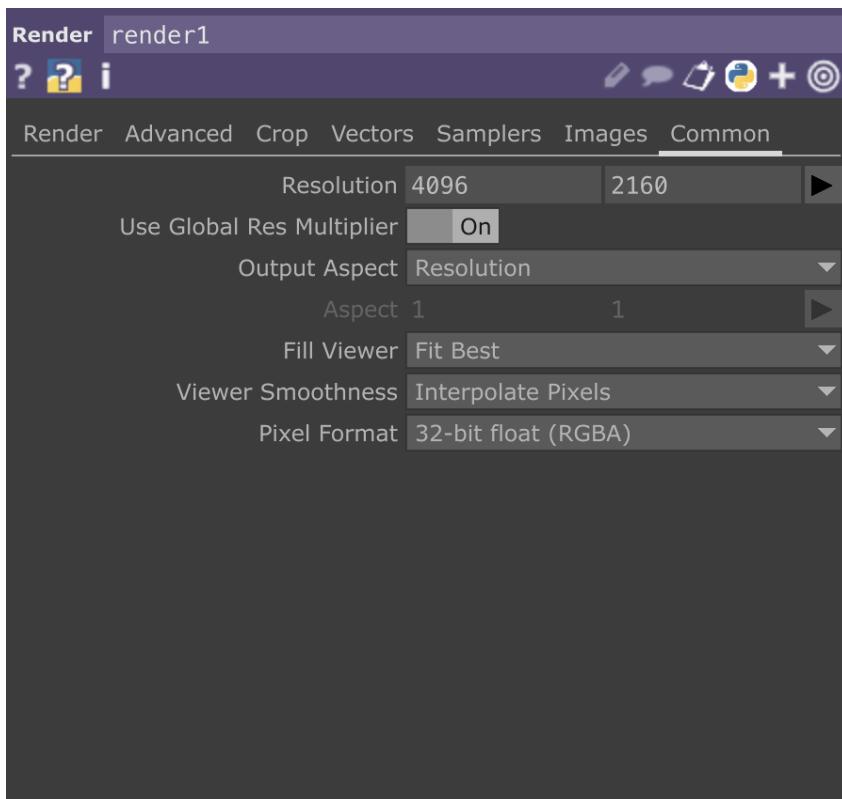


# DOME PREP

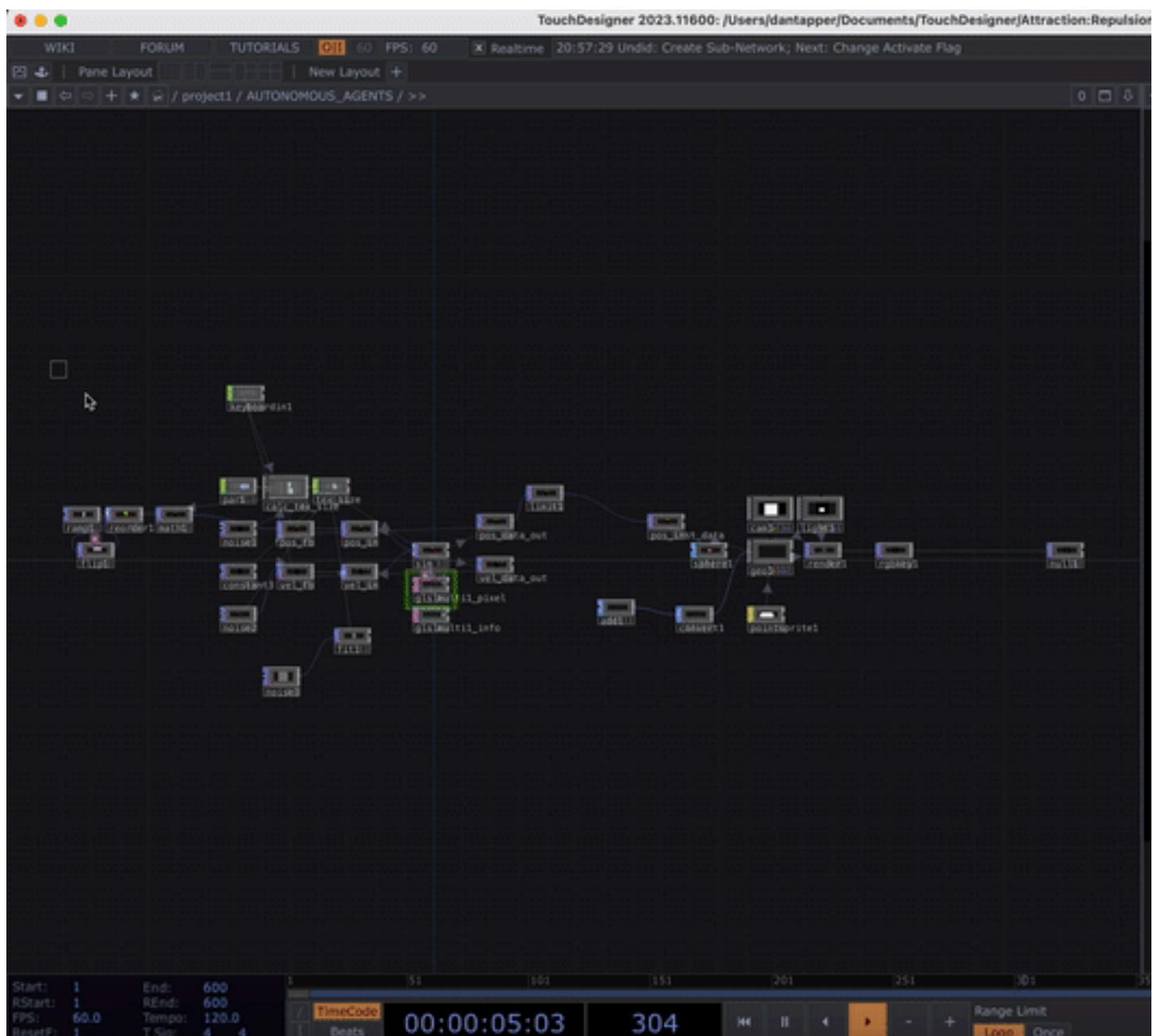
## Online version

1. Set your texture/render resolution to “**4096 \* 2160**”. If you’re running the free version you’ll see a warning (the free version of TouchDesigner is limited to [“1280 \\* 1280” pixels