

# HOW-TO: OBJECT RECOGNITION



SCROLL / SWIPE

# SELECT PROJECT

1

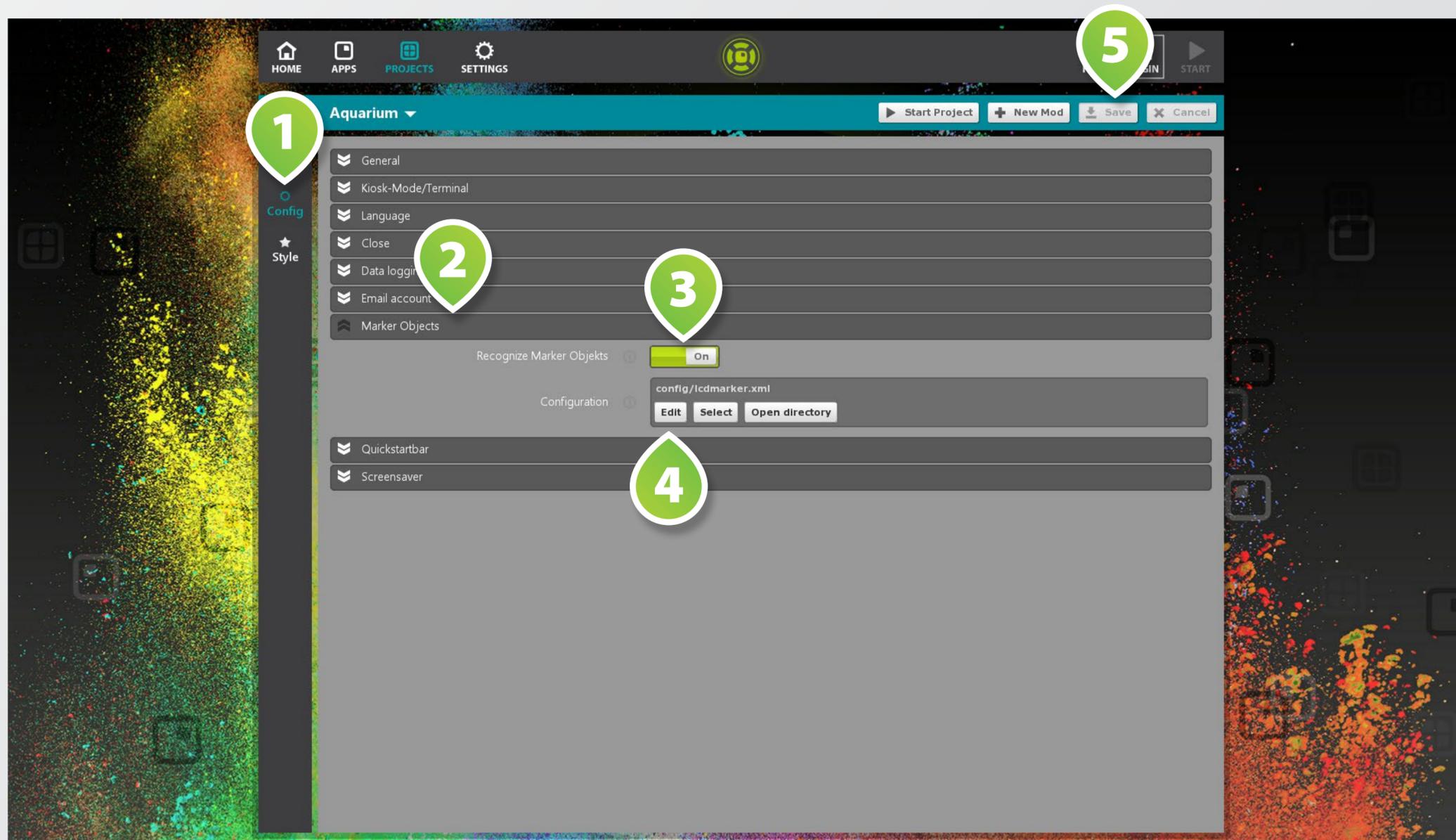
2



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

Tap on **PROJECTS** in main menu **1** and **select your project** by tapping on the respective **PROJECT 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.

