

Hello again and today we are going to see how to configure a compass to put it in a 3D Vista project.

We click on a new project, Sin Skin, we import the first panorama, we choose the panorama and we are also going to import a plane that would be our compass, we must import it as a plane.

When activating from the plans tab and having imported a plan, the plan viewer has been activated.

We are going to give it fixed dimensions so that it is not floating or distorting.

We do Preview and here we have our panorama and our plan.

It is a compass but for now the same interaction as with the plans.

We return to the plans tab, select our plan and we are going to add a hotspot.

We place the hotspot here and we are going to give it an action to open the panorama.

It is the way we associate the panoramic view with the plane.

We preview and for now we have the hotspot, the plan and the panoramic view.

This is a hotspot that has the open panoramic action, as we are in the same panoramic we do not have any more action.

Let's add the radar, select the radars and add the radar.

We preview and here we already have the first panoramic and plan interaction.

When we rotate our panoramic view, the radar field of view animates.

And we are going to use this to be able to rotate the compass along with the panoramic view..

We return to the list, select our plane and in radar rotation instead of field of view we select map.

We click on the preview and now what rotates is not the field of view but rather the plane.

Therefore we already have our desired effect but we still see the field of view and the hotspot.

We select hotspot and we hide the hotspot.

We come to radar and we remove the opacity from radar.

We preview and we already have our panning rotation effect and if we click on the compass we would also be animating the panoramic.

And as a final detail, if we use the mouse wheel we still have access to the zoom of the plane.

To leave it configured at 100%, we come to the plan from the list tab and set 100% zoom in the three views to disable the zoom.

We already do it with the wheel and we only have access to dragging.

As we have the pan autoplay we also see that it affects and controls the rotation of our compass.