

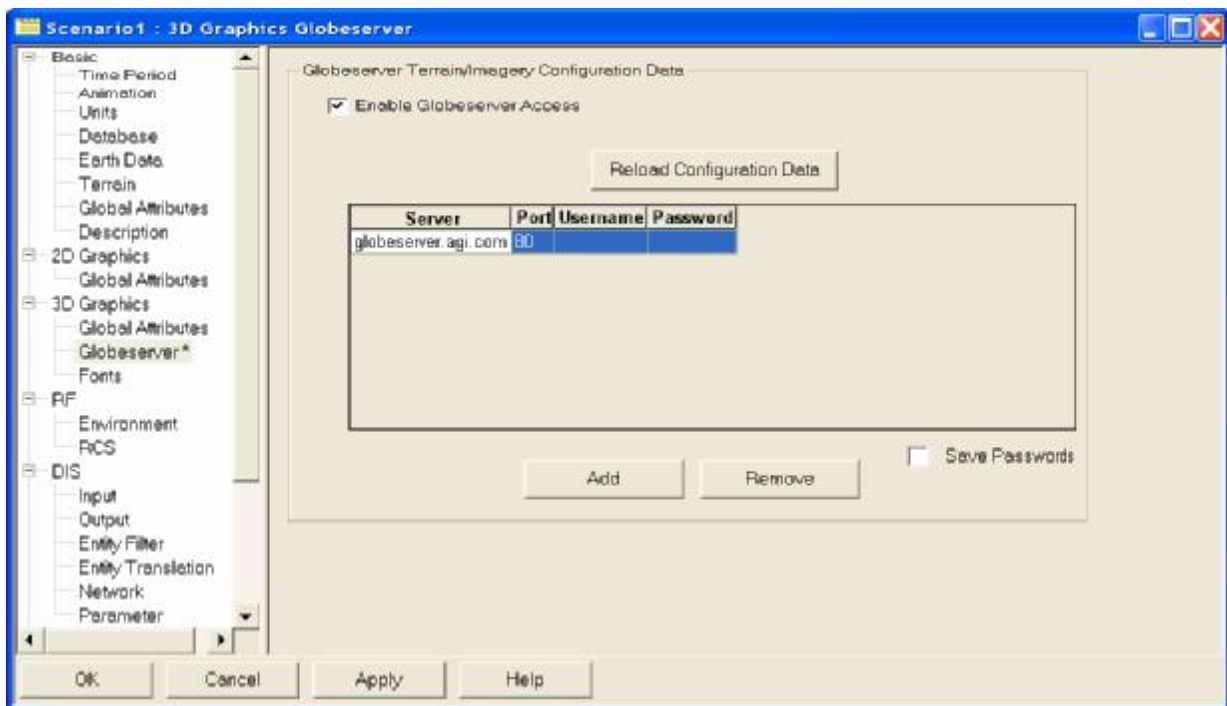
# Access AGI's Globeserver in STK

## Requirements


- STK 8
- STK/Professional or Expert Edition
- Internet access

## Enable Globeserver

Globeserver is enabled via the Scenario Properties. In the scenario 3D Graphics properties set the server address to **globeserver.agi.com** and the port to **80**. Username and Password are not required. Click 'OK'.




