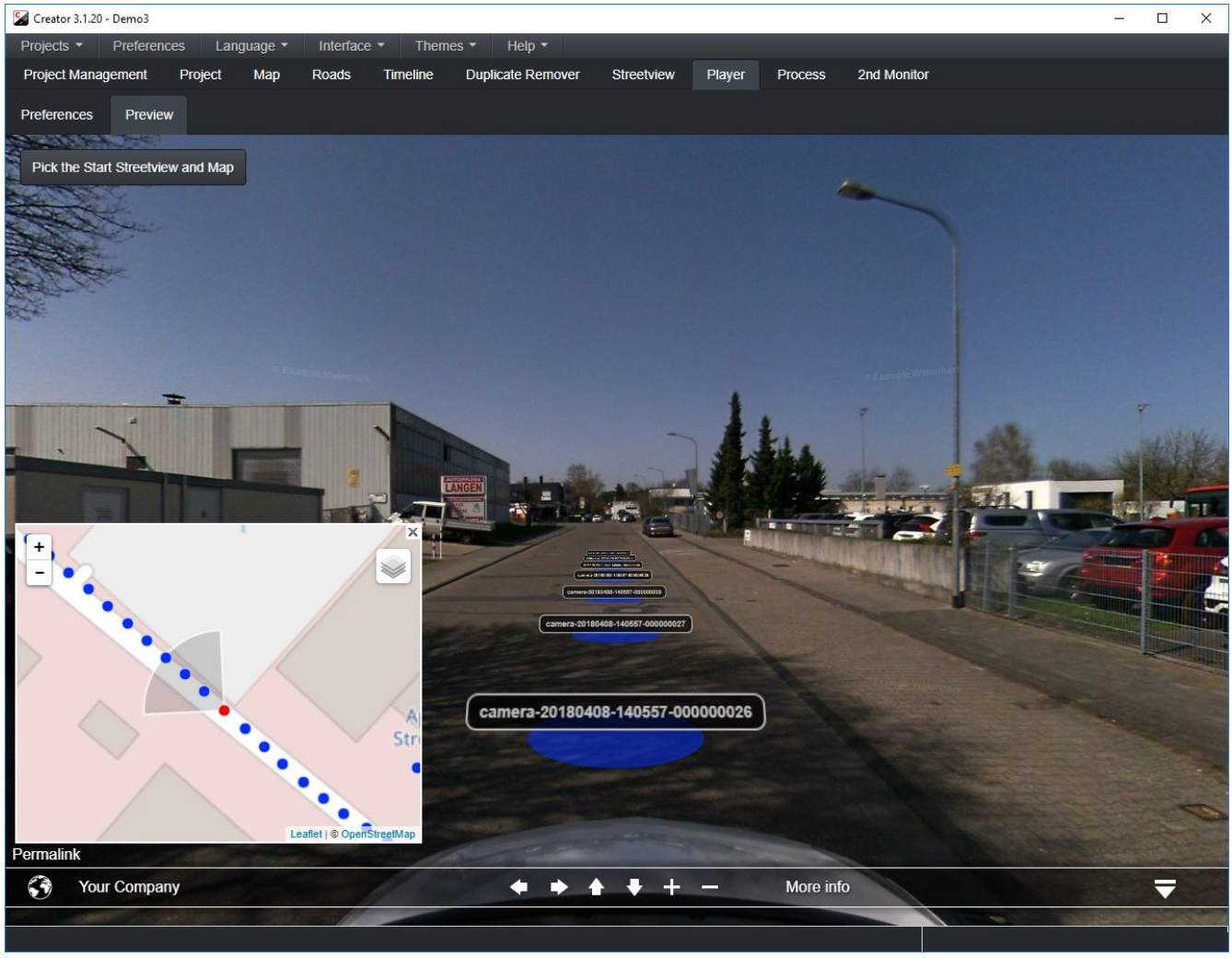
APPLIEDSTREETVIEW

Creator 3

Manual
for version 3.3.4



Version: 2019-07-03

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Introduction

The **Creator 3** Windows program processes footage recorded by Applied Streetview's **Original 360 Camera** into streetviews and datasets for four players, Google Streetview and Google Earth Pro. It has been introduced in July 2018 to succeed the previous Creator 2 program.

Creator 3 installs in parallel to an existing Creator 2.
Creator 2 data and installation is not touched. Transferring a project from Creator 2 to 3 is a one-button operation.
Creator 3 can be tested with all its features for 14 days for free.

Creator 3 main features

New stitcher. Twice as fast as Creator 2.
Brighten Shadows. To improve dark image parts for better visibility.
Instant Player (option). No lengthy processing, just a quick project configuration.
Many improvements. To make Creator 3 work better, faster and more robust.

Update from Creator 2 to Creator 3

Creator 3 installs **in parallel** to an existing Creator 2.
Creator 2 data is **not touched**.
You can continue using Creator 2 while testing Creator 3. Just not at the same time please.

How to copy your projects from Creator 2 to Creator 3:
Open **Creator 2**.
Open the **Project Management** page.
Click the **Backup all projects** button. This might need some time. Wait.
Close Creator 2.

Open **Creator 3**.
Open the **Project Management** page.
Click the **Restore from backup file(s)** button. Pick the file(s) just created.
This might need some time. Wait.
Continue working with Creator 3.

Creator 3 backup files do not work with Creator 2.

What about previous Creator 2?

All customers that purchased a camera or a Creator 2 licence in May 2018 or later already should have received free Creator 3 licence(s).
The latest Creator 2 release is 2.1.0. It continues to receive bug fixes.
Downloads: Creator 2 Manual, Creator 2 program

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Output

Players:

Web Player
Project processed for the included, krpano-based streetview player.
For the Internet or Intranet.
Needs a LAMP server and a MySQL database.

Data-sets for optional players:

Android Player
Project processed for the optional Android Player.
Android Player works 100% offline, without Internet.
Ideal for presentations, demos and tactical teams.
Needs an Android tablet. 10” recommended.

NEW Instant Player
Project configured for the Instant Player.
The Instant Player processes footage on-the-fly when requested.
No processing by Creator at all, just a quick configuration.
Needs a Windows 10 PC or Server with NVIDIA RTX 2060 graphics card and CUDA 10.0

NEW G-Publisher
Upload your streetviews to **Google streetview** with G-Publisher.

NEW Google Earth Pro
See your project in **Google Earth Pro**.

Streetviews
A folder with leveled, watermarked, masked, geo-referenced, equirectangular, 8192 x 4096 pixel streteviews.
For custom workflows.

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Installation

PC

First download and install the CUDA 10.0 drivers.
https://developer.nvidia.com/cuda-10.0-download-archive
Do not use CUDA 8.

Then download and install the newest Creator 3 program:
http://updates.applied-streetview.com/creator3/newest.php?file=program

Virtual Machines: Google Cloud, Amazon EC2, Microsoft Azure

The steps required to install Creator to Google Cloud, Amazon EC2 or Microsoft Azure are described in a separate manual that can be downloaded here**.**

Speed it up

Virus Scanners
Deactivate any 3rd-party Virus-Scanner you might have installed for the **Creator** program, all folders it uses (including **in** and **out**) and the **.jpg** file format.

Windows Defender

Go to Start > Settings > Updates & Security > **Windows** Security > Virus & threat protection > Virus & threat protection settings > Add or remove exclusions.

Exclude the Creator **installation folder**:
C:\Program Files (x86)\Creator 3

Also the **in** and **out** folders for the data.
Example:
F:\in
F:\out

And the **temporary data** folder:
C:\Users\USERNAME\AppData\Local\creator3\tmp

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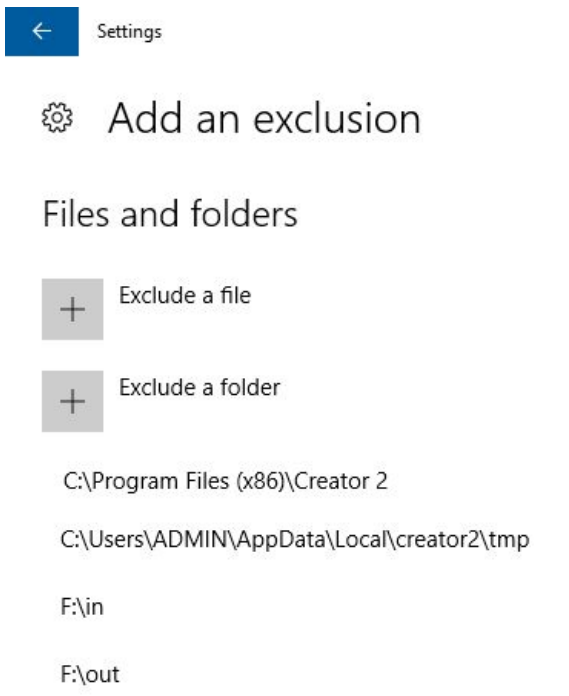
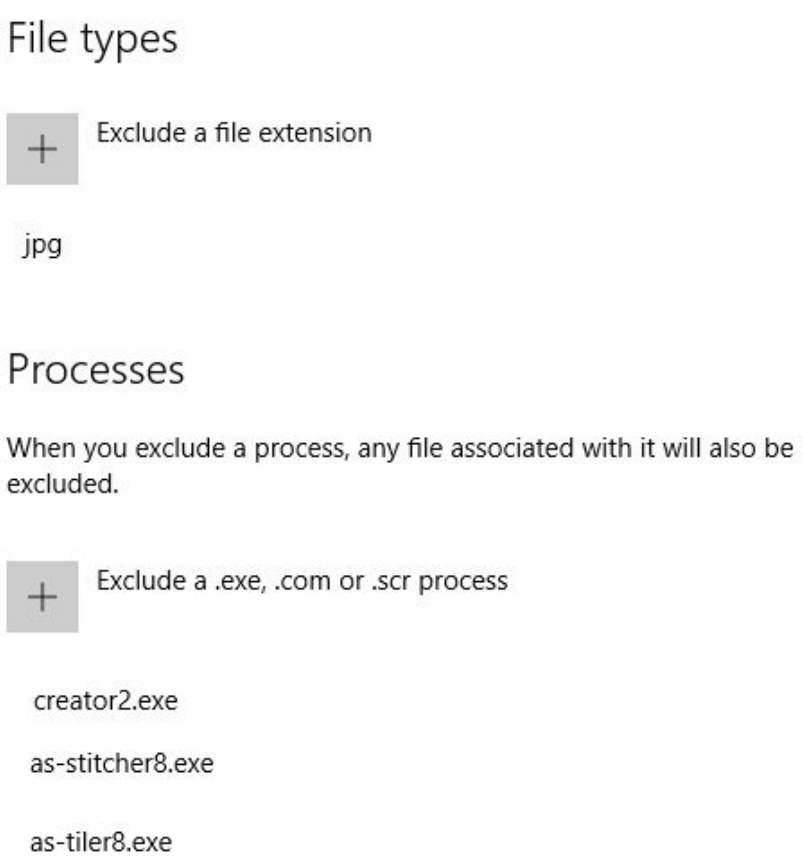


Exclude .jpg files and the Creator programs:



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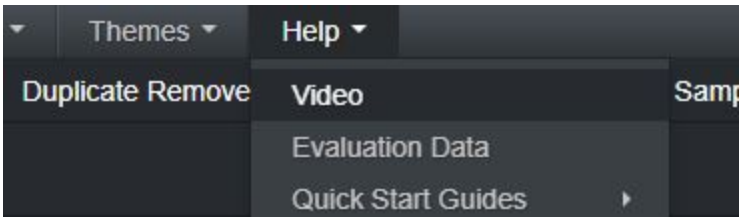
Additional Manuals

Additional manuals are available at our website:
http://www.applied-streetview.com/support/

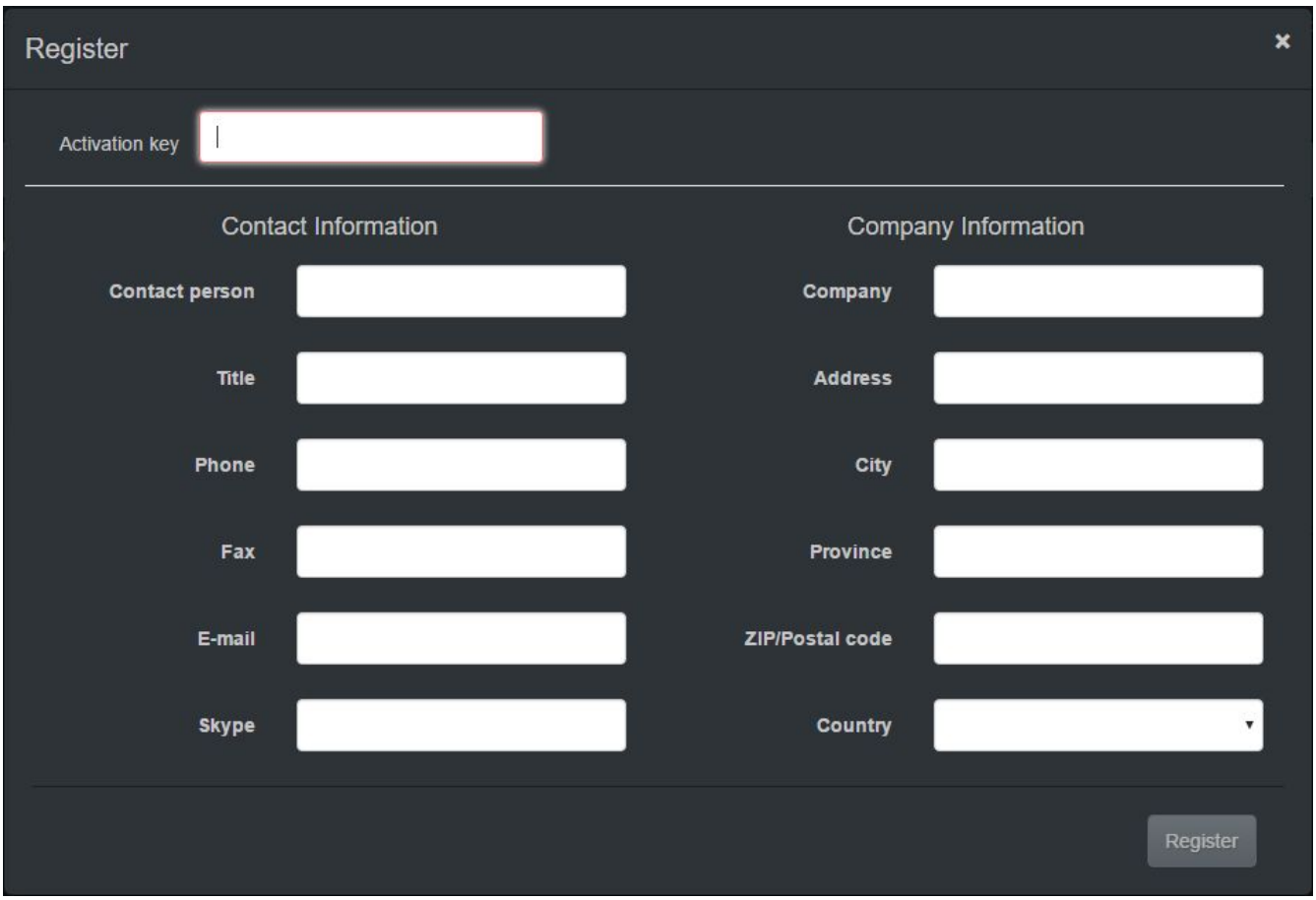
HOW-TO video

Shown automatically when you first open Creator. To be found in **Help -> Video**



Licensing

Creator will work for 14 days as a trial with all the features available.
There are no limitations at all.



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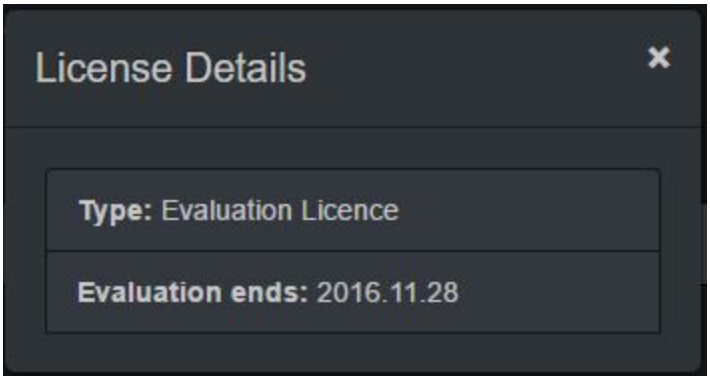
When starting Creator for the first time, the **Register** popup will be displayed.
Fill in your details and click the **Register** button. Creator will work for 2 weeks.

Permanent activation key
With the purchase of a camera you will get a permanent activation key for Creator.
In the menu click **Help -> Add activation key**.
Paste in the activation key and click the **Register** button.
Additional activation keys are available. Contact us.

Offline registration
If your PC has no internet connection, instead of the Register button you will see a **Register Offline** button.
Click the **Register Offline** button and follow the on-screen instructions.

Menu - Help - License Details
Shows the type of the licence or the end of the trial period.

Evaluation Licence:



Paid licence:
A purchased Creator licence never expires.
It is valid for the current main version of Creator.

Example:
Creator version number: 3.**x**.**x**.
”3” is the main version.
Changes to **x** are covered by your licence.
You licence continues to work indefinitely after a new main version has been released.
Bug fixes are provided for one year after the release of a new main version.

Menu - Help - Add activation key
Opens the license Register popup.
Use this to update your evaluation license to a purchased license or to replace a license.

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User Interface

Language

English, French, Spanish, German, Arabic, Russian, Chinese, Romanian and Czech are available.

Interface

Standard
Everything it needs to process a project.

Advanced
For more complex projects and experienced users.

Menu entries for Advanced Features have a **bold** font.

Main Window
Tools

Menu
Timeline
Reduce
Individual Optimizing

Preferences
For all projects -> Expert Mode
For all projects -> Troubleshooting

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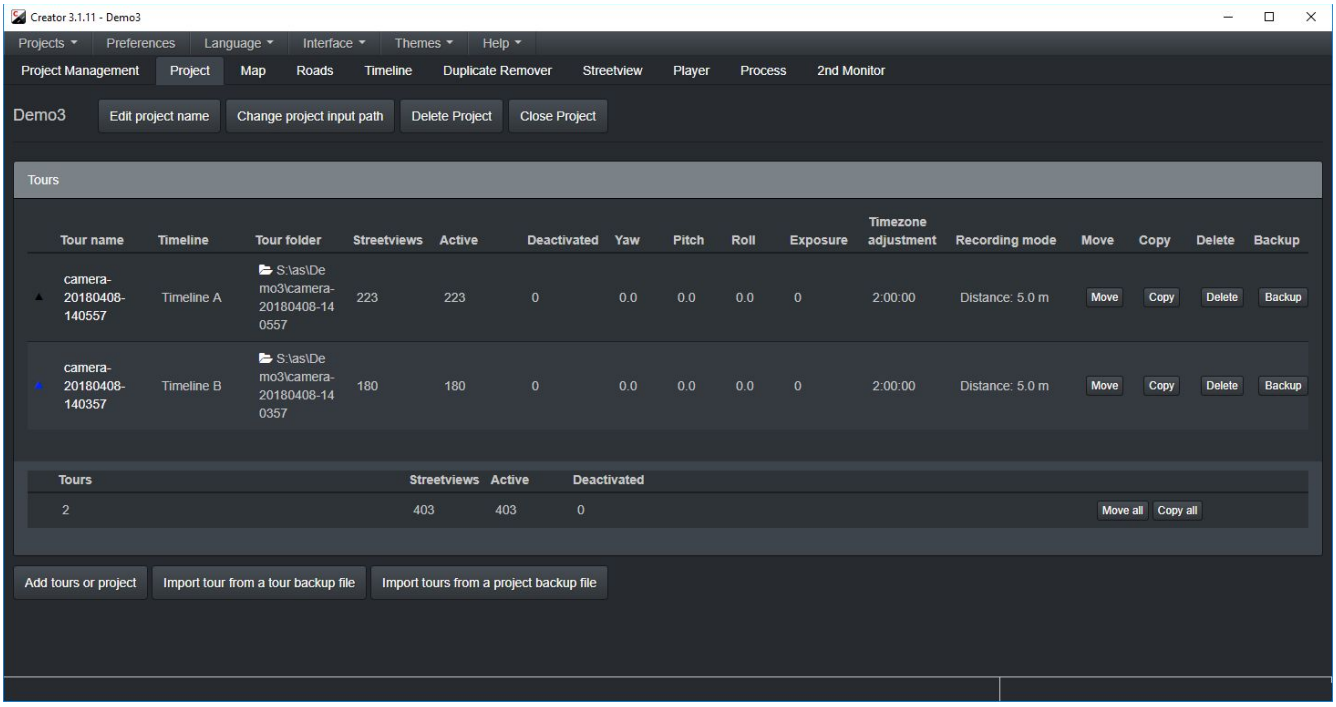
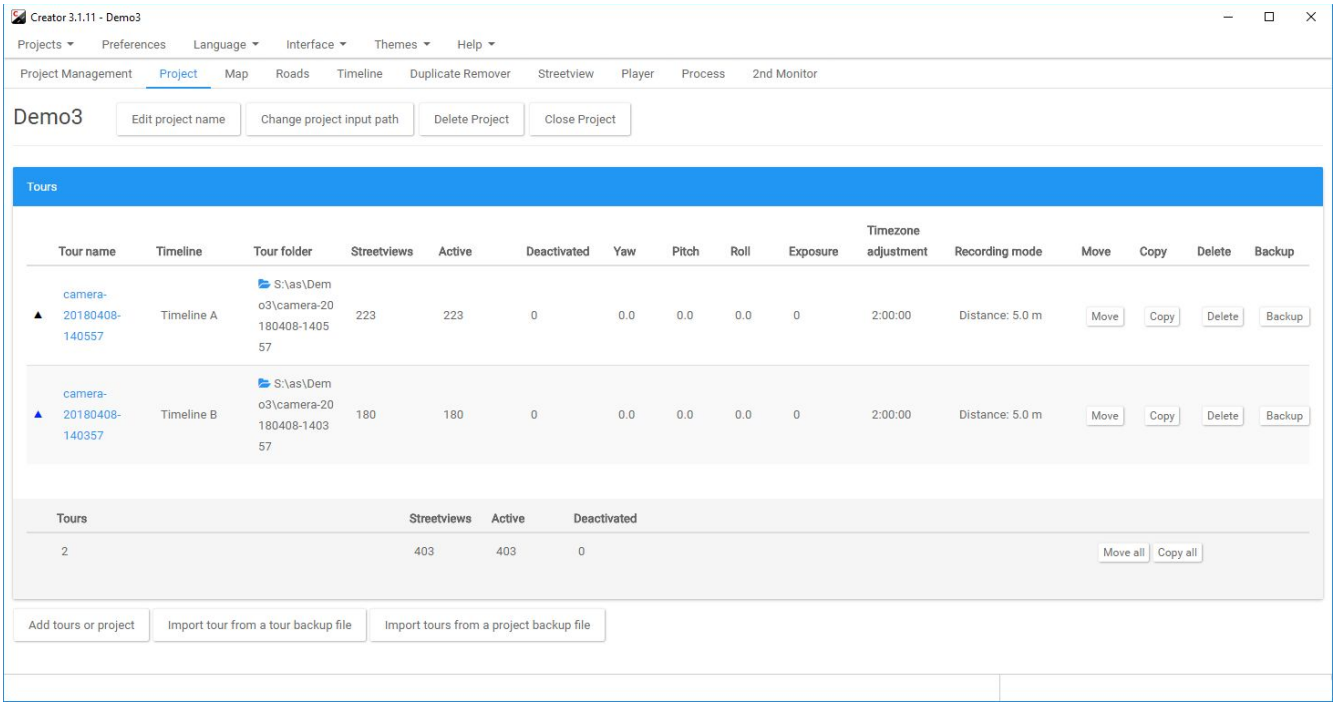
Themes

Dark



Light



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Recommended Operating System

Windows 10.

64-bit, any language.

32-bit Windows is not supported and will not work.

Recommended Hardware

NVIDIA RTX 2060 graphics card with 8GB VRAM.

About 300.000 datasets can be processed within 24 hours.

Minimum graphics card requirement:
Compute capability of 5.2 and 4 GB VRAM.
See: https://en.wikipedia.org/wiki/CUDA

Other components:
CPU with 4 cores and 8 threads, minimum 3.4 GHz.
16 GB RAM
250 GB SSD, or larger. For the Windows 10 operating system.
Two 2 TB SSDs or HDDs for small data-sets.
Network drives (NAS) are recommended for larger data-sets.

Testing
You can try Creator with any 64-bit Windows 10 PC with at least 4 GB RAM.
But processing will be very slow.

Example Data
Download and unzip the Example Data footage to process it:
http://aplsv-new.s3.amazonaws.com/Demo3/in/Demo3.zip

Check out the Creator Video, Manual and Quick Starter Guide:
http://applied-streetview.com/programs/creator

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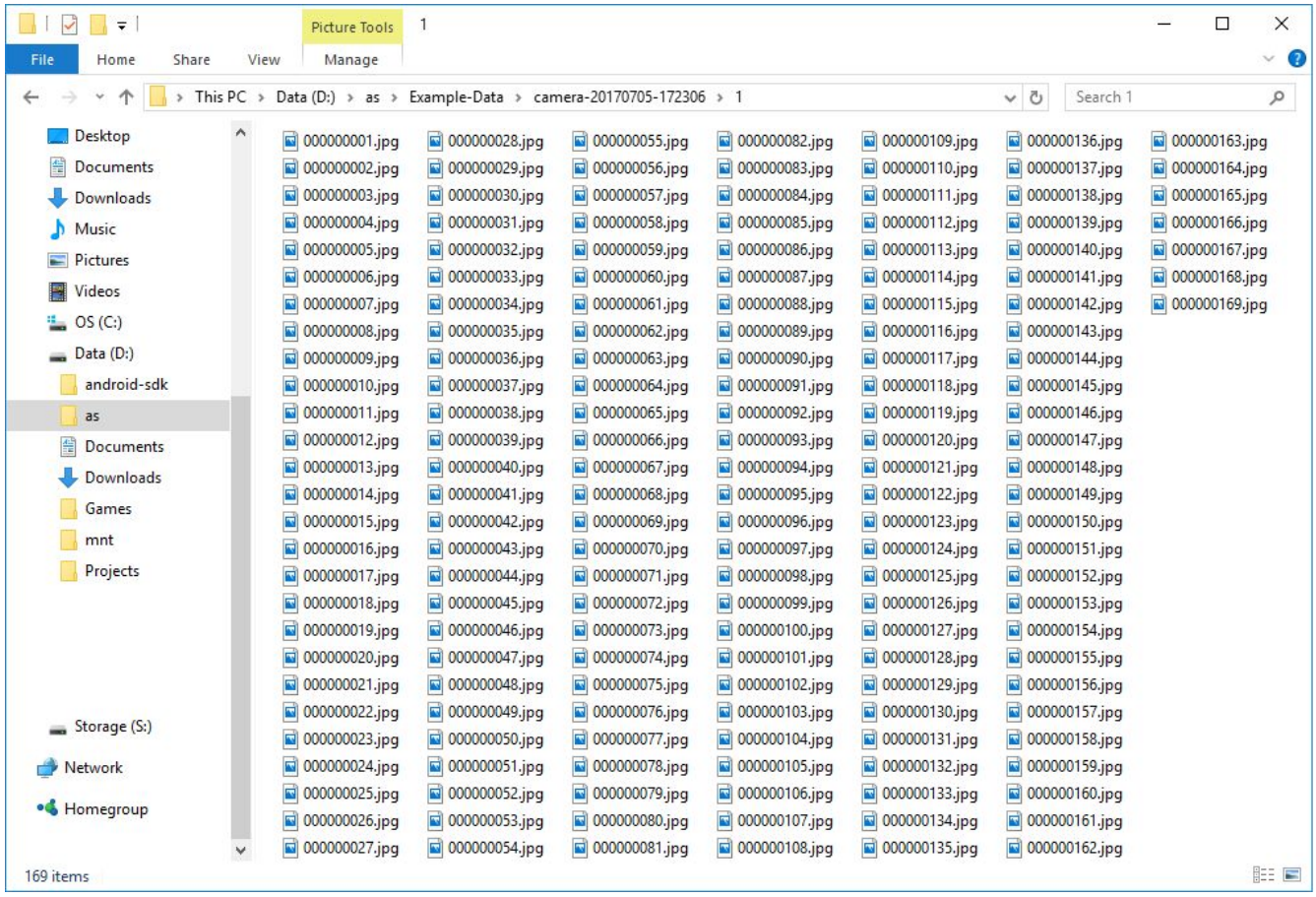
Projects & Tours

What is a Project?
To do any recording you first need to enter a **Project** name into the camera's Remote Control.
The Remote Control creates a **Project folder** on the SSD.

What is a tour?
When you press the **Start** button on the camera's Remote Control a new
Tour folder is created as a subfolder of the **Project folder**.

Here you see the **Example-Data** Project folder.
It has three Tour folders.
The screenshot shows Tour folder **camera-20170705-172306**.
Each Tour folder then has 7 sub-folders:
1 to 6 for the images and **7** for the log data.



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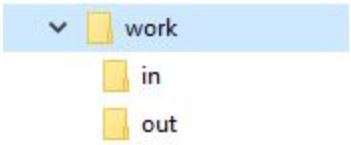
Folder Structure

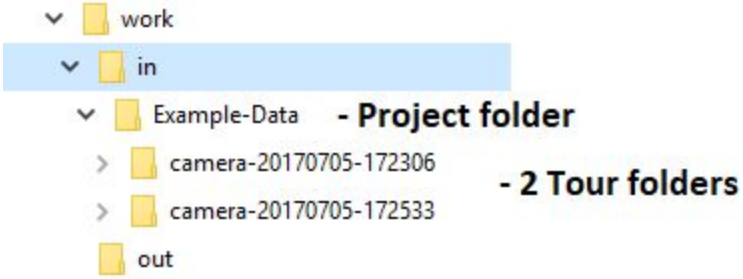
The Creator needs the following Folder Structure on the processing PC to work:

Create an empty **in** and **out** folder. **Work** is just an example parent folder, this could be any folder on any drive or NAS.

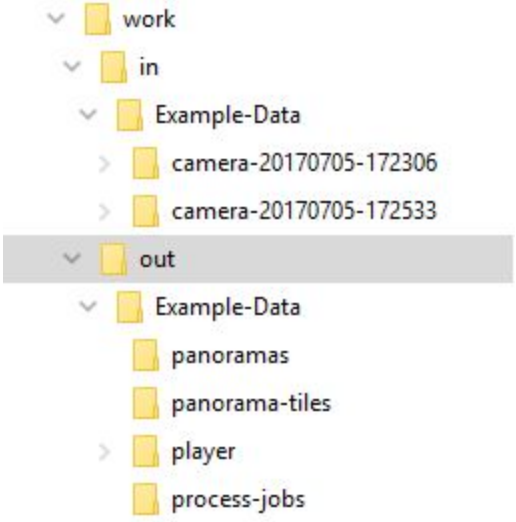


Do not process directly from the SDD. Always copy the data to a PC first. Disconnect the SSD before starting processing. It will act as your backup copy.
Make a backup copy of the recorded data for safekeeping.

Copy the Project folder from the **cameras SSD** to the **in** folder.



Creator saves its output to the **out** folder.
It automatically creates the Project name (Example-Data) in the out folder.



