

on-hand viewer XL on iPad

manual Version 1.0

Table of contents

1. Data transfer	02
2. Local files	04
3. Tree view	05
4. 3D view	06
Tree view in 3D	07
Show / hide components	08
Measuring dialog	09
Sectioning dialog	10
View settings	11

Advice:

This user manual describes all functionalities of the on-hand viewer XL.

The following functionalities are only available after In App Purchase:

- Measuring functions
- Sectioning functions
- Support of external viewing
- Product tree in 3D

Therefore these buttons are blocked without the In App Purchase.

1. Data transfer

4 possibilities:



FTP

Files uploaded to your own FTP server can be downloaded with the FTP client integrated in on-hand viewer XL. To upload you can use every FTP Client you like or you can use the FTP Client which is integrated in the free tool on-hand connect. Starting at the "Import" section (1) of the on-hand viewer XL you can access the FTP server defined in the settings.

Tap on the button "FTP-Settings":

The fields "Server IP", "Port" and "User" are necessary (2). The field "Password" will only be necessary if you defined one for the server.

Please note: on-hand viewer XL only accepts mwpak-files which you can create with on-hand connect (available under <http://www.absolute-apps.com/Downloads/downloads.html>)



(1)



(2)

Bonjour

Files can be transferred from the Bonjour client who is integrated in on-hand connect to the on-hand viewer XL integrated Bonjour server. Starting at the "Import" section (1) of the on-hand viewer XL you can start waiting for an incoming Bonjour connection.

iTunes

Files can be dragged into the File Sharing section of iTunes (3) and are automatically transferred to iPad.

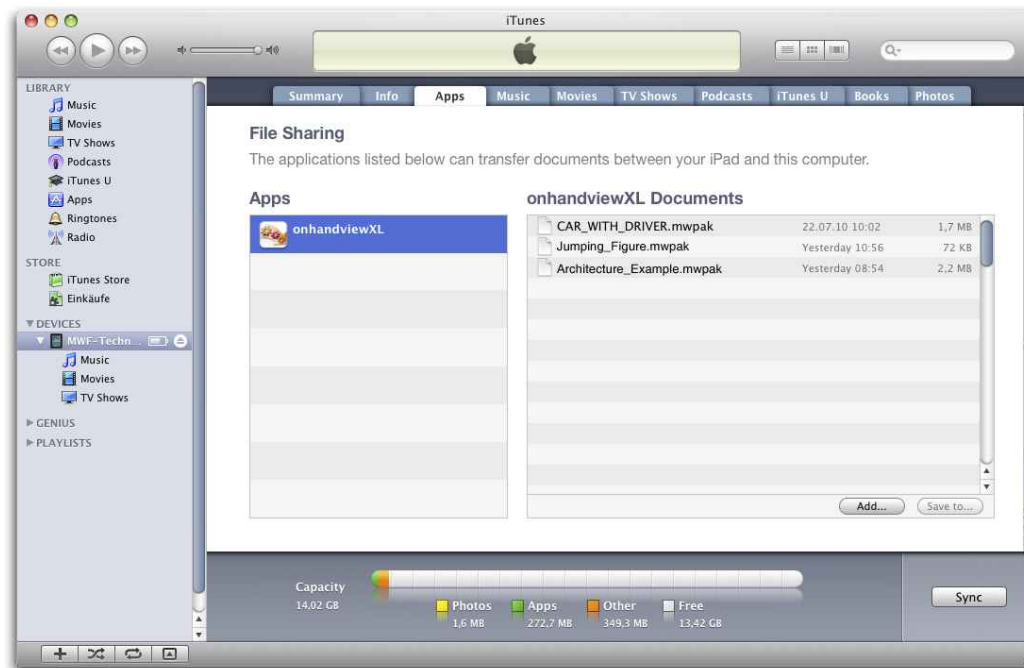
Email

Files can be sent to the iPad integrated Mail app. Within the app the file format and the belonging app is recognized. The file can be opened from within the Mail app (4).

