

on-hand viewer on iPhone / iPod touch

manual

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STEP BY STEP

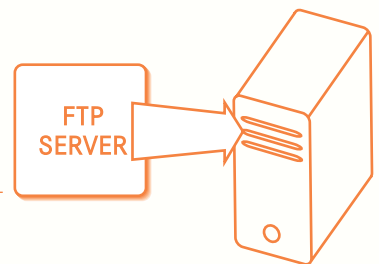
(1) **Install on-hand viewer on your device**

Download the application on the App-Store



(2) **Provide an FTP server on your PC / Mac for the data transfer**

Use an FTP server on your PC / Mac,
enter connection information in on-hand viewer



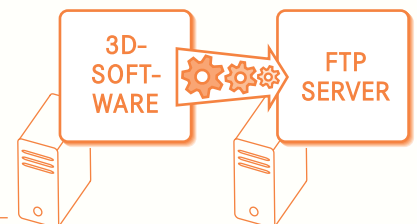
(3) **Provide 3D data for the transfer to on-hand viewer**

either

Save files as *.wrl-files, save them on the FTP server

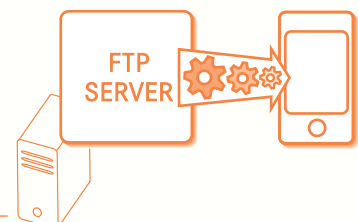
or

Export files from CATIA / Unigraphics / SolidWorks
through the interfaces provided on our homepage,
save them on the FTP server



(4) **Load 3D data on your device**

Start your FTP server and connect your device to it,
load the desired data



(5) **View 3D data on your device**

Enjoy viewing with intuitive finger moves



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1. Connecting your device to an FTP server for the data transfer

The first step after downloading the application is to provide an FTP server on your PC / Mac for the data transfer. We recommend the following:

For a Windows or Linux system, please use the FileZilla Server. If you use a Mac, you can use the Mac-intern FTP server with the PureFTPd Manager as graphical interface. Both you can download for free, please find more information about downloading and installing these two FTP servers in the *manual for installation of FTP servers* under www.absolute-apps.com/downloads. Our application is optimised for these two FTP servers, but it should work for other popular FTP servers too.

In your device, you have to fill in the settings of your FTP server to connect your device to it. For doing this, tap the *settings-icon* in the tab bar (1). Now there is displayed the view in which you have to define your FTP settings (2).

Please fill the fields *FTP-Server-IP*, *Port*, *User* and *Password* just by tapping in the field and then typing the requested information with the appearing keyboard (3). If you are ready with typing, simply press *Done* in the keyboard and it will disappear once again.

After defining your settings, press the *on-hand viewer-button* in the navigation bar to go back. By this step, your settings will be saved. There will appear a message if you forgot to fill one of the requested fields (*FTP-Server-IP*, *Port* and *User*). The field *Password* is not a requested field because it is not always needed to connect to an FTP server.



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2. Provide 3D data for the transfer

The next step for using the application is to export files from your 3D software. These files have to be compatible with the on-hand viewer. For getting compatible files you have two possibilities:

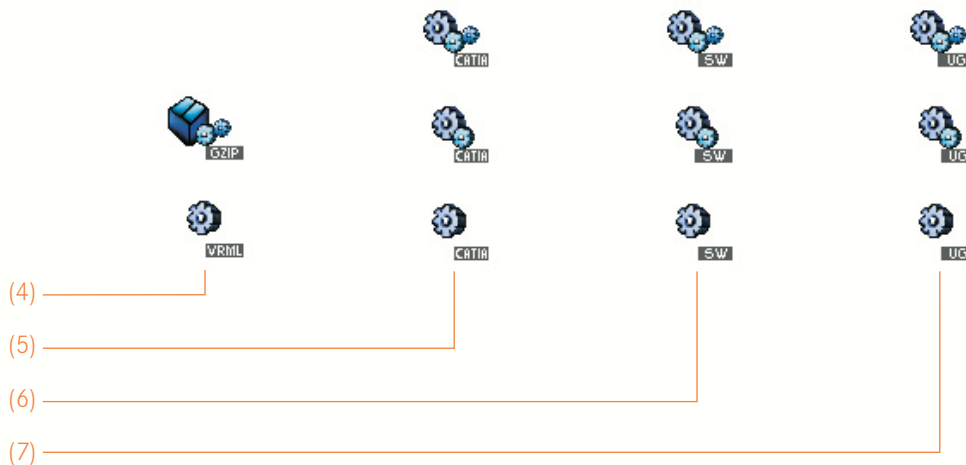
From any 3D software, you have to export your data to the VRML 2.0 (VRML97) format. This format contains lots of information. There could exist information in the file which is not supported by the on-hand viewer. In our application, we mainly concentrated on geometrical information.

