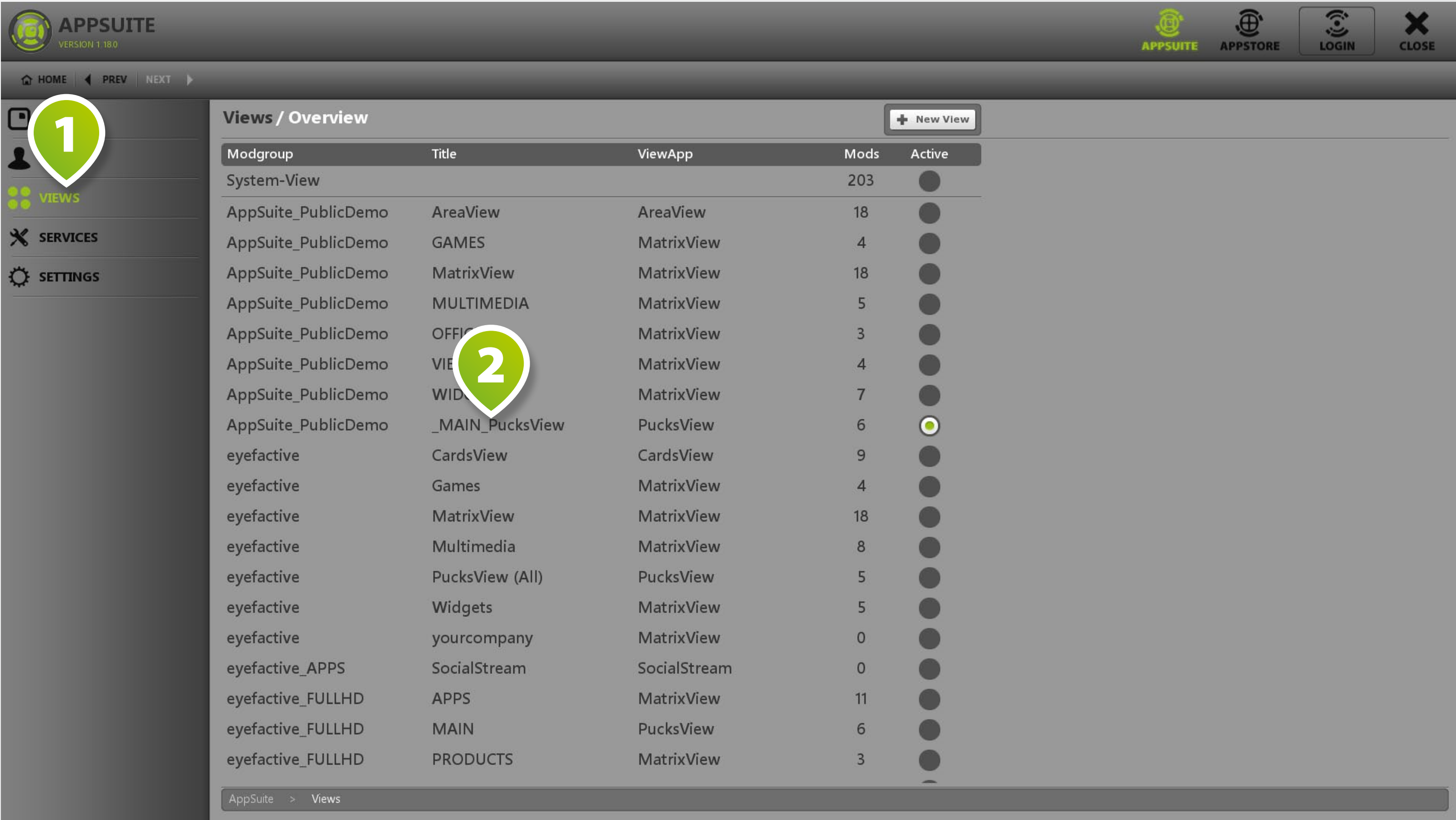


APPMANAGER: OBJECT RECOGNITION

SELECT VIEW

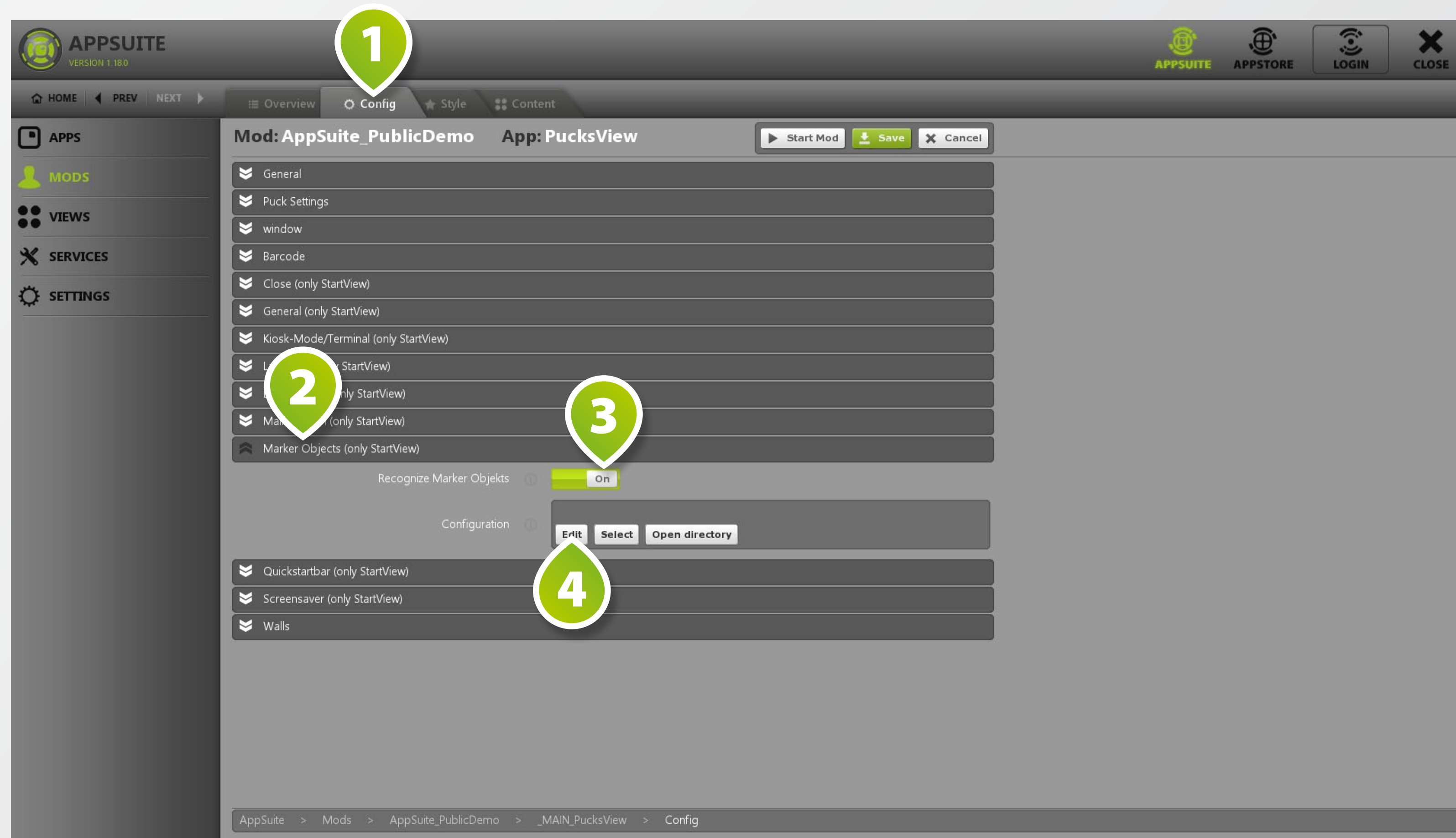


Start AppSuite and go to **APP-MANAGER** with key <M>.

Object recognition is managed for each view mod individually. So first, select the view for which you would like to configure object recognition.

Tap on **VIEWS** in main menu **1** and **select your desired view mod** by tapping on the respective **MOD LISTING 2**.

ENABLE OBJECT RECOGNITION



Select tab **CONFIG** 1, then tap on drop down listing **MARKER OBJECTS** 2.

