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Augmented Reality

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Augmented Reality

Estimated time to read: 5 minutes

Augmented Reality enables any task relevant information available inside MES to be viewed over a live camera shot of the real product, process, line or facility area. This means you have faster and simpler shop floor visibility and monitoring, and an improved operational efficiency.

i Info

Augmented Reality is a separately licensed module.

This tutorial will guide you through the setup and usage of the Augmented Reality functionality.

📌 Note

When in Augmented Reality, you cannot open wizards, and if you open a link, you will exit the Augmented Reality mode.

Overview

Augmented Reality is a mechanism to superimpose information on top of an object, as viewed through a device camera, for the purposes of visualization or interaction.



The Augmented Reality feature works by identifying QR codes in the image being captured by the camera of the mobile devices, and looking up the respective configuration in the system about the object associated with that QR code. The registration of QR codes and objects is done via **Tags**.

Setting Up Augmented Reality

To be able to use the Augmented Reality feature it is necessary to follow the steps described in the table below:

Step	Title	Description
1	Create the Necessary UI Pages	If the intention is to display a UI page when a certain <u>QR</u> code is read, the UI page must be created in advance.

Step	Title	Description
2	Create the Augmented Reality Tags	Create as many Steps as required to be used by the different Flows.
3	Create the Necessary Flows	Create the necessary Tags in the system.

Table: Augmented Reality Setup steps

The individual steps are explained in more detail in the sub-sections that follow.

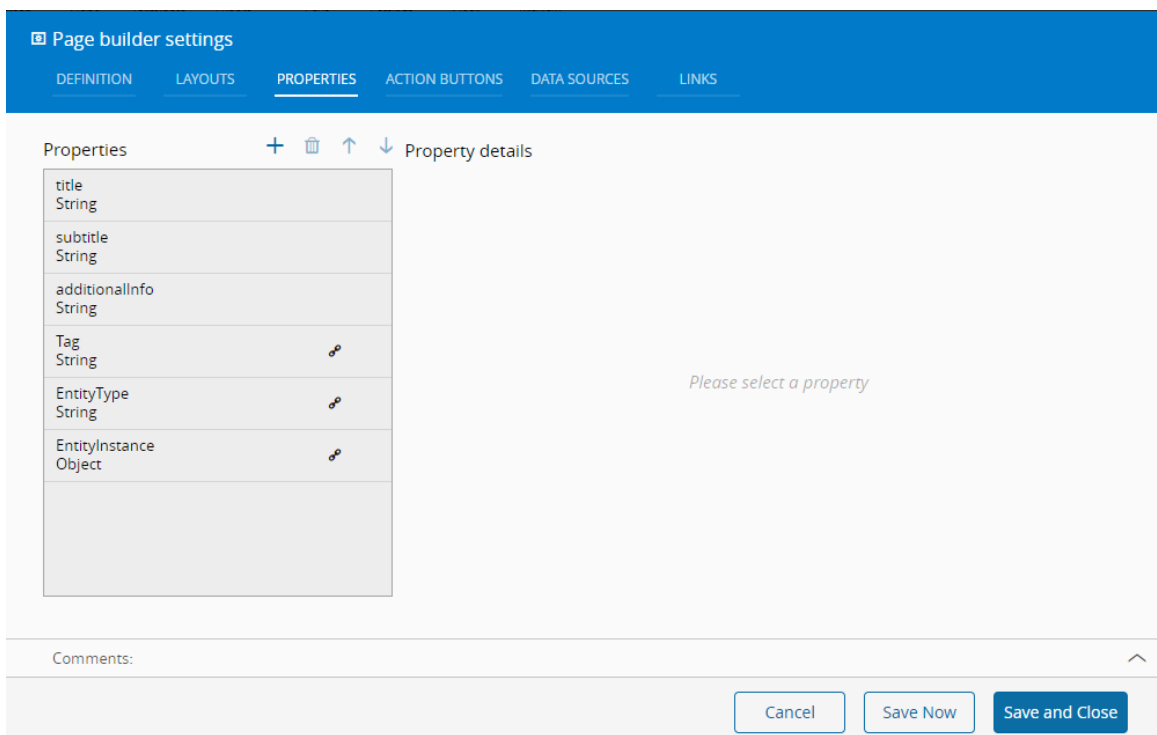
Create the Necessary UI Pages

UI Pages used in Augmented Reality are normal UI Pages, but the Augmented Reality module automatically supplies some parameters to the UI Page when an object is recognized. These parameters are listed in Table 2 below:

Parameter	Data Type	Description
Tag	String	The id of the Tag that was recognized.
EntityType	String	The name of the entity type associated with the id of the recognized Tag.
EntityInstance	Object	The object associated with the Tag that was recognized.

