ProteiStyl' Photo/Video Gallery Plugin for krpano.

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Short documentation for **Versions 2.3.x** *(Doc Update: August 2020)*

Grid Gallery	Scroll Gallery	Zoom mode

EDITOR

Plugin Installation / Update

- **krpano-1.20.7 minimum required** *(with an updated krpano license: https://krpano.com/buy/upgrade/)*

- VIEWER installation: **Simply copy** the folder 'pspg_gallery_data' from the *example* into the main folder of your virtual tour.

- EDITOR installation: **Copy PSPG_EDITOR.html** from the *example* into the folder containing the html file of your tour (*modify if necessary the names of the .html files in lines 18*).

```
16
17 <body>
18 <iframe width="100%" height="100%" style="border-style: none;" src="tour.html?pspg_editor=true"> </iframe>
19 </body>
20
21 </html>
22
```

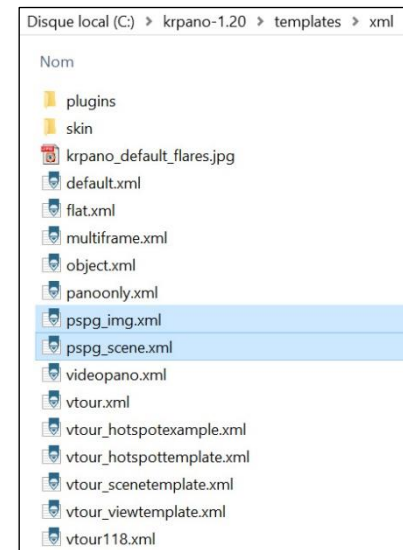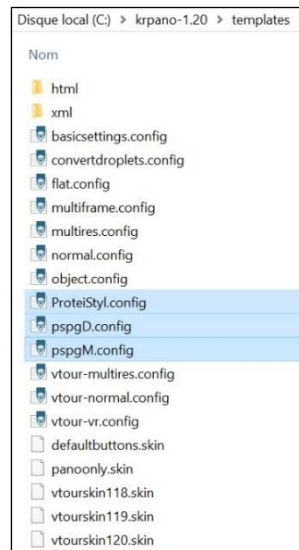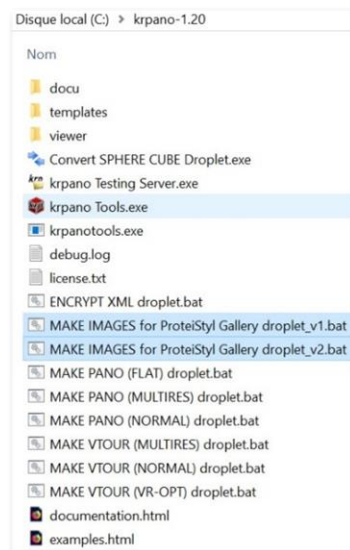- DROPLET *'MAKE IMAGES for ProteiStyl Gallery' (v.1 or v.2)* installation:

Copy the content of the folder DROPLET from the *example* into your local folder containing the krpano Tools (with merging the sub-folders 'templates' and 'xml').
For v.1 of the DROPLET (win and mac): modify the values for images sizes in the 2 files 'pspgD.config' and 'pspgM.config' (located in the sub-folder 'templates').
For v.2 of the DROPLET (only for windows): double-click on the DROPLET to modify the jpg compression and/or the image sizes (values after '-resize=').
Important note: your source images needs to be larger to the size specified for 'large images for desktop', otherwise they will be oversampled!
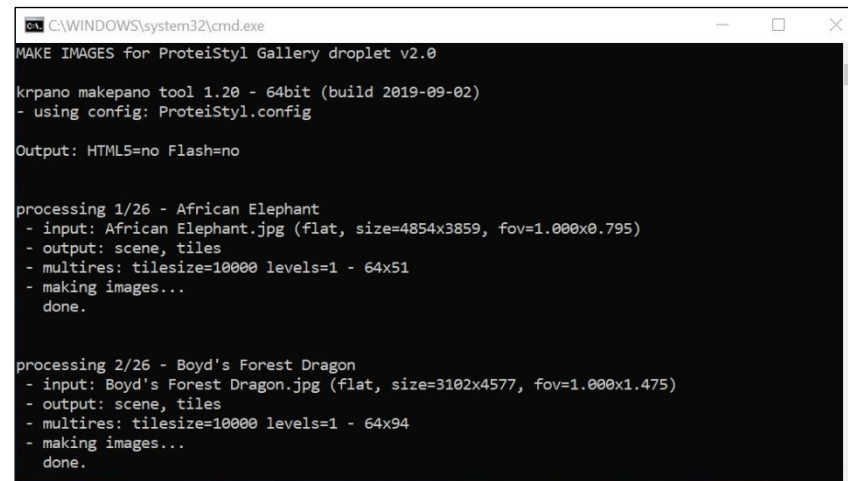[If your images are already ready, copy them directly into a folder of your tour (for example in the default path: `img/`)].

