HOW-TO: OBJECT RECOGNITION









SELECT PROJECT

HOME APPS PROJECTS SETTINGS		STAF
🕀 Projects 👻	All 💙 🕂 Nev	v Proje
D Name	Mods	
O Home	312	
Airhockey (Soccer+	📩 Download 1.0.0 6.08 MB	
AppSuite_PublicDen	27	:
Aquarium	18	:
🖉 🔵 Aquarium_Devil Ray	7	:
Aquarium_Seahorses	6	;
Aquarium_Turtles	6	;
Casino	10	
Citytrip New York	10	:
Hotel_Wellness Spa	16	:
Kino	25	;
Kreuzfahrt	23	:
Kreuzfahrt Route	6	:
Museum Archeologie	21	:
New York Hotspots	38	;
Party	15	:
PathControl (Space+Ships)	📩 Download 1.0.0 2.95 MB	
🖉 🔵 Restaurant BlackLine	23	:
🕂 🛑 Retail Autohaus Harrison	22	;
Retail Kosmetik	15	1

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 **PRO-JECT LISTING 2**.





ENABLE OBJECT RECOGNITION

С	APPS PROJECTS SET	Ç TINGS		
	Aquarium 👻			Start Project + Ne
	General Kiosk-Mode/Terminal			
Config	S Language			
style	 Close Data loggir Email account 			
	Marker Objects	Recognize Marker Objekts	On	
		Configuration	lcdmarker.xml Select Open directory	
	QuickstartbarScreensaver			



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

Enable object recognition by tapping on checkbox **RECOG-**NIZE 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 regonition confguration 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

e	🗈 🕻 Aquarium 🕻 AreaVie	w 🕶	► st
	i≡ fas Filter	Current View	**************************************
·	Order Projects	Title	Project 🖌
	Project Aguatium [18	About the Aquarium	Aquarium
	yle Mods	🗙 Devil Ray	Aquarium
Co	About the Aqua	★ Donation	Aquarium
	AreaView	images	Aquarium
	Daily Feeds	More about us	Aquarium
	Daily Talks	A QuizMe	Aquarium
	Devil Ray	Seahorses	Aquarium
	Donation	Turtles	Aquarium
	FeedBack	➡ ₩hiteboard	Aquarium
	Games	SlideShowFX	Aquarium
· · · · · · · · · · · · · · · · · · ·	Images	Games	Aquarium
	MagicPairs	→	
	More about us	→ ·	
	PathControl	→	
	QuizMe	*	
	Seahorses	→	
	SlideShowFX	+	

1 🔿 🛉 🖡 **★** ₹ **★** ₹ • 🛊 🔻 🛧 🖡 •

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** $(\mathbf{1})$

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

номе	APPS PRO			
	Aquarium			► Sta
O Config			Title Proje	ict 💙
Style			🔏 Devi Ray Aqua	
			Settings: SlideShowFX	
			As background On	
			Aqua Aqua	
			Autostart	
			On quickstart bar	
			Visibility	
			Marker	
			Marker-ID 511	
			Aqua	



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.