The resulting files have the extension *.wrl. Sometimes, there is the possibility to compress these files, in this case the extension could also be *.wrz or *.wrl.gz. On your device, you are able to recognise the VRML-files by the icon which displays one gear with the little marker "VRML" (4). The compressed VRML-files, you are able to recognise in the FTP-side by the icon which displays two gears and a little package with the marker "GZIP" (4). If you search for this file on your local files, don't be surprised that it has now the icon of normal VRML-files. This is because after the download, the file will automatically be uncompressed for viewing it on the device.

If your CAD system is CATIA V5, Unigraphics or SolidWorks, you are able to use a direct interface to export your files. You can get this tools on our homepage www.absolute-apps.com/downloads. If you use one of these interfaces, there will result different kinds of files: files with the extension *.ctpak, files with the extension *.swpak and files with the extension *.ugpak.

Now that you have created your files which you want to view, you have to load them on your FTP server.

On your device, you are able to differ the exported files by the little markers: "CATIA" for files exported from CATIA (5), "SW" for files exported from SolidWorks (6), and "UG" for files exported from Unigraphics (7). For each type of marker, there are three belonging icons: three gears means the superior group, two gears means a subgroup, one gear means a single element.



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3. Download files to your device

To download files from your FTP server, tap the *add files-icon* in the tab bar (8). Your device now connects to the FTP server specified before. If the connection fails, there will be an error message. In this case, please check again your FTP or your network settings.

If the connection is successful, a table view will appear which shows data on the highest level on your FTP server (9). Data in this case means, all existing folders and the supported file types (with the extensions **.wrl*, **.ctpak*, **.swpak*, **.ugpak*). You are able to recognise the files by their icons, like it is explained on page 02.

You are able to browse through the folders on your FTP server. By doubletapping a folder, it will open and the table view will show you one level deeper. It is possible to go back (to the further level) by tapping the *Back-arrow* button (10) in the navigation bar.

Like this, you are able to browse to the desired file which you want to load to your device.



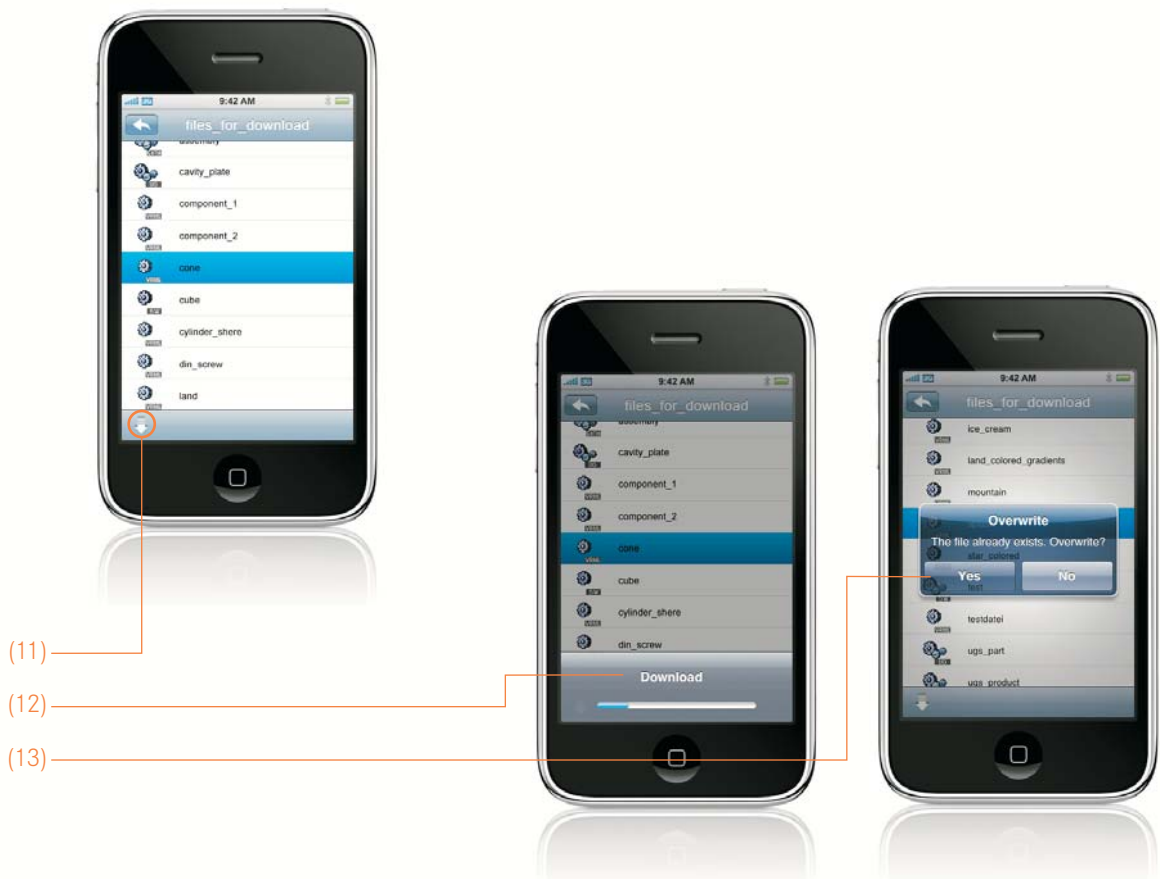
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If the desired file is found, select it. After selection, press the download icon in the tab bar (11).