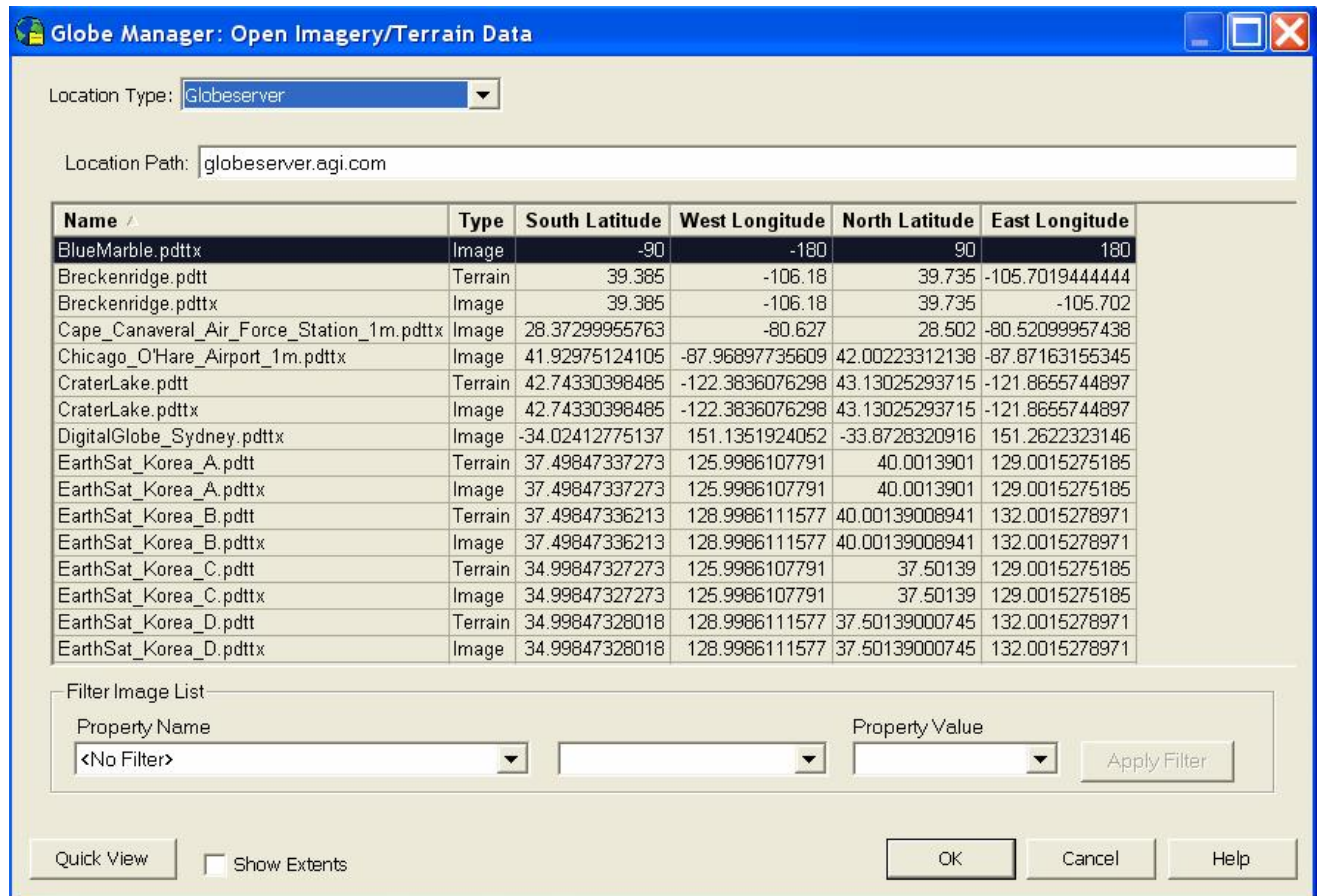
## Adding imagery from Globeserver

Globe Manager is used to organize the display of geospatial data in a 3D Graphics Window. Select Globe Manager from the Scenario Tools Menu or click  in the Globe Manager Toolbar.

There are 2 options when adding data from Globeserver.

### Option 1 - Add imagery or terrain.


In the Globe Manager Toolbar click Add Terrain/Imagery , then change the Location Type drop-down to Globeserver. A list of image files on the AGI hosted example Globeserver will appear.



