position and set its FOV so that when the radar is clicked, you will see the scene with this FOV. Set hotspot area for radar at right side. The area inside the blue broken line is the hotspot area which is shown below. When the area is clicked by the mouse, radar will be triggered to link to specified scene.

■ Synchronize with Still Image



1. Choose the still image which you want to make synchronization from the scene list
2. Press  and drag the radar sector to make it refer to the direction where the still image is; and type the angle value for the scanning sector.
3. Press  to set the shape and size of scanning area
4. Press  to set the hotspot area for radar
5. Type the right value of Scanning Angle

■ [Preview](#)

You can preview the result of synchronization setting by clicking . After preview, click *OK* to finish the synchronization settings.

Add Button

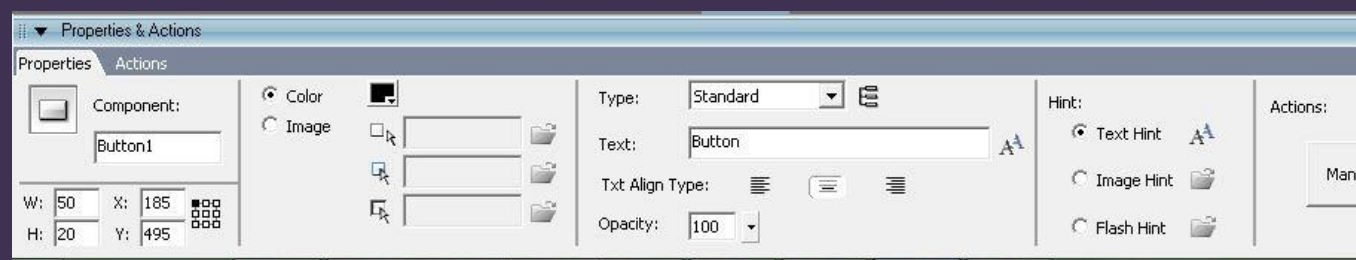
Button is the component to control running of scene and map. For example, you can use a button to control the left turning or right turning of scene.

How to add button

1. Click Button from Toolbox.
2. Click the blank part of Main Window to place the button.

Set Button Properties

You can set button properties by its properties panel.



► **Coordinate Grid (Pro only):** Refer to [Change Size and Appearance of Map Viewer](#)>How to anchor Map Viewer on the Main Window?


► **Color:** Tourweaver7 provides default style for three states Button. You will only need to set button color to get a button with three states which are shown below:




► **Image:** You can also customize the button appearance by importing three images for the three states of the button. Each button possesses three states including normal state, over state and down state. When you select xx_1.jpg as the image for normal state, the program will search xx_2.jpg and xx_3.jpg in the same folder automatically; and add them as the images of over state and down state. Therefore you may use the same prename for the three state images like xx_1.jpg, xx_2.jpg and xx_3.jpg to save your time when importing them.



Note: If you only want to show a button area, please don't import any images.

► **Type:** In Tourweaver7, there are four kinds of buttons: *Normal*, *Tab*, *Toggle* and *DayToNight* buttons. When you add a button, you should select the right type for it by this item. If you choose *Tab* button, there would be a group button  appearing in the setting window. You are required to select the relevant button group for this tab button. The following is the detailed description for *Toggle* button and *Tab* button.

 : To add a new tab button group

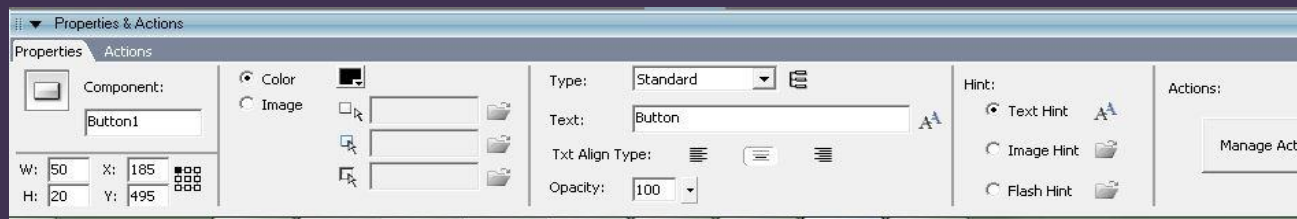
 : To delete a tab button group

These buttons in the same group feature a tab group effect. That is only one button in the group can be selected and high-lighted.

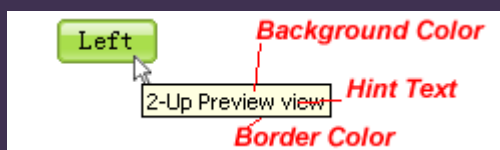
Button *map1* is clicked and Map 1 is shown Button *map2* is clicked and Map 2 is shown



- ▶ **Hint:** If you want some hints to appear when putting mouse over the button, you can input the tips here; and you can also customize *font*, *size*, *Background Color*, *Border Color*, *align*, *Word Wrap* etc in the popup dialog box as below. Hint supports text, image and SWF file.

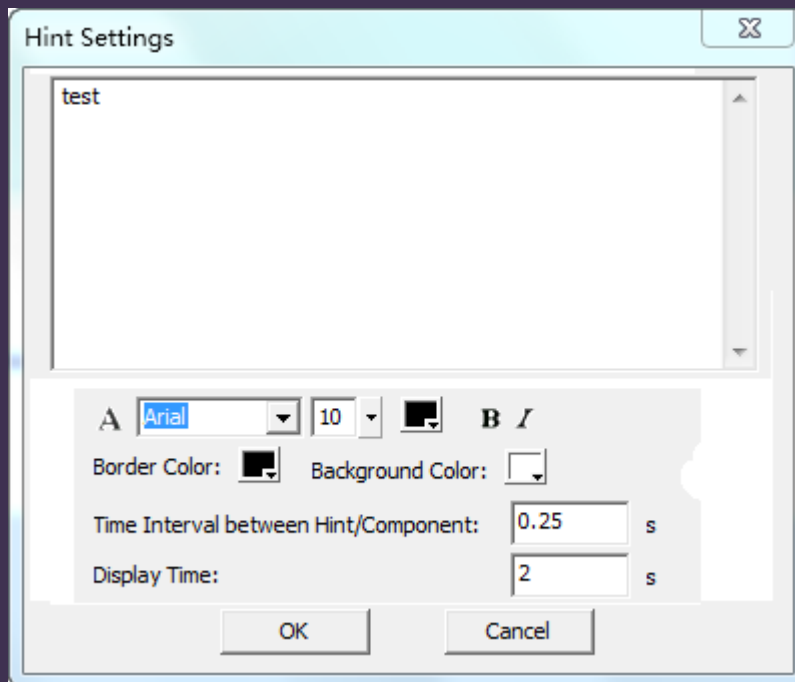



Button with hint:

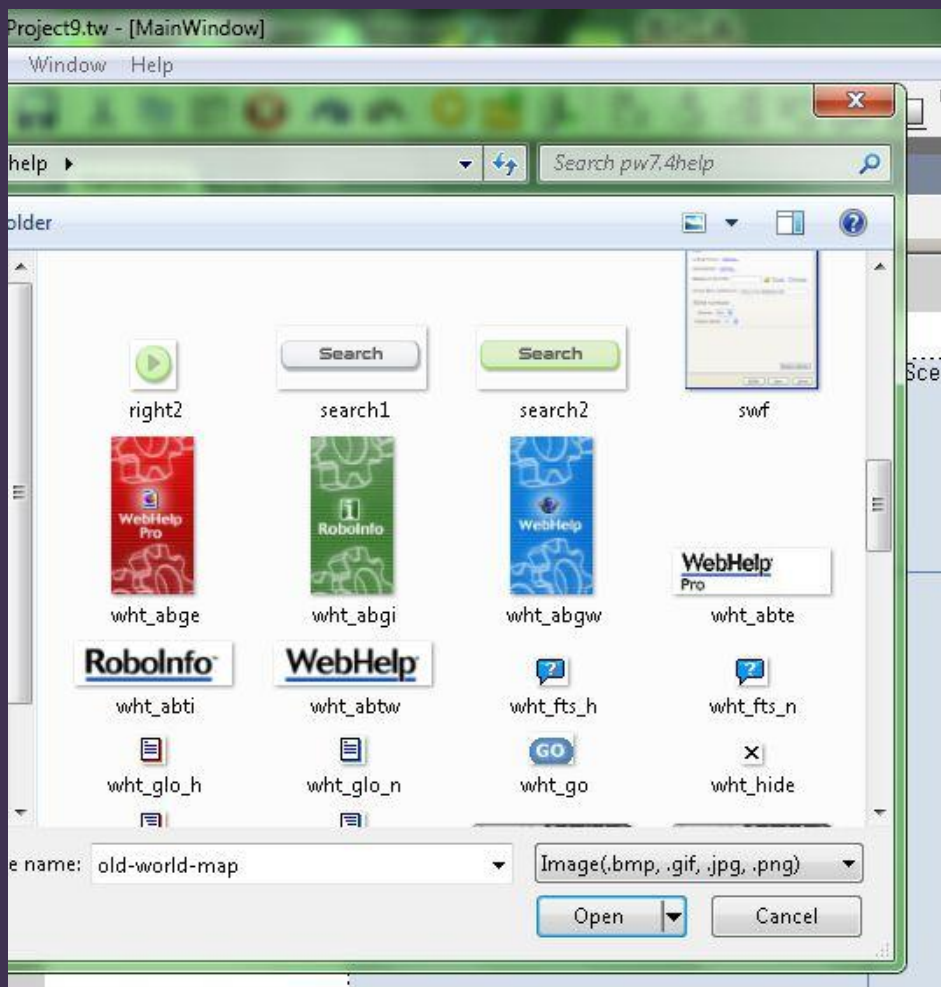


Item	Description
Font	Set font, size, color, bold and italic of Tooltips
Background Color	Set tooltips background color
Border Color	Set tooltips border color
Time Interval between Hint/Component	When your mouse over a component, after the setting time, the hint will appear.
Display Time	The hint will hide automatically after the setting time.

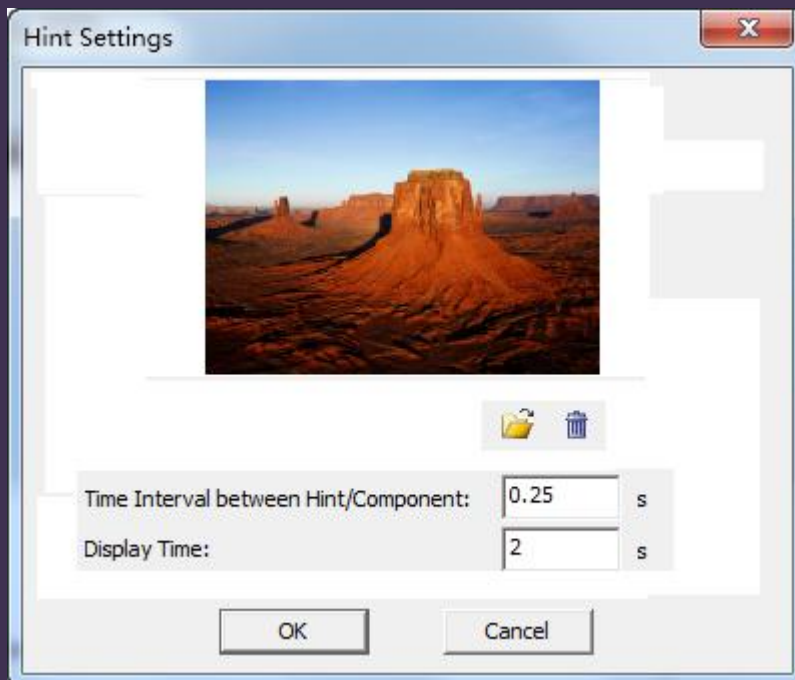
1. Text >Click  it will pop up a window as follow :



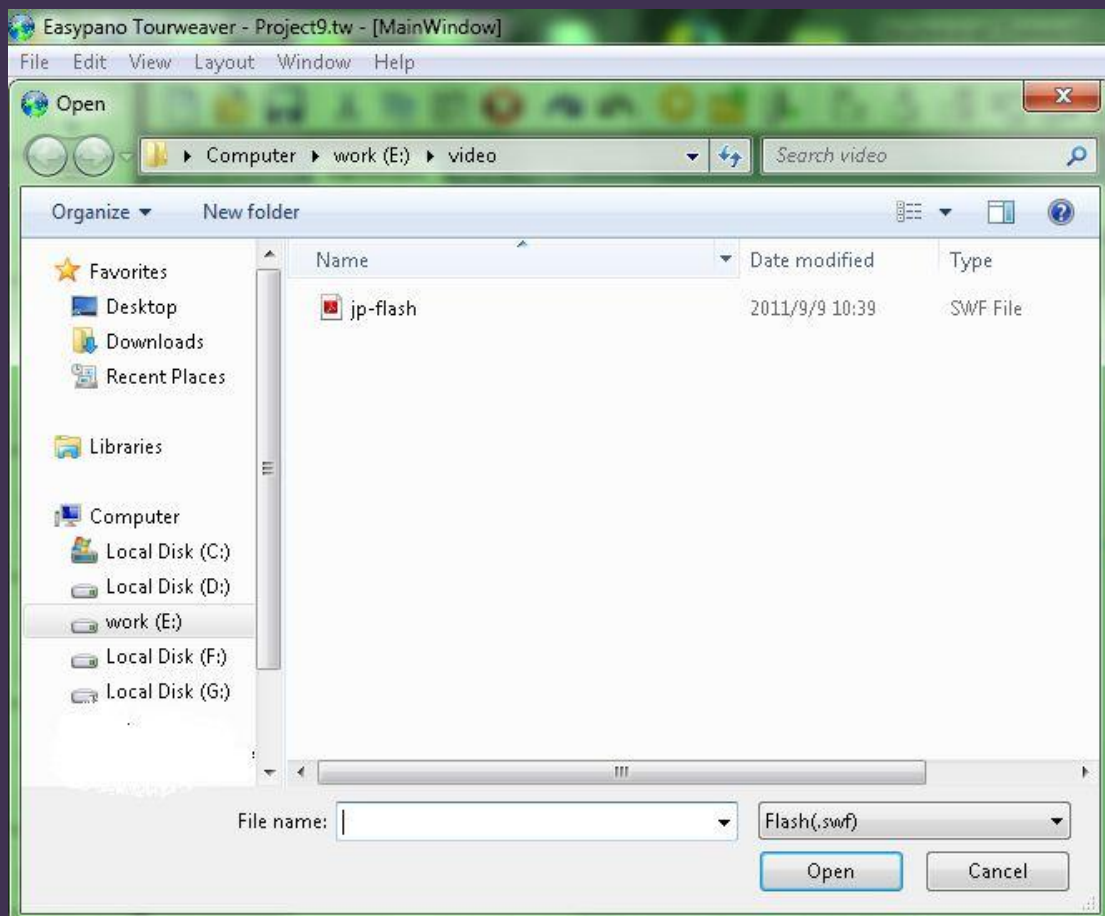
2. Image > click  , it will popup a windows as below to choose image format file :



After choose the image and open it to do some setting :

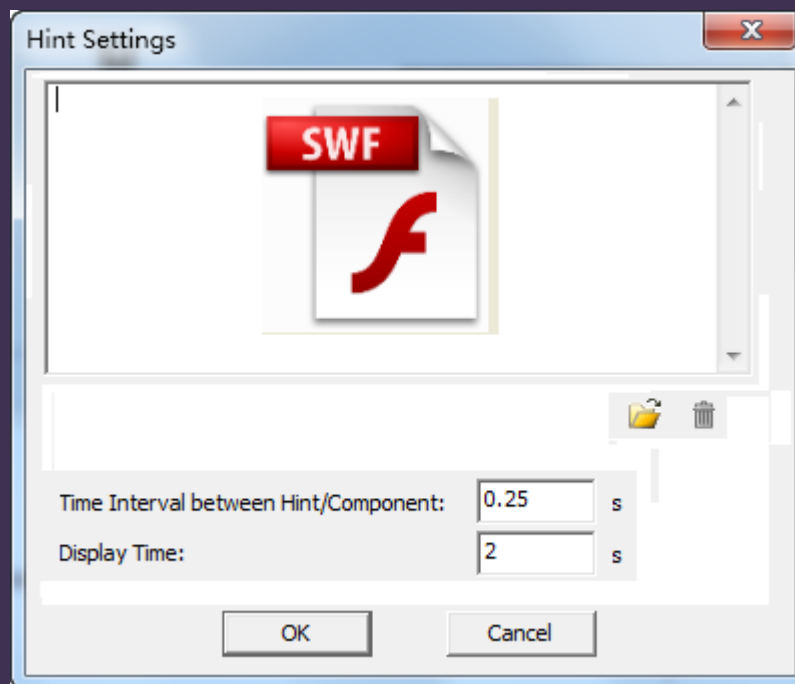


3 Flash hint>click  it will popup a window as follow to find your swf format file :



Note: Only swf format was support.

After choose swf ,open it and do some setting :



Note: There are two display modes for the button hints in Tourweaver7, displaying randomly when mouse over each button or displaying via TextArea at a fixed position and the button hints in this situation can be all in one TextArea. If you choose the second display mode, then you need to customize font, size, Background Color, Border Color, align, Word Wrap etc. in the TextArea properties panel, not in the Button properties panel.

► **Text:** If you only want to show text on Button like **Left**, please input the text you want to show. You can also customize button by font, size, color, bold, italic, align. Input text in the Text blank.

► **Opacity:** Refer to [Set Textarea Properties](#)

▣ [DayToNight type button](#)

This type is used switch between a daytime view and night time view of the same location. You also need to use special names for the daytime scene and night time scene. For details, please refer to [Add and Delete Scene](#)

For adding action to button, please refer to [Set Button Action](#)

Add Controllers and Compass

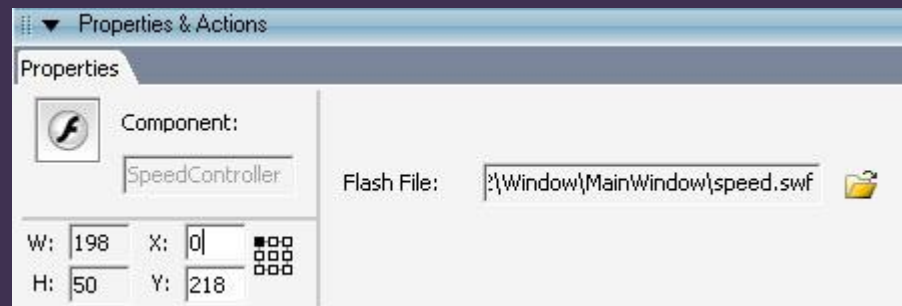
Learn how to use Speed Controller, Sound Controller and Compass here.

▣ [How to add speed controller](#)

Speed Controller is the component to adjust the rotation speed of scenes.


1. Click speed controller  from Toolbox.
2. Click the blank part of Main Window to place it.

You can set speed controller properties by its properties panel.




Flash File: You could replace the flash file with your customized one in the root directory folder "resource" of program.

▣ [How to add sound controller](#)

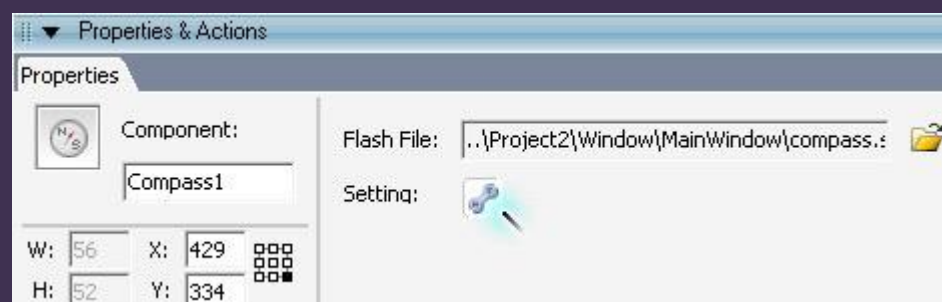
Sound Controller is used to control the sound volume in the virtual tour. You can either use the Flash sound controller provided by Easypano or use your own. Simply select  from toolbox to add it to Main Window.

In tourweaver7, we optimized multi-sound control system.

▣ [How to add compass](#)

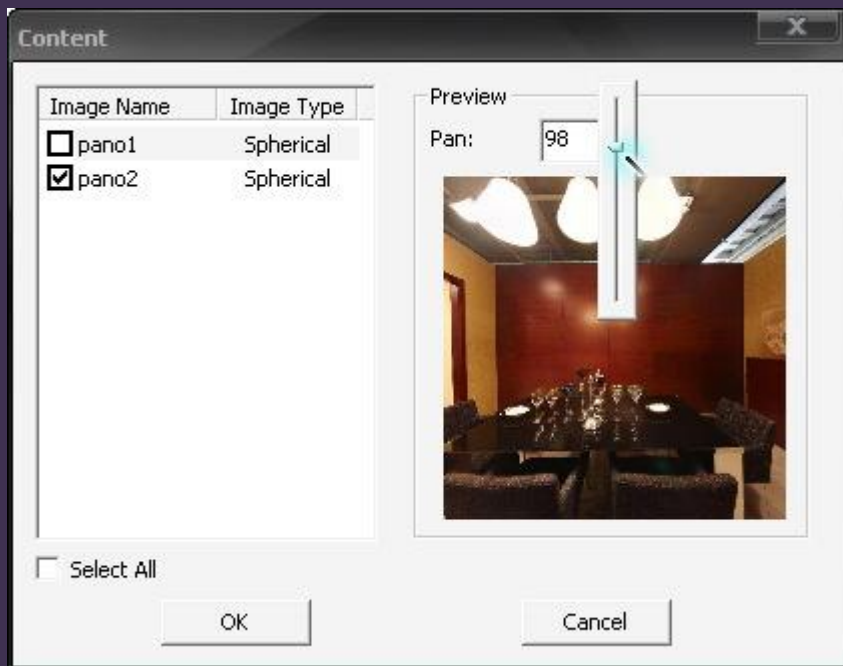
1. Select  from Toolbox.
2. Click the blank part of Main Window to place it.

Set compass properties:



You can use the Flash compass file provided by Easypano, or you can also change its appearance by editing the compass.fla file in Resource folder.

Click  to open compass content settings window:



In the scene list on the left, select scenes that would show compass. Compass will only show up when the scenes selected here are being played in the scene viewer. Set the Pan value on the right. The preview area shows the north direction.

When previewing the tour, the compass displays on the MainWindow like this:



Add Text and TextArea

If you want some text information like your contact information, some brief introduction of scenes to appear on virtual tour, you can use text component. Tourweaver 7 provides Text and TextArea to help you present text on virtual tour.

Refer to [Text](#) and [TextArea](#)

Text

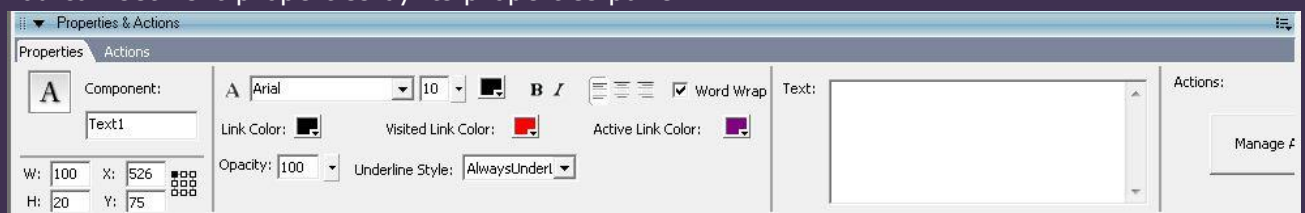
Text is the component to show fixed text information on Main Window. Once you decide the text content, then it will remain unchanged on virtual tour. Furthermore, the text content will be exported together with the tour skin. You can add an action to Text like a link to your website.

▣ [How to add Text](#)

1. Click *Text* button from Toolbox
2. Place the component by clicking Main Window

▣ [Set Text Properties](#)

You can set *Text* properties by its properties panel



Coordinate Grid (Pro only): Refer to [Change Size and Appearance of Map Viewer](#)>How to anchor Map Viewer on the Main Window?

WordWrap: Whether word wrap is allowed. When it's selected, then multiple text lines used; otherwise, single line used.

Link color/ Visited links/ Active links: When an action is added to text, the three states text color (normal, over, down)

Underline Style: The way how the underline is shown. There are three options: *AlwaysUnderline*, *HoverUnderline* and *NeverUnderline*. If *AlwaysUnderline* is selected, then the underline will always be shown; if *HoverUnderline* is selected, the underline will only be shown when mouse over or down; if *NeverUnderline* is selected, the underline will never be shown.



Tip: Manual input and Return key are supported for font settings. Ctrl+A can be used to select all the text set in Text.

TextArea

TextArea is the component to show text information of Scene, map or movie dynamically. For example, when scene1 appears in SceneViewer, the textarea will show brief introduction of scene1; while scene1 switches to scene2, then textarea will also change with it and display the introduction of scene2.