Then the screen will dim while the download is working. To show you a progress, there is a progress bar in the bottom of the screen which shows you how the download is proceeding (12). Like this, you have a feeling for the remaining download time. After the download is finished, the progress bar will disappear. Please keep in mind that the download time depends on the quality of your connection.

If you try to download a file which already exists on your device, there will appear a message which asks you if you want to overwrite the existing file (13). If you select *Yes*, the file will be downloaded and the old file on the device will be overwritten. If you select *No*, the file will not be downloaded and you will come back to the table view.

Like this, you are able to download all the desired files. After that, you are ready for the next steps: browsing and viewing your files on your device.



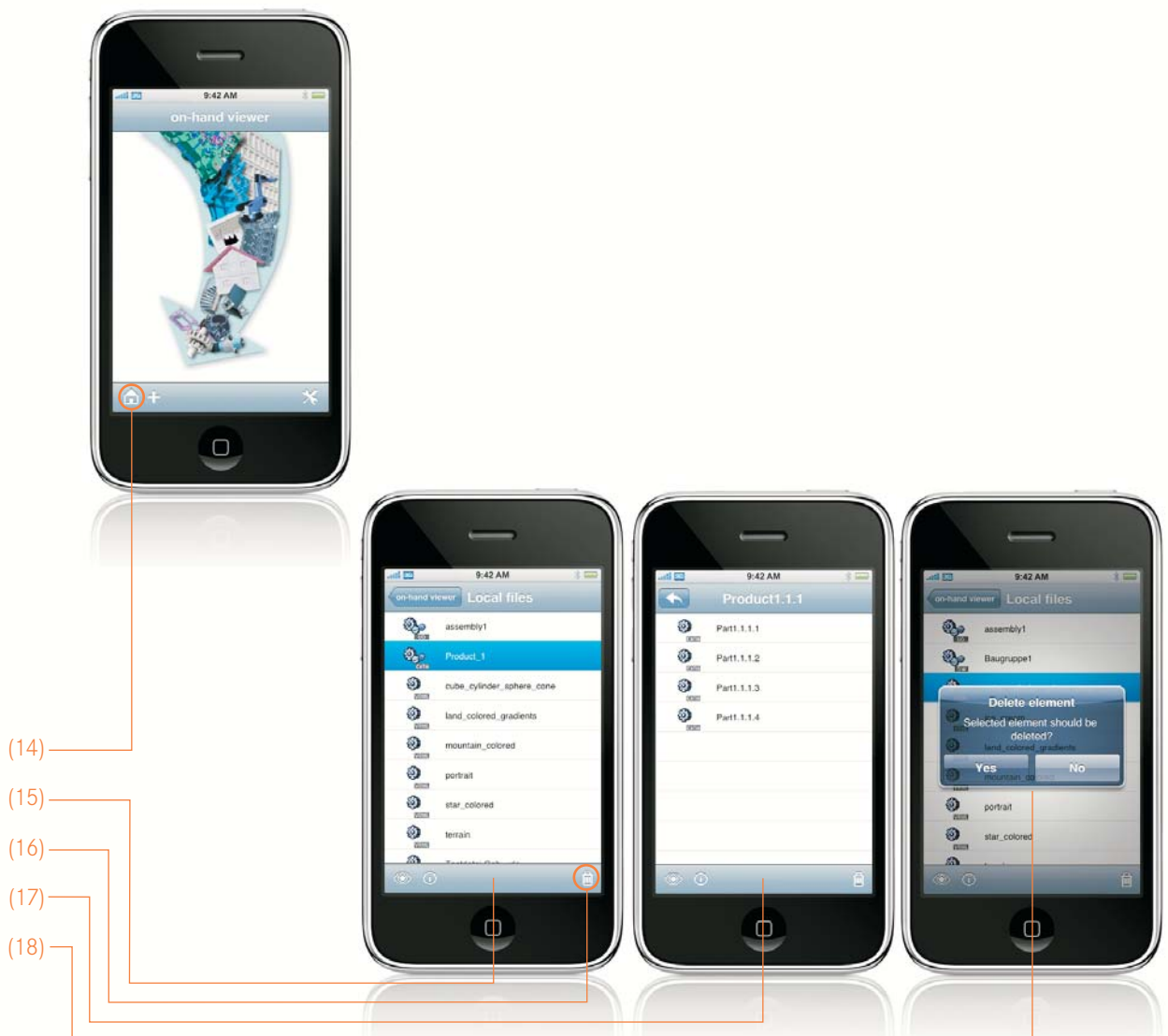
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4. Browse your local files

