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Creator 6

Creator 6 is the Applied Streetview Windows program to process the footage of the Applied Streetview cameras. It is available starting January 2021. It is the successor of Creator 5.

Creator 6 can be installed on a Windows PC for local processing, or in a cloud. In a cloud it can be accessed by Remote Desktop Connection (RDP). We tested Google Cloud, Amazon Web Services EC2 and Microsoft Azure.

Minimum requirement is a Windows 10 PC with an NVIDIA graphics card with 4GB VRAM and a Compute capability of 5.2.

We recommend the NVIDIA GeForce RTX 2060 Super graphics card with 8 GB VRAM. Or better. It costs about 400 Euro. Relevant for performance is mostly the graphic cards' amount of VRAM. The more VRAM, the better the performance.

Main New Features

- New player inspired by Mapillary.com
  - Supports Mapbox.com
  - Made for extremely large projects. Like a whole country.
  - No database anymore.
  - Works with any webserver and cloud.
  - Search incl. geolocation.
  - Asset visualisation and description by URL.
- Easier to customise.
- Easier to integrate into websites and other already existing solutions.
- Creator 6 imports projects backed-up by previous Creator 5.
- Creator 5 imports project backups from new Creator 6. All Creator 6 features are ignored.
- Alternatively you can still generate the player known from Creator 5.
Cloud Publishing

Creator 6 runs on a local Windows 10 PC or in a cloud. It generates the New Cloud Player and publishes it to the cloud with a single mouse click. The New Cloud Player has been designed from scratch for very large projects with millions of streetviews. It has never been easier to prepare for your 15 minutes of internet fame. On top of this the cost is up to 80% lower than a player hosted in a datacenter. Also there is no maintenance for the Cloud Player.

Working with Creator 6 is really easy. As part of our Software Suite it has the same layout as Creator 5 and all our other programs. Everything works the same way. Everything is to be found at the same place in all our programs and even the Online Recording Management service.

Alternatively you can continue using Creator 5 as-is. However with the release of Creator 6 in January 2021 there will only be security fixes for Creator 5. All new features and improvements will be added to Creator 6. In January 2022 we will stop supporting Creator 5.

Support for Creator 3 ended in January 2021.
Try Creator 6 for free

**Creator 6** will work for two weeks for free with a Demo watermark. You can install it in parallel to Creator 5. Just do not run them at the same time.

Copying projects from Creator 3 or Creator 5 to **Creator 6** is really easy:

Creator 3
- Backup all your projects
  Project Management -> Backup all projects

or

Creator 5
- Backup all your projects
  Projects -> Backup all projects

Creator 6
- Import the backup files
  Projects -> Restore Projects

**Creator 6** project backups can be re-imported into Creator 5. Changes made to projects in **Creator 6** can be transferred back to Creator 5. New features added to **Creator 6** will be ignored by Creator 5.

**Creator 6** project backups can **not** be re-imported into Creator 3.

Downloads
**Creator 6** [manual](#)
**Creator 6** [program](#)
Cloud Player Evaluation
For evaluation the new Cloud Player works out-of-the-box.
No cloud setup is needed.

Just pick a project and publish your first Cloud Player right away.
**For evaluation the publishing Regions are limited to EU-Frankfurt.**
After purchasing and switching to your own Amazon AWS account all other AWS Regions will be available to you.

Please notice Cloud Players created during evaluation can not be converted into your own Cloud Player. You have to upload all the data again.
**For this please keep it small.**
**We will delete all evaluation cloud players after 4 weeks.**
Creator 6 Pro

Creator 6 Pro is Creator 6 with additional features. Enabled by the Creator 6 Pro licence key. There is no need to download Creator 6 again.

Main Features
- Run Creator 6 Pro by command-line for fully automated mass-production.
- Export and Import of project configuration for mass-production.
- Skip generation of streetview-tiles.

Downloads
The download is the same as for Creator 6. Pro features are enabled by the Creator 6 Pro licence key.

Automation is a feature of Creator 6 Pro. It is not available in Creator 6. Automation is not available with the 2-week trial licence you get by registering for the free trial of Creator 6. Please contact sales for a quote and a temporary licence key to test Creator 6 Pro. For the Pro features see the Automation chapter.

Recommended Setup
It is strongly recommended to create the following folders to organise your data.

Mandatory folders
In, Out, Creator 6 backups, Camera calibration files.
Set these folders up in Preferences -> Folders.
Camera calibration files have the .pto and .xml file extension.

Recommended folders
Masks, Logos, Export, Project configuration.
Create the folders manually to keep your data organised.
Increase Performance

With a NVIDIA graphics card with 8 GB VRAM you should get a performance of about 240,000 streetviews and streetview-tiles in 24h.

For best performance we recommend a SSD for your data. Both local HDDs and even NAS will work fine, just not as fast. If you use HDDs, try to process from one HDD to another HDD to speed things up a bit.

We strongly recommend adding the following exclusions to Microsoft Windows Virus and thread protection. It can make Creator 6 up to three times faster.

Please deactivate any third-party virus scanners. Or apply the above settings correspondingly.
Projects

A list of all your Projects.

Add project

Click the **ADD** button in the top right corner.

**Project folder**
Specify the path to the project folder.

**Project name**
By default the project name will be taken from the projects folder name. This can be changed.
Click the **SAVE** button in the top right corner to add the project.

**Open project**

Click the project name to start working on the project. By default this will open the [Tours](#) page.

**Edit project**

Click the : button next to the project name and then on **Edit**.

![Projects - Edit]

**Project name**

Adjust the project name.

Click the **SAVE** button in the top right corner to edit the project.

**Delete project**

Click the : button next to the project name and then click **Delete**.

Confirm the action.

**Backup project**

Click the : button next to the project name and then click **Backup project**.

to create a backup file of the selected project. Backup files are for safekeeping a project.
Export Configuration

Click the : button next to the project name and then click Export Configuration to create and export a configuration file of the selected project. Configuration files are for the Creator 6 Pro Automation feature.

More :

Backup all

Click the Backup all menu item to create a backup of all the projects and save them to the Creator 6 Backups folder. This should be done weekly.

Import backups

Click the Import backups menu item to import a project from a backup file. One or many backups can be imported at a time.

Add project from configuration

Click the Add project from configuration menu item to add a project from a configuration file. This is for the Creator 6 Pro Automation feature.

Tours

A list of all the tours of a Project.

Show on map

Click the tour name to show in the Map page.
Change Serial
Select one or multiple tours.

Set Serial number

Serial number
2000000000

CANCEL  OK

Provide a new serial number and click the OK button.

Change Folder
When migrating backups from one PC to another or when the project's folder is moved - select all the tours and Click CHANGE FOLDER button. Then select the new Project folder.
If the project has tours that have been moved or copied from a different project, select each tour group individually and Click CHANGE FOLDER button and select the new Project folder.

Move
Moves selected tours to a different project.

Copy
Copies selected tours to a different project.

Backup
Backup selected tours.
Source photos will not be backed up.

Delete
Deletes the selected tours from the project.
Source photos are not deleted.
Restore
Click the **RESTORE** button in the top right corner to import a tour backup. One or many tour backups can be imported at the same time.

Add
Click the **ADD** button in the top right corner to add one or multiple tour folders to this project.
E.g. when additional footage has been recorded months later.
Map

In order to display a large amount of streetviews on the map, Creator 6 clusters nearby streetviews together, depending on the current map zoom level. A cluster is basically a collection of streetviews. Clusters are displayed for zoom levels 0 to 19 only. Not for zoom levels 20, 21 etc.

Change map base layer

Click the button in the top left corner to change the map base layer. Esri.WorldImagery is the default. Select a different provider from the list. Or provide your own custom map tiles by clicking the button.

Custom map tiles

The slippy map tiles format is supported with both Google/Bing/OSM tile coordinates and TMS.

Label
Your custom tile provider name

URL
The URL can point to either an online resource like:
http://www.your-company.com/map-tiles/{z}/{x}/{y}.png

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

Change the bold parts of the address.