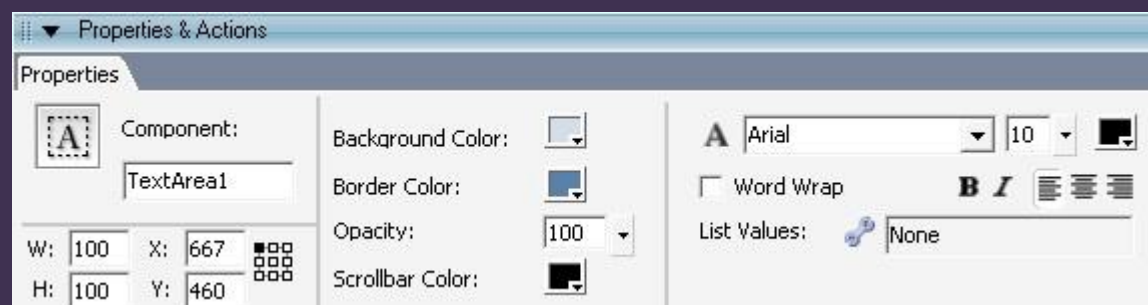
▣ [How to add TextArea](#)

1. Click *TextArea* from Toolbox
2. Click Main Window to place this *TextArea* component

▣ [The difference between TextArea and Text](#)

The content in Text component is fixed. Once it is set on Main Window, then it will never change. And it will be exported with the tour skin. While the content in TextArea is dynamic, and the content is not restricted to text (image, FLV and swf can also be used). It will change with the change of scene, map and movie. It can't be exported with tour skin.

▣ [Set TextArea properties](#)



Coordinate Grid (Pro only): Refer to [Change Size and Appearance of Map Viewer](#)>[How to anchor Map Viewer on the Main Window?](#)

Background color: The background color of textarea

Border color: The border color of textarea

Opacity: Opacity refers to the amount of transparency a layer has. For instance, if a layer's opacity is set to 100%, then that layer is completely opaque (in other words, you can't see through it). If a layer's opacity is set to 50%, then it is see-through, or moderately transparent, and layers behind it can show through. On the other end of the scale, if a layer's opacity is set to 0%, then that layer is completely transparent (that is, invisible).

Align: Left/Center/Right.

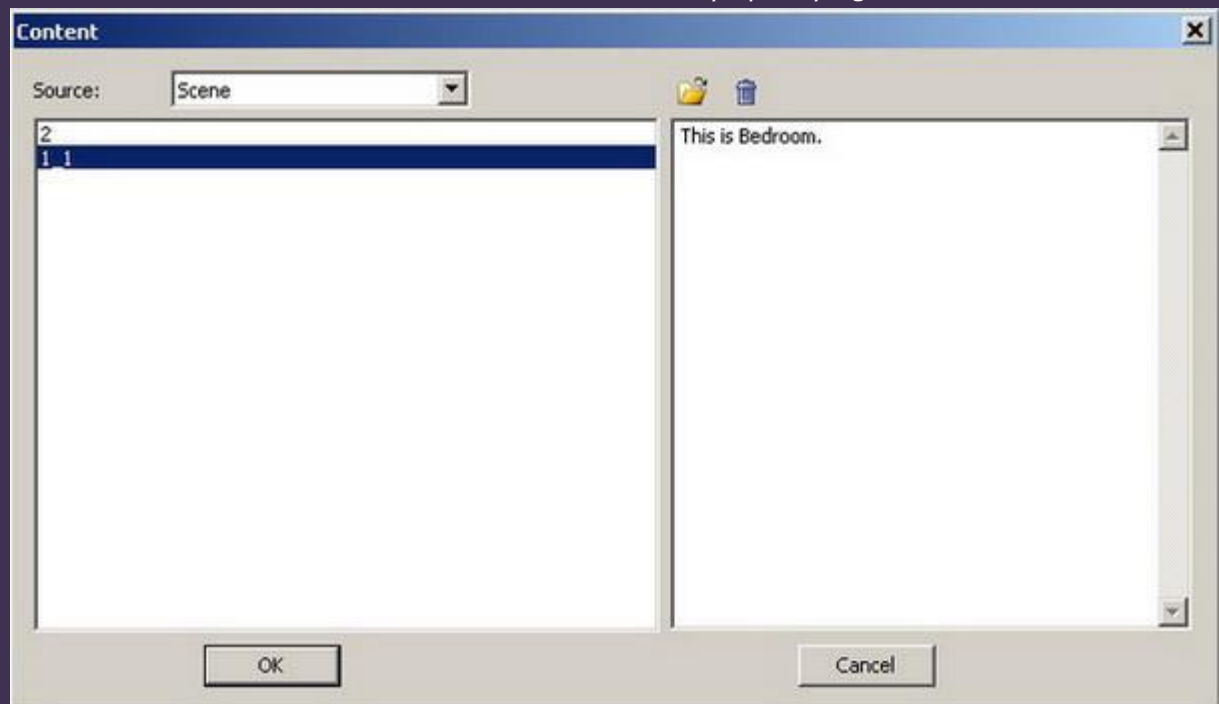
List Values: The text/image/Flash/Video which is shown in textarea.

Scene/map/movie description and the hints of components like button, hotspot or radars could be shown in textarea.

Source: To show the type of the content, including *None/Scene/Map/Movie/Component Hint*.

▣ [What is value?](#)

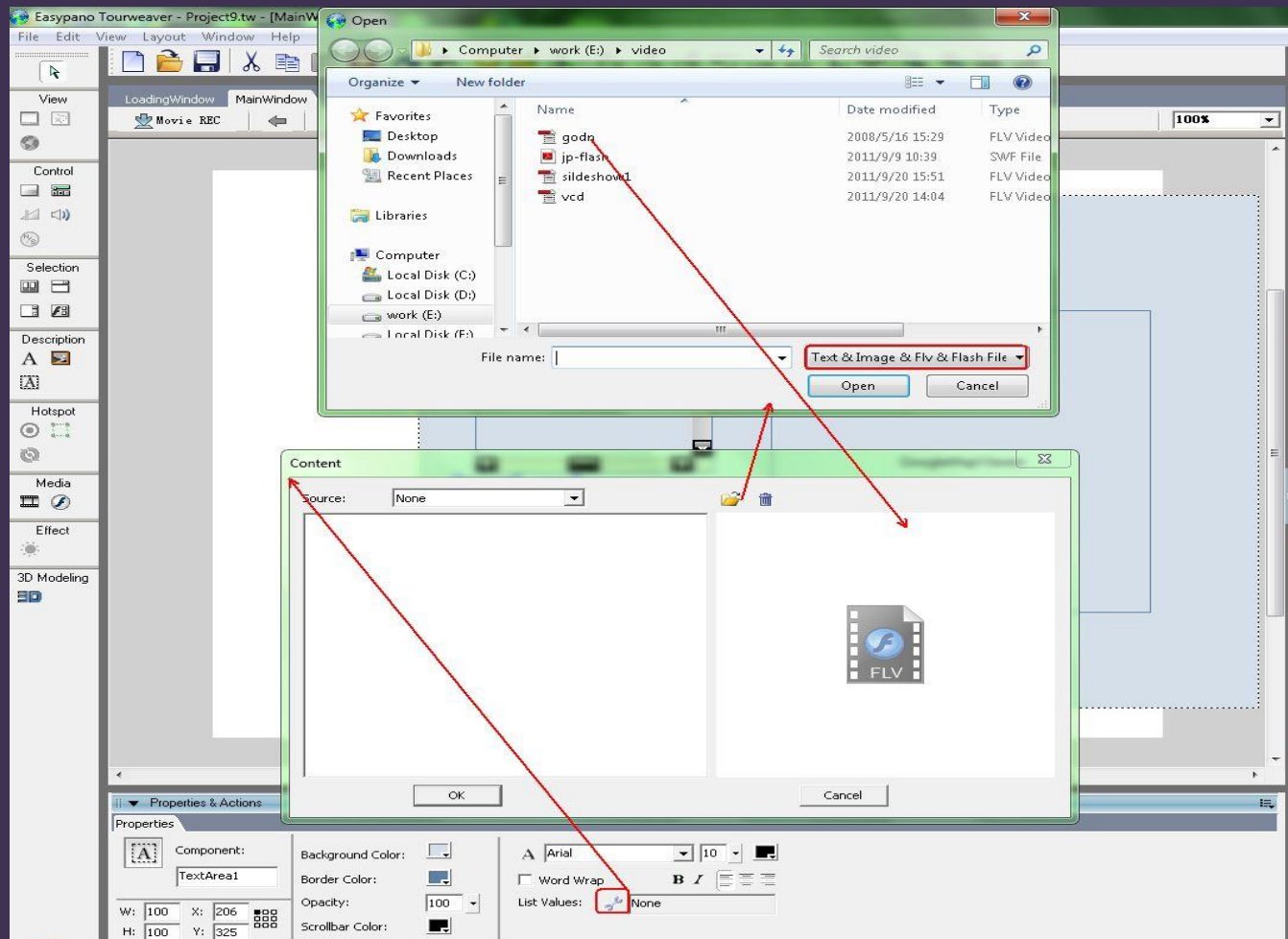
Value is the content which is to be shown in *TextArea*. Since the content in *TextArea* is changed with the change of scene, map, movie or component hint, you should define a source and detailed content for each item by specifying this Value.





Source: To select the source, for which the Textarea will display the relative content. There are five sources: *None, Scene/Map/Movie Description,Component Hint.*

Item	Description
None	When choosing this as the source value, <i>TextArea</i> functions the same with <i>Text</i> .
Scene	The content in <i>TextArea</i> will differ with different scenes.
Map	The content in <i>TextArea</i> will differ with different maps.
Movie	The content in <i>TextArea</i> will differ with different movies.
ComponentHint (Pro only)	The content in <i>Textarea</i> will differ with different components, like button, hotspot, radar.

■ [How to set value](#)



1. Select *TextArea* on Main Window
2. Click  from *Properties* panel
3. Choose relative source like *Scene* from *Source* list
4. Select a certain scene image from the list
5. Input text directly in the blank at right side or click  to import text(*.txt), image(*.bmp, *.gif, *.jpg, *.png), FLV and Flash files (*.flv, *.swf).
6. Click OK.



Note: If the size of your FLV or Flash is larger than that of *TextArea*, the FLV or Flash will be shown as best fit. If the size is smaller than that of *TextArea*, then the FLV or Flash will be shown at a reduced size in the center of the *TextArea*.




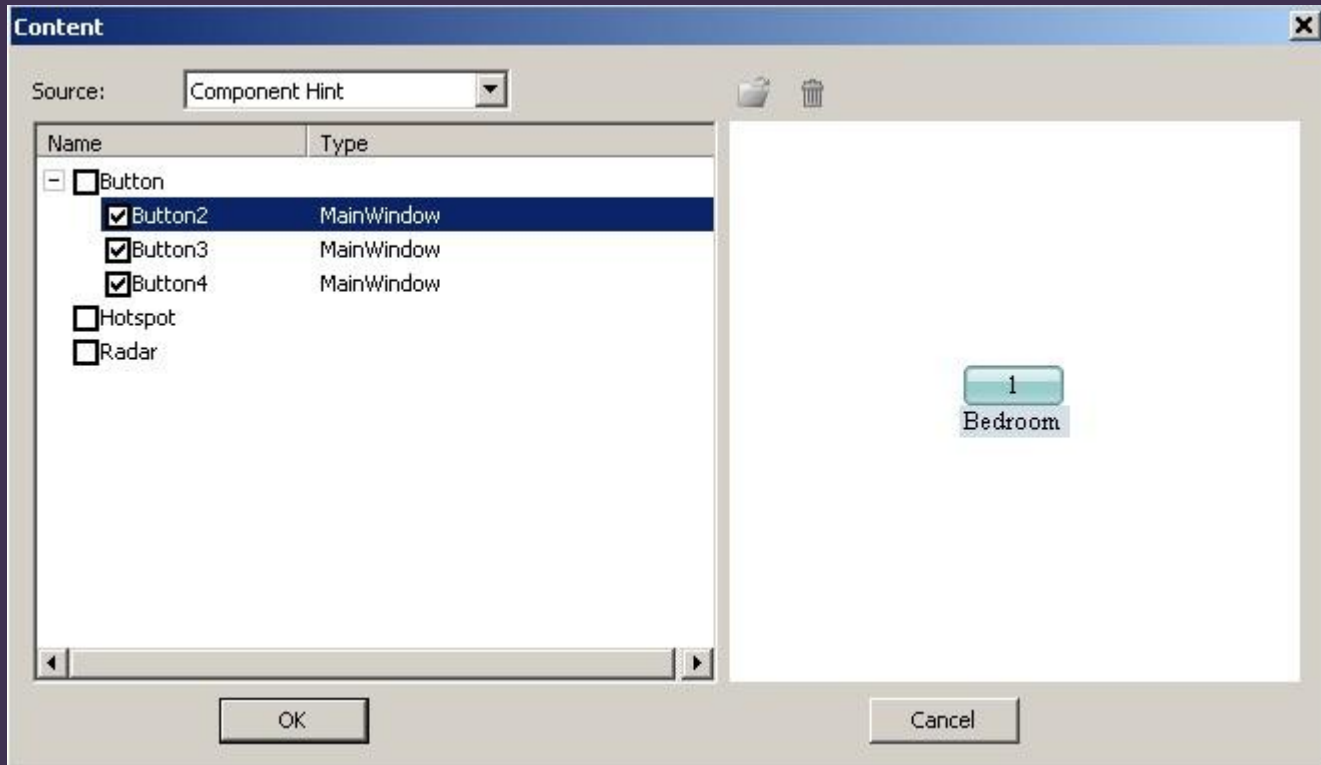
Tip: Ctrl+A can be used to select all the text set in *TextArea*.

How to set list values for component hints like button, hotspot or radar

Take Button for example

1. Input hints in the properties panel of buttons.
2. Add *TextArea* on Main Window

3. Go to the properties panel of *Textarea* and customize font, size, align ect. for the hints of button.
4. Click  from Properties panel of textarea.
5. Choose relative source *Component Hint* from *Source* list
6. Select the buttons that you want to display hints in the *Textarea*.



7. Click *OK*.



Note: If you have already imported images, then you can't input any text; or if you've input or imported text, then if you import other images, the text will be replaced.

What's more, when the current skin is replaced, the text value in the current Textarea component will be applied to the new Textarea on the new skin.

Refer to [Set Text Action](#)

Add Image

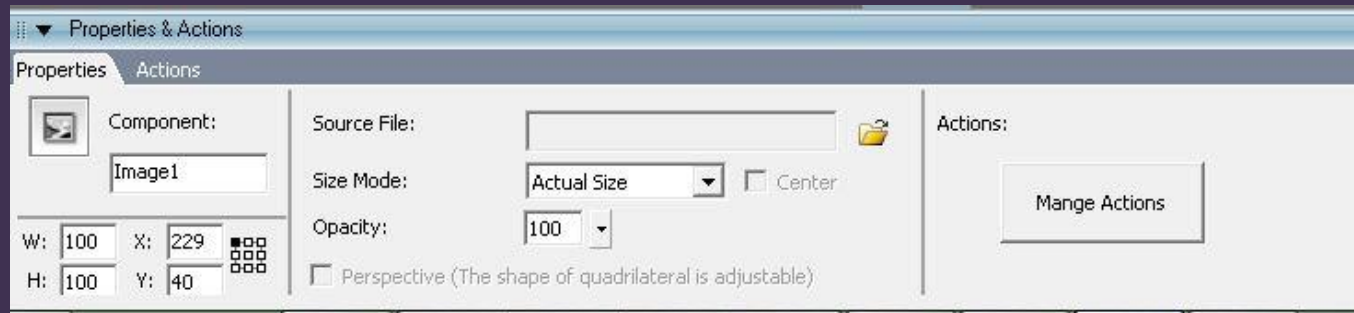
Image is the component to show image information on Main Window and contain customized action. For example, you can put your company logo in virtual tour by

the image component. You can also add an action to this image to link to your website; or you may add a thumbnail on Main Window and specify an action to link to this scene.

▣ [How to add image](#)

1. Click Image component from Toolbox
2. Click Main Window to place this image component

▣ [Set Image properties by its properties panel](#)



Coordinate Grid (Pro only): **Refer to [Change Size and Appearance of Map Viewer](#)>[How to anchor Map Viewer on the Main Window?](#)**

Source File: Add the image which you want to show for the image component. JPEG, GIF and BMP are all supported.

Size Mode: The size mode at which the image is shown including Actual Size and Best Fit.

Actual Size: The image is shown with its original size. If Center is selected, the image will be shown in the center of the component; otherwise, the image will be shown at the top left of the component.

Best Fit: The image is shown with the size of the component ,you can adjust actual size to best fit by setting .

Opacity: Refer to [Set Textarea Properties](#).

Add Thumbnail

Thumbnail is the component that lists the small image of scene, map or movie on Main Window. When running virtual tour, you can switch to different scene, map or movie by clicking different items in thumbnail. In Tourweaver 7, you can not only list several or all the scenes by thumbnail, but also list several or all the images of map, movie or detail image. What's more, you can also choose to use your own images instead of the ones generated automatically.

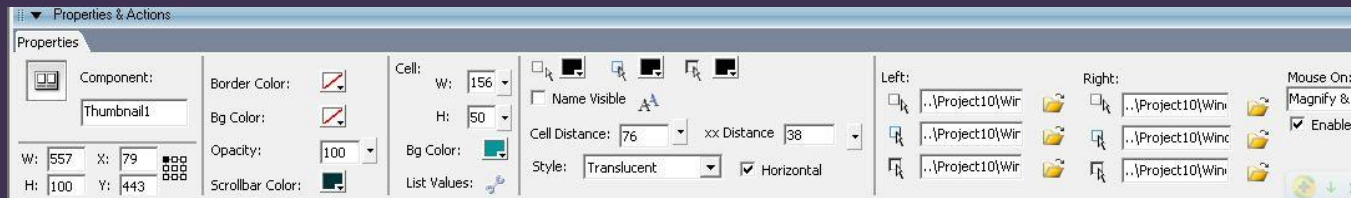
Refer to [Thumbnail](#)

How to add thumbnail

1. Click Thumbnail from Toolbox
2. Place it onto Main Window

Set Properties for Thumbnail

You can set properties for thumbnail under its properties panel which is as below:



Coordinate Grid (Pro only): Refer to [Change Size and Appearance of Map Viewer](#)>How to anchor Map Viewer on the Main Window?

Border Color: Border color of Thumbnail. You can also set it to transparent.

Scrollbar Color: When there are a large amount of cells in Thumbnail, the scrollbar will automatically appear. You can also set color for the scrollbar.

Cell: Each small image in thumbnail is called one cell. You can set its width, height and background color. You can also set border color for its three states including normal, over and down as you do to hotspots. Tourweaver7 supports customizing distance between cells.

Text: When "Name Visible" is selected, the item name will be displayed below each Cell. You can also set text color, font etc.

Left/Right of the thumbnail: You can customize the specific pictures on both left and right of the thumbnail by this setting.

Effect of mouse over: Tourweaver7 is added an mouse over effect for thumbnail .You can choose "change color" "high light" "Larger" and "show scene name".

Mouse : Tourweaver7 is added a Mouse sliding over effect. When you slide your mouse over the thumbnail the thumbnail will auto slide in against mouse slide direction.

Style: There are two different styles of thumbnail available according to the designed appearance of thumbnail: *Classic* and *Translucent*.

- If *Classic* is selected, you could choose to show the cells in a single line or in multiple lines. Tick *Single Line*, and cells in it will be shown in a single line; otherwise, they will be shown in multiple lines.



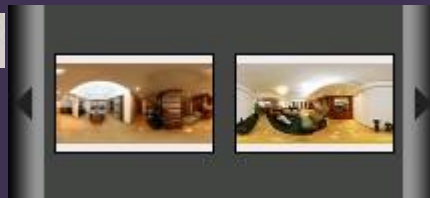
Single Line
Multiple Lines



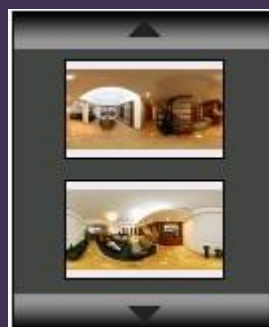
- If Translucent is selected, the cells in it will only show in single line, but you could choose to show the cells horizontally or vertically. Tick Horizontal, cells in it will be shown in a single line Horizontally; otherwise, they will be shown in a single line vertically.

Style: translucent Horizontal

Horizontal

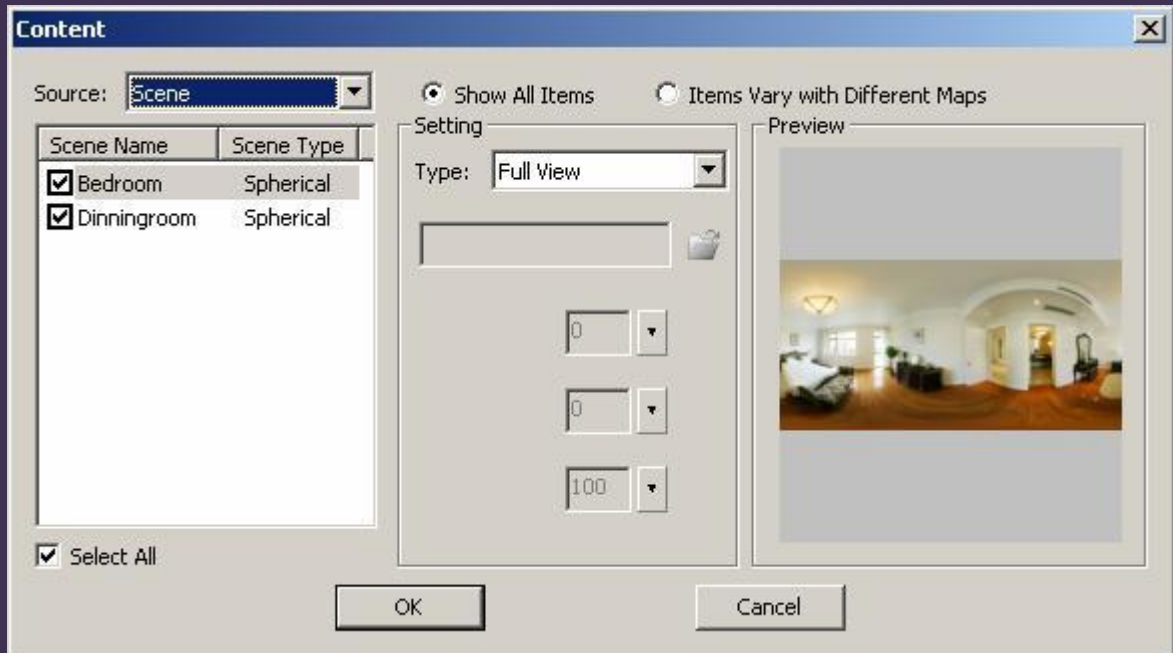


Vertical



▣ [Introduction to List Values](#)

List Values is actually the source of thumbnail that means which type of items will be displayed in thumbnail. In Tourweaver7, thumbnail can list small images of scene, map and movie. So when adding a thumbnail component, you should first decide its List Values, which source to choose; and then decide detailed items belonging to this source.



Source: To decide which object is to be shown in Thumbnail. You can choose Scene, Map or Movie as a source.


Item	Description
Scene	The scene Cell will change with the change of map. When 'Item Varies with different Map' is selected, these cells listed in thumbnail will vary with the different maps shown in Map viewer. For example, Scene1,2,3 are located in Map A (to relate a scene to a map, you can choose the relative map under the properties panel of that scene, or add a radar on the map referring to that scene) while Scene 4,5,6 are located in Map B. When map A is running, you can see Cell 1,2,3 are listed in Thumbnail; when map B is run, cell 4,5,6 are shown.
Map (only available in Professional edition)	List all map cells which are chosen
Movie (only available in Professional edition)	List all movie cells which are chosen

List: It's where all the source items will be listed. You can decide whether each of these items is shown or not by clicking the checkbox. If the checkbox is selected, the item will be shown in thumbnail; otherwise, it will not be shown.


Cell: Each small icon image shown in Thumbnail.

Item		Description
Scene	Flat	Using flat scene image as cell image. For spherical scene, the cell is shown as a small flat in 2:1 ratio; for cylindrical scene, the cell is shown as a small rectangle flat; for still image, the image is directly shown in a small size.
	Angle Shot	Show the screenshot of scene in the viewer as a thumbnail cell. You can set the pan, tilt and FOV for each scene to show the desired angle of each scene.
	Customized	Using other images to shown in cell. Export the images from relative directory.
Map (only available in Professional edition)	Flat	Using a small sized map image.
	Customized	Using other images to shown in cell. Export the images from relative directory.
Movie (only available in Professional edition)	Customized	Using other images to shown in cell. Export the images from relative directory.