For browsing the downloaded files on your device, tap the *home-icon* (14) in the start screen. The table view which appears now shows all files which are available on your device (15).

By the icons (described on page 03), you are able to recognise which files are groups and contain more single files. By double tapping such a group, you will go one level deeper and reach the contained files (17). You are always able to go one level higher again by tapping the *Back-arrow-button* in the navigation bar. Like this, you are able to browse through your complete local projects.

You are also able to delete files which you don't need any more. Simply select one (by tapping once) and then tap the *trash-icon* in the tab bar (16). After that, a message will appear which makes sure deleting this file is intended (18). By pressing *Yes*, the file will be deleted, by pressing *No*, the action will be canceled and the file will remain. It is not possible to delete single elements within a group (that means within a *.ctpak-, a *.swpak-, or a *.ugpak-file). If you try to do this, there will appear an error message.



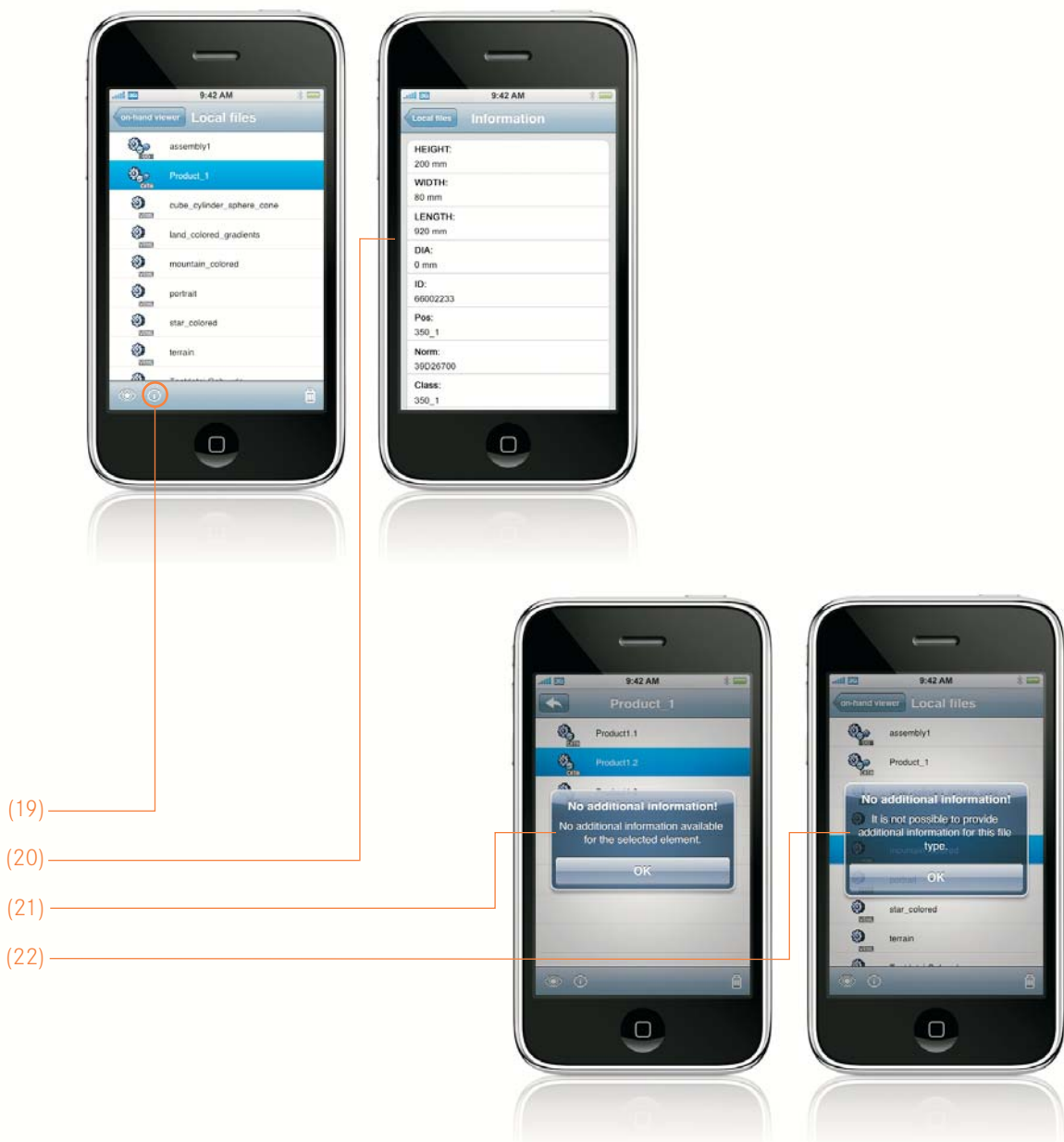
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5. Show properties information

If you use one of our special interfaces (described on page 03), all properties which were defined in the CAD system will be exported too.

For viewing this information, just browse to the element for which you want to see the information. Then tap the *information-icon* in the tab bar (19). The following table view shows a list with all information which was specified for the selected element (20).

If you tap the icon for an exported element, for which no properties were added in the CAD system, there will appear a message (21). It is not possible to view properties information for *.wrl-files. If you tap the information icon for a selected VRML-file, there will appear a message too for this reason (22).



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6. View your local files