max](#)). Don’t worry, the Betaspace Dome has a version of TouchDesigner that will render at full res.



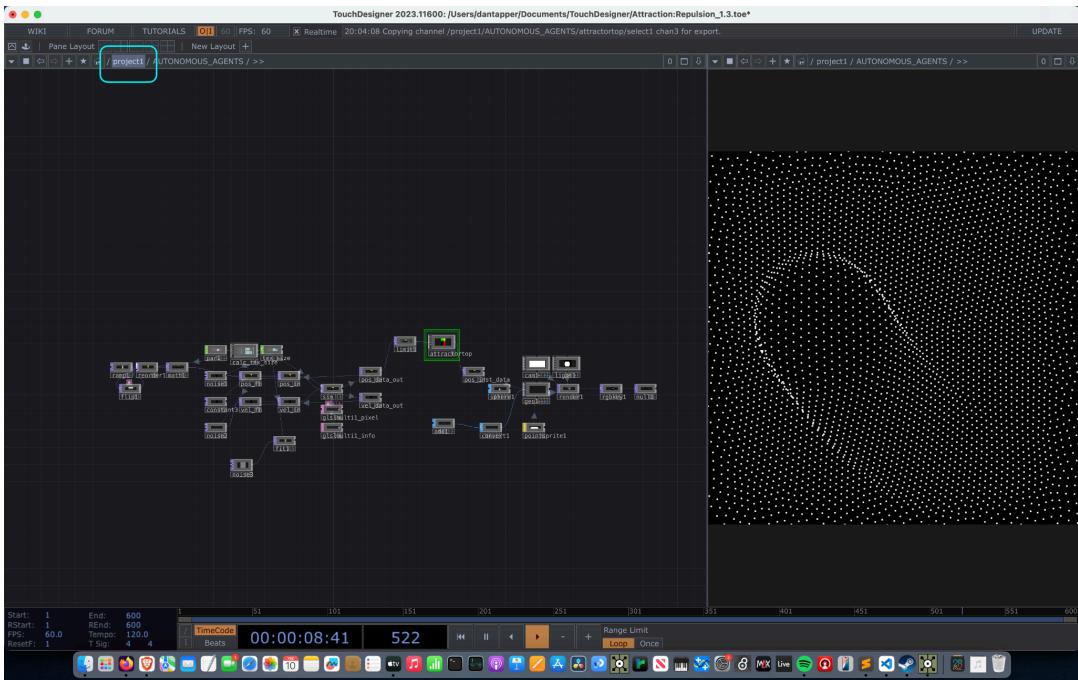
2. Save a .TOX file of your finished project to be displayed on the dome. [A .TOX is a TouchDesigner component file](#) that can easily be imported

