

SOS Explorer Tour Builder Tasks

Task Tab	Task Name	Description
Camera	FlyTo	<p>Fly the camera to the location given by latitude, longitude, and altitude in miles. If 'animated' is true, the fly to takes a few seconds as the Earth appears to rotate.</p> <p>If 'animated' is false, the camera moves instantaneously to the given coordinates. For example, to fly to Boulder Colorado at altitude 500 miles: lat: 40.015, lon: -105.27, altmi: 500</p> <p>Longitudes west of Greenwich are negative. For example, -105.27 for Boulder while the longitude of Beijing (east of Greenwich) is 116.41. Minimum altitude is 50 miles.</p>
	Reset Camera Zoom Out	This resets the camera to look straight down and zooms out so you can see the entire globe. If the world is in map view, this task is ignored.
	Tilt/Rotate Camera	<p>Tilts and rotates the camera to the given coordinates. Useful for looking at the horizon.</p> <p>If animated=true, it animates the tilt/rotation. If animated=false, the world immediately rotates/tilts to the given coordinates.</p>
Dataset	Dataset Animation	Turns dataset animation on or off, animating any currently loaded datasets at the given frames per second (fps)
	Load Dataset	<p>Loads a dataset. For example: id: INTERNAL_FIM-Live activeLayer: Temperature_isobaric showLegend: true legendxPct: 15 legandyPct: 60 legendWidthPct: 10 legendHeightPct: 35 worldIndex: 2</p> <p>The example above loads a dataset given by the metadata 'id' and optional 'active layer' and 'worldIndex' (2nd globe).</p> <p>If the default values for legend percentages (-1) are selected, SOSx/NEIS will automatically decide where to place the legend and how large it will be.</p>
	Unload All Datasets	Unloads any and all datasets that are currently loaded
Environment	Show Clouds	If 'on', the latest real-time clouds are displayed over the Earth.
	Show Day Night	<p>If 'on', day/night lighting appears--part of the globe is lit (day) and part of the globe is in shadow (night).</p> <p>If False, all the world is lit (like day).</p>
	Show Stars	If 'on', stars are visible in space around the Earth.
	Show Sun	If 'on', the Sun is visible in space (if the Earth is rotated to the correct position).
	Set Env View	<p>Sets the number of visible globes or sets (flat) map view.</p> <p>Value can be one of the following: map, 1globe, 2globes, 4globes</p>
	Set Globe Rotation Rate	Starts rotating the globe (or multiple globes) at the given rate. Valid rates range from 0.0 to 2.0.
	Show World Borders	Shows or hides the world borders lines (political boundaries between nations plus the 50 states within the U.S.)
Flow	Load Tour (Editable Copy)	<p>Loads editable copy of another 'Sub' tour (basically merges the sub tour tasks into the current tour at the given location).</p> <p>For example to load a tour with metadata ID of TOUR_PART_B</p>

Flow	Load Tour (Read-only)	<p>Loads readonly instance of another 'Sub' tour (basically merges the sub tour tasks into the current tour at the given location).</p> <p>For example to load a tour with metadata ID of TOUR_PART_B</p>
	Loop To Beginning	Should be the last task added to a tour since it loops back to the start of the tour. This is useful if you want a tour to play over and over in a loop (like at a kiosk or an unattended computer at a conference booth).
	Pause For Input	This task pauses the tour until user either clicks the play button or hits the space bar on the keyboard.
	Pause Seconds	Pauses the tour for the specified number of seconds.
	Question	<p>Displays a window with a question and multiple choice buttons. Create the jpg or png images yourself using a image editor. The imgQuestionFilename (the image with the questions) and imgAnswerFilename (the image with the answers) should be identical in size.</p> <p>The correct answer (given by the zero-based correctAnswerIndex), with further elaboration, is displayed after the user makes his guess. Note that X% and Y% are calculated from the center of the image. So, for example, if X% and Y% are both 50%, then the center of the image will be in the middle of the screen.</p>
Media	Play Audio	<p>Plays an audio clip. If async is 'false', then task waits until it finishes before advancing to the next task. If 'true', the audio begins playing and the next task begins immediately. The file needs to be in the same directory as the tour json (e.g. /local-datasets/MyTour).</p> <p>For example: Filename: ocean-sound.wav</p>
	Play Video	<p>Must be in the ogv, avi, mp4, or wmv video format. The file needs to be in the same directory as the tour json (e.g. /local-datasets/myTour).</p> <p>Specify the location of the popup HTML window with X% and Y% (where X% ranges from 0 to 100 with an X% of 20 indicating that the x position of the center of the window should be 20% from the left side of the window, and Y% = 50 indicates the middle of the window in the Y coordinate).</p>
	Hide Video	Hides the video (if it is playing).
	Show Image	<p>Pops up an image at the given screen location. For example, to display an image in the center of the window, that is resizable and closable, and that takes up 30% of the screen:</p> <p>filename: sample-image.png X%: 50 Y%: 50 IsResizable: true IsClosable: true Width%: 30 Height%: 30</p>
	Hide Image	Hides the image (if it is visible).
	Show Popup HTML	<p>Displays a popup HTML window with either the supplied url or with html text. For example, to open a simple inline web page on the left side of the screen:</p> <p>html: <html>My simple web page</html> X%: 20 Y%: 50 Width%: 50 Height%: 50</p>
	Hide Popup HTML	Hides the popup html window (if one is visible).

