

## Quick Reference Guide

### Planar Mosaic Project Designer – Version 1.0

Planar Mosaic Project Designer has two major modes: design and preview. In design mode you can add and edit display tiles to make your design, modify the content projection and background images, and so on. Preview mode hides design tools and can render the tiles either transparent (to show whatever image or animation is visible behind the preview window) or with a sample content image scaled and cropped into each tile to give an accurate picture of how the mosaic will look. The transparent tiles in preview mode allow you to place any kind of video or animation player behind the preview, to help visualize the design.

Preview mode can be full screen or windowed. The windowed preview mode can be presented with or without a window frame (title bar and window borders).

**NOTE:** In preview mode, when tiles are transparent, any mouse clicks in the transparent area (which corresponds to the active area of the display tiles) pass through to the application or desktop which is visible at the mouse pointer location. To return the application focus to the Mosaic Project Designer window, click in a background area of the preview.

### Mouse

#### Design Window

**Click on tile** - Select only the tile clicked (drag to select multiple tiles).

**Shift-Click on tile** - Add the tile clicked to the selection (shift-drag to add multiple tiles).

**Ctrl-Click on tile** - Set/move the center of rotation to the nearest handle of the tile.

**Ctrl-drag** - Zoom view to the drag rect.

**Escape** - Cancel any drag operation in progress.

**Spacebar** - Shift the current tile handle to next handle for new tile and/or move tile.

**Control** - Hold the control key down to disable snap-to-align for new tile and/or move tile.

**Note:** When the option to turn off snap-to-align is set, the control key enables snap-to-align.

#### Preview Window

**Drag in open area** – Move preview window.

#### Any Window / View:

**V key** - Reset the view to show the entire workspace.

**Mouse wheel up** - Zoom in (decrease scale mm per pixel, centered on mouse location)

**Mouse wheel down** - Zoom out (increase scale mm per pixel, centered on current view)

**Shift+mouse wheel** - Pan right/left

**Ctrl+mouse wheel** - Pan up/down

## **Keyboard**

- F1, H, ?** - Show this help file
- Alt-F4** - Close the current window or view (this is a standard Windows keyboard shortcut)
- Arrow Keys** - If **Control** key is down, then nudge selected tiles by one pixel.  
**NOTE:** Use the View Scale (mm/pixel) setting to know how many mm each nudge will move tiles. When in Program tiles view, PTZ serial commands are sent with each nudge.
- Page Down** - Decrease window opacity (5% per press, 20% minimum opacity)
- Page Up** - Increase window opacity
- Ctrl-Page Down** - Rotate selected tiles clockwise around the center of rotation (also rotates content)
- Ctrl-Page Up** - Rotate selected tiles counter-clockwise around center of rotation (also rotates content)
- S** - Save current design file (must have been saved once already, or opened from file)
- Esc, D** - Return to Design Window
- F** - Go to Full screen view
- P, W** - Go to Preview Window (with window frame)
- L** - Go to Live mask (no window frame, tiles are transparent, use **T** to toggle transparency)
- Ctrl-Z** - Undo (Shift-Ctrl-Z to redo)
- Ctrl-Backspace** - Undo (Shift-Ctrl-Backspace to redo)
- Del** - Delete selected tile(s)
- Ctrl+ (plus)** - Rotate selected tiles clockwise around the center of rotation
- Ctrl- (minus)** - Rotate selected tiles counter-clockwise around the center of rotation
- \*, B** - Toggle background image visibility / solid color background
- /, C** - Toggle content image visibility / transparent or solid tile image
- T** - Toggle transparent / solid tile image for preview modes, when content is not drawn
- V** - Reset the view to show the entire workspace.
- G** - Recompute the snap-to-align grid points.

## **Startup**

On program startup, PlanarMosaicProjectDesigner.exe looks for a file in the same folder as the program .exe file, with the name PlanarMosaicProjectDesigner -Startup.xml. If this file is found, then PlanarMosaicProjectDesigner.exe reads the contents to automatically open a saved design.

The program automatically saves the -Startup.xml file on every normal program exit.

## **Image Files**

For background and simulated content images, Project Designer can use .BMP, .PNG, or .JPG files. If you open a saved design file, and the image file paths referenced in the saved design file are not found, then Project Designer looks automatically in these folders (in this order) for image files: (1) the same folder as the design file being opened; (2) the most recent folder browsed for an image; (3) the same folder as contains the program .EXE file.