## – Saving a .TOX

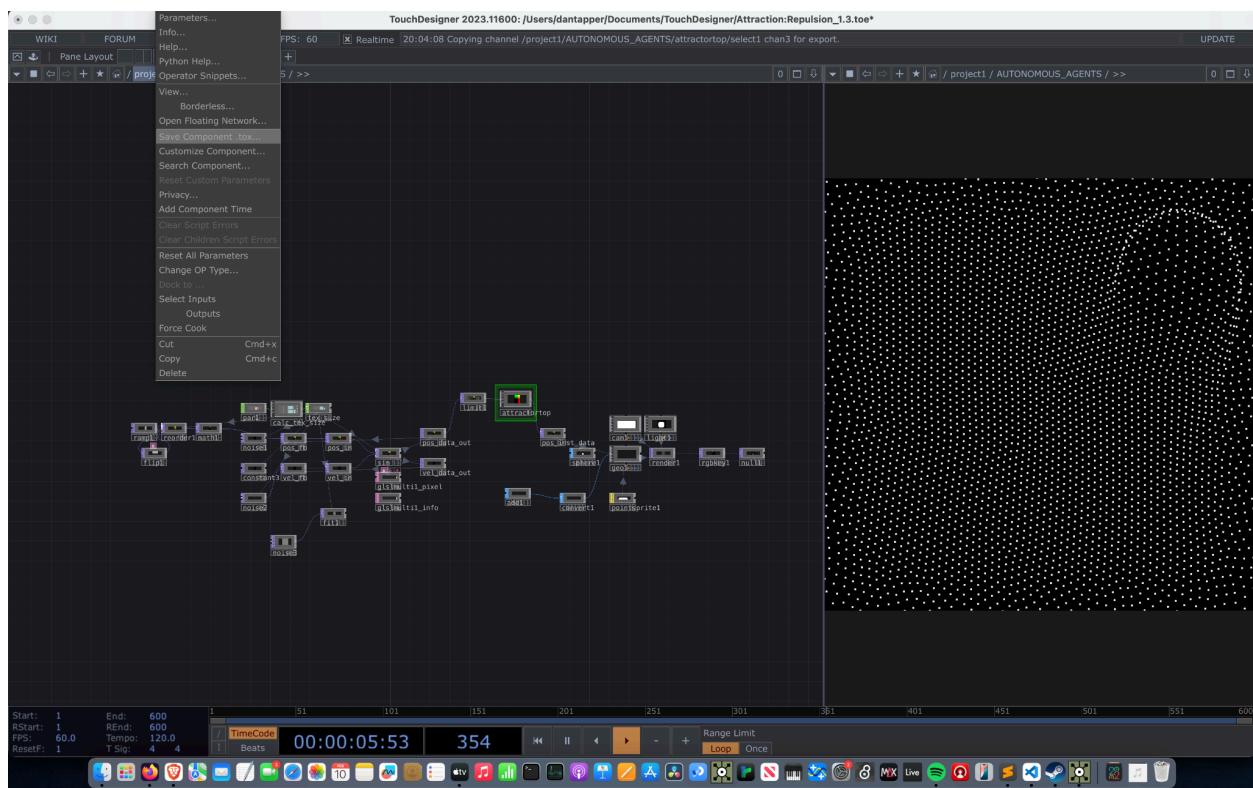


[Tutorial: TouchDesigner | Reuse that Component as a .tox, Matthew Ragan](#)