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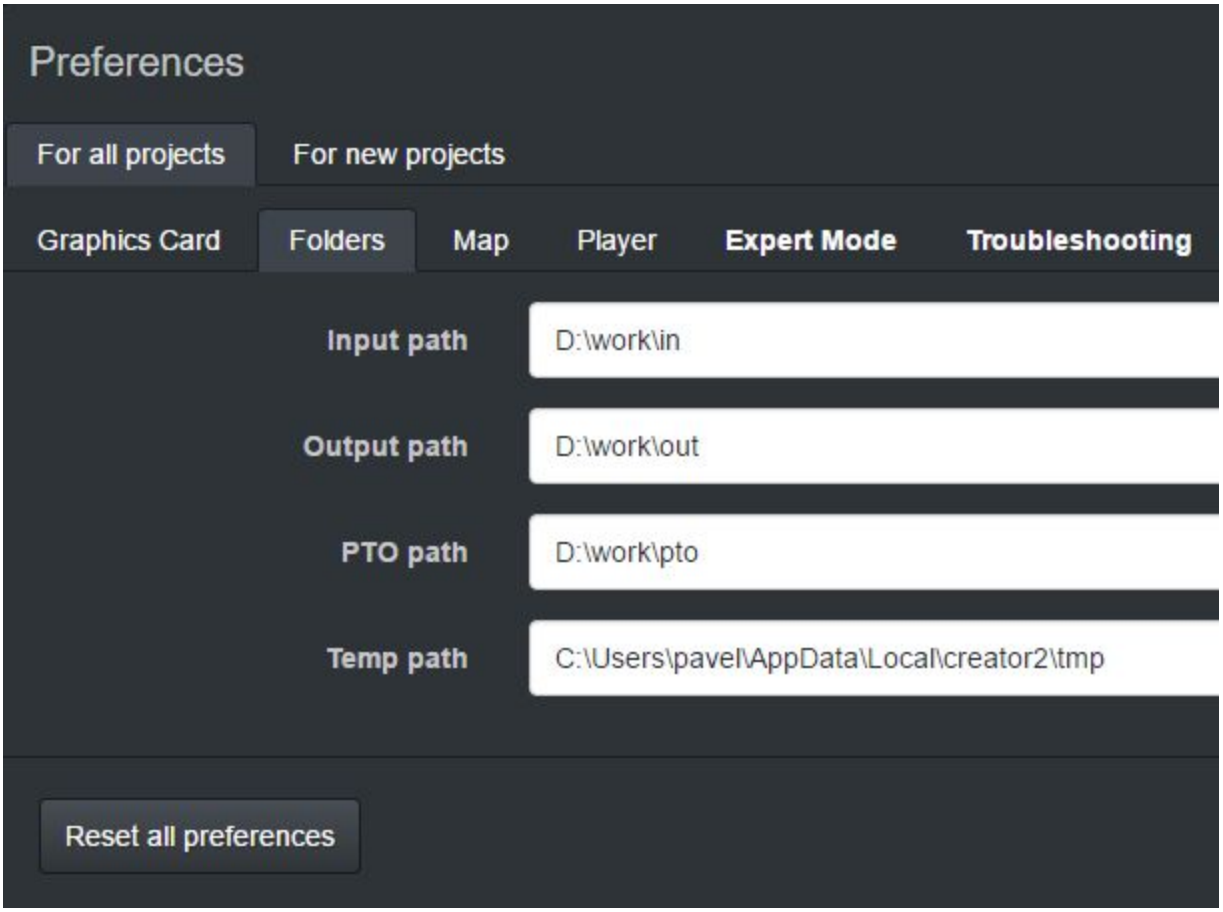
You can have the **in** and **out** folder on the same HDD or SSD.
Or on different drives.
Or on network drives.
Or mixed.

The **out** folder should be a local drive for speed reasons.

You need to set the **in** and **out** folders in Creator.
Creator will ask you for the folders when necessary.



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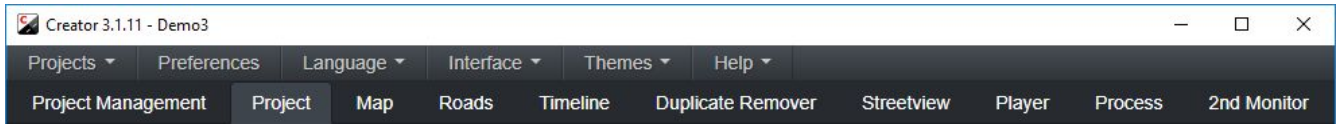
Workflow

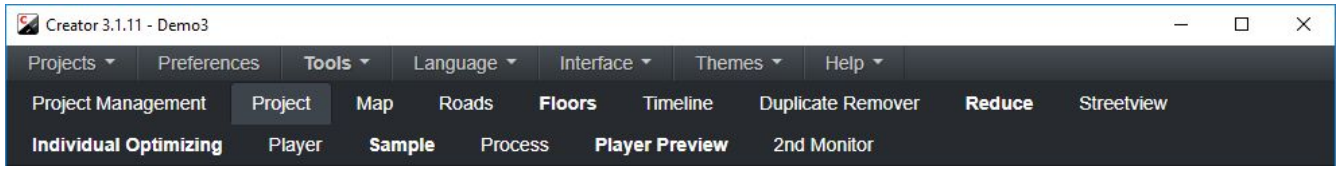
Just work through the tabs from left to right:



Of course, at any time you can go back to a previous tab and apply changes.

To enable additional tabs go to **Menu** - **Interface** and click **Advanced**.

Advanced tabs appear as **bold**.



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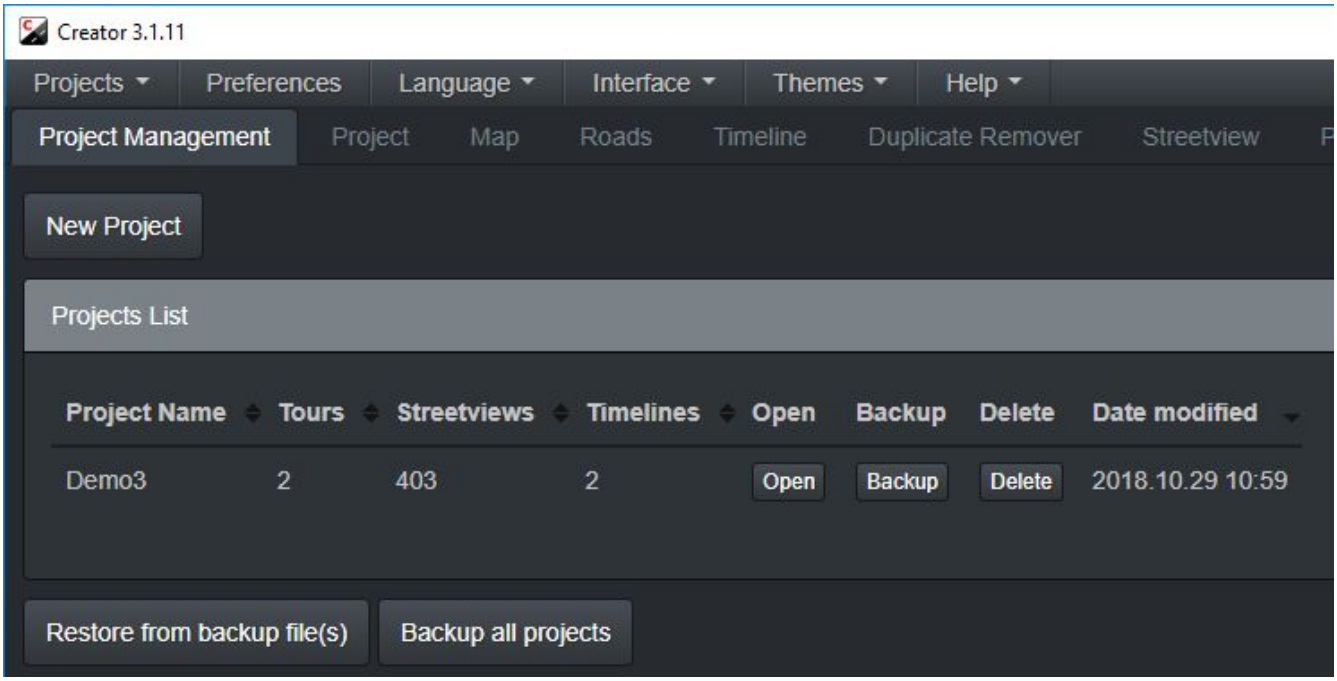
Project Management



New project button
Open a project folder with at least one tour folder to add.
You can select and deselect tours in the pop-up.

The **Projects List**
For each project Creator shows:
- Project name
- Number of tours
- Number of streetviews
- Number of timelines

Open button: Open the project.
Backup button: Backup the project. The source photos are **not included** in the backup.
Delete button: Delete the project from the Creator program. Photos are **not deleted**.

Date modified
The date of the last edit made to the project.

Restore from a backup file button
Restore a project from the project's backup file.

Backup all projects
Backup **all** projects. The source photos are **not included** in the backup.

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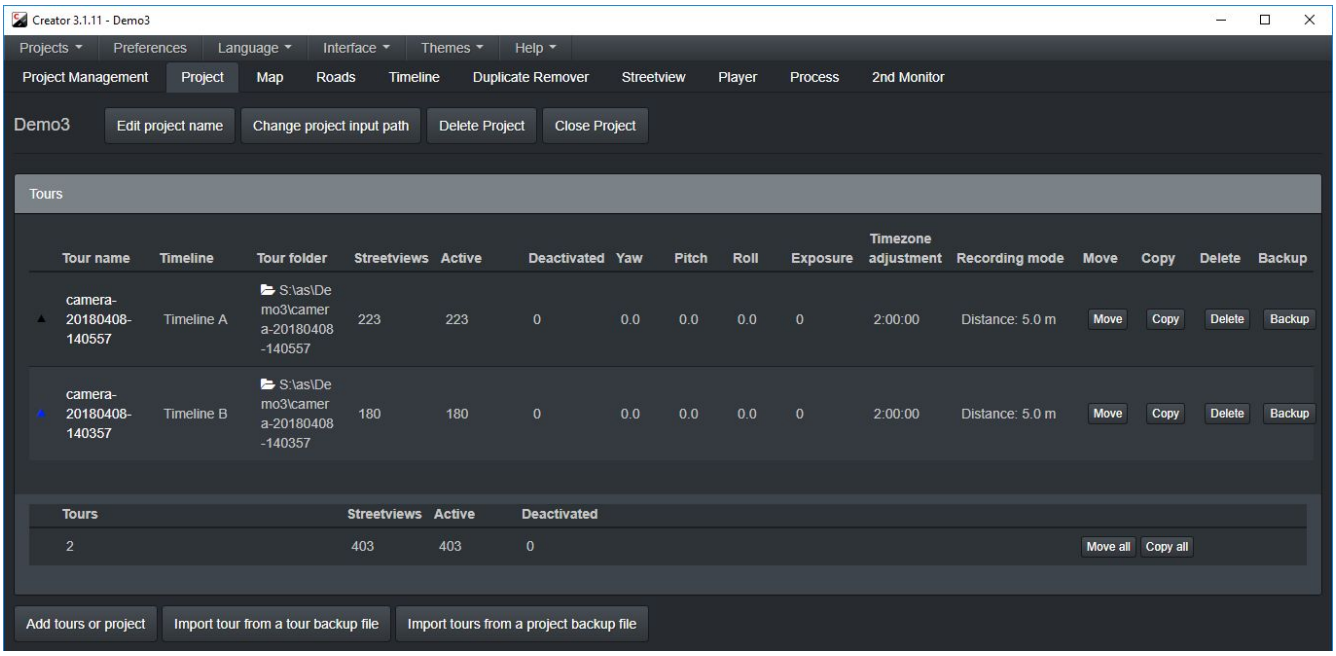
Project



Edit project name
Change the project name.

Change project input path button
Change the project's input path, for when a projects folder has been moved on the HDD.

Delete project button
Delete the project from the Creator program.
The source photos will **not** be deleted.

Close project button
To open another project or before shutting down the Creator program.

The **Tours list**
For each project Creator shows:
Tour name
Click a tour name to open it on the Map. The map will zoom in on the tour.
Good to find a tour quickly on the map.

Tour folder
Where the tour's source-data is.
Edit icon**:** The tour folder can be changed individually.

Timeline
Timeline name.
This column is visible only if a timeline has been assigned to a tour in the Timeline tab.

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Streetviews
Number of recorded data-sets.

Active
Number of active streetviews.

Deactivated
Number of deactivated streetviews. On the map tab you can deactivate streetviews to not process them. For example when a road has been recorded twice.

Yaw, Pitch, Roll
Settings from the Streetview -> Leveling tab.

Exposure
Setting from the Streetview -> Imagery tab.

Timezone adjustment
Setting from the Streetview -> General tab.
To fix the local recording date and time in case the tablet was not set to the local time.
Unnecessary if the **tablet was set to the local time**.

Recording mode
Recording Mode used when recording the streetviews. Either **Interval**, **Distance** or **Manual**.

Move button
Move the tour to a different project.

Copy button
Copy the tour to a different project.

Delete button
Deletes the tour from the project.
The source photos are **not** deleted.

Backup button
Backup the tour.
The source photos will **not** be backed up.

Move All button
Moves all tours to a different project.

Copy All button
Copies all tours to a different project.

Add tours or project button

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Add one or multiple tour folders to this project.
E.g. when additional footage has been recorded months later.

Import tour from tour backup file button
Add a single tour from a tour's backup file

Import tours from a project backup files button
Add one or more tours from a project's backup file.

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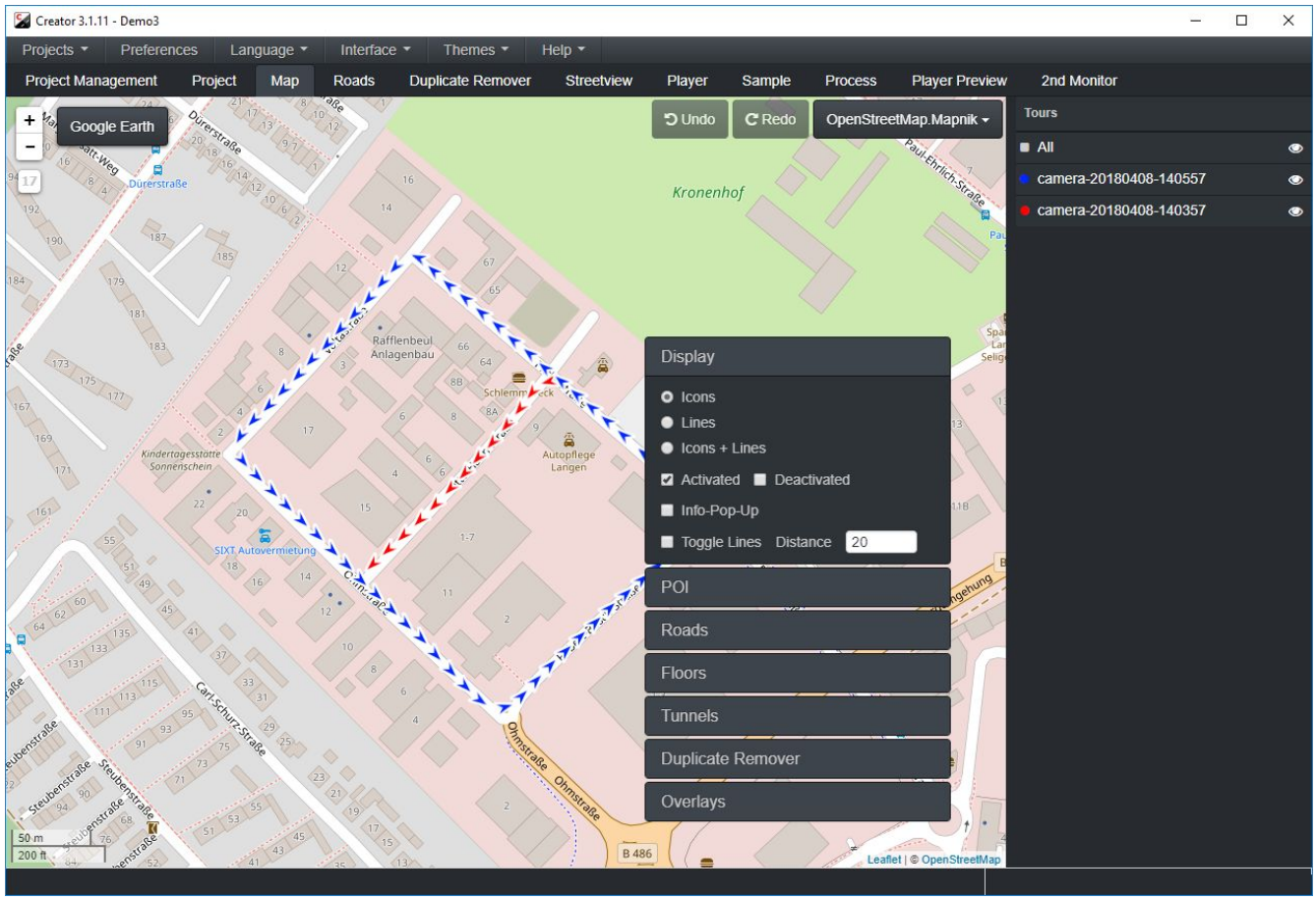
Map

Right click on the Map for the **context menu**:



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Maps

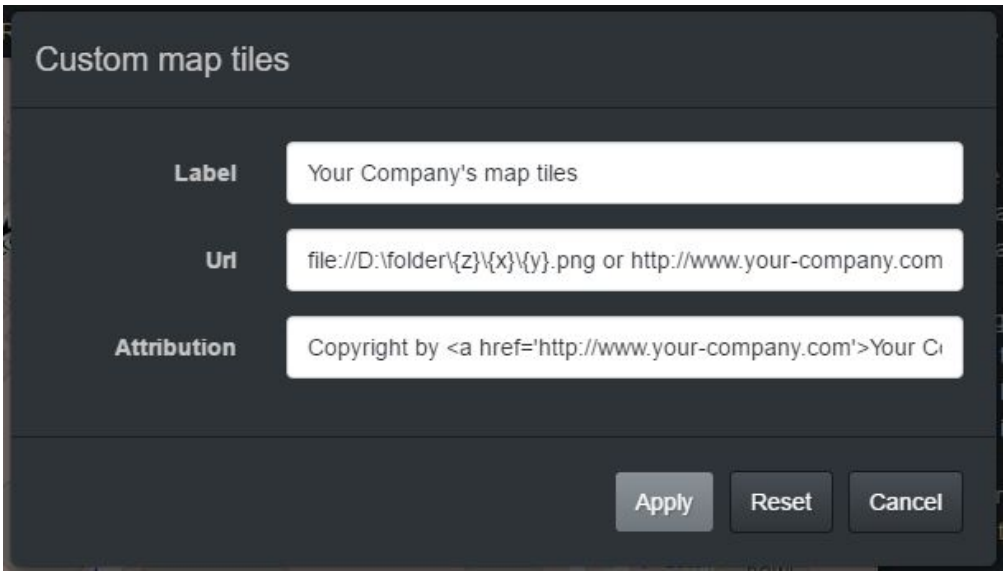
The Screenshot shows the **OpenStreetMap.Mapnik** map.
Select any online map provider from the dropdown list, or use your own custom set of map-tiles.

Maps - Custom map tiles

To select your own custom map-tiles click on the first item in the list:
Your Company's map tiles. This opens the **Custom map tiles** popup.
Label, **Url** and **Attribution** properties can be adjusted in this popup.
The Url can point to either an online resource like:
http://www.your-company.com/map-tiles/{z}/{x}/{y}.png

or a local folder or NAS drive:
file://D:\folder\{z}\{x}\{y}.png

where {z} is the zoom level, and {x} and {y} are the coordinates of the top left corner of the tile in web mercator projection.



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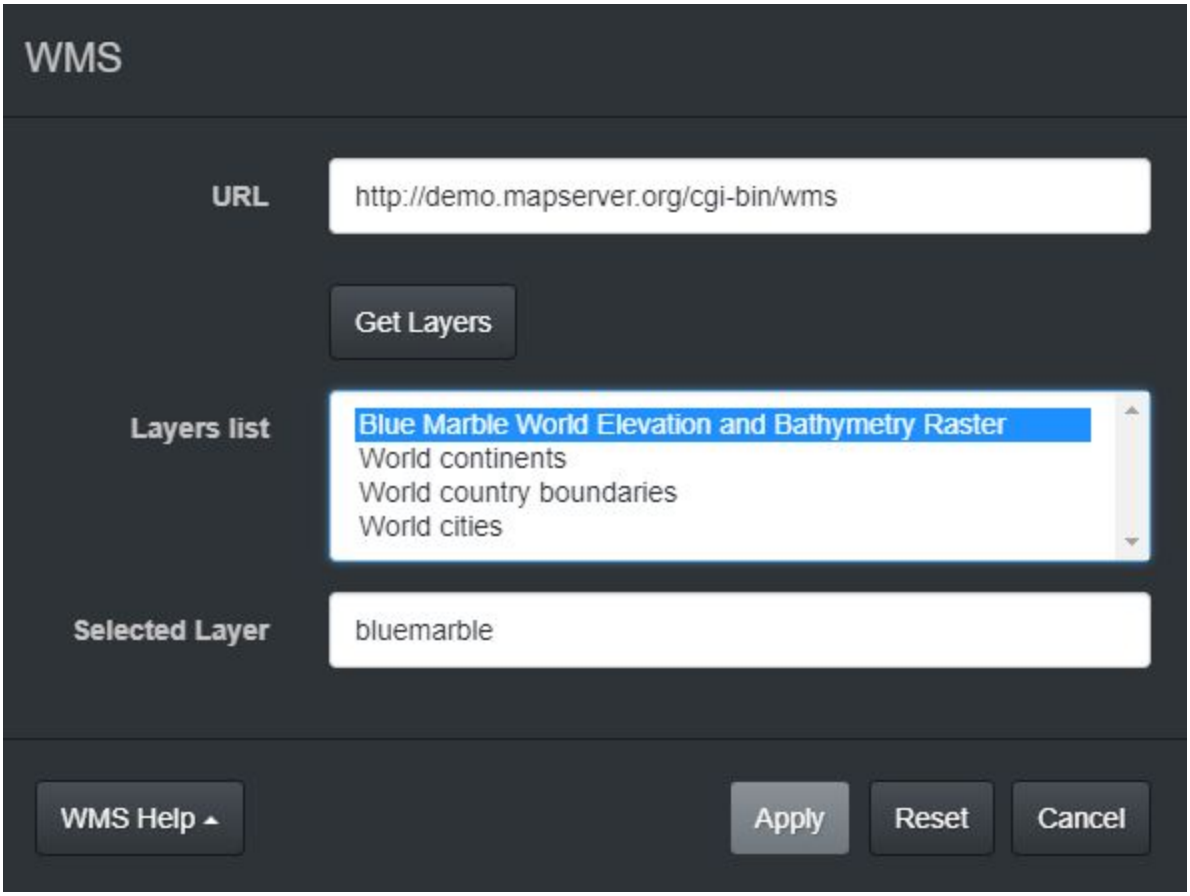
Maps - WMS

Add your own WMS layer.

Web Mercator projection (3857, 900913, 3785) are supported. Other projections will not work.

For easy testing the **WMS Help** button lists a few public WMS servers.
Click them to load into the URL field. Then click the **Get Layers** button.

Paste your WMS URL into the **URL** field and click on the **Get Layers** button.
A list of all the available layers will appear in the **Layers list** section.
Select a layer from the **Layers list** and click **Apply.**



Main Map menu

Right-click on the map to access it.

Move the mouse outside the menu to close it.

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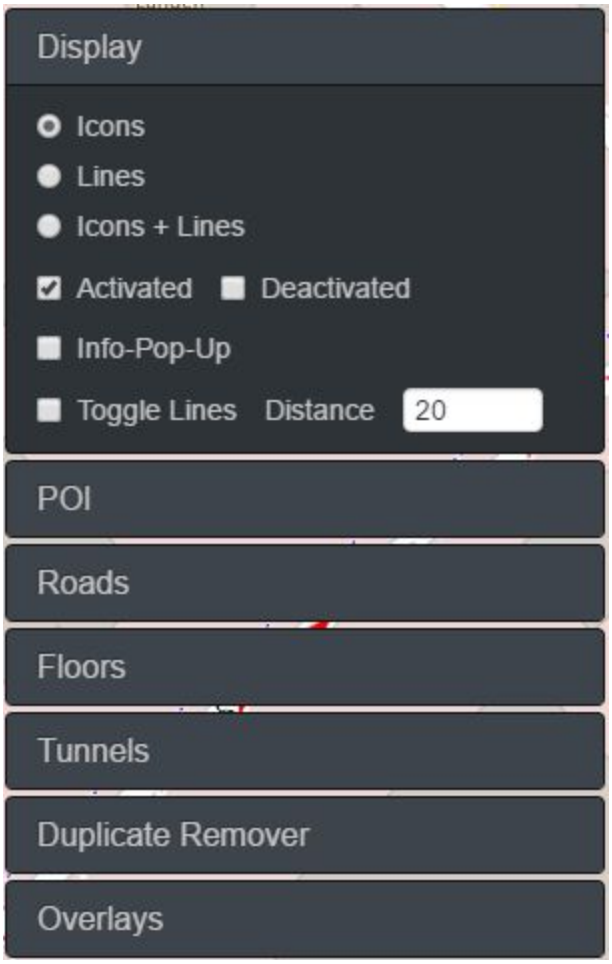

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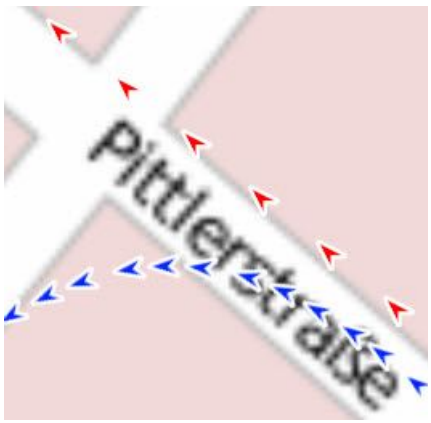
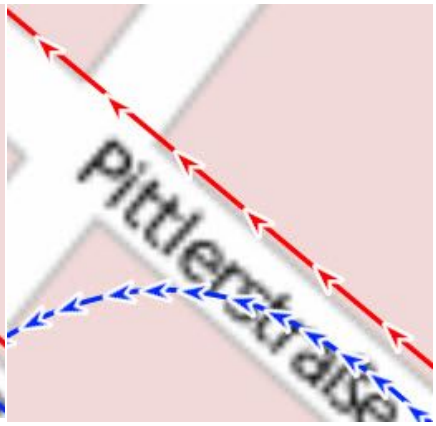
Display

Icons



Lines

Both



Show or hide active and deactivated streetview icons.

Usually more footage than needed is recorded.
Using the **Duplicate Remover**, **Reduce** (Interface -> Advanced), as well as manual deactivation on the map tab this can be reduced.

The Map tab is where you can see what streetviews are active for processing.

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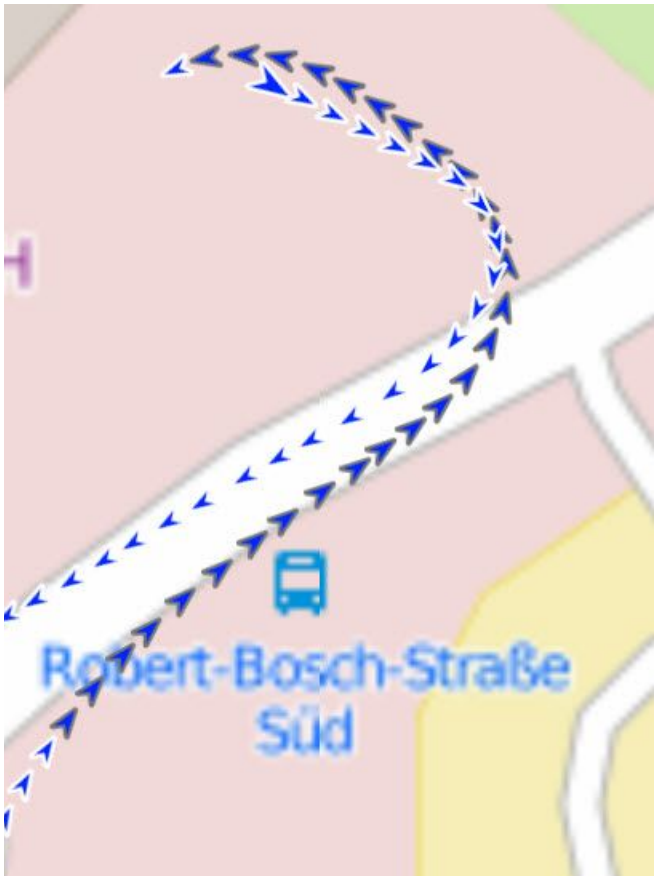

Deactivated streetviews are shown in a different color.

For this tour it is dark blue.

Info-Pop-Up

Info-Pop-Up

See the data for that streetview. See the default selection in the image below.

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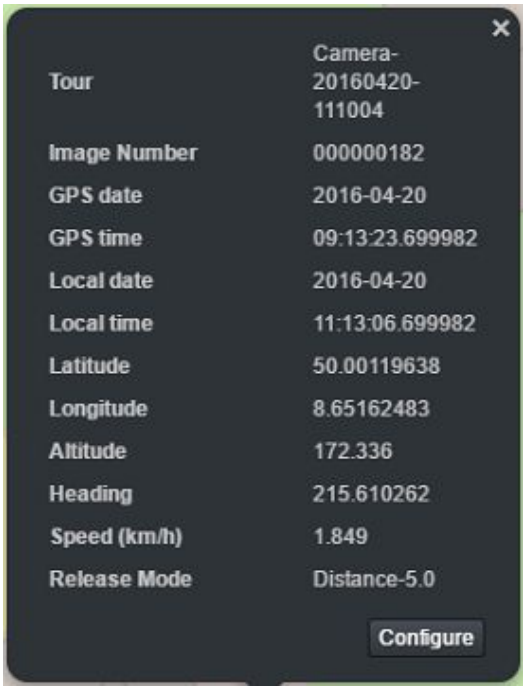
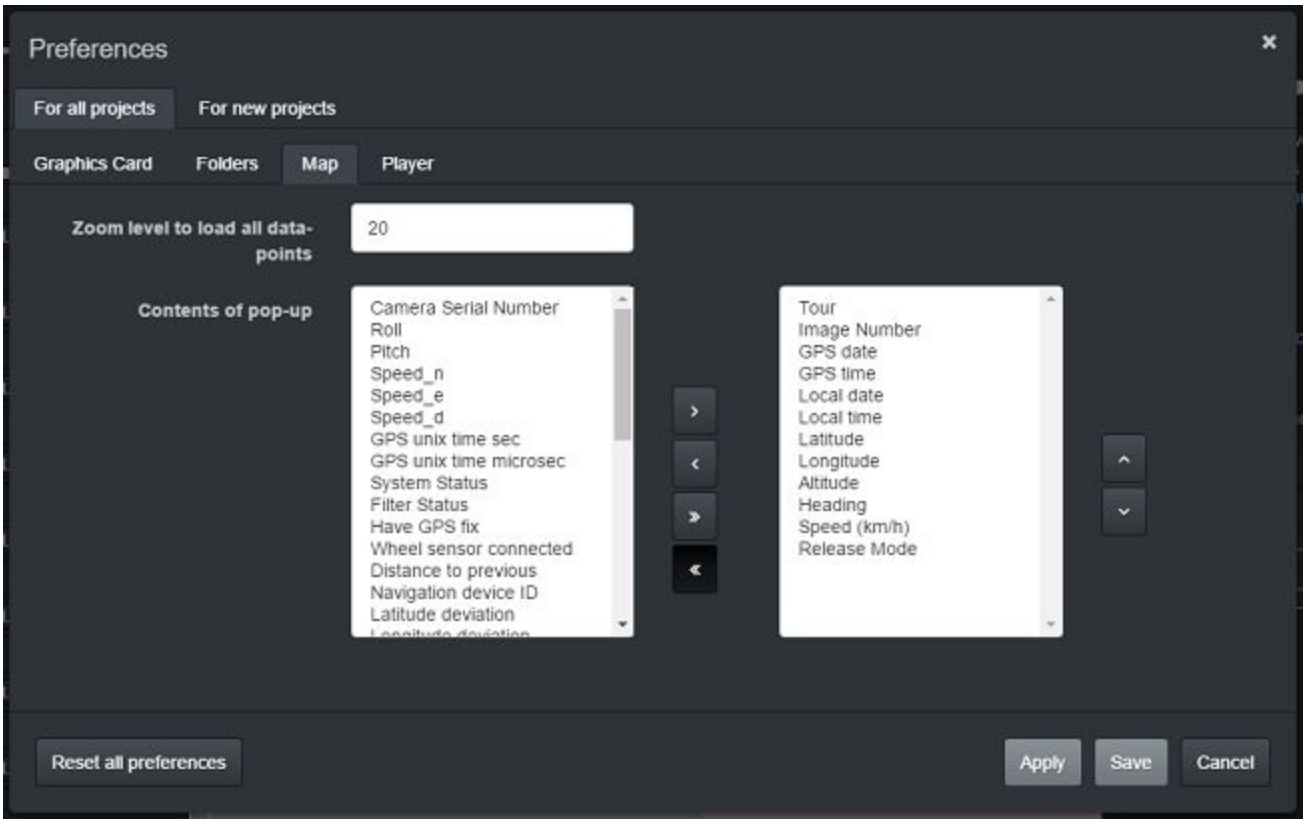


Configure button
Customize what data to display using the pop-up



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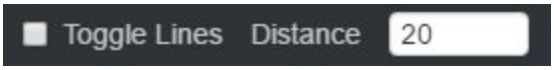
Toggle Lines



When displaying streetviews as lines, do not draw a line between streetviews if distance between them is more than the set **Distance.**

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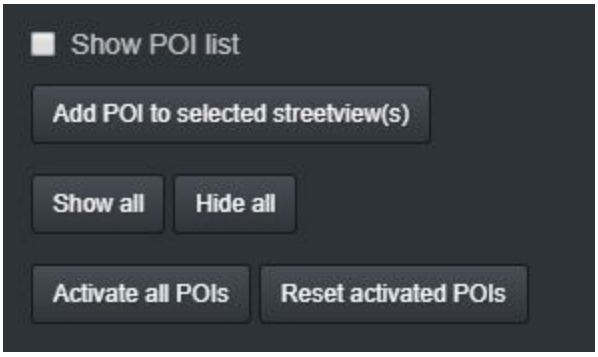
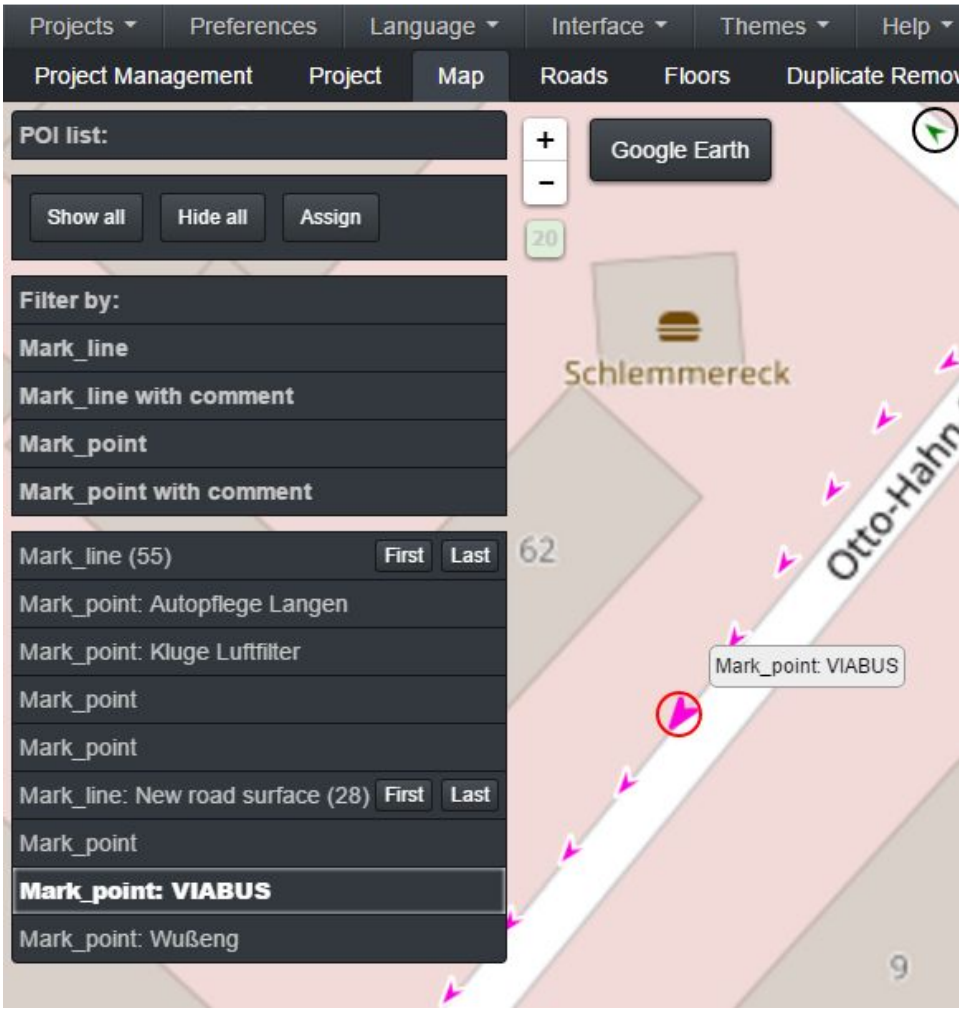
POI



Display **Points Of Interest** recorded using the POI tab in Remote Control. Black circles around a streetview icon indicate that it's a POI. A label with the POI name is displayed to the right of the streetview icon.

