

**CASIO®**

EN

Computer Software

# EXILIM 360 Viewer 2.0

## For Mac OS

### User's Guide

- Keep the User's Guide in a safe place for future reference.

**EXILIM**

## Read this first!

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- Note that the example screens shown in this User's Guide may differ somewhat from the screens produced by the actual software.

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# Recommended Computer System Requirements

A computer system that satisfies the conditions described below is recommended when using the EXILIM 360 Viewer computer software (Software).

Supported Operating Systems: Mac OS X 10.11 (El Capitan)

Free Disk Space: At least 300 MB

Memory: At least 4 GB


# Installing and Uninstalling the Software

## Installing the Software

Install EXILIM 360 Viewer on your computer in order to view Dome View images and Full 360° photos recorded with an EX-FR200 and EX-FR200CA camera.

- 1. Go to the CASIO support site below and select “Downloads” to download the computer software installer.**  
<http://world.casio.com/download/dc/>

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- 2. Double-click the  icon of the downloaded installer.**

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- 3. Follow the instructions that appear on the display to install the Software.**

## Uninstalling the Software

If you don't need the Software any more, you can use the procedure below to uninstall it.

- 1. In the Finder sidebar, click “Applications”.**

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- 2. Drag “EXILIM360Viewer.app” to Trash.**

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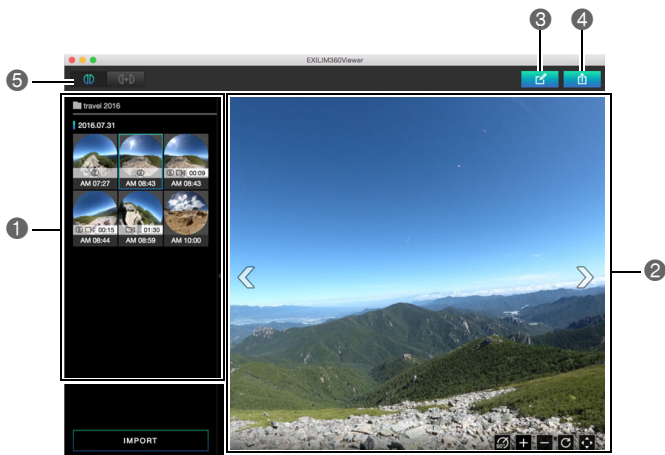
- 3. Follow the instructions that appear on the display to uninstall the Software.**

# Basic Operations

## Starting Up the Software

In the Applications folder, double-click “EXILIM360Viewer”, or in Launchpad click “EXILIM 360 Viewer” to start up the software and display the Single Mode (page 9) main screen.

### ■ Main Screen



- 1 Shows a menu of Dome View images and Full 360° images imported by the Software.
- 2 Shows the image selected with the menu.
- 3 Displays the editing screen (page 12).
- 4 Exports an image as a 360 degree compatible file (page 15).
- 5 Changes the display mode (page 9).

## Exiting the Software

Click the close button  $\times$  in the upper left corner of the screen, or click “EXILIM360Viewer” on the menu bar and then click “Quit” on the menu that appears.

## Changing the Display Language

Use the procedure below to change the display language.

- 1. On the menu bar, click “EXILIM360Viewer” and then click “Language” on the menu that appears.**

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- 2. Click the language you want to use.**

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- 3. Click “OK”.**

This changes the display language to the one you selected.

## Importing Images into the Software

Use the procedure below to import Dome View images and Full 360° images into the Software. With a Full 360° images, two images that are shot with two different cameras are combined into a final image.

### ■ Getting Ready

- Save the images you want to view with the Software to your computer. For information about saving images to a computer, see the user documentation that comes with your camera.
- When displaying a spherical view of Full 360° images in the Single Mode (page 9), the two Full 360° images must be in the same folder. If the two Full 360° images are in different folders, you can use the Dual Mode to display a spherical view (page 9).

### 1. Start up the Software.

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### 2. In the lower left corner of the screen, click “IMPORT”.