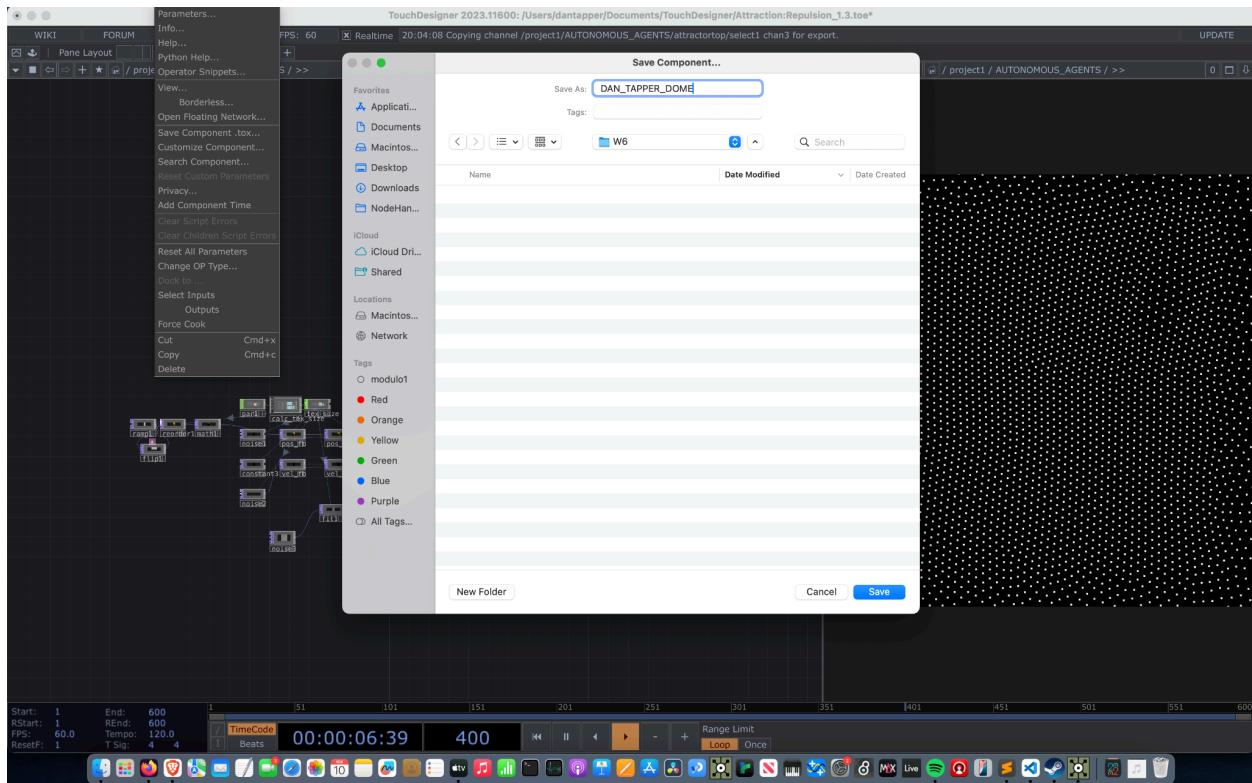
## 2.1. Right click on the Project container. Top left corner



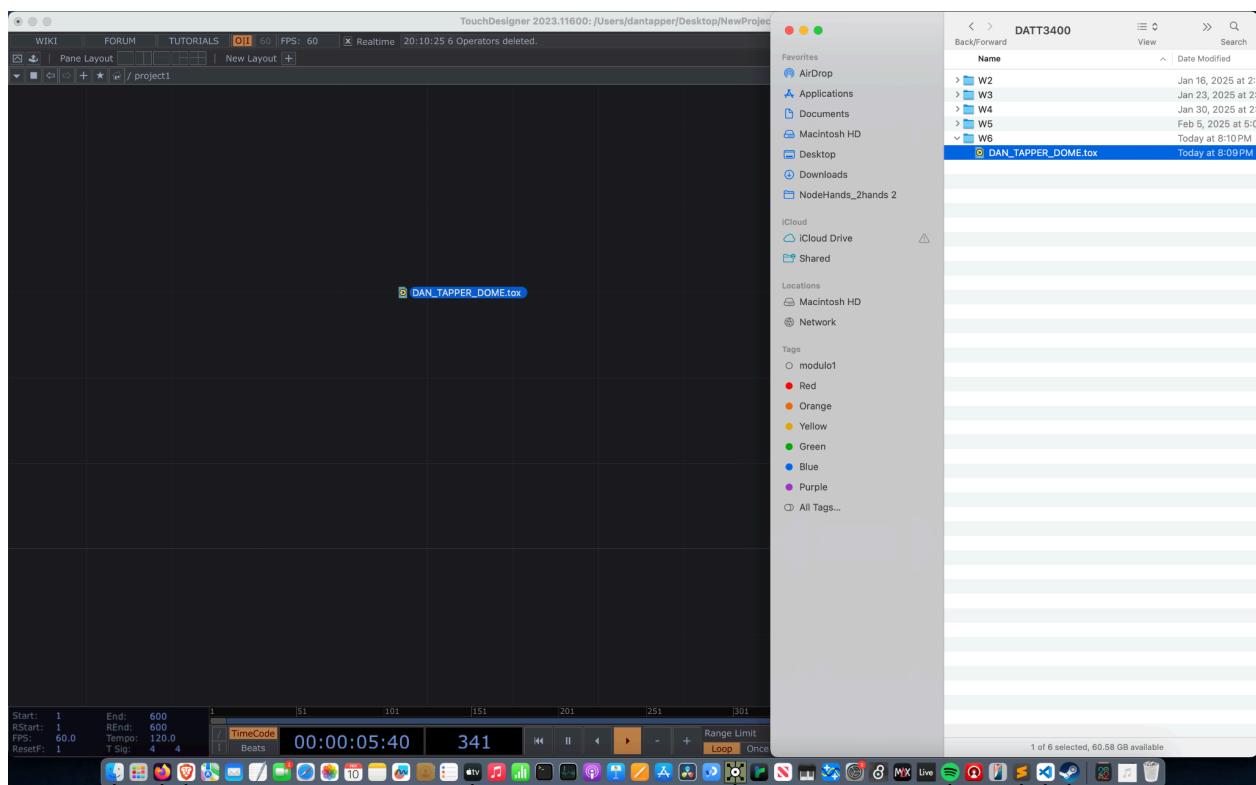
## 2.2. Select “Save Component .TOX”