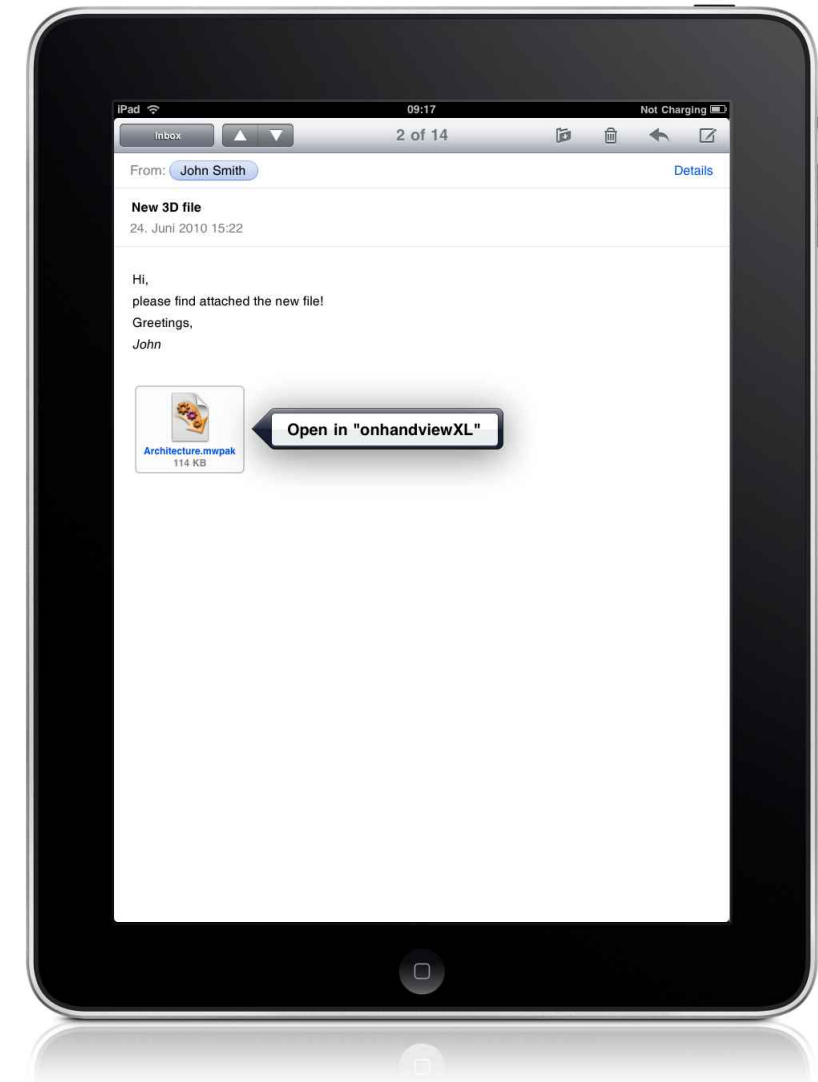
Tap on the attachment:

Context menu "Open in "onhandviewXL"" appears.

All of these transfer possibilities place the files in the "Local Files" area of the on-hand viewer XL.



(3)



(4)

2. Local files

The "Local Files" (5) shows the files which are saved on the device at the moment. In this section the following functionality is available:

Flick over the screen:
Browse your local files.

Tap on an image stack:
Product is selected and now the button "Tree view" can be tapped to open the product tree of the selected product.

Double tap on an image stack:
3D view of the selected file opens.

Long press on an image stack:
Delete button is shown (6). Tap on this button and confirming deletes the file.

Tap on the product name:
Product name and file name are shown (7).

Pinch out on an image stack:
A preview opens which shows the products / parts which are located one level deeper in the product structure (8). By leaving the screen while pinching out the next level opens. By pinching in and then leaving the screen the actual level (if this is not the highest) closes.

Tap on the button "Back" (only available in deeper levels):
The actual level closes and the structure one level higher is shown.

Tap on the button "Back to first level" (only available in deeper levels):
Directs you back to the highest level.



(5)



(6)



(7)




(8)

3. Tree view

In this section (9) the following functionality is available:

Tap on  :

The next deeper level of the product opens.

Tap on  :

The level is closed.

Double tap at the product name:
A context menu with the options 3D, Hide / Show and Information is opened.

Tap on  :

The 3D view of the selected product / part is opened.