Resources	Add Placemark	<p>Adds a placemark icon (similar to Google Maps placemark) at the given latitude, longitude and with the given attributes. For example lat: 40.015 lon: -105.27 iconFilename: placemark-icon.png name: Boulder, CO popupHTML: https://bouldercolorado.gov</p> <p>The placemark iconFilename is required. Longitudes west of Greenwich are negative. For example, -105.27 for Boulder while the longitude of Beijing (east of Greenwich) is 116.41.</p>
	Hide Placemark	<p>Hides a placemark with the given ID. For example: placemarkLondon or placemarkID2</p>
	Show Annotations	Displays geoJson annotations over the globe/map.
	Hide Annotations	Hides annotations on world.
	Show Info Button	<p>Displays a button on the center right side of display one with links to related content. For example:</p> <p>infoBtnID: infoBtn3 type: webpage URL: http://sos.noaa.gov/ icon: myicon.jpg caption: SOS Homepage</p> <p>infoBtnID should be a unique value within a tour. Type can be video, graph, webpage, image, game, quiz. Content is either a URL or a filename of a file within the same directory as the tour. The icon attribute is optional, but if present will show a custom image inside the button. Caption is the text below the button and should be kept short.</p>
	Hide Info Button	<p>Hides a button on the center right side of display that was previously created with showInfoBtn.</p> <p>The ID should match the one previously created. For example: hideInfoBtn: infoBtn3</p>
	Hide All Info Buttons	Hides all buttons on the center right side of display that were previously created with showInfoBtn.
	Text Box	<p>Draws a box, with optional caption text, on the screen. For example, to draw a box that is 25% of the total screen size, centered in the middle, with a caption that is displayed to the right of the box:</p> <p>rectID: rect1 X%: 50 Y%: 50 Width%: 25 Height%: 25 caption: My Text Box captionPos: right CaptionBestFit:False FontSize:24</p> <p>If CaptionBestFit is True, then the FontSize is ignored and the text fills the entire text box.</p>
	Hide Text Box	<p>Hides the Text Box with the provided textboxID. For example:</p> <p>HideTextBox: textbox1</p> <p>This hides a text box that was previously created with TextBoxID=textbox1</p>

User Interface	Show Annotations Window	If visible=true, the Annotations Window is displayed and the annotations given by filename are loaded.
	Show Search Window	If visible=true, the Search Window is displayed.
	Show Overlay Window	If visible=true, the Overlay Window is displayed.
	Show Measure Window	If visible=true, the Measure/Distance Tool Window is displayed.
	Show Feedback Window	If visible=true, the Feedback Window is displayed.
	Show Probe Window	If visible=true, the Probe Window is displayed.
	Show Transect Window	If visible=true, the Transect Window is displayed.
	Enable Tour Player	Turns the tour player on or off. Note that if a tour makes the tour player window hidden and subsequently calls pauseForInput, the user won't see the Play (continue) button and may get stuck.