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

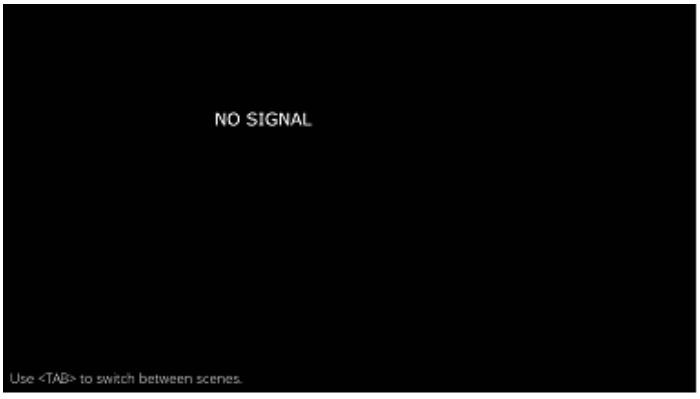
can be used to switch between three scenes:

- 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 Prerequisits)





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 safe 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:

```
Building1,R1,989,0.0,-43,Face camera, { "receiver": "R1", "metadata": { "icon": "Restaurant", "name": "Stefan Stubm", "price_level": 3.0, "open_now": true, "rating": 5.0 } }
Building1,R2,1006,0.0,-65,Face camera, { "receiver": "R2", "metadata": { "icon": "Restaurant", "name": "Haubis Backstube", "price_level": 2.0, "open_now": true, "rating": 2.0 } }
Parking1,P1,1006,0.0,-74,Face camera, { "receiver": "P1", "metadata": { "name": "Parking", "info_text": "12", "price_level": 1.0, "rating": 4.0 } }
Parking1,P2,989,0.0,-75,Face camera, { "receiver": "P2", "metadata": { "name": "Parking", "info_text": "0", "price_level": 1.0, "rating": 5.0 } }
Street,S1,995,0.0,-134,Face camera, { "receiver": "S1", "metadata": { "name": "Semmelweisstr." } }
Parking1,P3,1055,0.0,-129,Face camera, { "receiver": "P3", "metadata": { "name": "Parkhaus", "info_text": "0", "price_level": 2.0, "rating": 2.0 } }
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 } }
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 } }
Building,City 3,-25,0.0,-250,Face camera, { "receiver": "City 3", "metadata": { "name": "Hello Food", "open_now": true, "icon": "Restaurant", "rating": 2.0 } }
Street,City 4,-17,0.0,-150,Face camera, { "receiver": "City 4", "metadata": { "name": "Main St." } }
Street,City 5,-18,0.0,-320,Face camera, { "receiver": "City 5", "metadata": { "name": "Second St." } }
```

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