{z} is the zoom level, and {x} and {y} are the coordinates of the top left corner of the tile in web mercator projection. For the TMS format use the {-y} placeholder.
Attribution
Copyright information displayed at the bottom of the map.

Mapbox
Mapbox is available for both the New Player and the Legacy Player. Check Mapbox section for instructions on how to add your own style.

Display
Show or hide active and deactivated streetview icons.

Usually more footage than needed is recorded. The Duplicate Remover and the Separation tool as well as manual deactivation on the map page can be applied to reduce the number of streetviews to be published.

Activated streetviews have a white outline. Deactivated streetviews have a grey outline.

Tours
Show the selected tours on the map.
Click **ALL** to center the map on all the tours.
Untick to hide all tours. Then tick selected tours to show only them.

**Timeline**

Only available when there are timelines.
Show the selected timelines on the map.
Click **ALL** to center on all the timelines.
Untick to hide all timelines. Then tick selected timelines to show only them.

**Select streetviews**

Most of the actions like activate/deactivate, move, rotate, assign a road name or POI are performed on one or many selected streetviews.

Click a streetview to select it. A selected streetview will change its color to orange.

It's possible to select multiple streetviews by holding down the CTRL key when clicking on the streetviews.

Holding down the SHIFT key and then drag the mouse to select all the streetviews in a rectangle.
To select all the streetviews from first to last and everything in between, select the first streetview, then while holding down the ALT key, select the last one streetview.

To deselect click anywhere on the map or press the ESC key.

**Deactivate and Activate**

Deactivate and activate

DEACTIVATE 3 STREETVIEWS

ACTIVATE 3 STREETVIEWS

Select the streetviews.

To deactivate selected streetviews click the **DEACTIVATE STREETVIEWS** button.

To activate selected streetviews click the **ACTIVATE STREETVIEWS** button.
Meta Data

Check the metadata for a selected streetview.
This panel will only be shown if a single streetview is selected.
It is not available for clusters.

Information

<table>
<thead>
<tr>
<th>Tour</th>
<th>camera-20180408-140357</th>
</tr>
</thead>
<tbody>
<tr>
<td>Image Number</td>
<td>9</td>
</tr>
<tr>
<td>GPS Date</td>
<td>2018-04-08 12:04:13</td>
</tr>
<tr>
<td>Local Date</td>
<td>2018-04-08 14:03:55</td>
</tr>
<tr>
<td>Latitude</td>
<td>50.001144 °</td>
</tr>
<tr>
<td>Longitude</td>
<td>8.651546 °</td>
</tr>
<tr>
<td>Height</td>
<td>125.95 m</td>
</tr>
<tr>
<td>Heading</td>
<td>56.21 °</td>
</tr>
<tr>
<td>Speed</td>
<td>24.18 km/s</td>
</tr>
<tr>
<td>Release Mode</td>
<td>Distance 5.0 m</td>
</tr>
</tbody>
</table>

Road

Enable **Show Road on Map** to display the road name as a label for each streetview.

**Select all streetviews with the same road name**
Select and zoom to a specific road by selecting it from the list in the panel.
Assign a road name to a streetview(s)
Select streetviews on the map to assign a road name to them.

Type the name of the road in the text box and click the UPDATE STREETVIEWS button.

POI
Enable Show POI on Map to display the POI name as a label for each streetview.

Select all streetviews with the same POI name
Select and zoom to a specific POI by selecting it from the list.
Assign a POI name to streetview(s)
Select streetviews to assign a POI to.

Type the name of the POI in the text box and click the **UPDATE STREETVIEWS** button.

If a single streetview is selected, a POI of type point will be assigned the new name. If multiple streetviews are selected, a POI of type line will be assigned the new name.

Overlay
Add a vector overlay to the map.
Supported formats: KML.

Click on the clear button ✗ next to the overlay name to remove it from the map.
Overlay

Add a vector overlay to the map

CHOOSE FILE

kmL_WGS_84.kml

Level

Select a single streetview to open it in the Imagery pages Leveling and brightness tab.

Level

OPEN IN LEVELING AND BRIGHTNESS
## Keyboard shortcuts

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<th>Mouse</th>
<th>Move all selected streetviews</th>
</tr>
</thead>
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<tr>
<td>ESC</td>
<td>Unselect all selections</td>
</tr>
<tr>
<td>CTRL + A</td>
<td>Select all streetviews visible on the map</td>
</tr>
<tr>
<td>Click an arrow</td>
<td>Select a streetview</td>
</tr>
<tr>
<td>Hold CTRL + click a Streetview</td>
<td>Add a streetview to the current selection</td>
</tr>
<tr>
<td>Shift + draw rectangle</td>
<td>Select all the streetviews in the rectangle</td>
</tr>
<tr>
<td>Hold CTRL + SHIFT + draw rectangle</td>
<td>Add all the streetviews in the rectangle to the current selection</td>
</tr>
<tr>
<td>Hold ALT + click a Streetview</td>
<td>Line selection. Having a streetview selected hold ALT then Click a second streetview to select it and all the streetviews in between.</td>
</tr>
<tr>
<td>CTRL + L</td>
<td>Align all selected streetviews in a straight line.</td>
</tr>
<tr>
<td>DELETE</td>
<td>Deactivate all selected streetviews</td>
</tr>
<tr>
<td>INSERT</td>
<td>Activate all selected streetviews</td>
</tr>
<tr>
<td>HOME</td>
<td>Rotate all selected streetviews counterclockwise</td>
</tr>
<tr>
<td>END</td>
<td>Rotate all selected streetviews clockwise</td>
</tr>
<tr>
<td>PG UP</td>
<td>Go to the next streetview</td>
</tr>
<tr>
<td>PG DOWN</td>
<td>Go to the previous streetview</td>
</tr>
<tr>
<td>Arrow keys: Up, Down, Left, Right</td>
<td>Scroll the map.</td>
</tr>
</tbody>
</table>
Duplicate Remover

Removes duplicate recordings from roads recorded more than once.

We recommend recording with the Distance Mode set to 5m or less. E.g. 1m. You can always deactivate excessive footage with the Separation tool after applying the Duplicate Remover. Make sure to run the Separation tool after Duplicate Remover for best results.

Process target
(Visible only when there are timelines)
Process either the selected tours or process the selected timelines.
**Keep footage**

**Older** - Provides best results for most situations. Keeps the existing, older, streetviews (blue), adds new (red) streetviews for newly recorded roads.

**Newer** - Replaces existing streetviews (blue) with newer footage (red). The overall data will be more up-to-date. Disadvantage: When driving into a dead-end road, you get the bad footage from reversing out of it.
Road width (m)
Base setting.

Consider Altitude (m)
By default the altitude is ignored when detecting duplicates.
Try it when there are many bridges and tunnels.

Deactivate manually activated streetviews
By default manually activated streetviews are not deactivated by the Duplicate Remover. Enable this option to force them to be deactivated.

Start
Start removing duplicates in streetviews.
Try a few times to find the optimum settings for your footage.

Reset
Reset all streetviews deactivated by Duplicate Remover and Separation tool.
Imagery

Watermarks

Add watermarks to the streetview. Changes can be previewed in the Leveling and brightness tab. During the free trial period the watermark is fixed to DEMO. It can not be changed or removed.

Add watermark
Enable watermarks.

Text
Watermark text.

Font
Pick a font for the watermark. The list of fonts is taken from C:\Windows\Fonts.
**Size**  
Watermark text size.

**Opacity**  
Watermark text opacity.

**Number of watermark columns**  
How many watermark columns to show. (left-right).

**Number of watermark rows**  
How many watermark rows to show. (up-down).

**Add mask**  
Enable to add a mask to hide the car’s rooftop.  
Technically it is a transparent PNG image merged to the streetview.

**Mask path**  
Path to the mask PNG image. Create your own mask file.  
A Nadir logo can be added as a mask. Click [Nadir logo](#) and follow the instructions.

A sample mask can be found in  
C:\Program Files (x86)\Creator\masks\example-car-roof-mask.png
Nadir Logo

A Nadir Logo is the only annotation Google allows when uploading streetviews as Photospheres to Google maps/streetview.