Tap on  /  :

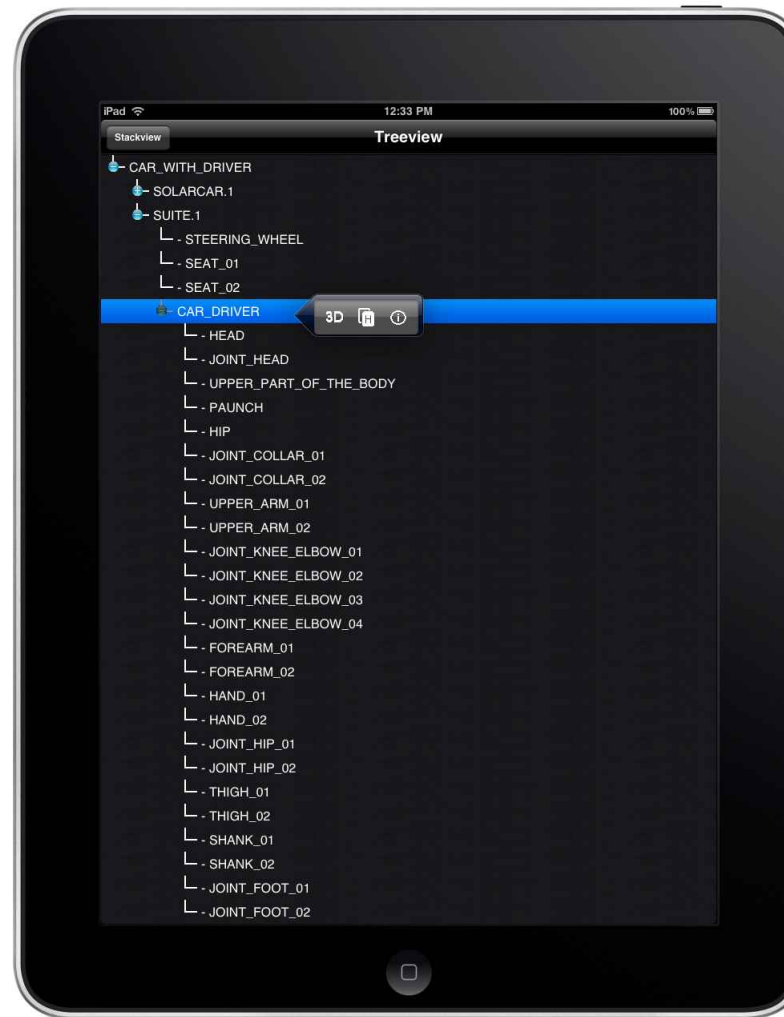
Marks the selected product / part as hidden / shown.

By opening a higher level of the product in 3D this value is respected.

Tap on  :

The information view of the selected product / part is opened (10).

Tap on the button "Stack view":
The stack view is opened for the selected product / part.



(9)



(10)

4. 3D view

In this section (11) the following functionality is available:

Moving with one finger:

Rotate the 3D object respectively move it (depends on the state of the

button  / ).

Moving with two fingers:

Move the 3D object.

Pinch out:

Zoom out.

Pinch in:

Zoom in.

Double tap:

Fit in center.

Tap on  :

Tree view of the product / part opens (see page 07).

Tap on  :

Highlight selected 3D object in tree (see page 07).

Tap on  /  :

Change from rotate to move / move to rotate.

Tap on  :

The next tap at the 3D object defines a new rotation point.

Tap on  :

Zoom in.

Tap on  :

Zoom out.

Tap on  :

Fit in center.

Tap on  :

The next tap hides / shows the selected 3D object (see page 08).

Tap on  /  :

Change to Show / Noshow area (see page 08).

Tap on  :

Measuring dialog opens (see page 09).

Tap on  :

Sectioning dialog opens (see page 10).

Tap on  :

The next tap on a 3D object which has additional information opens information view (similar to picture 10 on page 05).

Tap on button "View settings":
Settings dialog opens (see page 11).



Tree view in 3D

Double tap at the product name:
Opens a context menu (12) with the options 3D, Hide / Show, Information and Highlight if a product / part is selected which belongs to a deeper level of the product structure. If a product is selected which belongs to a higher level only the context menu 3D is available.

Tap on  :

The 3D view of the selected product / part is opened.

