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What's new in V2.96

There have been many enhancements and improvements in this version however the main new addition is iPhone 5 compatibility

Updating your old v2.95 tours can be done in two ways, (1) download the Upgrade kit from the Member area (2) Download the full version and copy content only from your old projects.

What's new in V2.9

New Features: Gyro respects limits. Autorotate respects limits. Will bounce back and forth between limits now.

Autorotate now includes the ability to set the direction of rotation.

Default zoomMin, Home, Max can be set for all panos.

New Folder system for better housekeeping of files:
thumbs, menuicons, mapicons

Bug Fixes: Audio and Video playlists on iPhone no longer a picker (this caused some strange flickering on some iPhones).

Changes: No square brackets [] are used when setting the extensions, limits, views, etc in the Data.js file. The file getThumbAnySize.php has been renamed resize image.php. This is used in the index.html file for photos.

Upgrading from V2.8 to V2.9

We recommend copying the text descriptions, url links and files from your old 2.8 project over to V2.9 as the safest way to go,

You must take care not to try messing with the code, best option is to either start new, or just carefully copy Text descriptions and URL links from V2.8 over to V2.9.

Photo Gallery Thumbnails are not showing up, what am I doing wrong?

The Gallery thumbs are generated automatically using PHP. You must ensure that PHP is turned on on your server and that PHP Binding is enabled for your website. This is normally on by default on 99% of the servers you are likely to use. If this happens consult your ISP web hosting service and ask them to enable this for you.

What's New in V2.8?

The code has been re written to enable some very important features such as,

- 1) Multiple Google Map Markers with popup window images linking to Panoramas or external URLs (located in Data.js file at the top of page as a Stack Array)
 - 2) iPhone & iPad Menu now slides left right instead of popping up which used to take up precious screen space and forced the user to constantly use the plus and minus button
 - 3) iPhone and iPad menu can now have unlimited menu buttons for external links or whatever you want
 - 4) Info text now is Swipe Up / Down (used to be Left/Right) Also opens up next pano automatically positioning the Thumbnail at the top of the field highlighted
 - 5) You can now add Unlimited Panoramas without altering the width numbers in Sroller Li section of the CSS
 - 6) Buttons stay visibly selected when they are active, fully adjustable through the Active area in the CSS
 - 7) New perfected App like Gyroscope, arguably the smoothest in the industry
 - 8) Loading now has a black background until all cube faces are cached (used to load showing individual cubes)
 - 9) General bug fixes and smoother operation and user experience
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Upgrading from V2.5 to V2.8

We recommend copying the text descriptions, url links and files from your old 2.5 project over to V2.8 as the safest way to go,

The new V2.8 has been re written to quash bugs and offer easier building of tours, as the code is improved you must take care not to try messing with the code, best option is to either start new, or if that isn't an option then just carefully copy Text descriptions and URL links from V2.5 only.

iPad 1 Crashes every now and then!

NOTE iPad 1 users: iPad 1 was a first generation device, released into the market with a similar amount of RAM and Processor as iPhone 3G S which wasn't much, they are not as capable as native iOS5 devices and therefore are prone to struggling with todays iOS5 Apps. Market trends indicate that 95% of users update their iPhones and other Smart devices such as Tablets every 24 months at the end of their contract, not because there is anything wrong with the devices but mostly because the Telco company will give you a new model if you renew your contract for the next 24 months. According to these industry trends this means that the already small 22% market share of every day iPad 1 users will fall drastically in the first 2-3 months after the iPad 3 is released and will continue to do so thereafter.

What's NEW in iOSVR V2.5

V2.5 Brings you more of the best features you can get, such as:

- 1) 400% Faster Loading than before,
- 2) Twitter Built in,

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- 3) Unlimited Panoramas Audio & Video files inside iOSVR Tours,
- 4) Both iPhone and iPad now share the same Data.js file, once you have entered all the info for one device just copy the file and paste it into the other device folder.