Add your company’s logo to the Nadir (bottom) of your streetviews. In Creator 6 Player Preview it looks like this:

You have to change the value of Player - Preferences - Look down limit (degrees) from the default -50 to -90 to actually see the Nadir logo.

For your convenience change Maximum Zoom Level from default 120 to 150. This way you can see the result better. Change it back both when done reviewing.
Google Policy

When publishing to Google Streetview with our G-Publisher program it often is desirable to add your company's logo to the Nadir (bottom) of your Streetviews.

You can not have your company's logo displayed in the top right-hand corner of the screen like with all the Applied Streetview players.

This is the only annotation Google allows for in its Contribution Policy:

Maps User Contributed Content Policy Help
For 360 photos, superimposed content must be limited to either the zenith or nadir (top or bottom 25% of the equirectangular image), but cannot be present in both.

Logo

Have your logo at hand.
Recommended minimum size is 300 px x 300 px.
Supported formats: png, jpeg, tif

Hint:
Color logos will be automatically made into grayscale logos during processing. This can not be changed.

Mask

Download and save the provided mask template to your PC.
Add Logo to Mask

Go to https://nadirpatch.com/logo2sphere/

1) Drop your logo image onto Logo or select it to upload.
2) Drop the downloaded the green-screen-template.jpg file onto Equirectangular projection or select it to upload.
3) After upload is complete click the Create button in the top right corner.
4) After the image is created click the Download button in the bottom right corner. Download and save the pano.tif image.
Set Transparency

On your PC right click the pano.tif image then select **Edit with Paint 3D**.

In the top navigation bar Click **Canvas** and then enable **Transparent canvas**.

To save press CTRL + S then Click **Image**. Change Save as type to **2D PNG** then click **Save**.

pano.png is now ready to be used as a Mask in Creator.
Apply the Mask

In your project go to Imagery - Watermarks and activate the mask and set it to the new pano.png file.

Add mask

Mask path

S:\Downloads\pano.png
Result

By default all our players are configured to not allow you to look down to see the logo you just added.
To change this, go to Player - Preferences - Streetview
Change **Look Down Limit** from default -50 to **-90**.
For your convenience change Maximum Zoom Level from default 120 to **150**. This way you can see the result better. Change back both when done reviewing.

Check what it looks like in Player - Preview:

You now can process to create the 8192 x 4096 pixel streetviews needed to upload to Google streetview later with our [G-Publisher](#) program.
Leveling and brightness

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

Leveling

In a perfect world

- the camera would be mounted 100% vertical.
- the leveling sensor would be mounted 100% horizontal.
- both would look forward, into 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.

In the top right corner click the **Save...** button and then:

Click the **Save to all tours** button to save the values to all the recorded tours.

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.

If both the camera mount and the snap-in holder for the leveling sensor are kept mounted to the car all the time, 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.

**Leveling**
If enabled log data from the recording are applied.

**Yaw, Pitch, Roll.**
Angles between the camera and the leveling sensor.

**Brightness**

**Brighten shadows**
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.
**Exposure**
Adjust image exposure.
0 No change
5 Maximum exposure.

Default is 0.

**Leveling Status**
Click the Leveling Status button in the top right corner.
You can see the Yaw, Pitch and Roll values of all tours at once as well as how many tours are leveled.

**Reset tour**
Click the Reset tour button in the top right corner.
Resets the values of the current tour to its defaults.
Record the same road or area multiple times to document change.

Create a few timeline labels, such as Older and Newer or dates like 2018 or 2019. Assign one or many tours to each timeline label.

The user will then be able to pick the labels in the player.

It looks like this:
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.

Enable timeline
Enable the timeline feature
Add
Click the Add button in the top right corner.
Set a Label for the timeline and which Tours belong to this timeline then click the Save button in the top right corner.

Edit
Click the edit button next to the timeline.
Modify the Label of the timeline and which Tours belong to this timeline. Then click the Save button in the top right corner.
Delete
Click the button next to the timeline then confirm the delete operation.
New Player

Creator 6 comes with new Player 2 enabled by default. Click on the Preview tab to check how your existing project looks with Player 2.

To use the Legacy Player, switch to it in the top right corner of the Player section.

Preferences

General

Title
Demo3

Search

Layout

Fullscreen
Streetview

Popout minimized
**Logo**

- Large logo
- Large logo path
- Small logo
- Small logo path
- Click URL
- Click URL target: Opens the linked document in a new window or tab. Value: _blank_

**Streetview**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minimum zoom limit (degrees)</td>
<td>50</td>
</tr>
<tr>
<td>Maximum zoom limit (degree)</td>
<td>120</td>
</tr>
<tr>
<td>Look down limit (degree)</td>
<td>-50</td>
</tr>
<tr>
<td>Look up limit (degree)</td>
<td>50</td>
</tr>
<tr>
<td>Hotspot label</td>
<td>Auto</td>
</tr>
<tr>
<td>Show image capture date</td>
<td></td>
</tr>
</tbody>
</table>
Streetview navigation

Enabled

Automatic start

Wait time

Speed

Map

Default Map Provider

Preview streetview on mouse over

Zoom level indicator
Mapbox

If you have your own custom data and would like to add it to the Player, Mapbox provides an easy way to do it.

<table>
<thead>
<tr>
<th>Map provider label</th>
<th>Mapbox streets</th>
</tr>
</thead>
<tbody>
<tr>
<td>Style URL</td>
<td>mapbox://styles/mapbox/bright-v9</td>
</tr>
<tr>
<td>Access token</td>
<td></td>
</tr>
<tr>
<td>Map data legal notices</td>
<td>&lt;a href=&quot;<a href="https://www.mapbox.com/about">https://www.mapbox.com/about</a>&quot;</td>
</tr>
</tbody>
</table>

**Map provider label**
Text for the map provider in the Player - base layer selection panel.

**Style URL**
To get the URL of your style, in Mapbox studio click on the Share button in the top right corner and then copy the value of **Style URL** field.

**Access token**
To get the URL of your style, in Mapbox studio click on the Share button in the top right corner and then copy the value of **Access token** field.

**Map data legal notices**
Custom map data legal notices

**Translations**
The defaults shown below will be used except you enter something else.
Translations

Link has been copied to clipboard

Sharing

Search

Minimize

Fullscreen

No streetviews nearby in {timeline} timeline.
Assets Visualisation

Have the player show your geo-referenced assets by a URL. No database is needed.

Let’s assume your company already has a list of 100,000 geo-referenced assets in a database.
How can you link them to the 5,000 kilometers worth of streetviews you have just recorded?
Simply have your existing system generate a URL for each of your assets.

The player then will automatically open the streetview closest to the asset and look at it.
https://demo3-42be868b-8dd0-4272-ab75-bbcb72cf939d.s3.eu-central-1.amazonaws.com/index.html?v_lat=50.001217&v_lng=8.651100&v_alt=128&v_label=Applied%20Streetview%3Cbr%3E%0APitterstra%C3%9Fe%2053%3Cbr%3E%0A63225%20Langen%28Hessen%29%3Cbr%3E%0AGermany

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Minimum requirement is the latitude and longitude values for your asset specified by \texttt{v\_lat} and \texttt{v\_lng} URL query parameters. Optional parameters are \texttt{v\_alt} - altitude and \texttt{v\_label} - asset description. The \texttt{v\_label} text must be url encoded. E.g. by \url{https://www.urlencoder.org/} or similar websites.

For new lines use \texttt{<br>}. Have it URL encoded to:
Publish

By default Creator generates all players and all data formats at once:
- Data for the Cloud Player, Instant Player and for any web-server.
- All the Legacy Players (Cloud, LAMP, for Instant Player) know from Creator 5.
- For G-Publisher, Photogram and Facades programs.
- 8192 x 4096 pixel equirectangular streetviews for 3rd-party workflows.

Click the Start button in the top right corner to start publishing.
Click the Stop button in the top right corner to stop the publishing at any time.

