



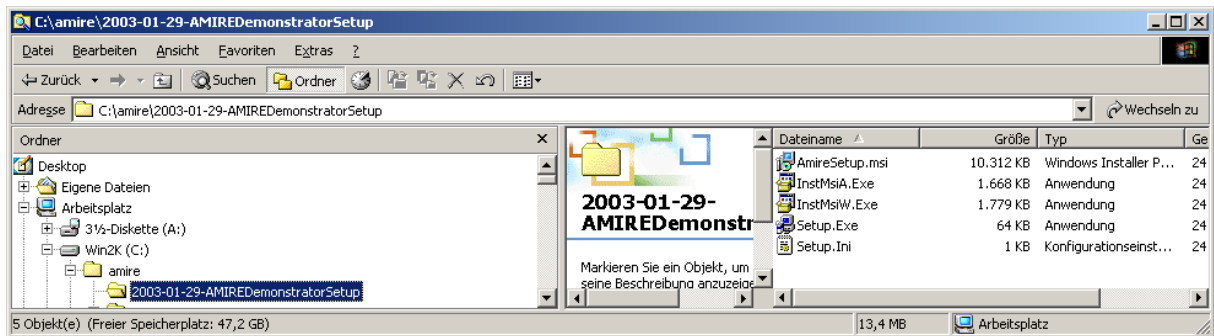
# How to use the AMIRE Authoring Framework

## Overview

Overview .....	1
How To Install the AMIRE Authoring Framework .....	2
How to run the the AMIRE Authoring Framework .....	3
How to insert a 3ds-Loader-Component .....	4
Positioning components.....	7
Scaling a component.....	7
Showing distance.....	8

## How To Install the AMIRE Authoring Framework

To install the AMIRE Authoring Framework run the setup.exe.