Additional POIs can be added to one or many selected streetviews icons using the **Add POI to selected streetview(s)** button or **Ctrl+P.**
Ctrl+U unassigns (deletes) POI(s) for the selected streteviews(s).



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Show POI left panel top section (**Filter By**):

In this list all unique POI names are displayed. By default all POI are activated. Click on a POI name to deactivate it. Click again to activate. Multiple POI names can be deactivated at the same time.

Show POI left panel bottom section (**POI list**):

Click on a POI name to zoom into it on the map. The selected POI will have a red outline. If the POI was recorded in sticky mode, only 1 entry will be displayed in the list with the ability to zoom into the first and last streetviews of the sticky sequence by clicking on the **First** and **Last** buttons.

Show all - Check all **Filter by** items.

Hide all - Uncheck all **Filter by** items.

Activate all POIs - Reset all automatically deactivated streetviews (this includes Duplicate Remover and Reduce),

then deactivate all streetviews and activate only the streetviews containing a POI.

This action will not overwrite manually activated or deactivated streetviews.

Reset activated POIs - Reset all automatically deactivated streetviews (this includes Duplicate Remover and Reduce).

This action will not overwrite manually activated or deactivated streetviews.

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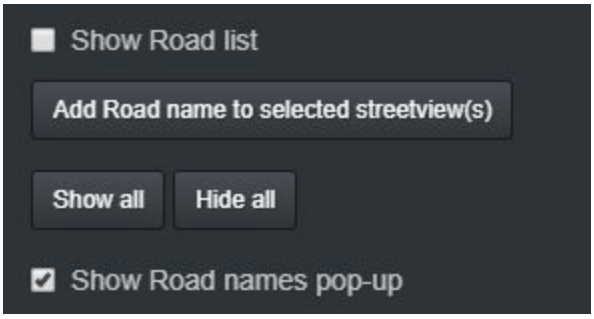
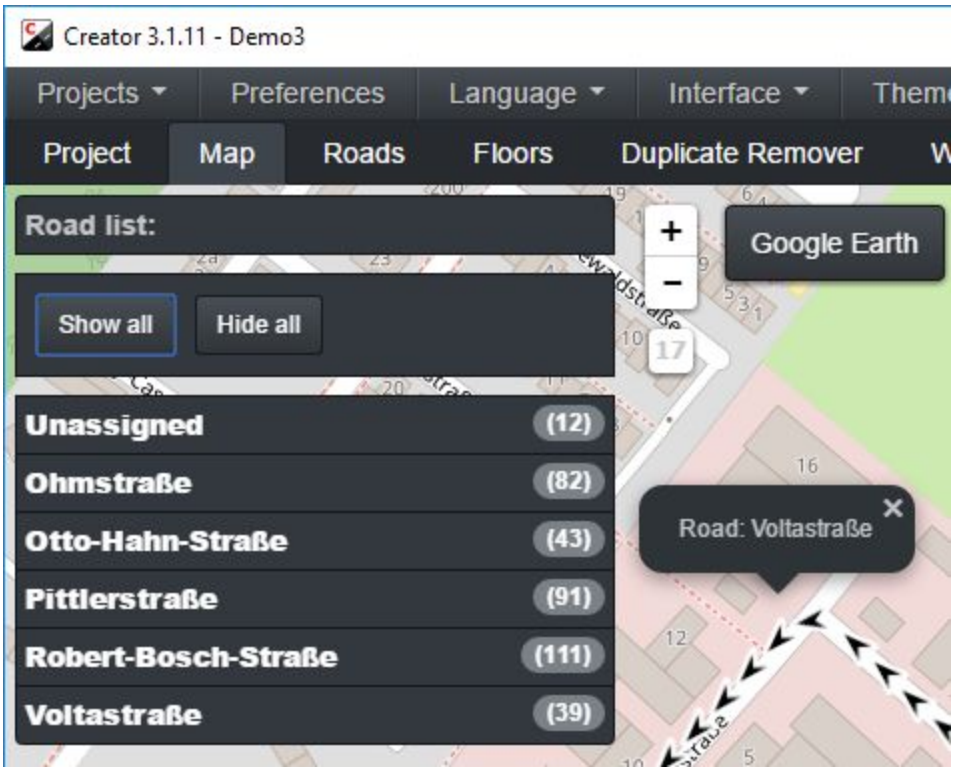
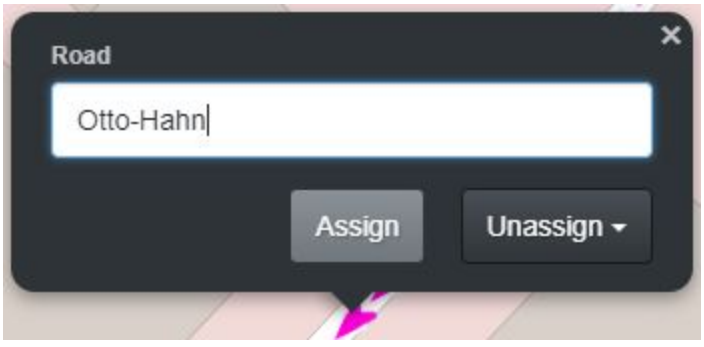
Roads



Show Road list - Show Roads assigned in the Roads tab.



Add Road name to selected streetview(s) - Select one or several streetviews on the map then click on this button (or CTRL+R) to assign a Road name.



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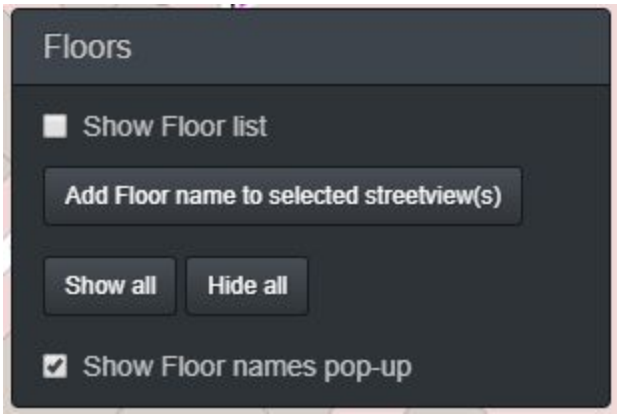
Show all - Check all **Road list** items.

Hide all - Uncheck all **Road list** items.

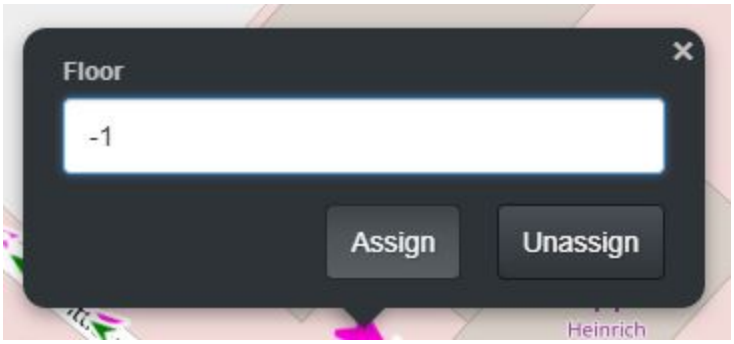
Show Road names pop-up - Moving the mouse over a streetview will display the Road name instead of the Info-Pop-Up.

Floors



Show Floor list - Show Floors assigned in the Floors tab.

Add Floor name to selected streetview(s) - Select one or several streetviews on the map then click on this button (or CTRL+F) to assign a Floor name.



Show all - Check all **Floor list** items.

Hide all - Uncheck all **Floor list** items.

Show Floor names pop-up - Moving the mouse over a streetview will display the Floor name instead of the Info-Pop-Up.

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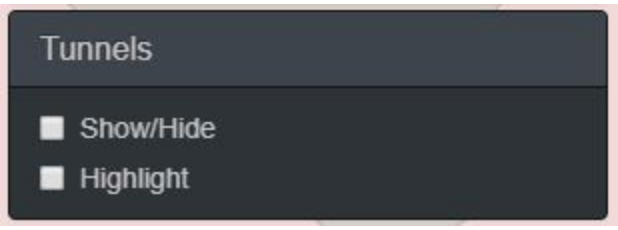
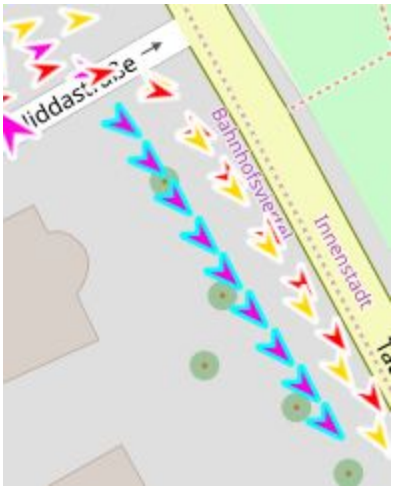
Tunnels

Tunnels are automatically detected by no GPS satellites visible.

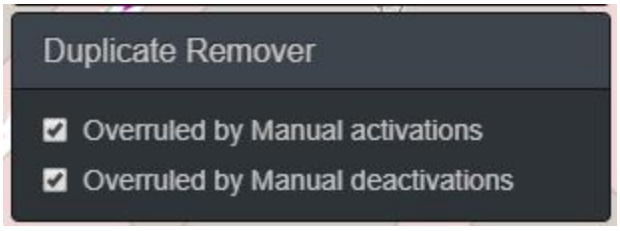


Show/Hide - Only show streetviews that were automatically marked as tunnels.

Highlight - Highlight streetviews that were automatically marked as tunnels.



Duplicate Remover



Overruled by Manual activations - Manual activations take priority and will overwrite any status set by Duplicate Remover.
Overruled by Manual deactivations - Manual activations take priority and will overwrite any status set by Duplicate Remover.

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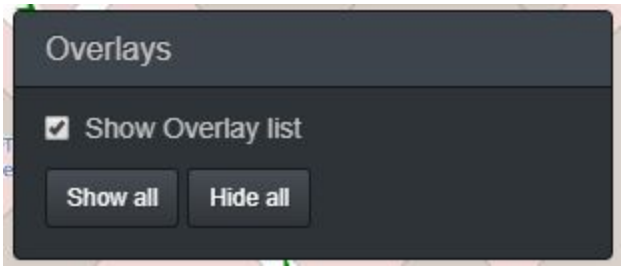
Overlays

Add KML or KMZ Overlays to the Map.
These can be the same files defining a recording area for the Remote Control.



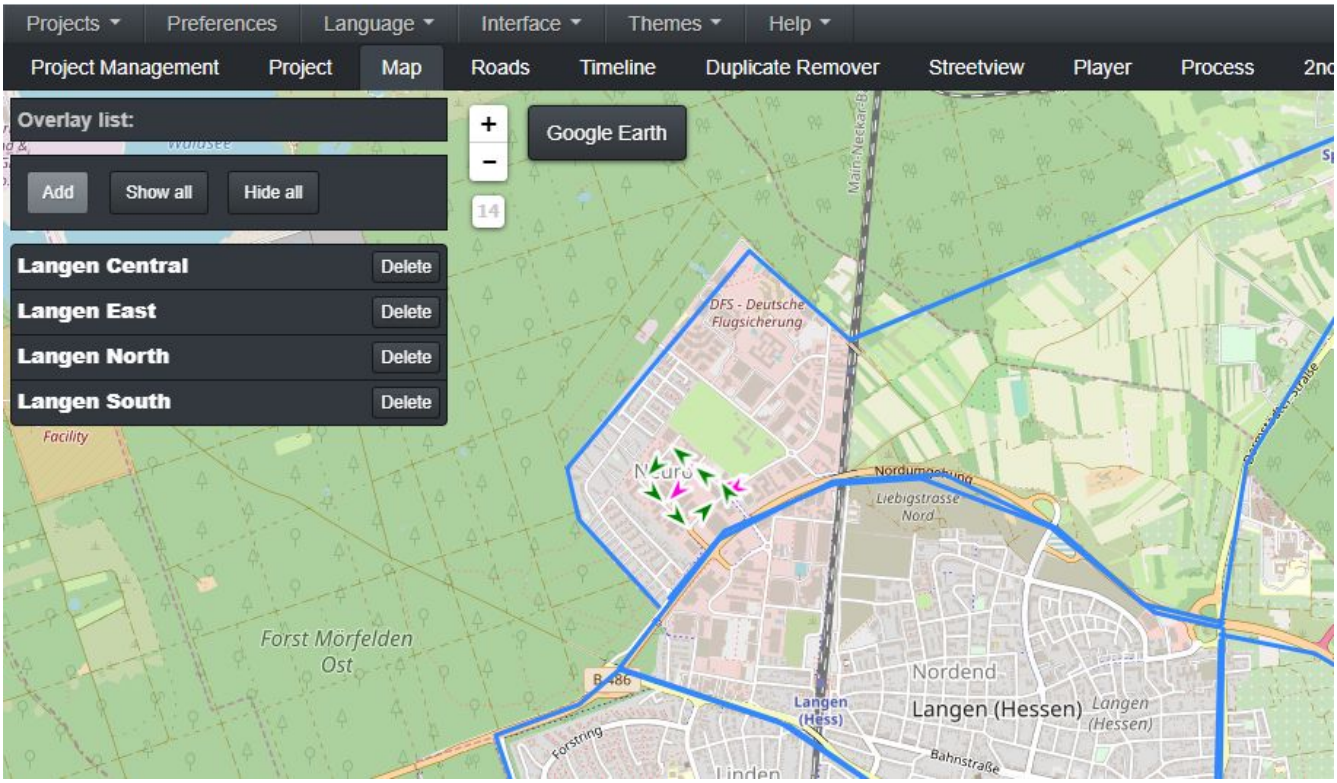
Show Overlay list - Show overlays in the Overlays panel.

Add - Pick a new KML or KMZ file.

Show all - Show all Overlays.

Hide all - Hide all Overlays.

Delete - Removed the Overlay from the map. The file is not deleted.



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Keyboard Shortcuts

For the Map tab.

Icons

Key	Function
Ctrl + z	Undo
Ctrl + y	Redo
Ctrl + a	Select all visible icons (even outside the map)
Ctrl + q	Deselect all visible icons (even outside the map)
Delete	Deactivate selected icons
Insert	Activate selected icons
Home	Rotate selected icons right
End	Rotate selected icons left
Page-Up	Go to the next streetview
Page-Down	Go to the previous streetview
Ctrl + l	Line-up selected icons. From first to last selected icon.
Ctrl + P	Assign a POI name to selected Streetview(s)
Ctrl + U	Unassign a POI name of the selected Streetview(s)
Ctrl + R	Assign a Road name to selected Streetview(s)
Ctrl + F	Assign a Floor name to selected Streetview(s)

Map

Key	Function
4 arrows	Move map up, down, left, right. Additional you can left-click with the mouse, then hold and move the map.
Mouse-wheel	Zoom in and out
+	Zoom in
-	Zoom out

Select single icon
Click it with the mouse.

Select many icons
Select first icon with the mouse. Press and hold the **Shift** key.
Select last icon with the mouse.

Move one or many icons
Select, then move with the mouse.

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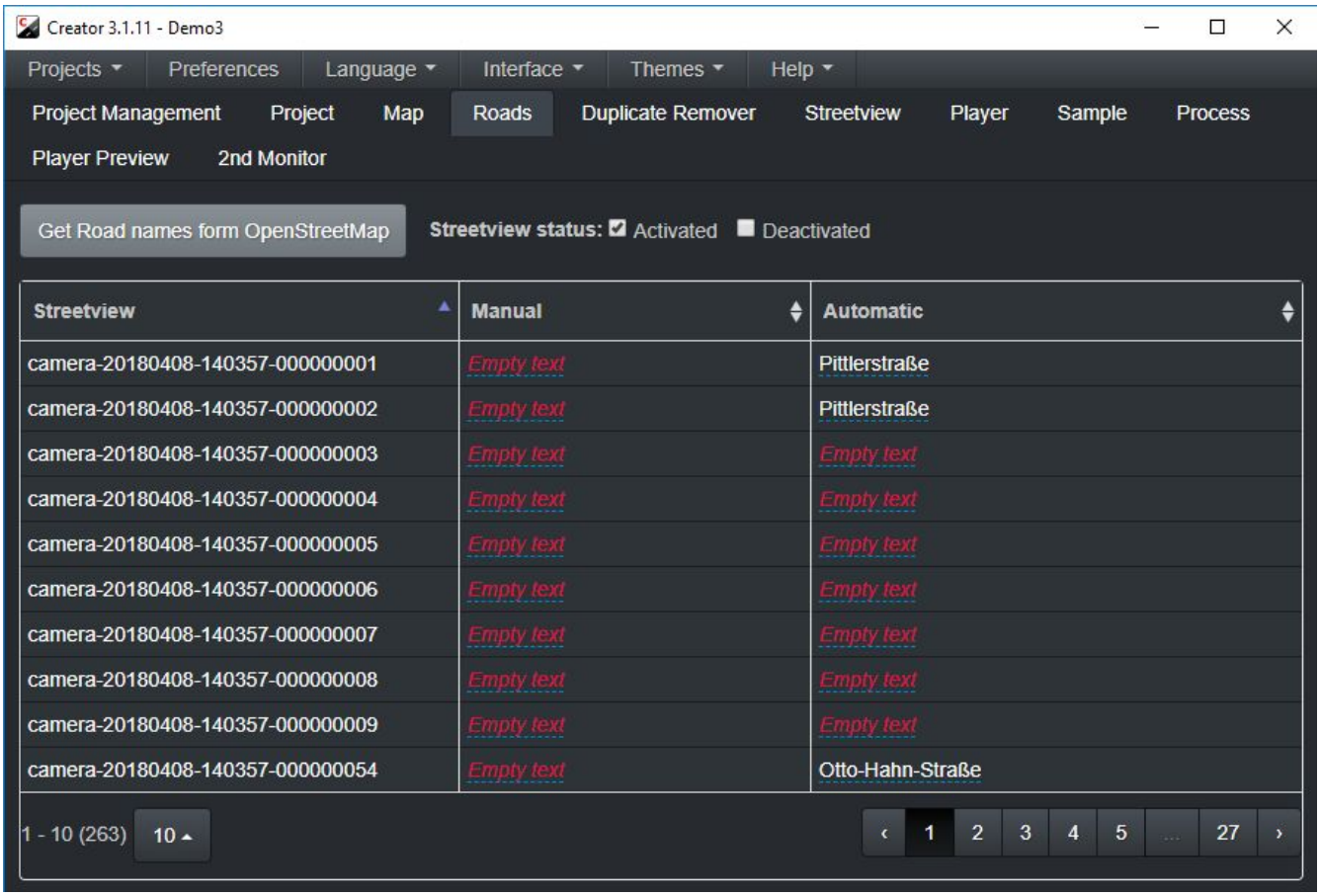
Road Names

Automatic
The **Get Road names from OpenStreetMap** button assigns road names automatically from OpenStreetMap.

Toggle **Streetview status** to display activated or deactivated streetviews.



Manually
Click on a cell in the **Manual** or **Automatic** column to edit its content.

Manually assigned Road names will always overwrite automatically assigned Road names.

Map tab:
Select one or multiple streetviews on the map.
Click CTRL+R, enter the Road name and click **Save**.

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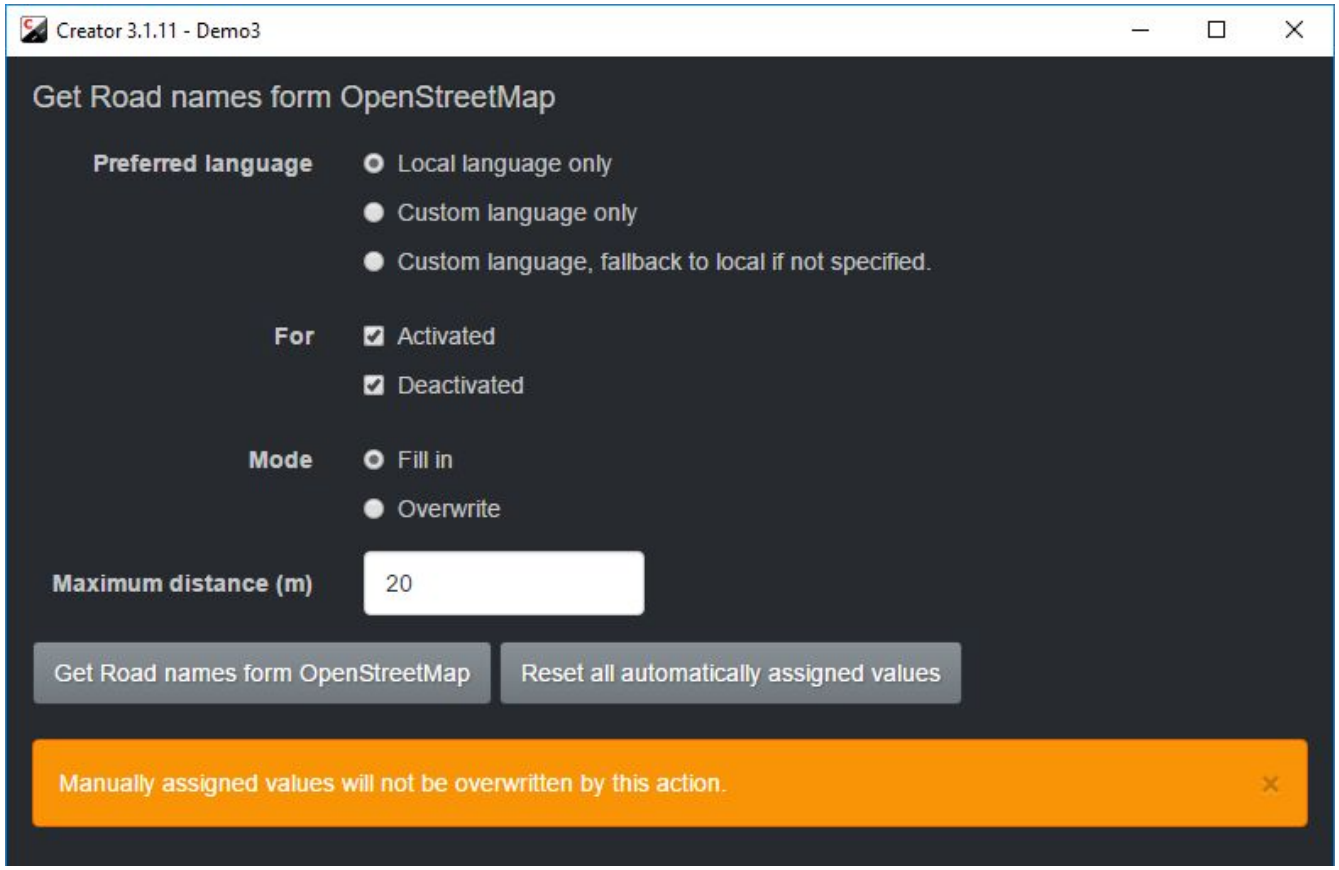

Preferred language

- Local language only - "name" value of the OSM road.
- Custom language - "name:language" value of the OSM road.
- Custom language, fallback to local if not specified - If "name:language" value does not exist use "name".

For

- Activated streetviews
- Deactivated streetviews

Mode

- Fill in - Only update empty values in streetviews
- Overwrite - Overwrite all existing geocoded values in streetviews

Maximum distance (m)
Maximum distance to the closest road to be considered for geocoding.

Get Road names from OpenStreetMap

Reset all automatically assigned values

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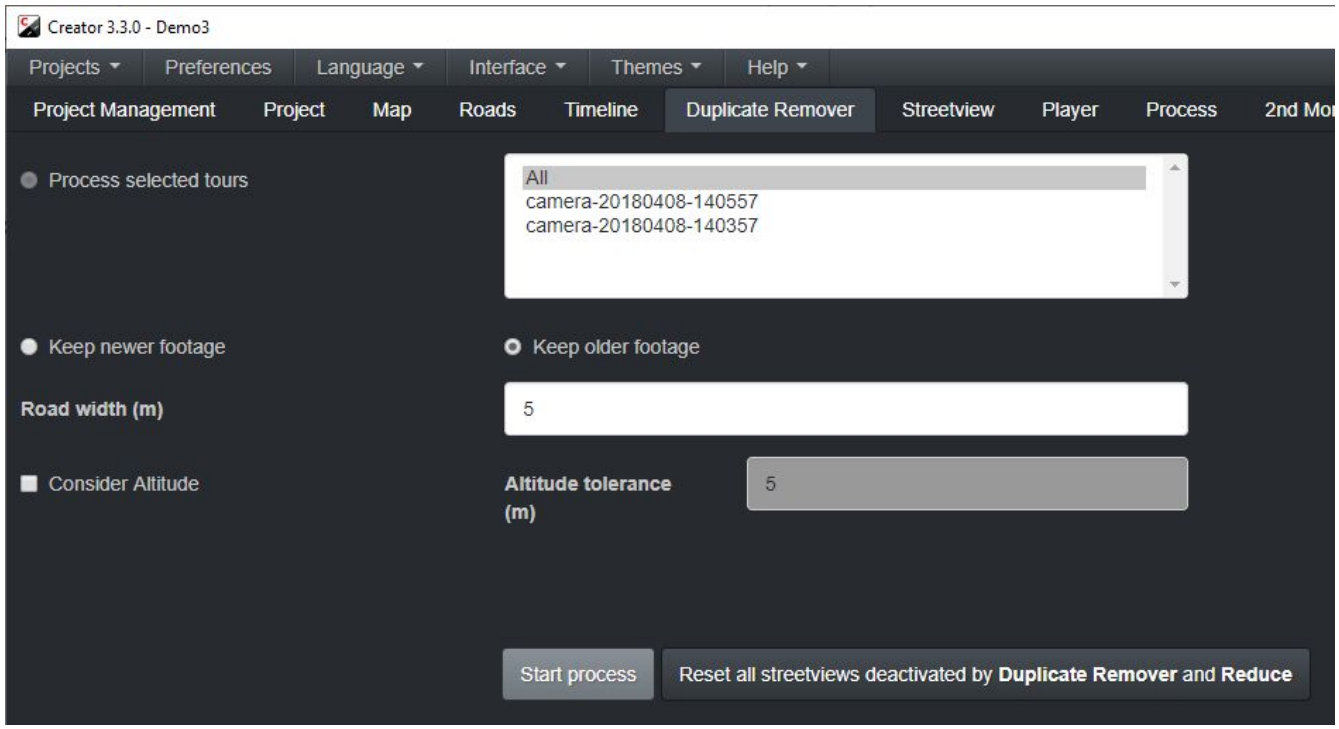
Duplicate Remover

Removes duplicate recordings from roads recorded more than once.

We recommend to record with the **Distance Mode** set to **5m** or less. E.g. **1m**.

You can always deactivate excessive footage with **Reduce** after applying the Duplicate Remover.



Options:

Process selected timelines:

(Visible only when there are timelines)

Process only selected timelines.

Press **CTRL** and then click timelines to select multiple timelines.

Process selected tours:

Process only tours selected from the list.