Tap on  /  :

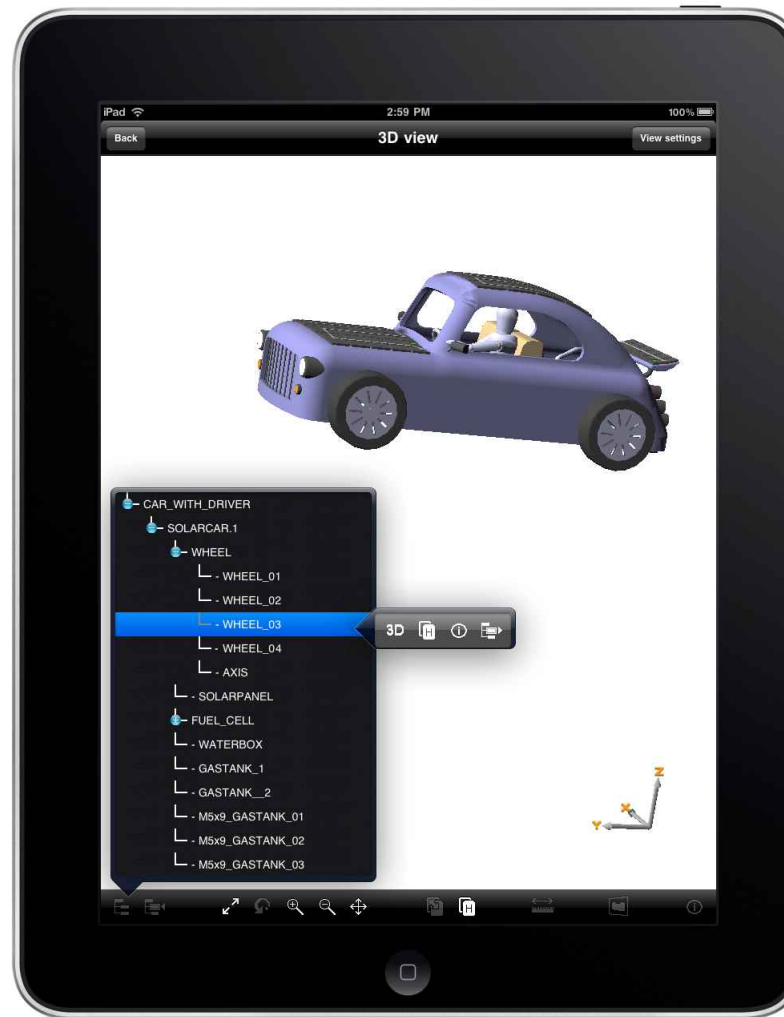
Marks the selected product / part as hidden / shown.
By opening a higher level of the product in 3D this value is respected.

Tap on  :

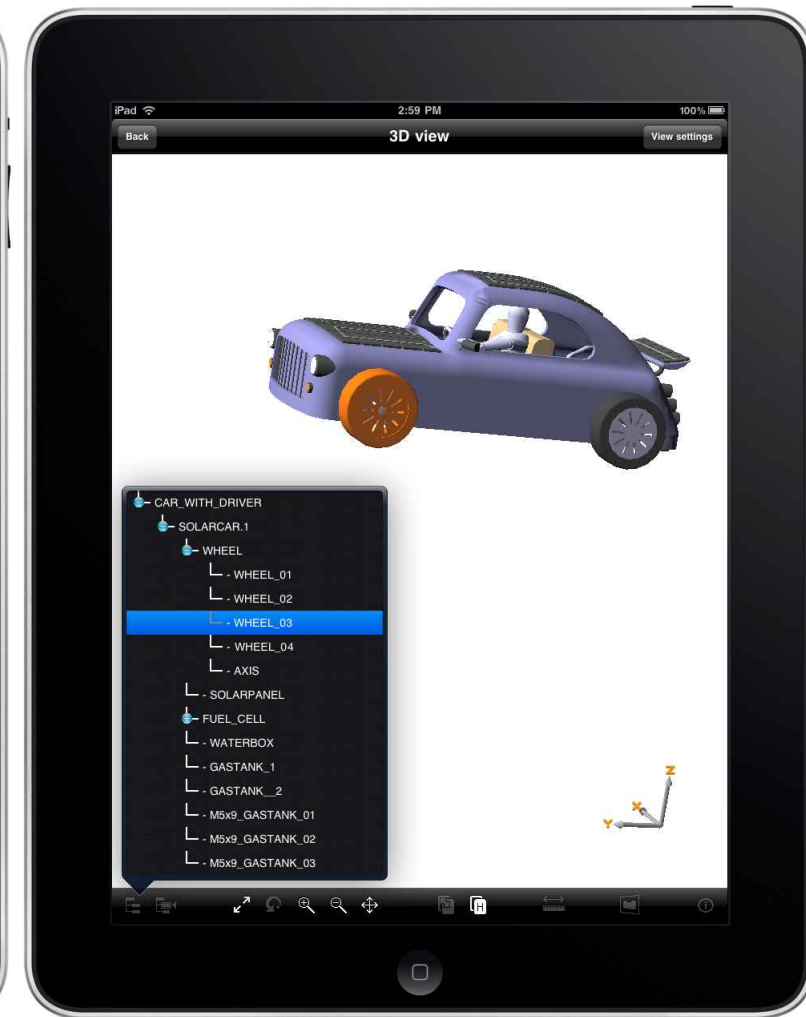
The information view of the selected product / part is opened.

