

Junaio入門セミナー

2011 11/4

サイバネットシステム株式会社





Location Base



緯度経度情報を用いたAR

GLUE



画像認識を用いたAR

www.junaio.com

受信できるご自分のメアド



Junaio.comからアクセス



実際は認識用画像をプリントアウト

Devアカウント作成

- ユーザ基本情報

アクティベーション

- メールの受信

Junaio.comにDevアカウントでログイン

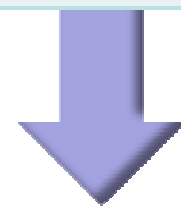
- Channel Creatorにアクセス

コンテンツ作成

- Channel Creatorで作業

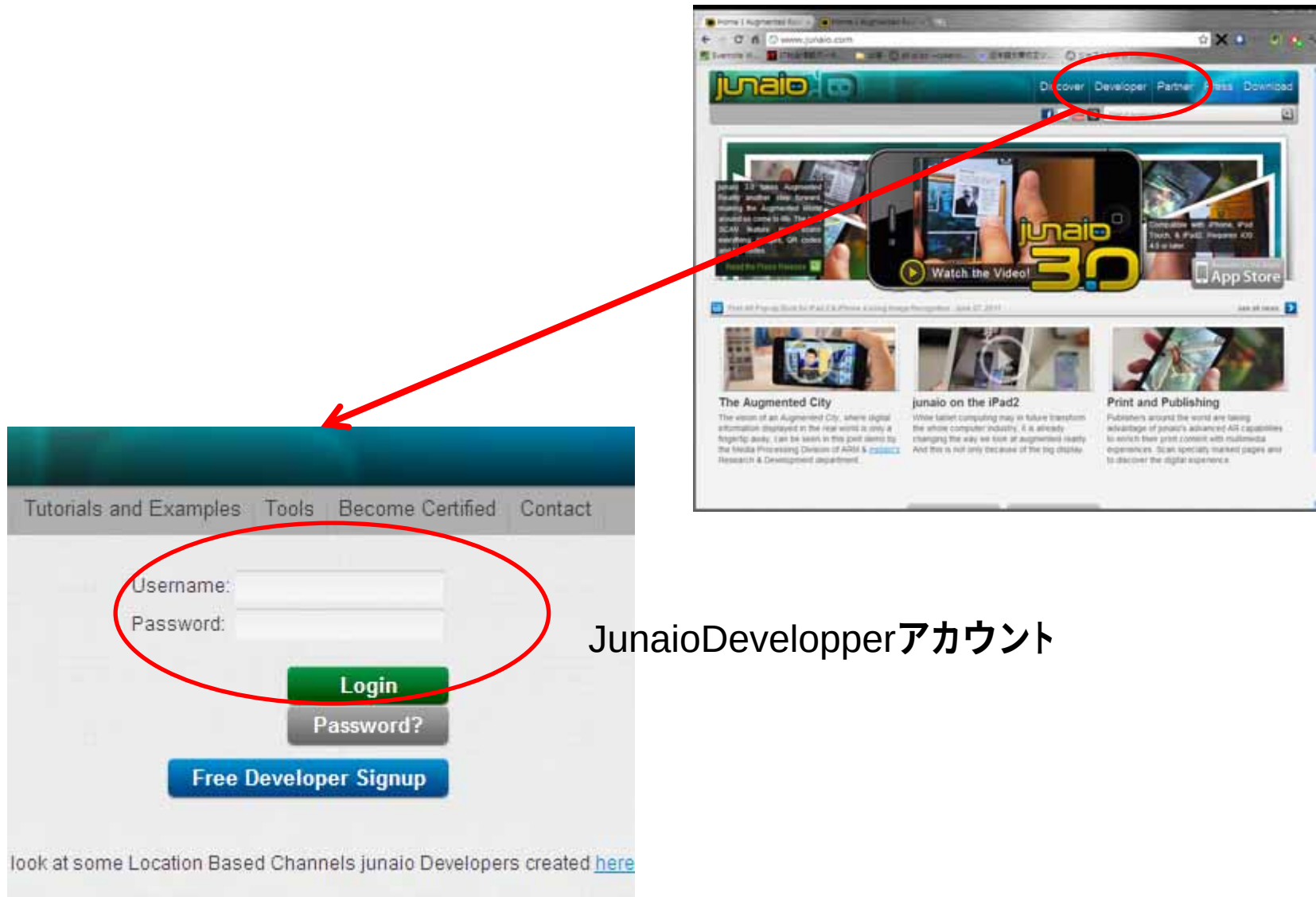
テスト

- PCの画面に認識用画像を表示
- iPhoneのJunaioでAR



www.junaio.com







junaio

Home | Documentation | My Channels | **Tutorials and Examples** | Tools

Overview

The following tutorials can be found here:

- Tutorial 1 - Hello, World**
An about 11 minutes explaining the basic steps.
- Troubleshooting Tutorial 1**
Something did not work like in the video? Try that.
- Tutorial 2 - Creating Image, Sound or Video POIs**
Going beyond text POIs
- Tutorial 3 - Hello, 3D World**
Our first 3D POI
- Tutorial 4 - Hello, junaio GLUE**
Our first 3D Modell glued!
- Tutorial 4.1 - The junaio GLUE Channel Creator**
Our first 3D Modell glued - without programming!
- Tutorial 5 - Interactions and Events**
React to user interactions.
- Tutorial 6 - Accessing your SQL Database**
Access your database and nice scripts to create many POIs.



We have added the possibility to create Juno GLUE channels without having an own server or programming skills needed. You can overlay your animated models on a pattern or trigger a movie based on pattern recognition.

[Go to the GLUE Channel Creator](#)

Watch the video to see how the Channel Creator works:





Log in with your junaio developer account to create your own junaio Glue channel.
If you do not have a developer account yet, please visit
www.junaio.com

JunaioDeveloperアカウント

A login form titled "Login" is shown. It contains two input fields: "Username" and "Password". Below these fields is a "Submit" button. The entire form is enclosed in a red circle, which is drawn over the image. The form has a white background and a thin black border.

Login	
Username	
Password	
<input type="submit" value="Submit"/>	

Channel Selection

- Create a new Glue channel by clicking below.
- Save the channel once you have filled out the information requested.
- Required information is marked with an asterisk (*).
- Select the channel from the list below to add and manage components.

ID	Title	Subscribers	Components	State
88152	aaaaa	1	0	new
88148	earth	1	1	pending
87168	testtesttest	1	1	new



1. Create new Glue channel

Channel Configuration

Name * aaaaaa ?

State new ?

Icon (max. 400KB) ?

Description ?

Categories * Banking ?
Culture
Food
Games

private ?

Region * Asia ?
Japan

☐ Support Facebook

Publicの場合、アイコンがない、
Descriptionに記述がないなどは審
査が通らないので要注意

publicだと一般公開できるが
metaioの審査が入るのでとりあえず
Privateを選択

Channel Selection

- Create a new Glue channel by clicking below.
- Save the channel once you have filled out the information requested.
- Required information is marked with an asterisk (*).
- Select the channel from the list below to add and manage components.

ID	Title	Subscribers	Components	State
88152	aaaaa	1	0	new
88148	earth	1	1	pending
87168	testtesttest	1	1	new

 Delete channel

 2. Add components (videos & 3d models)

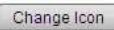
 3. Test channel

 4. Submit channel

Channel Configuration

Name * aaaaa

State new

Icon  (max. 400KB)