■ [How to set Thumbnail for Scene](#)

1. Select thumbnail from Main Window
2. Click  from its Properties Panel
3. Choose Scene as the Source
4. Choose the scene which you're going to show in thumbnail from the list at left side
5. Select the image type for this scene cell at right side
6. Tourweaver7 supports auto adding and auto refresh in the thumbnail by click "choose all scenes "
7. You can also select Show All Items or Items Varies with Different Map
8. Click OK

■ [How to set Thumbnail for Map](#)

1. Select thumbnail from Main Window
2. Click  from its Properties Panel
3. Choose Map as the Source
4. Choose the map which you're going to display in thumbnail from the list at left side

5. Select the image type for this map cell at right side
6. Repeat step4, 5 to add cells for multiple maps
7. Click OK

▣ [How to set Thumbnail for Movie](#)

You can add a symbolized thumbnail for Movie. The steps are same with *add thumbnail for scene*. But the cell images should be customized.



Note: When the current skin is replaced, the List Values of the current thumbnail will be applied to the new one on the new skin.

Add Flash Thumbnail

Flash Thumbnail supports .swf format.

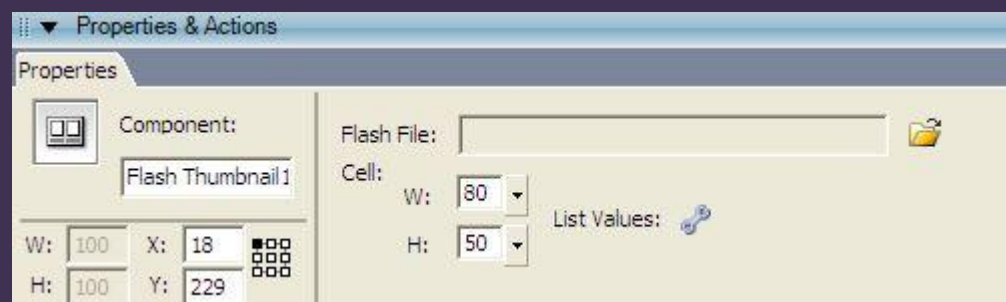
Refer to [Thumbnail](#)

▣ [How to add Flash thumbnail](#)

1. Click FlashThumbnail from Toolbox
2. A dialog box will pop up. Select a .swf file
3. Click the blank part of Window to place the component.
4. Make settings in the properties panel of the flash thumbnail.

▣ [Set Properties for Flash Thumbnail](#)

You can set properties for flash thumbnail under its properties panel which is as below:



Coordinate Grid (Pro only): Refer to [Change Size and Appearance of Map Viewer](#)>[How to anchor Map Viewer on the Main Window?](#)

Cell: Each small image in thumbnail is called one cell. You can set its width and height.

List Values: Refer to [Add Thumbnail](#)



Note: When the current skin is replaced, the List Values of the current thumbnail will be applied to the new one on the new skin.

Add Combobox

Combobox is the component which shows scene name (map name or movie name) in a single item list box. When running virtual tour, you can choose a certain scene (map or movie) from the *Combobox*. In *Tourweaver 7*, you can not only list several or all the scenes but also list map or movie.

Refer to [ComboBox](#)

▣ [How to add Combobox](#)

1. Click Combobox from Toolbox
2. Click the blank part of Main Window to place the Combobox

▣ [Set Combobox properties](#)

Set Combobox properties under its properties panel which is as below:



Coordinate Grid (Pro only): Refer to [Change Size and Appearance of Map Viewer](#)>[How to anchor Map Viewer on the Main Window?](#)

Background Color: The background color of Combo box

Border Color: The border color of Combo box

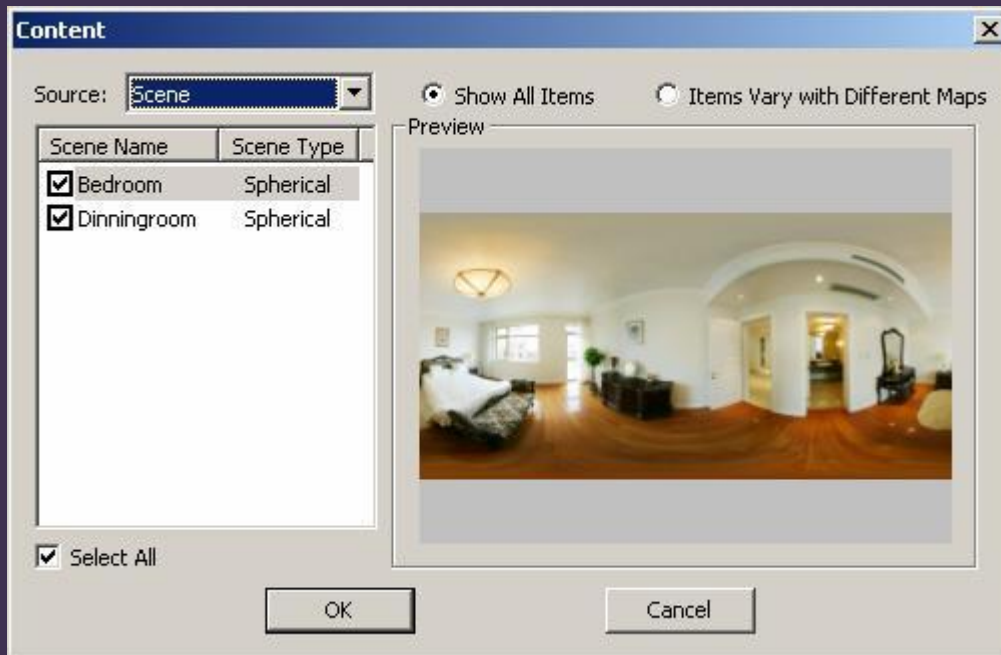
SelectedItem Bg Color: The background color of the selected item

Visible RowCount: The number of the visible rows which can be seen directly on the Combo box

ScrollbarColor: You can set color for scrollbar.

▣ [Introduction to List Values for Combobox](#)

Similar to *Thumbnail*, there is also a List Values for *Combobox*. You can define the item source and detailed items by setting this List Values.




Source: To define which object to be listed in the box like scene, map or movie.

Item	Description
Scene	List all scenes which are chosen. When "Item Varies with different Map" is selected, the items listed in Combo box will vary with the different maps shown in Map viewer. For example, Scene1,2,3 are located in Map A (to relate a scene to a map, you can choose the relative map under the properties panel of that scene, or add a radar on the map referring to that scene) while Scene 4,5,6 are located in Map B. When map A is run, you can see scene 1,2,3 are listed in Combo box; when map B is run, scene 4,5,6 are shown in Combo box.
Map (only available in Professional edition)	List all maps which are chosen
Movie (only available in Professional edition)	List all movies which are chosen


List: It's where all the source items will be listed. You can decide whether each of these items is shown or not by selecting the checkbox.

▣ [How to set scene List Values](#)

1. Choose the Combobox which you're going to set from Main Window
2. Click  from its Properties panel

3. Choose scene as its source
4. Select the checkbox of the scene which you're going to show in the list
5. Repeat step 4
6. You can select Show all items or Items varies with different map
7. Click OK

▣ [How to set Map List Values](#)

1. Choose the Combobox which you're going to set from Main Window
2. Click  from its Properties panel
3. Choose map as its source
4. Select the checkbox of the map which you're going to show in the list
5. Repeat step 4
6. Click OK

▣ [How to set Movie List Values:](#)

Ditto



Note: When the current skin is replaced, the List Values of the current combo box will be applied to the new one on the new skin.

Add Listbox

Listbox is the component which shows scene list (map list or movie list) in a list box. You can place a *Listbox* on Main Window and set its properties. Then there would be a scene list (map list or movie list) in virtual tour.

▣ [How to add listbox](#)

1. Click Listbox from Toolbox
2. Click blank part of Main window to place the Listbox

▣ [Set Properties for ListBox](#)

You can set properties for ListBox by its properties panel which is as below:



Coordinate Grid (Pro only): Refer to [Change Size and Appearance of Map Viewer](#)>[How to anchor Map Viewer on the Main Window?](#)

Background Color: The background color of ListBox

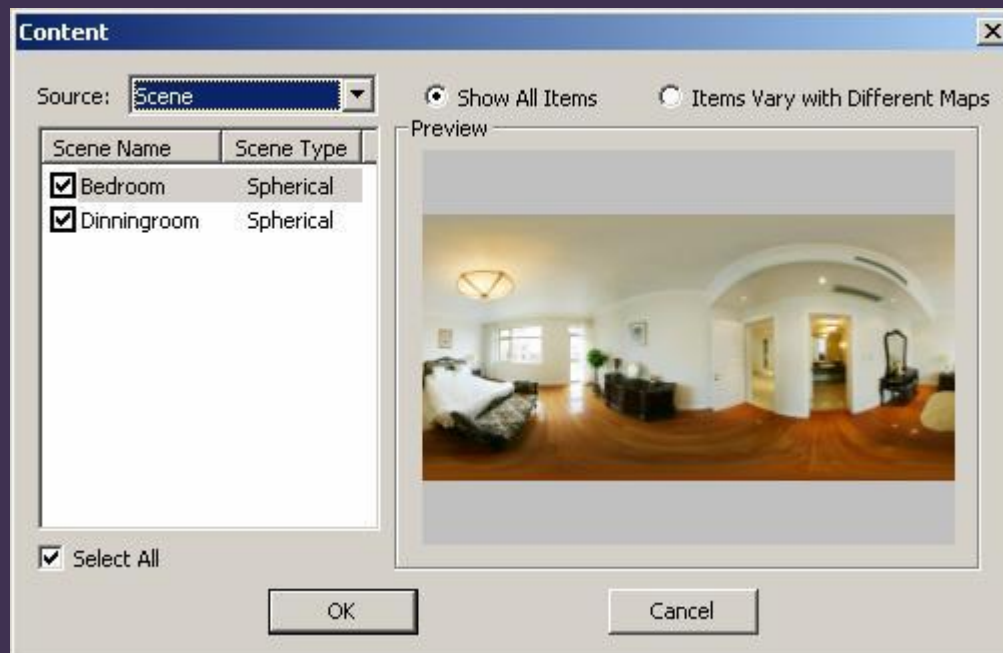
Border Color: The border color of ListBox

SelectedItem Bg Color: The background color of the selected item

ScrollbarColor: You can set color for scrollbar.

▣ **List Values for ListBox**

There is also a list values to be set for *ListBox*. It's the same with the list values of *ComboBox*. You can define the list content by setting this list values like list source and detailed list items.



Item	Description
Scene	List all scenes which are chosen. When "Item Varies with different Map" is selected, the items listed in List box will vary with the different maps shown in Map viewer. For example, Scene1,2,3 are located in Map A (to relate a scene to a map, you can choose the relative map under the properties panel of that scene, or add a radar on the map referring to that scene) while Scene 4,5,6 are located in Map B. When map A is run, you can see scene 1,2,3 are listed in list box; when map B is run, scene 4,5,6 are shown in list box.
Map (only available in Professional edition)	List all maps which are chosen
Movie (only available in	List all movies which are chosen


Professional edition)	
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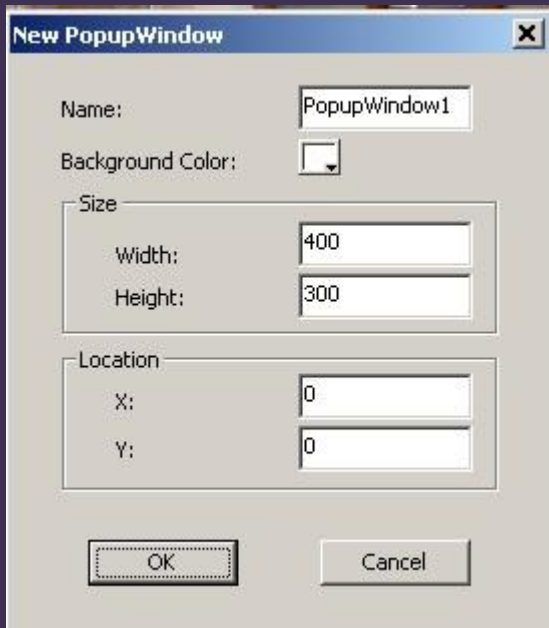


Note: When the current skin is replaced, the list values of the current ListBox will be applied to the new one on the new skin.

Add Popup Window (Pro only)

- **Add Popup Window**

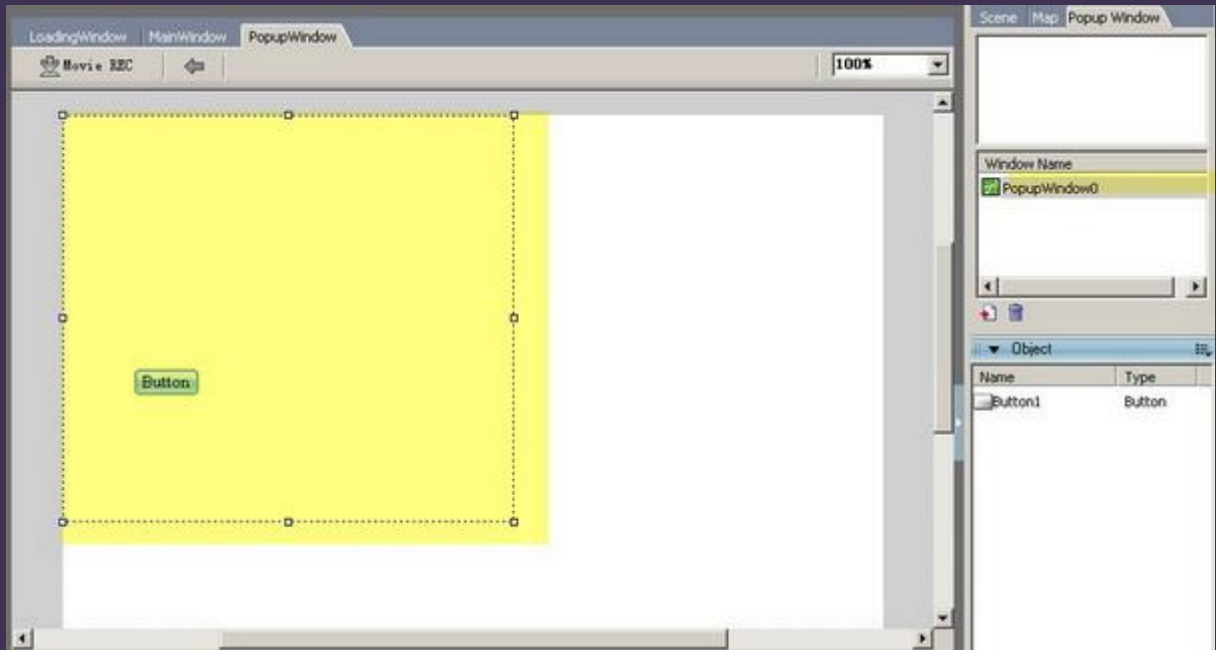
1. Go to List panel>Popup Window tag and click ,
2. Then the dialog box of popup window will appear as below for you to set Name, Size, Location, Background Color of the new popup window.



The screenshot shows a dialog box titled "New PopupWindow" with a close button (X) in the top right corner. The dialog contains the following fields and controls:

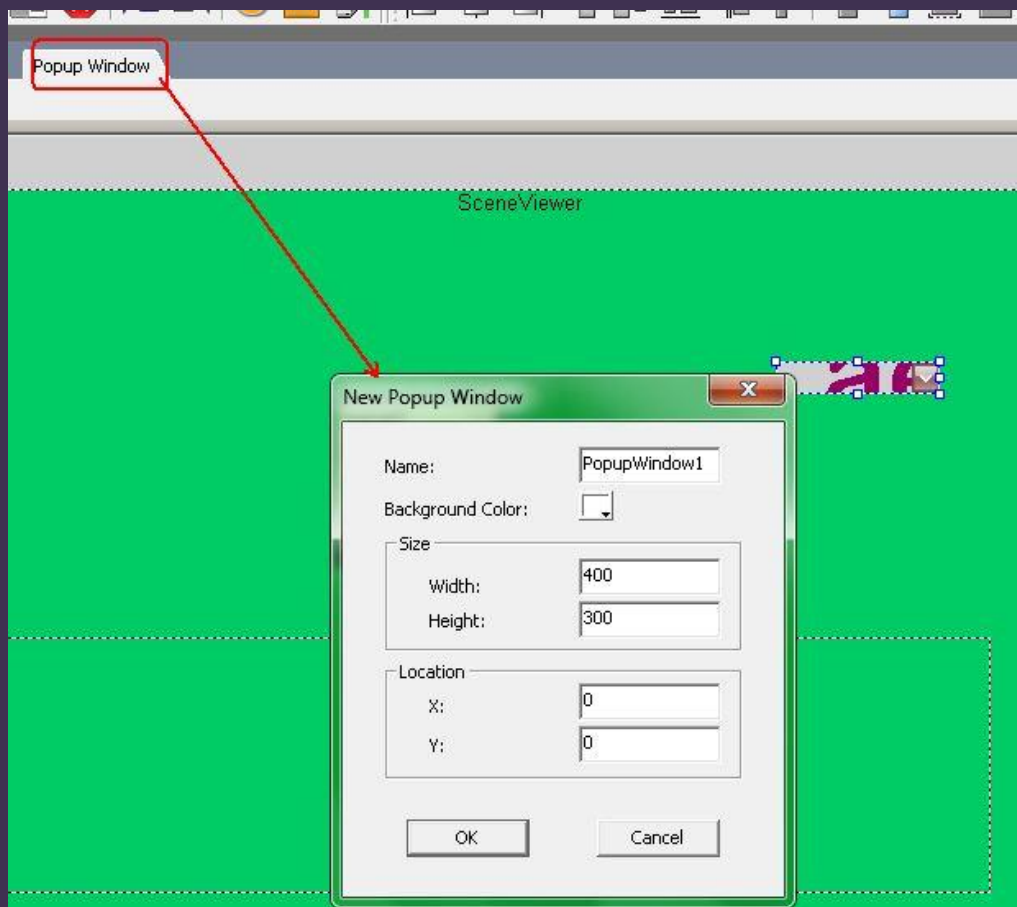
- Name:** A text box containing "PopupWindow1".
- Background Color:** A color selection box with a small square icon.
- Size:** A group box containing two text boxes: "Width" with the value "400" and "Height" with the value "300".
- Location:** A group box containing two text boxes: "X" with the value "0" and "Y" with the value "0".
- Buttons:** "OK" and "Cancel" buttons at the bottom.

3. Click OK, a popup window item will display under the Popup Window list and the workspace of Popup Window will appear as below in which the popup window is editable.

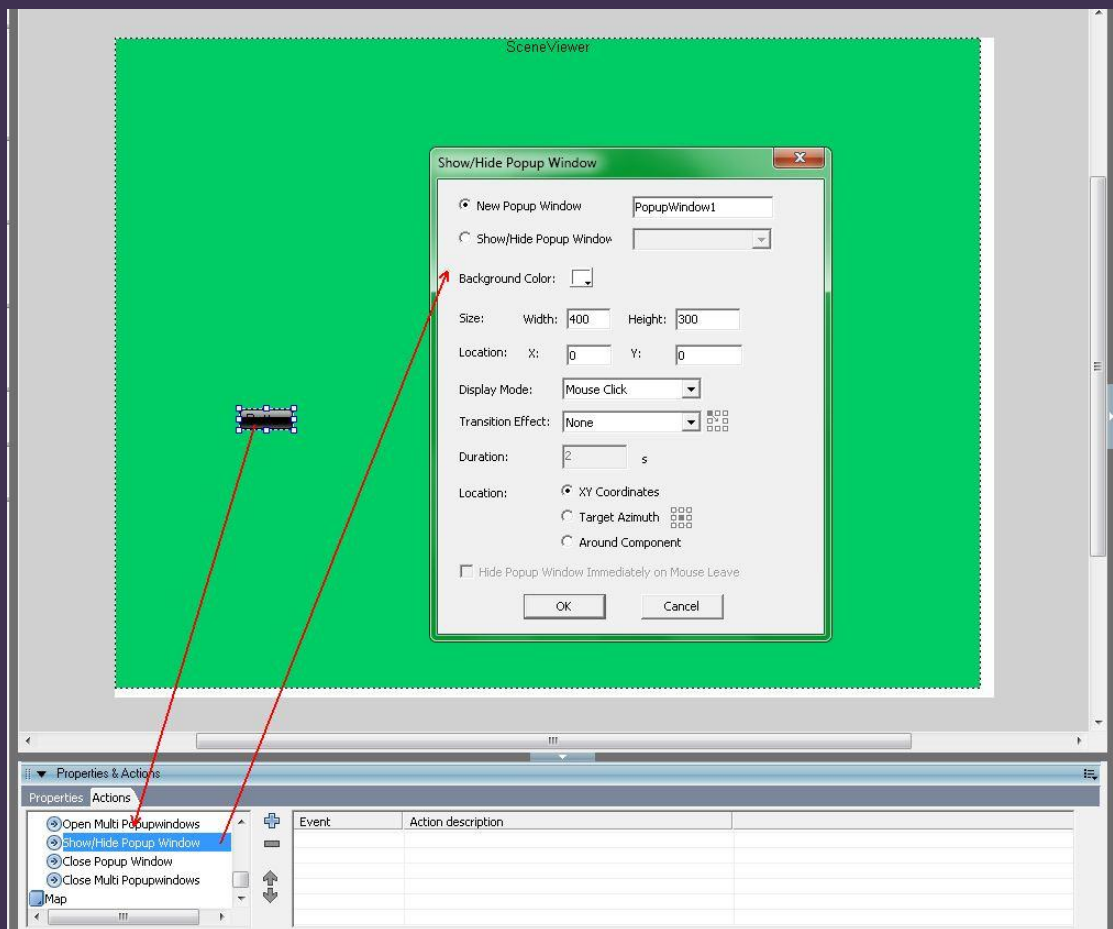


Another method of adding popup window--when you click *Pop window* in stage in workspace


1. If you have not added a Pop window and click *Popup Window* it will give you a tip to add new Popup Window .
- 2.



2. If you add a button on the main window and then add an Action—*Show/close Popup window* but you have not added a popup window , it will give you a tips to add popup window :

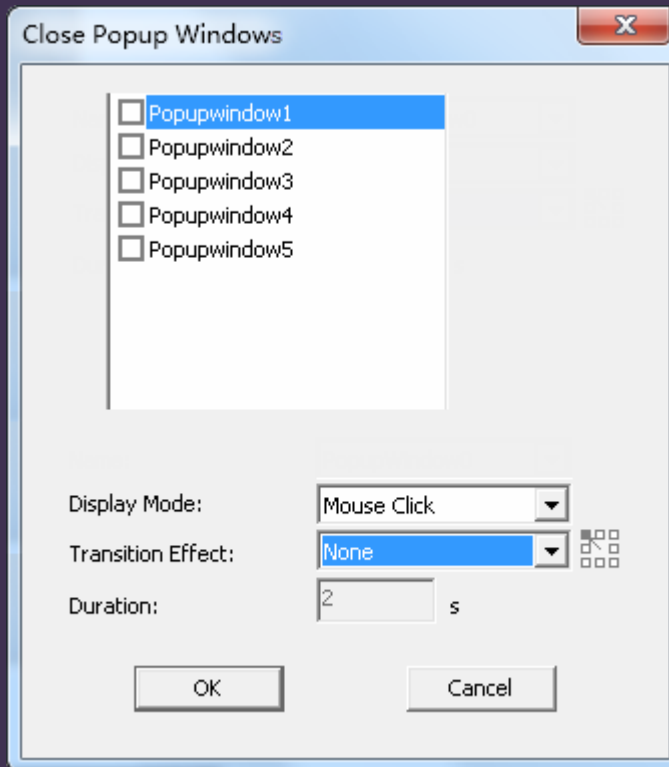


- **Delete Popup Window**

1. Go to List panel>Popup Window tag and click on the popup window you want to remove.
2. Click  or press Delete key to remove the popup window.

- **Add Popup Window "Open and close" multi Popup window**

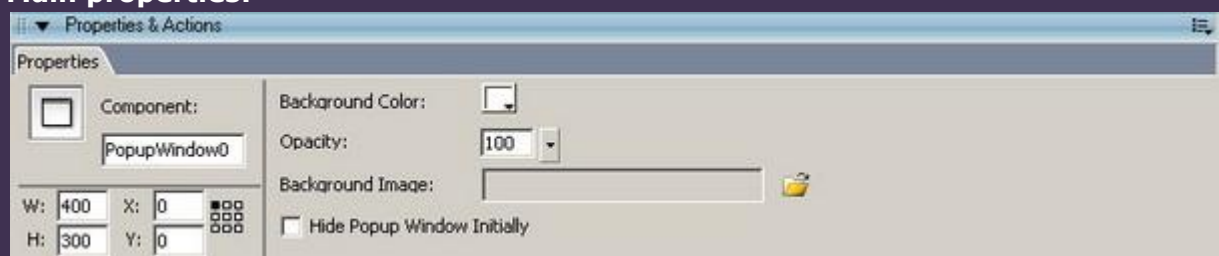
Tourweaver7 add two more action for open/close multi Popup window .when choose open/close multi Popup window .All pop up window will be listed as below choose them and click *Ok* :



Set Properties for Popup Window (Pro only)

After adding a popup window, you can set properties for *Popup Window* by its properties panel which is as below:

Main properties:



Coordinate Grid (Pro only): Refer to [Change Size and Appearance of Map Viewer](#)>How to anchor Map Viewer on the Main Window?