## 2.3. Save the .TOX file

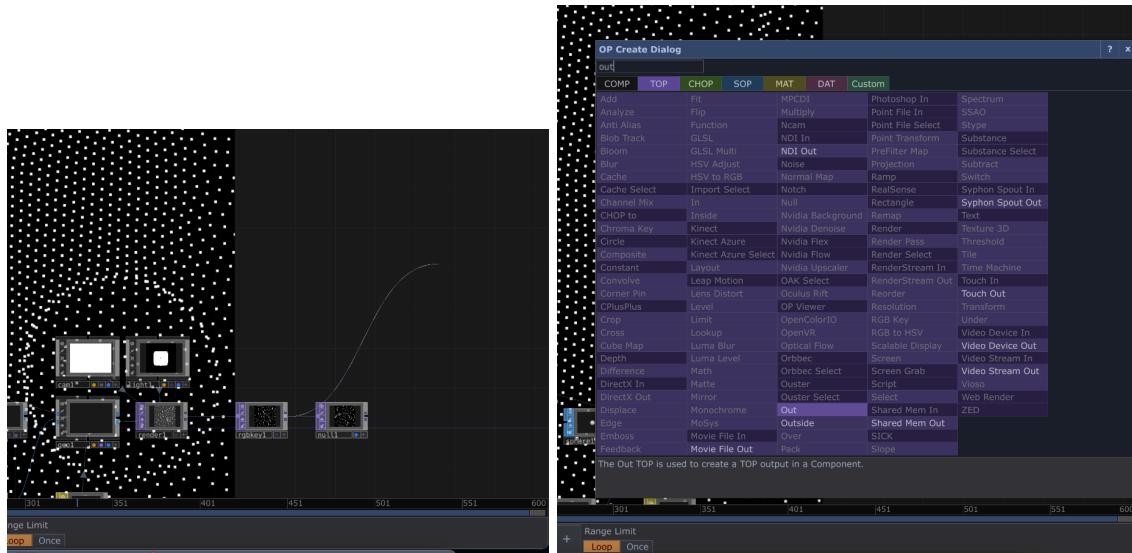


## 2.4. Try dragging the saved .TOX file into a new session to see if it works

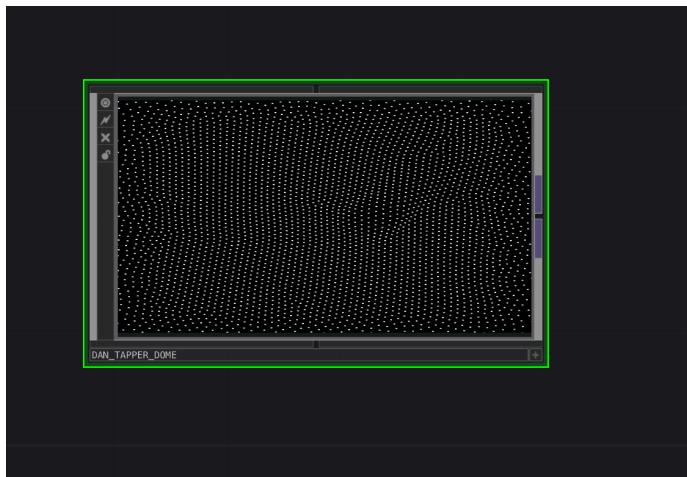


**2.5. Enter the component by double clicking, zooming into the component or pressing the “i” key with the component selected.**

If you haven't already - add an “Out” TOP at the end of your chain.