Press **CTRL** and then click timelines to select multiple timelines

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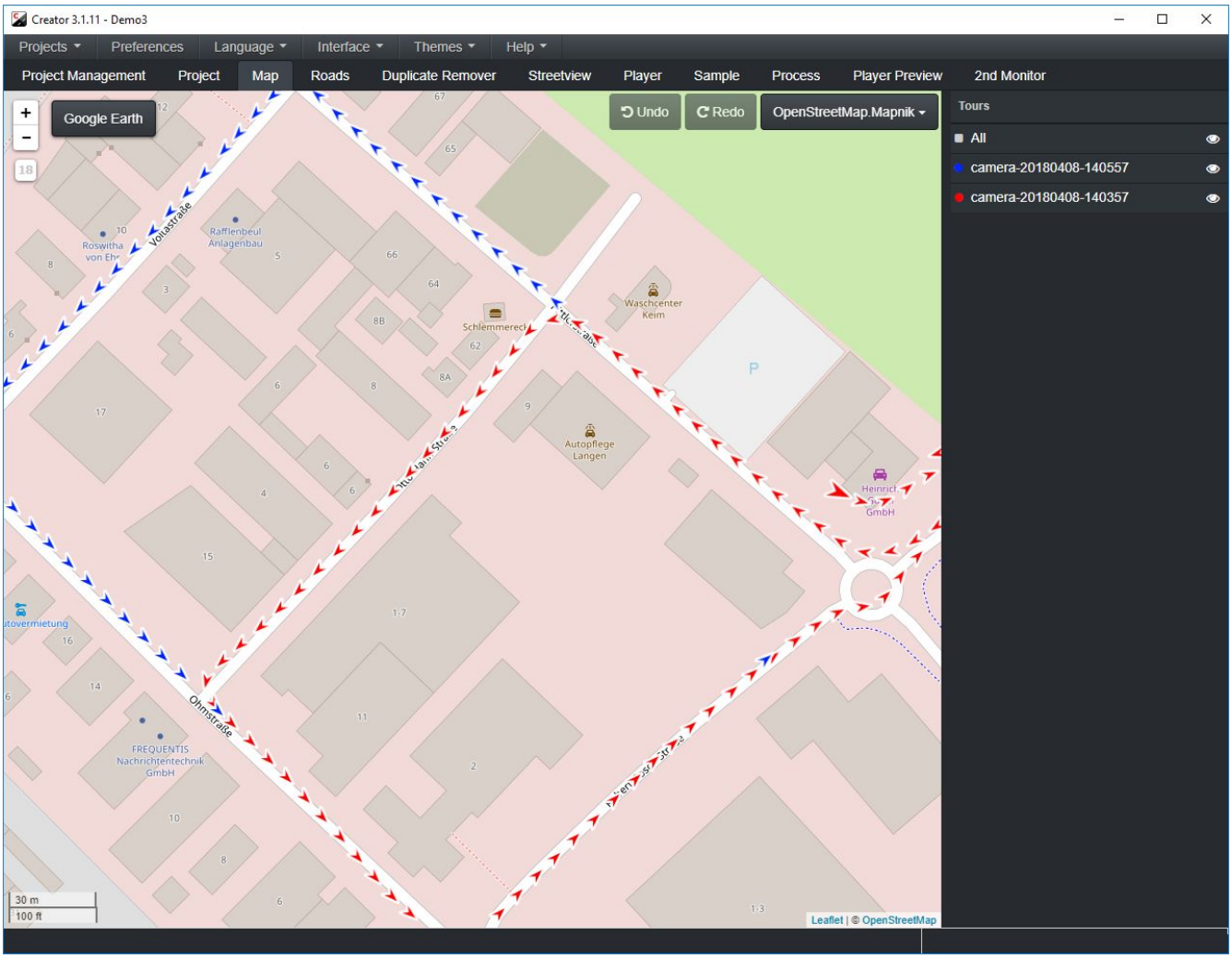
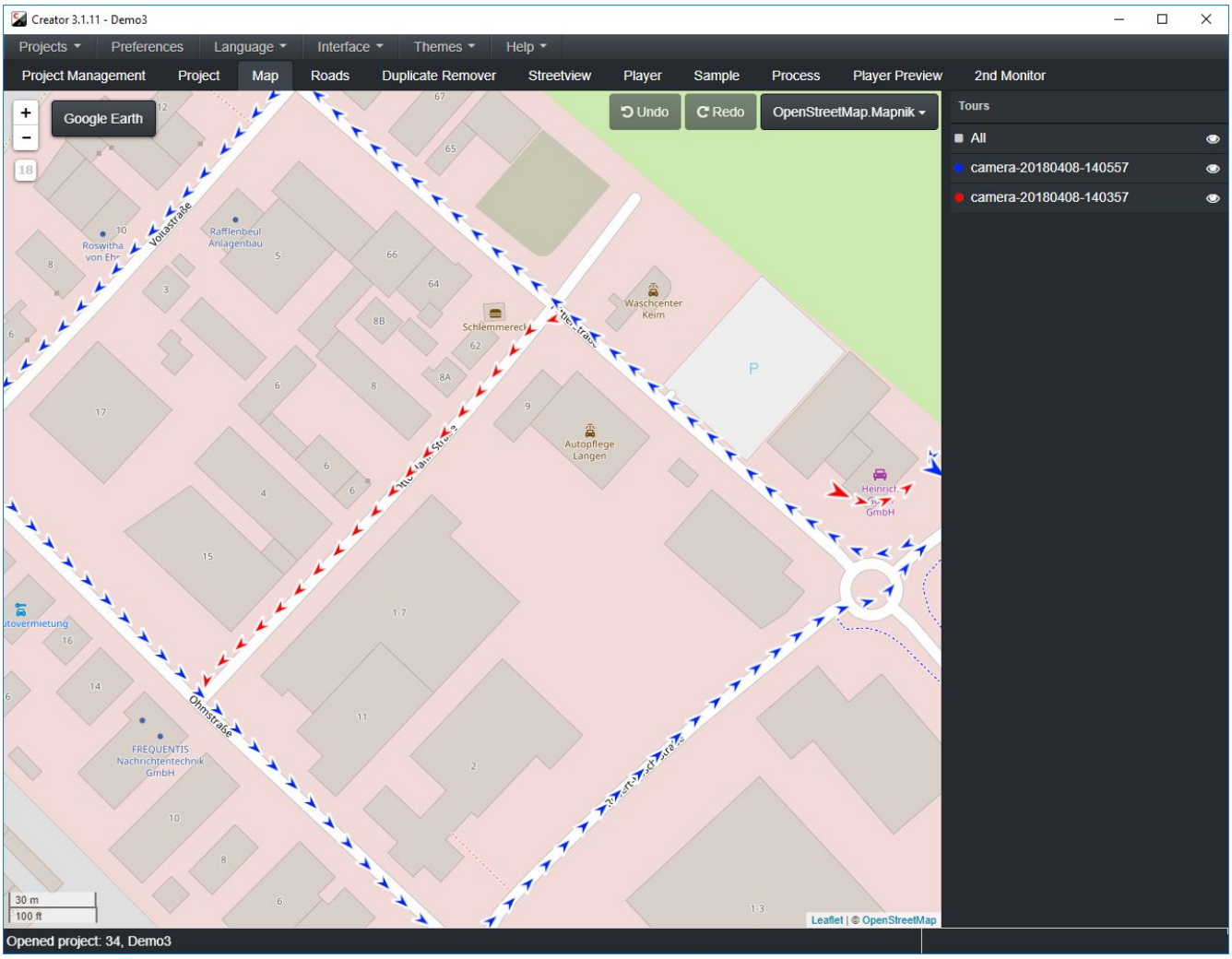
Favor existing footage:
The default.
Provides best results for most situations.

Keeps exiting streetviews, add streetviews for newly recorded roads.



Favor newer footage:
Replace existing streetviews with newer footage.

Disadvantage:
When driving into a dead-end road, you get the bad footage from reversing out of it.



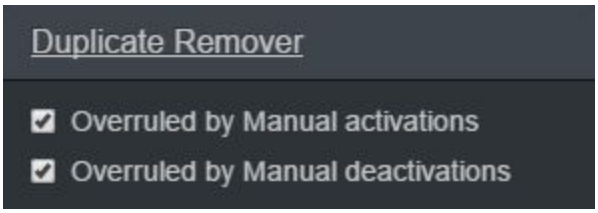
Remove by radius
Remove all streetviews within x meters of this streetview.

Consider Altitude
By default the altitude is not used to determine what is or is not a duplicate.

You will have to try a few times to find the optimum settings for your footage.

These three options allow you to try again and again:

Reset all streetviews
Reset all streetviews deactivated by **Duplicate Remover** and **Reduce.**



Check the Duplicate Remover results on the Map tab.

You then can fine-tune this by manually activating or deactivating streetviews.

Manual changes will be kept when running the Duplicate Remover again.

By default, manual edits are set to overrule results from the Duplicate Remover.

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Streetview - General

Copyright
This is written into the EXIF metadata of the equirectangular .jpg streetviews that have been created.

Leveling
Always Global leveling - Use values set in the **Leveling** tab
Individual Optimizing (when available) - Use values set in the **Individual Optimizing tab**, when available.

Project's input path
Path to this project's source folder.

Project's output path
Path to this project’s output folder.

Streetview-tiles output path
Path to the streetview-tiles output folder.
Allows you to save tiles directly to a USB-HDD for shipping to, for example, a datacenter.

Timezone adjustment
Creator automatically calculates the local time from
- the tour name, which includes the tablets time
- the camera’s log data, which has the GPS time.

In case the tablet time was not set to local time, you can adjust it here.

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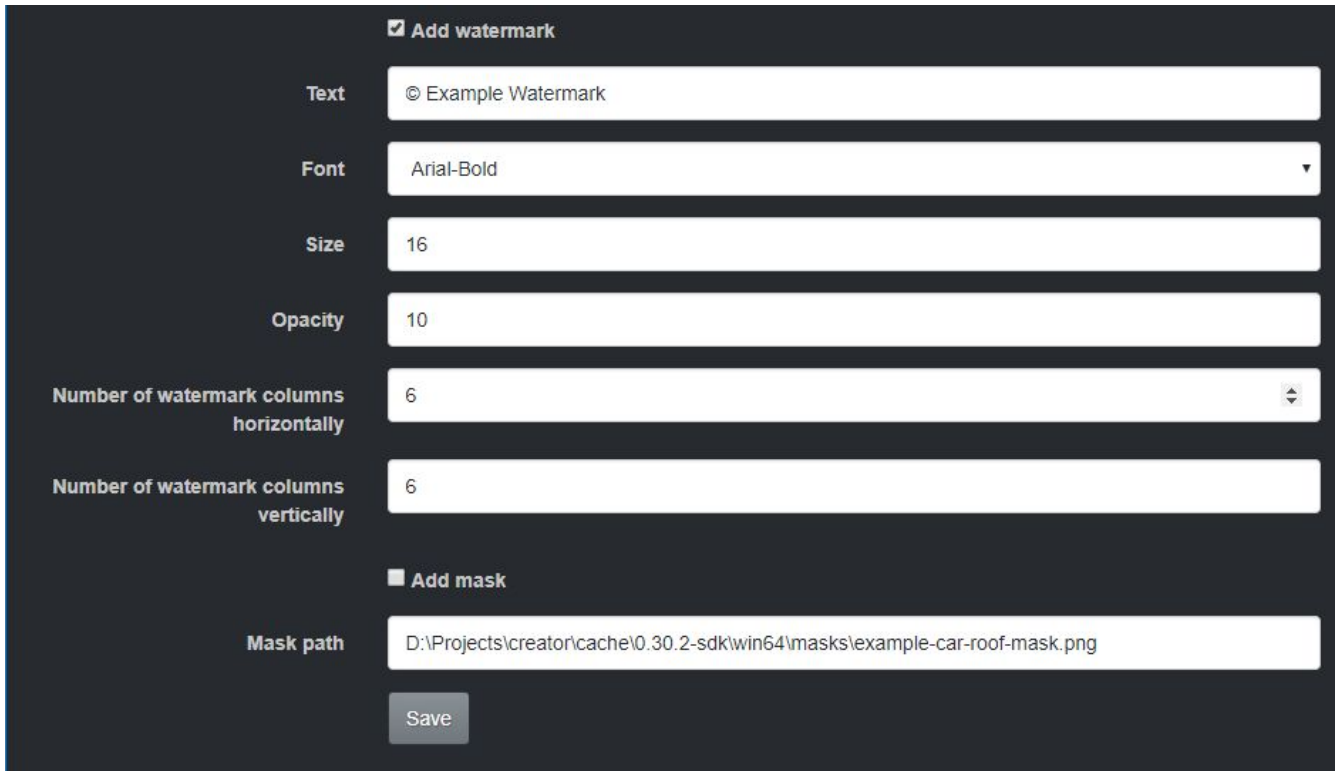
Streetview - Watermark

Add watermarks to the streetview. The changes in this tab can be previewed in the **Leveling** tab.



Add watermark
Add watermarks to the resulting streetview.

Text
Watermark text.

Font
Watermark font name, font list is taken from C:\Windows\Fonts.

Size
Watermark text size.

Opacity
Watermark text opacity.

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Number of watermarks horizontally
How many watermarks to place horizontally (left-right).

Number of watermarks vertically
How many watermarks to place vertically (up-down).

Add mask
A mask will cover the car's rooftop.
It is a transparent PNG image overlaid on top of the streetview.
A sample mask can be found in
C:\Program Files (x86)\Creator\masks\example-car-roof-mask.png

Mask path
Path to the mask PNG image. Create your own mask file.

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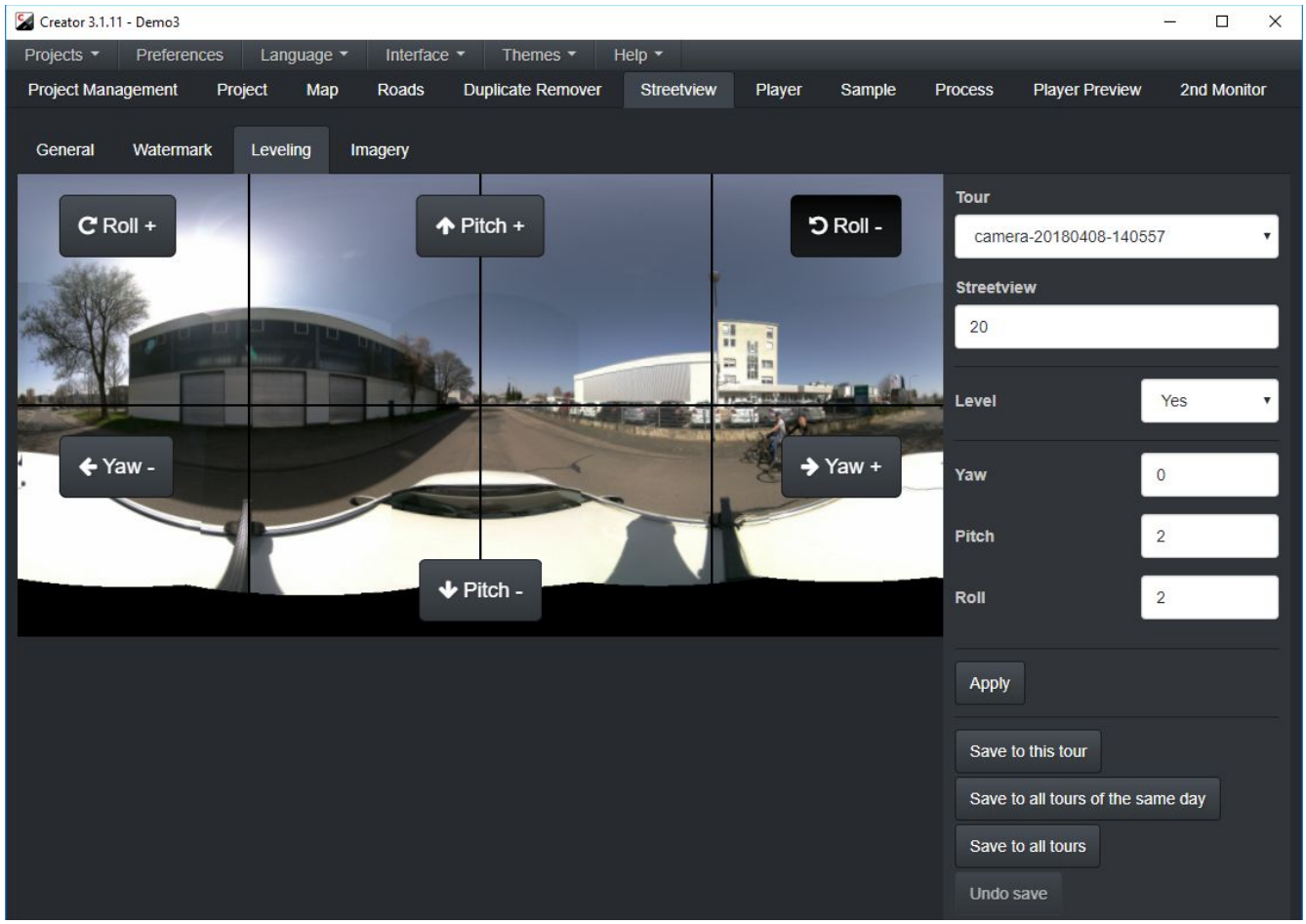
Streetview - Leveling

Adjust for the angle between the camera on the cars rooftop and the leveling sensor inside the car.



In a perfect world
- the camera would be mounted 100% vertical.
- the leveling sensor would be mounted 100% horizontal.
- both would look forward, in the exact same direction.

In the real world this does not happen.
Because of this you need to adjust for the three angles between the camera and the sensor.
Use the **Pitch+**, **Pitch-** and **Roll+**, **Roll-** buttons to adjust until the streetview looks leveled.
Alternatively you can directly enter numerical values into the fields on the right.

Check your findings with a few other streetviews of the same tour by entering a different number into the **Streetview** field.

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Click the **Save to this tour** button to save the values to this tour only.

Click the **Save to all tours of the same day** button to save the values to all tours recorded the same day as the current tour.

Click the **Save to all tours of the same timeline** button to save the values to all the tours that have the same timeline as the current tour. (Not shown in the screenshot.)

If the camera mount and the leveling device mount have not been removed from the car in between recordings, you can use the same settings for all tours from many different recording days.
Click the **Save to all tours of this project** button to save the values to all tours of the project.

You can see the **Yaw, Pitch** and **Roll** values of all tours at once on the Projects tab.

It's possible to undo any saved values by clicking on the **Undo save** button

Level
Yes:
Level with the log values **and** the values from the Leveling tab.
The most commonly used setting for straight streetviews.

No:
No leveling at all.

Adjust:
Use values from the Leveling tab only. Ignore the log data.

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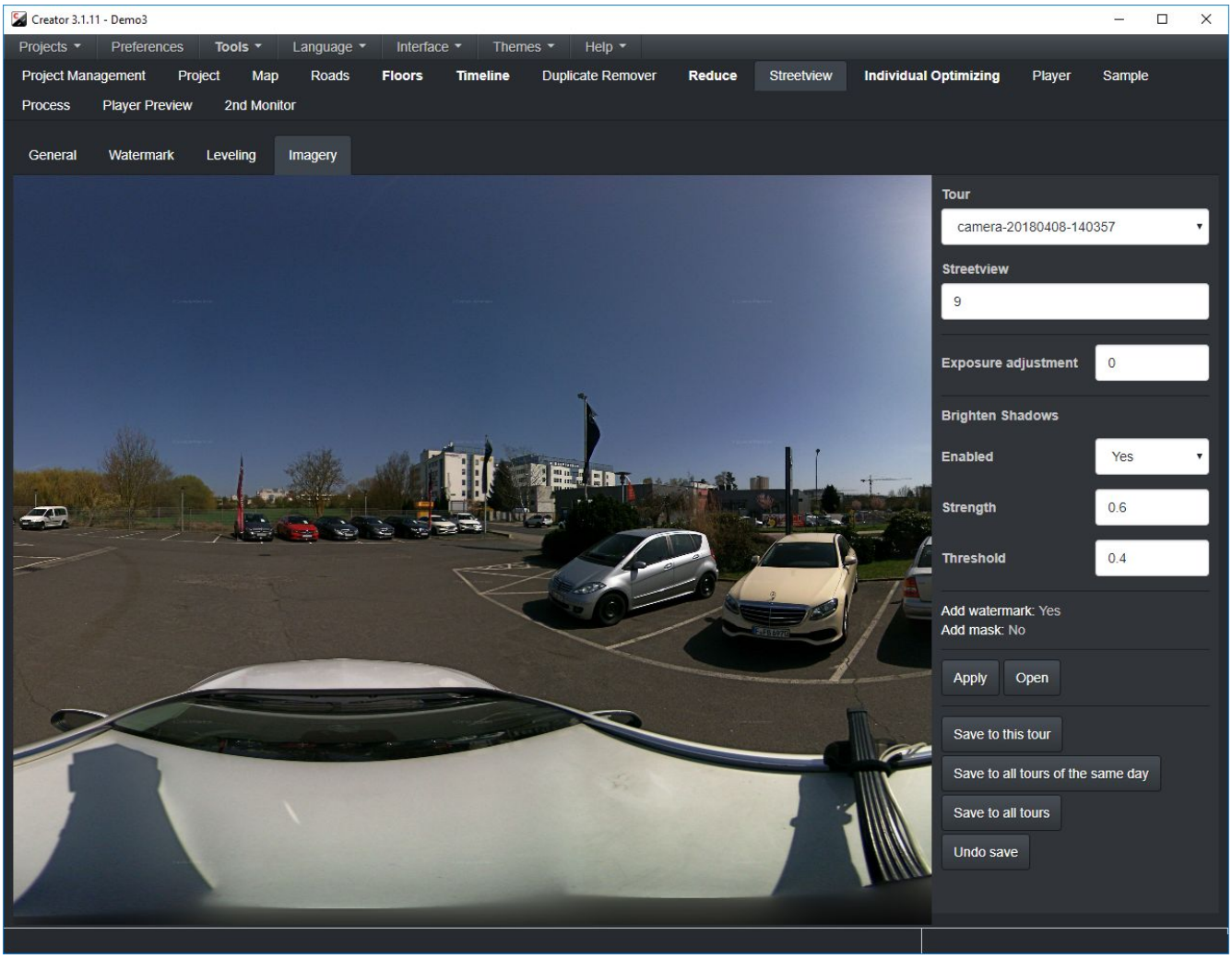
Streetview - Imagery

Preview how the processed streetviews would look like exactly.
Adjust the exposure and brighten shadows.



Exposure adjustment
Adjust image exposure. 0 do nothing, 5 maximum exposure. Default is 0.

Brighten Shadows - Enabled
Enabled automatic brightness adjustment for shadows.

Brighten Shadows - Strength
Amplifies dark pixels to the threshold level. Value between 0.1 and 1. Default is 0.6.

Brighten Shadows - Threshold
The automatic brightness adjustment will be applied to areas where average brightness is less than the **threshold.** Value between 0.1 and 1. Default is 0.4.

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Apply
Update the image using the new values.

Open
Open the image with the default image viewer of your operating system.

Click the **Save to this tour** button to save the values to this tour only.

Click the **Save to all tours of the same day** button to save the values to all tours recorded the same day as the current tour.

Click the **Save to all tours of the same timeline** button to save the values to all the tours that have the same timeline as the current tour. (Not shown in the screenshot.)

If the camera mount and the leveling device mount have not been removed from the car in between recordings, you can use the same settings for all tours from many different recording days.
Click the **Save to all tours of this project** button to save the values to all tours of the project.

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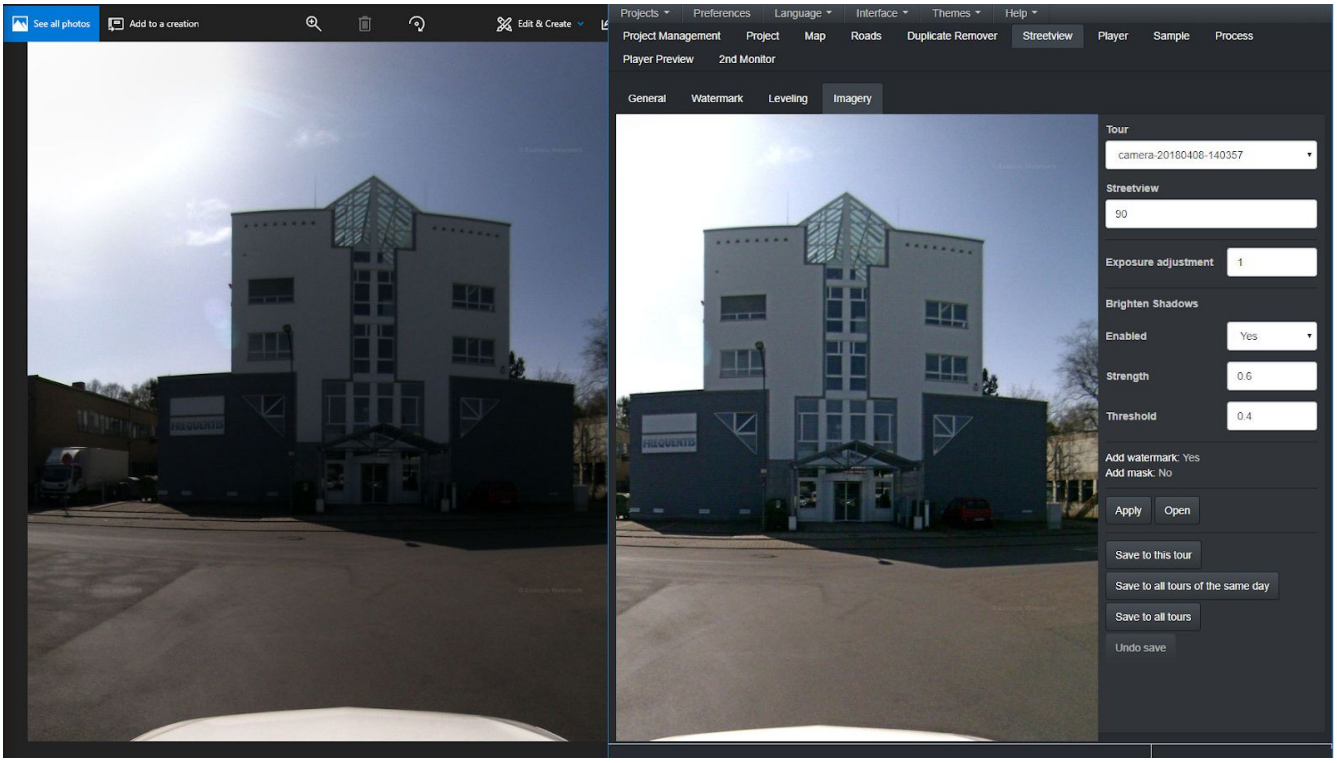
Compare

An easy way to compare what two different sets of settings look like:

1. Set the initial values of **Exposure** and **Brighten Shadows**
2. Click **Apply**
3. Click **Open**. Do not close the **Image Viewer**.
4. Change the values in Creator.
5. Click **Apply**
6. Compare the **Image Viewer** window and **Creator** window side by side



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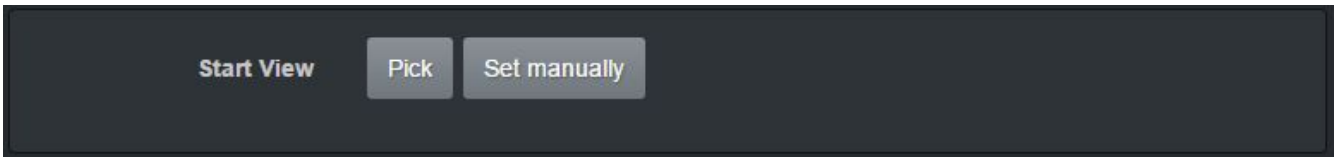
Player

Preferences sub-tab

Set all the player preferences for the player.xml configuration file.

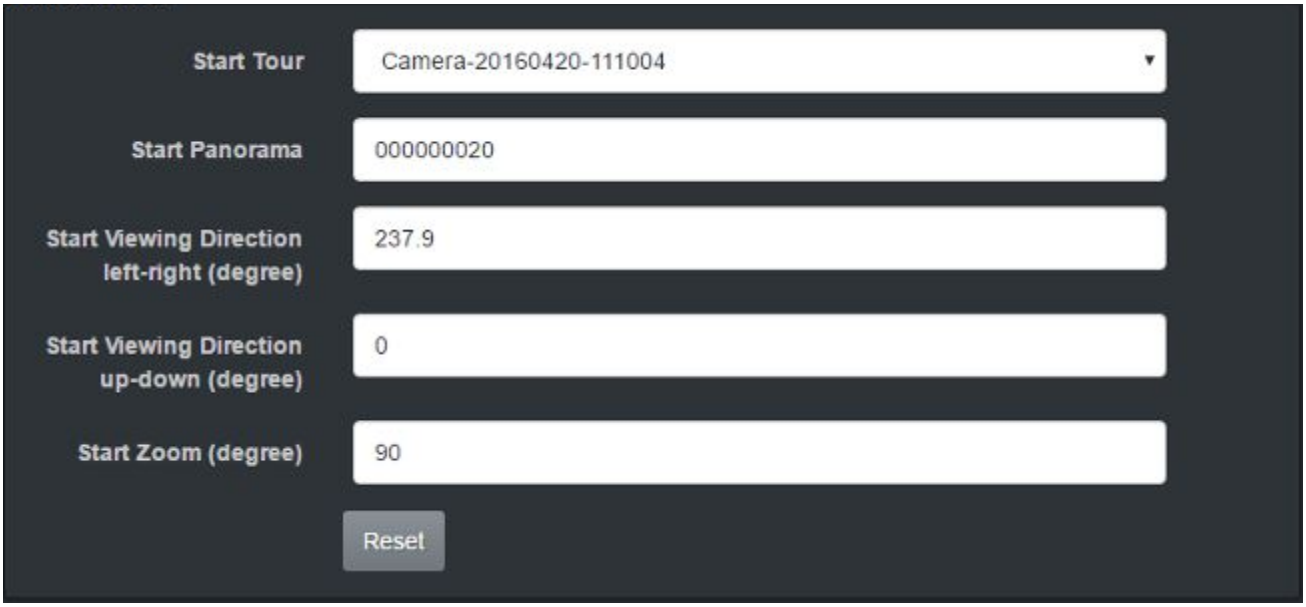
Alternatively you can change this by editing the **player.xml** file in the player folder.
Manual edits made to the player.xml file will not be shown here.

Basic



Pick
Pick the start view from the **Player** sub-tab.

Set manually



Start Tour

Start Streetview

Start Viewing Direction left-right (degree)

Start Viewing Direction up-down (degree)

Start Zoom (degree)

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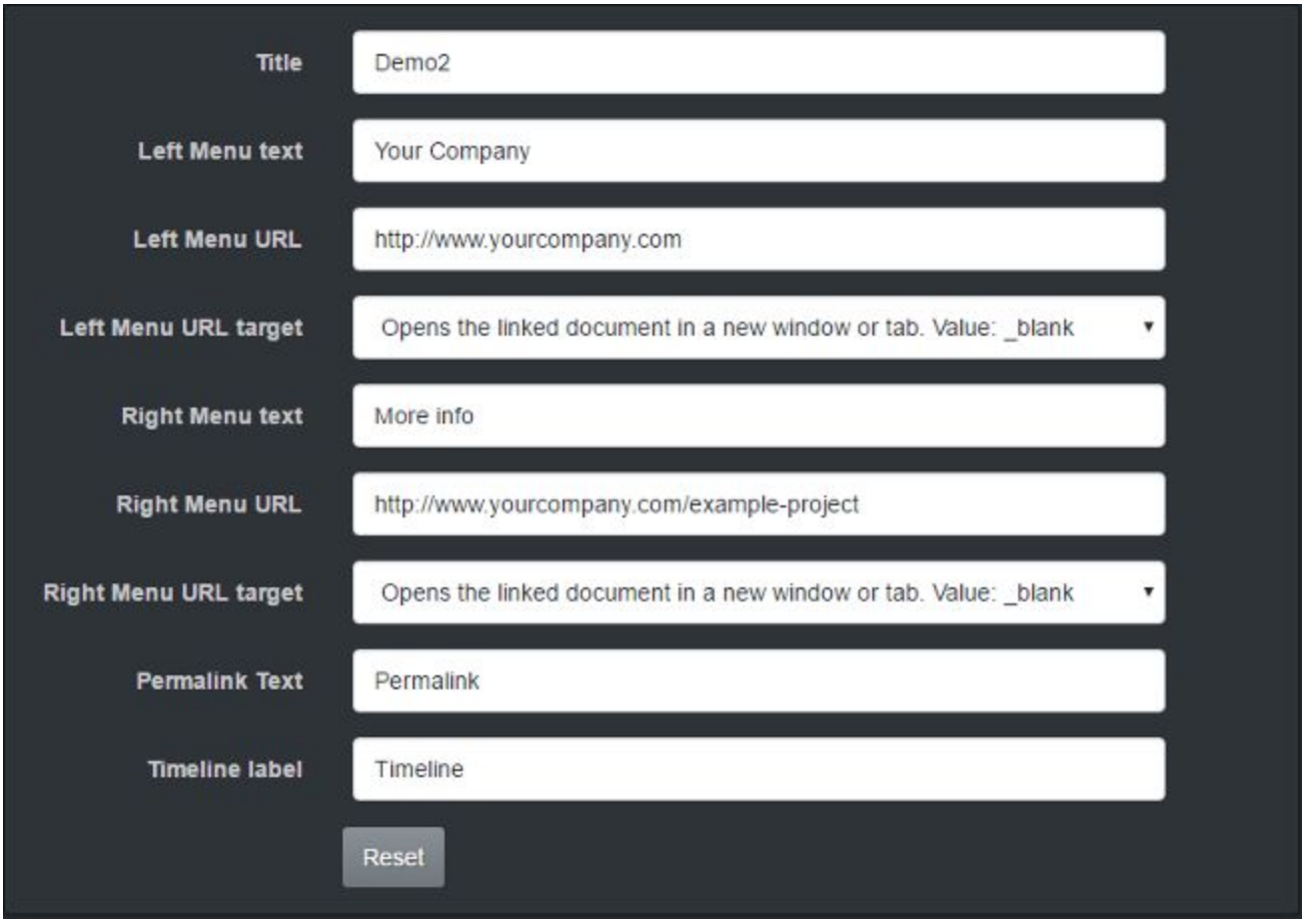

Title
The project name will be suggested by default. You can overwrite it.