Background color: The background color of popup window. Transparent color is supported.

Opacity: Refer to [Set Textarea Properties](#).

Background Image: To add/delete a background image.

Hide Popup Window Initially: To set whether to hide Popup Window initially while the tour running.

Popup Window is adjustable.

▣ [How to change size and appearance of Popup Window](#)

1. Select Popup Window under Popup Window tag.
2. Drag mouse to adjust the size of the selected popup window and modify the relative properties under the Properties panel of popup window.



Tip: 1. If you want to change the size or position of a popup window, do any of the following:

- Select a popup window, drag the sizing handle at the corner of it to the size you want.
- Adjust the size or position in the properties panel of popup window by changing the X/Y values.

2. Press Ctrl+Left mouse button to move the popup window.

Add Components on Popup Window (Pro only)

▣ [How to add components on Popup Window](#)

1. Click on one of the tools (components) from Toolbox
2. Click the blank part of Popup Window to place the button.



Note: In one project, *Map Viewer* can only be added once. That means map viewer can't be added to popup window if it has already been added to main window unless deleting it from main window.

▣ [General Operation on Component](#)

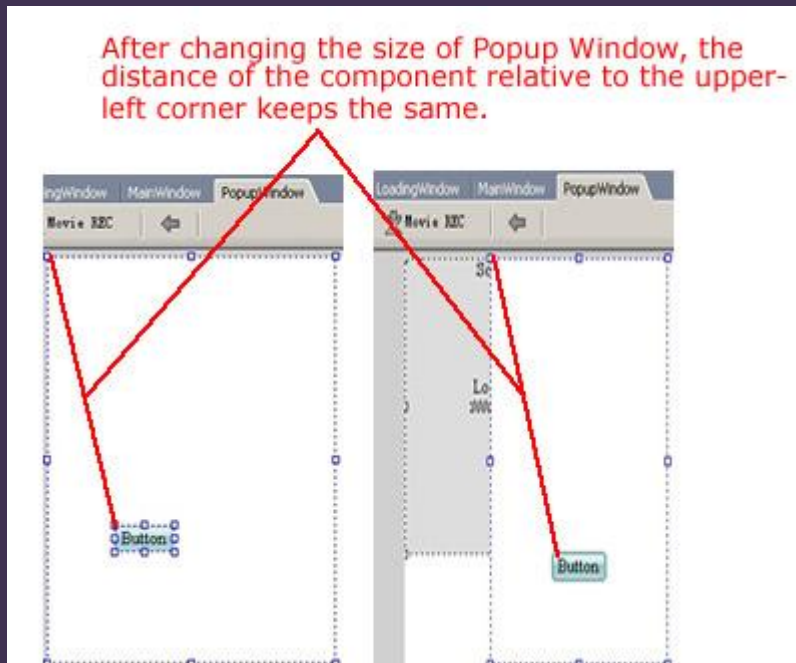
[Using Ruler, Guide Line and Grid](#); [Add and Delete](#); [Copy and Paste](#); [Move and Lock](#); [Layout](#); [Group](#)



Tip: Right click on Popup Window, the context menu will appear to enable some functions like below:



Tip: After changing the location or size of a popup window, the components added to popup window will change position accordingly. See below:



The added component stays in the same position relative to the upper-left corner of the popup window.

■ Set Properties & Actions for Component on Popup Window

After adding components to Popup Window, you could edit the added components to set the location, size, other properties and actions of them. Select the added component you want to edit, then:

- To set the properties in the properties panel, refer to [Properties and Actions Panel](#)
- To move, layout, paste or delete component, refer to [Component](#)
- To add an action to the component, refer to [Set Button Action](#).



Tip: 1. To select a component, do one of the following:

Click the component in the Popup Window directly.

Click the component in the *Object* panel.

2. To select multiple components, do one of the following:

If you want to select contiguous components, you need Shift-click them in the Popup Window or in *Object* panel.

If you want to select discontinuous components, you need Control-click (Windows) in the Popup Window or in *Object* panel


Access *Edit>Select All* or right click menu or shortcut *Ctrl+A* to select all the components.

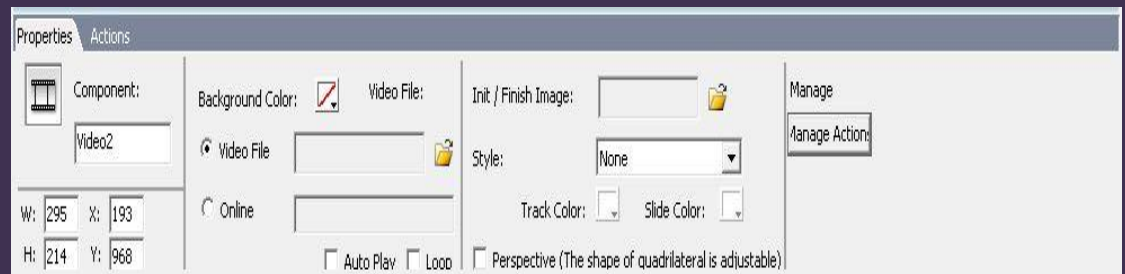
■ **How to add video and online video in pop window**

Tourweaver7 not only supports adding video but also online popup video.

1. Add a popup window



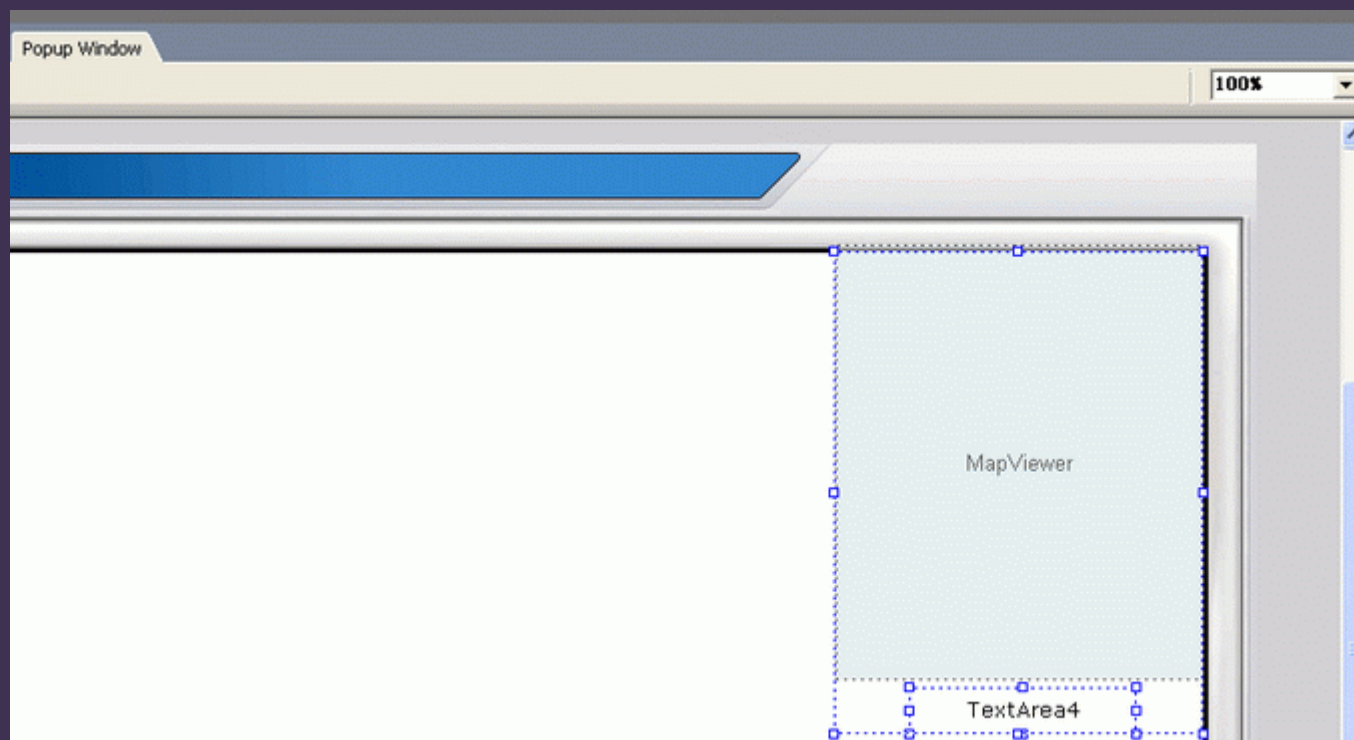
2. Drag  to the pop up window
3. Then choose the video you want to add from your folder.
4. For online video ,please add video url in the setting



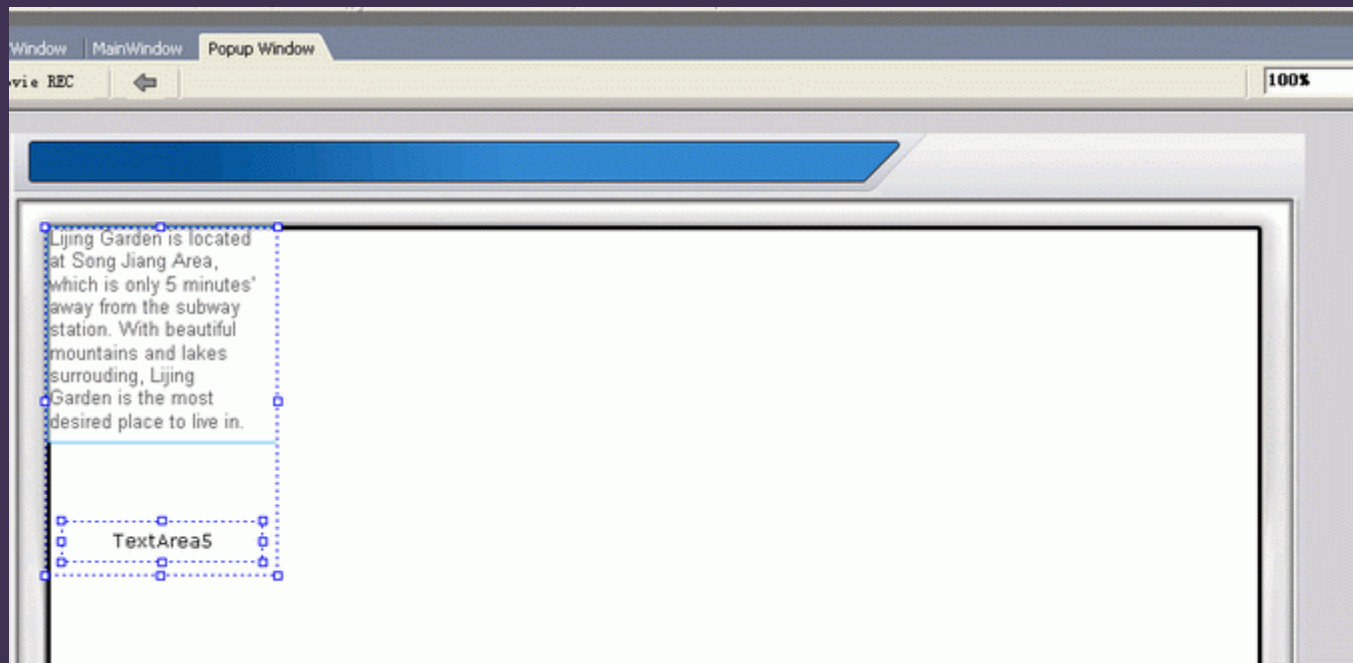
▣ [How to copy and paste components between popup windows?](#)

Take popup3 and popup4 as an example.

1. Click on PopupWindow4, under the object panel, the components on popup4 will display, right click on textarea, and select Copy from the right-click menu.



2. Click on PopupWindow3, right click on the blank area of the object panel, and select Paste, then the textarea component will be pasted on PopupWindow3.



How to Apply Popup Window (Pro only)

Popup Window can be applied to a hotspot or other components to create a fine popup window of a virtual tour.

Basic steps:

1. Add a popup window (see [Add Popup Window](#)), set properties for it (see [Set Properties for Popup Window](#))
2. Add components to popup window, set properties and actions for the added components (see [Add Components on Popup Window](#)).
3. Add a hotspot to the scene or add a button to the skin (see [Add Hotspot on Scene](#))
4. Add an action *Window*> [Open Popup Window](#) or Show/Hide Popup Window from the Actions panel to the hotspot or the added button from the Actions panel to the hotspot (see [Set Button Action](#) for reference).
5. Click OK. Then preview, when you mouse click on the hotspot or button, the popup window will appear as you have set.



Note: Popup Window will be included in the exported skin folder.

Add Sound


You can add sound in multiple formats to hotspot, scene, movie or the whole virtual tour. The supported audio formats include au, mp3, wav and midi.

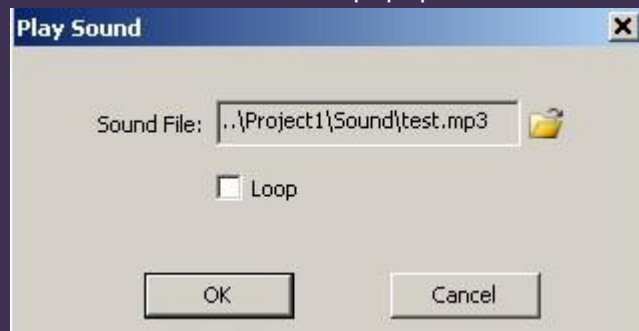



Note: When publishing tour in Flash viewer, only mp3 will be recognized. The au, midi and wav can't be played properly in flash viewer.

■ [Add Audio Hotspot](#)

When making a virtual tour, you can add background sound to hotspot. When you click this audio hotspot, then the relative background sound would be played. The steps are as below:


1. Add a hotspot from the ToolBox to a scene or a map
2. Click Action tab under hotspot Properties panel
3. Choose Sound>Play Sound and click  to add this action to right side
4. Then there would be a popup window as below:



5. Click  to add the sound; if Loop selected, the sound would be replayed automatically.
6. Click OK

■ [Add Background Sound to a Certain Scene](#)


To add background sound for scene, please do as following:

1. Select the scene to which you're going to add background sound and open Properties panel
2. Click  to add the sound; if Loop selected, the sound would be replayed automatically
3. Click OK

■ [Add Background Sound to Movie](#)


To add background sound for movie, please do as following:

1. Select the movie to which you're going to add background sound and open Properties panel.

2. Click  to add the sound; if Loop selected, the sound would be replayed automatically.
3. Click OK.

▣ [Add Background Sound to Virtual Tour](#)

Besides adding sound to hotspot, scene and movie, you can also add a background sound for the whole virtual tour. This sound would be played during running the tour. The steps are as below:

1. Choose File>Publish Settings>General
2. Click  at Background Sound File to add the sound. If Loop is selected, the sound would be replayed automatically.

▣ [Mute](#)

You can set a *Mute* button to stop the sound. Mute is an action which can be added to hotspot, text, image or button. Please refer to [Action for sound](#).



Note: Tourweaver7 optimized sound control system for multi sound. There is only one sound is played at the same time.

How to Edit Movie

You can choose several or all the scenes in the current project and organize them in a certain sequence, view them from a certain position and run each of them in a certain period. At last you get a movie which runs those scenes with several rules. Thus movies in Tourweaver are referring to a series of frames which form a walkthrough at the Timeline. These frames record the time points, the scenes on the relative time points and the view position including Pan, Tilt and Fov of each scene.

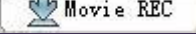

Slideshow

After you import one or several scene images in Scene tag under List panel, you can add a SlideShow on Movie tag. It's generated automatically according to the scenes you've imported. The SlideShow organizes the scenes due to the sequence as the same in Scene List on Scene tag and the pan, tilt, Fov and rotating speed as you've set. Therefore, when you add or delete scene from scene list or change the rotating speed of any scene, this Slideshow will be updated automatically. This SlideShow is allowed to be modified by customers and the frames could be added, deleted and the properties of the frame can also be edited.

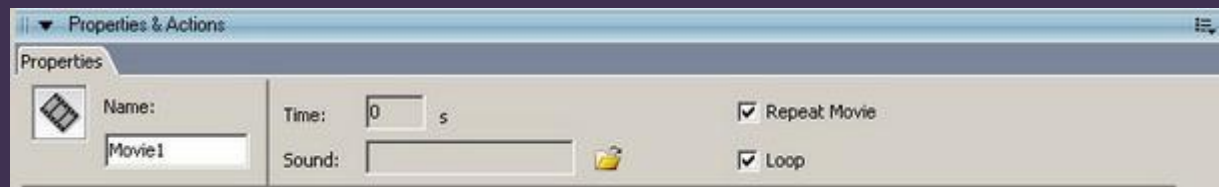
Create a New Movie

Before you make a customized movie, you have to first create a movie by two methods.

■ [Create a new Movie](#)

1. Click MovieREC button  right below MainWindow to open MovieREC panel
2. Click  at left bottom side to create a new movie with the default name Movie1
3. Or you can select Slideshow and right click your mouse to choose Copy from the popup menu. Click any blank part in the panel and right click your mouse to choose paste menu. Then a new movie copied from Slideshow is generated.

■ [Set Movie Properties](#)



Time: The movie length.

Sound: To add sound to a movie ([How to add background sound to movie](#)).

Record a Movie

When you add a new movie, it's blank completely even without a frame. You can insert different frames to begin recording the movie with your own style.

■ [Insert/Delete Frame](#)

Frame is the basic element of movie and each frame represents a time point on time axis. To record a movie, you have to insert multiple keyframes in the movie with the following steps:

1. Select the movie which you are going to record under Movie REC panel like Movie1.
2. Select the scene which you are going to first record from the scene list right under the MainWindow as shown below:



3. Put the mouse onto Movie REC panel and click a certain time point like 10s on time axis
4. Click which is at the bottom of Movie REC panel or right click your mouse and choose 'insert Frame'. Then you finish inserting a keyframe at 10s time point; and at this frame, you can see the initial display position including Pan, Tilt and FOV of Scene1 which you're just chosen.
5. Move your mouse onto Scene Viewer and adjust the view position of Scene1 in Scene viewer by dragging with mouse or via Toolbar.
6. Again back to Frame editing area under Movie REC panel, find the next time point where you want to insert a keyframe like 15s and click it.
7. Again click or right click your mouse to choose 'insert Frame' from popup menu.
8. Thus movie1 will run scene1 as how it's set at 10s to how it is at 15s automatically.
9. You can set multiple keyframes for different scenes by repeating the above steps. At last all these keyframes would form a walkthrough which is exactly the one you want.

Delete Frame

1. Click the frame which you want to remove
2. Click or right click and choose Delete Frame to delete that frame

Display mode

Click the right side of timeline to shift the display mode including Common mode and Preview mode.

Set Frame Properties

When you record a movie, if you're not very satisfied with the viewing position of the scene at a certain keyframe, you can define an accurate position by setting the frame properties. The frames for panoramic image and still image are a little different.

When the frame is for panorama, its properties panel is as below:



Frame No.: To show the frame number

Movie Name: To show which movie this frame is in and the length of this movie

Scene Name: To show which scene this frame is for

Pan, Tilt, FOV: The initial value of the Pan, Tilt and FOV

Rotation Direction: To show, from this frame on, which direction does this movie turn to, clockwise or anti clockwise.

▣ [Copy, Cut and Paste Frame](#)

You can copy or cut one or several frames and then paste it or them to other time points or another movie. The steps are as below:

1. Select the frames you're going to copy (you can select multiple frames by Ctrl or Shift), right click and select copy frame or press Ctrl+C
2. Right click where you want to paste the frames and choose paste frame or press Ctrl+V


▣ [Drag Frame at Time Line](#)

You can modify walkthrough of movie by dragging a certain frame to change its time point.

1. Click a certain frame
2. Press the mouse and drag the frame leftwards or rightwards until a certain point. And the frames after this one would also move synchronously.

Preview Movie

You can preview movie by two ways

1. Select the movie which you want to preview and click  to preview the movie in Scene Viewer
2. Select the movie which you want to preview and press Enter.

Copy and Paste Movie

You can copy the movie which you've edited.

1. Select the movie you want to copy and right click to choose copy movie
2. In movie editing area, right click and choose paste movie

The Slideshow can be edited, and you can also copy and paste it as a new one to make customization.

Delete Movie

You can also delete the movie which you've edited.

1. Select the movie you're going to remove
2. Right click and choose Delete movie.

Set Movie to Default

Default movie is the one which will be auto run when virtual tour starts.

1. Go to File>Publish Settings
2. Go to General Page
3. Select the right movie as the default one at Default Movie.

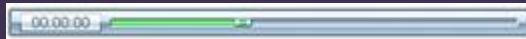
Play/Pause Movie

You can control movie by setting a play/pause action for it. There are two actions *Play/Pause Movie* and *Stop movie* which are only active for movie. You can control movie by adding button to tour skin and set either of the two actions on the button. What's more, you can also add these two actions on other components besides button. Please refer to [Action for Movie](#).

Movie Controller

It should be known that there is only one movie controller in for one virtual tour to show and control the process of a movie. A controller contains a track, a sidebar

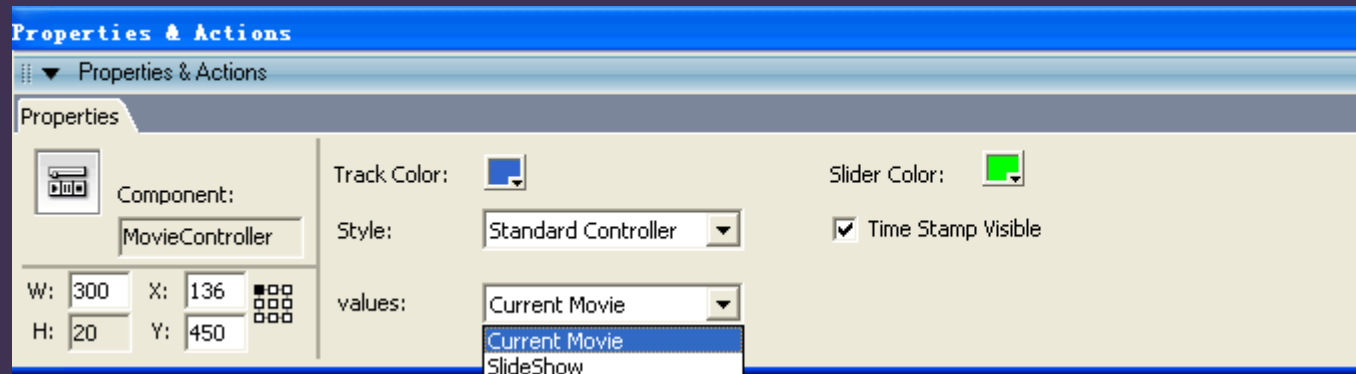
and a time stamp. You can customize the color of controller track and sidebar. You can also decide whether the Time Stamp is shown. There are two styles for Movie Controller: *Standard* and *Mini*.



▣ [How to add Movie Controller](#)

1. Click Movie Controller from Toolbox
2. Click MainWindow to place the controller on it.

▣ [Set properties for Movie Controller](#)





Style: Two styles are available: *Mini Controller* and *Standard Controller*.

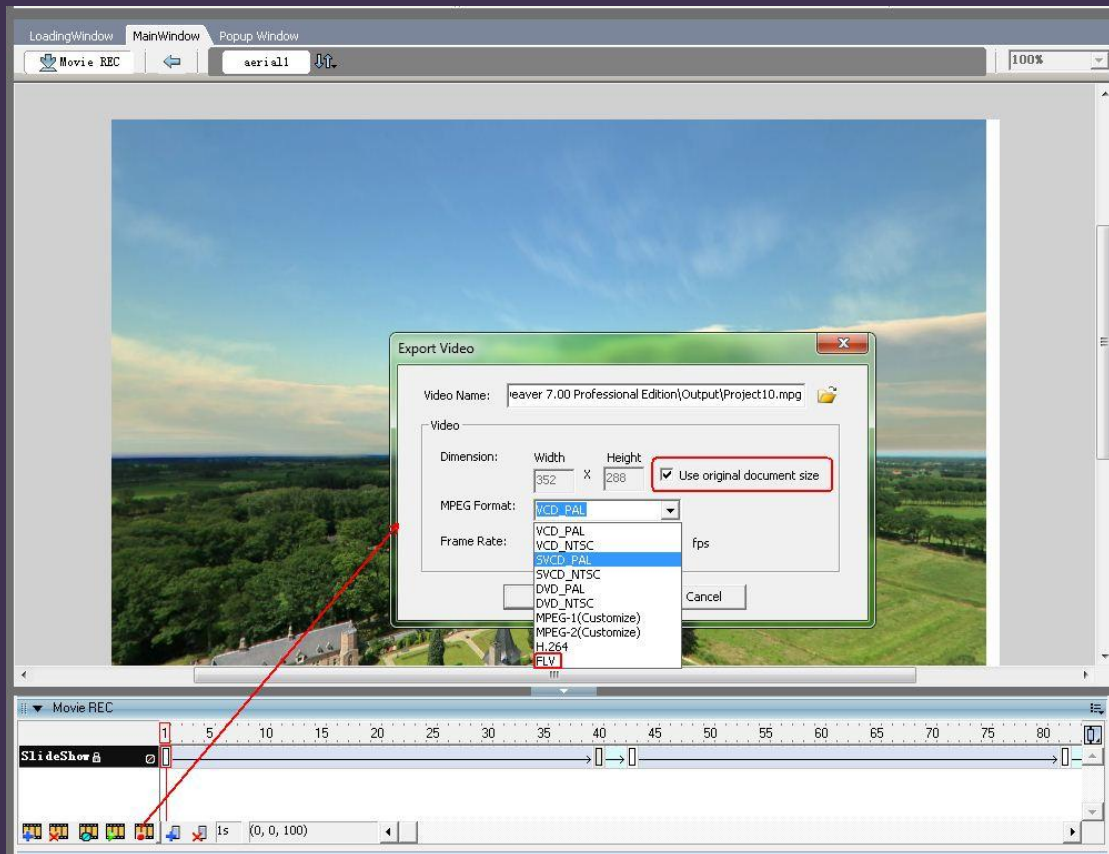
Values: To define the movie that is controlled by movie controller.