Description

Categories * Banking

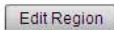
Culture

Food

Games

private

Region * Japan



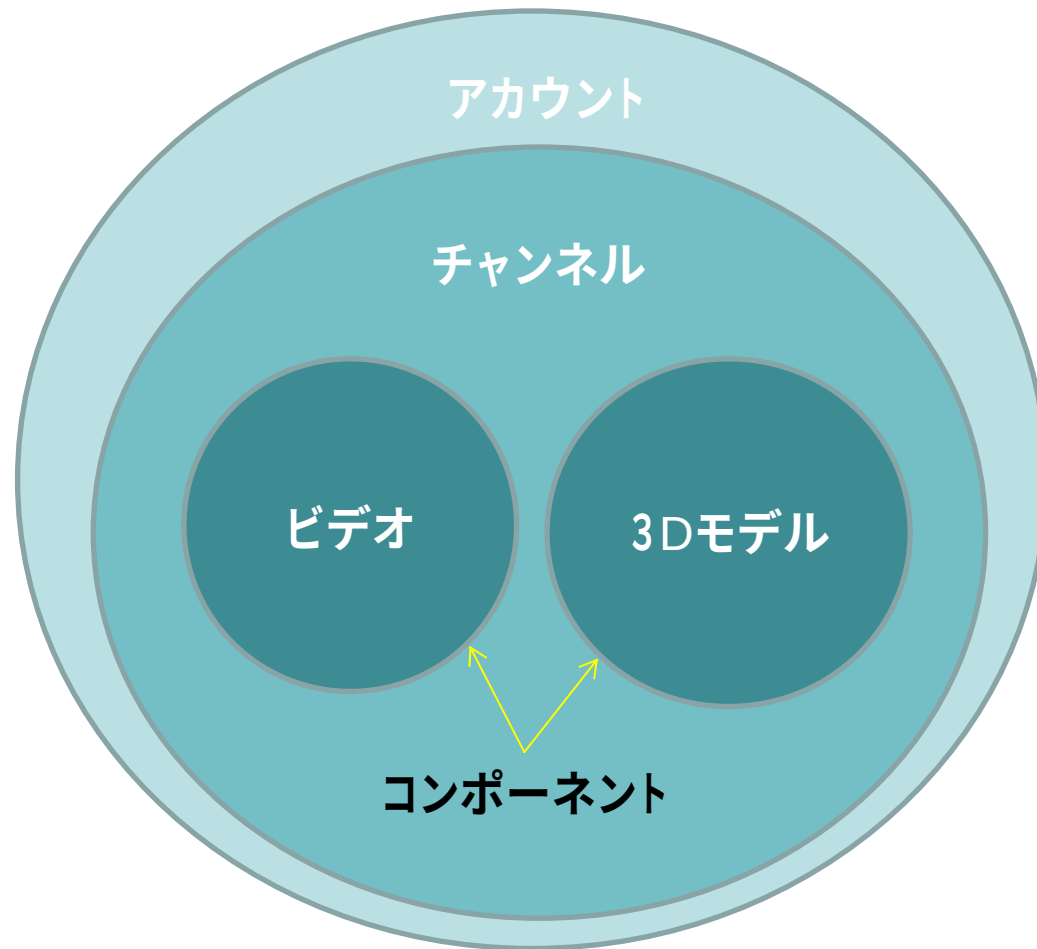
☐ Support Facebook

Cancel

Save

今作ったチャンネルを選択
右側に設定した情報が表示される

モデルもしくは動画を追加



 To the channel selection

Components of channel 'aaaaa' (ID: 88152)

Add video or 3d model components to your channel. If you do not see your 3d model in the preview, try changing the scale.
You have to save a video component before you can open it again to preview. After saving a component you can immediately test it on your smartphone.

ID	Title	Tracking Image	Type

コンポーネントにする
3Dモデル追加を選択

 Add video component 

 Add 3d model component 

Please be aware that it can take up to 1 hour until changes are spread to all servers. During this time, your channel might not be available on the mobile phone yet and status or name changes are not visible on this overview.

New model component

Title * cracer

Author

MD2 Model * Upload Model (max. 500KB)

Select Junaio ...

CRACER_anim02.md2 (max. 500KB)

Model Texture * Upload Texture

Tracking Image * Upload Image

☒ Display extra information when the model is clicked

Description そうです

Homepage http://www.google.co.jp

Phone

E-Mail

Rotation/Orientation in degrees

X 0

Y -90

Z 0

Scale 10

Change the scale, if you do not see the model

Position on the tracking image

X -1

Y -39

Z 0

Idle-Animation steng

OnClick-Animation none

Cancel Create

コンポーネントのタイトル

3Dモデルの選択

テクスチャの選択

トラッキングイメージの選択

モデルをクリックしたときのアクション

モデルの位置合わせ

OKならCreate

一旦戻る

 To the channel selection

Components of channel 'aaaaa' (ID: 88152)

Add video or 3d model components to your channel. If you do not see your 3d model in the preview, try changing the scale.
You have to save a video component before you can open it again to preview. After saving a component you can immediately test it on your smartphone.

ID	Title	Tracking Image	Type
1	cracer	CRacer_im.png	model

 Add video component 

 Add 3d model component 

Please be aware that it can take up to 1 hour until changes are spread to all servers. During this time, your channel might not be available on the mobile phone yet and status or name changes are not visible on this overview.