**2.6. Exit the component by zooming out or pressing the “u” key.**



Autoload .tox

You can autoload lots of .Toxes using this: [TouchDesigner file](#)

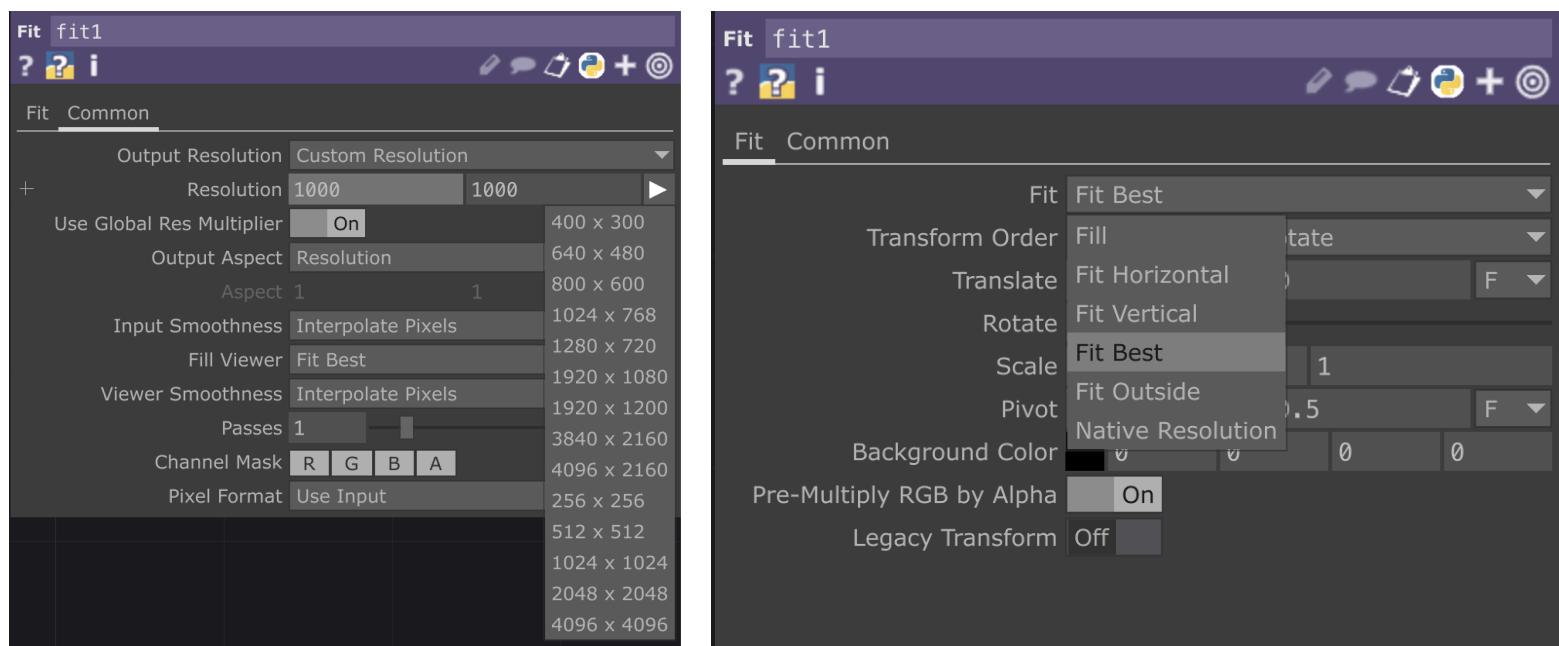
Video tutorial [here](#)

## Quick mapping tweaks and fixes

If things aren't mapping as expected, a few quick things you can try.

1. Try tweaking the “Projection” Top. If your image is circular you will likely not need a projection Top – in this case try removing the projection Top as it will warp your circle/sphere.
2. Make further, smaller adjustments using the “Lens Distort” Top.
3. Check resolution. Adding a “Fit” Top to the end of your chain and setting your resolution to be square/rectangular etc... can provide a fix if things just aren't mapping in the same way they did in previz.

**Set the mode to “Fit Outside”**



**These quick fixes may not solve your problem but they are a good place to start.**

## Media

**P.S if you're using media make sure to save it to the same folder as your .Tox component.**

<https://github.com/interactiveimmersivehq/TouchDesigner-Collector>