Create player
Creates the new player in /Output folder/player2 folder.
Also creates the Legacy Player in /Output folder/player folder.

Create streetview-tiles
Create streetview-tiles from source images.
This is optional for Instant Player and Photogram since they support on-demand creation of streetview-tiles.

Create streetviews
For G-Publisher, review and a 3rd-party workflow.

Create project backup
Create a new project backup each time publishing is started. The backup file is to be found in the /Output folder/backups folder. It does not include source images or streetviews or streetview-tiles. Highly recommended to preserve a project’s state.

Skip existing streetviews
In case you are updating a project and reprocessing: If the streetview-tiles for a specific streetview already exist, do not process again. Can save a lot of time.
The Cloud Player is the easiest player to publish.
It is the most easy player to deploy.
It is the cheapest player to run.
It even scales automatically.

Only active streetview-tiles will be uploaded to the cloud. Even if you have a lot more.

Sharing the player
The cloud player URL is unique (UUID) and is not listed anywhere.
It can not be guessed.
Only users you tell the URL can access the player.

UUID:
https://demo3-42be868b-8dd0-4272-ab75-bbcb72cf939d.s3.eu-central-1.amazonaws.com/index.html
During the free two-week evaluation period a setup of AWS is not necessary at all. AWS regions are limited to the EU (Frankfurt) location.

After purchasing Creator 6 more options become available:

1. **Access key ID** and **Secret access key**
   
   Follow [Amazon Web Services Cloud](https://aws.amazon.com) on how to get your own AWS credentials.

2. **Any AWS region for publishing.**
   
   Pick the one closest to your audience.
AWS CloudFront (CDN)

If the Cloud Player is expected to
  ● Have a custom domain
  ● Handle high traffic across multiple regions
It's recommended to create a CloudFront distribution.

Go to https://console.aws.amazon.com/cloudfront/home and click on Create Distribution button.

Select the players S3 domain name in the Origin Domain Name drop-down field. Example: https://ghost-town-e6a1df59-15f6-45ea-9675-2de94703f92b.s3.eu-central-1.amazonaws.com/index.html
Set Viewer Protocol Policy to Redirect HTTP to HTTPS.
Scroll down and click the Create Distribution button.

Go to CloudFront Distributions list, and wait until the distribution is created (Status column changes to Deployed).
The CDN enabled domain looks like this: d2z6fc2o2b33zp.cloudfront.net

The complete URL for the browser or for embedding:
Hint:
Please notice that it will need 24 hours for the new CloudFront Distribution to deploy to work properly. Up until then it will forward to the S3 domain name. URL query parameters like v_lat, v_lng, v_alt and v_label will start working with CloudFront once the deployment is done.
Embed the Cloud Player into any webpage

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

First publish the Cloud Player.
Get the URL from Creator 6.

In your page, add this code:

```html
<iframe src="https://ghost-town-d0a8e0c0-8d50-4f90-8b63-a731a4001704.s3.eu-central-1.amazonaws.com/index.html" width="100%" height="600" frameborder="0" style="border:0" tabindex="0"></iframe>

Same player, but CloudFront CDN has been added:

