

**CASIO®**

EN

Computer Software

# EXILIM 360 Viewer 2.0

## For Windows

### 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: Windows 10, Windows 8.1

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 to view, as a 360-degree image, Dome View images and Full 360° photos recorded with an EX-FR200 or 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/>**

- Download the installer version that matches the version of Windows (32-bit or 64-bit) your computer is running. To determine the Windows version running on your computer, right-click “Start” and then click “System”. On the “View basic information about your computer” screen that appears, check the “System type” item under “System”.

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

If a screen with the “Windows protected your PC” message appears, click “More info” and then click “Run anyway”.

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

After installation of EXILIM 360 Viewer is complete, install Visual C++.\*

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**4. After confirming that the “View vcredist\_x64.exe” check box is selected, click “Finish”.**

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**5. Follow the instructions that appear to install Visual C++.**

\* Visual C++ is software that is required to start up EXILIM 360 Viewer.

## Uninstalling the Software

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

### **1. Display the “Programs and Features” screen.**

Windows 10: Click in the following sequence: “Start” → “Control Panel” → “Programs” → “Programs and Features”.

Windows 8.1: Display the desktop, align the mouse pointer with the upper right corner, and then click in the following sequence: “Settings” → “Control Panel” → “Programs” → “Programs and Features”.

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### **2. Click “EXILIM 360 Viewer”.**

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### **3. Click “Uninstall”.**

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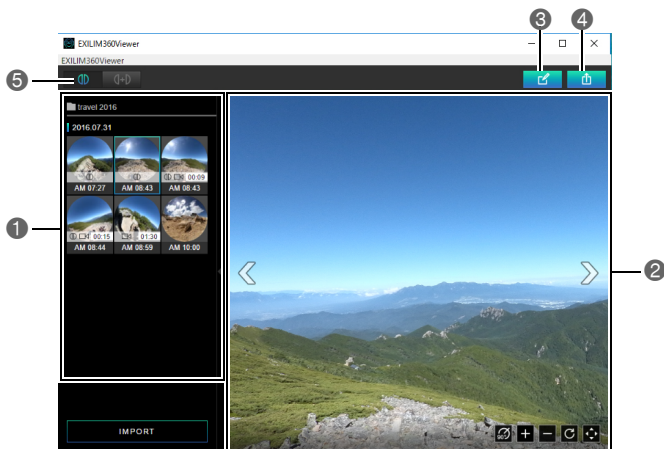
### **4. Follow the instructions that appear on the display to uninstall the Software.**

# Basic Operations

## Starting Up the Software


Double-click the Software shortcut  or click “EXILIM 360 Viewer” on the Start menu to start up the software and display the Single Mode (page 10) 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 13).
- 4 Exports an image as a 360 degree compatible file (page 16).
- 5 Changes the display mode (page 10).

## Exiting the Software

Click the close button  in the upper right 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.



# Viewing Images

## 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 10), 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 10).

### 1. Start up the Software.

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



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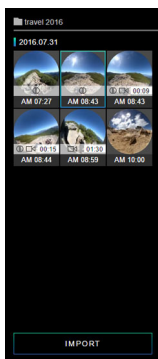
### 3. Click the folder that contains the image(s) you want to display with the Software.

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### 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.

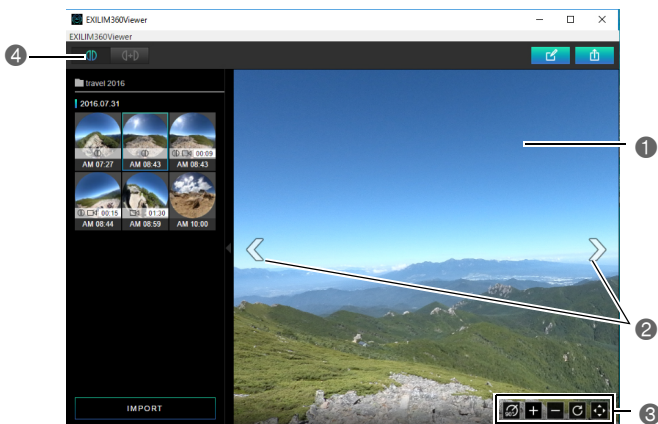


## NOTE

- 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.

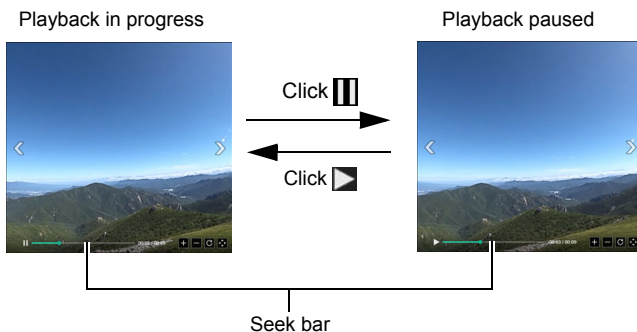
### 1. On the image menu, click the movie you want to play.

- 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 16).

### 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.

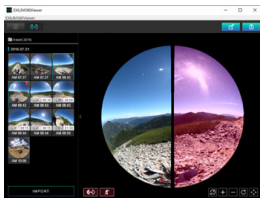
## Changing a Component Image of a Full 360° Image

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 .

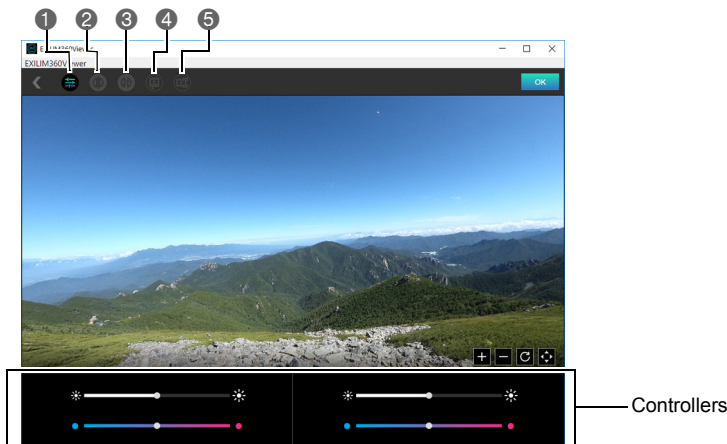
This displays the editing screen.

### 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.

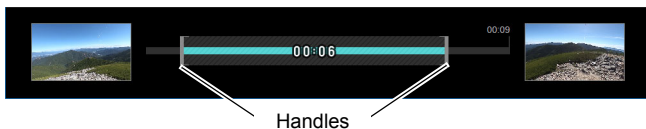
1. On the editing screen, click .
2. Use the adjustment buttons ( and ) to adjust the playback timing of the movies.

## 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.**

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**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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