Tap on  :

Highlight selected product / part in 3D (13).



(12)



(13)

Hide / Show components

Tap on  :

The next tap selects the 3D object to hide / show (depends on the state

of the button  / ).

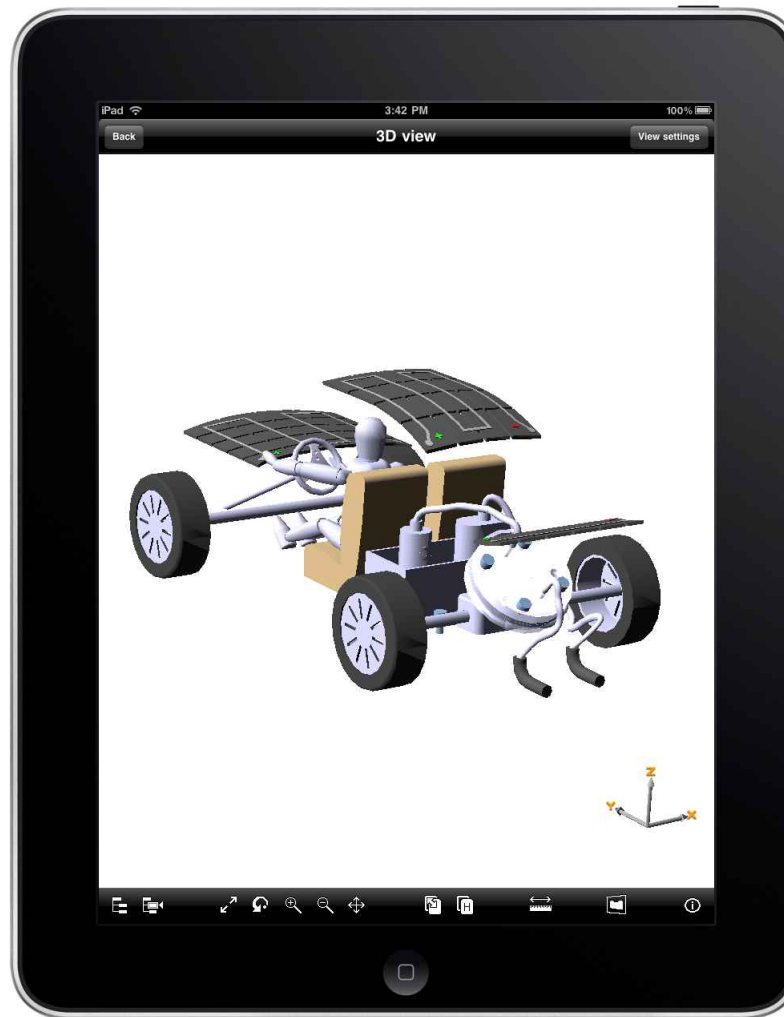
The selected component disappears in the actual view (14).

Tap on  :

Change to noshow view. There you are able to see the components selected before (15).

Tap on  :

Change back to the show view.



(14)



(15)

Measuring dialog

Tap on  :

Measuring between points. The next two taps at the 3D object define the points between which is measured.

Tap on  :

Measuring between planes. The next two taps at the 3D object define the planes between which is measured.

Tap on  :

Measuring radius. The next tap defines the area / face / object from which the radius is measured.

Tap on  :

Process will be cancelled if measuring isn't finished respectively measuring elements will be removed if measuring is finished.

A successful measuring ends with a dialog in which the result is shown (16).

In the "Settings" of the iPad you find a settings section for the on-hand viewer XL too (17). The selection list shows the possible dimension units for the measuring function.



(16)



(17)

Sectioning dialog

Tap on  :

Section will be generated in x direction.

Tap on  :

Section will be generated in y direction.

Tap on  :

Section will be generated in z direction.

Tap on  :

The next tap selects the face which will be used to generate the user defined section.

Tap on  :

Process will be cancelled if sectioning isn't finished respectively sectioning elements will be removed if sectioning is finished.