Table: Augmented Reality UI Page parameters

An example of this type of UI page is shown below:



Page builder settings

DEFINITION LAYOUTS **PROPERTIES** ACTION BUTTONS DATA SOURCES LINKS

Properties + - ↑ ↓ Property details

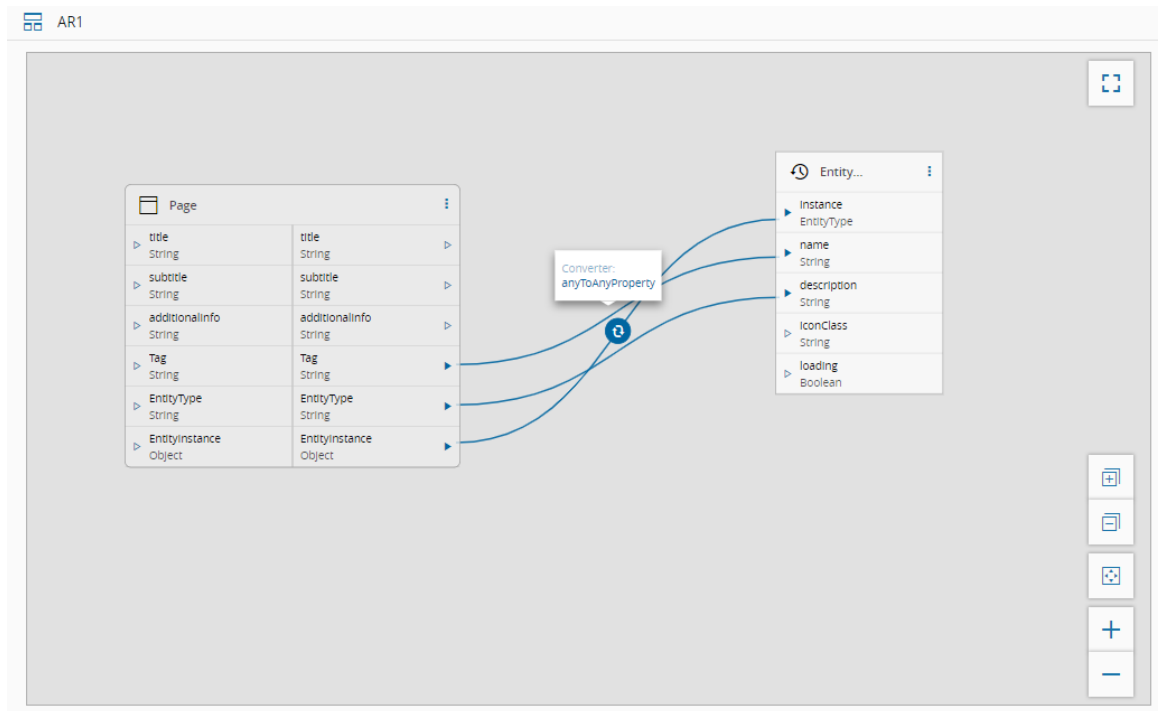
title String	
subtitle String	
additionalInfo String	
Tag String	🔒
EntityType String	🔒
EntityInstance Object	🔒