Export Movie as a Video (Pro Edition Only)

In Tourweaver7, you can export a movie as HD AVI format video and flv movie. Comparing with tourweaver6.5 the video quality is optimized a lot. Tourweaver7 supports HD video.

How to export movie as video:

1. Click MovieREC button  right below MainWindow to open MovieREC panel
2. Select the movie which you're going to export
3. Click the export button  to popup the export setting window as below:



4. Define the export route and set the video format.
5. Click OK.



Note: This feature is only available in professional edition.

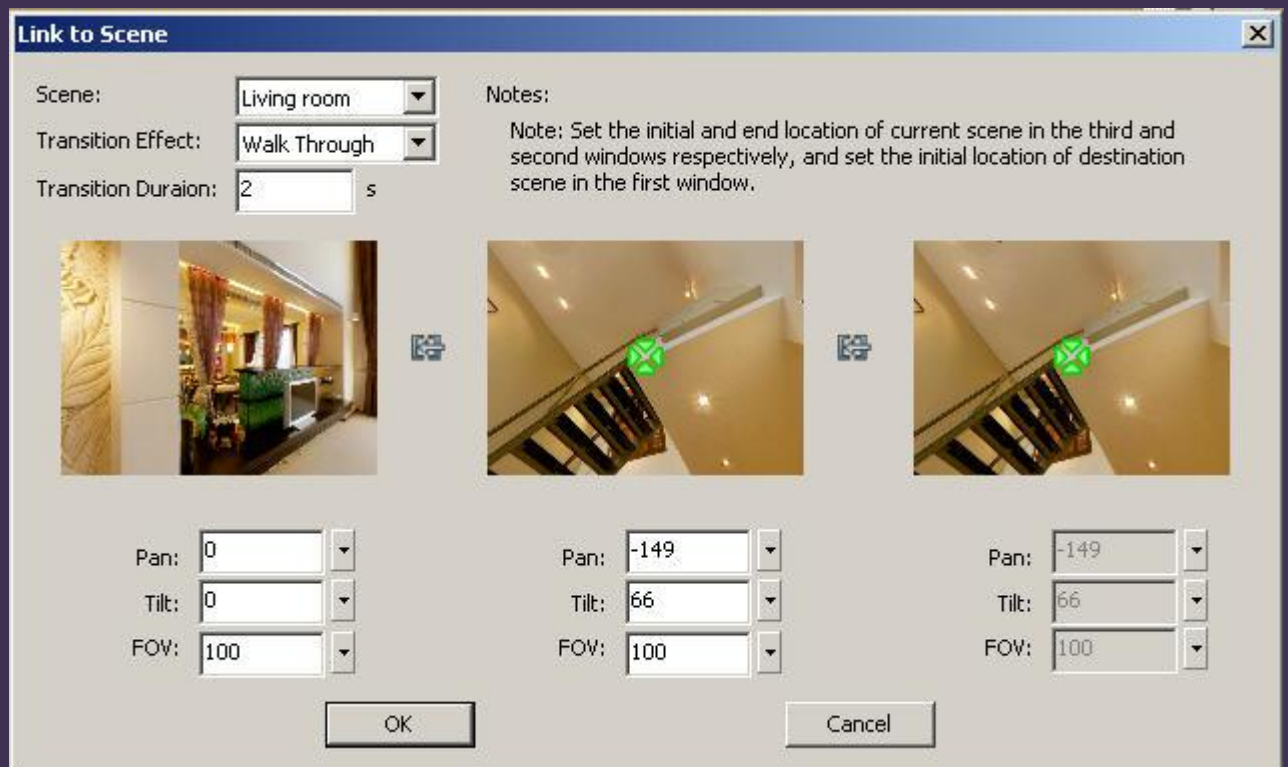
How to Set Transition Effect

In Tourweaver7, you can not only set transition effect for each scene, but also for each map. During a transition between two scenes or two maps, this transition effect you've set will run automatically, which make the transition very fluently.

■ [Set Transition Effect for Scene](#)

There are three ways to transfer between different scenes.

1. To make scene transition by Thumbnail, ListBox or ComboBox. There are None, Fade in and Fade Out and Blade as transition effects in this way. You can set any of them via Properties Panel.
2. To make scene transition by the action Link to Scene on Text, Image or Button components. The transition effect is the same with the first way.
3. To make scene transition by Link to Scene action on hotspot. Besides the transition effects described above, you can also set Walk Through as transition effect (to set after adding Link to Scene).

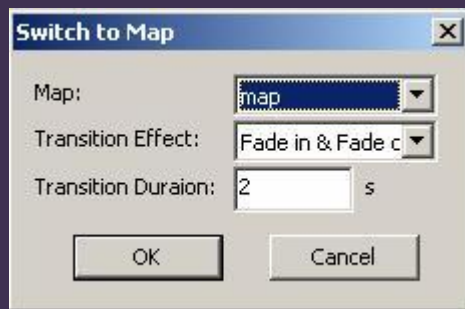


After you add *link to scene* to hotspot, and choose *Walkthrough* as the transition effect, you can see the above window. As said in the previous chapter [Add Hotspot](#), the right window is the starting position of the current scene where the hotspot is on. This position can't be changed any more. The central window is the end position of the current scene where the target window is to be switched. The left window is the starting position of the target scene switched from the current scene. The left and central window can be adjusted by setting *Pan*, *Tilt* and *FOV* values.

▣ [Set Transition Effect for Map](#)

There are two ways to transfer between different maps.

1. To make map transition by Thumbnail, List Box or Combo Box. There are None, Fade in and Fadeout, Blinds and Zoom In as transition effects in this way. You can choose any of them via Properties Panel.
2. To make scene transition by the action Link to Map on Text, Image, Button or hotspot component. The transition effect is the same with the first way. After add action Link to Map, you can see the window below:



You can make settings for transition effect here. For example, if you choose *Zoom In* as the transition effect for Map A, then it will zoom in from where the hotspots is until it covers the previous map completely.



Note: Tourweaver7 is redesigned walk though effect and added more effect.

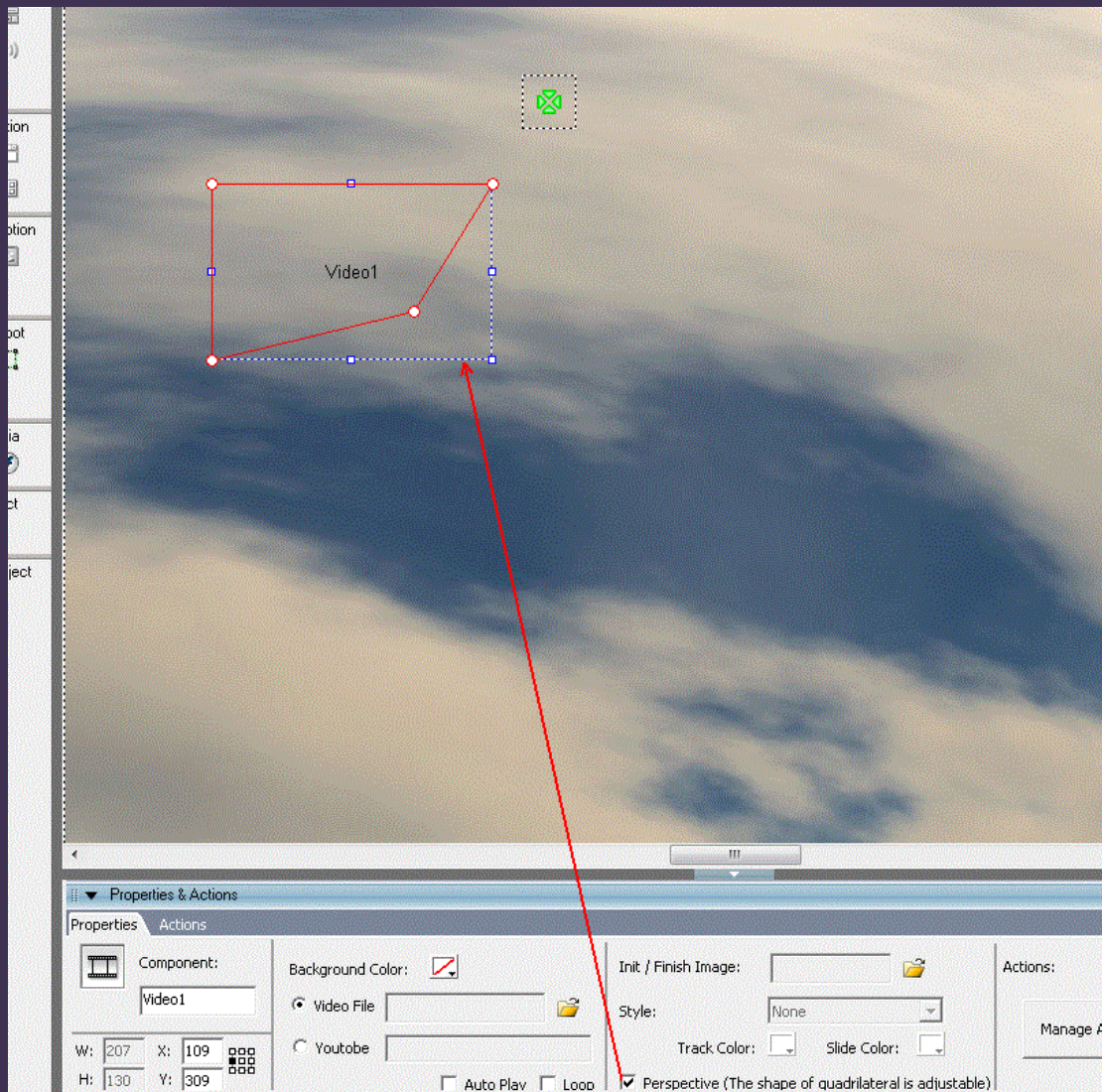
Add Flash

In Tourweaver 7, Flash component can be added to main window, popup window, scene and map, used to play SWF file, to achieve flash effect. Users have more freedom to design unique tours.

▣ [How to Add Flash](#)

1. Click Flash from Toolbox.
2. Click the blank part of Window to place the component.

▣ [Set Properties for Flash](#)



Coordinate Grid (Pro only): Refer to [Change Size and Appearance of Map Viewer](#)>How to anchor Map Viewer on the Main Window?

Background color: The background color of flash. You can customize the background color of flash.

Flash File: Add the flash file which you want to show.

▣ [Add flash component to scene](#)

1. Double click *Scene Viewer* to open a scene.
2. Click *Flash* component from *Toolbox*.
3. Click some place of Scene to place the component.

For adding action to Flash, refer to [How to set action for flash component](#).

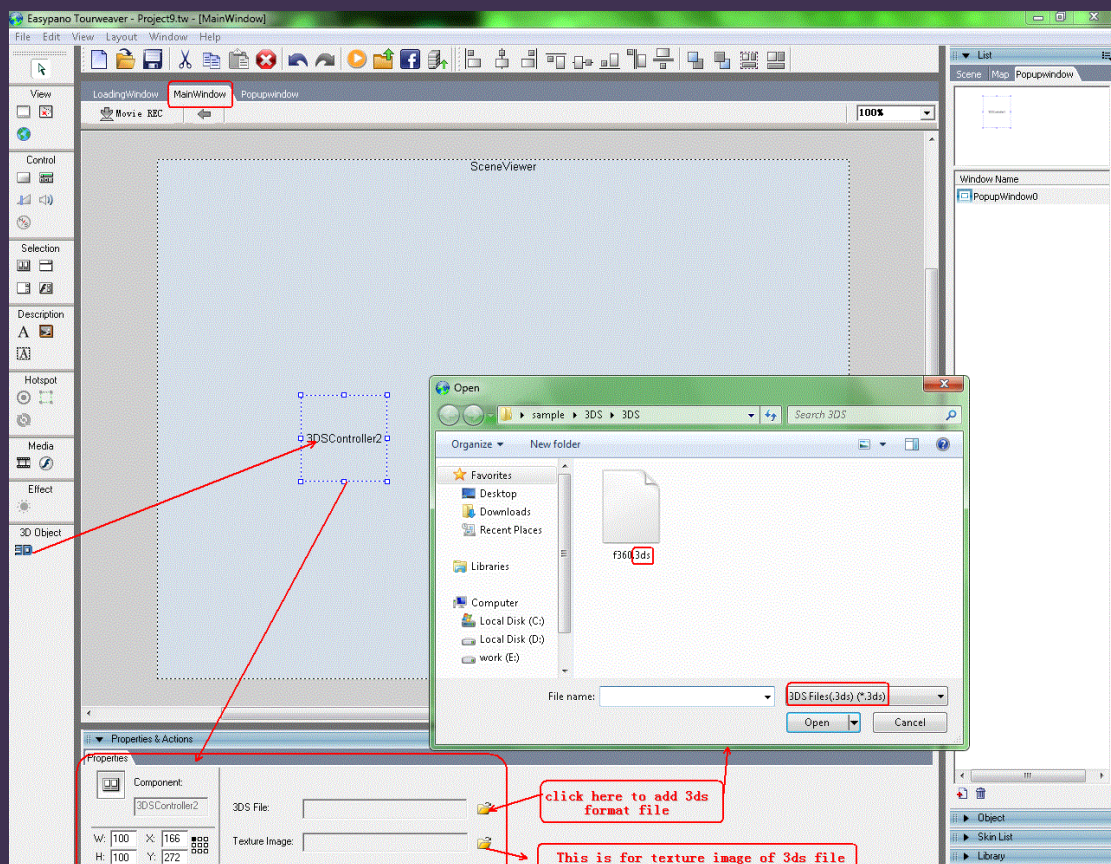


Tip: Flash components can be copied and pasted between different scenes or maps. Flash can be used as hotspot of a scene, linked to correspondent scene.

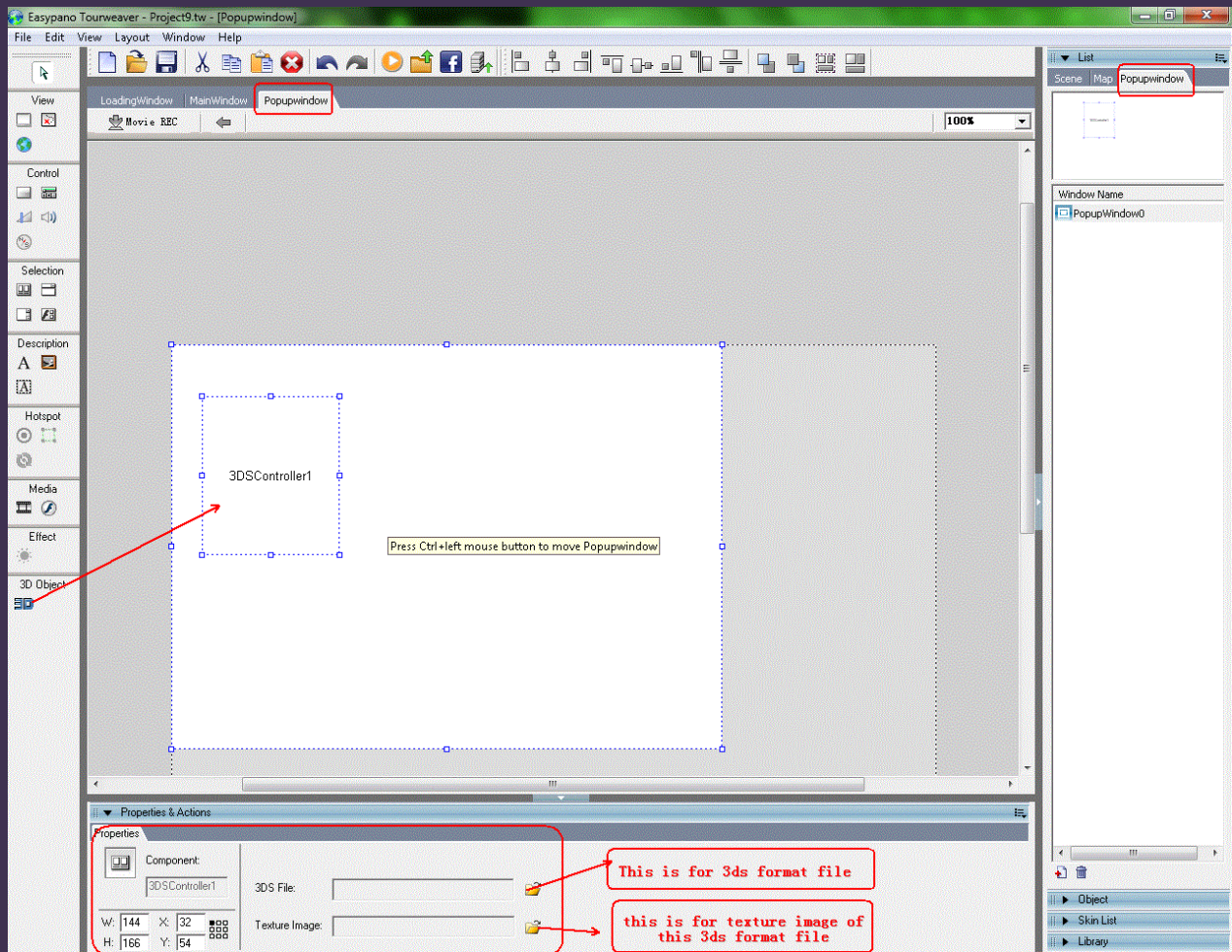
Add 3D Object

In Tourweaver 7, 3D Modeling Object can be added to main window, popup window, used to play 3ds file. Users have more freedom to design unique tours

Main Window :



Popup window:



[How to 3D Modeling object](#)

1. Click 3D from Toolbox.
2. Click the blank part of Window to place the component.

[Set Properties for 3D Modeling Object](#)

3DSFile: The 3ds format file .

Texture Image: The Texture image of 3ds file.

You can change the size of 3Ds Controller

[How to make 3D Modeling Object?](#)

Tourweaver7 support 3ds format file. You can make it by Auto CAD 3Dmax and so on softwares to make it.

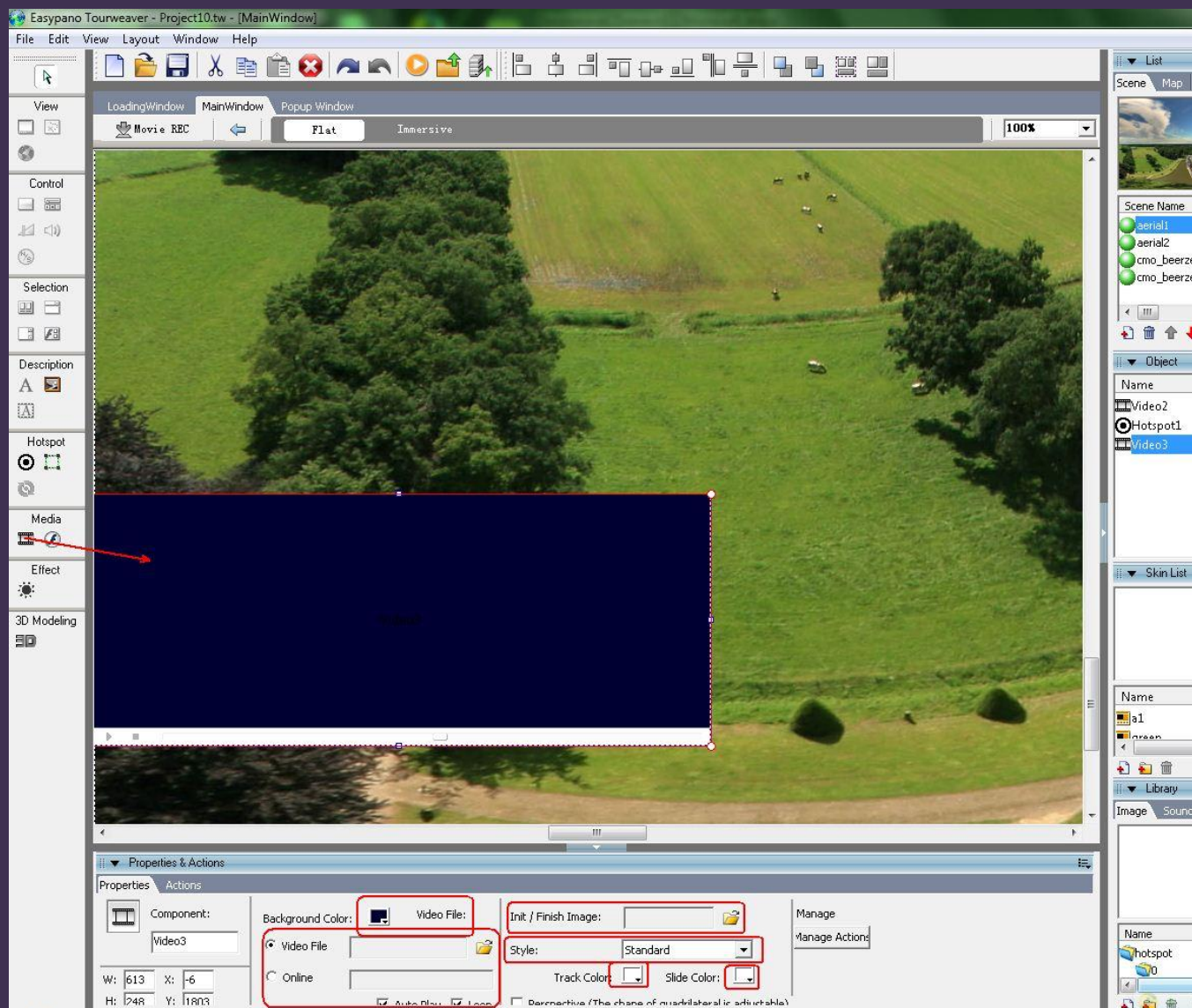
Add Video and Online Video

In Tourweaver7, Video component can be added to main window, popup window to play flv and swf file.

How to Add Video

1. Click Video from Toolbox.
2. Click the blank part of Window to place the component.

Set Properties for Video



Coordinate Grid (Pro only): Refer to [Change Size and Appearance of Map Viewer](#)>How to anchor Map Viewer on the Main Window?

Background color: The background color of video.

Video File: Add the video file which you want to show.

Online video: Add the online video html URL,for example ,if you want to add a Youtube video in your virtual tour you can copy its URL and paste in the form .

Auto Play: If selected, the video will play automatically when the tour begins running.

Loop: If selected, the video will loop

Init/Finish Image: To select the image to display when the video is loading, pauses or stops.

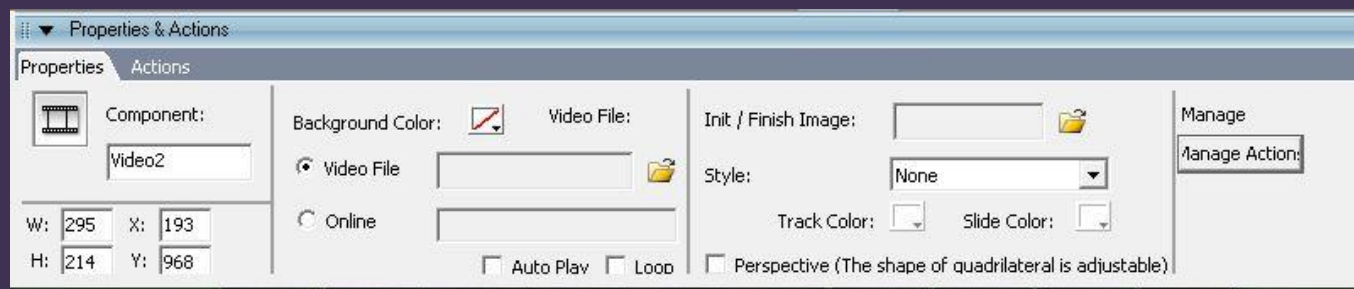
Style: To decide whether to show the controller or not. There are two styles for video: *None* and *Standard*.

A video contains a track, and a sidebar. You can customize the color of video track and sidebar.