After a direction is selected:

Tap on  :

Filled section will be generated.

Tap on  :

Unfilled section will be generated.

Move the 2D switch: 2D section will be generated (19).

Tap on the box "Step size" :
To define the step size of the sectioning plane.

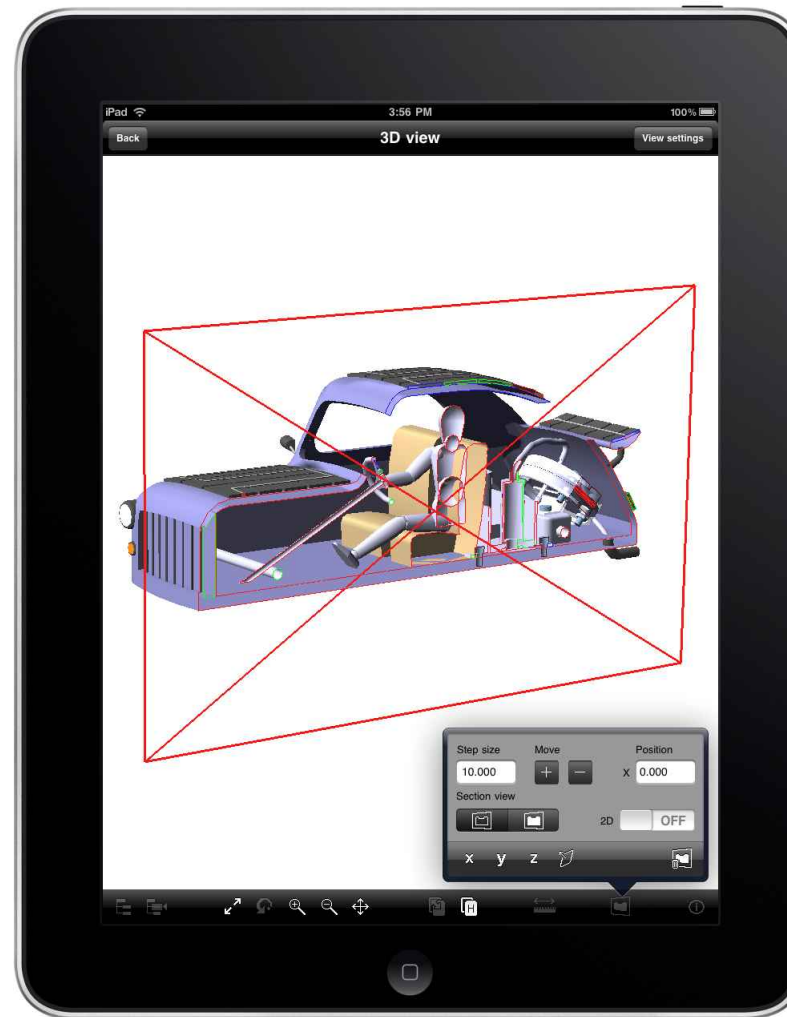
Tap on the box "Position" :
To define the position of the sectioning plane in the actual direction.

Tap on  :

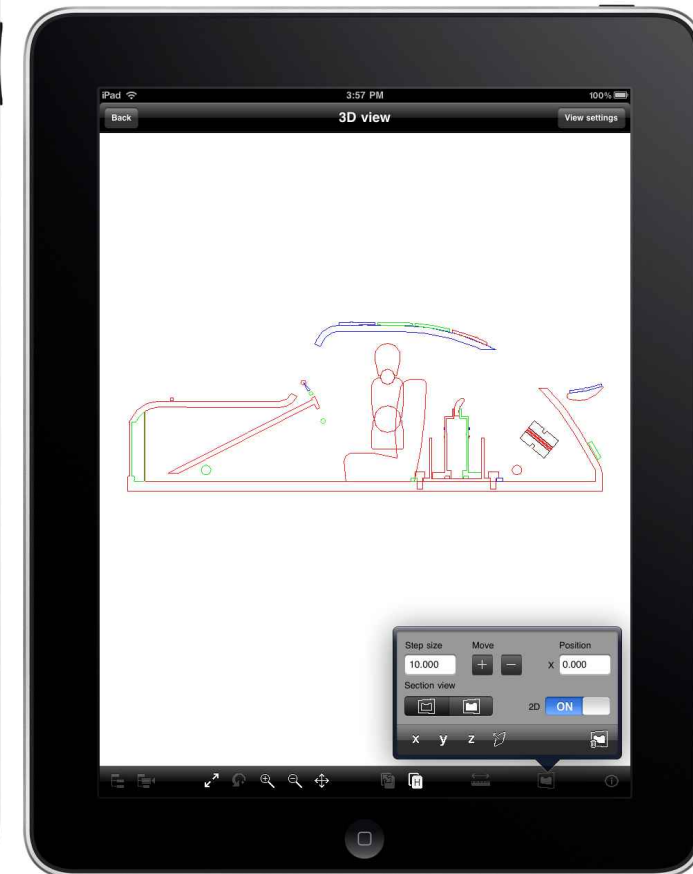
Section will move in steps through the 3D object.