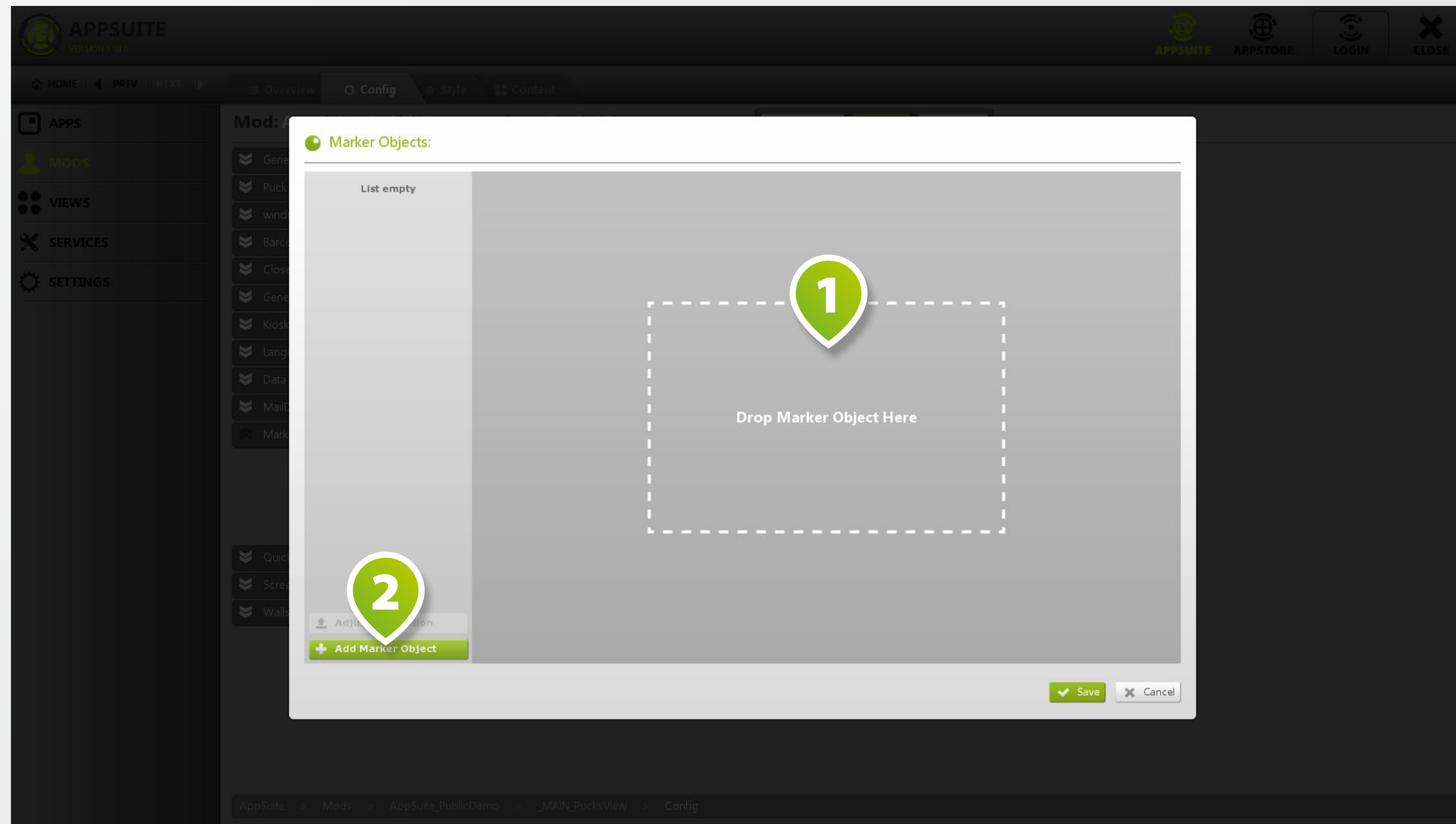
Enable object recognition by tapping on checkbox **RECOGNIZE MARKER OBJECTS** 3, then tap on button **EDIT** 4 to open object recognition wizard.

CONFIGURATION: OBJECT RECOGNITION (WIZARD)

The wizard for object recognition configuration opens as a popup.

Position your physical object with a 3-finger-pattern on the respective **DROP AREA 1**.

When wizard recognizes a pattern, the **ADD BUTTON 2** is enabled. Tap button to **add new object** to the list.