Please select a property

Comments: ^

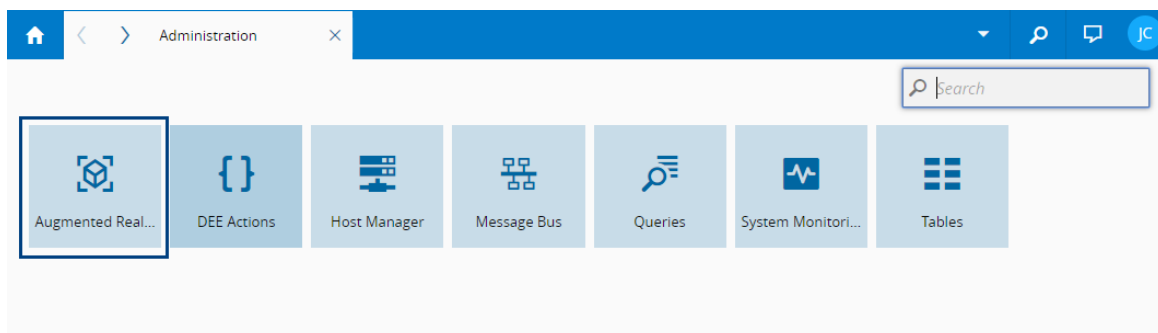
Cancel Save Now Save and Close

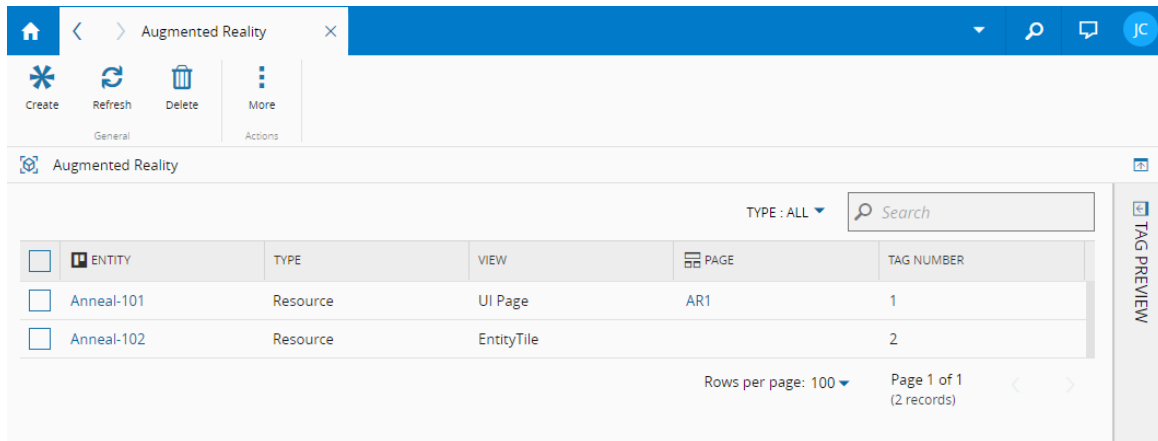
The parameters can then be supplied to any UI Page widget. In the image below, the three parameters are passed to an Entity History widget. In the case of the **EntityInstance**, the converter that is used is the **anyToAnyProperty** without any Converter Parameter.



Create the Augmented Reality Tags

Augmented Reality Tags are created in the Administration menu, Augmented Reality entity. For more information, see the [Augmented Reality \(Administration\)](#) and [Augmented Reality \(System Widgets/\)](#) sections of the User Guide.





The screenshot shows the 'Augmented Reality' application window. At the top, there is a navigation bar with a home icon, back/forward arrows, the title 'Augmented Reality', and a close button. Below this is a toolbar with icons for 'Create', 'Refresh', 'Delete', and 'More'. The main area contains a table with the following data:

ENTITY	TYPE	VIEW	PAGE	TAG NUMBER
Anneal-101	Resource	UI Page	AR1	1
Anneal-102	Resource	EntityTile		2

Additional interface elements include a search bar, a 'TAG PREVIEW' sidebar, and pagination controls at the bottom right indicating 'Page 1 of 1 (2 records)'.

Info

Currently, it is only possible to generate tags that range between 0 and 511.

Info

An Augmented Reality tag can display a particular UI Page or a standard UI Page.

Info

Augmented Reality tags are stored in the Generic Table **EntityTag**.

Using Augmented Reality

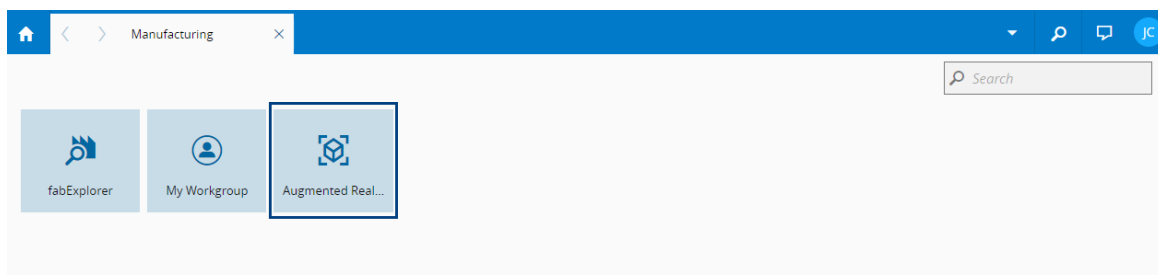
Augmented Reality can also be accessed from the **Manufacturing** menu, **Augmented Reality** entity.

