



Instant Player

Manual
version 2.8.0

Instant Player <

Projects

Users

Preferences

Manuals

About

Support

Projects

OPEN PROJECTS LIST

ADD PROJECT

Project	Open Player	Copy URL	Open Legacy Player	Copy Legacy URL	Edit	Delete
Demo3C5						
Demo3						

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Installation

Download the newest [Instant Player](#).

Install it to a Windows 10 PC or Windows Server 2019, Google Cloud, Amazon EC2 and Microsoft Azure Cloud.

Serve mode

Please notice the serve mode works without an NVIDIA graphics card and without CUDA. For the server mode the player and the streetview-tiles need to be created by the Creator program first.

On-the-fly mode

For the on-the-fly mode please install CUDA 10.0:

<https://developer.nvidia.com/cuda-10.0-download-archive>

Not the newest CUDA release.

A NVIDIA graphics card with a minimum compute capability of 5.2 and minimum 4 GB VRAM is required. More info at <https://en.wikipedia.org/wiki/CUDA>.

We recommend a NVIDIA RTX 2060 or 2080 with 8 GB VRAM.

Or better.

Main Features

Windows

For Windows 10 and Windows Server 2019, Google Cloud, Amazon EC2 and Microsoft Azure Cloud.

Limited number of viewers

Instant Player is meant to serve your company and your subcontractors only, not the public.

Large number of viewers

To serve the public with usage peaks to be expected it needs the Cloud Player or the LAMP (Linux, Apache, MySQL, php) player generated by the Creator program.

Modes

Automatically switches between **on-the-fly** and **serve** mode.

On-the-fly mode

Creator to only **configure the project**.

The **processing of the streetviews** is done **on-the-fly** by the Instant Player.

When a streetview is requested by a viewer the Instant Player generates and caches the streetview to reuse it later, without processing it again.

Serve mode

Creator to **configure the project** and to **create the streetview-tiles**.

Processing a project with Creator might need some time.

The Instant Player just to serve the already processed streetviews.

In this mode no NVIDIA graphics card and no CUDA is needed for the Instant Player.

Preparations with Creator 6

Hint:

Creator 6 is published in January 2021.

Main new features:

- New player

 - It scales to support really large projects.

 - No database anymore.

 - New user interface.

For more details see: <https://www.applied-streetview.com/products/player>

- Support for Mapbox.com

Please contact sales to upgrade to Creator 6: jan.martin@applied-streetview.com

Or download Creator 6 for a free 2-week evaluation: [Manual](#), [Creator 6 program](#).

On-the-fly mode (Default)

The player is created for any existing or new Creator 6 project.

Tiles are not needed for the **on-the-fly** mode.

It only needs minutes.

Publish

Create player

☒ Supports AWS, Microsoft Azure, Google Cloud, Apache, NGINX, IIS or any other web server.
Windows 10 and Windows Server with [Instant Player](#).
Also creates the [Legacy Player](#).

Create streetview-tiles

☐ Required for AWS, Microsoft Azure, Google Cloud, Apache, NGINX, IIS or any other web server.
Optional for Windows 10 and Windows Server with [Instant Player](#).

Serve mode

The player is created for any existing or new Creator 6 project.

Creator 6 to additionally create the streetview-tiles.

Creating the streetviews might need some time.

Tick the **Create streetview-tiles** in the **Publish** section.

Publish

Create player

☒ Supports AWS, Microsoft Azure, Google Cloud, Apache, NGINX, IIS or any other web server.
Windows 10 and Windows Server with [Instant Player](#).
Also creates the [Legacy Player](#).

Create streetview-tiles

☒ Required for AWS, Microsoft Azure, Google Cloud, Apache, NGINX, IIS or any other web server.
Optional for Windows 10 and Windows Server with [Instant Player](#).

Preparations with Creator 5

Hint:

Creator 5 was replaced by Creator 6 in January 2021.