```html
<iframe src="https://d1hiuutentj66y.cloudfront.net/index.html" width="100%" height="600" frameborder="0" style="border:0" tabindex="0"></iframe>
```

Instant Player for Windows

For our Instant Player program for Windows 10 and Windows Server please see the separate Instant Player manual.
Apache, NGINX, IIS, clouds

The new player from Creator 6 can be deployed to literally any web server. It is just a collection of static files (html, js, css, etc.), with no database. Copy the player2 and the streetview-tiles folders to your web server directory and then access it via https://your-server.com/player2/

Of course you can rename the player2 folder on the server.

Embed the player into any webpage
First publish the player to a webserver.

For this example, the player is installed into the Demo3 folder: https://www.your-server.com/players/Demo3/

In your page, add this code:
<iframe src="https://www.your-server.com/players/Demo3/" width="100%" height="600" frameborder="0" style="border:0" tabindex="0"></iframe>
Cloud Player Management

Open Cloud player
Opens the published Cloud player URL in the browser.

Delete Cloud player
Deletes the published Cloud player from the internet and the Creator project. The same URL can not be restored.

To only delete the cloud player from the internet, and to keep the URL in the project, use AWS Account instead.
### Legacy Player

The player from Creator 5.
Support for Mapbox.com has been added.

### Preferences

Customize the Legacy Player to your needs.
Go back and forth between **Preferences** and **Preview** until you have the desired result.

### General

<table>
<thead>
<tr>
<th>Title</th>
<th>Demo4-5m</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left Menu text</td>
<td>Your Company</td>
</tr>
<tr>
<td>Left Menu URL</td>
<td><a href="http://www.your-company.com">http://www.your-company.com</a></td>
</tr>
<tr>
<td>Left Menu URL target</td>
<td>Opens the linked document in a new window or t...</td>
</tr>
<tr>
<td>Right Menu text</td>
<td>More info</td>
</tr>
<tr>
<td>Right Menu URL</td>
<td><a href="http://www.your-company.com/example-project">http://www.your-company.com/example-project</a></td>
</tr>
<tr>
<td>Right Menu URL target</td>
<td>Opens the linked document in a new window or t...</td>
</tr>
<tr>
<td>Timeline Label</td>
<td>Timeline</td>
</tr>
<tr>
<td>Navigation mode</td>
<td>Hotspots</td>
</tr>
</tbody>
</table>

### Logo

<table>
<thead>
<tr>
<th>Enabled</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Image path</td>
<td><img src="CHOOSE_FILE" alt="Choose File" /></td>
<td></td>
</tr>
<tr>
<td>Click URL</td>
<td><a href="http://www.your-company.com">http://www.your-company.com</a></td>
<td></td>
</tr>
<tr>
<td>Click URL target</td>
<td>Opens the linked document in a new window or t...</td>
<td></td>
</tr>
</tbody>
</table>
Components visibility

Show Map
Show Menu
Show Map button

Streetview

<table>
<thead>
<tr>
<th>View</th>
<th>Relative to Car</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minimum zoom limit (degrees)</td>
<td>50</td>
</tr>
<tr>
<td>Maximum zoom limit (degree)</td>
<td>120</td>
</tr>
<tr>
<td>Look down limit (degree)</td>
<td>-50</td>
</tr>
<tr>
<td>Look up limit (degree)</td>
<td>50</td>
</tr>
</tbody>
</table>

Show Arrows
Show Arrow label
Clickable Arrow labels
Arrow labels from this column of the Streetview table

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Image captured date format

Not shown

Image capture date label
Image capture: 

Image captured date format
Do MMMM YYYY, h:mm a

Formatted according to the format string.
See the formatting options at: https://momentjs.com/docs/#/displaying/format/

Default:
Do MMMM YYYY, h:mm a

With a timezone added:
Do MMMM YYYY, h:mm a, z

Map

Not shown

Show Map Providers list
Default Map Provider
ESRI WORLDIMAGERY

Map View
Data Extent

To change the list edit the /player/player.xml file.

Mapbox
If you have your own custom data and would like to add it to the Player, Mapbox provides an easy way to do it.
Mapbox

Map provider label
Mapbox streets

Style URL
mapbox://styles/mapbox/bright-v9

Access token

Map data legal notices
<a href="https://www.mapbox.com/about/"
POI
Points of Interest

Display POI list

Show label for a POI Streetview

Show POI name Yes

Dropdown label POI list

Dropdown select POI label Select POI

Report a problem

Enabled

Support e-mail support@your-company.com

Label Report a problem

E-mail subject Report a problem

E-mail content Thank you for helping us by reporting content which may be in violation of our standards.

Why are you reporting this streetview:
Streetview permalink: {{permalink}}

Automatic rotation

Enabled

Wait time 0

Speed 3

Direction Right

Horizon 0

Zoom to FOV 120

Click disables auto rotate
Automatic play

Enabled

Loop

Wait time

Direction Forward
Preview

A preview of what the Legacy Player will look like. Go back and forth between Preferences and Preview until you have the desired result.

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.
Assets Visualisation

Have the player show your geo-referenced assets by a URL. No database is needed.

Let’s assume your company already has a list of 100,000 geo-referenced assets in a database.
How can you link them to the 5,000 kilometers worth of streetviews you have just recorded?
Simply have your existing system generate a URL for each of your assets.

The player then will automatically open the streetview closest to the asset and look at it.

Minimum requirement is the latitude and longitude values for your asset:
https://cloud-player.applied-streetview.com/?v_lat=50.001217&v_lng=8.651070

You can also provide the altitude value:
https://cloud-player.applied-streetview.com/?v_lat=50.001217&v_lng=8.651070&v_alt=140

Show extra data by adding a key/value pair:

With a lot of key/values pairs:
https://cloud-player.applied-streetview.com/?v_lat=50.001217&v_lng=8.651070&v_alt=129&v_Business=Applied%20Streetview&v_Address=Pittlerstrasse%2053&v_Town=Langen&v_ZIP=63225&v_State=Hessen&v_Country=Germany&v_Telephone=%2B49%2D06103%2D37%2D20%27%2D0494

With a lot of key/values pairs, no Latitude & Longitude, no Altitude, but a header and a share link:
https://cloud-player.applied-streetview.com/?v_lat=50.001217&v_lng=8.651070&v_alt=129&v_Business=Applied%20Streetview&v_Address=Pittlerstrasse%2053&v_Town=Langen&v_ZIP=63225&v_State=Hessen&v_Country=Germany&v_Telephone=%2B49%2D06103%2D37%2D20%27%2D0494&vl_showlatlng=no&vl_showalt=no&vl_header=Business%20List%3A&vl_showshare=yes
You even can set a streetview, it's heading and the and the map and zoom level to look at an asset, in case the view from the nearest streetview is blocked:


URL parameters with a special purpose:

&vl_showlatlng=yes/no
Show latitude and longitude values

&vl_showalt=yes/no
Show altitude value

&vl_header=Custom%20Header
Show a custom header at the top of the panel

&vl_showshare=yes/no
Show the share URL at the bottom of the panel

Publish

Click the **Start** button in the top right corner to start publishing.
Click the **Stop** button in the top right corner to stop the publishing at any time.

The source images are made into data fit for our four players: **Cloud Player**, **Instant Player** program for Windows, **LAMP Player** for Linux, **Android Player** app.
And our other programs: **G-Publisher**, **Photogram** and **Facades**.
And 8192 x 4096 pixel equirectangular streetviews for 3rd-party workflows.

**Windows, Linux (LAMP) and Android**

For the players it is recommended to enable all options to create both streetviews and streetview-tiles for flexibility. All players then can be used right away, without the need to re-process the footage for a specific player.

When processing for a specific workflow or program unnecessary formats can be deselected to save up to 50% of the space.
Create player
Required for Windows, Linux and Android players.
Required for Photogram and Facades programs.

Create streetview-tiles
Required for Linux and Android players.
Optional for Photogram program.

Create streetviews
For review or 3rd party workflow.
Required for G-Publisher program.

Create project backup

Skip existing streetviews

Create player
Creates the player in **Output folder/player** folder.

Create streetview-tiles
Create streetview-tiles from source images. This is optional for Instant Player and Photogram since they support on-demand processing.

Create streetviews
For G-Publisher, review and a 3rd-party workflow.

Create project backup
Create a new project backup each time publishing is started. The backup file is to be found in the **Output folder/backups** folder. It does not include source images or streetviews or streetview-tiles. Highly recommended to preserve a project's state.

Skip existing streetviews
In case you are updating a project and reprocessing: If the streetview-tiles for a specific streetview already exist, do not process again.
Preferences -> Advanced -> Skip streetview-tiles
For a 3rd-party workflow that only requires the 8192x4092 pixel streetviews, and not the streetview-tiles, the generation of the streetview-tiles can be switched off, for all projects.
Please notice that the panorama-tiles folder and empty subfolders are still created. Skipping the streetview-tiles can speed-up processing by up to 100 percent. Depending on your specific setup.

Cloud

The Cloud Player is the easiest player to publish. It is the most easy player to deploy.
It is the cheapest player to run.
It even scales automatically.

Only active streetview-tiles will be uploaded to the cloud.

During the free two-week evaluation period a setup of AWS is not necessary at all. AWS regions are limited to the **EU (Frankfurt)** location.

After purchasing Creator 6 more options become available:

3. **Access key ID** and **Secret access key**
   Follow [Amazon Web Services Cloud](https://aws.amazon.com) on how to get your own AWS credentials.

4. **Update existing Cloud player**
   The player URL stays the same.
   It updates the existing cloud player and uploads new streetviews if available.

5. **Publish a new Cloud player**
   Creates a new player and uploads the streetviews into a new S3 bucket.

6. **Any AWS region for publishing**.
   Pick the one closest to your audience.
Instant Player

See the [Instant Player manual](#).

Android

See the [Android Player manual](#).

LAMP Player

For the LAMP stack. (Linux, Apache MySQL, php).

The LAMP player has three major components: The player, the MySQL database and the streetview tiles folder.

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

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.

An expert could install each component to its own server.
If you have never worked with FileZilla, cPanel or phpMyAdmin, you should ask your company's IT department to install the LAMP player for you.

To create your own LAMP player with Creator 6 the **Create streetview-tiles** option must be enabled. The player is generated in the **player** folder.

Minimum steps necessary:

Let's assume your project's name is **Demo3**.

**Database:**
Create a new MySQL database on your LAMP server.
Name it **Demo3**.
Import the **Demo3.sql.zip** file to it.

**Panorama tiles:**
Copy the **panorama-tiles** folder to your web-server.

Make the following adjustments before uploading the player to the server:

**Player:**
Adjust the **plugins\streetview\ajax\db.php** file for access to your MySQL database.
Fill in your own access data:
$con=mysqli_connect('localhost','user','password','DBname');

Adjust the **player.xml** file for the panorama-tiles folder address on your web-server.
Fill in your own URL:
tilespath="../panorama-tiles"

Finally copy the **player** folder to your web-server.
Embed the LAMP player into any webpage

What it looks like:

https://www.applied-streetview.com/players-creator-5-vs-creator-6/#player

First publish the LAMP player to a webserver.

For this example, the player is installed into the Demo3 folder:
https://www.your-server.com/players/Demo3/

In your page, add this code:

