Overview

The LinkEdit application is an authoring tool that gives an author the ability to designate an area on a "Surround Video Image" as a Link(better known as "HyperLink").   The author has the ability to define whether a link opens another Surround Video   within the current control, or whether the links opens to another Web page that may or may not contain a Surround Video Internet Control on it.

Scrolling an Image

A "Surround Video Image" can be seen in its entirety rotating the image left, right, up, and down.   To scroll an image,   press and hold the right mouse button and drag the mouse in the desired direction.   The mouse cursor   will change to reflect the direction in which the image will scroll.

Zooming In and Out

A "Surround Video Image" can be zoomed in <Keypad "+"> and out <Keypad "-">.   Each time a zoom key is selected, the image is either zoomed in or out by 20%.   When zooming is selected, the entire viewable area is zoomed.

Link Definition

A Link is made up of several pieces of data:

Link Name	Name of the link.
URL Name	Name of either another image or a web site.
Viewpoint	If the URL Name is another image, then this is the default viewpoint that the image will open at.
Target Frame	It is possible to specify an HTML target frame that a link should open at. This link must be an of type "External".
Link Type	whether this link is an "Internal (tells the control to open the specified URL within itself)" or "External (tells the control to inform its container to open the specified URL as a new page)".

Rectangular Link

A Link can be created in the shape of a Rectangle.   Select the rectangle tool from the Tools/Rectangle menu, or from the tool palette.   Click the left mouse button over the area of the image the link is to be created for, and drag the mouse in any direction.   A ghost rectangle will follow the cursor around as the mouse is dragged.   When the left mouse button is released, a Link Creation Dialog will come up prompting the user for information to finish the creation of the link.

Polygonal

A Link can be created in the shape of a Polygon.   Select the polygon tool from the Tools/Polygon menu, or from the tool palette.   Click and release the left mouse button at several locations over the area of the image the link is to be created for.   With each click of the mouse, a polygonal point is created joining the previous point with the point just created.   As the mouse is dragged, a ghost line is drawn from the current location of the mouse to the last point created for that link.   Click the right mouse button to close off the polygonal link.   A Link Creation Dialog will come up prompting the user for information to finish the creation of the link.

Tools Palette

The Tools Palette can be displayed by selecting the View/Tools Palette menu item (or press pressing <Ctrl-T>).   Click on the button of the link shape you wish to create.   That link shape will remain the active shape creation tool until the other link create tool is selected.

Cursors

There are several different cursors, reflecting the current operation by the user.   Scrolling the image will invoke several different cursors, depending on the direction the mouse is moving.   As the mouse cursor moves over a link, the cursor will change into an arrow indicating that the user may click and select that link.

Cursor is over a point of a link that can be moved.   Drag the left mouse button to move this point of the link.

Cursor is over a section of image that contains no links.   Dragging the left mouse button create a link based on the currently selected link tool.

Scrolling has been selected (press right mouse button), but no direction given yet.   Move the mouse while continuing to hold the right mouse to select/change direction.

Scrolling image to the North (moving toward the top of the image)

Scrolling image to the East (moving toward the right of the image)

Scrolling image to the South (moving toward the bottom of the image)

Scrolling image to the West (moving toward the left of the image)

Scrolling image to the North East (moving toward the upper right corner of the image)

Scrolling image to the North West (moving toward the upper left corner of the image)

Scrolling image to the South East (moving toward the lower right corner of the image)

Scrolling image to the South West (moving toward the lower left corner of the image)

Drawing a Link

Links can be drawn as Rectangular shapes and as Polygonal shapes.   Drawing of links can only be done with a mouse, and there are several different cursors shown at drawing time that help in guiding the user.

Selecting a Link

To select a link,   move the cursor over the top of a link and click the left mouse button.   When a link is selected, it will change graphically to show that it has been selected.   Each of the links points with drawn as black circles, and the connecting lines as solid black lines.

Editing a Link

The data that defines a link can be changed in three ways:

Double-clicking on a link	The user may double-click on a link to bring up the <u>Link Creation Dialog</u>. The user may then change any of the data fields in the dialog, and then click "OK" to save the new data for that link.
The Edit/Link menu item	The user may <u>select a link</u>, and then choose the Edit/Link menu item. This will bring up the <u>Link Creation Dialog</u>, allowing the user to change any of the data fields in the dialog. Clicking the "OK" button will save the new data for that link.
Moving polygonal points	The user may move the polygonal points of a link, by clicking on one of those points and dragging it to a new location.

Deleting a Link

Select the link to delete, then use the Edit/Delete menu selection, or press the <Delete> key.

Link Creation Dialog

The Link Creation Dialog allows the user to enter the <u>definition</u> for a link.

Rectangle

4-sided, right angle, closed region.

Polygon

Multi-sided closed region.

HyperLink

A HyperLink jumps from the current URL site to another URL site.

Surround Video Image

A Surround Video Image is a 360 degree panoramic image that has been edited using the "Surround Video Editor".