Support and safety updates for Creator 5 will end in January 2022, a year after publishing Creator 6. You still can continue to use Creator 5 as-is.

Please contact sales to upgrade to Creator 6: jan.martin@applied-streetview.com

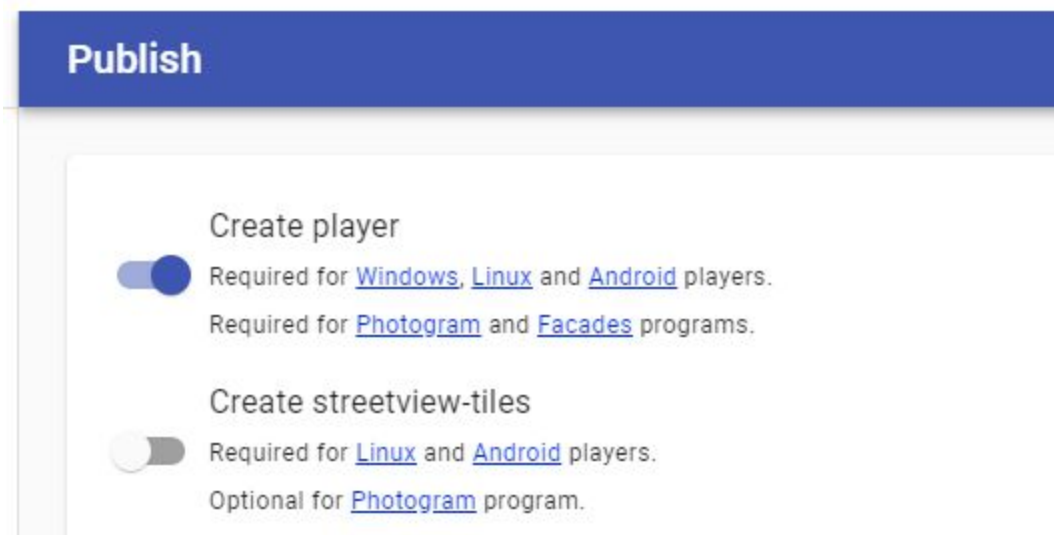
Or download Creator 6 for a free 2-week evaluation: [Manual](#), [Creator 6 program](#).

On-the-fly mode (Default)

The player is created for any existing or new Creator 5 project.

Tiles are not needed for the **on-the-fly** mode.

It only needs minutes.