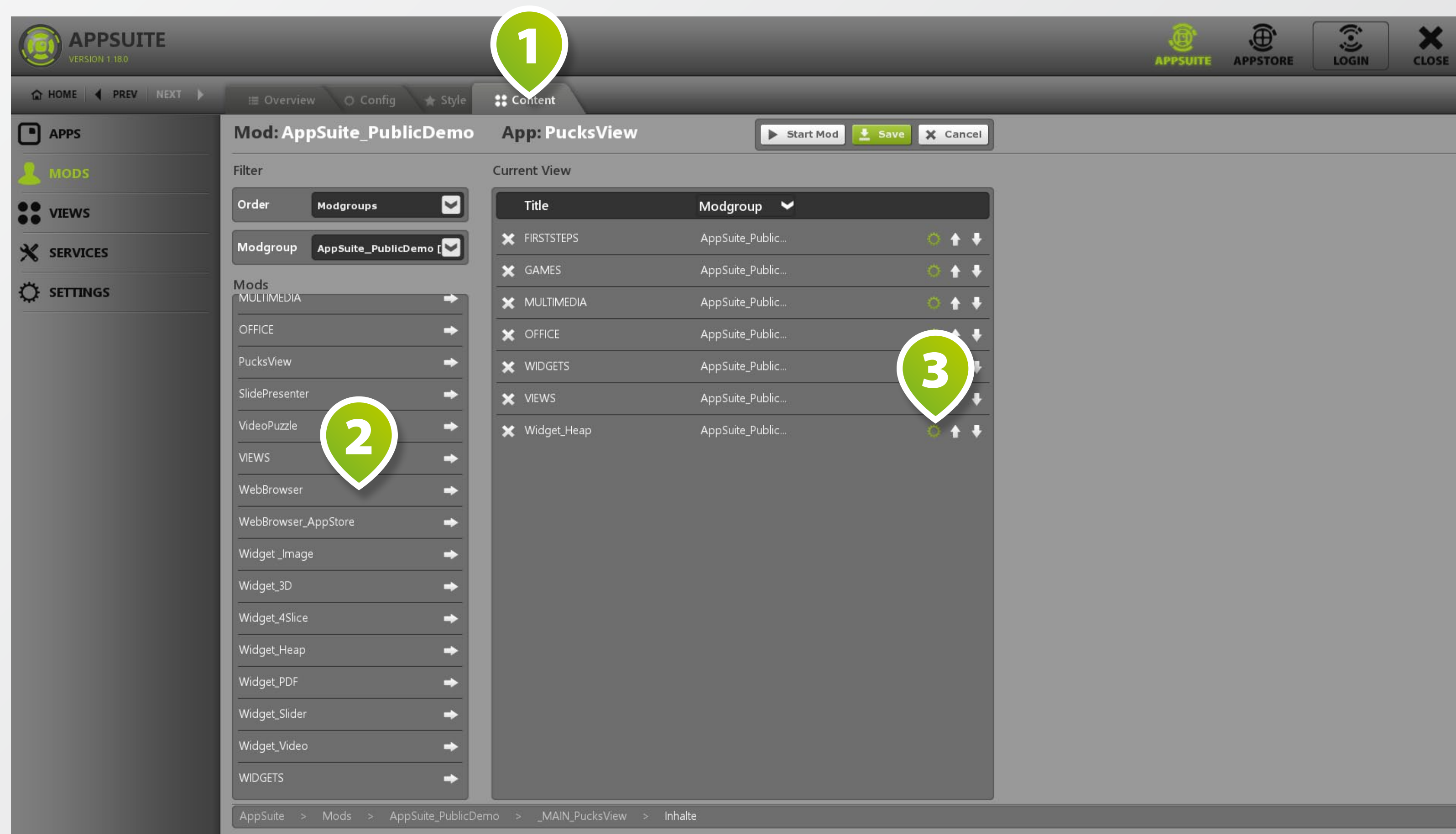
CONFIGURATION: OBJECT RECOGNITION (WIZARD)



If wizard recognizes an existing object on the touchscreen, its **LIST ENTRY** is highlighted on the left **1**. You may **change the object's ID or delete the item** from the list.

Tap on the bottom left **BUTTON 2** to **fixate the object's orientation** if required.