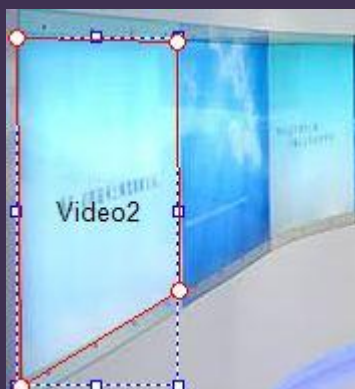


Note: When the style of video is set to *None*, click the video component an action has been added to, the action will be triggered.

Perspective (The shape of quadrilateral is adjustable):Set perspective transform for video.



After ticking the option, drag the side handles to adjust its shape while preserving the perspective.



Note: Perspective is enabled only when a video is added to scene. From Tourweaver7 version, videos which are added in scenes can be paused/closed. When the mouse is over the video area in scene, pause/play and close button will be shown.



Add Cool Effects

Freely adjustable lens flare effect can easily be added to a scene in scene edit mode for a amazing realistic lens effect.

Lens Flare effect can only be added in scene, while not in main window or map.

▣ [How to Add Lens Flare to scene](#)

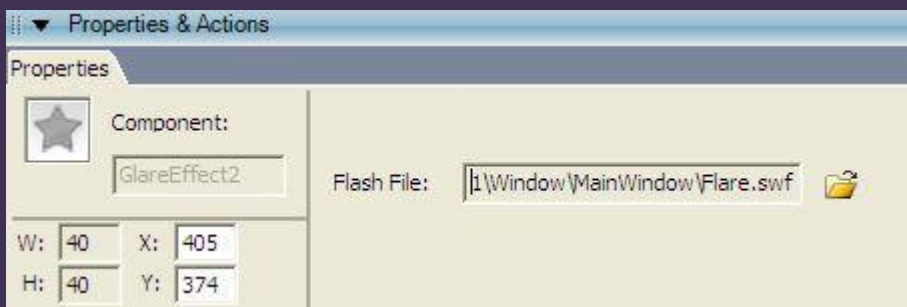
1. Go to scene tag under List panel




2. Double click the scene on which you want to add Lens Flare. Then this scene is displayed in Scene Viewer



3. Click Toolbox and select Lens Flare
4. Go to scene viewer and place it onto the scene
5. Set lens Flare appearance under its properties panel



 Tip: Lens Flare file could be customized by replacing flash file in the folder "resource" in the root directory.

Preview


You can preview virtual tour at any time you want during building tour. The steps are as below:

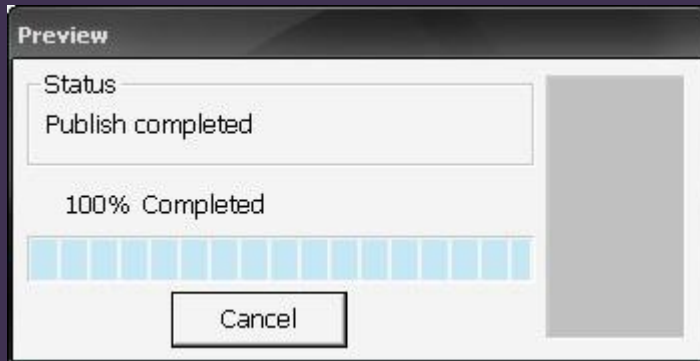


In tourweaver7 we change the preview icon to





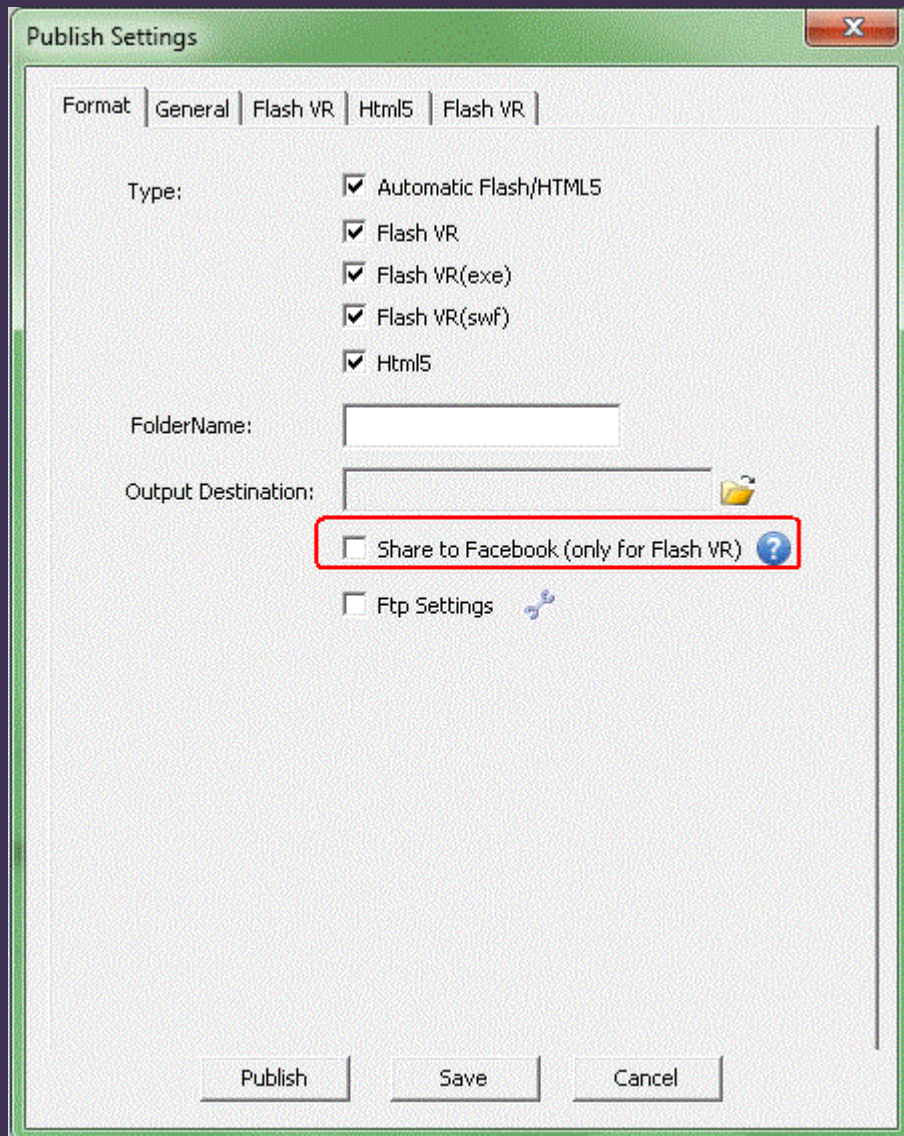
1. Click  from Main Toolbar, or select Preview from File menu, or use shortcut Ctrl + Enter
2. After step 1, there is a processing state window popping up.



3. The preview window closes as soon as processing finishes.



Format Page

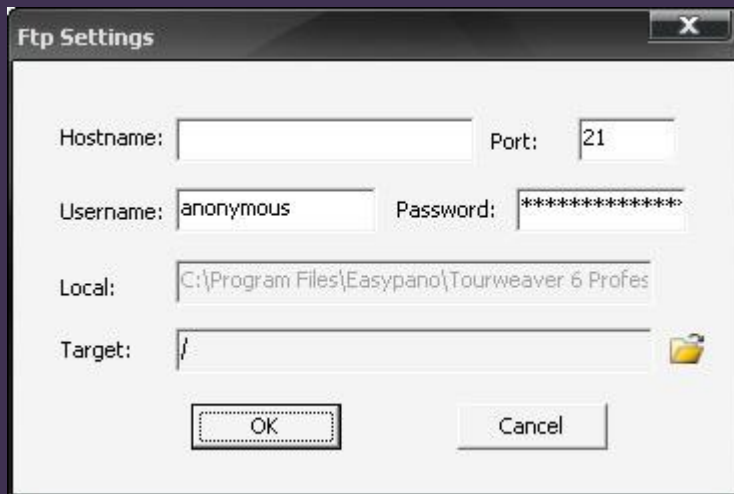
At *Format* page, you can decide which virtual tour format you're going to publish, the project name and the output destination.



Type: Tourweaver7 pro edition supports four tour formats, *Flash VR*, *.exe*, *.swf*, and *HTML5*.

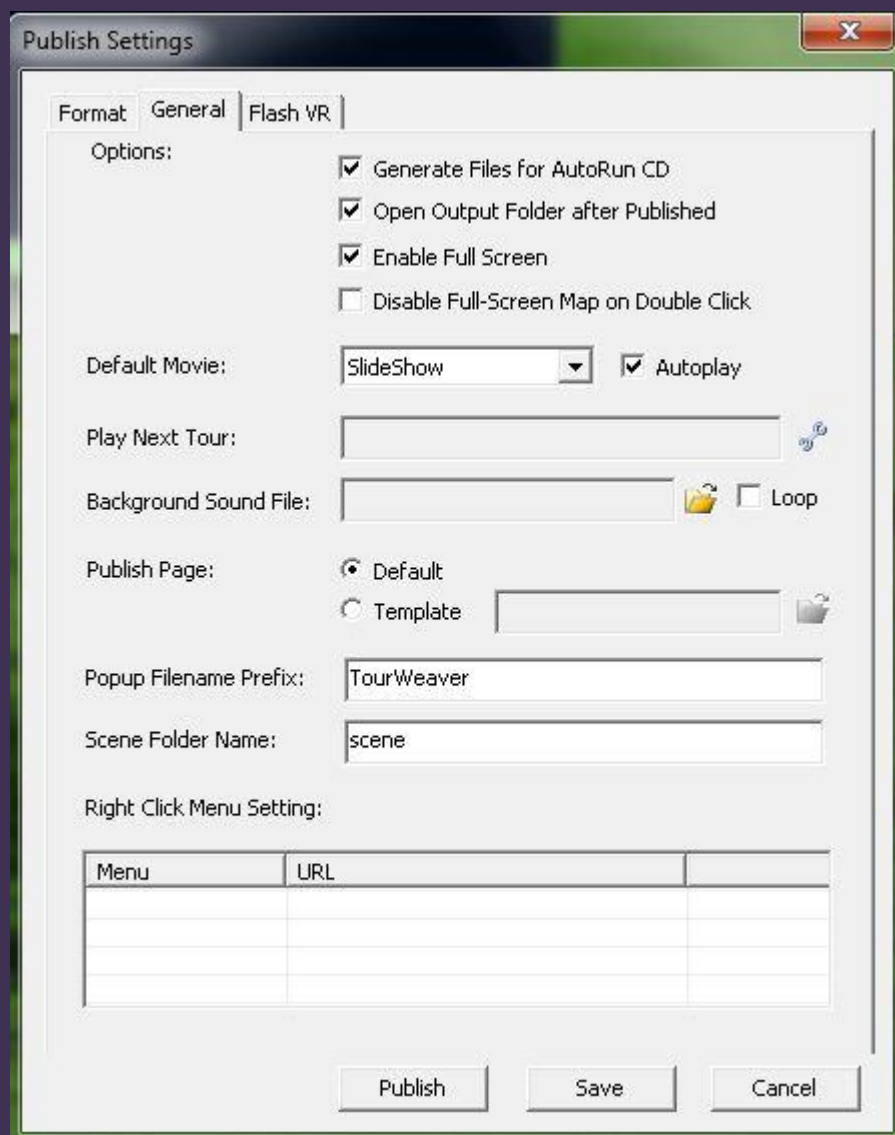
File Name: The project name.

Output Destination: The directory you want to publish for the current project. When publishing, you can export the tour to both local destination and your FTP. Simply tick the option of FTP Settings and then click  to enter Hostname, username, password and etc. In this way, the whole virtual tour will be uploaded to server. If you need to change some of the files in your server, you can access your server by clicking  button.



General Page

Go to General page to make publish settings.



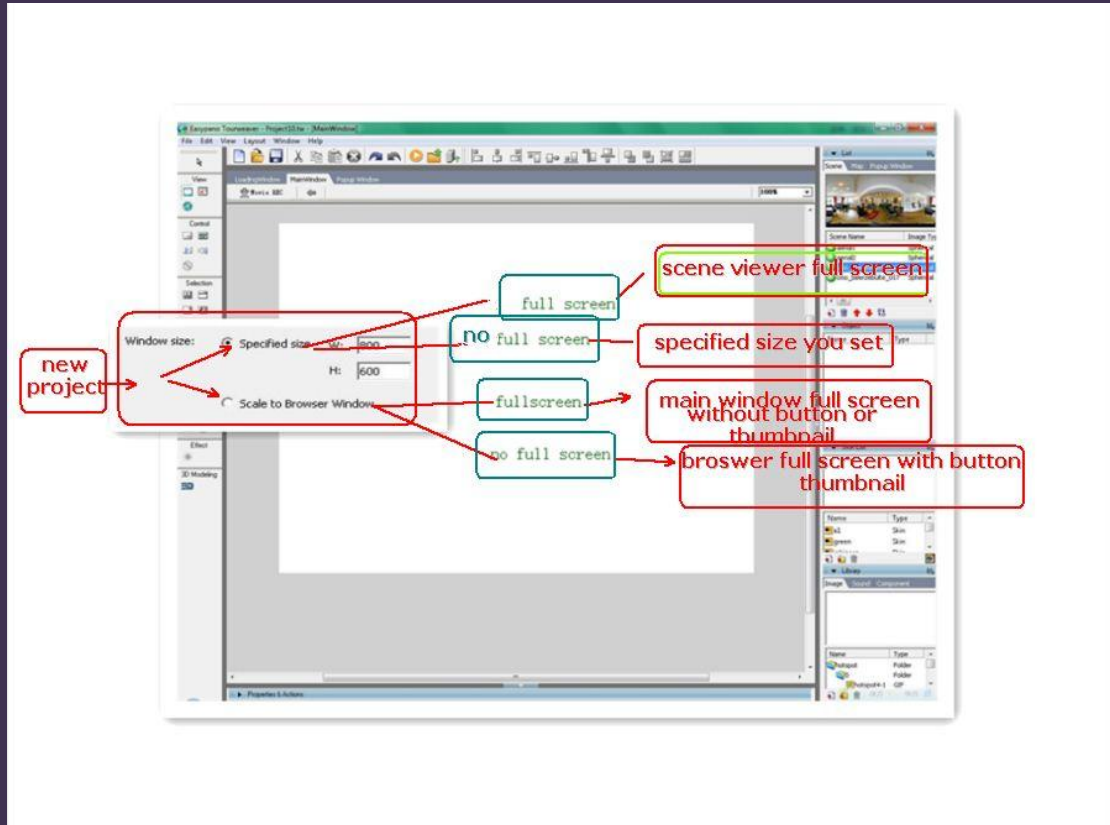
Generate Files for AutoRun CD: When this is selected, an autorun.inf file would be generated after publishing. This file together with the whole tour output is to be burnt onto CD. Then the virtual tour on CD can be autorun.

Open Output Folder after Published: When this is selected, the output folder will be opened automatically after publishing.

Enable Full Screen: Allow full screen mode when running virtual tour.

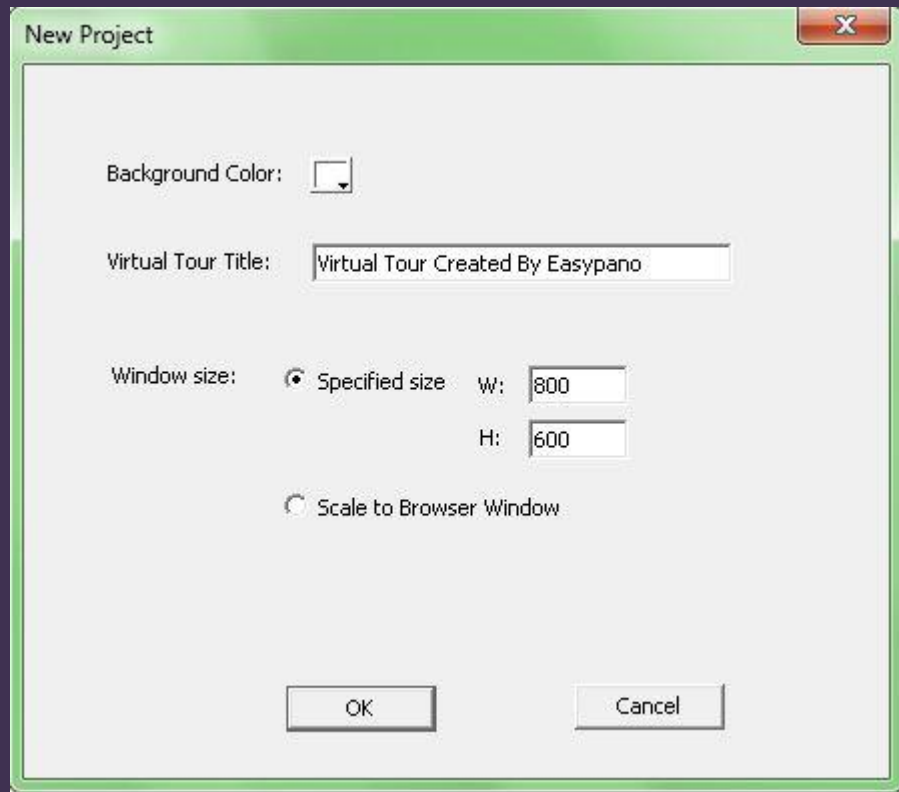
Disable Full-Screen Map on Double Click: After selecting this option, when double click on map, the map won't go to full screen mode.

Details for full screen set as follow:

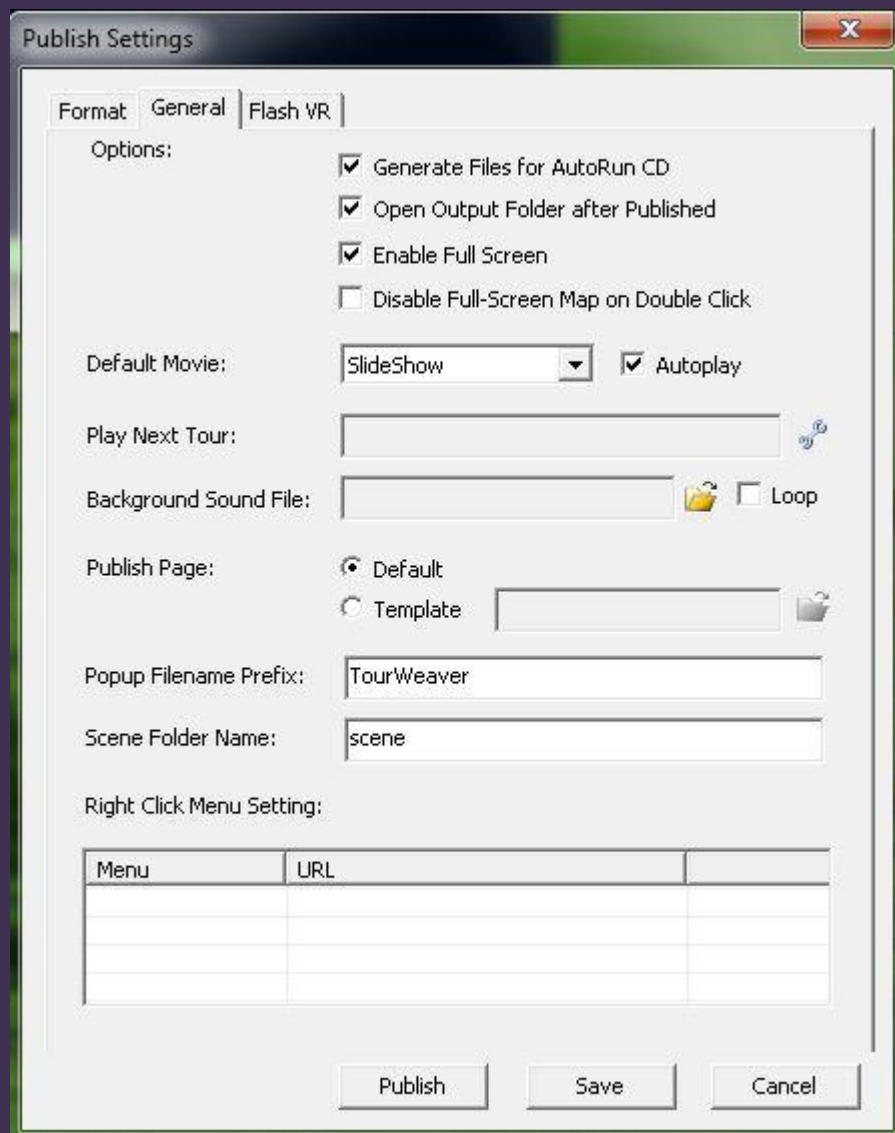


▣ Steps to make main window full screen

1. New project: you have two choice Specified size and Scale to browser Window



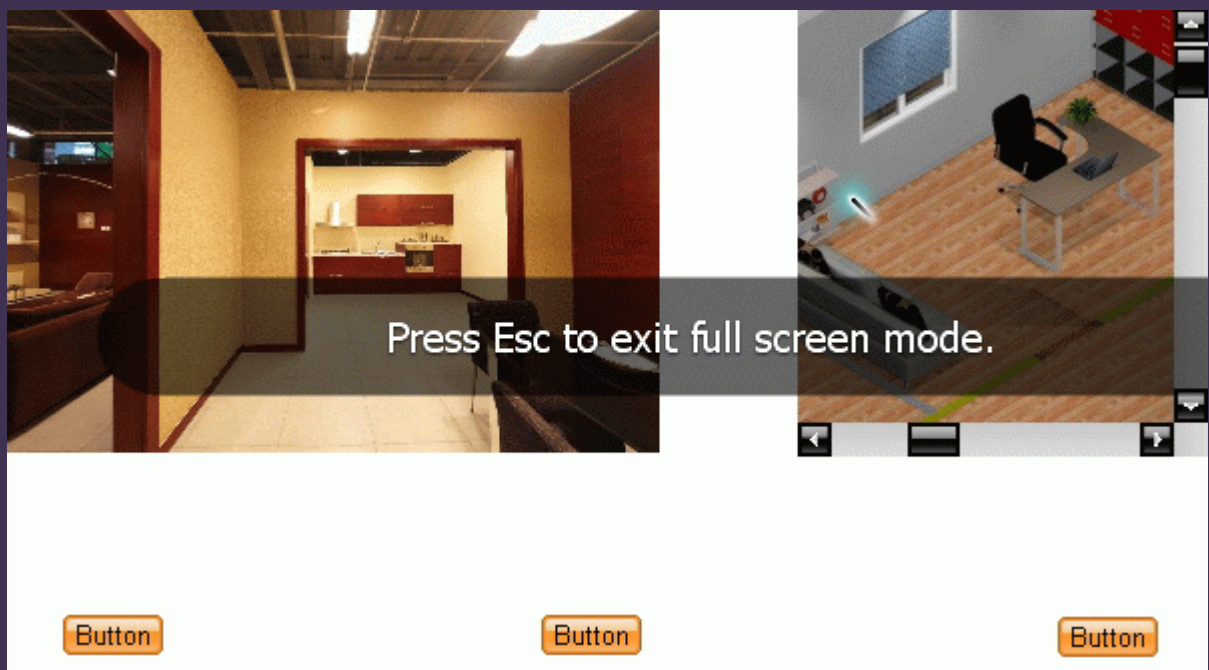
2. In the publish settings, tick the option of *Full Screen of Main Window*.



3. Publish the tour to .exe format to view the effect.



Right click on the blank area and select *FullScreen* to go into the full screen mode.



Note: Only the scene will be in full screen. All the other parts of tour skin would be hidden. When Show Toolbar is selected, then the toolbar would also be shown in full screen. The tour map will be displayed at top right corner when in full screen.

Show Full Screen Toolbar: Only when 'Enable Full Screen' is selected, this item will be enabled. If this is selected, then the toolbar will be displayed as default under

full screen. You can also show/hide the toolbar by right click the screen and use the popup menu. See the following:



Note: In Tourweaver 7, the full screen toolbar can be customized. You can make your own toolbar skin in .fla format and copy it to the resource folder in the Tourweaver installation directory.

Default Movie: Set the movie which is to be run as default after tour loading.

Play Next Tour: You can link the current virtual tour to another tour here.

Quality: Set tour quality

Background Sound File: Add background sound for the selected movie.

Output Files Organization (Pro only): To set the mode how the virtual tour output files are organized. There are two options as below:

- **In separate file folders:** If selected, when you publish two tours at the same time, the output files of the two will be in separate file folder.
- **Share partial resource (player):** If selected, when you publish two tours at the same time, some output files could be shared like twviewer.swf, swfobject.js etc.

Publish Page: Contains default and template. For more, please refer to [Publish Tour with a Template Html](#)

Popup Filename Prefix: Set the prefix for popup file name.

Scene Folder Name: It's the folder where the scenes are saved.