Numerous bug fixes included

What is 'Commenting Out'

We use the term 'Comment Out' for turning off features in iOSVR. For example if you want to get rid of the Twitter Button in the menu bar, you would go to the Index file, find the menu section and place this at the start of the line `<!--` and this at the end `>` in order to turn the feature off.

What's NEW in iOSVR V2.0 – VIDEO IS HERE with multiple Audio/Video playlist Carrousel Menu

iOSVR has been almost completely rebuilt for this latest version, bringing you the latest technology and industry first features such as:

- 1) Video player, Video Per Pano, Video Playlist available through a carrousel menu, Full Screen Feature – Yep, now you can play Video from inside of an iOSVR tour (Video must be mp4 encoded with h264 codec)
- 2) Audio player, Audio Per Pano, Audio Playlist available through a carrousel menu, have as many audio files as you like, audio will stream when started . (Audio must be encoded as mp3)
- 3) Second Menu thats hidden and slides out when the new + button is tapped,
- 4) Add or remove buttons as you wish, the remaining buttons will automatically spread across the menu bar without you having to touch any code
- 5) All buttons are now URL linkable
- 6) Professional Photo gallery with auto slideshow

[You can view some screen shots here:](#)

Can I buy an Unbranded iOSVR license?

Due to popular demand we have now made iOSVR V2.0 available as Branded and Unbranded to give you more flexibility. You are able to buy an Unbranded copy for a limited time for only \$160, at the end of feb 2012 the price is going back up to RRP of \$199. Updates are FREE

Why is my tour working on one iPad but not another

We strongly recommend to clear cache after a few reloads just so that the devices are fresh. You can do this by: Close the tour window in Safari browser, close Safari browser, go to device desktop and open Settings, go to Safari, delete cache. This is probably why it was working on one iPad but not the other. Repeat this process during building your tours, it will stop you getting frustrated for no reason.

What's NEW in iOSVR v1.2

New Tools Menu Tab (replaces the old SHARE button)

Gyroscope feature enabled, On/Off, Able to set the sensitivity of the Gyro in the index file. Turn Gyro On and hold device to pan around, It's like a window into another dimension.

Audio as background for entire tour now available,

If there is no audio set in the data.js file for each pano but it is set in the index.html file in the **audio.src**, then that audio will play for all panos as background for entire tour.

Fixed an issue when loading in landscape mode, now when devices load in landscape mode a text will appear asking the user to turn device to portrait mode to start tour.

Fixed an issue where iOSVR trial mode wouldn't work on some servers unless we unlocked the domain first.

How many panoramas can iOSVR handle?

Technically unlimited but when adding more than 6 panos there are changes to the data.js and index.html files needed. Pay attention to the [online tutorial](#) for details.

iOSVR is not working on my old original iPad is there anything I can do?

The first iPad that came out was very limited in hardware, Ram memory and processor speed. It is therefore recommended that you reduce the file sizes for viewing on the first generation iPads. We recommend 1024px cubes as a standard however for the older devices you might want to try cubes at 768px. This should reduce the load on the memory and available processor resources. iOSVR is built for the iOS5 platform, while we are backward compatible it is impossible to reverse engineer iOSVR to cater for all first generation devices.

I have added all the extra panos but the tour is not working

When adding more than 6 panos you must make changes in both the **data.js** and the **index.html** files.

data.js you have to make sure when copying the pano section and pasting it for additional panos that you also maintain the numbering system (p1, p2, p3) and at the bottom of the page is another important line that also has to reflect all the pano numbers – please refer to the data.js file in your folder.

index.html the navigation scroll menu is also important to get right – you must maintain the numbering system as seen in the code as well as the numbering of the thumbnails which are named thmb1.jpg and so on. Look for this line inside the index.html file -- **Scroll Navigation Menu** --

How do I change the font size of the Header Title ?

Open iphone.css or ipad.css with your HTML editor, hit command F on keyboard this will open the search/find option. type in ' title' in the field and hit next. This will locate the title code where you can change the font, font size and font colour

How many photos can the photo gallery have?