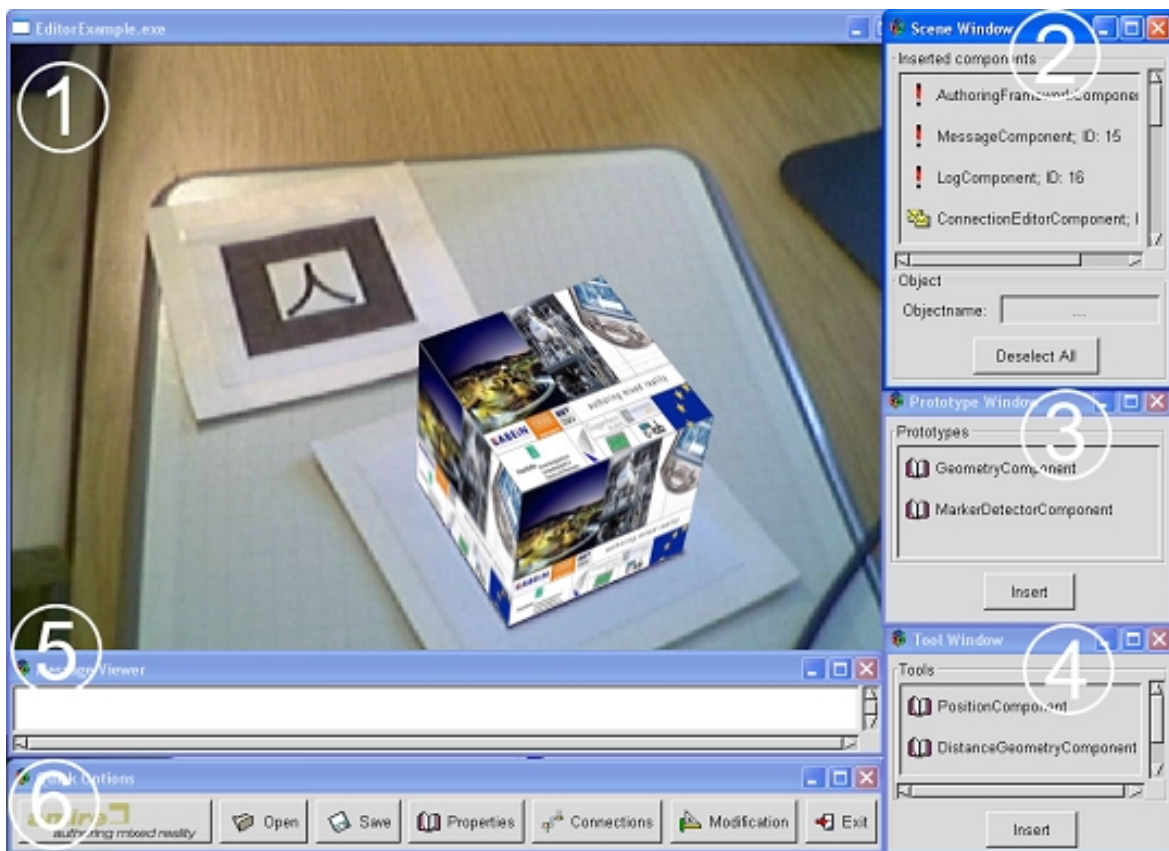


## How to run the the AMIRE Authoring Framework

To start the AMIRE Authoring Framework use the following batch file:

AMIREInstallDir\bin\EditorExampled.bat

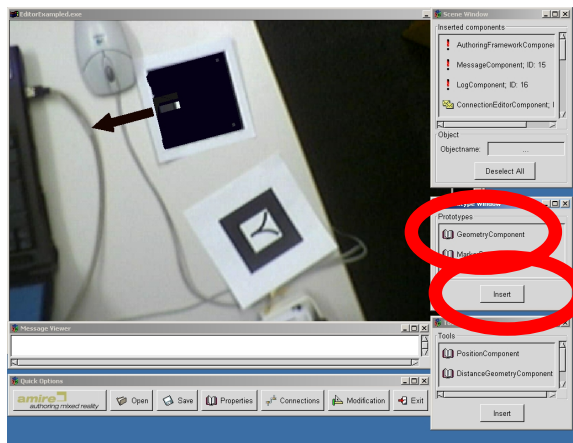
At startup, the AMIRE Authoring Framework should look like this:



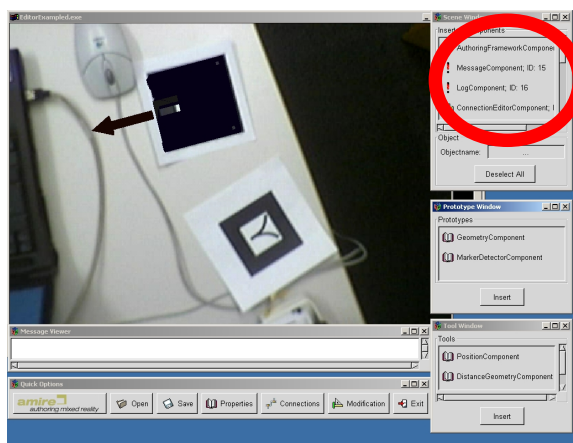
- 1 – Camera View
- 2 – Scene Contents
- 3 – Prototypes
- 4 – Tool Components
- 5 – Messages
- 6 – Quick Options

## How to insert and connect a 3ds-Loader-Component

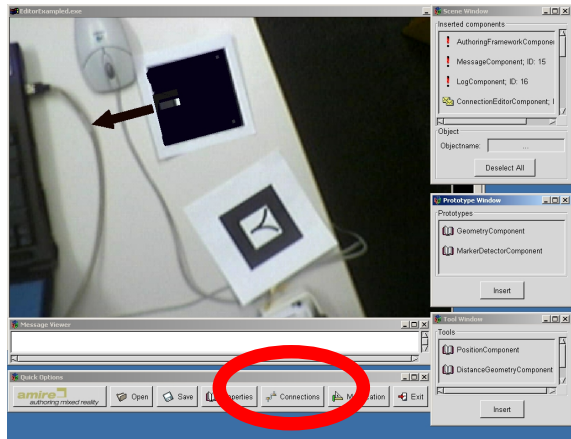
At first you have to insert a Geometry-Component by clicking on the “GeometryComponent”-Button and afterwards the “Insert”-Button in the Prototype Window (3). You will not see any change in the CameraView yet.