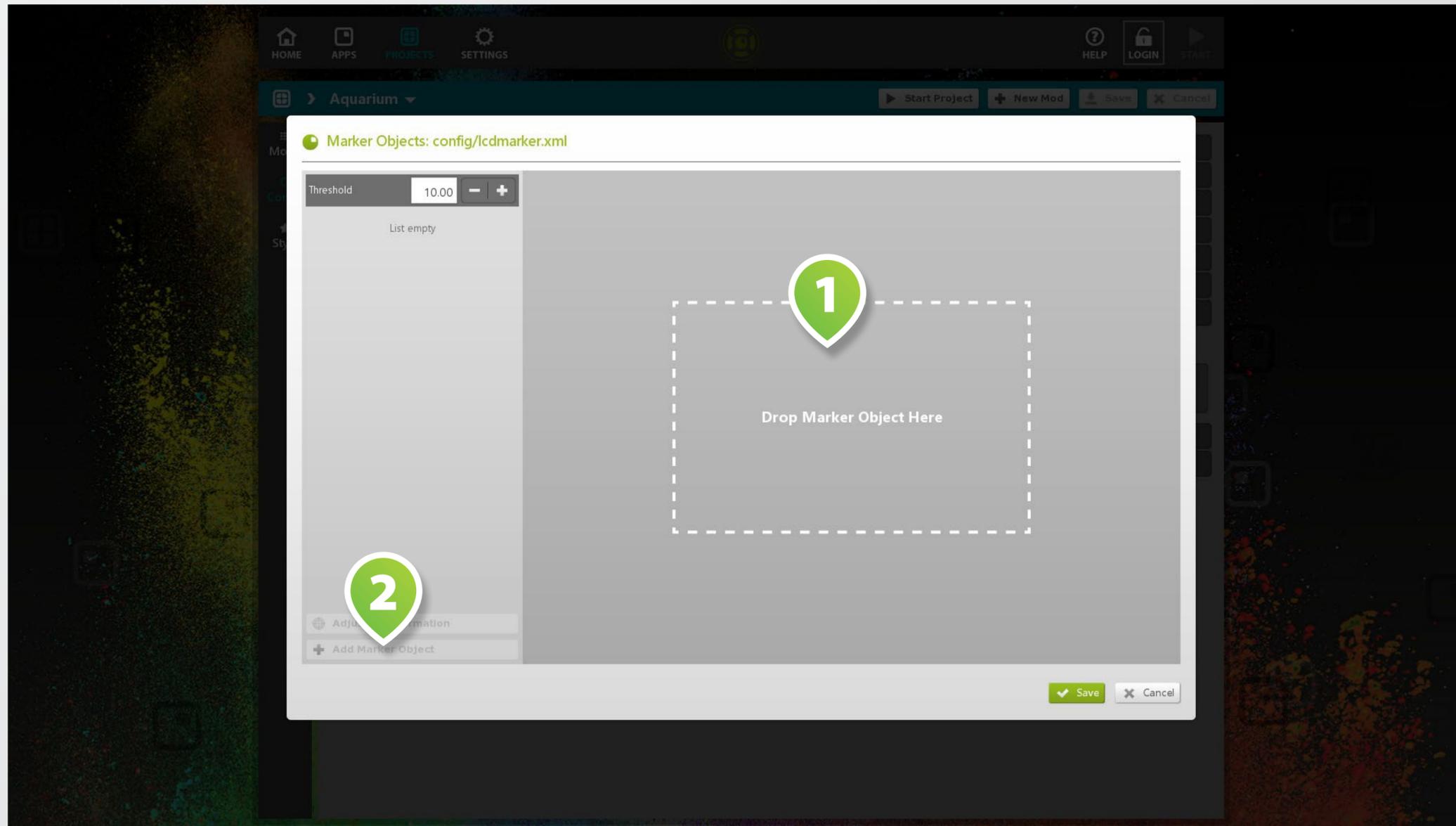
After finishing configuration tap on **SAVE BUTTON** ⑤.

