



## Worldviewer Windowing Controls

### Overview

Worldviewer windowing controls are so easy we call them EZ3.

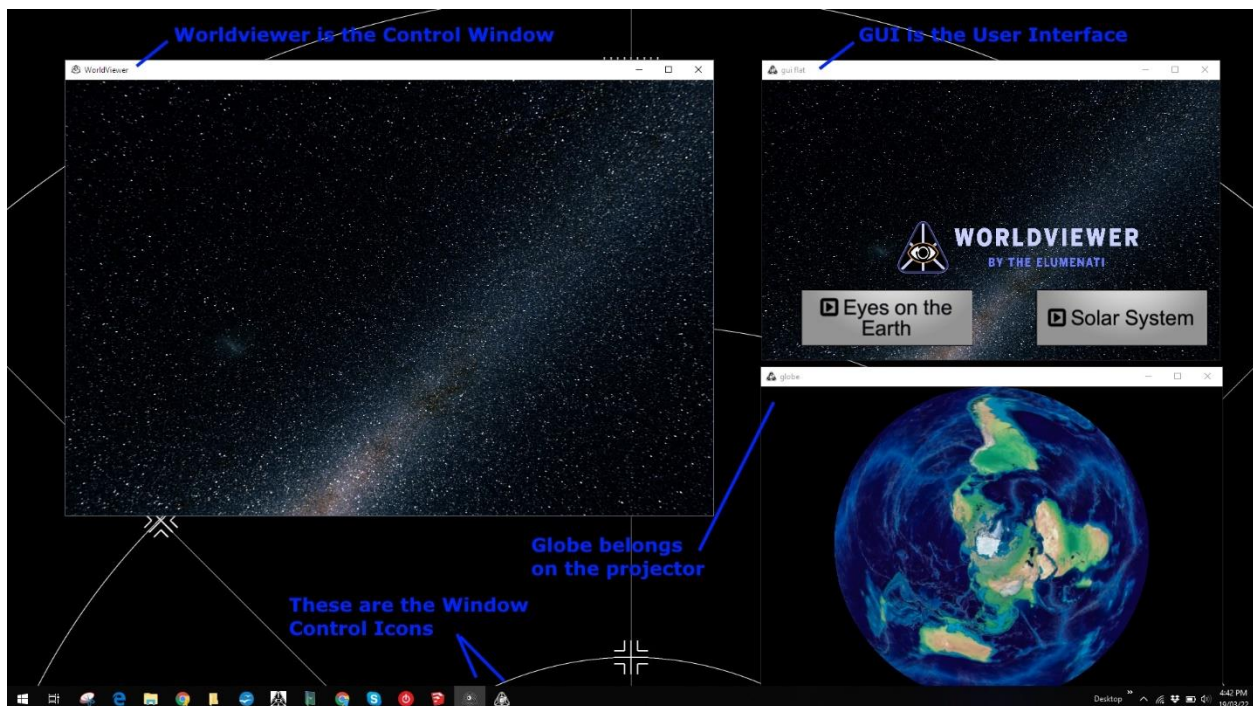
Unfortunately, they are not intuitive. Here is a guide to using EZ3 windowing in Worldviewer.

### Display Windows

This example demonstrates the windows used in a single projector GeoDome Globe installation, but it's typical of all single projector GeoDome systems.