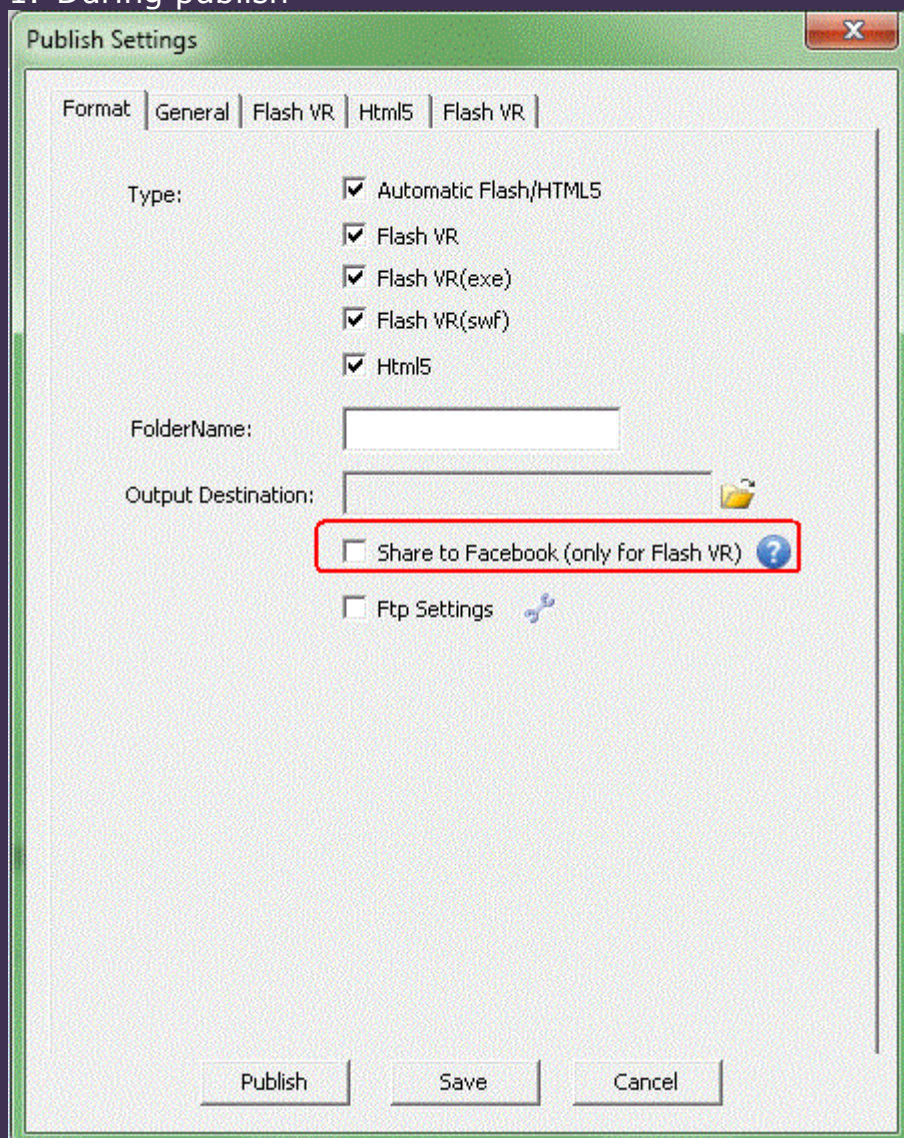
Right Click Menu Setting: You can add up to three different items to show in right click menu. Enter menu and *URL* under this table.

Sharing Function

Tourweaver7 supports sharing your tour with friends by Facebook.

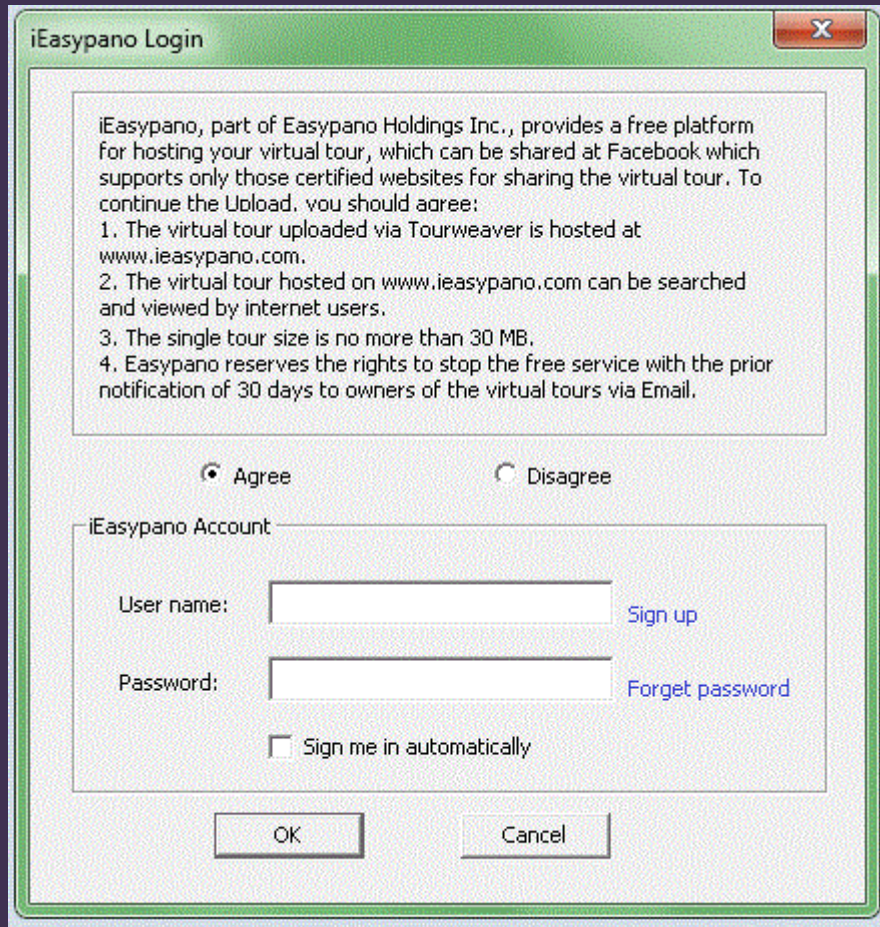
You have two methods to share your tour with friends in Facebook.

1. During publish



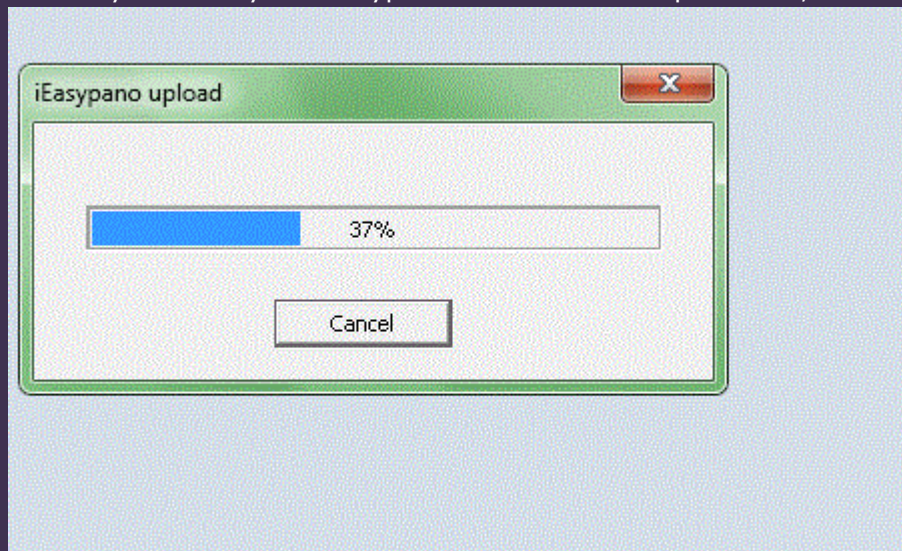
1. Choose share to Facebook and then enter a Folder name and output destination and click Publish

2. It will publish and then popup a window as following :



3.If you first use this feature you need go to www.ieasypano.com to register a account.

4.After you enter your ieasypano User name and password, click Ok .



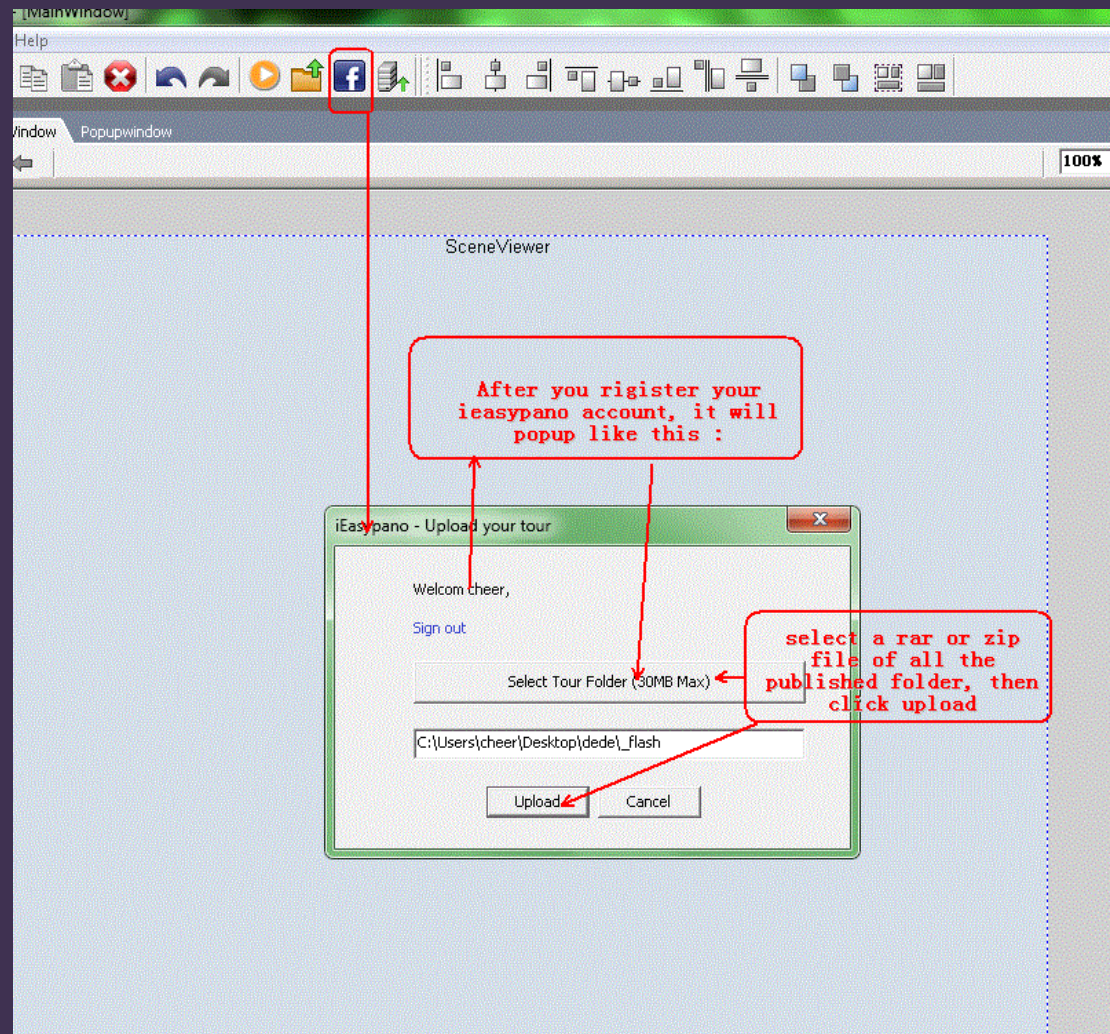
After you finished publish & Ieasypano uploading , it will popup Facebook sign in page .

4. Click Facebook icon and you can share it with friends

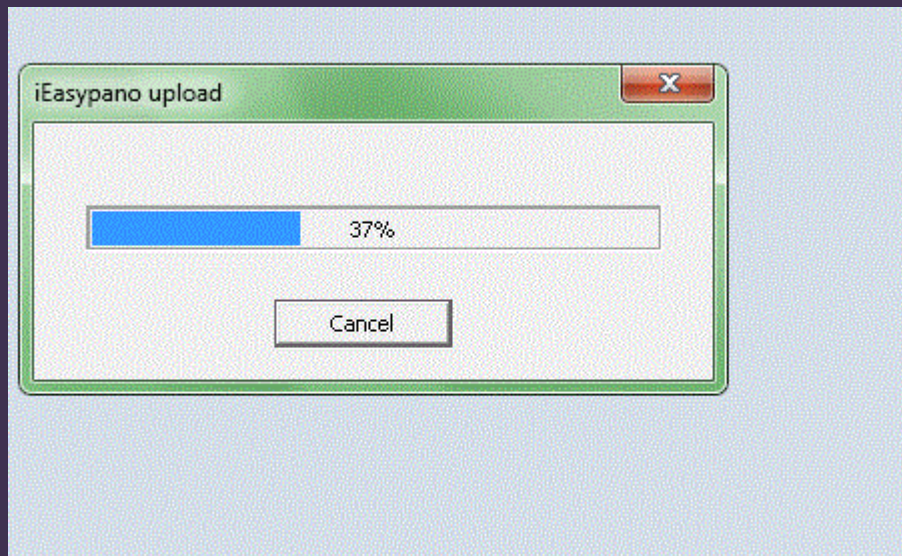
2. After publish

1. After publishing a tour and you want to share it in Facebook.

You can click Facebook icon like following:



Then it will come out a popup window like:

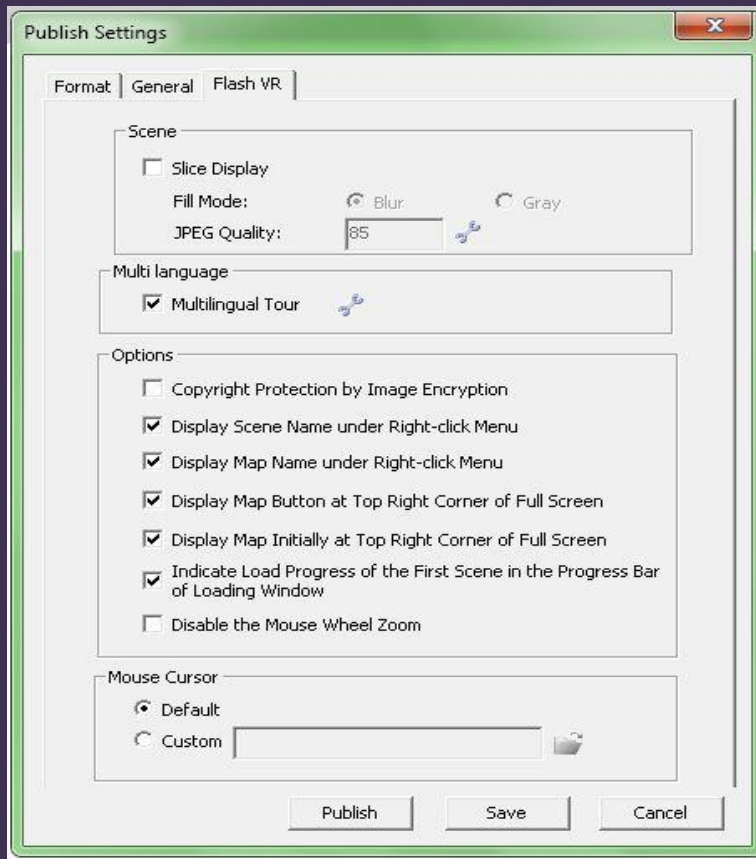


After you finished publish & Ieasypano uploading, it will popup Facebook sign in page .

4. Click Facebook icon and you can share it with friends

Flash VR Page

This page will only be displayed when you choose Flash VR selection at Format page.



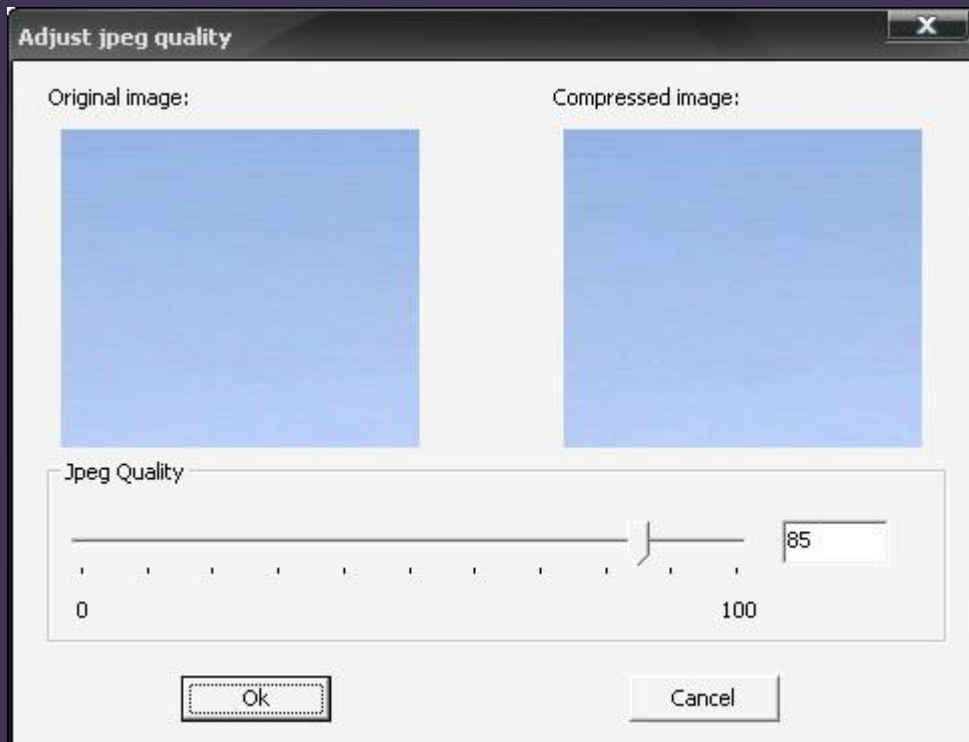
Scene:

▶ **Pano Size in Normal Scene Viewer (Pro only):** To set the percentage of the panoramic image in the scene viewer under the normal mode. If selected, the scene viewer will play the panoramic image in reduced size in the normal mode compared with the full screen mode.



Note: Classification display is not available for still image.

▶ **JPEG Quality:** to adjust JPEG quality



If the format you select is JPEG, click button to adjust image quality in the pop-up window. Move the slider, or use arrow key to adjust JPEG quality. You may preview the result in Compressed Image area. JPEG quality is closely related with file size, so please select a proper value balancing file size and image quality.

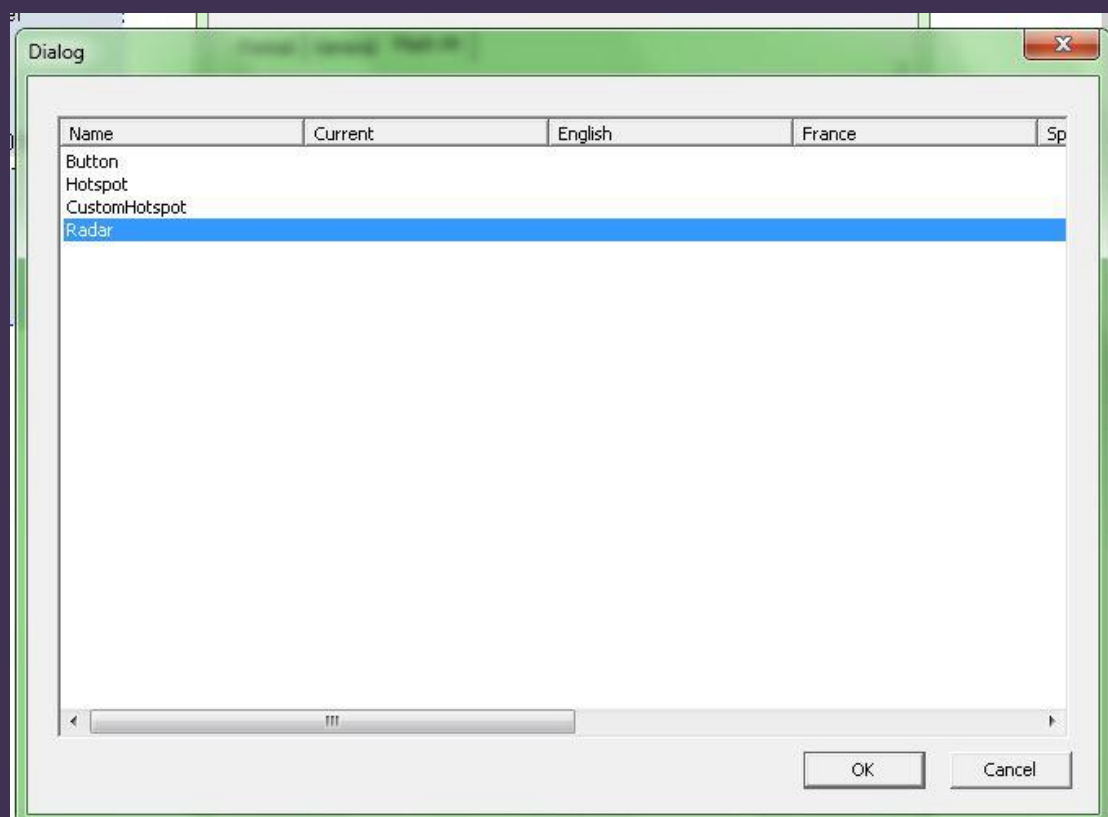
▶ Slice Display: to speed up the tour loading. There are two filling model to set unit color: Blur or Gray.

Options:

- **Copyright Protection by Image Encryption:** If this item is selected, the scene images will be encrypted as JPE format with the original size. Therefore the others can't use or modify the scene images from tour. If not selected, the scene images will be kept as JPG format without change.
- **Display Scene Name under Right-click Menu:** If this item is selected, the relative scene names will be listed at the right-click menu.
- **Display Map Name under Right-click Menu:** If this item is selected, the relative map names will be listed at the right-click menu.
- **Display Map Button at Top Right Corner of Full Screen:** The map button will be displayed when tour runs in full screen mode. Otherwise, it'll not be shown.
- **Display Map Initially at Top Right Corner of Full Screen:** The map will be displayed initially when tour runs in full screen mode if this item is selected.

- **Indicate load progress of the first scene in the progress bar of Loading Window:** The loading of the first scene will be included in the loading process of the progress bar of loading window if this item is selected.
- **Disable the Mouse Wheel Zoom:** When selected, you can't use mouse wheel to control zoom-in/out of the scene.
- **Mouse Cursor:** If you'd like to use special mouse cursor shape, you can select custom and select your own Flash file.

▶ Multi Language Tour: Tourweaver7 supports multi language tour, no matter what kinds of language you add in your original tour(text and hint of button ,hint of hotspot ,text and hint of polygon hotspot. Text and hint of radar), it will auto translate into 6 Language such as English,Japanese,Spanish,German,Italian based on the viewers'computer language.



HTML5 Format Tour

HTML5 format tour is developed for iDevices like iPhone, iPad. Due to technical limitations of iDevices, **not all features of Tourweaver are supported**. Here are some basic features that you can utilize in your HTML5 format tour.

What `new in Tourweaver7?

1. Support cylindrical panorama.

2. Support Popup window: you can add scene viewer, button, and map viewer in Popup window.
- 3 .Support customize Button position: The size will be change with the different size of screen ,for example Ipad iphone ,Mac PC.
- 4 .Support Scene viewer in Popup window
5. Optimize scene transition effect
6. Google map 3D street view

Components that can be carried to HTML5 tour	Content that support in each Components to HTML5	Settings in Properties Panel that will be carried to HTML5 tour	Remarks
Scene	cylindrical, spherical and cubic panoramas are supported		Still image is not support in HTML5
Popupwindow	Sceneviewer; Button; MapView; Thumbnail	support: 1. Hide popupwindow Initially 2.Size ,Backgroud color and popup position 3.Transition effect time 4.Transition effect type -- fade out /fade in ,fly and expand/collapse	
Google Maps and Google maps Street View	Support both Google Maps and Google maps Street View		Flash VR and Standard alone SWF format only support Google Maps ,Google maps streent view is

			not available
<p>Actions for Button ,Hotspot and Polygon Hotspot</p>	<p>Left</p> <p>Right</p> <p>Up</p> <p>Down</p> <p>Zoom in</p> <p>Zoom out</p> <p>Stop</p> <p>-----</p> <p>open popup window;</p> <p>close popup window</p> <p>Show/Hide Popup window</p> <p>open multi Popup window</p> <p>close multi Popup window</p> <p>open popup image</p> <p>link to scene</p>	<p>Link to scene support : initial Pan ,Fov and Tilt</p>	
<p>Button</p>	<p>Customize Button Position</p>	<p>When view virtual tour on iPad/iPhone ,the position and the size of the button will change alone with the different screen ratio scale .</p>	<p>For example , when you made the tour in the UI of program , the position of "button1" is (x y) , the with and hight of Mainwindow is W and H . So the position of</p>

			'button1" is (X/W,Y/H)
Scene viewer	Button Thumbnail Googlemaps viewer Map viewer		. Only in full screen mode
Googlemaps viewer	Button		Only in full screen mode
Map viewer	Button		Only in Full csreen mode
Hotspot	Scene Map Googlemap		
Radar	Googlemap		
Polygon hotspot	Googlemap		
Scene Transition effect		default	Only support one currently

Image Library

Image library is used to store and organize image resources. You can add images to Image library or delete images from the library. You can also organize these images.

