

on-hand viewer on iPhone / iPod touch

manual Version 2.0

Table of contents

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

Advice:

This user manual describes the functionality of **on-hand viewer**.

All these functionalities are also available in **on-hand viewer lite**, but the displayable data volume is limited in this version.

1. Data transfer

4 possibilities:



via FTP



via Bonjour



via email



via iTunes

FTP

Files uploaded to your own FTP server can be downloaded with the FTP client integrated in on-hand viewer. 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 you can access the FTP server (2) defined in the settings.

Tap on the button "FTP-Settings": The fields "Server IP", "Port" and "User" are necessary (3). The field "Password" will only be necessary if you defined one for the server.

Please note:

Compared to the version before, on-hand viewer 2.0 only accepts mwpak-files which you can create with on-hand connect (available under <http://www.absolute-apps.com/Downloads/downloads.html>)



(1)



(2)



(3)

Bonjour

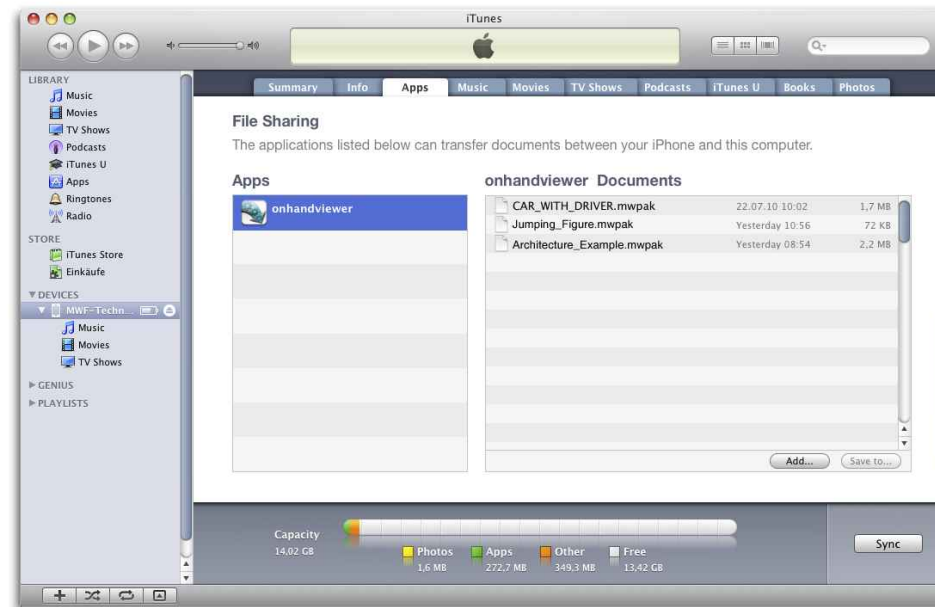
Files can be transferred from the Bonjour client who is integrated in on-hand connect to the on-hand viewer integrated Bonjour server. Starting at the "Import" section of the on-hand viewer you can start waiting for an incoming Bonjour connection (4).



(4)

iTunes

Files can be added to the File Sharing section of iTunes (5) and are automatically transferred to iPhone / iPod touch.



(5)

Email

Files can be sent to the iPhone / iPod touch 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 (6).

Tap on the attachment:
Menue "Open in "onhandviewer"" appears.



(6)

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

2. Local files

The "Local Files" (7) shows the files which are saved on the device at the moment.

In this section the following functionality is available:

Tap on the product name:

Tree view of the selected product is opened (see page 05).

Tap on "Edit":

Files are ready to delete (8). If one of the minus buttons is selected, a "Delete" button will appear (9).

Tap on "Delete":

The selected file will be deleted from the device.



(7)



(8)




(9)

3. Tree view

In this section (10) the following functionality is available:

Tap on  :

The next deeper level of the product opens.

Tap on  :

The level is closed.

Tap on the product name:
Buttons in the toolbar will be active (11).

Tap on  :

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

Tap on  :

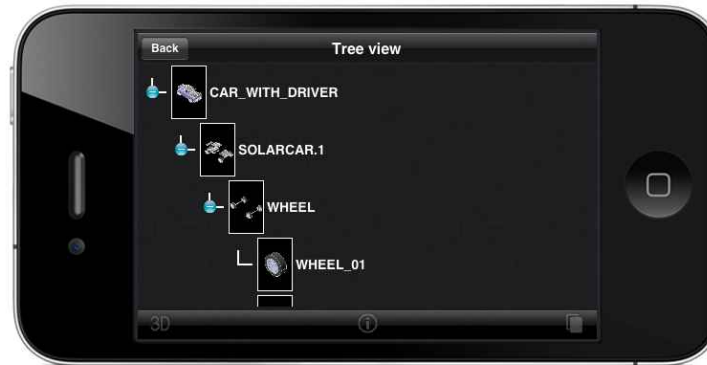
The information view of the selected product / part is opened (12).