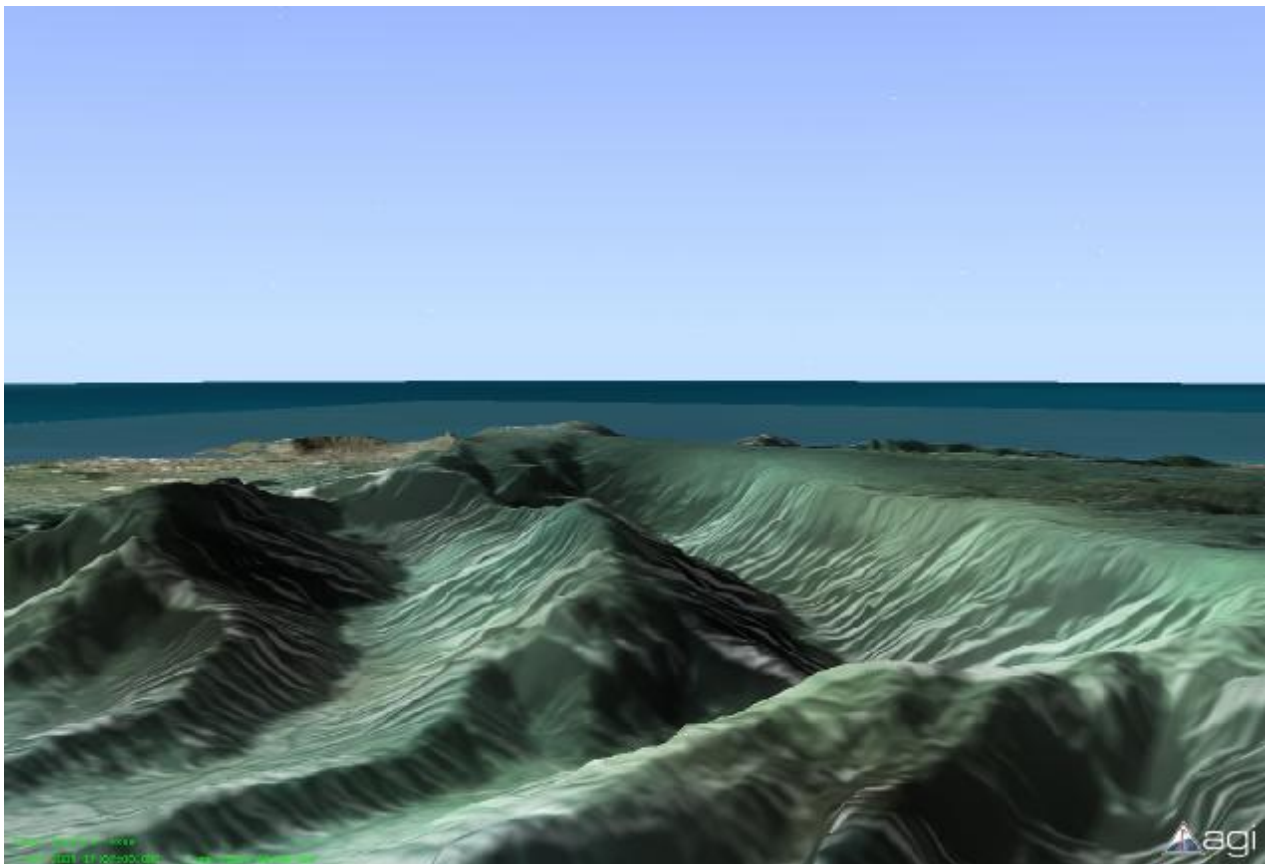
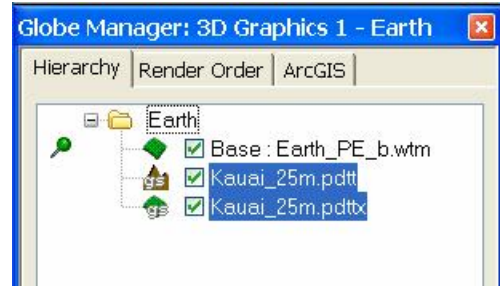
Use the Shift or Ctrl key to select both Kauai\_25m.pdttx and Kauai.pdtt and then click OK.

There are 2 types of image files available for selection here, PDTTX (Image) and PDTT (Terrain).

The images you select are now listed in the Globe Manager Hierarchy.

Highlight “Kauai\_25m.pdttx” and select “Zoom To” .


If the image appears dark either animate or manually adjust the 3D Graphics Lighting Properties if necessary.