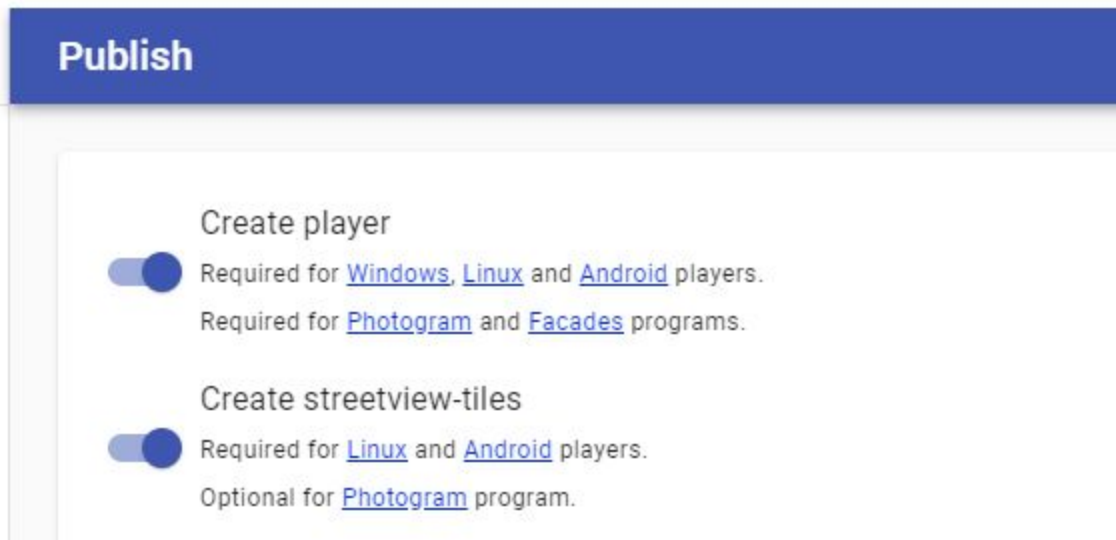
Serve mode

The player is created for any existing or new Creator 5 project.

Creator 5 to additionally create the streetview-tiles.

Creating the streetviews might need some time.

Tick the **Create streetview-tiles** in the **Publish** section.



Publish

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.

Preparations with Creator 3

Hint:

Creator 3 was replaced by Creator 6 in January 2021.

Support and safety updates for Creator 3 ended in January 2021, a year after publishing Creator 5. You still can continue to use Creator 3 as-is.

Please contact sales to upgrade to Creator 6: jan.martin@applied-streetview.com

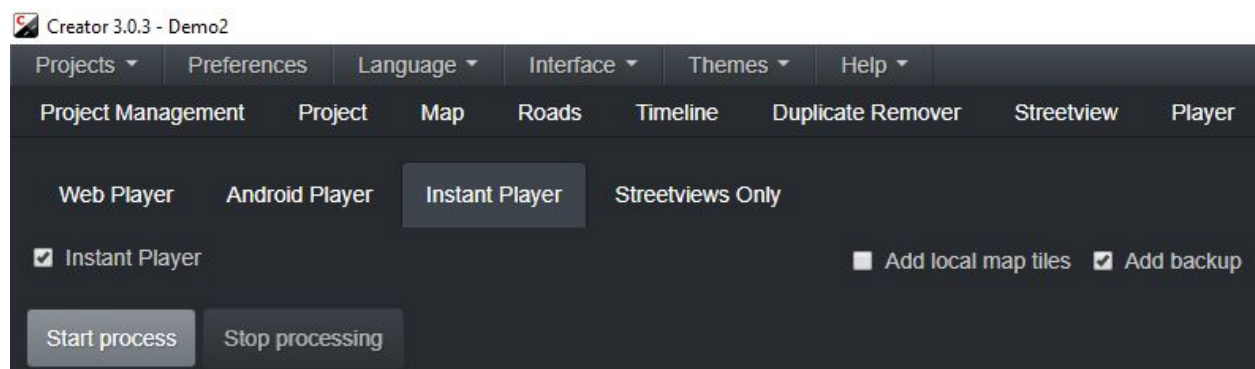
Or download Creator 6 for a free 2-week evaluation: [Manual](#), [Creator 6 program](#).

On-the-fly mode (Default)

The player is created for any existing or new Creator 3 project.

Tiles are not needed for the **on-the-fly** mode.

It only needs minutes.



Limitations

Instant Player does not support **Assets** and **Floors**.

The Visualizer plug-in is supported.

Serve mode

The player is created for any existing or new Creator 3 project.

Creator 3 to additionally create the streetview-tiles.