If a file is chosen, you are able to open it by clicking the *eye-icon* in the tab bar (23). Then the selected file will be loaded and appears in the screen *3D view*. In the lower right corner, you will see a little axis system which follows all your rotations for a better orientation in space. To handle the viewed element, you have to do the following:

For rotating, use one finger and rotate in the desired direction. Normally, the viewed element will be rotated around its own center. But sometimes, it will be necessary to set a new rotation point. For doing this, select the *rotation point-icon* in the tab bar (26) and touch the screen at the point where you want to have your new rotation point. From this moment, the element will be rotated around the new rotation point. If you did not select any geometry after pressing the icon, the rotation point will not be changed.

For zooming, use two fingers and increase the distance between them to zoom in. If you decrease the distance between the two fingers, you are able to zoom out. For a more detailed zooming you are able to use the *zoom-in-* and the *zoom-out-icon* (25). By pressing them, the 3D view will be zoomed in / out in little steps.

For translating the element, use two fingers. Keep them in the same distance to each other and translate the element to the desired position by moving them both in the same direction. If you want the viewed element to go back to the initial position, you have to select the *fit in centre-icon* in the tab bar (24).

If you want to view a file which contains very much information, the handling could be a little bit slow. For this situation, you are able to select the *rotate with bounding box-icon* (27). From this moment on, a bounding box will be drawn around the viewed element and while rotating, zooming and moving, you can only see the box. When you take your fingers from the display, the complete element will be shown in the new position. Proceeding like this, you are able to save time with the handling of very big files.