All those images used in virtual tour can be added to Image library, including button images, hotspot images and radar images. If you want to apply the image from library, please select the component and drag the image which you want to apply to that component. Then this image would be applied onto the selected component. Take button as an example:

▣ [Apply button image from library](#)


1. Select the button component which you want to customize
2. Go to the button Properties panel and choose 'Image' for its appearance. Put cursor in any of the three image boxes like Normal state box.
3. Select the right image you want to apply to the button from Image Library
4. Keep pressing the left key of your mouse and drag the mouse to any of the three state image boxes like Normal state.
5. Release your mouse and the image will be applied to the relative state image of that button.



▣ [Add Image to Image Library](#)


There are some images which are frequently used during making tour. You can add these images to image library for future use.

Please follow the steps below to add images to image library:

1. Open Library panel and choose Image page
2. Click 
3. Choose the source image and add it to library


▣ [Delete Image from Image Library](#)

You can also delete those images from Image library. Please follow the steps below to delete images from library:

1. Open Library panel and choose Image page
2. Select the image or folder you want to delete
3. Click 

▣ [Organize Images in Library](#)

You can customize your own folder to classify these images in library. Please follow the steps below:

1. Open Library panel and choose Image page
2. Click  to new folder and name the folder, like "Button"
3. Select all these images which are relevant to button and keep pressing the left key of your mouse. Drag your mouse to the Button folder and release it. Then these images are removed into Button folder.

Sound Library

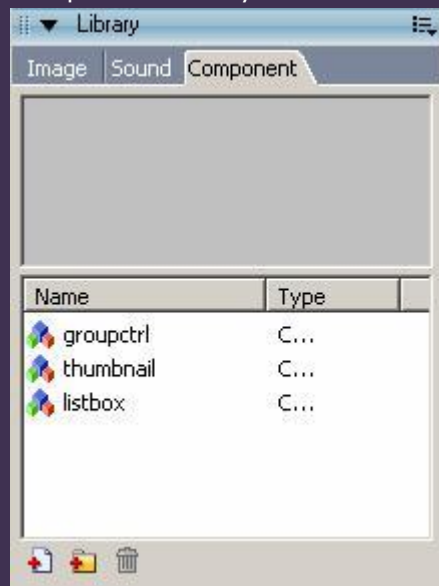
You can add sound files which are to be used in tour to Sound library.

The operation is similar to Image library. For more details, please refer to [Image Library](#).



Component Library

Component library is a little different from Image library and sound library.



It's used to store those components which are already edited. For example, you've set a button with perfect three states images and an action of turning right. Then you can save this button to Component library. Next time, when you want to add such a button, you can directly apply this button from Component library.

Besides single component, you can also add component group to library. For example, there is a group containing left button, right button, up button, down button, zoom in button and zoom out button. You can add this group to library so that it can be directly used from library instead of making from scratch.

▣ [Add component/group from library onto MainWindow](#)

The steps for adding component/group from library onto MainWindow are as below:

1. Select the component/group which you want to apply from library like Button
2. Keep pressing the left key of your mouse and drag it over to MainWindow.
3. Release your mouse and the component/group is applied onto MainWindow.

The steps for adding component/group to scene and map are same with the above.



Note: The hotspot component from Library can only be applied to scene or map; while Radar can only be applied to map. The other components can all be applied onto MainWindow.

▣ [Add Component/Group to Component Library](#)

Before adding component to library, it should be edited in tour. Hence the steps are different from image and sound.

Take button component as an example:

1. Select the button you're going to add into library on Main Window
2. Right click and choose Save to Library from the popup menu
3. Type the name for the button and choose the directory to save it in the popup setting window. Click OK. The button has been added to Component library then.



Note: After you add the component to library, all these connections to scene, map or movie will be lost then. For example, there is an action of linking to scene A in a hotspot. After you add this hotspot to library, the action will be lost.

▣ [Delete Component from Library](#)

You can delete component from Component library. As to how, see *Delete image from library*

▣ [Organize Component in library](#)

You can organize these components in library. As to how, see *Organize images in library*.

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. (The *Open Output Folder after Published* selection at General page in publish settings window should be chosen)



Note: To run virtual tour in Flash viewer, Adobe Flash Player 9.0.28 or later version is needed. It should be noticed that the flash player installation package for Windows and Mac OSX are different.

To create or run a virtual tour in Java applet viewer, please use Tourweaver 3.00.

▣ [How to Run Virtual Tour in Full Screen](#)

The two viewers including *Scene viewer*, *Map viewer* can be changed to run full screen. Open virtual tour and put your mouse on any of the viewers and double click. Then you can see that viewer by full screen. Another double click can bring full screen back to original size.

What's more, you can also add a button with full screen action to tour skin. When you want to change to full screen, you only need to press that button.



Note: In Tourweaver 4.00, the map will be displayed at top right corner when in full screen. The new feature enables you to use the map while the tour is in full screen. While in Tourweaver7, you could decide the location of map in full screen through some settings.

Advanced Settings

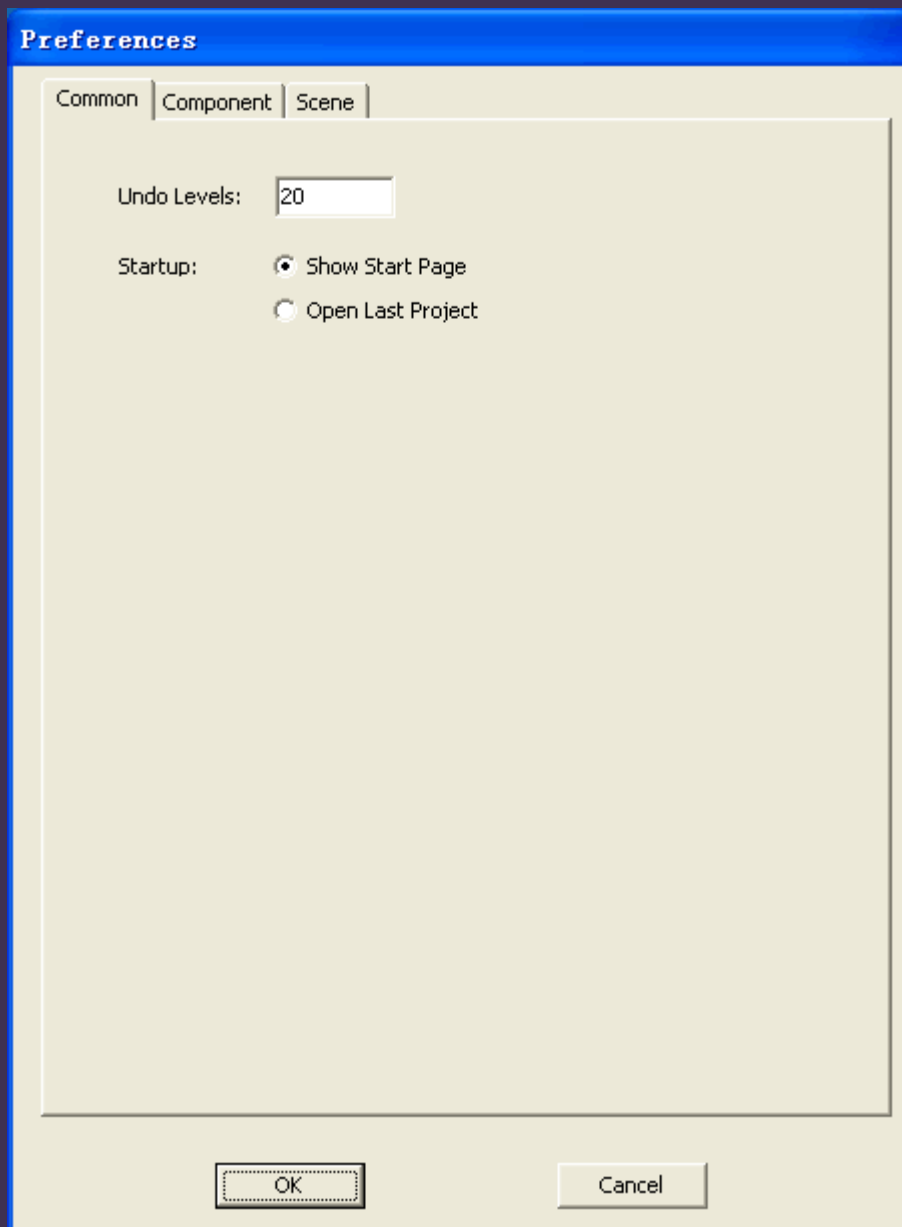
Tourweaver 7 also provides *advanced settings*. You can make preference settings on your own. Please click *Edit>Preference* to access the *Advanced settings*.



Note: Advanced settings only become effective to the operations after the settings.

Common Page

You can define undo levels and startup style under *Common page*

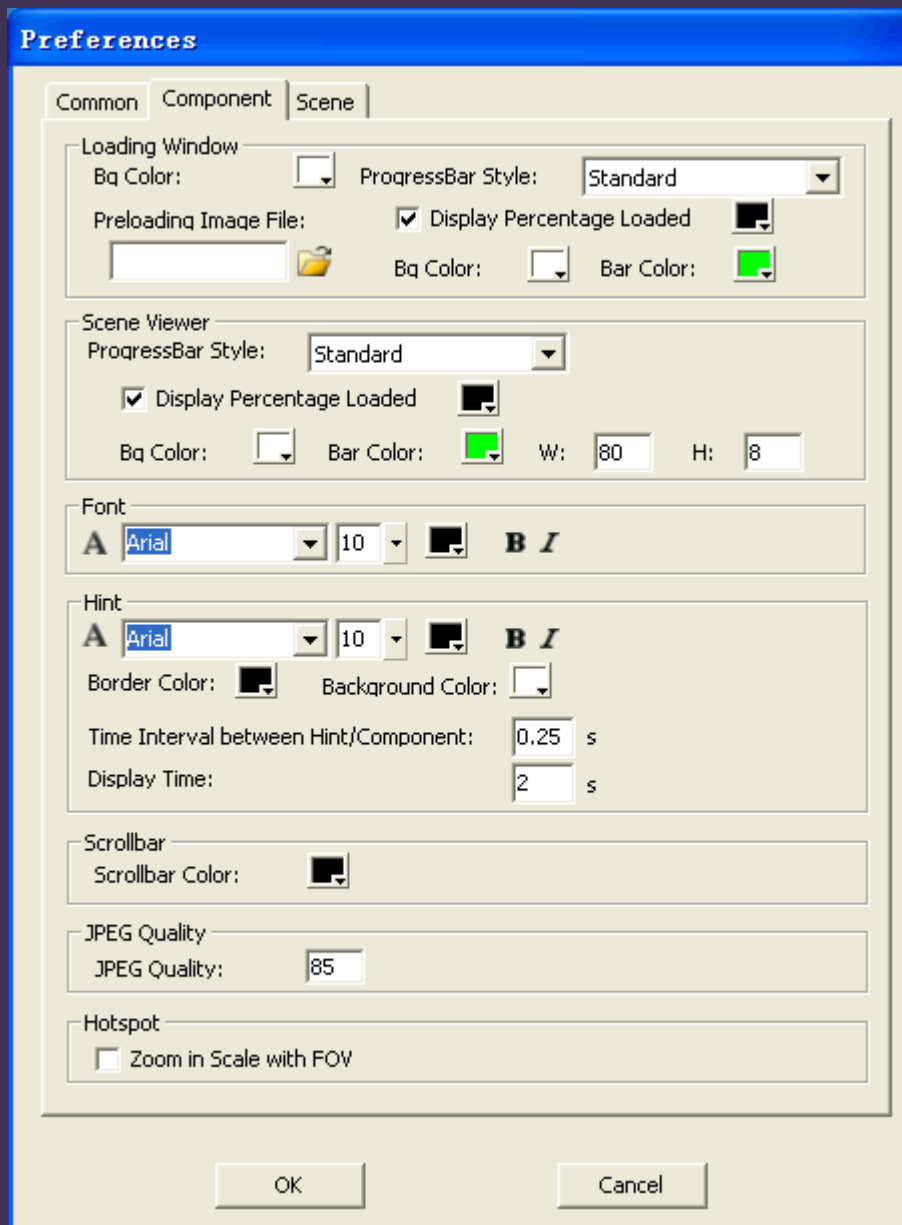


Undo Level: You can customize the undo levels which are the allowed times for undo

Startup: Define the default style to start the program. You can choose *Show Start Page* or *Open Last Project*.

Component Page

You can define the following four properties under Component page:



Loading Window: You can customize the background color of Loading Window and the color of waiting image and progress bar.

Scene Viewer: You can customize the background, bar color and width/height of Scene Viewer, the style of progress bar, etc..

Font: To set the initial font for text on components.

Hint: To define the color, font, border color and background color for tour hints, also, to customize the time interval between hint and the component which the hint is added to, or display time of hint.

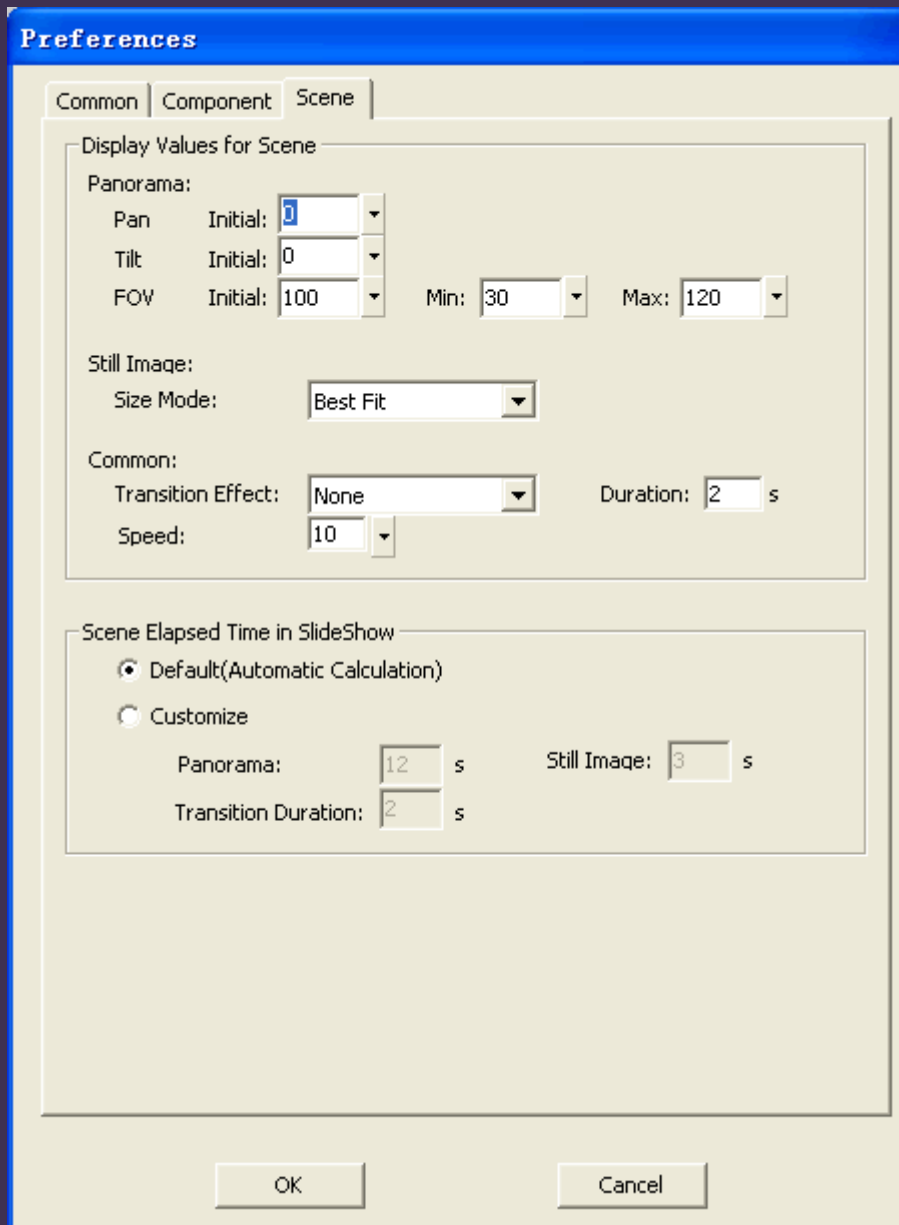
Scrollbar: Set scrollbar color.

JPEG Quality: To set the JPEG quality of the scene or map during slice displaying in the publish settings.

Hotspot: to define whether zoom hotspot in scale with FOV.

Scene Page

Scene page is where you can make settings for scene, including:



Display Values for Scene: Set the max and min value of FOV and initial value of Pan and Tilt for panoramas, also including the general settings of *Transition Effect*, *Duration* and automatic rotation *Speed*.

Still Image: Set size mode for still images.

Common: Set the common transition effect, duration between scenes or speed of scenes.

Scene Elapsed Time in Slideshow: Set play time for panoramic scene and still scene; set duration period. The default value for panorama, still image and transition duration is 12s, 3s and 2s.

General Concerns

- **Tourweaver:** Tourweaver is a virtual tour producer. It provides an easy way to create a rich and vivid immersive virtual tour.
- **Easypano Tourweaver Viewer:** It is a simple and humanized viewer to view the standalone virtual tour created by Tourweaver. 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.
- **VT File:** The virtual tour project file created in Tourweaver 1.30 and previous versions.
- **TW File:** The virtual tour project file created in Tourweaver 3.00, 4.00, 5.00, 6.00 and 7.
- **Frame:** Frame is the set of all picture elements that represent one complete scene image. One scene contains at least two frames which are the basic components of the tour path.
- **Scene:** As part of the virtual tour, a scene is a relatively short and continuous set of frames. By linking the scenes to each other, virtual tour is produced.
- **Movie:** Movie can be comprehended as directed guided walkthroughs of the frames. In a movie there are various frames that can be set at arbitrary position on the TimeLine. When the movie is being played, the frames will be presented in time sequence.
- **Hotspot:** Hotspots are clickable link areas within a panorama or a map, you can assign an action to a Hotspot. So when being clicked, depending on the action you assign to it, it will open a new panorama, slideshow, virtual tour, play an audio or video, open a web page or send an email.
- **Skin:** Skin refers to the appearance of the viewer. It consists of the background, button images and other features that you see around the viewer. The Skin allows the user who is viewing a presentation to interact with and control the media that is played inside the skin.
- **FOV:** FOV stands for the field of view which the camera lens can capture.
- **Pan:** Pan refers to the view in horizontal direction of panorama window.
- **Tilt:** Tilt refers to the view in vertical direction of panorama window.

- **FlyVR:** a player used to play tour with .exe format.

Downloading and Purchasing

▣ [Where can I get the free trial version of Tourweaver?](#)

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

▣ [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. Now our trial version allows the published virtual tours to be viewed on the web. In Tourweaver 7, the restriction has been changed from the watermark limitation in Tourweaver 1.30, to a pop-up dialogue box which warns user to register. This box pops up every 40 seconds until the whole virtual tour is closed. There are no such restrictions in the registered version.

Using Tourweaver7

▣ [How to apply Flash component?](#)

In Tourweaver7, Flash component can be added to main window, popup window, scene and map, used to play SWF file, to achieve flash effect. Users have more freedom to design unique tours.

▣ [How to make 3D modeling and what format of 3D Object Tourweaver7 support?](#)

In Tourweaver7, you can add 3DObject in main window and pop widow. You can use CAD or Auto CAD software to make your 3D modeling .Tourweaver7 support 3dr format no matter what kind of modeling software made.

▣ [I'd like to display components like thumbnail in full screen. Is that possible?](#)

Yes, it's possible. In TW7 pro edition, components could be displayed in full screen.

▣ [The tour doesn't work properly in Flash viewer. Why?](#)

In Tourweaver7, you can publish tour to flash viewer. But to run the flash tour, you should first ensure Adobe Flash Player 9.0.28 or later version is already installed.

▣ [The sound doesn't play when running flash tour. Why?](#)

If you publish tour to flash, then only mp3 format is supported. The other formats like midi, au and wav aren't supported in flash.

▣ [Can I use GIF as preloading image or other component face?](#)

Yes, you can. But only the first frame of the gif will be shown. Tourweaver 7 doesn't support dynamic gif.

▣ [Can I import swf file as a loading video?](#)

Yes. Tourweaver7 support swf for preloading video.

▣ [Does Tourweaver7 support stream loading for flash tour?](#)

For now, Tourweaver7 can realize stream loading in Flash viewer.

▣ [How to customize flash thumbnail ? ?](#)

We put some flash flv. File in the software and we will made some tutorial in our web .

▣ [Can I use Tourweaver in Macintosh?](#)

No. We are sorry that Tourweaver can be merely used in Windows OS for now. VmWare Fusion is suggested to be applied on a Mac to run Tourweaver. One of our client has a Mac 24" 2.16 duoCore and it loads really fast. VMware is a good alternative and tourweaver works great, though we would suggest VMWare Fusion with XP, not with Vista. You could download the VmWare Fusion to have a try.

▣ [Can I delete the frames on SlideShow?](#)

As introduced in Chapter [SlideShow](#), *SlideShow* can be created and the frames on *SlideShow* can be deleted.

▣ [What's Action?](#)

In Tourweaver7, some components don't carry a default action. Besides *Properties* panel, they have *Action* panel. In *Action* panel, you can add different kinds of actions to the component. When the component is clicked or triggered, this action will be executed.

▣ [What kind of components can actions be applied to?](#)

In Tourweaver7, those components including *Button*, *Image*, *Text*, *Video*, *Hotspot*, *Flash*, *Video* and etc. have an *Action* panel where you can add a relative action to it to realize a certain function when the component is clicked.

▣ [When adding hotspots on scene, if I want to switch to another scene, how do I do?](#)

Please choose the relative scene from the scene list under *List* panel.

■ [When editing tour movie, how to change the current scene?](#)

You can find a scene list right below Main Window. Just select the right scene from this list. Remember not to choose the scene from scene list under List panel.

■ [I have changed the image order in the List Panel. Will this operation affect the frame sequences in the movies?](#)

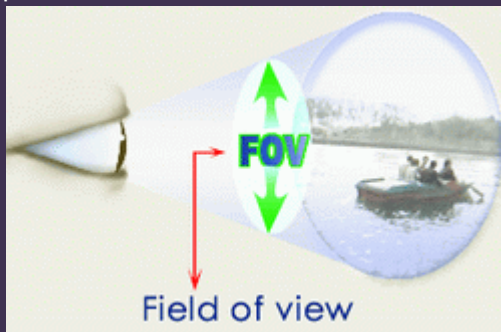
Move the image files up or down may bring about sequence changes of the frames on *SlideShow*. Hence this *SlideShow* may have a different presentation. But this operation does not affect other movies you've created by yourself.

■ [I am a newbie, what is center position of the view of still images and Pan, Tilt, FOV of panoramas?](#)

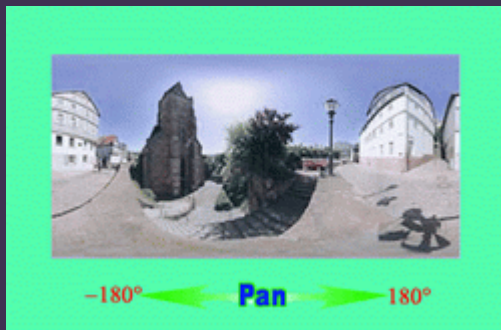
Center position of the view refers to the position of initial viewer center.



FOV is the field of view, the smaller the FOV, the closer you are to the scene in the panorama.



Pan refers to the view in horizontal direction of panorama window.



Tilt refers to the view in vertical direction of panorama window.



▣ [What kind of source files can Tourweaver 7 support?](#)

Tourweaver7 is a more powerful and professional virtual tour creating tool than Tourweaver previous versions. It can support various source files, involving spherical panorama, cylindrical panorama, still image, cubic, single fisheye image, Kaidan oneshot and RemoteReality oneshot.

▣ [Is it possible to put component on the viewer in Tourweaver7?](#)

In this new version, some components like button, map, thumbnail etc. can be put on the scene viewer. You can set up them by the layout toolbar.

▣ [Which image type should I choose when adding my one shot panoramic image?](#)

The one shot types supported in Tourweaver7 are Kaidan One Shot, Remote Reality One Shot and 0-360 One Shot. If your one shot panoramic image belongs to one of the three types, you could select a corresponding one when adding it.

▣ [If I replace tour skin with a new one, can I save the content of the old Textarea and Thumbnail and apply them to the new ones on new skin?](#)

Yes, in Tourweaver7, the content of Textarea, Thumbnail, ComboBox and ListBox can all be applied to the relative new ones on new skin. But if there are no corresponding components on new skin, then after replacing the old one, the content of these components will be lost. What's more, if there are several Textarea components on old skin, while only one Textarea on new one, then it's random that which Textarea can be remained to new skin. Thumbnail, ComboBox and ListBox is same as above..

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/tw_manual.pdf

- Visited the support column in <http://www.easypano.com> for updated troubleshooting information

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

Email: support@easypano.com

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