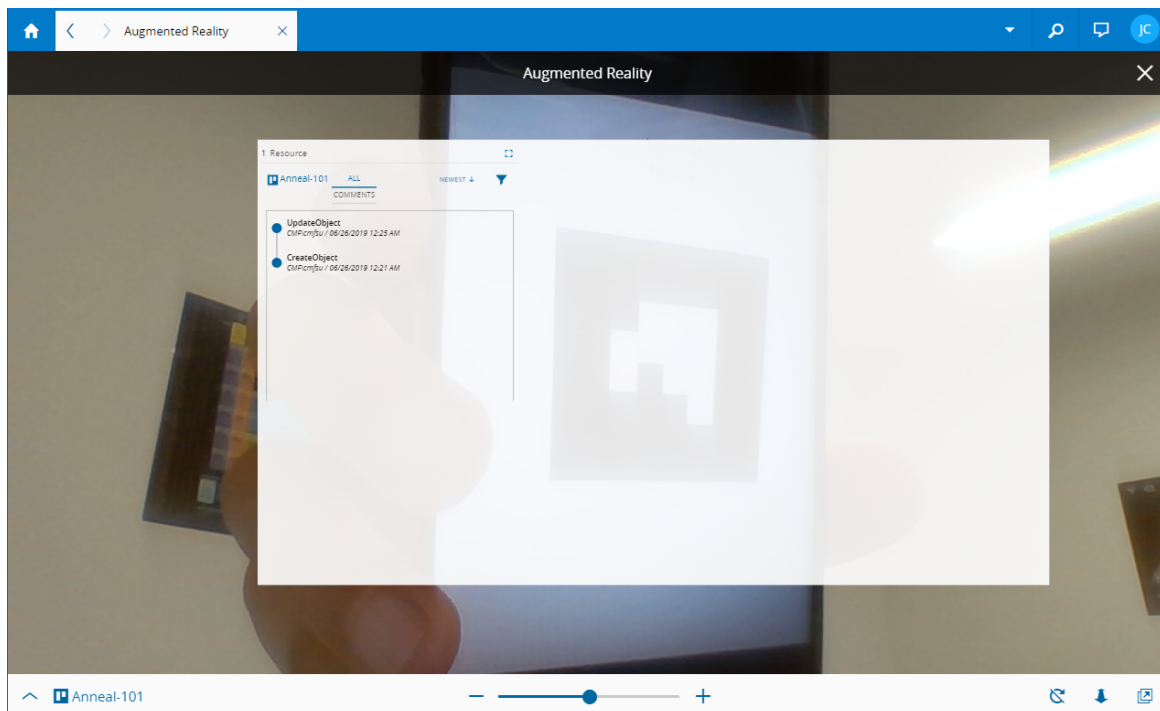
Note

The device that is running the GUI must have a camera and the camera is allowed to be used by the GUI.

To use the Augmented Reality point the camera at the pre-defined QR codes. The system will automatically display either the standard tile or the pre-defined UI Page when the object is recognized.

