

MixedReality Solution

Purpose

This sample shows how to use the AR controls introduced in CGI Studio 3.8:

- [Navigation Path](#)
- [Points of Interest](#)
- [Video Streaming](#)

Summary

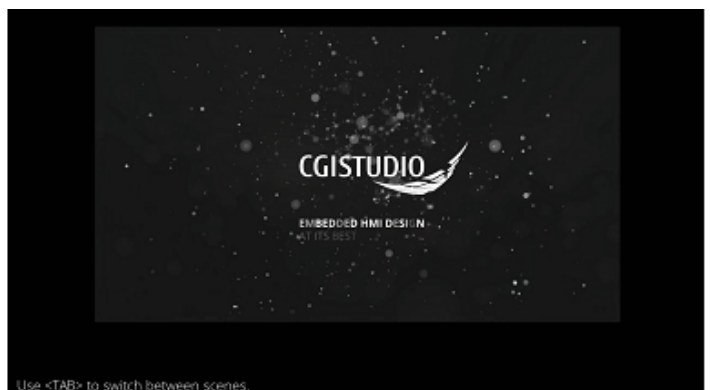
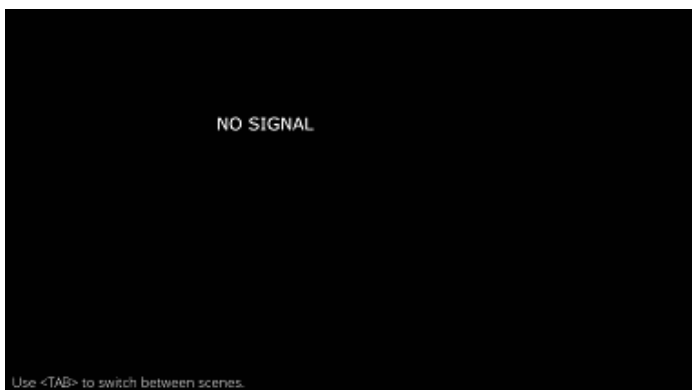
can be used to switch between three scenes:

- 2D streaming: Tests if GStreamer is working properly.
- City example: 3D over 3D, but a good example to understand how Points of Interest can be used.
- 3D streaming: Combines the 3D elements with a background video feed. Camera can no longer be controlled manually, but tracking data must be provided.

Description

1. 2D streaming

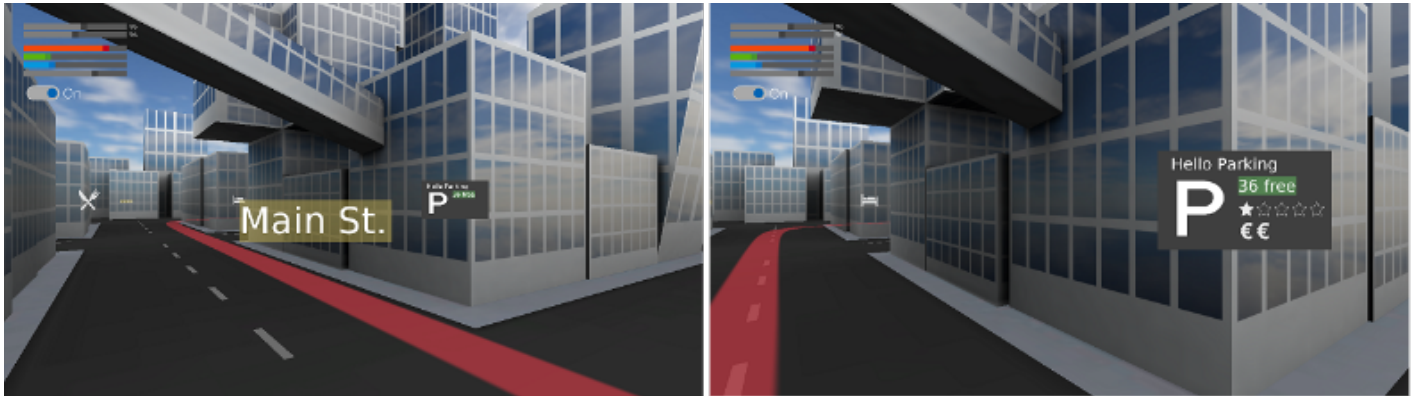
Streaming feature is disabled by default. It is necessary to build your own SCHost.dll with the respective cmake flag enabled. (see [3. Prerequisites](#) Prerequisites)



2. City example

Move around with <W,A,S,D>, rotate with <Q,E>.

The path you can see is created dynamically from a file at
\\cgi_studio_player\\src\\Player\\SampleComponents\\NavigationPathData.csv. As you move closer to a
POI you should see how the [alphadistance fading](#) is handling the level of detail of the information
that is displayed.



2.1 Creating a new PoiControl

- Design the control and save it
- Assign a name and a asset id
- Drag a [new config](#) onto the PoiManager
- Add to .csv file and use the name that you just defined in the config. The sample dictionary can be found in
cgi_studio_player\\src\\Player\\SampleComponents\\PoiDictionary.csv and looks like this:

```
2 Building1,R1,989,0.0,-43,Face camera, { "receiver": "R1", "metadata": { "icon": "Restaurant", "name": "Stefan Stubbs", "price_level": 3.0, "open_now": true, "rating": 5.0 } }
3 Building1,R2,1006,0.0,-65,Face camera, { "receiver": "R2", "metadata": { "icon": "Restaurant", "name": "Hauabis Backstube", "price_level": 2.0, "open_now": true, "rating": 2.0 } }
4 Parking1,P1,1006,0.0,-74,Face camera, { "receiver": "P1", "metadata": { "name": "Parking", "info_text": "12", "price_level": 1.0, "rating": 4.0 } }
5 Parking1,P2,989,0.0,-75,Face camera, { "receiver": "P2", "metadata": { "name": "Parking", "info_text": "0", "price_level": 1.0, "rating": 5.0 } }
6 Street,S1,995,0.0,-134,Face camera, { "receiver": "S1", "metadata": { "name": "Sammelweisstr." } }
7 Parking1,P3,1055,0.0,-129,Face camera, { "receiver": "P3", "metadata": { "name": "Parkhaus", "info_text": "0", "price_level": 2.0, "rating": 2.0 } }
8 Building,City 1,25,0.0,-300,Face camera, { "receiver": "City 1", "metadata": { "name": "Sleeping Beauty", "open_now": true, "icon": "Hotel", "rating": 4.0, "price_level": 1.0 } }
9 Parking,City 2,25,0.0,-180,Face camera, { "receiver": "City 2", "metadata": { "name": "Hello Parking", "info_text": "36", "price_level": 2.0, "rating": 1.0 } }
10 Building,City 3,-25,0.0,-250,Face camera, { "receiver": "City 3", "metadata": { "name": "Hello Food", "open_now": true, "icon": "Restaurant", "rating": 2.0 } }
11 Street,City 4,-17,0.0,-150,Face camera, { "receiver": "City 4", "metadata": { "name": "Main St." } }
12 Street,City 5,-18,0.0,-320,Face camera, { "receiver": "City 5", "metadata": { "name": "Second St." } }
```

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