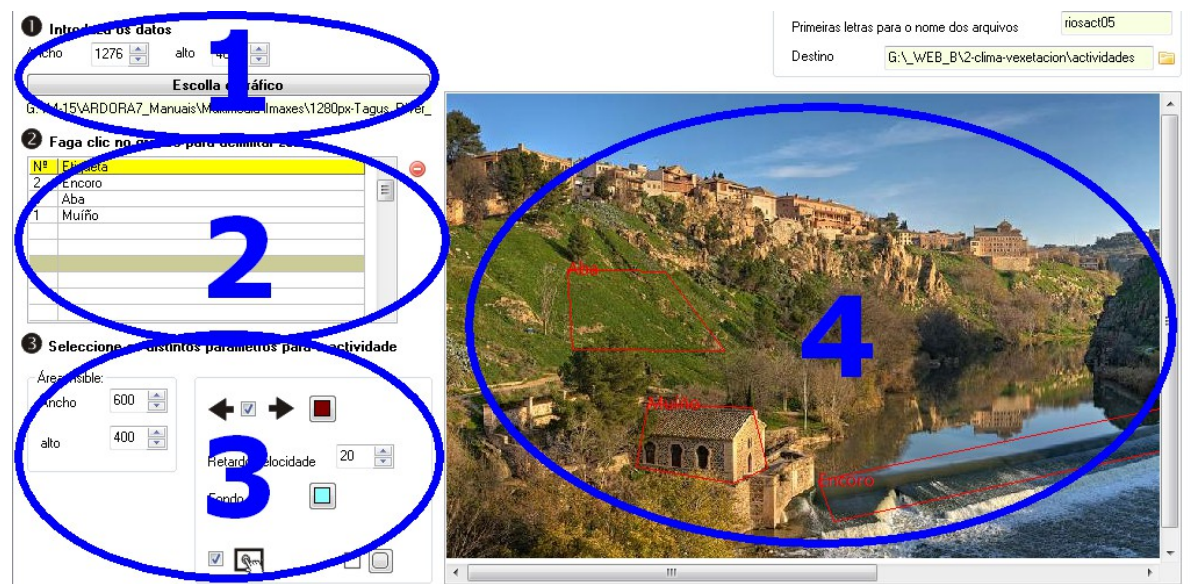


This type of page can include several types of content in any area of the image; furthermore, we will be able to move the picture to the left or right as if it were a panoramic picture:



In the editing screen we can find these sections:



SECTION 1

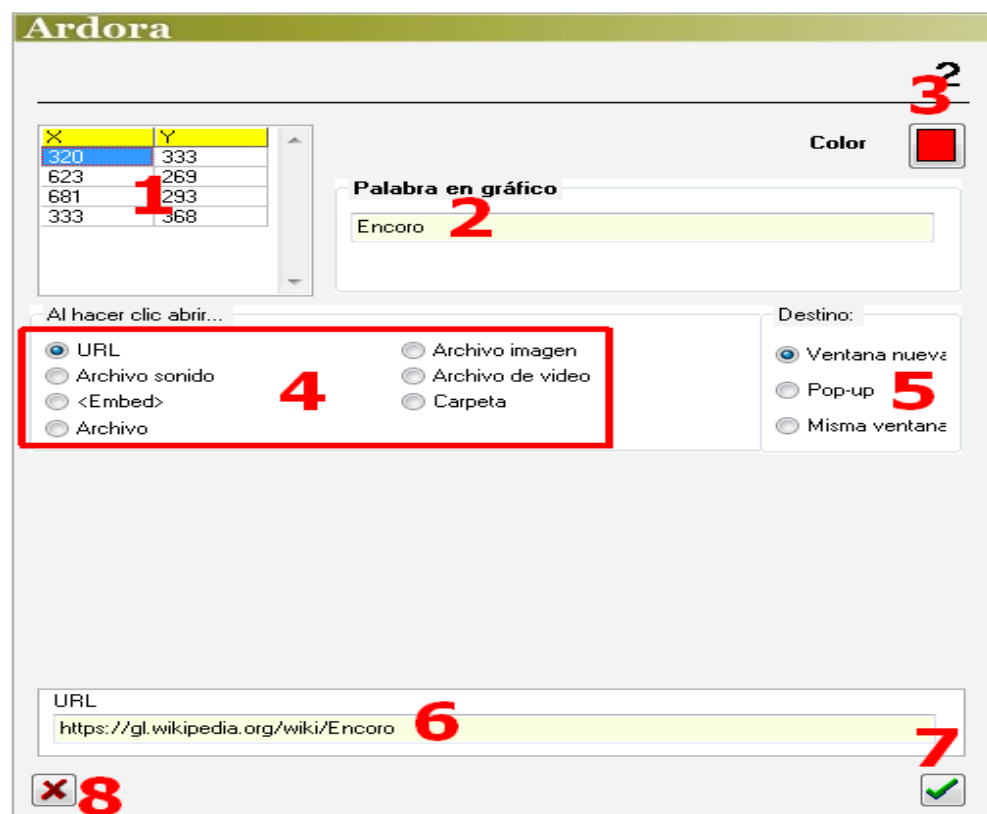
We will use the button "Select Picture" (1) to open the file browser and insert an