```
<iframe src="https://www.your-server.com/players/Demo3/" width="100%" height="600" frameborder="0" style="border:0" tabindex="0"></iframe>
```

Cloud Player

General

Open Cloud player
Open the published Cloud player URL in the browser

Delete Cloud player
Delete published Cloud player

Users

<table>
<thead>
<tr>
<th>USERS</th>
<th>STATISTICS</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="https://www.your-server.com/players/Demo3/" alt="Enable authentication" /></td>
<td></td>
</tr>
</tbody>
</table>

Enable authentication for Cloud player
Enable the authentication feature

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Add user
Click the **Add user** button in the top right corner.
Set a **Username** and a **Password** then click the **Save** button in the top right corner.

Edit
Click the **edit** button next to the user.
Modify the **Username** or the **Password** of the user. Then click the **Save** button in the top right corner.

Delete
Click the **delete** button next to the user then confirm.

**Note:** For any modification to take effect the **Cloud player** needs to be republished. To republish go to Publish and then click the **Start** button in the top right corner. When adjusting the player itself only, the streetviews will not be uploaded again.
This is fast.

Statistics
After the Cloud Player is published it will start collecting usage statistics.
By default visits from the last 7 days are displayed.

To adjust the statistics period change the **From** and **To** fields in the top right corner.

Cloud Player uses **CloudWatch Metrics** to gather and display statistics.
CloudWatch Metrics can be accessed directly with your Amazon account to create additional custom graphs. They will not be displayed here. More information at:
https://docs.aws.amazon.com/AmazonCloudWatch/latest/monitoring/graph_a_metric.html

AWS CloudFront (CDN)

If the player is expected to get high traffic it's recommended to create a CloudFront distribution. This will increase the player performance and reduce AWS Lambda cost.

Copy the URL of the player. (Technically it is a Gateway API URL.)

Go to https://console.aws.amazon.com/cloudfront/home and click the Create Distribution button.

Paste the URL into the Origin Domain Name field.
The domain name you are pasting may not exist in the list of available domains names, this is expected.

Set Viewer Protocol Policy to Redirect HTTP to HTTPS.
Set Allowed HTTP Methods to GET, HEAD, OPTIONS, PUT, POST, PATCH, DELETE
Set Cache and origin request settings to Use legacy cache settings
  ● Forward Cookies: Whitelist
  ● Whitelist Cookies: lambdaplayerAuth
  ● Query String Forwarding and Caching: Forward all, cache based on all
  ● Compress Objects Automatically: Yes
Scroll down and click the **Create Distribution** button.

Go to **CloudFront Distributions** list, and wait until the distribution is created (**Status** column changes to **Deployed**).
The CDN enabled domain looks like this: dvbgnizq7nyk.cloudfront.net

The complete URL for the browser or for embedding:
https://dvbgnizq7nyk.cloudfront.net/latest/
Create Amazon Web Services (AWS) account

Creator 6 (and previous Creator 5) use Amazon Web Services (AWS) Cloud Computing Services to publish the player to the internet.

An **Access key ID** and **Secret access key** is required for publishing. This needs to be done only once.

1. Go to https://aws.amazon.com/console/ and sign in with an existing Amazon account or create a new account.
2. Log in and continue to https://console.aws.amazon.com/iam/home#users$new?step=details to add a new IAM user
   a. **User name**: creator5
   b. **Access type**: Programmatic access
   c. Click **Next: Permissions** button

3. Select **Attach existing policies directly**

4. Select **IAMFullAccess**, **AWSLambdaFullAccess** and **AmazonAPIGatewayAdministrator** privileges.
5. Click the **Next: Tags** button
6. Click the **Next: Review** button. Make sure User details and Permission summary matches the image below.

**User details**

<table>
<thead>
<tr>
<th>User name</th>
<th>creator5</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AWS access type</strong></td>
<td>Programmatic access - with an access key</td>
</tr>
<tr>
<td><strong>Permissions boundary</strong></td>
<td>Permissions boundary is not set</td>
</tr>
</tbody>
</table>

**Permissions summary**

The following policies will be attached to the user shown above.

<table>
<thead>
<tr>
<th>Type</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Managed policy</td>
<td>IAMFullAccess</td>
</tr>
<tr>
<td>Managed policy</td>
<td>AWSLambdaFullAccess</td>
</tr>
<tr>
<td>Managed policy</td>
<td>AmazonAPIGatewayAdministrator</td>
</tr>
</tbody>
</table>

7. Click the **Create user** button

Copy **Access key ID** and **Secret access key** into the appropriate fields in **Creator 6 Process page**. It is recommended to click the **Download .csv** button in order to save the credentials if you ever need to enter them again.
Second Screen

A second monitor is recommended to use this feature in full-screen mode. Works for streetviews selected on the Map tab or in the Player Preview.

Shows the streetviews. You can zoom in and out.
Tools

Separation

Tours
camera-20180408-140557, camera-20180408-140357

Type
妛 By Distance 〇 By Interval 〇 By Step

Separate by meters between streetviews
5

Deactivate manually activated streetviews

Always to be used after the Duplicate Remover.

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

**Process target**
(Visible only when there are timelines)
Process either the selected tours or process the selected timelines.

**By Distance**
Separate by meters between streetviews.

**By Interval**
Separate by seconds between streetviews.

**By Step**
Process every x-th streetview.

**Deactivate manually activated streetviews**
By default manually activated streetviews are not deactivated. Enable this option to force them to be deactivated.

**Start**
Start separating the streetviews.
Try a few times to find the optimum settings for your footage.

**Reset**
Reset all streetviews deactivated by [Duplicate Remover](https://example.com) and Separation tool.
Road names from OpenStreetMap

Preferred language
- Local language only
- Custom language only
- Custom language, fallback to local if not specified.

For Streetviews
- Activated
- Deactivated

Overwrite previously assigned road names?

Maximum distance (m)
20

Preferred language
Local language only - "name" value of the OSM road.
Custom language only - "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 Streetviews
Activated streetviews
Deactivated streetviews

Overwrite previously assigned road names?
If enabled streetviews with an existing road name will be skipped.

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

**Start**
Geocode streetviews with road names from OSM

**Reset**
Remove all assigned road names, even those assigned manually via the Map page.
Direction from position
If the heading of the majority of the streetviews is not correct it's possible to calculate the heading from the streetviews position.

Click **Start** to calculate the healing from position.
Click **Reset** to revert to original values.

Clamp to ground
If the height of streetviews is not correct it's possible to simply calculate the height. We are using [NASA Shuttle Radar Topography Mission Global 3 arc second V003](https://www.srtm.gov) dataset for this.

Click **Start** to calculate the height from the digital terrain model.
Click **Reset** to revert to the original values.

Once **Start** is clicked, Creator 6 will download the digital terrain model for your project location and cache them.
This tool requires an active internet connection.

The size of the height-data is about 3 MB for a 1x1 degree area.
The area is determined by a bounding box for all the streetviews in the Project, both active and deactivated.
A challenge might be streetviews deactivated for wrong positions. But they still will be considered for the bounding box. Please move them closer to the active streetviews.

Camera mounted backwards
This tool will fix if the camera was accidentally mounted looking backwards.
Click **Start** to change yaw by 180 degrees. Click **Start** again to revert to original values.
Export Metadata

Export streetview metadata. E.g. for a 3rd-party program.

Format

- CSV
- GeoJSON

Streetview status

- Activated
- Deactivated

Streetview status

CSV (comma separated, double quote as as string delimiter), GeoJSON

Streetview status

Activated: Metadata for activated streetviews
Deactivated: Metadata for deactivated streetviews

Start

Start the export process.
Copy Sources

This tool can be used to provide data for support or to copy a part of the data only.

- Project backup
- Folders "7" (Small archive size)
  - Source photos (Large archive size)
    - Activated
    - Deactivated

Tour folders "7" always contain all data. They are not adjusted for activated or deactivated streetviews.

**Project backup**
Adds the Creator 6 project backup to the archive.

**Folders "7" (Small archive size)**
Adds position data (tour folders 7) to the archive. No images.

**Source photos (Large archive size)**
Activated - Include sources photos of the activated streetviews
Deactivated - Include sources photos of the deactivated streetviews

**Start**
Create the archive
Merge Players

Players to merge
List of the available projects.
Projects without a published player are disabled.
Create players first in all projects you like to merge.

Start
Create the merged player in a new folder.
Existing project folders are not changed.

Open Output Folder
Open the output folder of the merged player.
The new folder with the merged player is always saved to the Out folder.
Post Processing

Post Processing is to increase the accuracy of the position data. After the recording has finished.

There are different ways to increase the accuracy and robustness of positioning data:
1) Always use the OBD2 adapter cable for the car's wheel tick data.
2) Use RTK by NTRIP.
3) Apply Post Processing.

We recommend using all three together.
Not having RTK by NTRIP is not a problem.
Just use post processing.
Kinematika

To apply post processing first process your tours log data with Advance Navigation's KINEMATICA web based GNSS/INS post processing software to obtain the correction file:


Create an account. Log in.

Processing the first 15 minutes of recordings is free. For this you can start immediately.

**New Data Set**

Data Set Name: camera-20210119-134329

Rover File: Choose file log.anpp

Base Station Source: Download automatically

Ephemeris Source: Download automatically

Create

Data Set Name: Enter the **tour name** from the Creator project.

Rover file: The log.anpp file from the tours “7” folder

Click **Create**.
Edit Configurations

Device Information:

Device ID:  Select a device

Antennas:

Base Station Antenna:  Automatically select using RINEX file

Rover Antenna:  ACCG5ANT_3AT1 NONE

GNSS Offset:  From Log File

Odometer Offset:  From Log File

Dual Antenna Offset:  From Log File

Reference Point Offset:  From Log File

Base Station Type:  Stationary

Process

Device ID:  Spatial or Spatial Dual

Click Process.
Process

camera-20210119-134329

Primary File: log.anpp
Status: Collecting required data
Current: 10.00%
Total: 10.00%

Wait for the processing to finish.

When done click **View files** and download all files from Kinematika and save them to the tours “7” folder.
GNSS Post Processing

**Process selected tour**
Select a tour from the current project.

**Corrected GNSS data**
Select the `PostProcessed.csv.zip` obtained from KINEMATICA. You should have saved the `PostProcessed.csv.zip` file to the tours 7 folder.

**Start**
Apply the post processing corrections to the selected tour. This should need a few seconds only:

