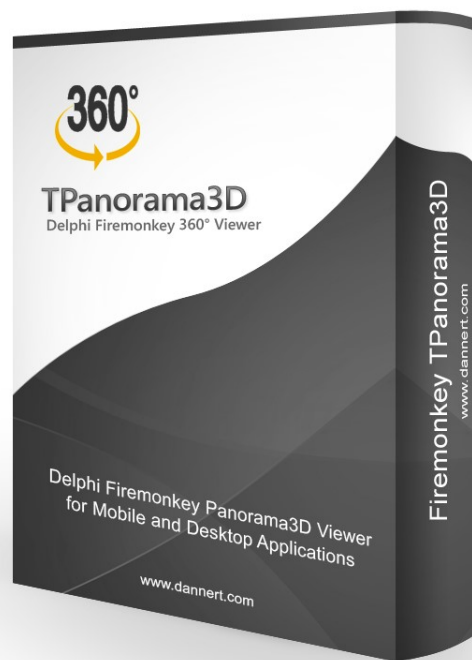


THOMAS DANNERT SOFTWARE DEVELOPMENT

# TPanorama3D Users Guide

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## Availability

TPanorama3D Pack is a component set that is suitable for cross platform development with the Embarcadero FireMonkey framework and is designed for use with Win32, Win64, macOS, iOS and Android operating systems. With the registered version of TPanorama3D, FireMonkey HD applications for Windows and macOS can be created as well as FireMonkey iOS and Android mobile applications that can be deployed to iPhone, iPad, iPod, or Android devices.

## Versions

TPanorama3D Pack requires Delphi 10.1 Berlin, 10.2 Tokyo, 10.3 Rio (Prof/Enterprise/Architect) or later

## Description

TPanorama3D components for use in user interfaces designed with the Embarcadero FireMonkey framework. The components have been designed from the ground up based on the core concepts of the FireMonkey framework: made up of styles, fully cross-platform, scalable and compatible with FireMonkey's effects, rotation, and livebindings.

## Installing the Package

- 1) Download and Extract panorama3D.zip
- 2) Open the package FMXPAN100.dpk, compile and then install the package.
- 3) Add the directory where the TPanorama3D source is located to your Win32 library path in the IDE.



## TPanorama3D

The "TPanorama3D" component for Delphi Firemonkey (FMX) lets you view panoramic photographs as a closed 360-degree image. The view can be zoomed and navigated in all directions with the mouse, touch and keyboard. With the integrated auto-play function, the camera rotates around the horizontal axis in fast-forward. With the integrated navigation panel, the user can move comfortably in 3D space and turn on or off the autoplay mode. A radar (compass) display visualizes the current visible section.

## Properties

### Published

#### **AutoAnimate (Boolean)**

If AutoAnimate is set the Viewer starts Playing after a new Bitmap is set.

#### **Bitmap (TBitmap)**

The Bitmap source of a 360° Picture.

#### **Fill (TBrush)**

Defines the Background of the Viewer if no Bitmap is set.

#### **Radar (TPanoControlSettings)**

Defines the Position, Size and Visibility of the Radar Panel.

#### **Controller (TPanoControlSettings)**

Defines the Position, Size and Visibility of the Controller Panel.

### Public

#### **CameraX**

The Position of the X-Axis in Degrees.

#### **CameraY**

The Position of the Y-Axis in Degrees.

**CameraZ**

The Position of the Z-Axis in Degrees.

**ViewWidth (Single, ReadOnly)**

The Width of the View in Degrees.

**ViewHeight (Single, ReadOnly)**

The Height of the View in Degrees.

**Zoom (Single)**

The Zooming Value (0..100) default 50

**Playing (Boolean)**

Viewer is playing (yes, no).

## Methods

**procedure Play();**

Starts Playing

**procedure Stop();**

Stop Playing

**procedure MoveLeft();**

Scroll Left

**procedure MoveRight();**

Scroll Right

**procedure MoveUp();**

Scroll Up

**procedure MoveDown();**

Scroll Down

## Events

### **OnChange (TNotifyEvent)**

This Event is fired if the Camera Moves or the Zoom-Value is changed.

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