Skin Borders

Step 1:

Opening the skin with no panorama project file:
Open pano2VR, click on tools then Skin Editor.

Opening the Skin from a panorama project file:
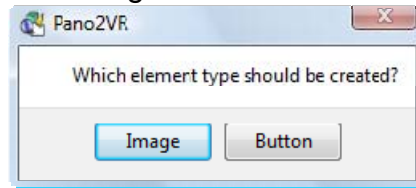Open the project file, under the Flash Output click the button to open the Flash output window.

Under the heading Skin/Controller use the drop down box to select a new Skin, this is done by making sure there is no Skin file selected in the drop down box.

Click the Edit button to open the Skin Editor.

Step 2:

Drag and drop the 4 border images into the skin editor window, each time adding the image as an   Image.
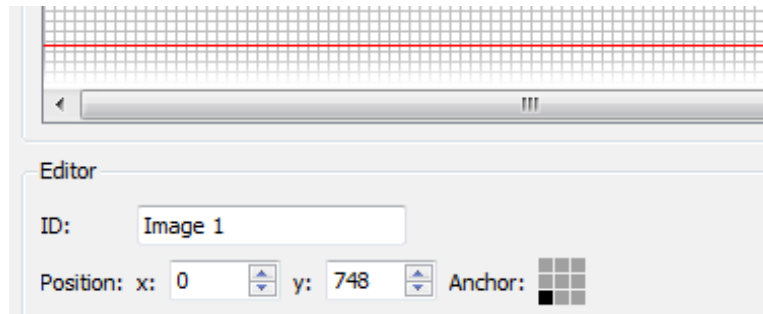

Knowing the images size is important to set them correctly, the images are 20px high and 2000px long for the top and bottom boarders.
The two side images are 20px wide by 1500px high.

We will work with a 1024 x 768px window, but any window size can be used as the calculations are the same.

To set the bottom border image correctly it needs to be Anchored bottom left, and set to position X=0 and Y will 20 px up from the bottom, in this case 20px up from 768 is 748.

The other images are set as follows:

Left Border Image: Anchor top left, position X=0px Y=0px
Top Border Image: Anchor top left, position X=0px Y=0px
Right Border Imag: Anchor top Right, position, X= this time 20px from the Right so 1024-20px = 1004px Y=0px

Points to remember, Images must be longer and taller that the largest screen resolutions, 2000px wide and 1500px high.

The images need to be anchored correctly or they will move in the window when the screen is maximised.