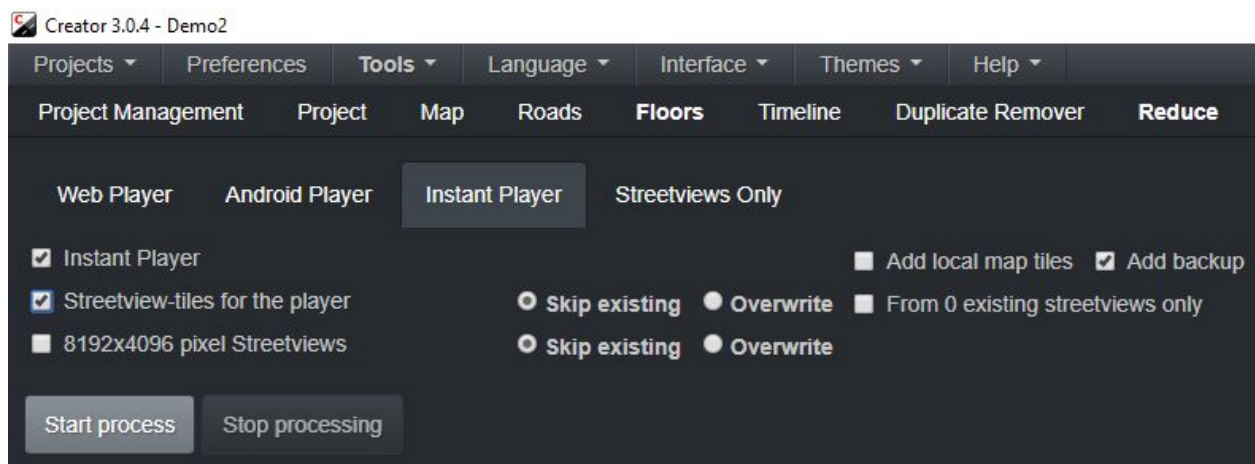
Creating the streetviews might need some time.

Interface - Advanced,

then

Process - Instant player

Tick **Streetview-tiles for the player**.



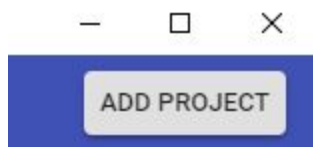
Limitations

Instant player does not support **Assets** and **Floors**.

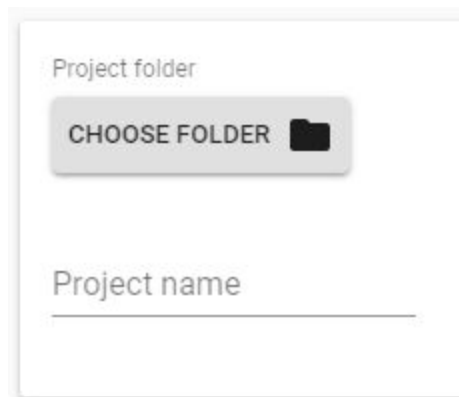
The Visualizer plug-in is supported.

Projects

New















Click **Add project** to add a new Instant Player enabled Creator-project.

A screenshot of a form for adding a new project. It has a light gray background. At the top, there is a label "Project folder". Below it is a button labeled "CHOOSE FOLDER" with a folder icon. Below the button is a text input field labeled "Project name".

Pick the output folder of the Instant Player enabled Creator-project and then click **Save**.

Manage

Project	Open Player	Copy URL	Open Legacy Player	Copy Legacy URL	Edit	Delete
Demo3C5						
Demo3						

Open Player

Opens the Player URL in a new browser tab.

Not available for Players published with Creator 5.

Copy URL

Copies the players URL to the clipboard.

Not available for Players published with Creator 5.

Open Legacy Player

Opens the Legacy Player URL in a new browser tab.

Copy Legacy URL

Copies the Player Legacy URL to the clipboard.

Edit

Edit project-specific preferences:

- Project folder - Instant Player enabled Creator-project folder
- Project name - Project name
- Projects source photos - If Instant Player does not run on the same PC as Creator, this option allows you to adjust for the folder with the source images of the project.

Delete

Delete the selected project from Instant Player. **No files are deleted.**

Open Projects list



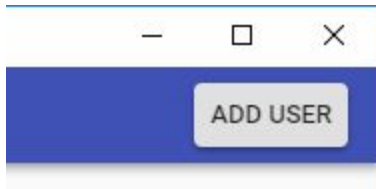
Click on **Open Projects list** in the top right corner, this will open a new Browser window with the list of all the projects.