```
Post-Processed tour: 003487-20210120-151515 with file: F:\in\G4\003487-20210120-151515\7\PostProcessed.csv.zip
Corrected position for 152 of 152 streetviews (100%).
```

This replaces the existing Latitude, Longitude and Altitude values of the tour with the post processed Latitude, Longitude and Altitude values. Accidentally doing this twice causes no harm.
Compare
This step is optional.

You can compare the post processed tour and the original tour on the Map page. For this open the Windows File Manager and copy and past the tour folder to duplicate it. Then rename the duplicate to e.g. **Original-003487-202101120-151515**. On the Tours page click Add to add the renamed tour to your project.

It looks like this:
AWS account

This is to open or delete players published to your AWS account. It does not need a Creator project to do so.

If you delete a player from your AWS account, the Creator project still knows the URL the player has been published too. Meaning you can re-publish to the same URL using the Creator project, or a backup of it.

To delete a player from both the Internet and a Creator project, use Cloud Player -> Delete Cloud Player instead.

<table>
<thead>
<tr>
<th>Project</th>
<th>Publish date</th>
<th>Open</th>
<th>Delete</th>
</tr>
</thead>
<tbody>
<tr>
<td>Demo3</td>
<td>2021-01-11 14:23</td>
<td>🗂️</td>
<td>🗑️</td>
</tr>
</tbody>
</table>

**Project**
Project name

**Published date**
Date and time of the upload.

**Open**
Open the player URL in the browser

**Statistics**
Display visitor statistics. *Only available in Legacy Player.*

**Delete**
Delete player (incl. all streetviews) from the Amazon account. Local Creator projects will not be changed.
Preferences

General

Language
Set the program language.

Automatically send usage statistics and crash reports to Applied Streetview.
Please help us make Creator 6 better.

Folders

It is strongly recommended to create the following 4 folders to organise your data:
**In, Out, Camera calibration files, Creator 6 backups.**
Set the folders up in Preferences -> Folders.

Additionally you might want to consider creating two folders named **masks** and **logos** to organise additional, optional, files.

Input folder
Default location of the recorded projects

Output folder
Default location for publishing. A subfolder with the project name is created automatically.

Camera calibration files folder
Default folder for your camera(s) calibration file(s). They have the .pto and .xml file extension. First Creator 6 looks in the parent folder of a tour. Then in the Camera calibration files folder. In case you have many cameras the right file is picked fully automatic. You can even mix footage from different cameras in one project.

Backup folder
Default location for saving project backups.
Weekly or daily backups are recommended.
Cloud

An **Access key ID** and **Secret access key** is required for publishing.

See the [Publish to the Cloud](#) section for how to get your own AWS credentials.

Manuals

Opens this Creator 6 manual.

About

Creator license

Display current licence or add a new one by entering your **activation key**.

View Software License Agreement.

krpano license

Player is bundled with a demo version of krpano.

To remove the **krpano demo version** watermark from the player a license has to be purchased.

The krpano demo version watermark is visible in the:

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

Get a krpano license for 159 Euro from [http://www.krpano.com/buy](http://www.krpano.com/buy)

Then get back here and click the **Add activation key** button. Paste your key into the field and click the **OK** button. You should see a confirmation message that the key is registered.
Version
Display current version, check for updates, view release notes.

Logs
Open the newest log file or open the folder with all the logs.

About this PC
Displays information about this PC.

About this PC

Windows version: Microsoft Windows 10 Pro 64-bit

Computer name: DESKTOP-3R08ES0

Processor: Intel(R) Core(TM) i5-3450 CPU @ 3.10GHz

Memory Total: 7.94 GB Available: 1.75 GB

Free disk space: C: 274.20 GB, D: 0.00 Bytes, E: 7.30 GB, F: 94.60 GB, G: 38.34 GB

Graphics Card: GeForce GTX 1650 (4096 MB)

CUDA versions: 10

Copy to Clipboard
Creator 6 PRO - Automation

Automation is a feature of Creator 6 Pro. It is not available in Creator 6. Please contact sales for a quote and a temporary licence key to test Creator 6 Pro.

Overview

How did the User Interface (UI) change?

Added:
Preferences -> Advanced -> Skip creating streetview-tiles during Publish
Projects -> PROJECTNAME -> More (3 dots) -> Export Configuration
Projects -> More (3 dots) -> Add project from configuration

What is covered by the automation?

Creation of a project.
Creation of the projects tours.
Loading of project and tours settings.
Clicking of “Start” buttons.
Close Creator 6 when processing is finished.
Delete all projects.

Things not covered

Only settings on the project and tour levels are part of the configuration.

All settings applied to a streetview are not part of the configuration for an automation workflow.

Examples:
- Position
- Heading
- Status (activated/deactivated)
- Road name
Full Automation with the command line

Licensing

Automation is a feature of Creator 6 Pro. It is not available in Creator 6. Automation is not available with the 2-week trial licence you get by registering for the free trial of Creator 6. Please contact sales for a quote and a temporary licence key to test Creator 6 Pro.

Mass production

When running Creator 6 Pro from the Windows command line make sure that the current working directory is set to the directory of the creator-next.exe file.

Typical Example

```
    cd C:\Users\me\AppData\Local\creator6
    creator6.exe --actions="ImportConfiguration,DuplicateRemover,Publish,Close"
    --importConfiguration="S:\Downloads\Demo4-20200930-103027.project-config"
    --processSkipTiles=false
```

- **--actions**
  - **ImportConfiguration** - Add a project from a configuration file and open it. --importConfiguration must be set to the path of the configuration file.
  - **DuplicateRemover** - Run Duplicate Remover with current project settings.
  - **Separation** - Run Tools - Separation with current project settings.
  - **RoadNamesFromOsm** - Run Tools - Road names from OSM with current project settings.
  - **DirectionFromPosition** - Run Tools - Direction from position.
  - **CameraMountedBackwards** - Run Tools - Camera mounted backwards.
  - **Publish** - Starts the publishing process with current project settings.
  - **Close** - Closes Creator 6 when finished
  - **DeleteProjectsAndClose** - Delete all projects and close Creator 6 when finished

- **--importConfiguration** - Specify a .project-config file created by exporting a project configuration. This field is required for the ImportConfiguration action.

- **--processSkipTiles** - Adjusts the value of Preferences - Advanced. Skips creating streetview-tiles during Publish. Can be true or false.
Actions are executed in the sequence they are listed.

If any of the actions trigger an error no other actions will be executed.

Each action creates an entry in the log.
Errors triggered by an action are logged too.

Each action logs a start and finish message to stdout.
This allows for optional progress tracking.
Configuration export and import

This is the workflow to duplicate your project settings. This way data is processed identically. If you press all required “Start” buttons manually.

Steps
Export a configuration as template: You get a .project-config file
Edit it
Import it
Press all the Start buttons needed manually. **Make sure not to miss a Start button.**
Close Creator

Export a configuration as template
It is strongly recommended to configure a project as the template in Creator 6 first.
Do not try to build a configuration file from scratch with a text editor.

Suggested workflow
Create the project.
Configure it.
Run it for testing.
Check results.
Export it:
Projects -> PROJECTNAME -> More (3 dots) -> Export Configuration

Make adjustments manually to the exported configuration file.

Example configuration file:
Demo4-20200930-103027.project-config
Edit the configuration file
A project can have tours from different cameras (and recording vehicles). The **yaw**, **pitch** and **roll** values then must be set per the cameras serial number/car. Minimum change the tours name. If needed the tour path.