Left Menu text

Left Menu URL

Left Menu URL target

Right Menu text

Right Menu URL

Right Menu URL target

Permalink Text

Timeline label

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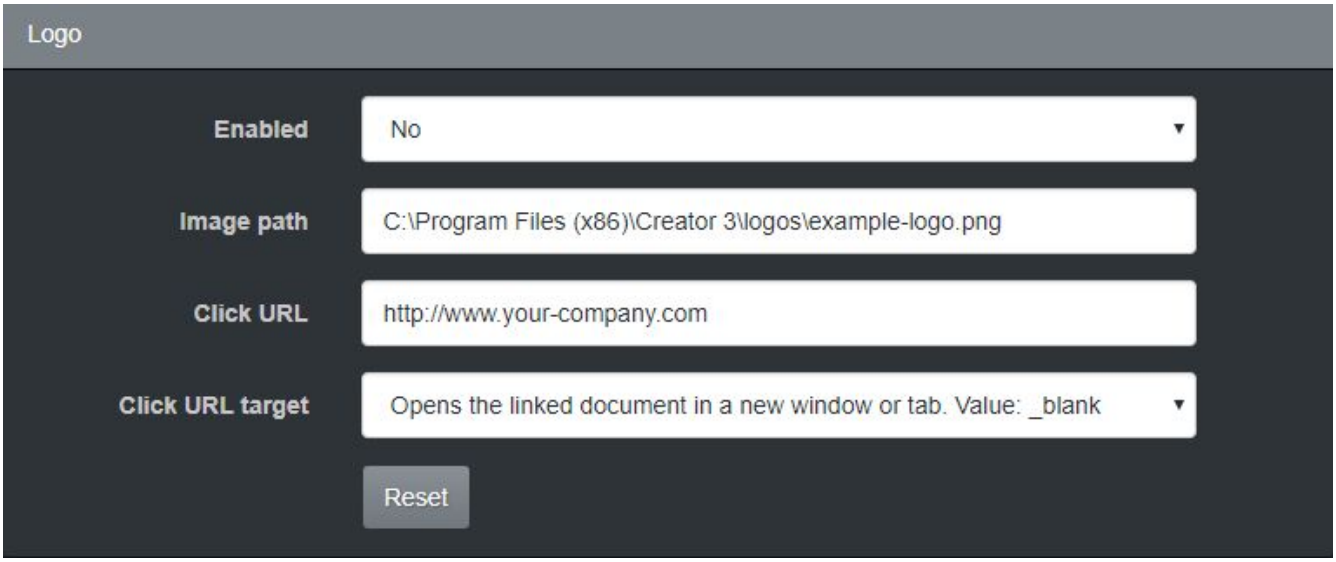
Logo



Enabled
Show/Hide logo

Image path
Path to a logo image in PNG format to be displayed in the top right corner of the player.

Click URL
Clicking on the logo will open the specified URL.

Click URL target

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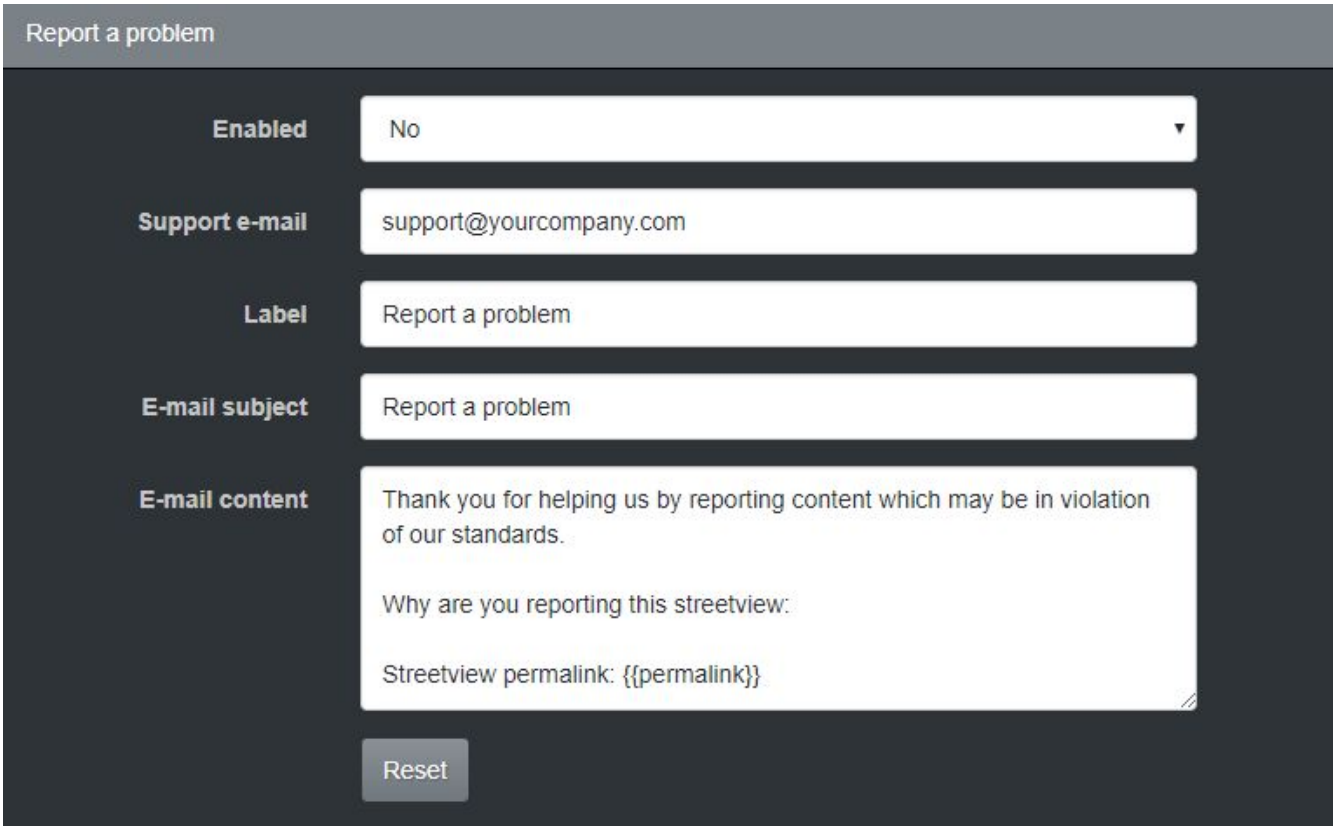
Report a problem



Enabled
Show/Hide Report a problem link in the bottom right corner of the Player

Support e-mail
When the user clicks on the **Label** link open a new e-mail with the user's default e-mail client with the specified **E-mail subject** and **E-mail content**

Label

E-mail subject

E-mail content

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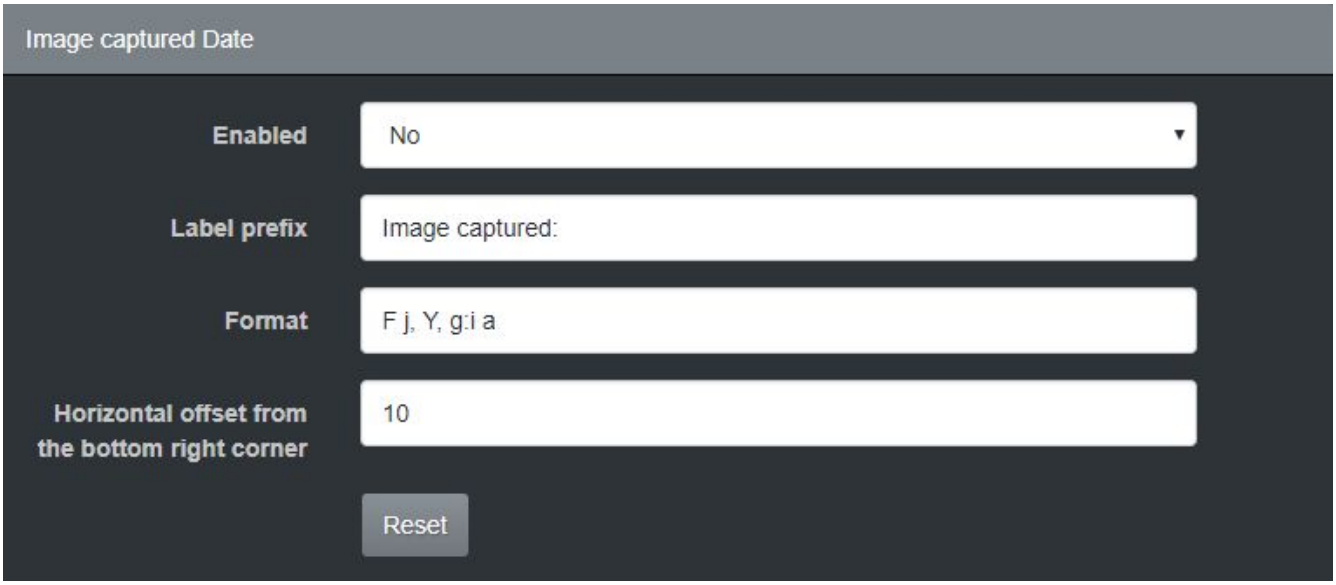
Image captured Date



Enabled
Show/Hide Image captured Date link in the bottom right corner of the Player

Label prefix
Display text before the date

Format
Formatted according to the given format string.
See the formatting options at:
http://php.net/manual/en/function.date.php#refsect1-function.date-parameters

Horizontal offset from the bottom right corner

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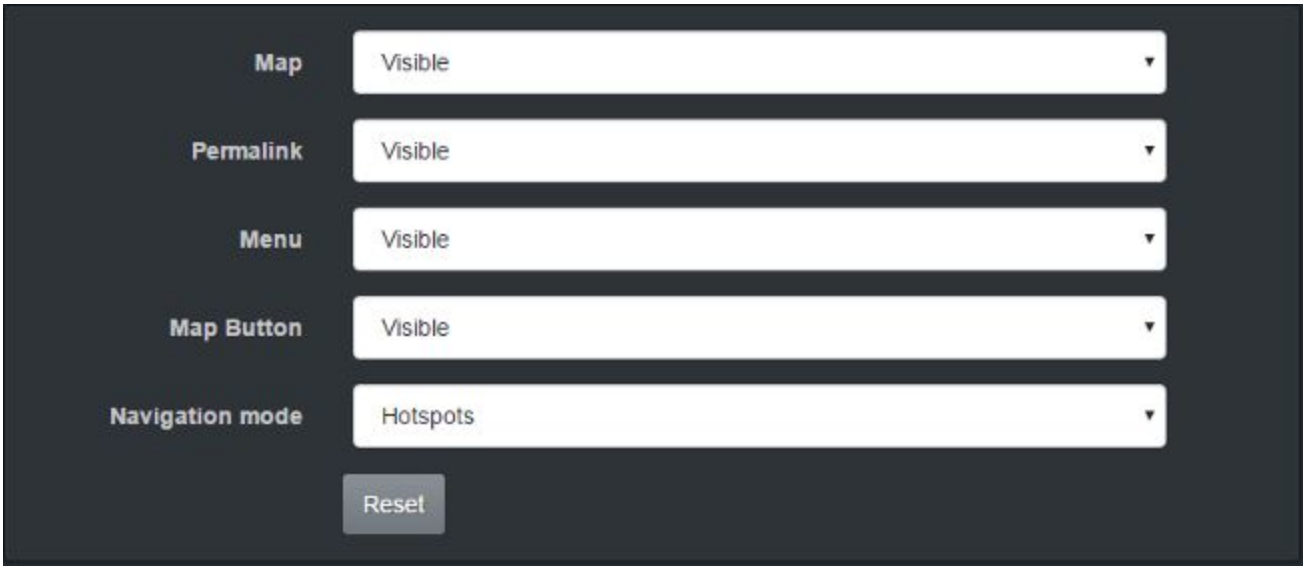
Layout



Map
Show/Hide Map

Permalink
Show/Hide Permalink

Menu
Show/Hide the Menu

Map Button
Show/Hide the Map button

Navigation mode
Arrows/Hotspots/Arrows and Hotspots

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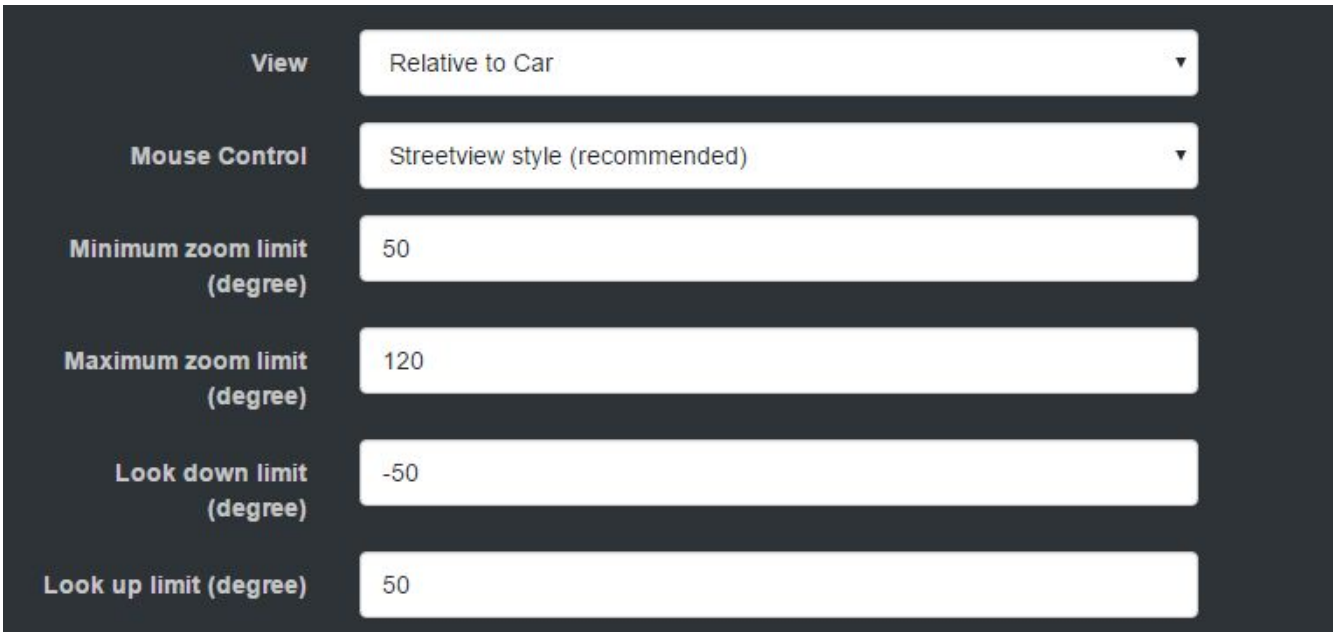
Streetview



View
Relative to Car/Forward

Mouse Control
Streetview style (recommended) / Old-school streetview style

Minimum zoom limit (degree)

Maximum zoom limit (degree)

Look down limit (degree)

Look up limit (degree)

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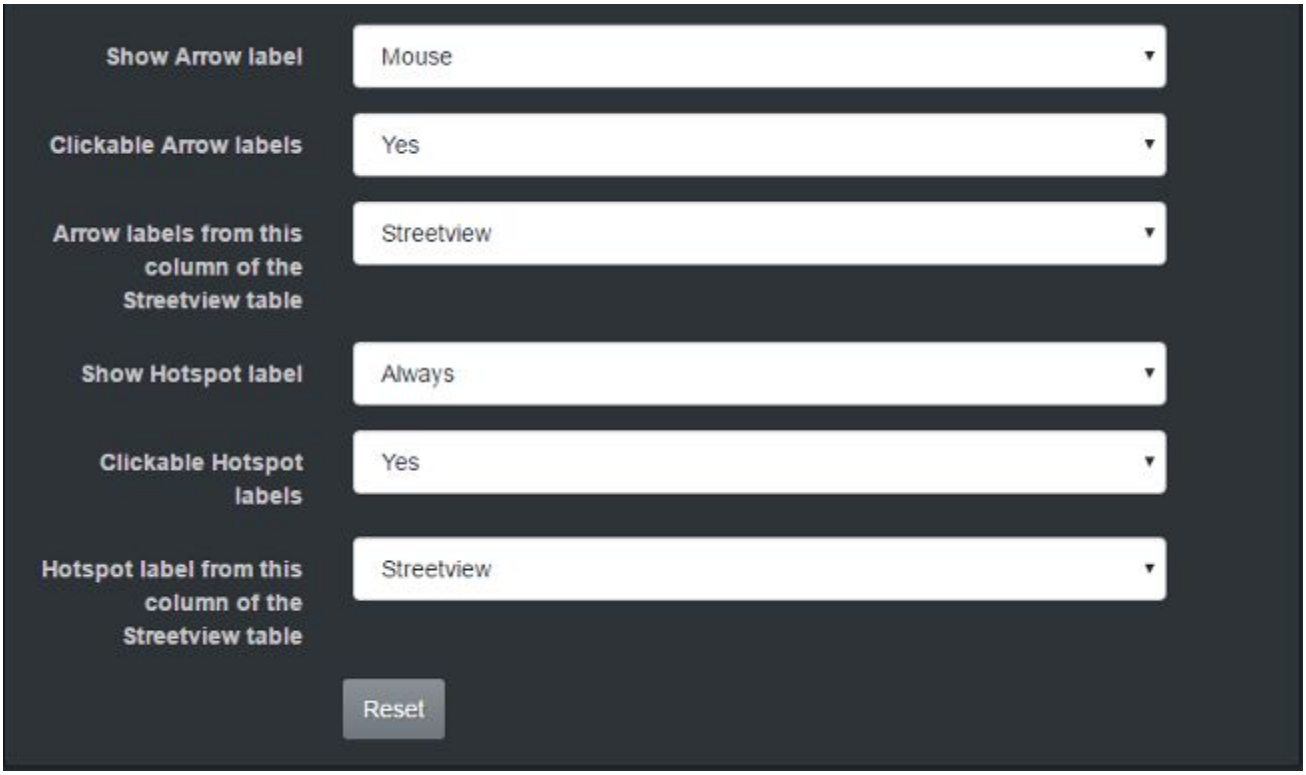

Show Arrow label
Mouse/None/Always

Clickable Arrow labels

Arrow labels from this column of the Streetview table
Road/Streetview/Description

Show Hotspot label
Mouse/None/Always

Clickable Hotspot labels

Hotspot label from this column of the Streetview table
Road/Streetview/Description

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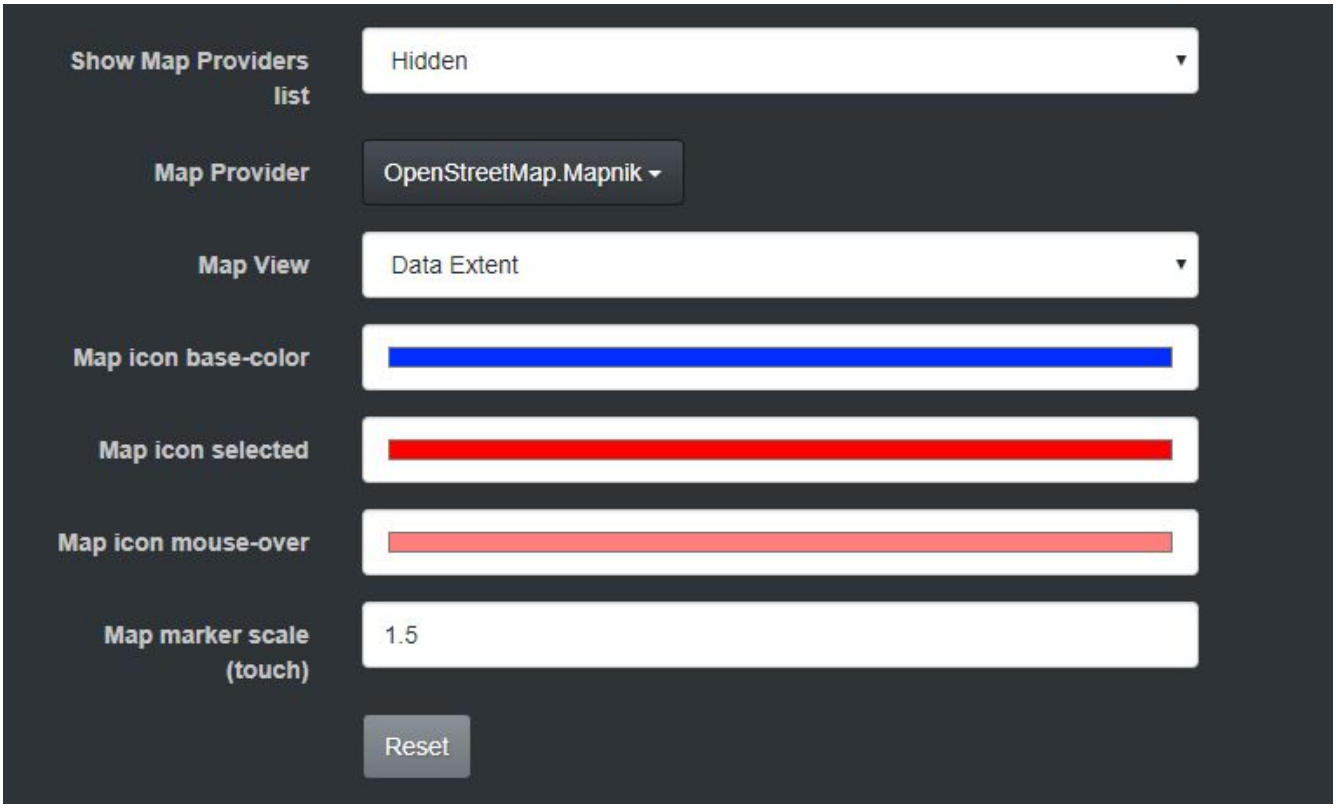
Map



Show Map Providers list
Display a button in the top-right corner of the map. The viewer can switch to any of the map providers listed. The list can be edited manually in the **/player/player.xml** file.

Map Provider
Select any online base layer from the dropdown menu or define your own custom map tile set.

Map View
Start Streetview/Data Extent/Lat,Lon

Map icon base-color
Color of the default map icon

Map icon selected
Color of the selected map icon

Map icon mouse-over
Color of the map icon when the mouse cursor is on it

Map marker scale (touch)
Adjust marker scale on touchscreen devices

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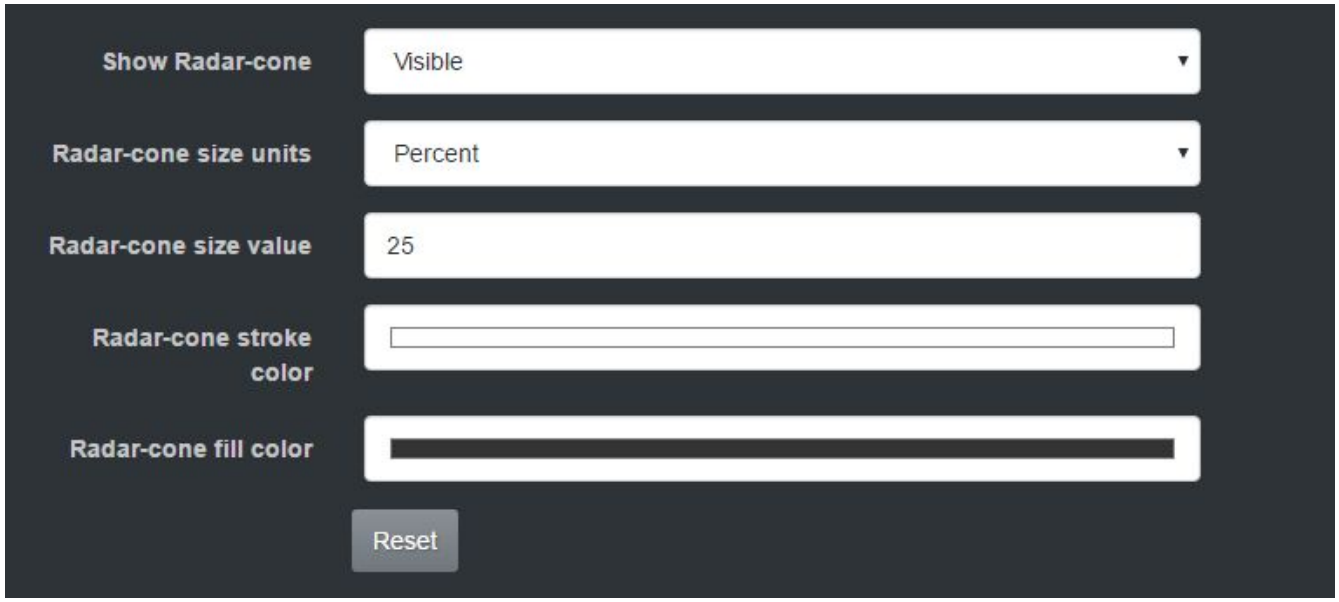
Radar-cone



Show Radar-cone
Show/Hide Radar-cone

Radar-cone size units
Units used to resize the Radar-cone. If percentage option is selected, the percentage refers to the total map height.

Radar-cone size value
Radar-cone size value

Radar-cone stroke color
Color of the Radar-cone border

Radar-cone fill color
Color of the Radar-cone

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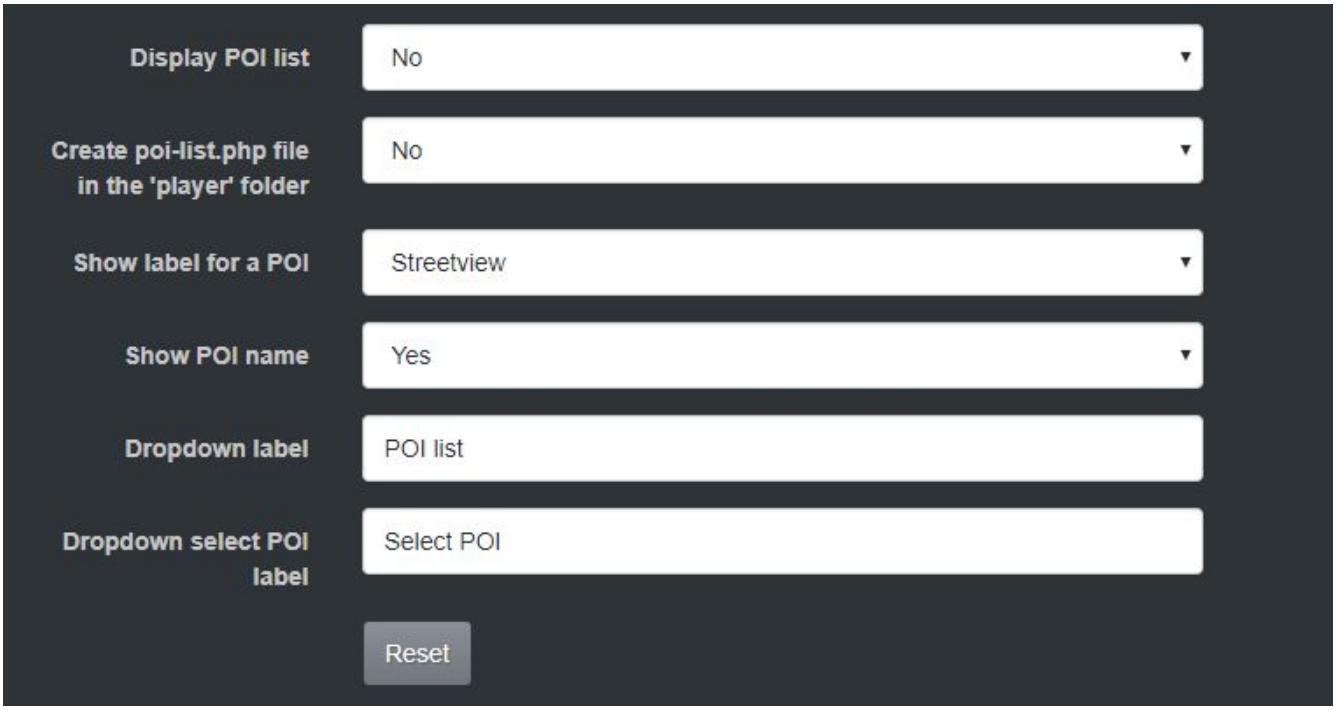
Points of Interest (POI)



Display POI list
Show/hide POI list

Create a **poi-list.php** file in the **player** folder

Show label for a POI

None	Do not display a label for the POI
Streetview	Use the streetview name as the label for the POI
Road	Use the road name as the label for the POI

Show POI name

Comment only	Display the POI comment only
Yes	Display the POI name and the comment
No	Do not display the POI name

Dropdown label

Dropdown select POI label

In case you need to create a more advanced POIs file, set **Interface** to **Advanced**, then use **Tools -> Export**, for example in .csv format.
You can then construct any kind of links easily with free Libre Office Calc or with MS Excel by chaining the desired values together.

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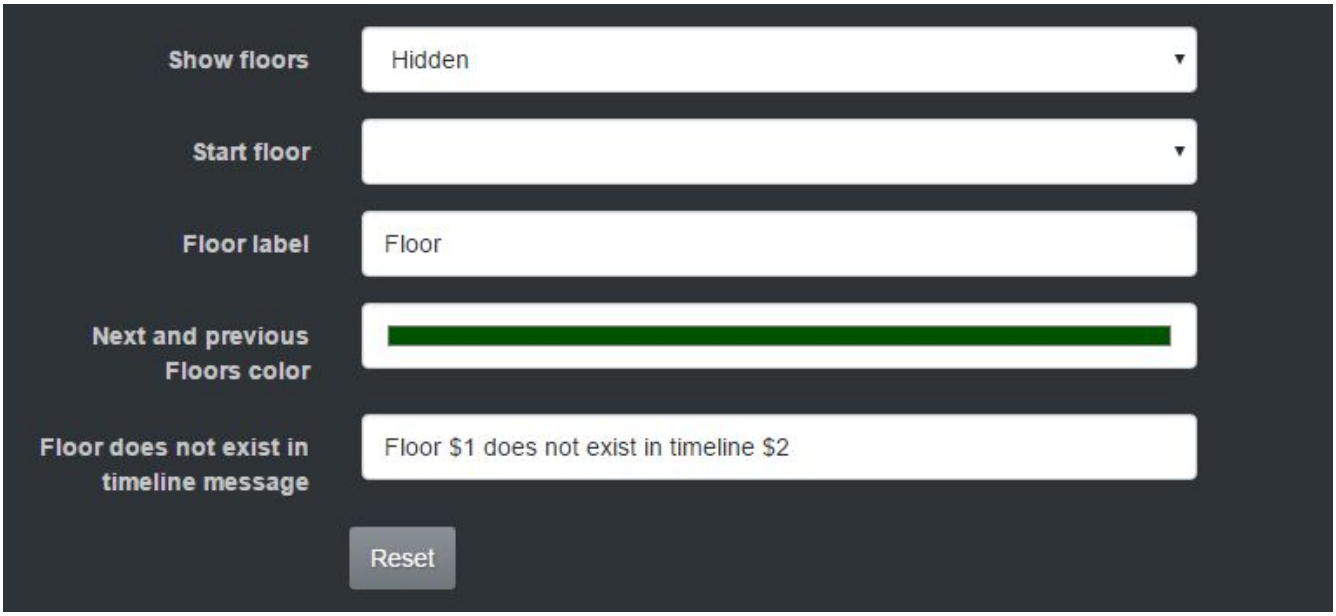
Floors



Show floors
Show floors arrows and hotspots

Start floor
Default floor to start the Player with

Floor label

Next and previous Floors color

Floor does not exist in timeline message

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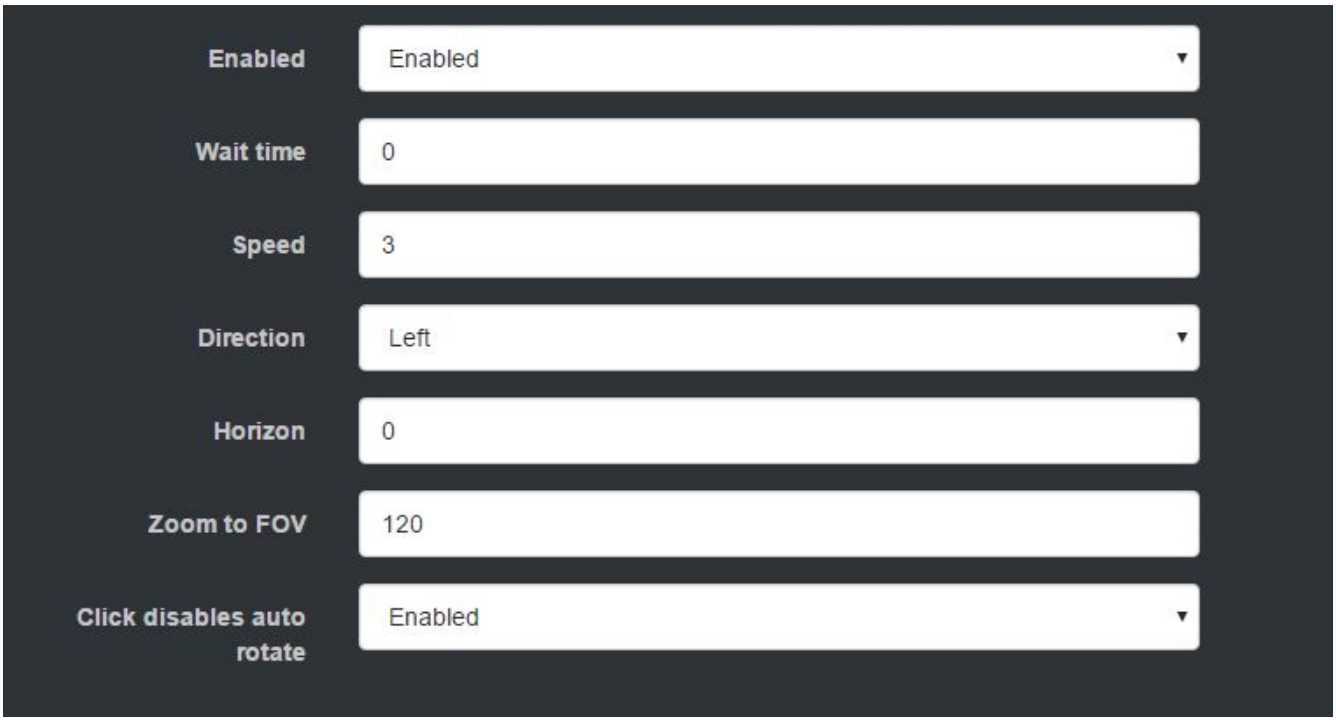
Automatic rotation



Enabled

Wait time
Time in seconds before the rotation starts

Speed
Rotation speed

Direction
Automatically pan streetview either to the right or left

Horizon
Automatically pan streetview to match a specific horizon

Zoom to FOV

Click disables auto rotate

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Autoplay

Enabled

Wait time
Time in seconds between changing streetviews

Loop
When reaching the last streetview if direction is Forward, or reaching first streetview if direction is Backward go to the **Start** streetview and continue.