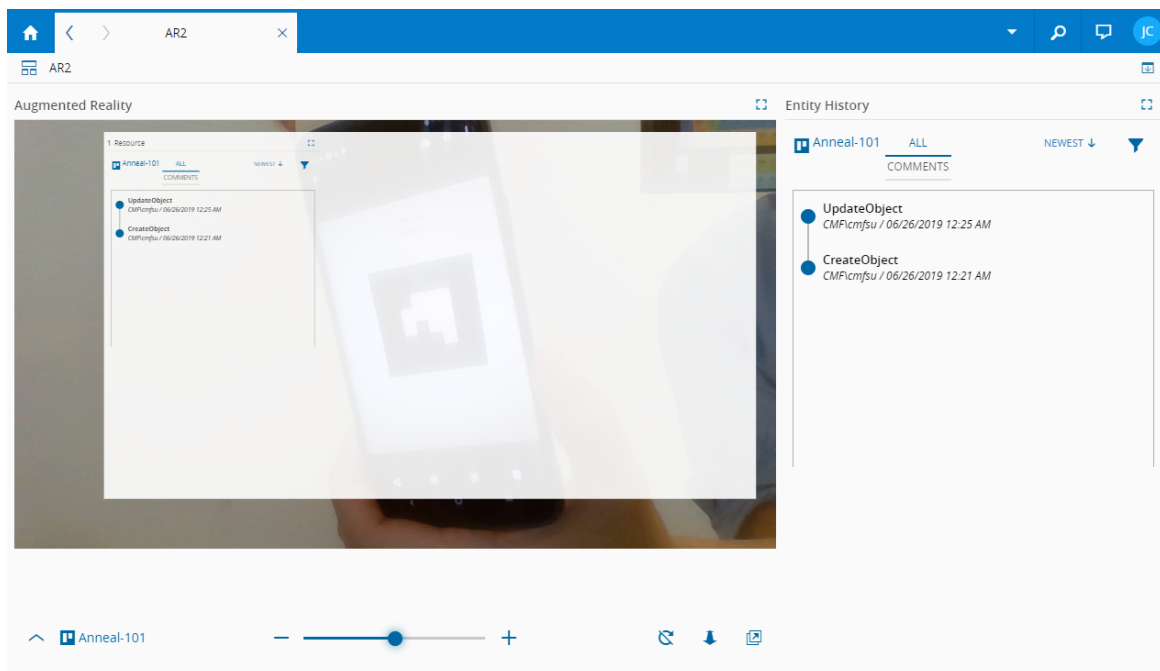
The following /images show the example defined above to display the history of an object.



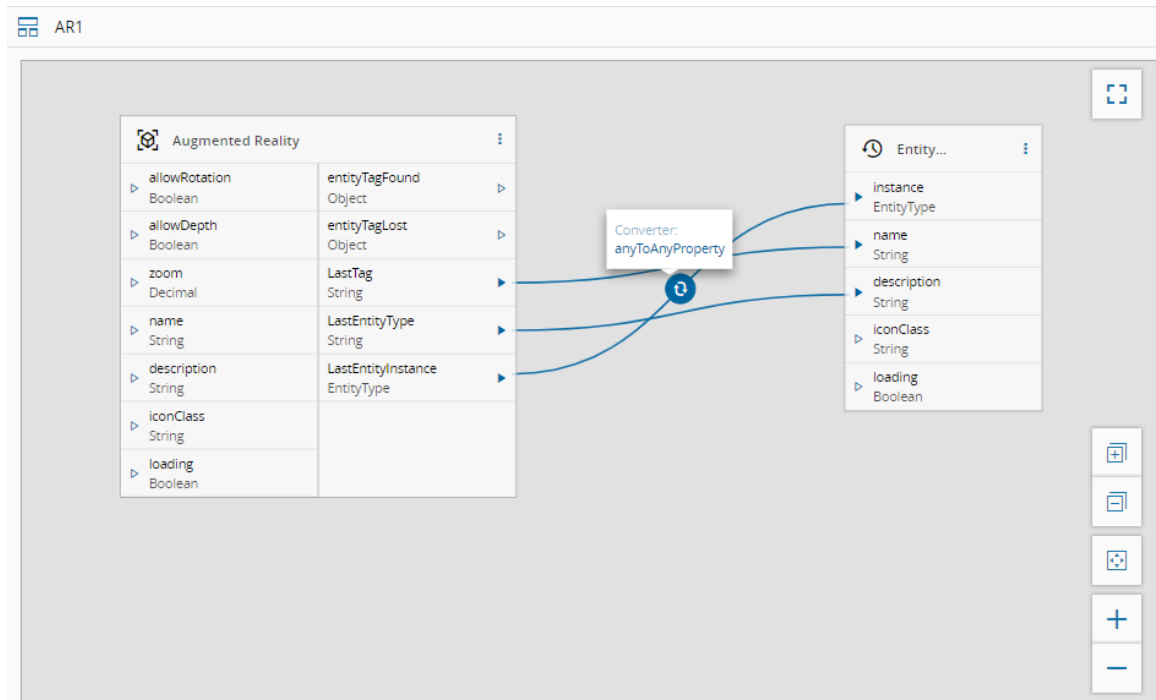


Using Augmented Reality as a Widget

Augmented Reality can also be used as a Widget. In this case it leverages the same Augmented Reality Configuration. The example below uses an Augmented Reality Widget to feed an Entity History Widget.