```json
....
"name": "Demo4-5m",
"created_at": 1597652281375,
"tours": {
  "camera-20181218-104940": {
    "yaw": "0",
    "pitch": "3",
    "roll": "0.5",
    "imu": true,
    "exposure": "0",
    "brightenEnabled": true,
    "brightenStrength": "0.8",
    "brightenThreshold": "0.4",
    "tourPath": "E:\2020\in\Demo4-5m"
  }
},
....
```

Import the configuration
Projects -> More (3 dots) -> Add project from configuration

Apply settings
Click the “Start” buttons in the desired sequence.

Processing
Publish -> Start
Preferences: Skip streetview-tiles

In case only the 8192x 4092 pixel streetviews are needed, and not the streetview-tiles, the generation of the streetview tiles can be deactivated globally. (For all projects.)

Please notice that the panorama-tiles folder and empty subfolders are still created. Skipping the streetview-tiles can speed-up processing by up to 100 percent. Depending on your specific setup.
Running Creator 6 (Pro) in a Cloud

Creator 6 (Pro) can be installed on a Windows PC for local processing, or in a cloud. On the following pages we cover Google Cloud, Amazon EC2, Microsoft Azure Cloud.

When installed in a cloud Creator 6 can be accessed easily by Remote Desktop Connection (RDP).

The following NVIDIA graphic cards provided by the clouds have been tested: M60, P100, V100.

Google Cloud

Set Up

1. Go to https://console.cloud.google.com/compute/instances
2. Click on CREATE INSTANCE
3. In Machine type click customize
4. Set Cores to 8 and Memory to 8 GB
5. In the GPUs section set Number of GPUs to 1 and GPU type to NVIDIA Tesla P100 or V100. V100 is about 80% faster for creating streetview tiles.
6. Click on Boot disk and select Windows Server 2019 Datacenter. Then set Boot disk type to SSD persistent disk.
7. Click Create
After connecting to the instance:

1. Download and install [CUDA 10.0](#)
2. Download and install [Creator 6.x.x](#)
3. Exclude the **in** and **out** Creator 6 folders from Windows Security. 
Performance & Cost

For 24 hours:

**8 Cores, 8 GB Memory, 1 GPU NVIDIA Tesla P100:**

**Performance**
- Streetviews: 864,000
- Streetviews + tiles: 393,000

**Cost**
- Instance: 53.58 USD
- 1 Streetview + tiles: 0.00014 USD

**8 Cores, 8 GB Memory, 1 GPU NVIDIA Tesla V100:**

**Performance**
- Streetviews: 1,234,000
- Streetviews + Streetview tiles: 480,000

**Cost**
- Instance: 76.38 USD
- 1 Streetview + tiles: 0.00015 USD
DATA handling

In order to run Creator 6 cost effectively in a Google Virtual Machine you should set up separate instances for data-transfer and processing.

**PROCESS**
Is a GPU instance. It is expensive.
For this you want to spin it up only for the actual data processing. Spin it down when not using it.

**DATA**
Is a tiny CPU instance. It is very cheap.
With just 1 core, 2 GB RAM and no GPU.
Use it for time-intensive data-transfer like upload and download.

1. Assuming your source images are 1 TB, create a new disk with the size of 2 TB and attach it to the DATA instance.
2. Start the DATA instance, install an FTP server on it and start the data transfer. The data transfer will need some time, and you save money by using a cheap instance for this.
3. Stop the DATA instance, and detach your 2 TB disk.
4. Attach your 2 TB disk to the PROCESS instance.
5. Start the PROCESS instance and process with Creator 6 from and to the 2 TB disk.
6. Stop the PROCESS instance, and attach our 2 TB disk back to the DATA instance.
7. Either download the streeview-tiles directly via FTP or upload them to Google cloud storage. (Google enables it’s CDN by default).
Amazon EC2

Set Up
1. Go to e.g. https://eu-central-1.console.aws.amazon.com/ec2
2. Click on **Launch Instance**
3. Step 1: Choose an Amazon Machine Image (AMI): Choose **Microsoft Windows Server 2019 Base**
4. Step 2: Choose an Instance Type: Choose **p3.2xlarge** - 1 x V100 GPU.

**Review and Launch**

After connecting to the instance:
1. Download and install **CUDA 10.0**
2. Download and install **Creator 6.x.x**
3. Exclude the in and out Creator 6 folders from Windows Security.
Performance & Cost

For 24 hours:

8 Cores, 8 GB Memory, 1 GPU NVIDIA Tesla V100:

**Performance**
- Streetviews: 1,234,000
- Streetviews + Streetview tiles: 480,000

**Cost**
- Instance: 100.584 USD
- 1 Streetview + tiles: 0.00021 USD
DATA handling
In order to run Creator 6 cost effectively in an Amazon Virtual Machine you should set up separate instances for data-transfer and processing.

**PROCESS**
Is a GPU instance. It is expensive.
Instance type: **p2.xlarge** or **p3.2xlarge**.

For this you want to spin it up only for the actual data processing. Spin it down when not using it.

**DATA**
Is a tiny CPU instance. It is very cheap.
Instance type: **t2.small**.
Use it for time-intensive data-transfer like upload and download.

1. Assuming your source images are 1 TB, create a new disk with the size of 2 TB and attach it to the **DATA** instance.
2. Start the **DATA** instance, install a FTP server on it and start the data transfer. The data transfer will need some time, and you save money by using a cheap instance for this.
3. Stop the **DATA** instance, and detach your 2 TB disk.
4. Attach your 2 TB disk to the **PROCESS** instance.
5. Start the **PROCESS** instance and process with Creator 6 from and to the 2 TB disk.
6. Stop the **PROCESS** instance, and attach our 2 TB disk back to the **DATA** instance.
7. Either download the streeview-tiles directly via FTP or upload them to Amazon S3.
Microsoft Azure Cloud

Set Up

1. Go to e.g.
   https://portal.azure.com/#blade/HubsExtension/Resources/resourceType/Microsoft.Compute%2FVirtualMachines
2. Click on Add
4. Size: Standard NV6
5. Review + create

After connecting to the instance:
1. Download and install CUDA 10.0
2. Download and install Creator 6.x.x
3. Exclude the in and out Creator 6 folders from Windows Security.
Performance & Cost

For 24 hours:

6 Cores, 56 GB Memory, 1 GPU NVIDIA Tesla M60:

**Performance**
- Streetviews: 455,000
- Streetviews + Streetview tiles: 176,000

**Cost**
- Instance: 38.4 USD
- 1 Streetview + tiles: 0.00021 USD
DATA handling

In order to run Creator 6 cost effectively in an Azure Virtual Machine you should set up separate instances for data-transfer and processing.

**PROCESS**
Is a GPU instance. It is expensive.
Instance type: **Standard NV6**.

For this you want to spin it up only for the actual data processing. Spin it down when not using it.

**DATA**
Is a tiny CPU instance. It is very cheap.
Instance type: **B2s**.
Use it for time-intensive data-transfer like upload and download.

8. Assuming your source images are 1 TB, create a new disk with the size of 2 TB and attach it to the **DATA** instance.
9. Start the **DATA** instance, install an FTP server on it and start the data transfer. The data transfer will need some time, and you save money by using a cheap instance for this.
10. Stop the **DATA** instance, and detach your 2 TB disk.
11. Attach your 2 TB disk to the **PROCESS** instance.
12. Start the **PROCESS** instance and process with Creator 6 from and to the 2 TB disk.
13. Stop the **PROCESS** instance, and attach our 2 TB disk back to the **DATA** instance.
14. Either download the streeview-tiles directly via FTP or upload them to the cloud.
Downloads

Creator 6 manual
Creator 6 program

Support

Please update first.
Support is provided for the newest Creator 6 release only.
Maybe your problem has already been solved?

Contact
Support is available in English language.

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