Direction
Direction of movement either **Forward** or **Backward**.

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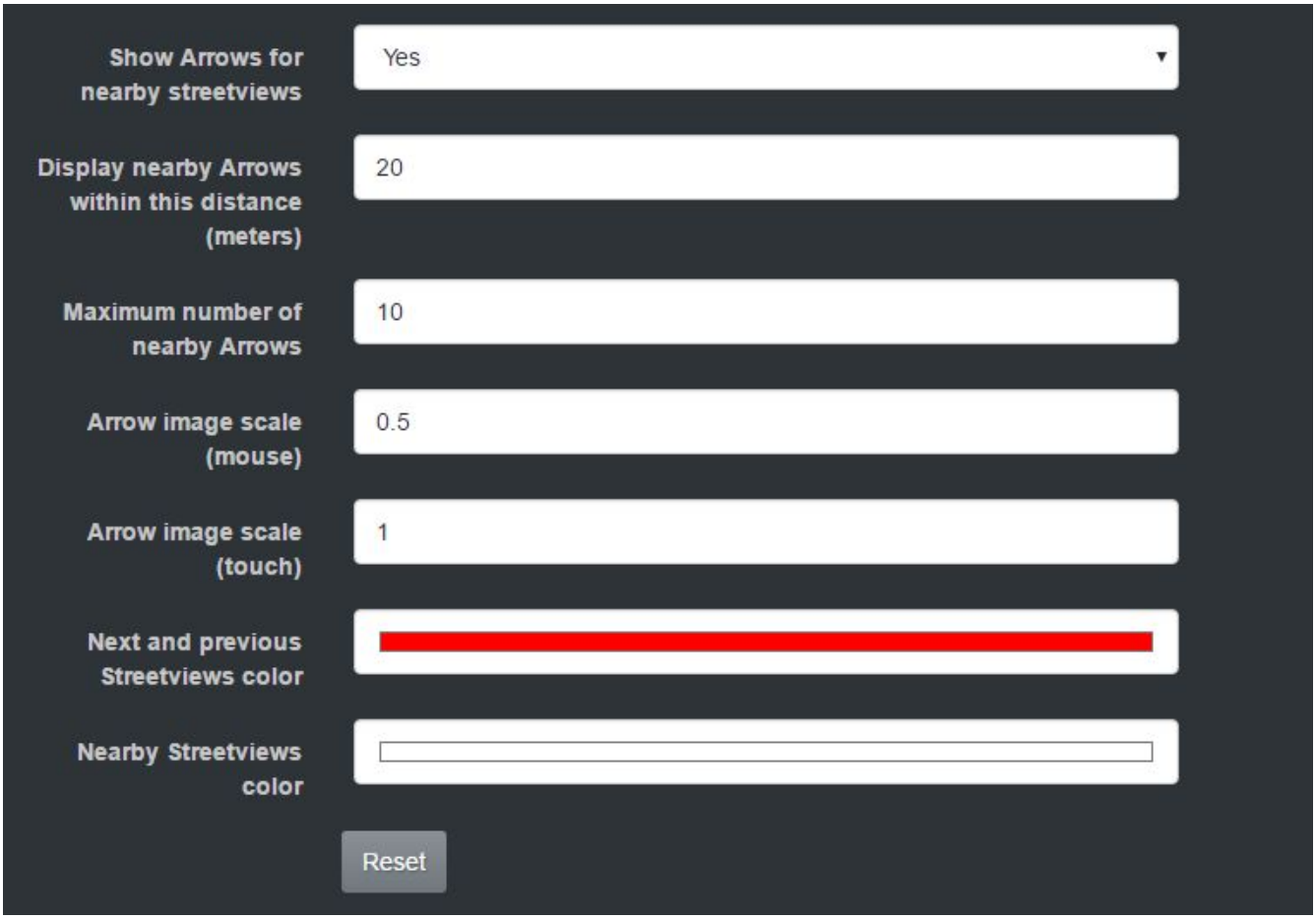
Expert

Arrows



Show Arrows for nearby streetviews

Display nearby Arrows within this distance (meters)

Maximum number of nearby Arrows

Arrow image scale (mouse)

Arrow image scale (touch)

Next and previous Streetviews color

Nearby Streetviews color

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Hotspots

Camera height offset from ground level (meters)

Show nearby Hotspots

Display nearby Hotspots within this distance (meters)

Maximum number of nearby Hotspots

Hotspot width (pixels)

Hotspot color

Hotspot opacity

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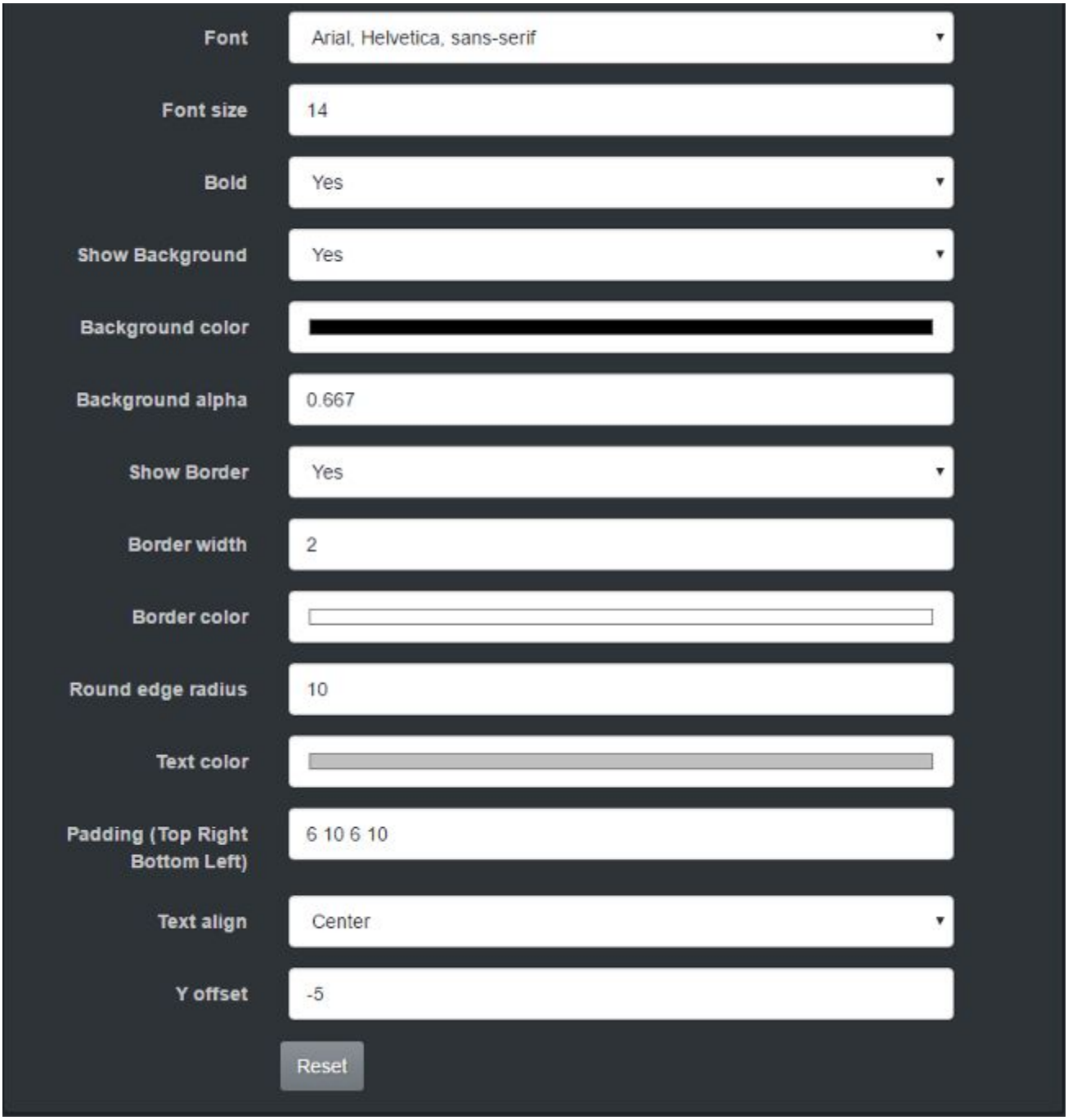
Arrow label style



Font

Font size

© 2018 Copyright Streetview Technology GmbH

Bold

Show Background

Background color

Background alpha

Show Border

Border width

Border color

Round edge radius

Text color

Padding (Top Right Bottom Left)

Text align

Y offset

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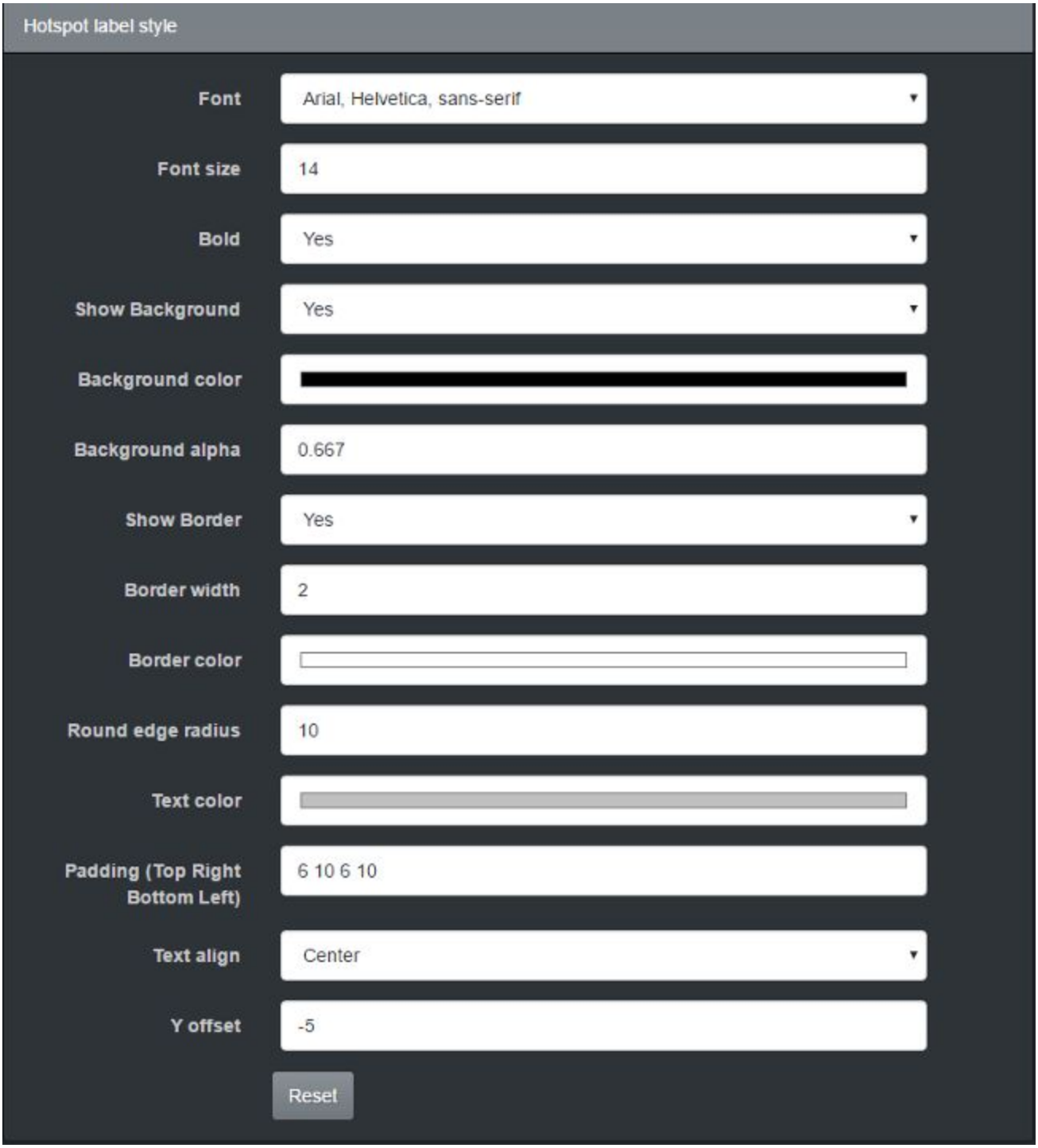
Hotspot label style



Font

Font size

© 2018 Copyright Streetview Technology GmbH

Bold

Show Background

Background color

Background alpha

Show Border

Border width

Border color

Round edge radius

Text color

Padding (Top Right Bottom Left)

Text align

Y offset

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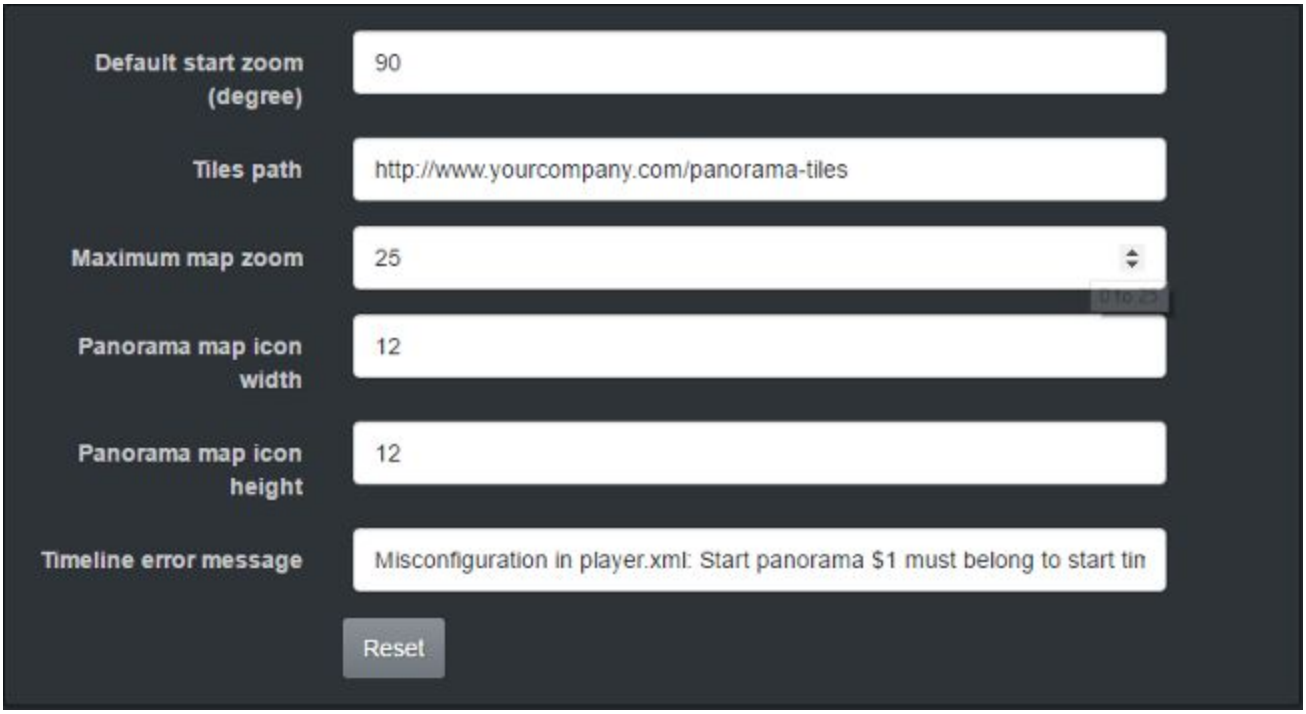

Default start zoom (degree)

Tiles path
The tiles-path URL should point to the panorama-tiles folder uploaded to a web-server.
No \ at the end of the URL.

Maximum map zoom

Streetview map icon width

Streetview map icon height

Timeline error message

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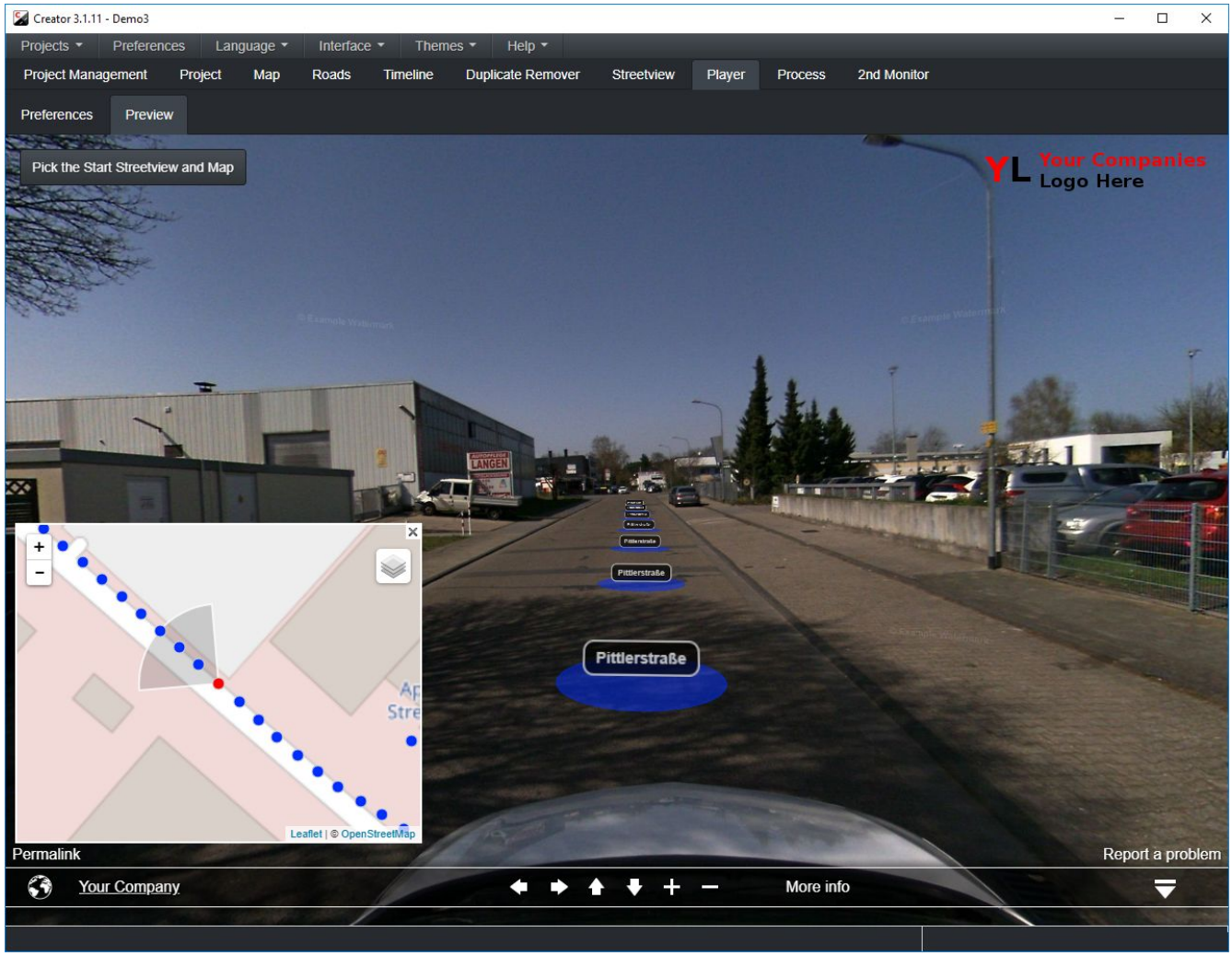
Preview sub-tab

A preview of what the Player and the Streetview will look like.



Adjust the direction and zoom of the streetview and the area and zoom of the map. Then click the **Pick the Start Streetview and Map** button to save the settings as the start-view for the player.

You can go back and forth between **Preferences** and **Preview** until you are happy with the resulting player.

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Sample

Sample tab allows for temporary adjustments without changing the project.
Very useful to create a project overview quickly.

Start tour
Start processing with this tour.

Start streetview
Start processing with this streetview.

Step. Process every x-th data-set
If the total number of active streetviews is 100.000 then:

Step 1	will process all	of the active streetviews:	100.000 streetviews.
Step 10	will process 10%	of the active streetviews only:	10.000 streetviews.
Step 100	will process 1%	of the active streetviews only:	1.000 streetviews.
Step 1000	will process 0.1%	of the active streetviews only:	100 streetviews.
Step 10000	will process 0.01%	of the active streetviews only:	10 streetviews.

End tour
End processing with this tour.

End streetview
End processing with this streetview of the tour.

Number of data sets
Calculated based on Start, Step, End and the streetviews active on the map tab only.
Already existing output and eventual skip settings on the Process tab will **not** be considered.

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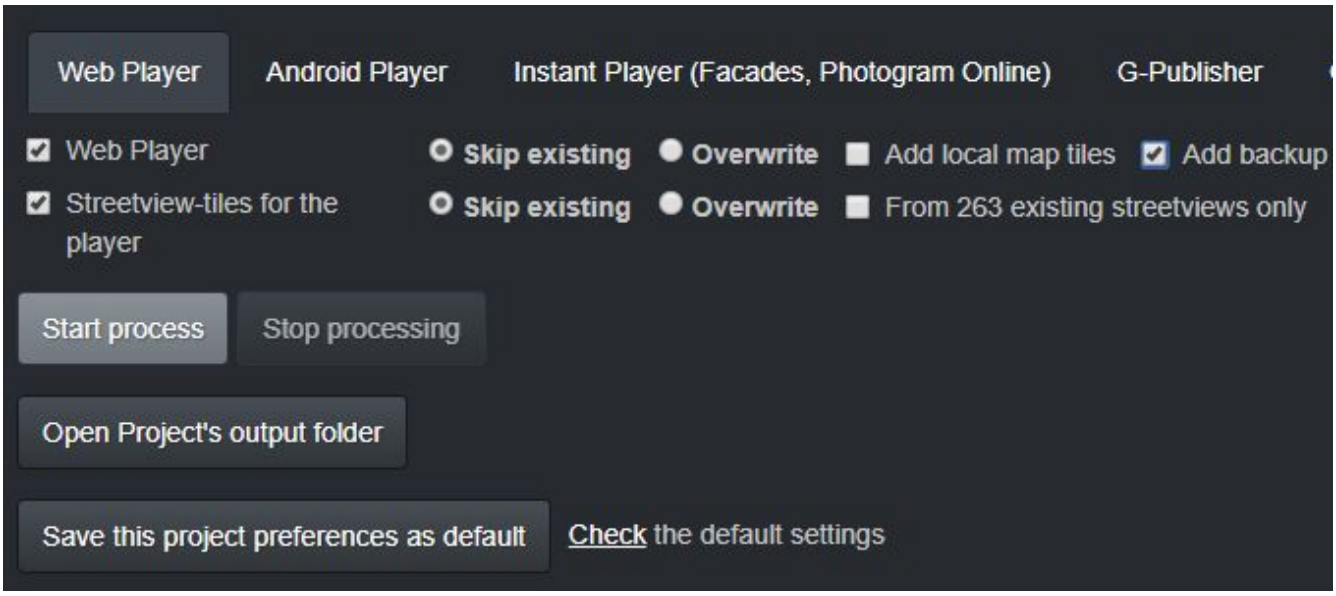
Process

Web-Player

Creates a working web-player that you can install to a web-server.



From X existing streetviews only:
Do not create new streetviews. Create tiles from already existing streetviews only.

Add local map tiles:
If **custom map tiles** are set up in the map tab.

Add backup
If checked create a new project backup in **player/backups** folder.

You also can create 8192 x 4096 pixel streetviews at the same time.
Set **Interface -> Advanced**.Then tick the new option **8192 x 4096 pixel streetviews**.

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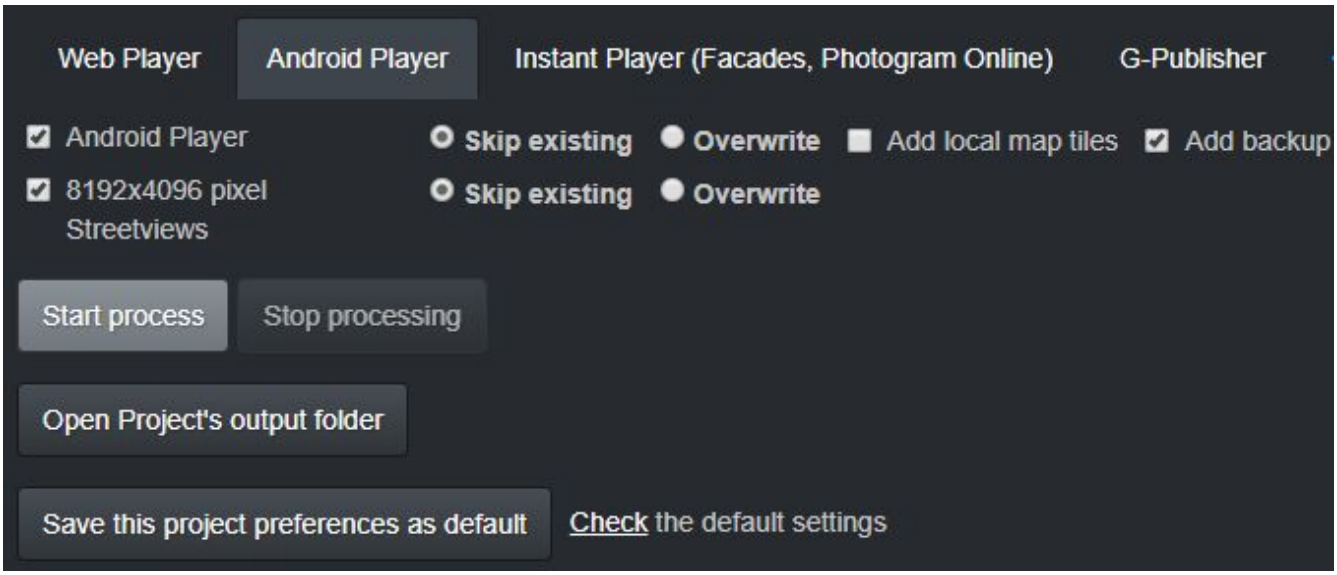
Android-Player

Generate a ZIP archive that can be opened with the Android Player App.
It works offline, without an Internet connection.

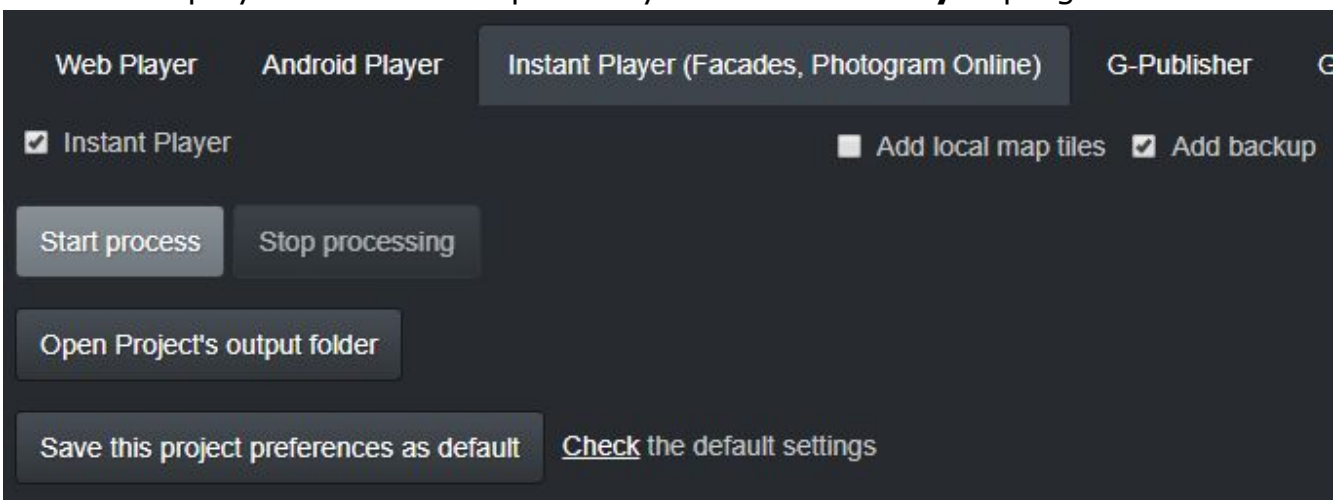


Add local map tiles:
If **custom map tiles** are set up in the map tab.

Add backup
If checked create a new project backup in **player/backups** folder.

Instant Player

Generate a player that can be opened by the **Instant Player** program.



Add local map tiles:
If **custom map tiles** are set up in the map tab.

Add backup

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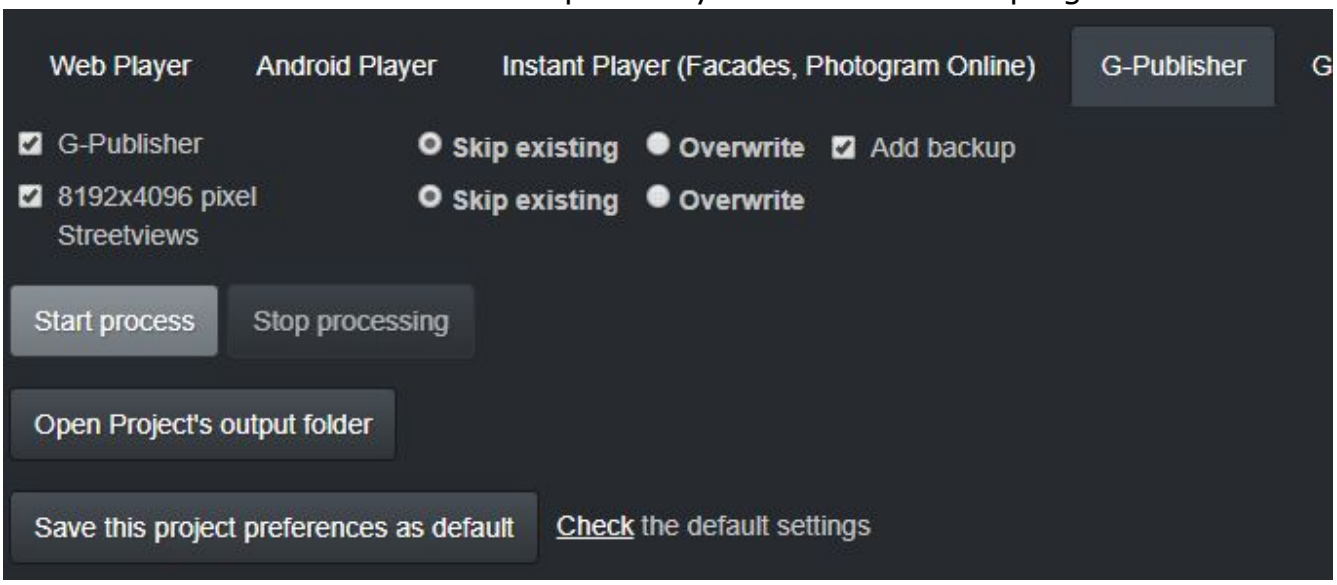
If checked create a new project backup in **instant-player/backups** folder.