# CONFIGURATION: OBJECT RECOGNITION (WIZARD)

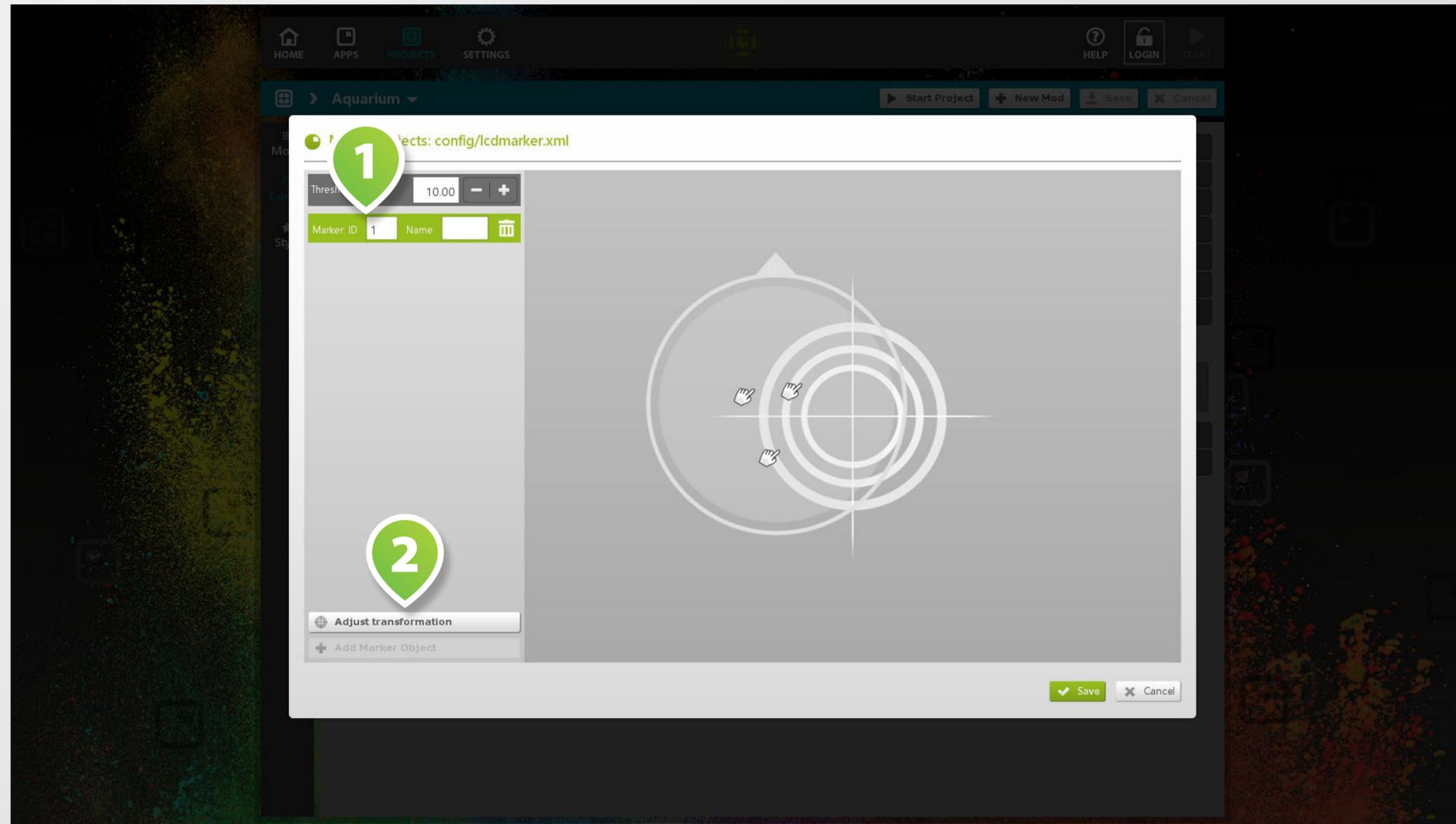
The wizard for object recognition configuration opens as a popup.