Tap on  /  :

Marks the selected product / part as hidden / shown (13).

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

Tap on the button "Back":
Local files will be shown once again.



(10)



(12)



(11)



(13)

4. 3D view

In this section (14) the following functionality is available:

Tap on  :

Go back to the tree view.

Tap on  :

Tree view of the product / part opens (see page 05).

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  /  :

Open show / hide components menu (see page 07).

Tap on  :

Measuring menu opens (see page 08).

Tap on  :

Sectioning menu opens (see page 09).

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  :

Settings dialog opens (see page 10).

Moving with one finger:
Rotate the 3D object respectively move it (depends on the state of the

button  / ).

Pinch out:
Zoom out.



Pinch in:
Zoom in.

Moving with two fingers:
Move the 3D object.



Hide / Show components menu

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 (15).

Tap on  :

Change to noshow view. There you are able to see the components selected before (16).

Tap on  :

Change back to the show view.

Tap on  :

Hide / show components menu will be closed.



(15)



(16)

Measuring menu

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  :

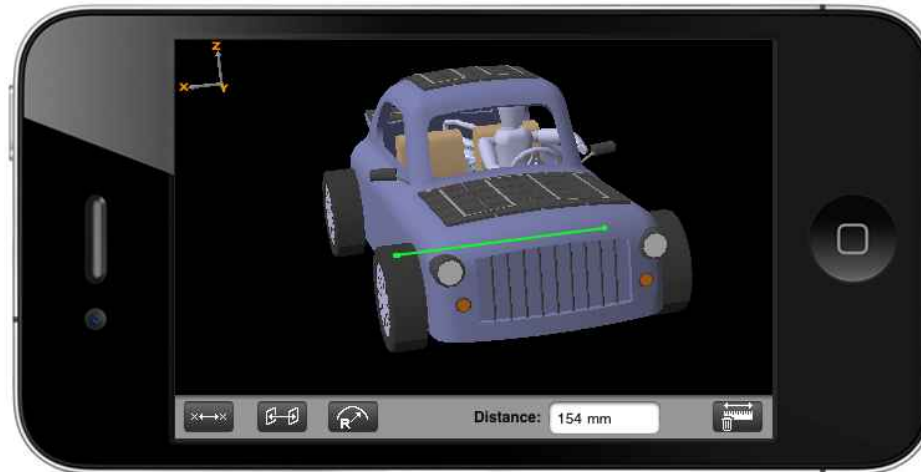
Measuring radius. The next tap defines the area / face / object from which the radius is measured.

A successful measuring ends with a result in the box "Distance" (17) resp. "Radius" (18).

Tap on  :

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

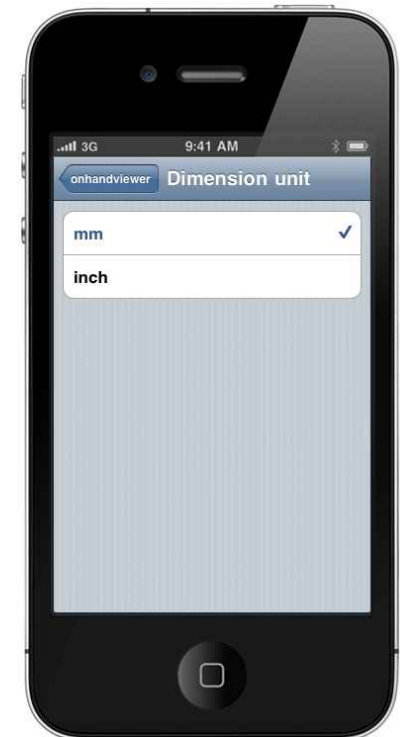
In the Settings App of the iPhone / iPod touch you find a settings section for the on-hand viewer too (19). The selection list shows the possible dimension units for the measuring function.



(17)



(18)



(19)

Sectioning menu

Tap on  :

Section will be generated in x direction (20).

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.

After a direction is selected:

Tap on  :

Section will move in steps through the 3D object.

Tap on  :

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

Tap on   :

Unfilled/ Filled section will be generated.