Channel Selection

- Create a new Glue channel by clicking below.
- Save the channel once you have filled out the information requested.
- Required information is marked with an asterisk (*).
- Select the channel from the list below to add and manage components.

ID	Title	Subscribers	Components	State
88152	aaaaa	1	1	new
88148	earth	1	1	pending
87168	testtesttest	1	1	new

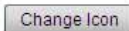
 Delete channel 2. Manage components (videos & 3d models) 3. Test channel 4. Submit channel

今作ったチャンネルをテストする

Channel Configuration

Name * aaaaa

State new

Icon  (max. 400KB)

Description

Categories * Banking

- Culture
- Food
- Games

private

Region * Japan

☐ Support Facebook

🏠 To the channel selection

Test Channel

1. Take your smartphone (IMPORTANT: Clear the junaio cache if you updated components)
2. Open junaio and log in with your developer account
3. Open your channel (it is one of your 'Favourites')
4. Choose a component from the data grid5. Point your smartphone at the displayed tracking image

Please be aware that it can take up to 1 hour until changes are spread to all servers. During this time, your channel might not be available on the mobile phone yet and status or name changes are not visible on this overview.



Title

ID	Title
1	cracer

What should happen?

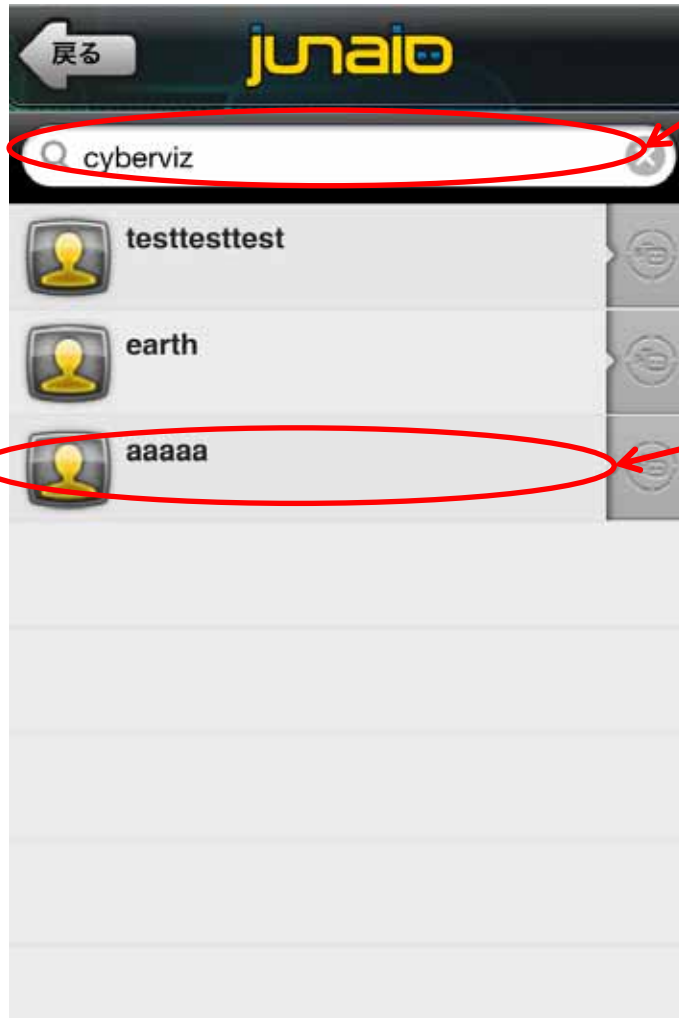
A 3d model should be displayed after the tracking image has been recognized by the smartphone's camera

What if nothing happens?