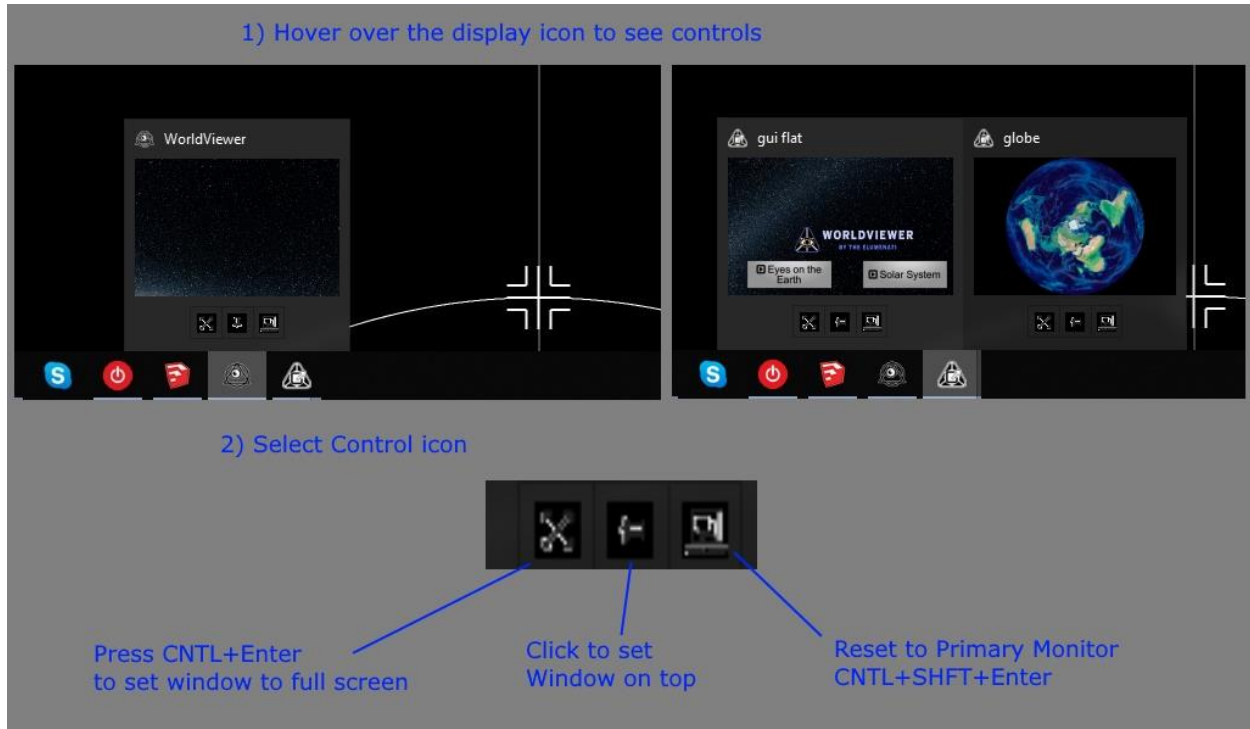
The image below shows all three windows on a single screen. In use, the "globe" window is moved over to the projector display. This is explained later. The three windows are:

- **Worldviewer:** This window is the main control window. When active, the ESC key allows you to load new compositions, import compositions or quit. Advanced users can edit Omnity settings in this window. In typical museum installations, this window is minimized.
- **GUI:** This window is the user interface window. It is used for launching content, navigation and showing supplemental information
- **Globe:** is the display window which must be run full screen on the projector.
- **Icons:** In the task bar are 2 icons which are used control these windows.



## Window Icons

Using the mouse, you can hover over the Window icons in the task bar. This activates the Window Controls. Notice in the image below that the Worldviewer window is separate from all others. It is the primary window and always present. The secondary windows will change based on the display configuration. Here there are two secondary displays (GUI and Globe).



## Window Control Icons

In the lower section of the above image, each Control Icon is explained. Here is more detail;

- **Left Icon:** This icon will toggle the window between full screen and windowed. The same can be done by selecting the window and hitting CNTL+Enter. *Only use the left CNTL key*
- **Middle Icon:** This icon again is a toggle. It sets the window to be on top of all others (or to allow it to move to the back). Typically the GUI is set to always be on top.
- **Right Icon:** This is the most useful icon. If ever there is a problem with windowing, use this icon to bring the window back to the main monitor.

## Typical Use

All GeoDomes leave Elumenati functioning properly. However, occasionally on installation the windowing does not work. This is most often caused by running the system without all the displays connected and powered on.

If the windowing is in error, take the following steps;

- Bring all windows to the primary monitor
  - Use the Right Icon to bring all windows to the primary monitor.
- Set the Globe/Dome Display
  - Drag the Globe (projector) window from the primary monitor to the projector display. When it is in the middle of the display use CNRTL+Enter to make the display fullscreen.
- Set the GUI display
  - Select the GUI window and use CNTL+Enter to make it fullscreen.
- Save your settings
  - This is tricky for museum installations
  - Hit the Windows key, Hover over the Worldviewer Icon, Move the mouse into the small image and close the window.
  - This closes Worldviewer which remembers the current EZ3 layout.

## EZ3 Windowing