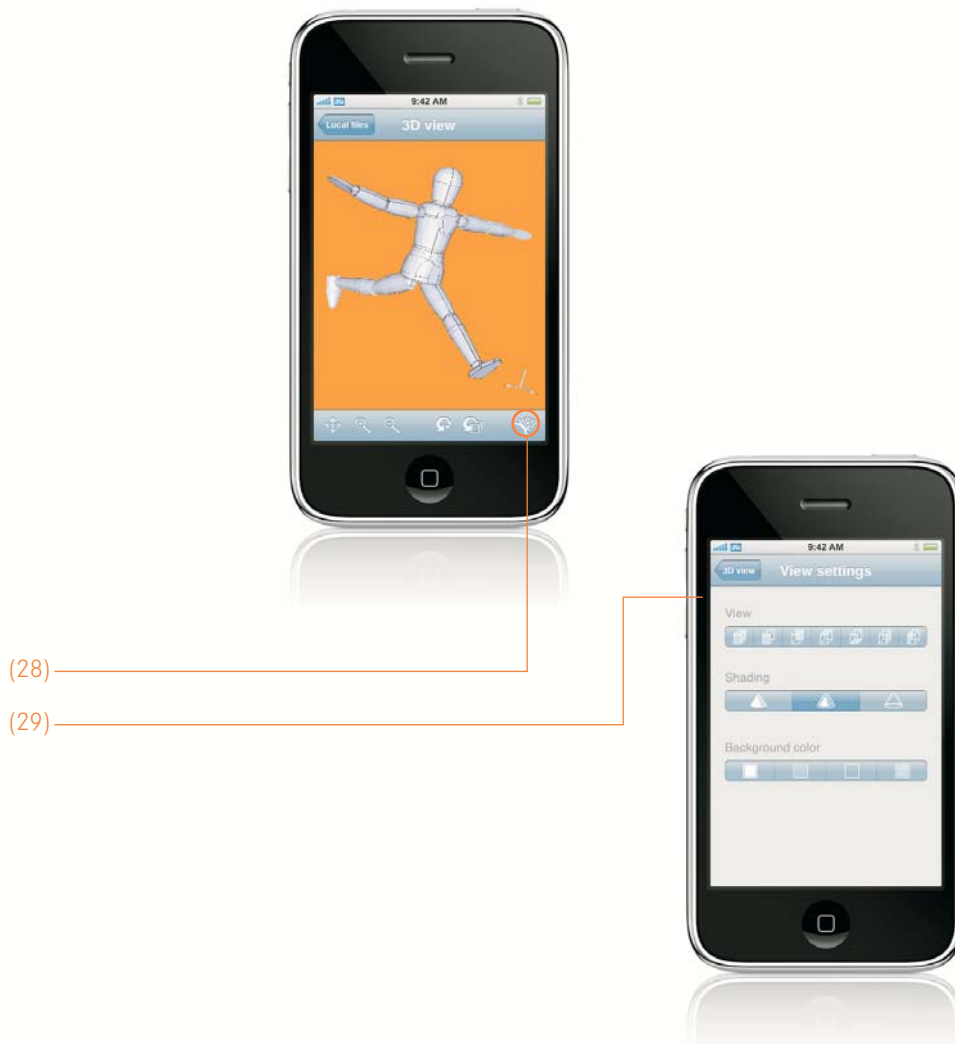
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By selecting the *viewsettings-icon* in the tab bar (28), there will appear a screen where different view settings could be made (29).

The buttons in the section *View* provide different view positions. You can choose between *isometric view*, *frontview*, *backview*, *topview*, *bottomview*, *rightview* and *leftview*.

In the section *Shading*, you can choose between showing only *surfaces*, showing *surfaces and edges* (which is the default setting), or just *edges*. In the case that the file contains only lines, there will be an error message if you select the button *surfaces*. If the file contains only surfaces, there will also be an error message if you select the button *edges*.

In the section *Background color*, you are able to change the color of the background of the 3D view. You can choose between *white*, *blue*, *black* and *userdefined* background color. If there is already defined a background color in the file, this will be shown first, but you can change the color by pressing the desired buttons. If you press *userdefined*, the background color which was given in the file is shown once again. If there is no background color defined in the file, a white background will be shown first and you can change it too. In this case, the background will be set again to white if you press *userdefined*.



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7. Short overview