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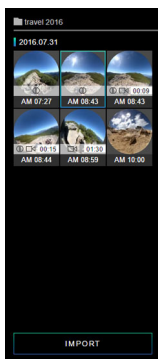
### 3. Click the folder that contains the image(s) you want to display with the Software.

---

### 4. Click “Open”.

This displays a menu of images contained in the selected folder on the left side of the screen.

-  indicates a Full 360° image.
-  indicates a movie.



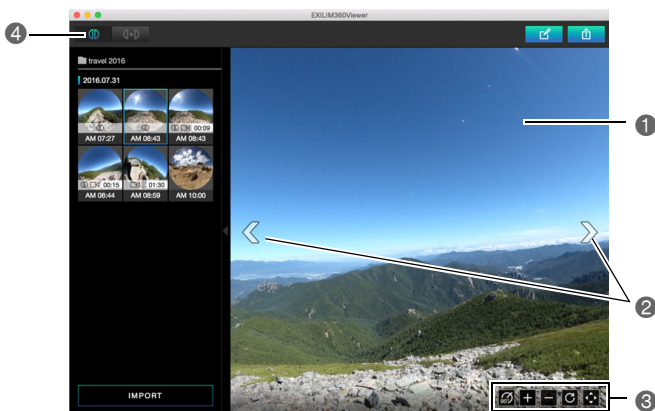


## NOTE

- The Software can import Dome View images and Full 360° images only. Images of any other type in the selected folder cannot be imported.
- 360 degree compatible files exported using EXILIM 360 Viewer Version 1.0 cannot be imported using Version 2.0. Import the pre-export images.

## Displaying a Photo

Clicking an image in the image menu will display it. In the case of a Full 360° image, a borderline will be displayed where the two images join together.



- 1 Drag the image to change the view angle.
- 2 Scrolls images.
- 3 These buttons perform the operations below.
  - 🔄: Rotates the image 90 degrees right.
  - +: Zooms in.
  - : Zooms out.
  - ↺: Returns the image to its original state.
  - ⌘: Switches to the full-screen view. To exit the full-screen view, click ⌘.
- 4 Changes the display mode.
  - 📄 (Single Mode): Displays an image. Images shot using the Full 360° recording mode are displayed as Full 360° images.
  - 📄+📄 (Dual Mode): Allows selection of images to create a Full 360° image.

## Playing a Movie

Use the procedure below to play a movie. In the case of a Full 360° movie, two movies are played back as a single movie, and the audio of only one of the movies is played.

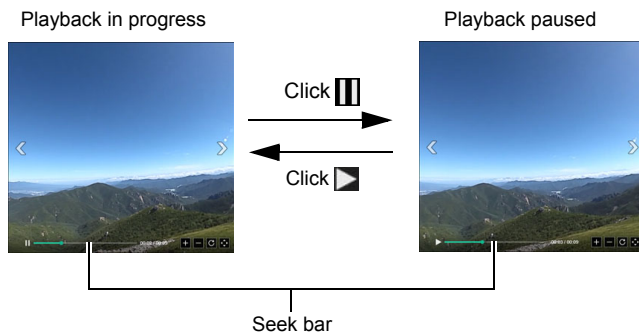
### 1. On the image menu, click the movie you want to play.

- Movie files are indicated by the  movie icon.

### 2. Click .


This starts movie playback.

- To change the playback position, drag the seek bar.
- As with photo display, movie images can be rotated and zoomed.



## Creating a Full 360° Image

Use the procedure below to select two images and create a Full 360° image. You can also use images shot with the Dome View recording mode to create a Full 360° image.


**1. On the main screen, click  (Dual Mode).**

This displays an image menu that shows all images as Dome View images.

**2. On the image menu, click the left-side image you want.**

**3. On the image menu, click the right-side image you want.**

This will display the selected images as a Full 360° image.

- At this point, you can click  to enter the Single Mode, which discards the created Full 360° image. If you want to save a Full 360° image you created, perform the above procedure and then export the result as a 360 degree compatible file (page 15).

### NOTE



- You cannot select the same image for the left side and right.
- You cannot create a Full 360° image by combining a movie image with a snapshot.
- You cannot create a Full 360° image by combining a CS image with a snapshot.