Now you have to select the instanced Geometry-Component in the Scenewindow by scrolling down the listbox and clicking on the “GeometryComponent; ID: xx”. Next you select any pre-inserted marker in the Scenewindow, too. You will see a highlight on the selected marker in the CameraView, if it is detected by ARToolkit.



To connect the geometry to the marker you need (with both selected in the scenewindow) to invoke the Connection Tool clicking on the “Connections”-button in the Buttonbar (6).



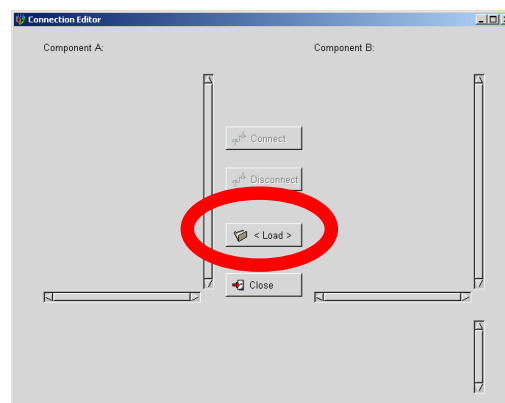
The Connectioneditor window will appear, where you can connect the slots of two components. Press the “load” button to load or switch the components.

Now, you see on the left side the outslots of the first component and on the right side the inslots of the second component. To switch them press the “load”-button until the Marker-Component with its outslots is on the left and the Geometry-Component with its inslots is on the right.

Next, press the “detected”-outslot of the marker, the “visible”-inslot of the geometry and click on the “connect” button. Do the same for the “transformation” out- and inslots.

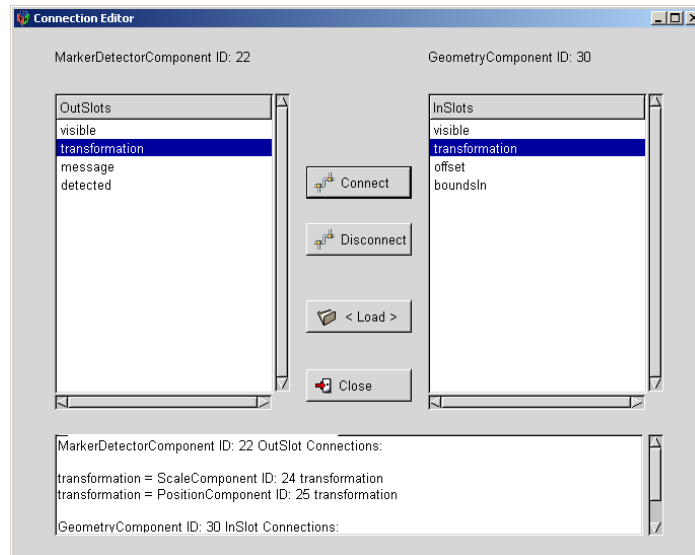
Now the geometry should appear on the marker in the cameraview.

You did your first connection. Close the Connection Editor.

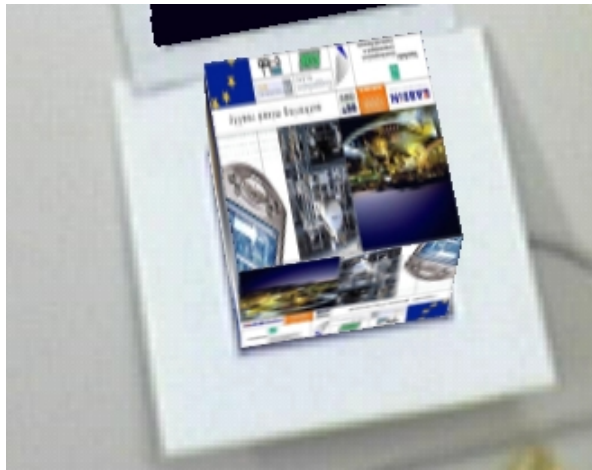


Connect the following slots:

- MarkerComponent->Detected and GeometryComponent->Visible
- MarkerComponent->Transformation and GeometryComponent->Transformation

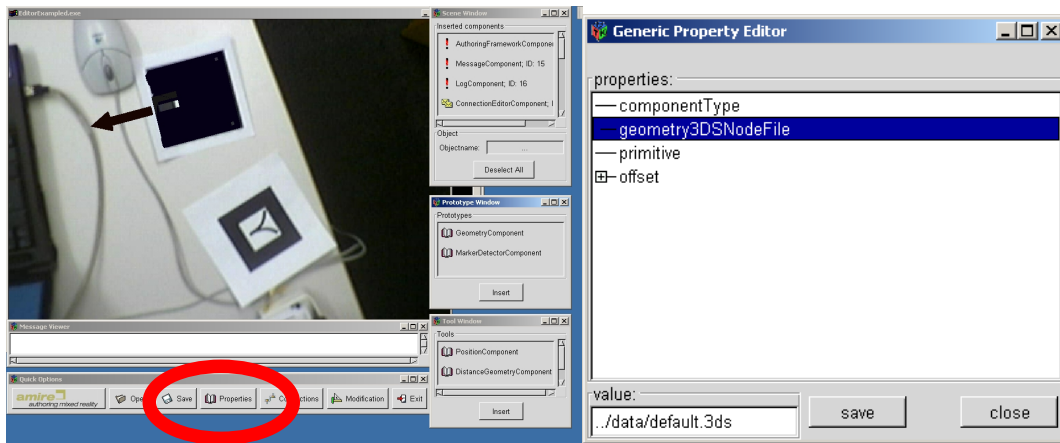


Now, the default geometry should be visible:



Press the "Deselect All"-Button in the Scenewindow and then select just the geometrycomponent.

Next press the "Properties"-Button in the Buttonbar at the bottom (6).



A dialog window, the Generic Property Editor will appear. Here you can change properties of the selected component. In this example we exchange the geometry 3ds file. Click on “geometry3DSNodeFile” and change the filename in the “value:”-box to “./data/telephone.3ds”.

After confirming with the “save”-button the model of a mobile phone should replace the old geometry. Press the “close”-button.

## ***Positioning components***

With the geometrycomponent still selected in the scenewindow you should now select the “PositionComponent” in the ToolWindow (4).

After clicking “Insert” in the same window(4) a small window with a “Start”-button will appear.

Now you need to make sure, that the kanji-marker is visible in the cameraview (1). Press the start-button and move the kanji-marker. You will notice that the geometry will move, too. After positioning press the start-button again to save the new offset-position of the geometry.

With the modification dialog you can fine tune the matrix. Just click on the “modification”-button in the Buttonbar (6) and play around with the values of the 3D Offset items. (The other input fields are useful when modifying a ToolWindow.)

Press save and close then.

## ***Scaling a component***

After that we can repeat the steps we did for the positioning to scale the geometrycomponent. Again, make sure that just the geometrycomponent is selected in the scenewindow (2). Then select the scaleComponent in the ToolWindow (4) and press “Insert”.

Bring the second marker in position and press the start-button in the small window. Now the geometryComponent should scale as you move the second marker in the cameraview. Press “Start” again to finish scaling. You can now close the small window.

## ***Showing distance***

Finally, we want to use the distance tool to show us the distance between two markers. For that press the “Deselect All” button in the scenewindow (2).

Now select two different markers in the scenewindow and make sure that they are visible in the cameraView. (Both markers will show the selectionhighlight).

Next select the “DistanceGeometryComponent” in the ToolWindow (4) and click on the “insert”-button. Now a small line between the markers will appear in the cameraview together with a distance value.

To end the EditorExample press the Exit-button in the Toolbar (6).