This tutorial explains the process of creating a MultiNode Panorama Movie using two existing panoramic pictures. The recommended prerequisite is the SingleNode Panorama tutorial.

Creating A MultiNode Panorama

Preparation:

Create a new folder for this project, and identify the panoramic pictures for this tutorial: **FlorenceDuomoE.srcPict** and **FlorenceDuomoW.srcPict** in the **Tutorial Pano PICTS** folder.

Launch PanoMAGIC and create a new project (**File Menu:New Project**).
Save the project immediately to the newly created project folder, changing the suggested project name to **MultiNode Project**, to give PanoMAGIC a home base for storing temporary files and panoramas for the project.

Set Up For MultiNode:

If the **MultiNode** tab is not enabled (grayed out), change the application options to enable multinode: open the application preferences (**Edit Menu:Preferences...**)and use the **More** button to access the application options.

Name the First Node:

PanoMAGIC opens the new project at the **Source** tab. Select the **Node** tab.
The first node, **Node 01**, is automaticly created; it is the only item in the **Node** popup menu. Use the **Properties** button to edit the node name; call this first node **East View**.

Add a Second Node:

Press the **New Node** button to add the second node; name this node **West View**
The new node becomes the currently loaded node.

Import the First Panoramic Picture:

Select the first node from the **Node** menu, to target the first node for the following actions.
Select the **Source** tab and import the panoramic picture file: **FlorenceDuomoE.srcPict** with the **PICT...** button. The tab title changes from **Source** to **HotSpot**.

Import the Second Panoramic Picture:

Select the second node from the **Node** popup menu. Allow the background picture to be saved.
Import the second panoramic picture file: **FlorenceDuomoW.srcPict**. Again allow the background picture for the second node to be saved when the tab or node is changed.

Create Link HotSpots:

To each node, add a hotspot in the **HotSpot** tab, setting the shape, size and placement of the hotspot to the aisle in middle of each picture. Use the **Properties** button in each node to name the hotspots **Go West** and **Back East**

The HotSpot Link Editor:

Select the **MultiNode** tab. PanoMAGIC builds a table of hotspots link editors for the window.
Each editor (there is one for each hotspot in the node) consists of a picture of the hotspot area and an editor for linking nodes. A linked node requires setting the view in the destination.
Each link editor has a popup menu of the link destinations in the project, a description of the hotspot type and a hotspot editor button (this is the same hotspot editor as the **HotSpot** tab).

ThumbNail VRs:

For each node in the project, PanoMAGIC requires a 'ThumbNail VR'. The ThumbNail VR for a node is a very small QuickTime VR panorama for defining the destination view of a link hotspot.
The small size allows a large number of link editors to be available in the same window.
Create thumbnails for the project with the **Create All** button to allow the linking of nodes:
PanoMAGIC creates the thumbnails from the hotspot background pictures.

Node Link Popup Menu:

The link node popup menu has three sections:

No Link break the link and returns the hotspot type to undefined (**undf**)
Home and **Go Back** are special links for QuickTime VR 2.0 only
Object and **Picture** links embed QuickTime VR Objects and PICTS
The node section contain the nodes in the project.

The **bold** item in the node section is the current node and is never enabled. If any other node in the popup is not enabled, update the thumbnails with the Update All button

Link with the Node Link Popup Menu:

Select a panorama node from the node section of the link node popup menu. The ThumbNail VR for th destination node is installed in the node link editor.

Set the Destination View:

Pan inside the small VR panorama to the destination view of the link. Use the **Set View** button to set the destination view. The **FOV** checkbox allows you to specify the FOV of the destination node (**FOV** on) or to not change the FOV when the jump is taken (**FOV** off, value 0.0). The area above the panorama shows the currently set values for the destination view.

Set Links for all nodes:

Use the **Node** popup menu to set links for each node.

Set the Default Node:

Use the **Default Node** popup menu to select the node that will open the multinode panorama.

Tune the Default Node View:

To set the opening view of the default node, select the **Panorama** tab for the default node and create the single node panorama if it has not been created. Tune the opening view of the default node as described in the single node tutorial.

Create the MultiNode Panorama:

Check the project status with the **Edit Menu:Project Status** or the **Project Status** button.
Select the **MultiNode** tab and create the multinode movie with **Make Movie**.