This URL can be provided to the end-users to allow for access to all projects.

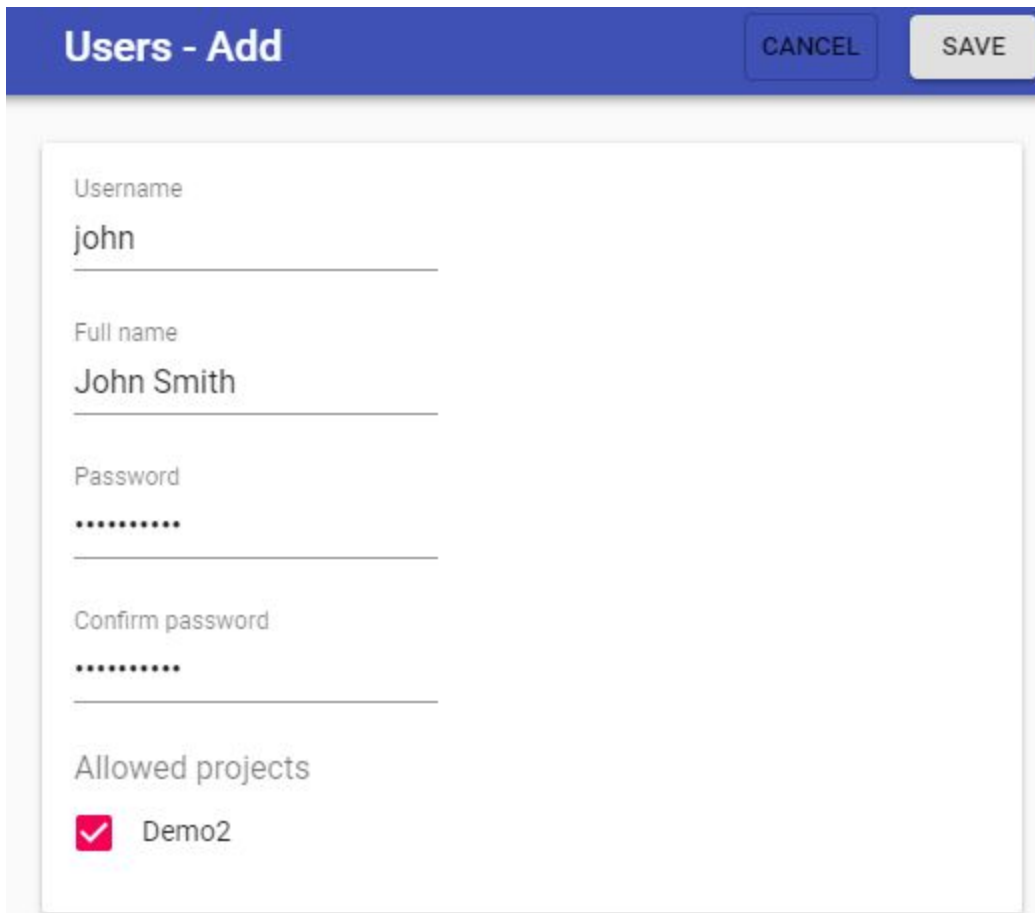
Users

Allow only registered users to access specific projects.

New



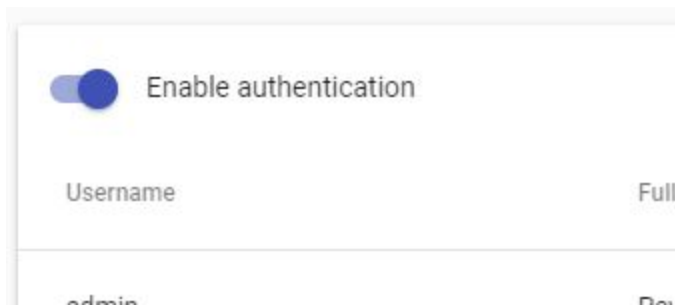
Click **Add user** to add a new user.