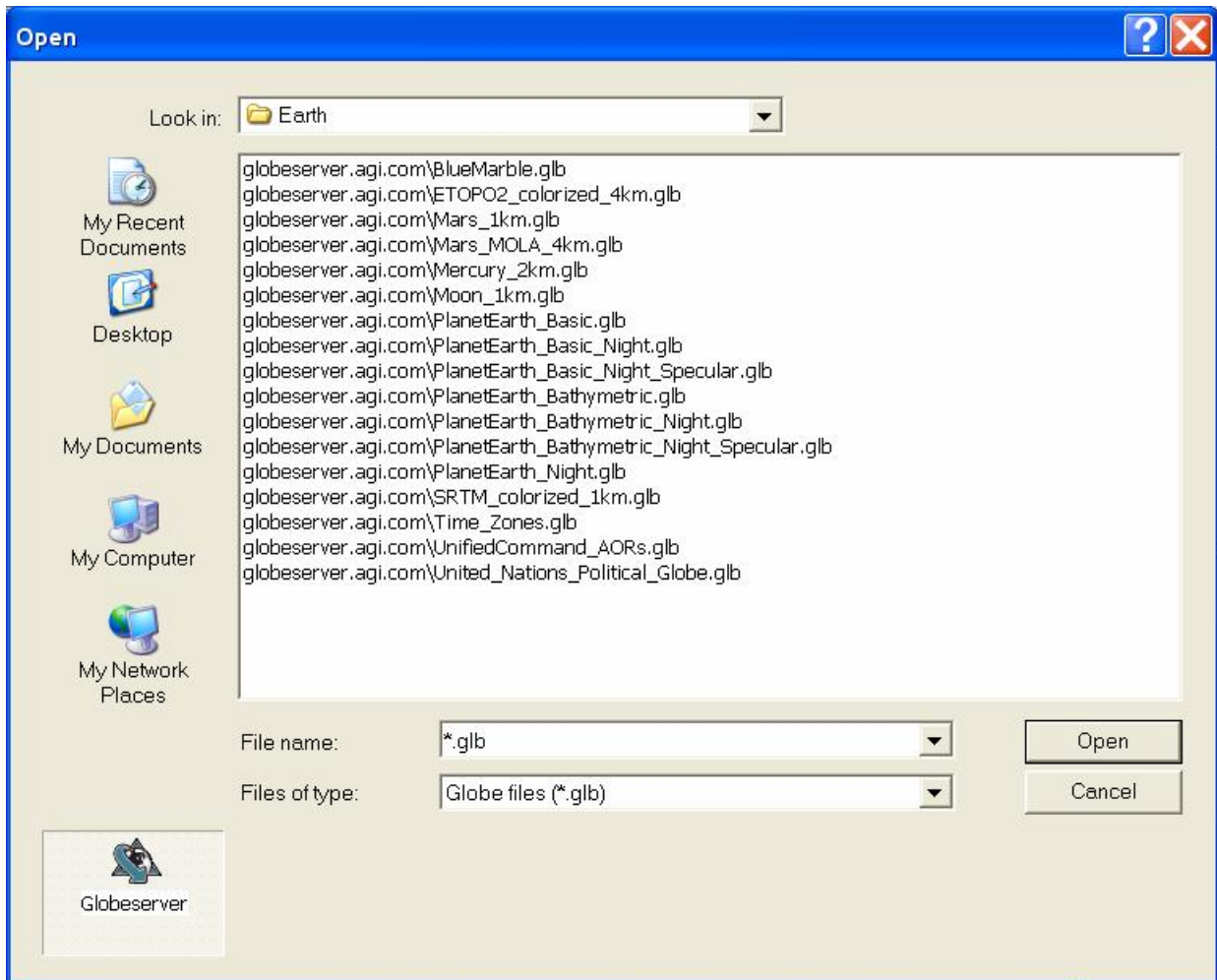


In this way you can continue adding additional Globeserver imagery. If two tiles overlap you can use the Render Order tab to control the layer draw order.

Save your changes by clicking the Export Globe  and then specify a file name and location.

## Option 2 Select a pre-defined globe from Globeserver

In the Globe Manager Toolbar click Import Globe  button. Next click the Globeserver File Filter button located in the lower left corner of the Open panel.



Select any globe from the list and click Open.

Save your scenario.