**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.



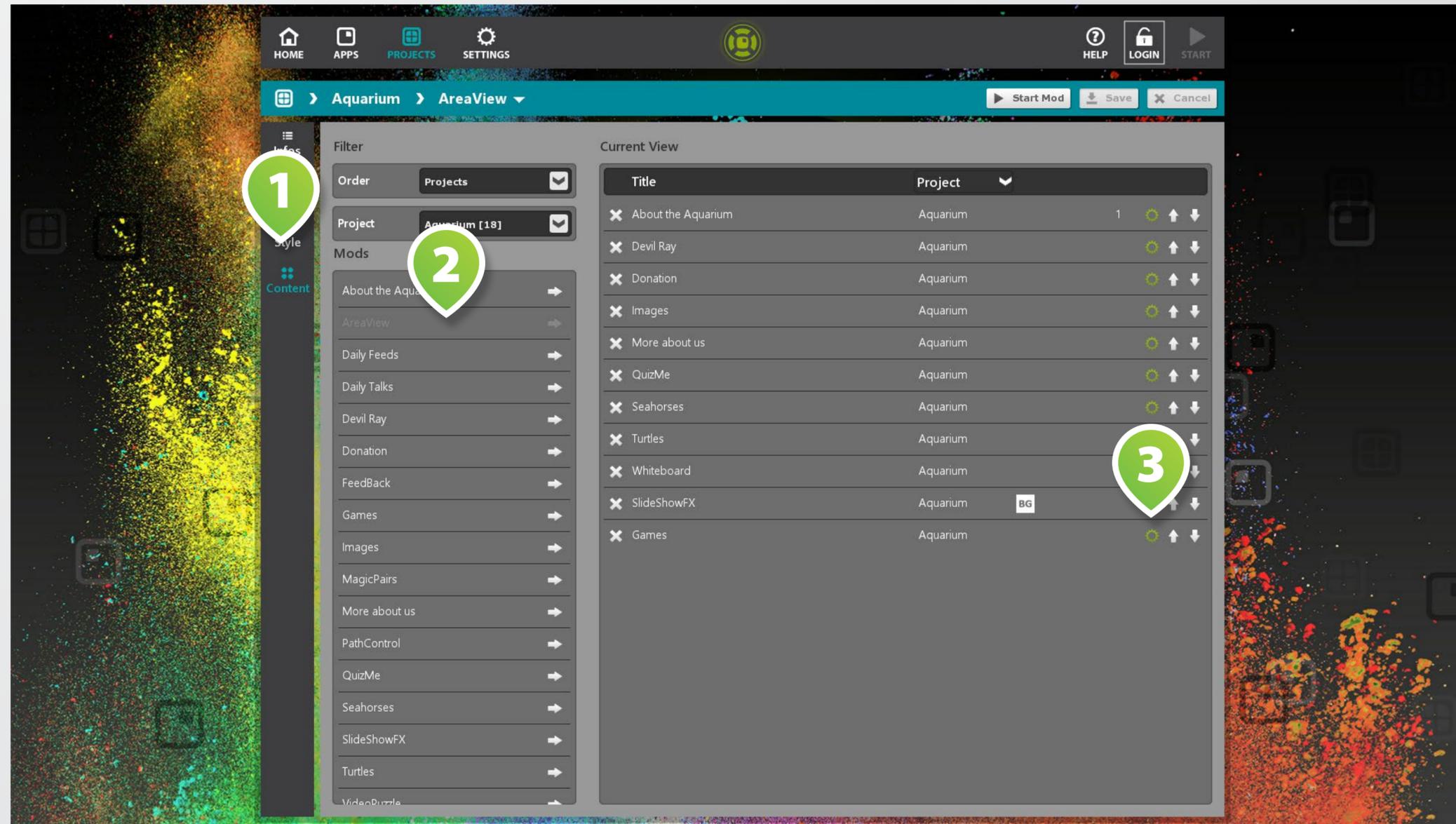
# CONFIGURATION: OBJECT RECOGNITION (WIZARD)