image. Once inserted we can vary its dimensions with the "Width" and "Height" (2) fields. Ardora maintains the proportions and adjusts the image to the lower size.



SECTION 4

Now it's time to choose the image areas which the user can interact with. We will create a polygon in the appropriate region by clicking on one of the polygon's vertices (a dot will be displayed), another click on the vertex (another point and a line between both will be displayed), then another click on a third vertex (a triangle connecting the three points will appear) and so on until we get to the last vertex of the polygon; there, we will have to double click to close the polygon and a pop-up window to enter data will be shown as you can see in the picture on your right.



Back to the table on the previous page, we can see in the box number 1,



the coordinates of the polygon area. If you want to edit the coordinates of any of the vertices, just double click on the cell and a small popup window like the one on your right, will be shown; there, we can modify the X and Y values; although it is usually more convenient to remove the polygon and create it again.

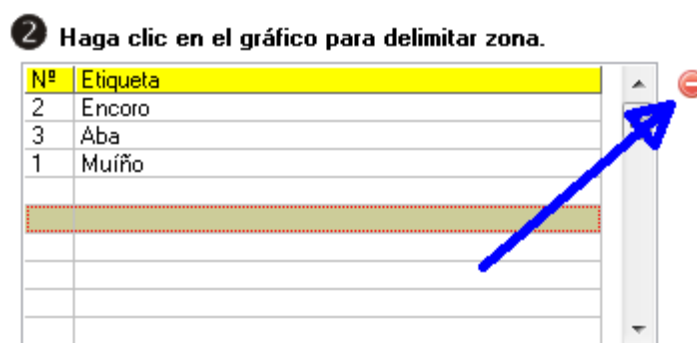
In the "word on graph" (2) we can write the text field we want to have the tooltip appearing whenever users move the mouse over that area.



With the "Colour" button (3) we will choose the colour of the polygon lines appearing in the editing screen whenever you select an area. Then we will choose the type of content associated with that area by pressing on one of the buttons in this area (4). Then you need to determine the way this content will be displayed using the buttons in this area (5): in a new window or tab in a popup window (in this case, you can adjust the dimensions of the window) or in the same window. Field (6) varies according to what we have chosen in the area (5): we can insert a file, a sound, paste a code, etc. Once we have inserted the content in this field, we must finish by clicking the green arrow button (7) to save the changes and the label will already appear on the table of the main window. The button (8) is used to cancel changes. At this point you can select another area of the chart and continue inserting elements.

SECTION 2

Once you have created all the polygons and associated the suitable content, we could delete it simply by selecting it on the table and use the red button:



SECTION 3

In the fields "visible area" (1) we can adjust the width and height of the box that will later appear on the page displaying the image. By checking the box (2) we will make some buttons with arrows appear within the frame of the visible area so that the user can move the image

3 Seleccione los distintos parámetros para la actividad

The image shows a configuration interface for an interactive panoramic viewer. It consists of two main panels. The left panel, titled "Área visible:", contains two input fields: "Ancho" (width) set to 600 and "alto" (height) set to 400. A large red number "1" is placed over these fields. The right panel contains several controls: a checked checkbox (2) next to left and right arrow buttons, a red square button (3), a "Retardo velocidad" (speed delay) field set to 20 (4), a "Fondo" (background) color selection button (5) with a small color swatch, a checked checkbox (6) next to a hand cursor icon, and a square button with rounded corners (7).

and show the hidden parts (which are outside the visible area). Even with this box unchecked and without buttons, the user can always move the image by clicking on a part of it and drag in any direction.

In the field "Speed delay" we will indicate the speed at which the image will move using the arrow buttons or what is the same, the distance in pixels it will move to the left or right when we click on that button. With the button (5) will select a background colour for the whole page. By checking the box (6) we can make the page compatible with touchscreen devices and with buttons (7) we will decide if the arrow buttons will have rounded corners.