G-Publisher

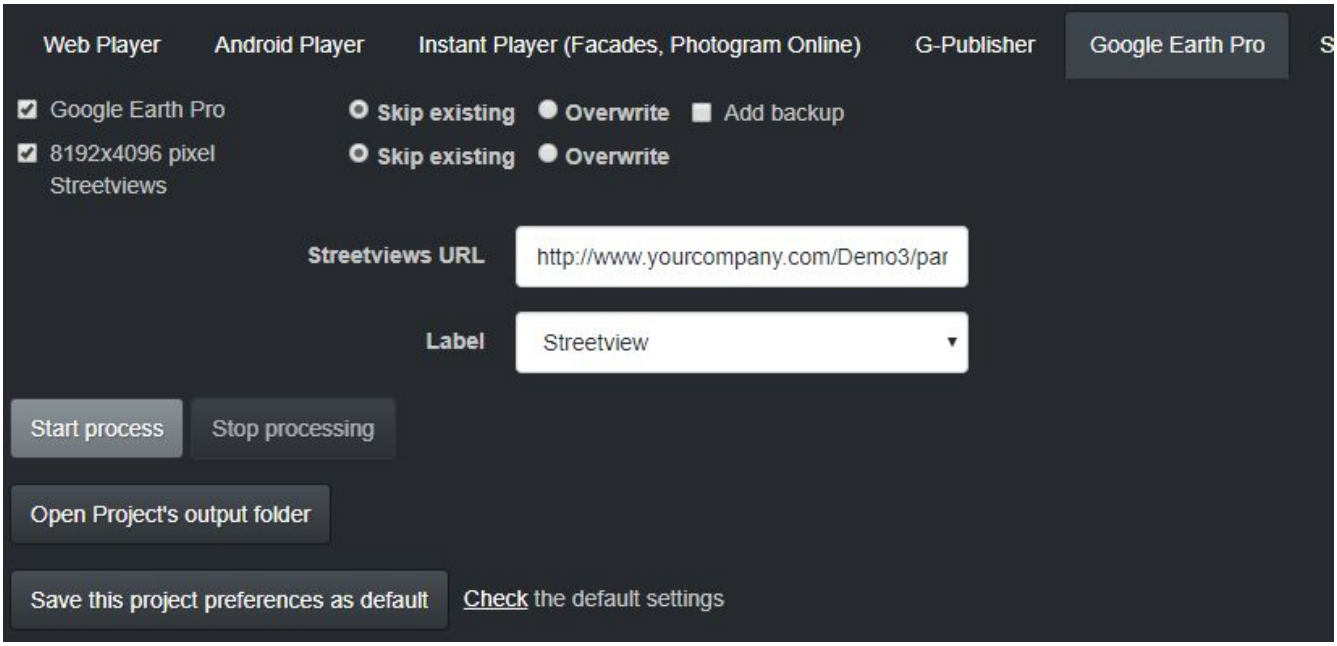
Generate streetviews that can be opened by the **G-Publisher** program.



Add backup
If checked create a new project backup in **g-publisher/backups** folder.

Google Earth Pro

Generate a KML that can be opened by the **Google Earth Pro** program.



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To view the streetviews locally run http-server.exe, which will start a http server to serve the streetviews and open http-server.kml in Google Earth.
The http-server is configured to look for streetviews in the "../panoramas" folder.

Streetviews URL
The URL of the panoramas folder uploaded to a web-server. This will not work with local file paths.

Label
Display either the streetview name or the road name as a label

Add backup
If checked create a new project backup in **google-earth/backups** folder.

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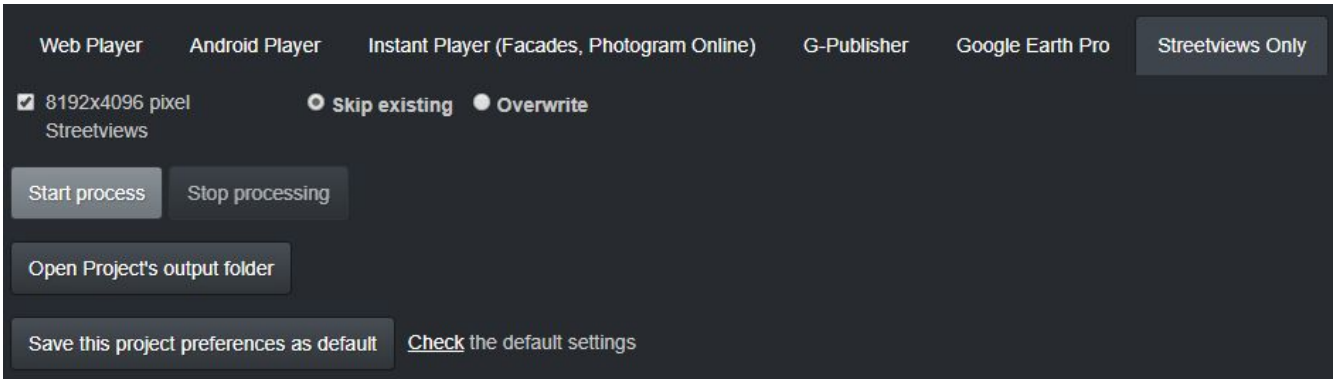
Streetviews Only

Generate 8192 x 4096 pixel Streetviews only.
Use this mode for generating streeviews for our Photogram program or your own workflow.



Process
When starting to process, a pop-up appears that summarizes the settings.
Click **Start process** or **Cancel** to make adjustments.

Open Project's output folder
Opens the generated project's output folder in the Windows Explorer.

Save this project preferences as default
Save these project preferences as the default for new projects. No need to enter the same settings again and again.
Click **Check** to open the **Preferences - For new projects** window.

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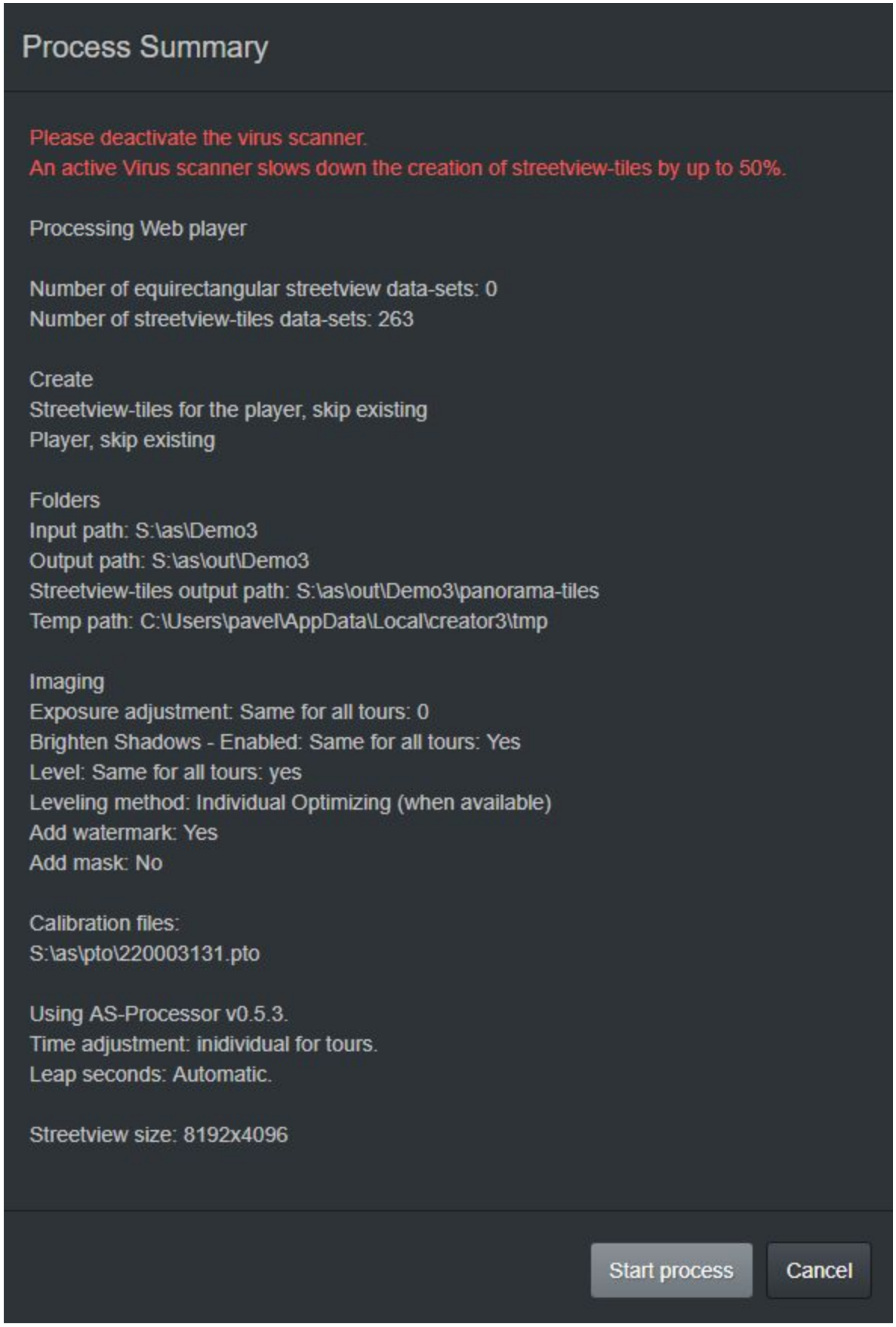

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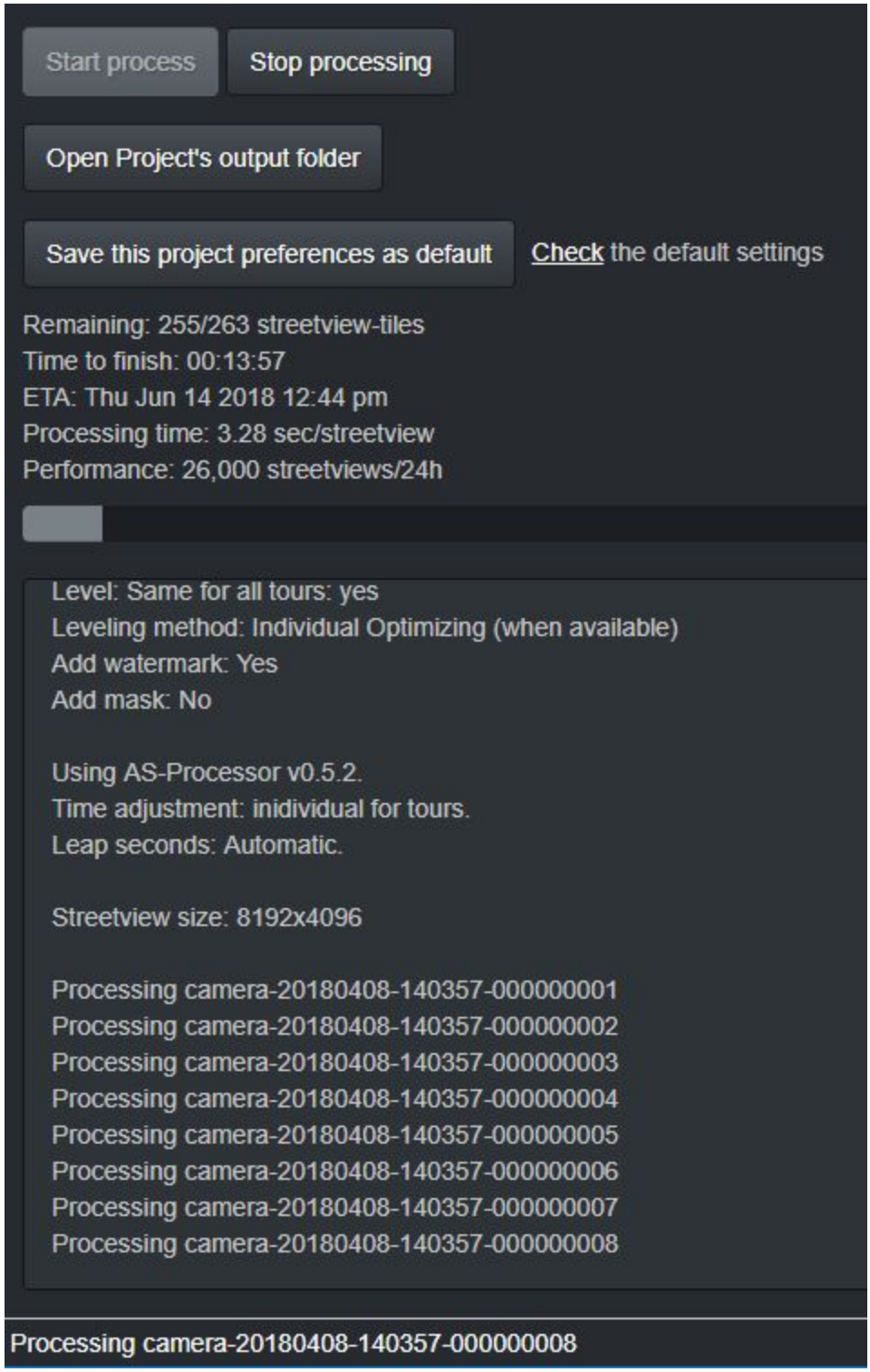
During processing you can click the **Stop processing** button at any time.
It might take a short time for the processing to stop, as the processing is done in batches.

See the log displayed below.



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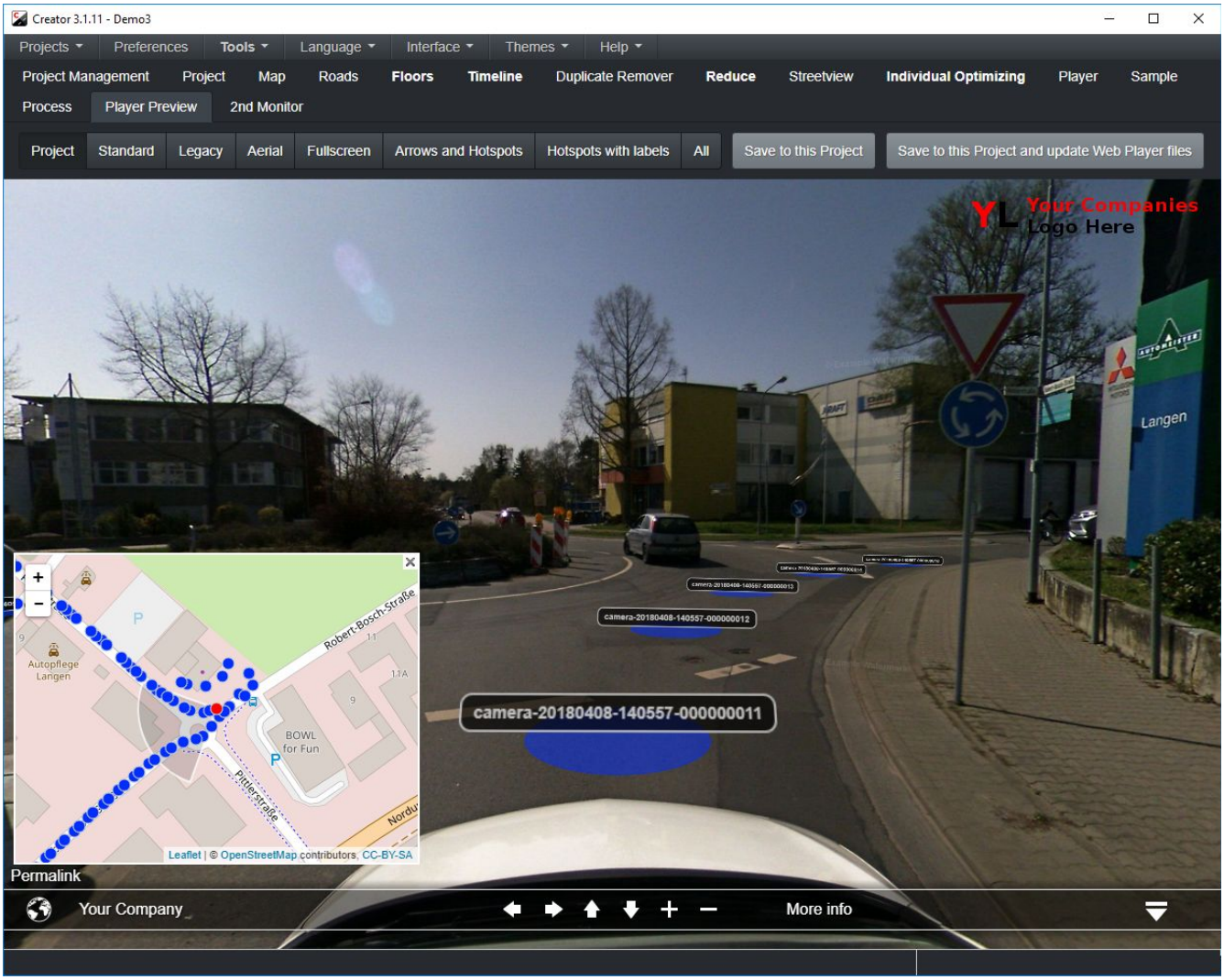
Player Preview

With **Interface** set to **Advanced**:

When the processing has finished, open the **Player Preview** tab to try the fully functioning player:



You can easily check alternativer layouts using the **Standard**, **Legacy, Aerial, Fullscreen, Arrows and Hotspots, Hotspots with labels, All** buttons.

Click **Save to this Project** to save the current Layout to your project.

Please note that you will then need to re-create the Web Player on the **Process** tab.

Make sure to set **Web Player** to **Overwrite**.

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Standard Layouts:

Project
Shows the player according to the settings from the **Player** tab.

Legacy
Navigation mode - Arrows
Base Layer - OpenStreetMap.Mapnik
Map - Visible
Permalink - Visible
Menu - Visible
Show Arrow label - Mouse
Show Hotspot label - None

Standard
Navigation mode - Hotspots
Base Layer - OpenStreetMap.Mapnik
Map - Visible
Permalink - Visible
Menu - Visible
Show Arrow label - Mouse
Show Hotspot label - None

Aerial
Navigation mode - Hotspots
Base Layer - HERE.satelliteDay
Map - Visible
Permalink - Visible
Menu - Visible
Show Arrow label - Mouse
Show Hotspot label - None

Fullscreen
Navigation mode - Hotspots
Base Layer - OpenStreetMap.Mapnik
Map - Hidden
Permalink - Hidden
Menu - Hidden
Show Arrow label - Mouse
Show Hotspot label - None

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Arrows and Hotspots
Navigation mode - Arrows and Hotspots
Base Layer - OpenStreetMap.Mapnik
Map - Visible
Permalink - Visible
Menu - Visible
Show Arrow label - Mouse
Show Hotspot label - None

Hotspots with labels
Navigation mode - Arrows and Hotspots
Base Layer - OpenStreetMap.Mapnik
Map - Visible
Permalink - Visible
Menu - Visible
Show Arrow label - Mouse
Show Hotspot label - Always

All
Navigation mode - Arrows and Hotspots
Base Layer - HERE.satelliteDay
Map - Visible
Permalink - Visible
Menu - Visible
Show Arrow label - Mouse
Show Hotspot label - Always

Save to this Project
Save the current Layout as the Web Player preferences for this project.

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2nd Monitor

A second monitor is recommended for this feature.

Shows the streetviews. You can zoom in and out.

Great when moving streetviews manually on the Map tab.

If the streetview has already been processed, it will be displayed right away.
If not, it will be processed and displayed.

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Advanced Features

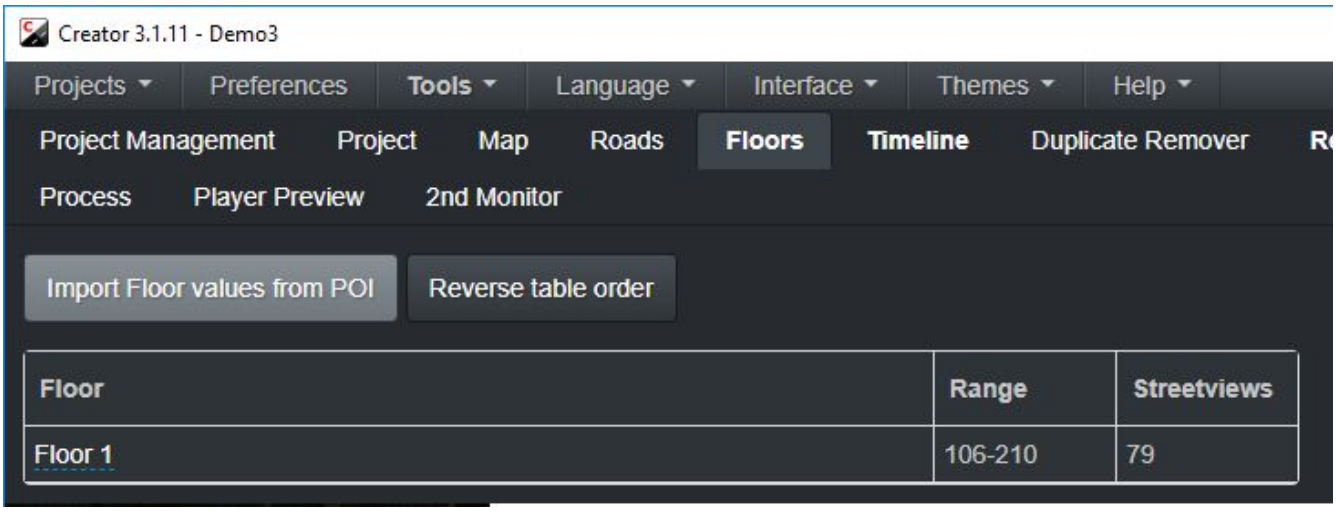
Only visible with **Interface** set to **Advanced**.

Floors

Only visible with **Interface** set to **Advanced**.

Floor names are created from **POIs**
Click on the **Import Floor values from POI** button to get the Floor names.

For this feature to work, you need to assign Floor names as **POIs** while recording., using the **Mark point with comment** or **Mark line with comment** action in the Remote Control's **POI tab.** Set the comment as the name of the Floor.



Manually
Click on a cell in the **Floor** column to edit its content.

To assign a Floor name to a streetview from the Map tab: Select one or multiple streetviews, click **CTRL+F**, enter the Floor name and then **Save**.

The order of the floors is important and should follow the original layout. An example of a valid order would be: -1, Ground floor, 1, 2, 3, 4, 5.

Click on the **Reverse table order** to sort the table **upside down**.

Drag and drop rows in the table to reorder.

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Timeline

Only visible with **Interface** set to **Advanced**.

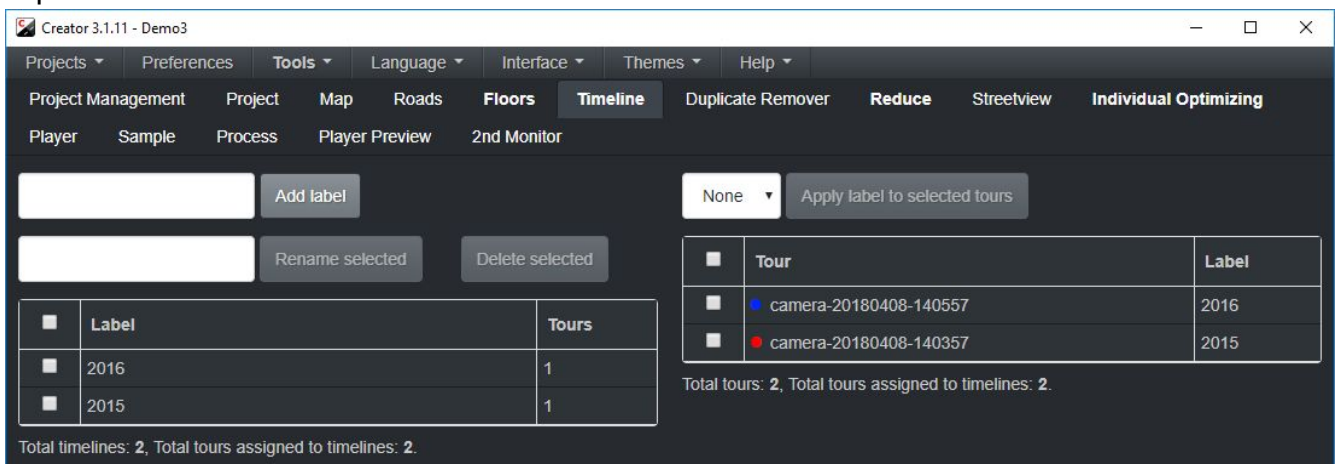
Record the same road or area multiple times to document change.

It looks like this:
http://players.applied-streetview.com/Timeline/

Create a few timeline labels, such as **Before** and **After** or dates like **2015** or **2016.** Assign one or many tours to each timeline label.

The user will then be able to pick the labels in the player.
Example: http://players.applied-streetview.com/Timeline/

After assigning all tours to timeline labels you can use the Duplicate Remover to sort out duplicates in each timeline.



Labels table

Add label button
Enter the timeline label into the text box to the left of the button, then click the button.

Rename selected button
Click on the checkbox next to the timeline that needs to be renamed, then enter the new timeline label into the text box to the left of the button and click the button.

Delete selected button
Click on the checkbox next to the timeline that needs to be deleted, then click the button. Note that multiple timelines can be selected at once.

Tours table

Apply label to selected tours button

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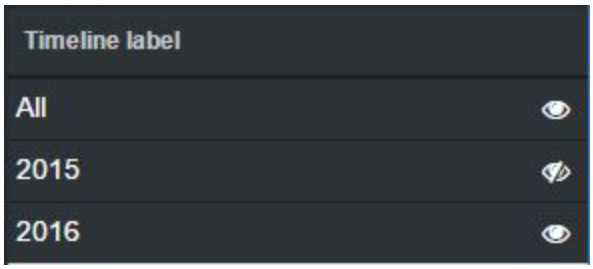
In the drop down list to the left of the button, select the timeline to which the tours will be assigned to, select the tours by clicking on the checkboxes next to them, then click the button to assign them tours to the selected timeline.

To remove a tour from a timeline label select **None** in the drop down list.

Timeline list (Map tab)



Click a timeline label to zoom in on it.

Click a timeline eye icon to toggle visibility.

In this example, the 2016 timeline has been hidden.

Hiding timelines is great when used with the **Ctrl+A** key-combination that selects streetviews in all visible timelines.

Note that this list is displayed only when at least one tour is assigned to a timeline.

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Reduce

Only visible with the **Interface** set to **Advanced**.

Always to be used **after** the Duplicate Remover.

To convert tours recorded in **1m** Distance Mode **5m** Distance Mode.
To convert tours recorded in **Interval Mode** to **Distance Mode**.
Etc.
This greatly reduces the number of streetviews to process.

By Distance
Separate by meters between streetviews.

By Interval
Separate by seconds between streetviews.

By Step
Process every x-th streetview.

Process selected timelines:

Visible only when there are timelines.

Process only selected timelines.
Press **CTRL** and then click on timelines one-by-one to select multiple timelines.

Process selected tours:

Process only tours selected from the list.
Press **CTRL** and then click on a tour to select multiple tours.

Start process
Start processing

Reset all streetviews
Reset all streetviews deactivated by **Duplicate Remover** and **Reduce.**

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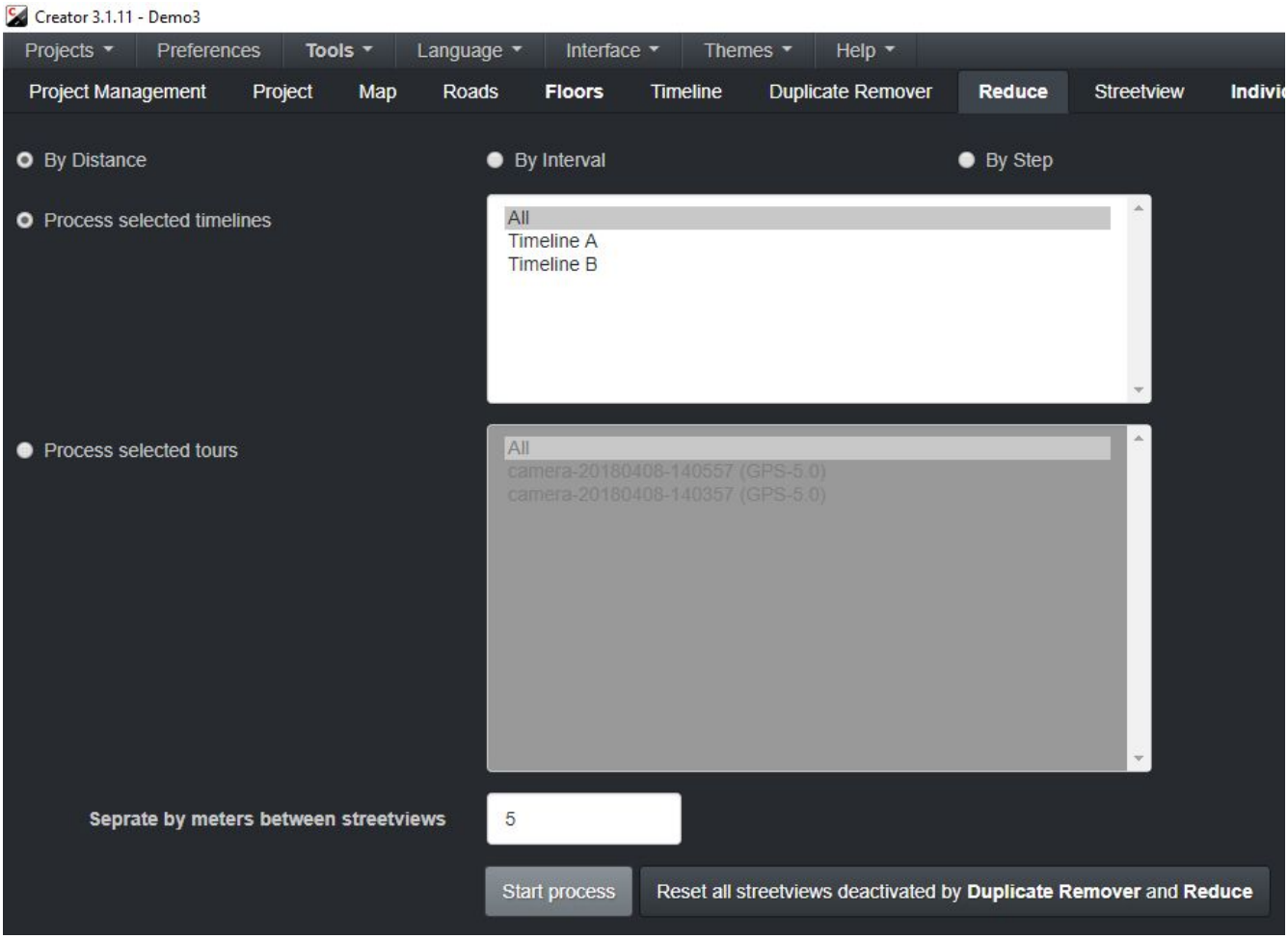

Individual Optimizing

Only visible with **Interface** set to **Advanced**.

The same as the Leveling tab, just different for individual streetviews.