Tap on  :

Section will move in opposite direction through the 3D object.



(18)



(19)

View settings dialog

Tap on  :

Isometric view of the 3D object.

Tap on  :

Frontview of the 3D object.

Tap on  :

Backview of the 3D object.

Tap on  :

Topview of the 3D object.

Tap on  :

Bottomview of the 3D object.

Tap on  :

Rightview of the 3D object.

Tap on  :

Leftview of the 3D object.

Tap on  :

Only surfaces of the 3D object are shown .

Tap on  :

Surfaces and edges of the 3D object are shown.

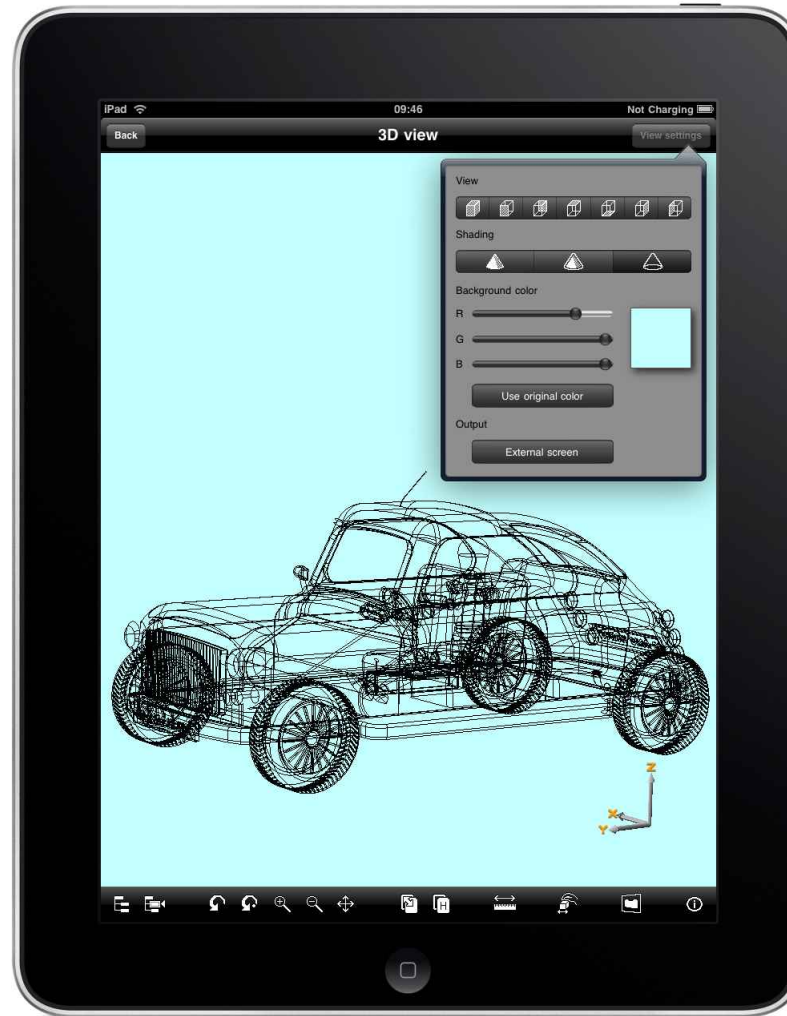
Tap on  :

Only edges of the 3D object are shown.

Move the color sliders: The background colour will change corresponding to the defined RGB value.

Tap on the button "Use original color": The background color which was defined in the file will be used once again.

Tap on "External screen": The 3D view will be shown on an external screen. On the iPad you see now a Touch pad (21) with a red point which you can use to perform actions which will be shown on the external screen. To show the 3D view again on the internal screen tap the button "Internal screen".



(20)



(21)