A dialog box titled 'Users - Add' with a blue header bar. In the top right corner of the header bar are two buttons: 'CANCEL' and 'SAVE'. The main content area is white and contains several form fields:

- 'Username' field with the text 'john' entered.
- 'Full name' field with the text 'John Smith' entered.
- 'Password' field with masked characters (dots).
- 'Confirm password' field with masked characters (dots).
- 'Allowed projects' section with a list of projects. The first project, 'Demo2', is selected with a red checkmark.

Fill in the fields and click **Save** in the top right corner.

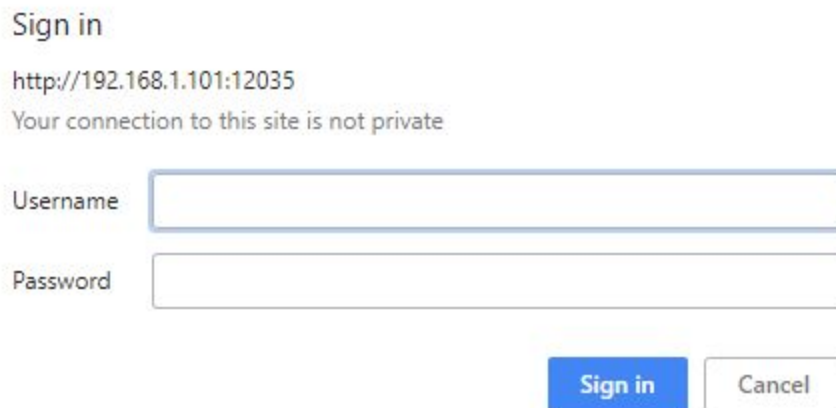
Enable authentication



A screenshot of a settings window titled 'Enable authentication'. At the top, there is a toggle switch that is turned on (blue) next to the text 'Enable authentication'. Below this, there is a table with two columns: 'Username' and 'Full'. The first row of the table shows 'admin' in the 'Username' column and 'Full' in the 'Full' column.

Username	Full
admin	Full

Click on **Enable authentication** to check for a valid user when accessing a project.



A screenshot of a 'Sign in' dialog box. It displays the URL 'http://192.168.1.101:12035' and a warning message 'Your connection to this site is not private'. Below the warning, there are two input fields: 'Username' and 'Password'. At the bottom right, there are two buttons: 'Sign in' (blue) and 'Cancel' (white).

Sign in

http://192.168.1.101:12035



Your connection to this site is not private

Username

Password

The authentication popup will be displayed when accessing a project in the browser.

Edit

 Enable authentication			
Username	Full name	Edit	Delete
admin	John Doe		

Edit a users data:

- Username
- Full name
- Password
- Allowed projects - Specify which projects are allowed. By default all new projects are allowed.

Delete

Delete the selected user from Instant Player.

Preferences

Language

Change the language.

English, German and Romanian are supported.

URL IP address

Internet address to use when creating the player URL. By default Instant Player will try to auto detect your LAN interface IP address and use it. Change this setting only in case a different interface IP address should be used instead.

Display projects list when accessing /projects URL

For easy access provide a list of all available projects to the viewers.

If this option is disabled a 403 HTTP Forbidden error message will be returned when accessing the **/projects** URL.

After generating a streetview delete its sources.

After a streetview is generated it's source images in the project's input folder will be deleted. This keeps the amount of space needed at the server roughly to the same.

Hint

Make sure to have a backup of the sources!

Support

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

Contact

Support is available in English.

Helpdesk: support.applied-streetview.com
E-Mail: support@applied-streetview.com
Skype ID: applied-streetview
Phone: +49 6103 - 372 7494

Consulting

We are available for hire for consulting.

Please contact:
E-Mail: jan.martin@applied-streetview.com
Skype ID: applied-streetview
Phone: +49 6103 - 372 7494