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 & name 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



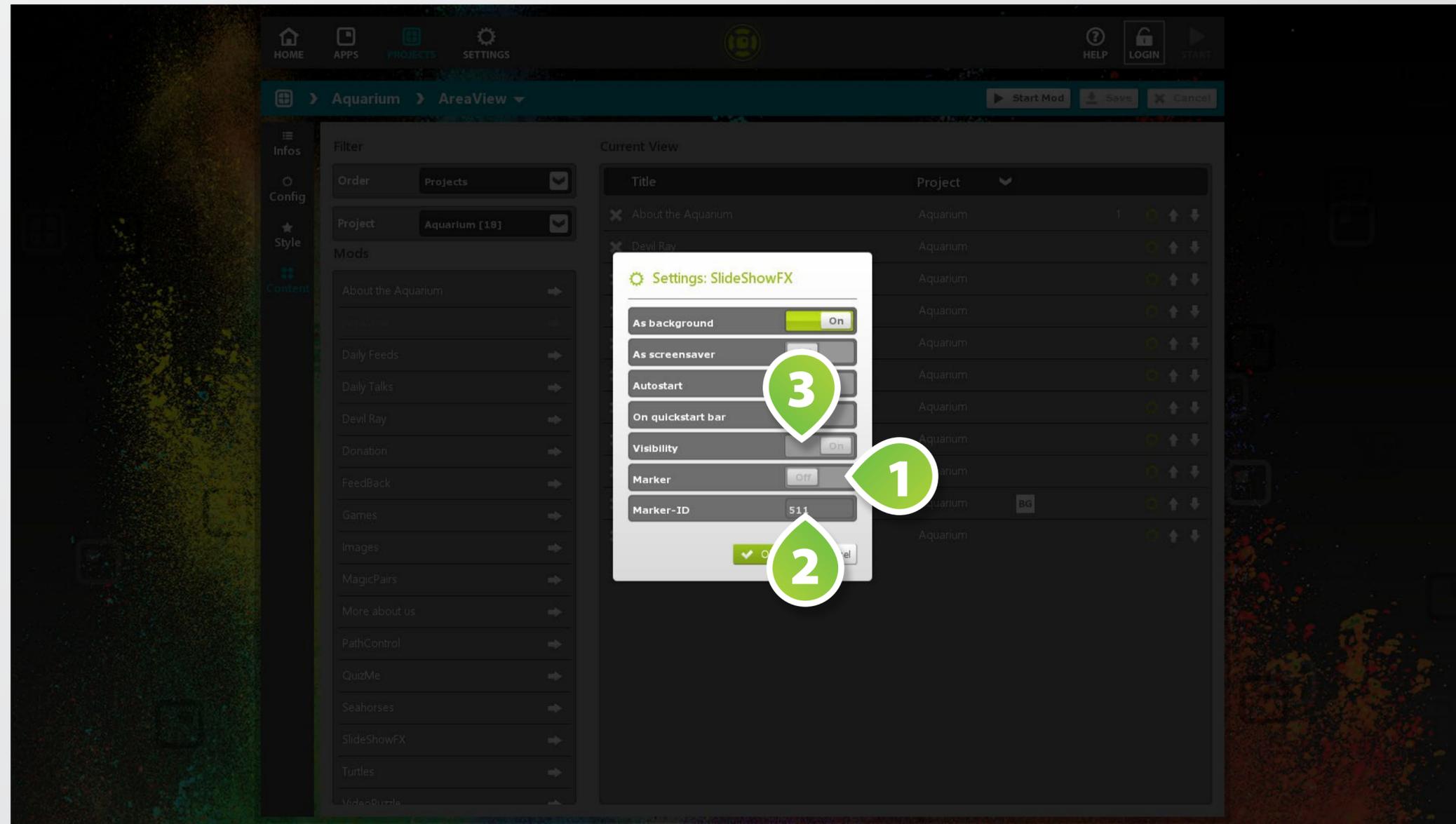
You can connect apps & widgets with objects in the content section of a view.

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.