[Clear the junaio cache!](#)
[If still nothing happens: Click here and read the sections on 'What should the pattern look like to glue information onto' and 'Good pattern/bad pattern'.](#)

コンポーネントを選択

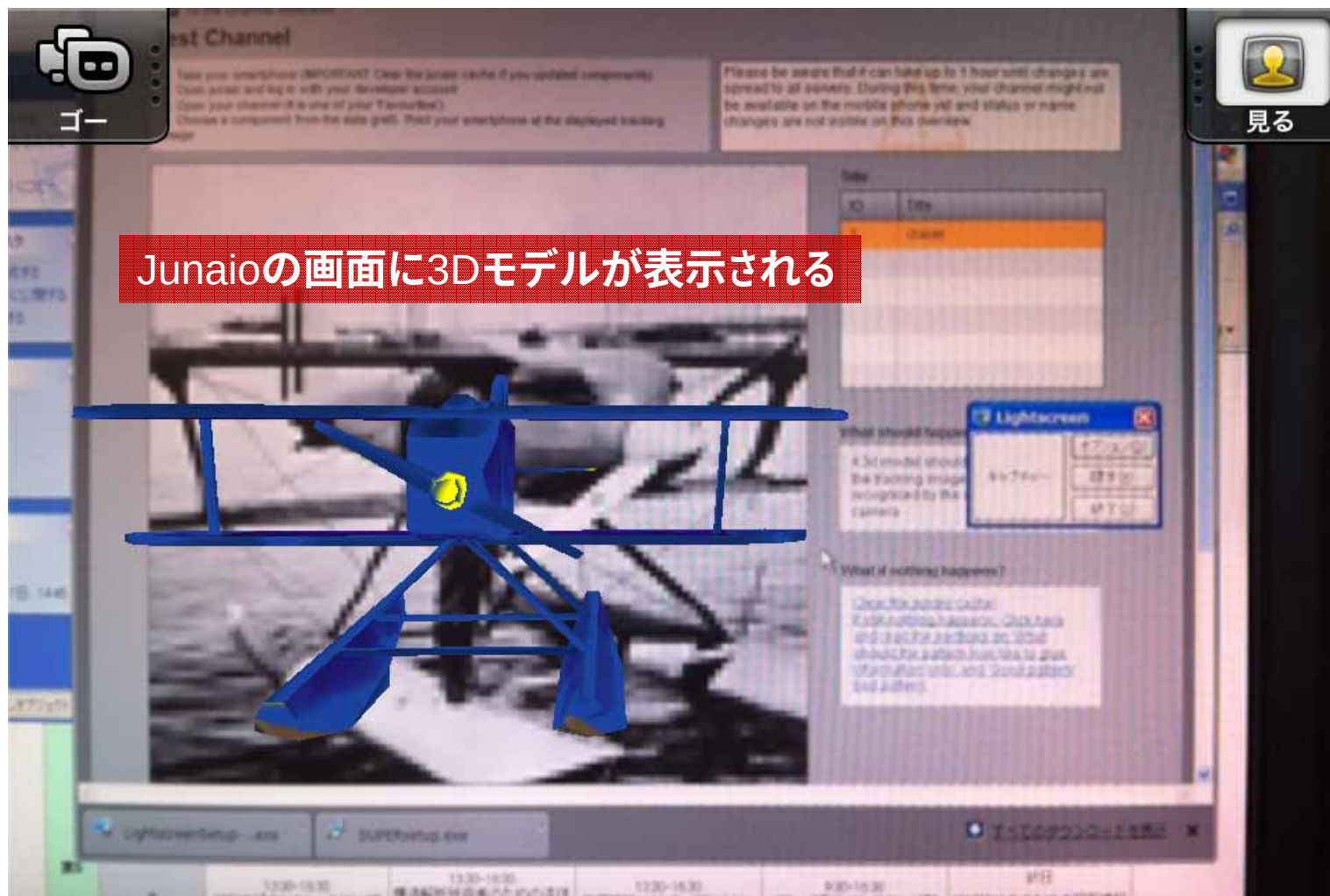


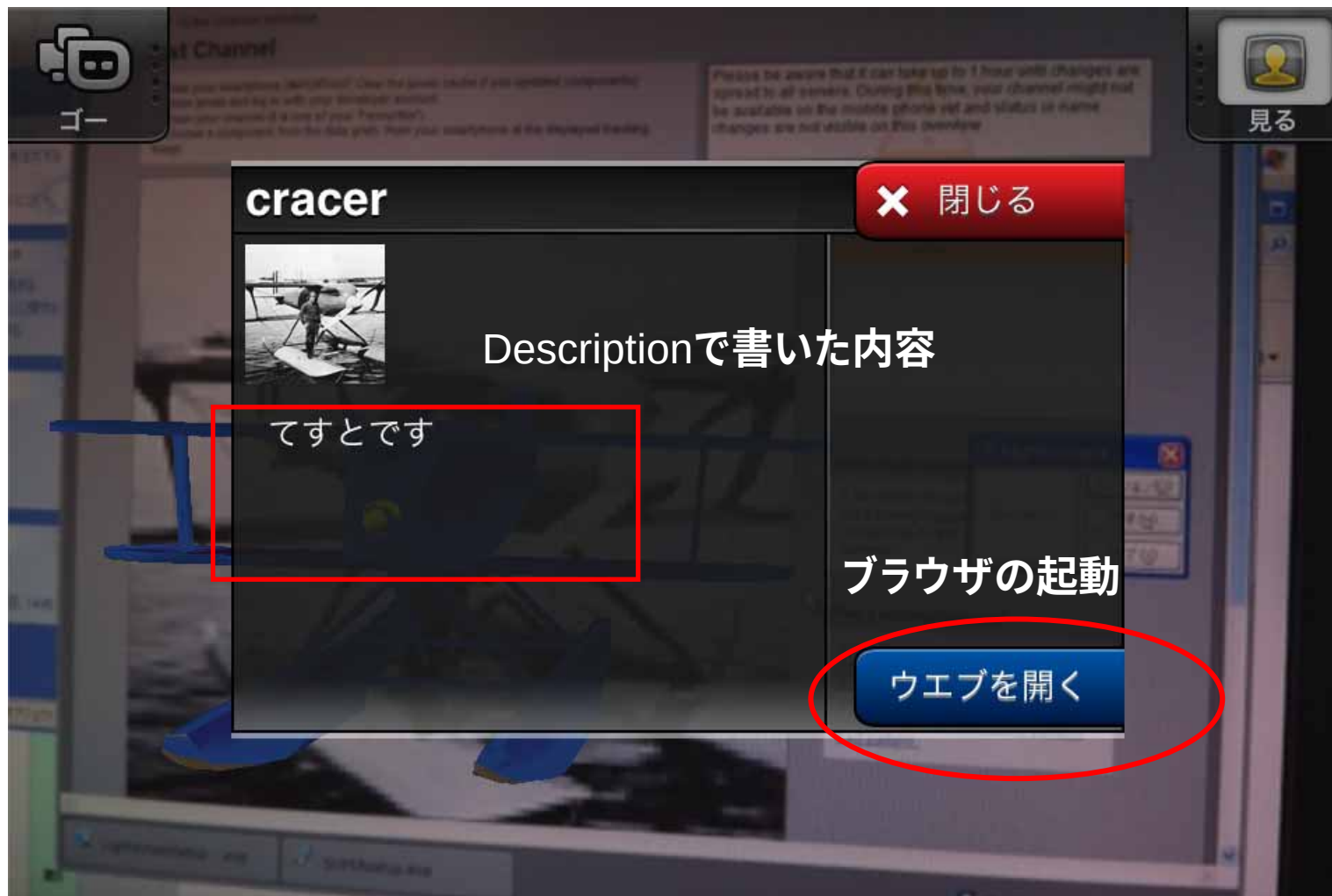


チャンネル名を知っていたらチャンネル名で検索
あるいはアカウント名で検索

任意のチャンネルを選択







Hello csc viz,

thank you for submitting your channel. The validation did not show any problems, however your channel looks like a test channel only.

Please provide a channel thumbnail and a description so your channel can be found easier by users.

Please keep in mind, that you do not need to submit a channel for testing purposes only. Submitting will make the channel available for every junaio user. If you just want to test your channel, please login on your iPhone or Android phone with your username (cyberviz) and the channel will be available to you.

Before you submit a channel, please make sure you meet the following requirements:

- Does your channel have an interesting and fitting name (Any 'tests' in the name will have to be rejected)

- Does your channel have a descriptive thumbnail

- Does your channel provide a valid description

- For Location Based Channels: Does the region set for your channel represent where information is available