CONNECT APPS & WIDGETS



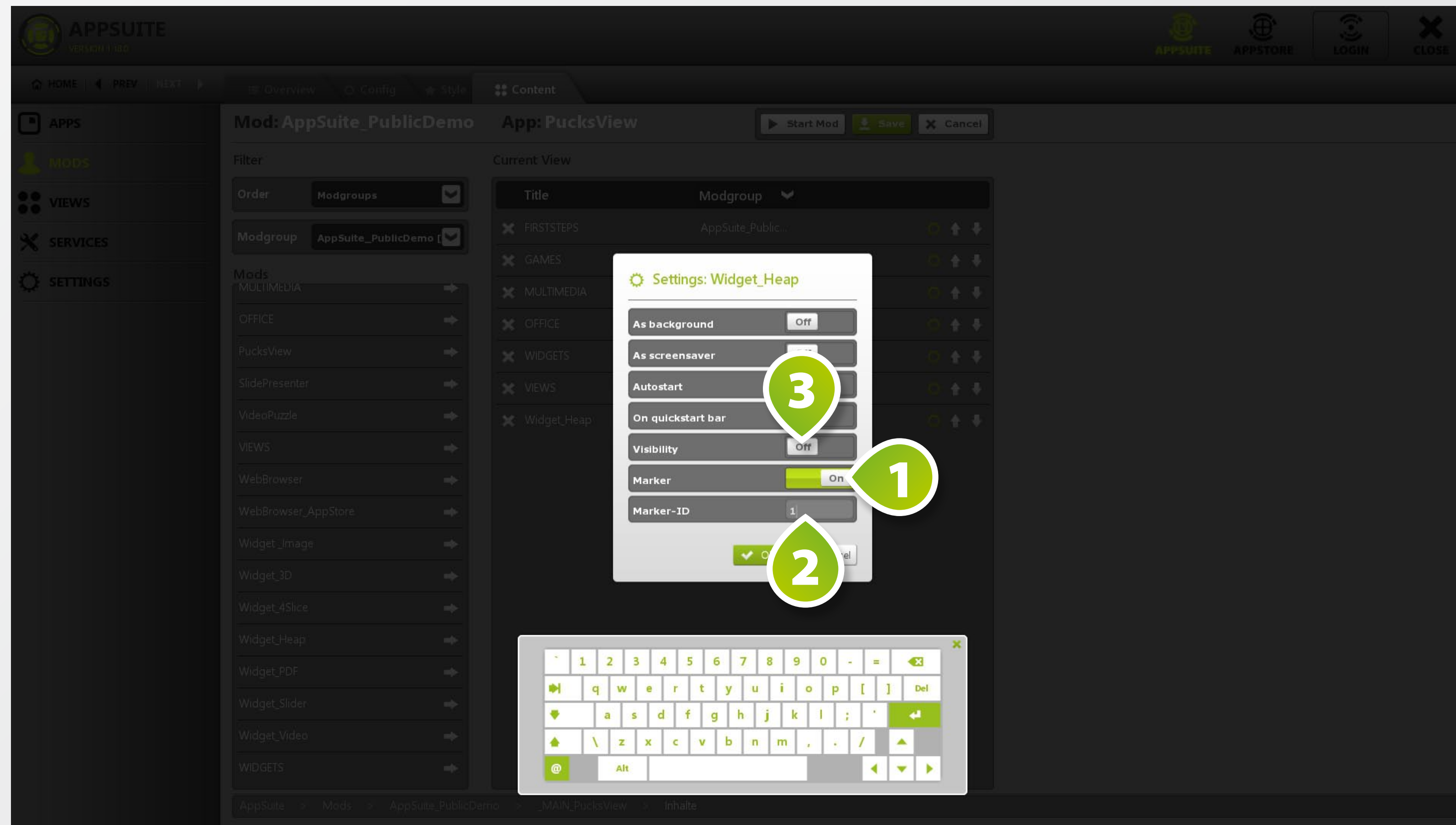
You can connect apps & widgets with objects in the content section of a view.

So first **select your desired view** mod, then tap on tab **CONTENT** 1.

Add app or widget that you would like to add to your view from the **MENU** 2 on the left.

Then tap on **SETTINGS ICON** 3 on the newly added list entry on the right menu to **open settings dialog**.

CONNECT APPS & WIDGETS



Within popup dialog, activate checkbox **MARKER** ① and enter the respective **OBJECT MARKER ID** ② to **connect an object with an app or widget**.

Disable checkbox **VISIBILITY** ③ to make app / widget only appear when object is placed on screen.