In this example, the Widget is linked with the properties **LastTag**, **LastEntityType**, and **LastEntityInstance** as seen in the image below:



The Augmented Reality Widget provides five parameters as described in the next table:

Property	Data Type	Description
entityTagFound	Object	Provides access to the most recent detected tag that can be accessed with the properties as described in the above Augmented Reality UI Page parameters table.
entityTagLost	Object	Provides access to the most recent tag that was lost (that is removed from detection), which can be accessed with the properties as described in the above Augmented Reality UI Page parameters table.
LastTag	String	The id of the last tag that was detected.
LastEntityType	String	The name of the entity type associated with the id of the last detected tag.
LastEntityInstance	Object	The object associated with the last tag that was detected.

Table: Augmented Reality widget output properties

The objects **entityTagLost** and **entityTagFound** contain the list of properties shown in the **Augmented Reality UI Page parameters** table. These properties can be accessed by using the **anyToAnyProperty** converter and supplying as the **ConverterParameter** the name of the property. Typically, the **ConverterParameters** would be a static property like the UI Page. This process is described in the image below:

Property	Data Type	Description
Tag	Access to the tag (id) name	Access to the tag (id) name

Property	Data Type	Description
EntityType	Access to the entity type name	Access to the entity type name
EntityInstance	Access to the entity instance	Access to the entity instance

Table: **entityTagFound** or **entityTagLost** object properties

Page builder settings

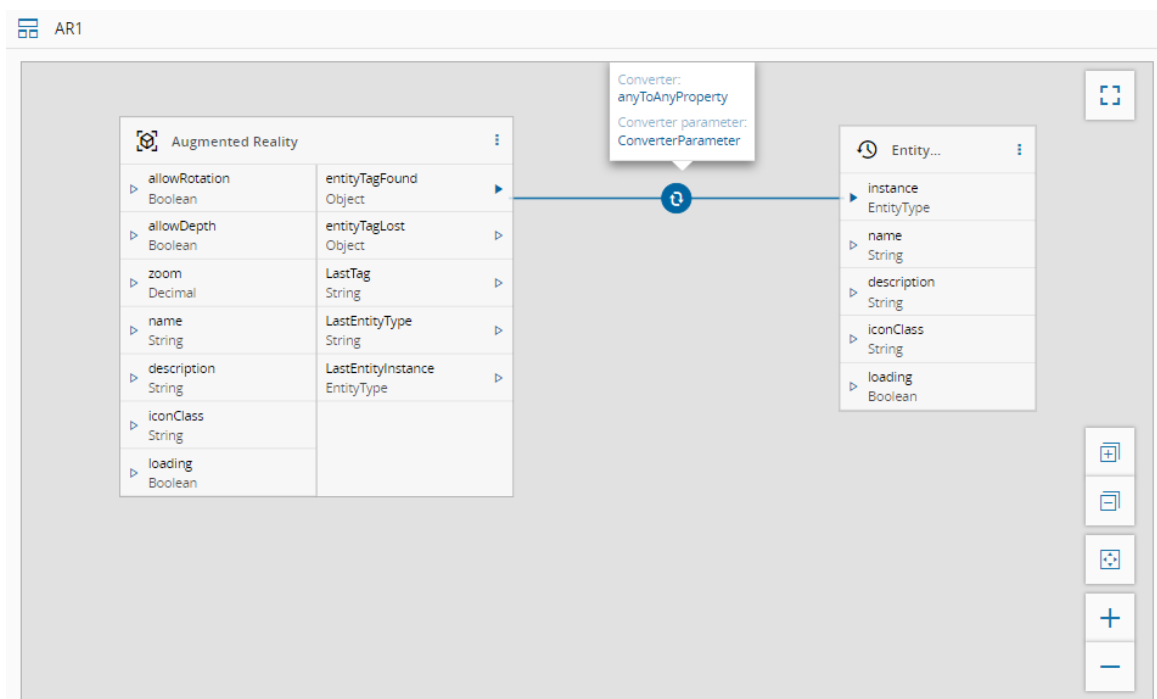
DEFINITION LAYOUTS **PROPERTIES** ACTION BUTTONS DATA SOURCES LINKS

Properties + - ↑ ↓ Property details

title String	* Name: ConverterParameter * Source: Static * Type: String Collection type: None Value: EntityInstance Required: <input checked="" type="checkbox"/>
subtitle String	
additionalInfo String	
ConverterParameter String	

Comments:

Cancel Save Now Save and Close





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