Unlimited photos
iOSVR photo gallery will automatically create the thumbnails for the gallery.

How do I change top and bottom bar colours?

Open either iphone.css and ipad.css files and Look for ; Header. Footer'

Can I set audio as master background for the tour?

Yes you can set one audio file to be the background for your entire tour, you can do this inside the index file now, simple to do, just add the provided text to the snippet
Audio as background for entire tour is only available in v1.2 or newer

I have added all the content, panos, photos, text, url links then uploaded but it's not working

The first thing we tell you to do in the tutorial is to upload the folder to your server first and then start making changes, save and reload your device to view progress changes. This is the only way you will know if you have made a mistake. Never do all the programming first before uploading the files to your server.
Go back and start again. Always download a fresh copy of iOSVR from our website to ensure you have the latest and greatest version.

I wan't to use iOSVR but don't have an iPhone or iPad – is there a way that I can still see what I'm doing?

Yes and No.

If you are a PC user and don't have an iPhone or iPad then the answer is no.

If you are a Mac user then you don't need an iPhone or iPad to produce iOSVR tours all you need is to download the [FREE iDeveloper Kit from Apple](#) and use the iOS Simulator right from your Mac computer. It's awesome that's what we use for all our research and development, you can easily switch between devices at a click of a button. Priceless!

What's the best way to sell iOSVR to my clients?

The best selling tool for you is to show your clients an A & B comparison, show them iOSVR side by side with another iDevice software. The tools of your trade are your assets, we encourage our users to have more than one iDevice software to show their clients, there is no better selling tool than giving your clients the choice of two or three, and let them decide.

Statistics show that if given the choice of two the client is more likely to choose one as they will base their decision on the look and features of one over the other. If only the choice of one is given they have no comparison and are more likely to make an uninformed decision and potentially say no altogether.

How much can I charge my clients for iOSVR tours

VR Companies are reporting charging \$600 – \$1500 per iPhone and iPad vr package. Not bad for 1 hour work :)

I have downloaded iOSVR but it's not working on my server

Please download the latest version and try again, this issue has now been fixed, also try this on your iPhone and iPad go to: Preferences/safari/clear cache & cookies / data

If you are still having issues please [contact us](#) and we can unlock your domain for 48 hrs so that you can evaluate the software and do testing

What are the limitations of the Free Download iOSVR package

There are no functional limitations. There will be a watermark over the screen that says "This is a trial copy of iOSVR.com" until you purchase a domain license

Why do I have to pay \$99 per domain license?

Our software doesn't have a serial number system, to protect against piracy we protect our software by locking it to a domain.

You actually only have to pay for your own domain license once, you can then create as many tours as you want under that domain and you can have unlimited subdomains. it is your clients who are paying for their domain license, all you need to do is build the license cost into their fee.

iOSVR Panorama Player

[View iPhone/iPad Example](#)

(You will need an iPhone or iPad otherwise just the Flash tour will play)

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The industry leading iOS virtual tour software which looks and feels just like a real iPhone or iPad App. Built ground up for the iOS platform iOSVR is fully customisable offering industry leading features, intuitive easy to use interfaces, already setup as a working template.
HTML5 – iOS4 / iOS5 / iOS6



App Development

[View iPhone App Example](#)

(You will need an iPhone or iPad otherwise iTunes store only will open)

- 1) Offer your clients their own Virtual Tour App
On the App Store within two weeks. Send us your panoramas and we will deliver an awesome feature packed VR App including geo find me, built in maps and offline viewable to name a few.
- 2) We also develop standalone iOS Apps for all industries, VR technology included.



Programming Services

[View Programming Example](#)

(You will need an iPhone or iPad otherwise just the Flash tour will play)

Don't have the time or can't be bothered doing the hard work? We offer a full production service, send us your panoramas and we will produce and deliver a final working iPhone/iPad virtual tour project ready for you to upload or hand over to your clients. Includes a domain license, custom skins and programming.