Disque local (C:) > krpano-1.20	Disque local (C:) > krpano-1.20 > templates >	Disque local (C:) > krpano-1.20 > templates > xml >
Nom	**Nom**	**Nom**
docu	html	plugins
templates	xml	skin
viewer	basicsettings.config	krpano_default_flares.jpg
Convert SPHERE CUBE Droplet.exe	convertdroplets.config	default.xml
krpano Testing Server.exe	flat.config	flat.xml
krpano Tools.exe	multiframe.config	multiframe.xml
krpanotools.exe	multires.config	object.xml
debug.log	normal.config	panoonly.xml
license.txt	object.config	pspg_img.xml
ENCRYPT XML droplet.bat	ProteiStyl.config	pspg_scene.xml
MAKE IMAGES for ProteiStyl Gallery droplet_v1.bat	pspgD.config	videopano.xml
MAKE IMAGES for ProteiStyl Gallery droplet_v2.bat	pspgM.config	vtour.xml
MAKE PANO (FLAT) droplet.bat	vtour-multires.config	vtour_hotspotexample.xml
MAKE PANO (MULTIRES) droplet.bat	vtour-normal.config	vtour_hotspottemplate.xml
MAKE PANO (NORMAL) droplet.bat	vtour-vr.config	vtour_scenetemplate.xml
MAKE VTOUR (MULTIRES) droplet.bat	defaultbuttons.skin	vtour_viewtemplate.xml
MAKE VTOUR (NORMAL) droplet.bat	panoonly.skin	vtour118.xml
MAKE VTOUR (VR-OPT) droplet.bat	vtourskin118.skin	
documentation.html	vtourskin119.skin	
examples.html	vtourskin120.skin	

Creation of a 'by default' gallery

1- Drag'n Drop the images you want to display in the gallery into the DROPLET *'MAKE IMAGES for ProteiStyl Gallery' (v.1 or v.2)*. This droplet will generate the 4 sizes for images in a created folder *img/*, and it will also generate a part of the xml code in the file *img.xml* (located in folder *img/*).

   <u>**Important note:**</u> with the v.2 for windows, file names of the images do not must contain underscore (_)

2- Move the folder *img/* into the main folder of your tour.

3- Copy the code from the file *img.xml* in the main xml of your tour:

   ➢ **The following line must be copied only once out of a scene:**

```
<include url="%VIEWER%/pspg_gallery_data/xmlcrypt/start.xml" />
```

   ➢ *Optional* code to be copied only once out of a scene:

```
<action name="enter_pspg_personalized_actions" scope="local">
    <!-- a serie of actions that mask all elements what could be (partially) visible if the background of the gallery is not 100% opaque. -->
    skin_hideskin(instant); set(layer[skin_btn_prev_fs_icon].visible,false); set(layer[skin_btn_next_fs_icon].visible,false);
set(layer[skin_btn_show].visible,false);
    <!-- Write here any other actions to be executed when a gallery is opened -->
</action>
<action name="exit_pspg_personalized_actions" scope="local">
    <!-- restore masked elements -->
    set(layer[skin_btn_prev_fs_icon].visible,true); set(layer[skin_btn_next_fs_icon].visible,true); set(layer[skin_btn_show].visible,true);
skin_showskin();
    <!-- Write here any other actions to be executed when a gallery is closed -->
</action>
```

➢ **Copy code for the opening gallery default button** (to be copied *into a scene elements*)*:*

```
<layer name="default_gallery_button" url="%VIEWER%/pspg_gallery_data/png/default_icon.png" align="lefttop" edge="lefttop" x="5"
y="5" scale="0.8" zorder="99" />
```