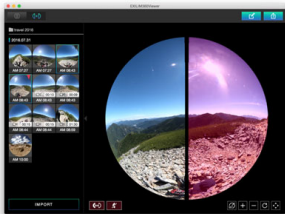
## Changing a Component Image of a Full 360° Image

Use the procedure below to change a component image of a Full 360° image.

**1. On the Dual Mode image menu, click the down arrow ▼ of the image you want to change.**

This will cause the image to become pink to indicate it is selected.

- If you want to switch selection to the other image, click  at the bottom of the screen.
- If you want to exit image selection, click .



**2. On the image menu, click the new image you want to use.**

This will change the selected image.

# Editing Images

You can use the procedures in this section to adjust image quality, to adjust the alignment of a Full 360° image, and to perform other editing operations. Edits are maintained until the Software is exited.

## Using the Editing Screen

### 1. Start up the Software.


### 2. On the image menu, click the image you want to edit.

### 3. Click .

This displays the editing screen.

### 4. Select the function you want to use by clicking its icon, and then edit the image as required.

### 5. After all of the edits are the way you want, click “OK”.

- To cancel editing and return to the main screen without saving your edits, click  any time before clicking “OK”.

## ■ Editing Screen




- 1 Adjusts image quality.
- 2 When there is a Full 360° image displayed, changes the boundary line where the two image join together.
- 3 When there is a Full 360° image displayed, adjusts the alignment between the two images.

- 4 When playing back a Full 360° movie, adjusts the playback timing of the two movies.
- 5 Trims the beginning and end of the movie.

## Adjusting Image Quality

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Use the procedure below to adjust the tint and brightness of an image.

**1. On the editing screen, click .**

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**2. Drag the sliders to adjust the tint and brightness of the image.**

- In the case of a Full 360° image, there are two controllers. Hovering the mouse pointer over either of the controllers will cause the corresponding image to be highlighted for a few seconds.

## Changing the Full 360° Image Boundary Line

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A Full 360° image is created by combining two images into a spherical view. When there is a Full 360° image displayed, you can use the procedure below to change the boundary line where the two images join together.

**1. On the editing screen, click .**


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**2. Click the boundary line you want to display.**

## Adjusting the Alignment between the Two Images of a Full 360° Image

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When the two images that make up a Full 360° image do not align properly where they join together, you can use the procedure below to rotate the images and adjust their alignment.

**1. On the editing screen, click .**




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**2. Use the adjustment buttons ( and ) to adjust the alignment of the images.**

## Adjusting the Playback Timing of a Movies

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When the playback timing of the two movies that make up a Full 360° movie are out of sync, you can use the procedure below to adjust it. During playback of a Full 360° Movie, the audio of only one of the movies is played back. You can specify which of the movie's audio should play back.

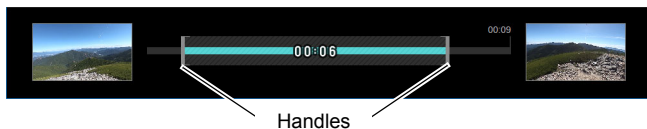
1. On the editing screen, click .
2. Use the adjustment buttons ( and ) to adjust the playback timing of the movies.

## Trimming the Beginning and End of a Movie

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Use the procedure below to trim the beginning and end of a movie. In the case of a Full 360° movie, both of the movies are cut.

1. On the editing screen, click .
2. You can change the trim locations by dragging the handles of the controller area seek bar left or right.



# Exporting an Image

Use the procedure below to export an image as a 360 degree compatible file. After exporting an image as a 360 degree compatible file, you can upload it to a site that supports 360 degree images.

**1. Start up the Software.**

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**2. On the image menu, click the image you want to convert.**

---

**3. Click .**

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**4. Click the resolution of the file to be exported.**

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**5. Click “OK”.**

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**6. Specify the file storage location and then click “Save”.**

This saves a 360 degree compatible file.

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**CASIO®**

**CASIO COMPUTER CO., LTD.**  
6-2, Hon-machi 1-chome  
Shibuya-ku, Tokyo 151-8543, Japan

MA1702-A

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