



# Mr. Eilertsen

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## The Pano Navigator Plug-In

One of my hobbies is 360 degree panoramas, some of which you may find at [www.360cities.net](http://www.360cities.net) (highly recommended).

Like 360cities my viewer is KrPano - also highly recommended not only due to it's quality, but also the level of support.

For some time I have been using the "cameracontrols" plug-in by Shanti Gilbert for navigating the panoramas.

Inspired by the navigation plug-in at 360cities, I set out to develop a plug-in that suited my taste in graphic design a bit more than cameracontrols. And I mean no disrespect, Shanti!! I have been influenced by Scandinavian designers - and have produced one myself (my son David at [www.antiversion.com](http://www.antiversion.com)).

## Background

I am Mr. Eilertsen. It's actually a joke. When I turned 50 some years ago, I made the remark that my colleagues had to show a bit more respect for their elders. No one calls me Mr. Eilertsen, but it can be a pain to come up with a domain name.

Even though I have working in software development for almost 40 years (first as a programmer, later as a project manager), this is only my third attempt in programming with Flash. But I had to get my fingers dirty on these hot summer nights. A lot could be better, but I really look forward to some constructive criticism.

Planned KrPano Plug-  
Ins: Coming soon.



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## Features

Here is a list of the features I have included in the first version:

1. Compass at the top showing the direction you are facing (krpano: hlookat). The top compass also include a Home button and 4 buttons for panning left/right or up/down.
2. Scaling control in the middle, allowing you to zoom in or out.
3. Special buttons at the bottom.



Figure 1: PanoNavigator Plug-in (special action button active)

## Buttons Overview

On the navigator you will find the following buttons:

1. Home button in the center of the top wedge.
2. From left to right at the bottom:
  - a. Autorotate button.
  - b. Reset Horizon button
  - c. Fullscreen on/off button.



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d. Special Action button.

The function of each button is displayed below.

## **Home Button**

Clicking on the top Home Button will reset the original krpano hlookat, vlookat and fov to their original values as specified in the krpano xml file. It will also reset (stop) if autorotate is active.

If you have specified fovmin, fovmax and fisheye in your krpano view section, they will also be reset to their original values. This comes in handy, if you toggle a projection (refer to the Special Action button below).

## **Autorotate Button**

If you feel lazy and just want to enjoy the show, click on the Autorotate Button to start rotating. Click again to stop the rotation.

## **Full Screen Button**

One of the most used features. Why have a 24 inch screen if you don't use it? Click on the Fullscreen button to go full screen, click again or press ESC to return to normal mode.

## **Reset Horizon Button**

When you're looking at one of the fantastic panoramas at [www.360cities.net](http://www.360cities.net), you find yourself wandering all over the place. Sometimes it comes in handy to be able to return to the horizon – before you get sea-sick.

That is what the Reset Horizon button is for. Click on it, and the panorama will be return to it's original krpano vlookat setting.



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## Special Action Button

I wanted to go a step further, so I added a “special action” button. The button allows you to call a krpano “action”, which must be defined in the krpano xml file.

In one of my tests the special action button is called with the parameter: `special_action="action(toggleplanet)"`. I was inspired by an example in the krpano 1.0.8.11 distribution and added the Little Planet toggle to all panoramas on my site.



Figure 2: Special Action Button (Little Planet toggle)

The button will be hidden, if you don't specify the `special_action` parameter.

You can also specify a tooltip for the special action button by adding the parameter `special_action_tooltip="My tooltip"`. Otherwise you'll just get the default tooltip “Special Action”.

## Information fields

Among the list of optional plug-in parameters you will notice `show_fov` and `show_hlookat`.

The parameters are controlled by Boolean values. If you specify `show_fov="true"`, a text field will show the current



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field of view (fov). Similarly `show_hlookat="true"` will show the current heading (hlookat).

The fields are hidden by default. You have to specify a Boolean to activate the information fields.

The color of the text fields can also be modified using the parameters `textcolor_fov` and `textcolor_hlookat`. The default color is black (0x000000), but you can specify other colors using the uint syntax. Example: `textcolor_fov="0xFF0000"` (red) or `textcolor_hlookat="0x0000FF"` (blue).

## Known Issues

1. KrPano handles the positioning of the plug-in almost to perfection. But you may want to add `align="lefttop" y="0" x="7"` to the list of plug-in parameters.

I made an error in the function painting the rotating wedge at the top. If you zoom in (plus button), the wedge become narrower, and will be cut off by the left margin.

## To Do:

I have a lot of ideas, but limited time. That is one of the reasons I supply the plug-in with the entire source.

1. The buttons could do with some distinctive logo-types.
2. Make the logo-types user-defined (specified as images in the plug-in parameter list).
3. The upper donut should be painted using a gradient white.
4. The width of the plug-in is 120x400 pixels. I will probably make it a bit narrower in the next version.
5. The slider bar in the center is not a button, and can not be dragged in order to zoom. Could be useful.
6. Internationalize the plug-in by allowing user-defined tooltips.



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## Package Description

The distribution file is divided into the following directories:

Directory	Description
deploy	A simplified version of the content in the test directory
help	The help file – you are looking at it.
src	The entire source including resources, utility classes etc.
test	A lot of tests of every plug-in parameter using some of my own panoramas.

## Developers Only

I like to keep it simple. I didn't say compressed. It means, that I like to make life easy for my fellow developers. I hate unreadable code.

There is no code in the single .fla file. The visual elements can be found in *PanoNavigator.fla*. The source is in the *PanoNavigator.as* – and the other utility classes in the *org.lcne* package.

Fair warning: A number of utility classes are redundant. But this is version 1.0, so I keep them for future reference.

Making life easier for my fellow developers also mean: I do a lot of commenting! If you want to take this plug-in a step further, it might be useful to get some idea on how this strange brain of mine work.



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The plug-in was developed using Adobe Flash CS3 with ActionScript 3. Logotypes are made with a combination of Photoshop CS5 and Fireworks CS3.