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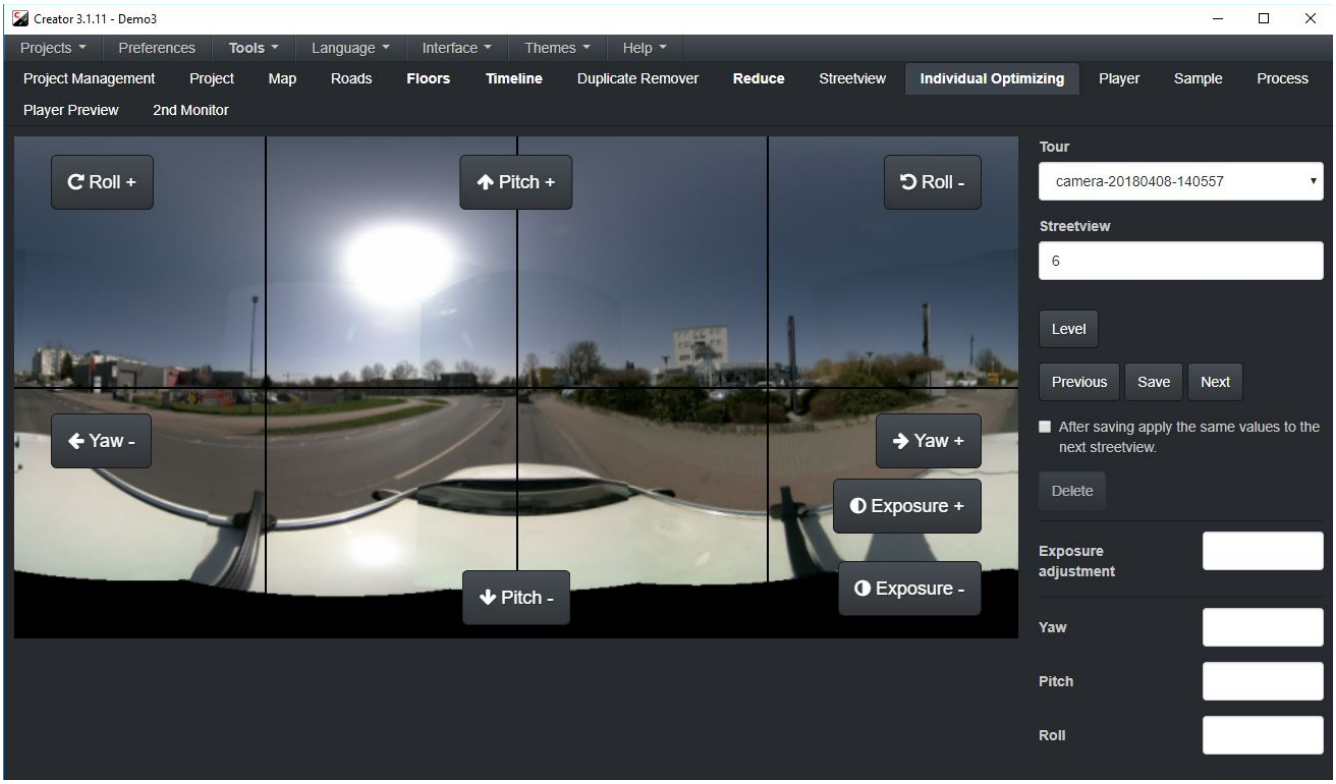


Previous button: Go to the previous streetview. Does **not** save anything.

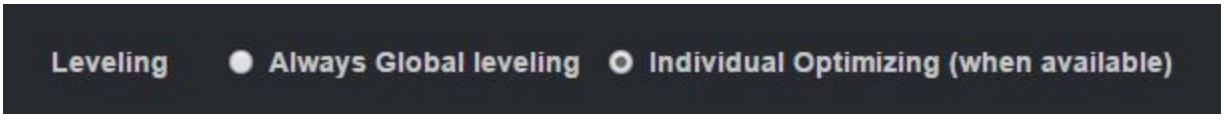
Save button
Save the individual adjustment options (Exposure Adjustment, Yaw, Pitch, Roll) to the current streetview. Load the next streetview and apply the same values.

Next button**:** Go to the next streetview. Does **not** save anything.

After saving, apply the same values to the next streetview.

Delete
Deletes the individual adjustment options (Exposure Adjustment, Yaw, Pitch, Roll) for the current streetview.

To apply these individual settings, on the **Streetview - General** tab, **Leveling** must be set to **Individual Optimizing (when available)**.



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Map-tiles

There are many ways to get map-tiles suitable for the Creator program.
As an example for the format we provide the “Langen2” map tiles as a .zip file to you:
http://updates.applied-streetview.com/Remote-Control/Langen-OSM.zip (1.1 MB)

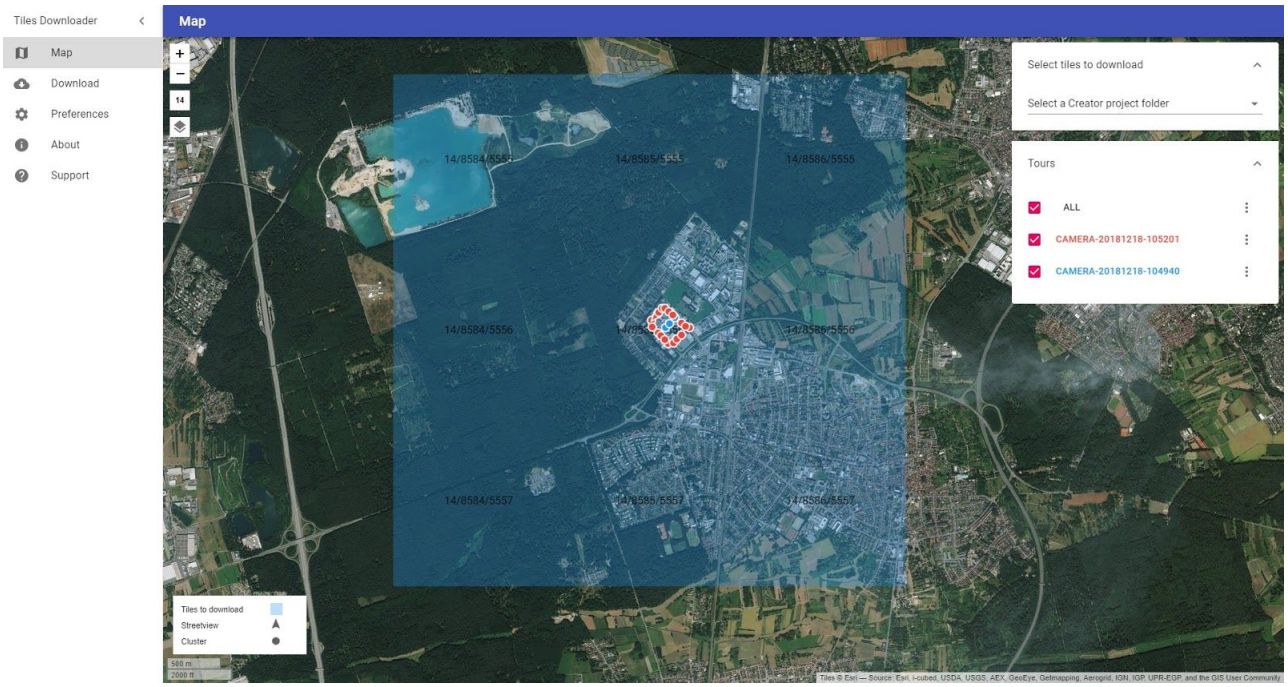
Map tiles format info:
http://wiki.openstreetmap.org/wiki/Slippy_map_tilenames

Tiles Downloader

Our Tiles Downloader program makes is very easy to download both map-tiles and aerial images from about 40 providers.
They work with all our programs: Remote Control, Creator 3, all players.

You can test Tiles Downloader for free for 2 weeks!

Check out the Tiles Downloader Manual.



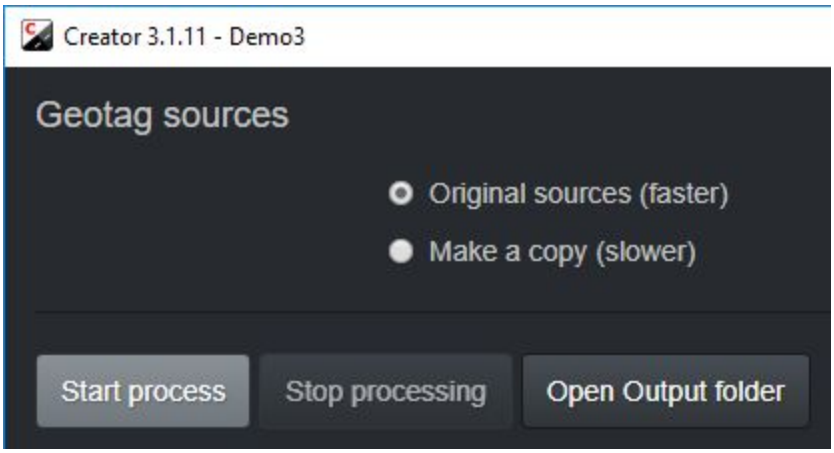
Tools

In the **Main menu**.

Geotag sources

Geotag source images.

In case you want to process the source images with a totally different software.



Original sources (faster)
Modify EXIF data of the original images

Make a copy (slower)
Copy images to **Output folder** and then modify EXIF data of the original images

Output folder
Set the output folder.

Click the **Start process** button.

The current project source images will be copied to output folder.
The following EXIF data will be added:

- Orientation
- DateTimeOriginal
- GPS:GPSDateStamp
- GPS:GPSTimeStamp
- GPS:GPSLatitude
- GPS:GPSLatitudeRef
- GPS:GPSLongitude
- GPS:GPSLongitudeRef
- GPS:GPSAltitude
- GPS:GPSAltitudeRef
- GPS:GPSImgDirection
- GPS:GPSImgDirectionRef

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- Orientation
- FocalLength
- FNumber
- Make
- Model
- SerialNumber
- FocalPlaneXResolution
- FocalPlaneYResolution
- FocalPlaneResolutionUnit

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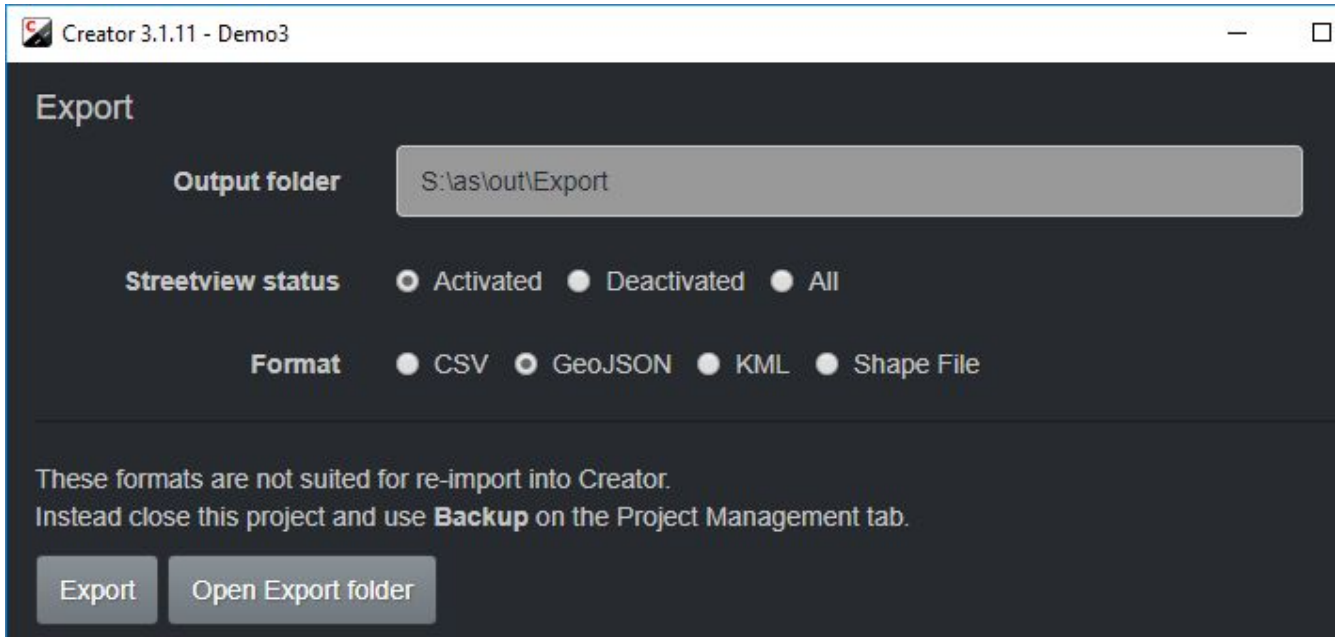
Export

Export the Creator data to use with a 3rd-party program.



Output folder
Where to save the exported data to.

Streetview status
Choose the status of exported streetviews: Activated (Default), Deactivated, All.

Format
Choose export format: CSV, GeoJSON, KML, Shape File.

Click **Export** button to export the data.

Click **Open Export folder** to open the **Output Folder** in Explorer.

WARNING:
These formats are NOT suited for re-import into Creator.
Instead, close the project and use the Backup option on the Project Management tab.

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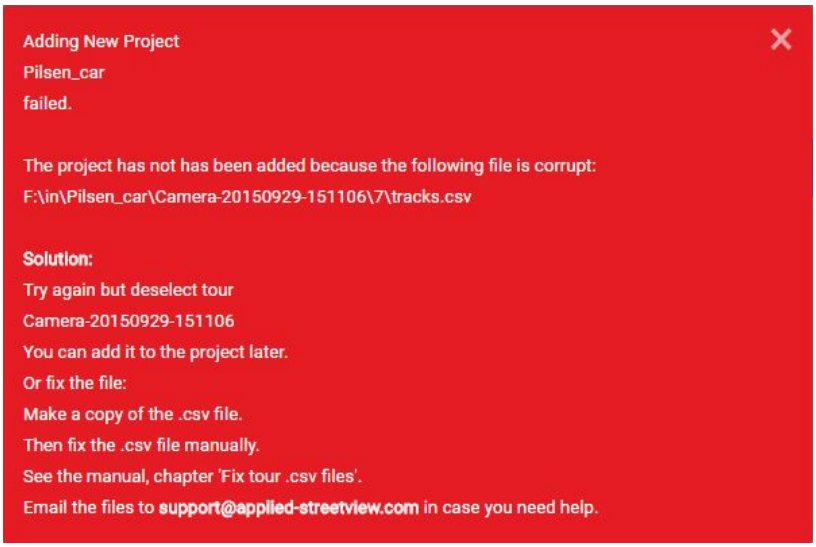
Fix a Tours .csv files

Tour log-data is saved to the panoramas.csv and tracks.csv files in folder 7.
In case these files are corrupt, Creator will refuse to add the project.

Instead this pop-up will be displayed:



Simply add the Project again, but this time **deselect the corrupt tour**.

This allows you to continue your work with the remaining tours of the project.
The missing tour can be added to the project after it has been fixed.

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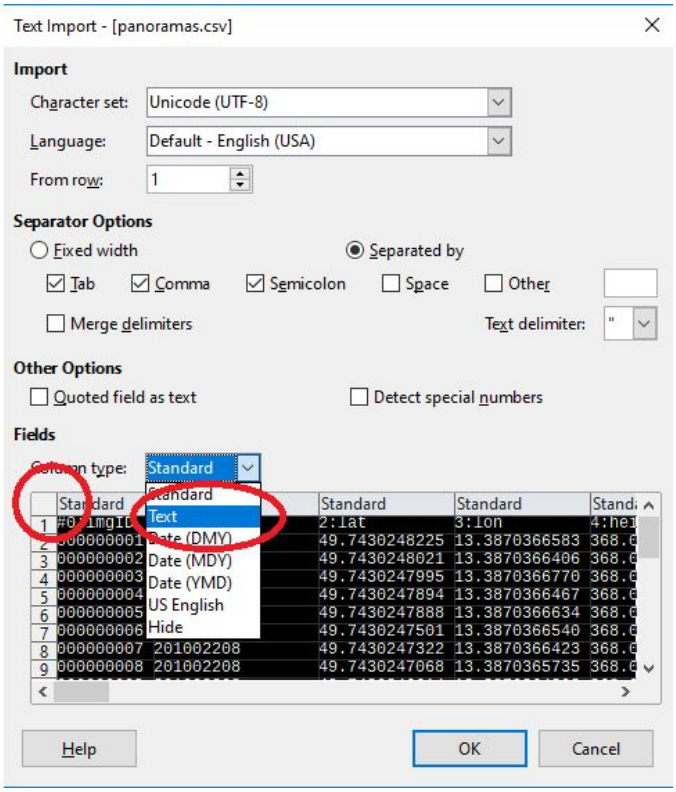
After manually fixing the corrupted .csv file(s) you can add the skipped tour.

We recommend the free Libre Office Calc program for this.

First make a backup copy of the file you are going to edit.

When opening the .csv file with Libre Office Calc make sure to select all columns and set them to **Text**. This ensures no automatic formatting changes the values.



Afterwards scroll through the data, find the problem line and edit it to look like all other lines.

A few hints
In **panoramas.csv** the numbers in the **#0:imgID** column must be in sequence.
Duplicate entries in column **#0:imgID** are not allowed.
Empty lines are not allowed.

Save the file and add the tour to your project:
Open the project in Creator.
On the **Project page** press the **Add tours to project** button to add the fixed tour.

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Install the player to a web-server

There are 3 components:

The player, the MySQL database and the streetview tiles folder.

For production, you should install the player and the MySQL database to the same server, and the streetview tiles to a different server, or a cloud.

For testing you can install all three to the same server.

MySQL database

Create a new MySQL database.

Import the **projectname/player/demo3.sql.zip** file to it.

Streetview Tiles

Copy the **projectname/streetview-tiles** folder to the web-server or a cloud.

Player

Adjust the

projectname\player\plugins\streetview\ajax\db.php

file for the database access.

Adjust the

projectname/player/player.xml

file for the streetview tiles.

Edit the **tilespath** variable to point to the streetview-tiles folders URL.

Example

tilespath="http://www.yourcompany.com/projectname/streetview-tiles"

Copy the **projectname/player** folder to the Apache web-server.

More Info on the Player:

http://updates.applied-streetview.com/player/Player_Quick_Installation_Manual.pdf

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Embed the player into any page

It looks like on our website:
http://www.applied-streetview.com

First install the player as usual.

For this example, the player is installed to the “Demo” folder:
http://www.your-server.com/players/Demo/

In your page, add this code:

```
<div id="demo"></div>
<script src="//www.your-server.com/players/Demo/player.js"></script>
<div id="player" style="width: 100%; height: 700px;">
<script>
var settings = {};
settings.files_path = "//www.your-server.com/players/Demo3/";
settings.auth_enabled = +"0";
settings.permalink_anchor = "demo";
embedpano({swf: settings.files_path + "player.swf", xml: settings.files_path + "player.xml", target:"player",
html5:"prefer", vars: settings, passQueryParameters:true});
</script>
</div>
```

Adjust the URL.
Remove the line breaks from the code above for it to work.

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Remove the 'krpano demo version' logo

What it looks like:

The **krpano demo version** watermark is visible in the:

- Player -> Preview sub-tab
- Player tab
- All generated players

Get a krpano license for 129 Euro from http://www.krpano.com/buy

Then go to the menu **Help -> krpano -> Add activation key**.
Paste your key into the field and click **Add**. If the key is valid you should see a confirmation message that the key is registered. **Restart Creator**.
In **Menu - krpano - License details** you can check your krpano activation key details:

Obviously you will see your own license information, the above is just an example.

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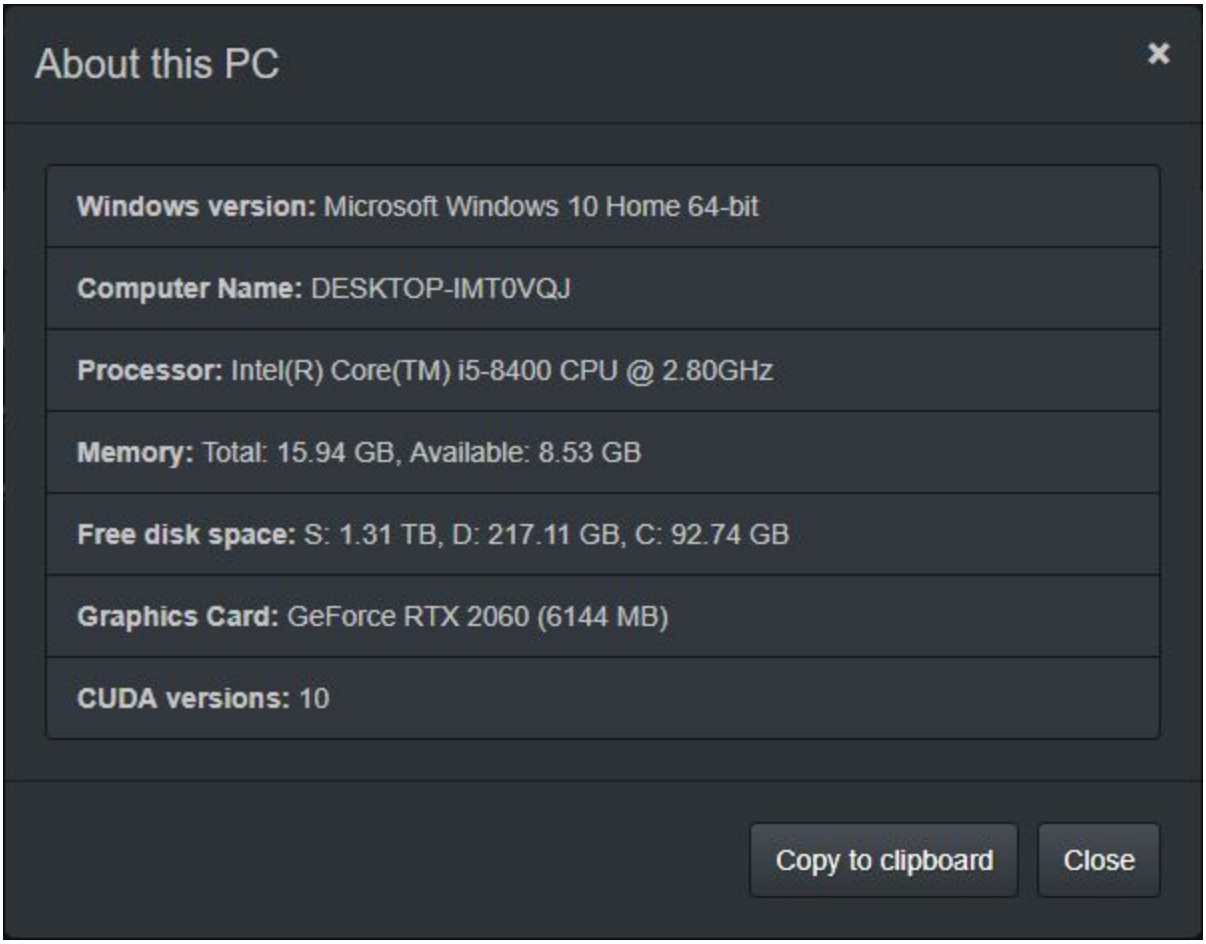
Help

Help - About this PC



Click on **Menu - Help - About this PC** to display helpful information like Windows version, Computer Name, Processor, Memory, Free disk space, Graphics Card, CUDA versions, etc.

Click on **Copy to clipboard** to copy the information about this PC to the clipboard, then paste and save it elsewhere.

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Preferences

Menu - Preferences
- For all projects
    - Graphics Card
    - Folders
    - Map
    - Expert Mode
    - Troubleshooting

- For new projects
    - Map
    - Duplicate Remover
    - Watermark
    - Leveling
    - Player
    - Imaging
    - Process

New projects get their default values from the **For new projects** preferences.
You can then make project-specific changes in the project tabs.

Reset all preferences button
Resets all preferences for new and all projects to their defaults.

Menu - Preferences - For all projects - Graphics Card

Graphics Card found
Graphics cards installed to this PC.

Default Processor
A NVIDIA graphics card with a minimum compute capability of **5.2** and 4GB VRAM is required. More info at https://en.wikipedia.org/wiki/CUDA.
We recommend a NVIDIA RTX 2060.

Legacy Mode
Works with and without a graphics card, many graphics cards should be supported.
The Legacy Mode for streetview-tiles creation needs a krpano licence.

Enable graphics card
Speed up the processing of the **Legacy Mode** by enabling the graphics card, many graphics cards should be supported.

Parallel processes
How many datasets to be processed in parallel by the **Legacy Mode**.
By default set to 1. You can manually increase up to the number of threads available.

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Menu - Preferences - For all projects - Folders

Input path
At this location the Creator looks for the project source folder, when creating a new project. You can switch it to any other location.

Output path
At this location the Creator automatically creates a project folder with the same name as the project.
Then the sub-folders for the data are created: streetviews, streetview-tiles, player, map-tiles.

PTO path
All of the cameras **.pto** files should be copied to this location.

Temp path
For temporary files. To improve speed in legacy mode the path should be on a SSD or even a RAM-disk.

Menu - Preferences - For all projects - Map

Zoom level to load all data-points
At this level all the data-sets are displayed on the map.

Contents of pop-up
Left list contains all the available fields, the list to the right contains the list of fields that are displayed in the popup.

To add a value from the left list to the right list, click on an item in the left list then click **>** button. To remove a value from the left list, click on an item in the right list then click **<** button.
Click on **>>** button to move all the items from the left list to the right list.
Click on **<<** button to move all the items from the right list to the left list.
Click the **Up** or **Down** buttons to change the order of items displayed in the pop-up.

Menu - Preferences - For all projects - Expert Mode

Only use these options when the Applied Streetview support asks you to.

Do not delete temporary files

Skip vig_optimize program and exposure adjustment
In legacy mode skip the vig_optimize and exposure adjustment steps.

Log command lines of external programs

Log terminal output of external programs

Log process time information
In Legacy Mode log information about each processing step.

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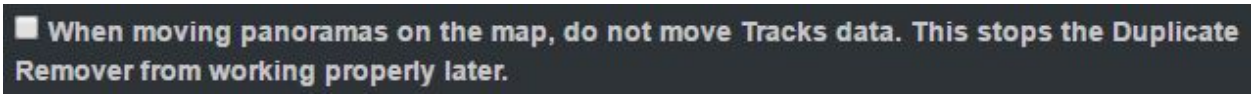
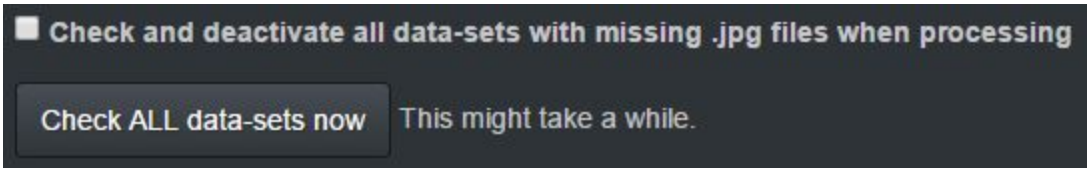
Menu - Preferences - For all projects - Troubleshooting

Fix Camera accidentally mounted looking backwards. Click again to undo.

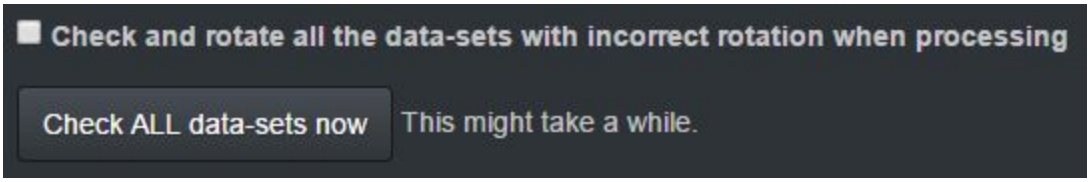
Show Tracks in the Map tab. Enabling this feature may slow down or crash Creator.



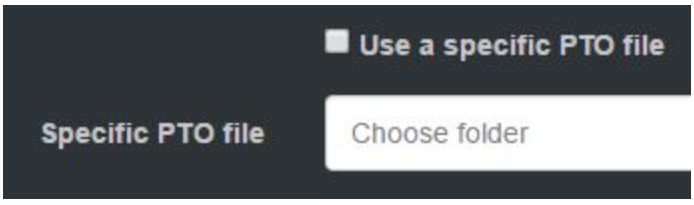
When moving streetviews on the map, do not move Tracks data. This will stop the Duplicate Remover from working properly later on.
After this feature is enabled, in the Map tab the tours list will have an additional column “tracks” to control track visibility. It is recommended to enable this feature on a larger zoom level, 16 and up.



Check and deactivate all data-sets with missing .jpg files when processing.
Click on **Check ALL data-sets now** to check now.
If images are missing for any reason,this will deactivate the affected data-sets to insure the remaining data processes well.



Check and rotate all the data-sets with incorrect rotation when processing.
Click on **Check ALL data-sets now** to check now.
Sometimes users have a look at the source images and rotate them upright for a better view. Unfortunately some programs save these rotated source images without warning. This feature rotates the source images back to ensure that the data processes well.



Use a specific PTO file

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By default, the .pto files name is taken from streetviews.csv 1:CamSN field.

This option allows you to override this functionality and always use a specific .pto file.

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Menu - Preferences - For new projects - Map

Duplicate Remover overruled by

- Manual activations - streetviews activated manually will override values set by duplicate remover.
- Manual deactivations - streetviews deactivated manually will override values set by duplicate remover.

Default Base Layer

Menu - Preferences - For new projects - Duplicate Remover
Default preferences for the **Duplicate Remover** tab.

Menu - Preferences - For new projects - Watermark
Default preferences for the **Watermark** tab.

Menu - Preferences - For new projects - Leveling
Default start streetview

Exposure adjustment
Default is 1.5. This makes all the images a bit brighter than the source images.
If you want no change, set it to 0.

Level
Yes: The most commonly used set-up.
Level with the log value and the values entered in the Levelling tab.
No: No leveling at all.
Adjust: Use values from the Levelling tab only. Ignore the log data.

Menu - Preferences - For new projects - Player
Default preferences for the **Player Preferences** tab.

Menu - Preferences - For new projects - Process
Default preferences for the **Process Preferences** tab.

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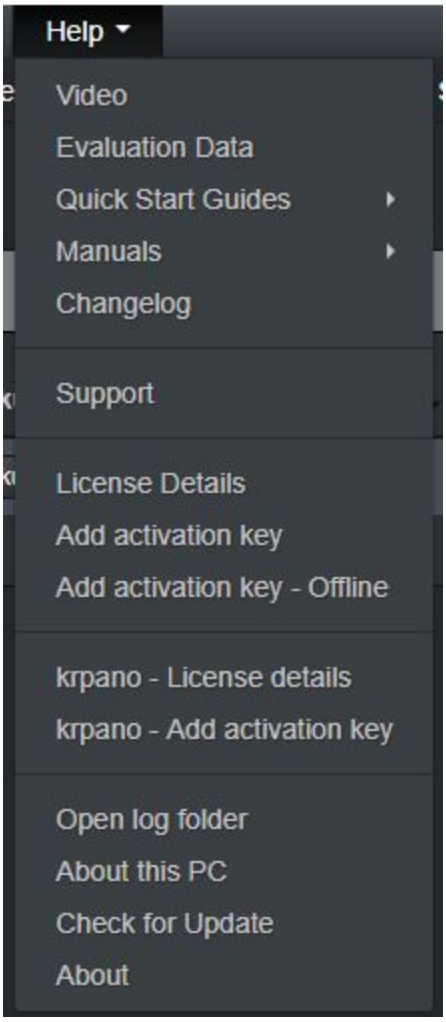
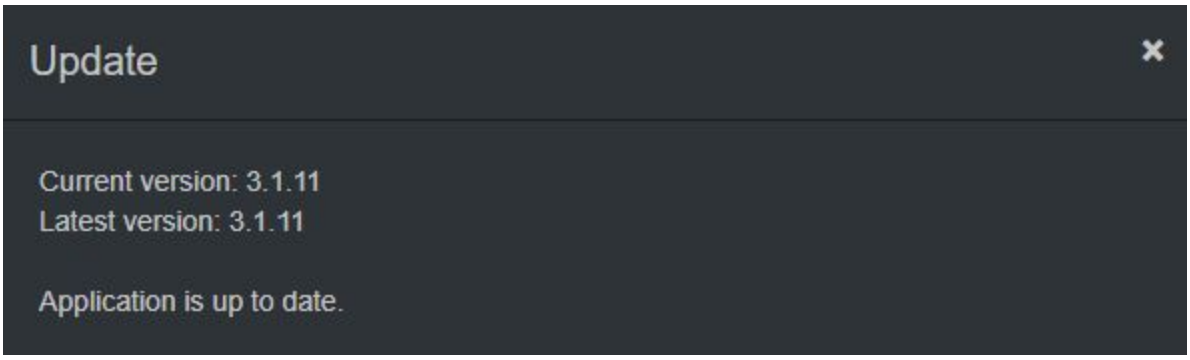
Support

Please check for a new Creator version first:
Menu -> Help -> Check for Update.





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Support is provided for the newest Creator version only.

Support is available in **English language** only.

To report an error, please use this form:
Menu → Help → Support
You can **enter text** and **attach files**. E.g. additional screenshots.
The last three log-files are automatically attached.

Contact
Helpdesk: support.applied-streetview.com
E-Mail: support@applied-streetview.com
Skype ID: applied-streetview
Phone: +49 6103 - 37 27 494

Streetview Technology GmbH
Pittlerstr. 53
63225 Langen
Germany

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