Tap on  /  :

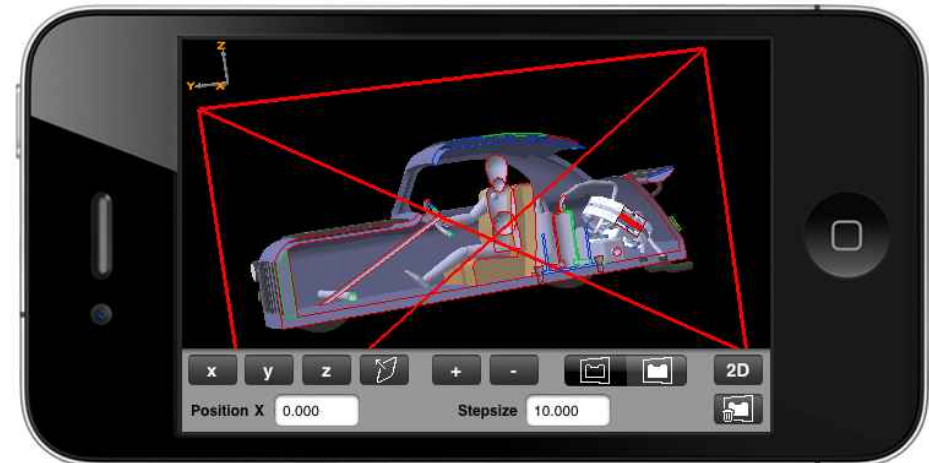
2D section will be generated (21)/ Change back to 3D section.

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

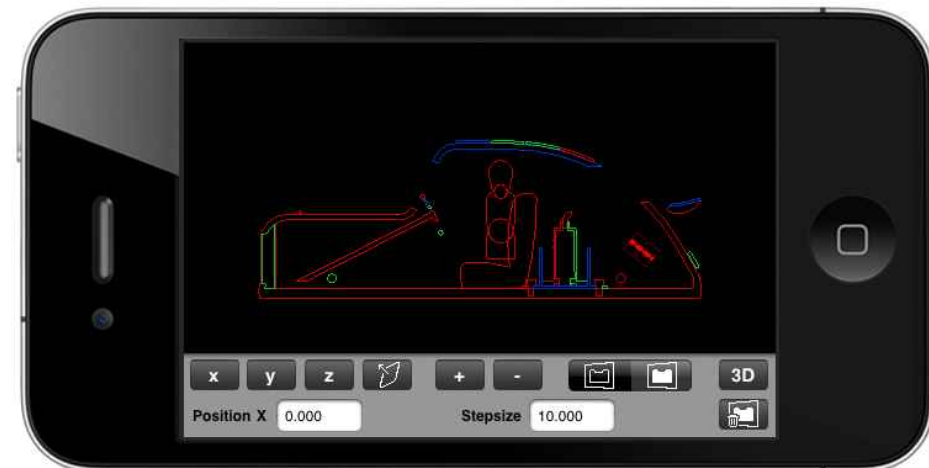
Tap on the box "Position" :
To define the position of the sectioning plane in the actual direction.

Tap on  :

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



(20)



(21)

View settings menue (21)

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.

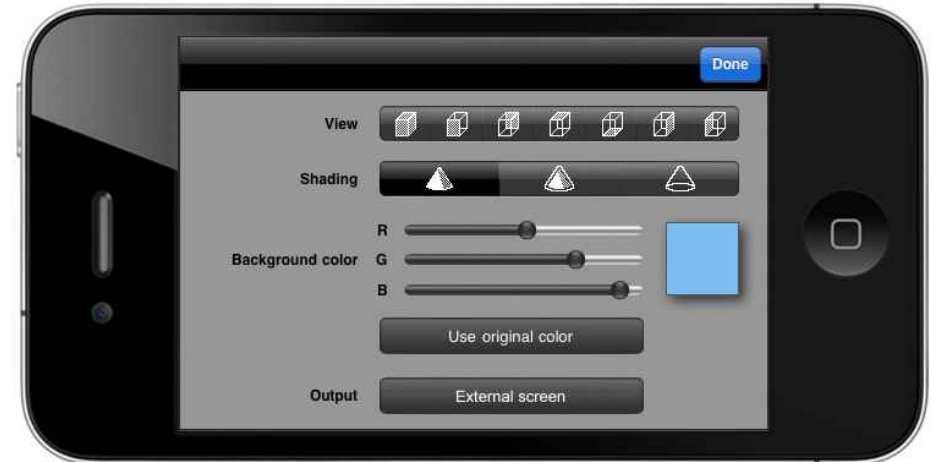
Move the color sliders:
The background colour will change corresponding to the defined RGB value.

Tap on "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 iPhone / iPod touch you see now a Touch pad (22) 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".

Advice: Output on external screens is only available in iPhone 4/ iPod touch 4th generation, older devices are not able to provide this functionality. If you have an older device, this button will be inactive, even if you are connected to an external screen.

Tap on "Done":
The view settings menu will be closed and you will see the 3D view again with the changes you made in the view settings.
If you selected "External screen", you will see the touch pad on your device and the 3D view on an external screen.



(21)



(22)