Modify the attributes of this button/**layer** as you want, or you can also create a **hotspot**, for example:

```
<hotspot name="my_button_for_gallery" url="my_gallery_icon.png" ath="-25" atv="15" />
```

➢ **Copy code for gallery configuration** (to be copied *into a scene elements*)*:*

```
<gallery  name="gallery_name" open_button_type="layer" open_button_name="default_gallery_button" title="Gallery title" >

            <img name="img_Butterfly" url="Butterfly.jpg" short_title="Butterfly" second_title="" showtext="" />
            <img name="img_Deer" url="Deer.jpg" short_title="Deer" second_title="" showtext="" />
            <img name="img_Fox" url="Fox.jpg" short_title="Fox" second_title="" showtext="" />
            <img name="img_Heron" url="Heron.jpg" short_title="Heron" second_title="" showtext="" />
            …
</gallery>
```

Set the appropriate value for the attributes `open_button_type` and `open_button_name` according the type of button you want to use to open the gallery. [In the examples above, the appropriate value are `open_button_type="layer" open_button_name="default_gallery_button"` and `open_button_type="hotspot" open_button_name="my_button_for_gallery"`].

If there are several galleries in the same scene/pano, set custom different values for the attributes 'name', for example: `name=" gallery1", name=" gallery2"`…

For single pano, this code can be placed anywhere (but into the krpano element!) in the xml.

For virtual tour, this code must be placed into the scene elements of the xml (if out of a scene the code will be skipped if *keep="false"* or not defined).

At this stage, the gallery is already fully included in your tour, but it uses 'only' the default values for all the attributes

You can then fully customize your gallery with the help of the EDITOR: see next page ☺

Customization of the layout and functionalities of the gallery

1- Open **PSPG_EDITOR.html** using your favorite navigator (**on desktop devices**; *the EDITOR was not designed to be used on mobile/tablet devices*): the EDITOR is loaded just before your tour.

Click on a gallery opening button. The EDITOR will open automatically.

Note1: use the krpano Testing Server to overcome local-file restrictions of some navigators (Google Chrome, Mozilla Firefox, Microsoft Edge,…)

Note2: when the EDITOR is loaded, an automatic process for loading all the xml files (needed for the full functionalities of the plugin) is activated. This process implies an (invisible) re-load of the first scene of the tour containing a gallery (the message 'WARNING: RELOAD DONE' is displayed in the console log).
In debug mode, the list of xml files loaded is also displayed in the console log.

2- Change the layout and the functionalities as you want by using the various buttons of the EDITOR;
If you switch on 'Crop images to fit grid', *you can individually change the crop settings* by switching on '**Crop Mode**' (green button). When 'Crop Mode' is ON, click on image then click & drag image to choose crop area (switch off 'Crop Mode' to return to normal behavior of the plugin).

3- Change optionally the texts by switching on '**Text Mode**' (green button). When 'Text Mode' is ON, click on the titles/texts in order to change them.

4- *Optional step to create a set of default settings:* after choosing your desired layout and functionalities, **click on 'Save as default settings'**, write a name for this settings set in the dialog box, *the generated code is directly saved in an xml file named 'default_settings_pspg_myname.xml'*. The code <include url="default_settings_pspg_myname.xml" /> is also copied into the clipboard in order to be easily pasted in the xml of the tour.

5- *Optional step to see the all the various global settings:* **click on 'COPY: GLOBAL CONFIG.'** to generate an xml code containing all the global settings; *it is directly copied into the clipboard*, then paste it in the xml of your tour (outside a scene element to apply these settings to all the scene of the tour) by replacing the (previously pasted) line `<include url="%VIEWER%/pspg_gallery_data/xmlcrypt/start.xml"/>`

```
<pspg_settings  icontip="true" help_duration="0" help_keyboard="false" default_settings_name="pspg_default"  />
```

6- Click on 'SAVE GALLERY CONFIG.' to generate xml code containing the settings of the current gallery; the generated code is saved in an xml file named 'pspg_your_gallery_name.xml'. The code <include url="pspg_your_gallery_name.xml" /> is also copied into the clipboard in order to be easily pasted in the xml of the tour. Paste it in the xml of your tour to replace the following lines:
```
<gallery  name="your_gallery_name" … >
…
</gallery>
```
Note: Only the attributes for which the values are different than the default ones are added in this generated code.

7- Save the xml of your tour… and it's done!