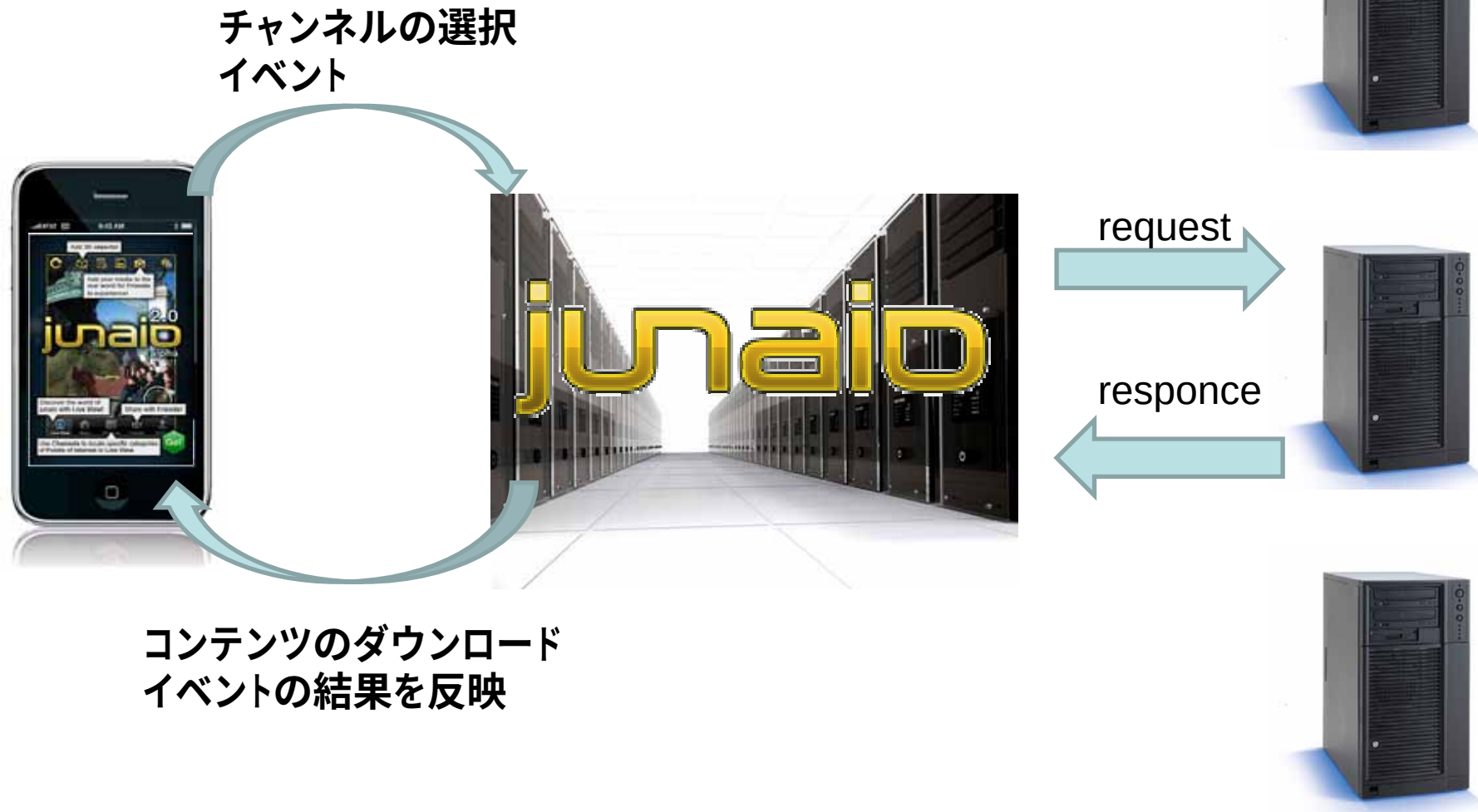
- For Glue/Scan channels: Have you checked that your channel tracks well on your smartphone

Meanwhile, I have set your channel back to new.

If you have any questions or feedback, please join our Google Group at <http://groups.google.com/group/junaio-developer>.

I am looking forward to your next steps,
Matthias

- **コンテンツへの拡張機能**
 - webサイトへのリンク、経路検索、動画再生
- **データの制限容量が大きくなる**
- **ロケーションベースのコンテンツ**
 - 緯度経度に関連した情報
- **LLAマーカー**
 - iPhoneのGPSを補完して位置精度を上げる



Serverの条件

- GoogleのHPサービスはダメ
- レンタルサーバもしくは自作
 - ロリポップ、お名前.comの共有サーバ、などなど
- PHP 5, FTP (or scp) , 外部API 必須



Location Base

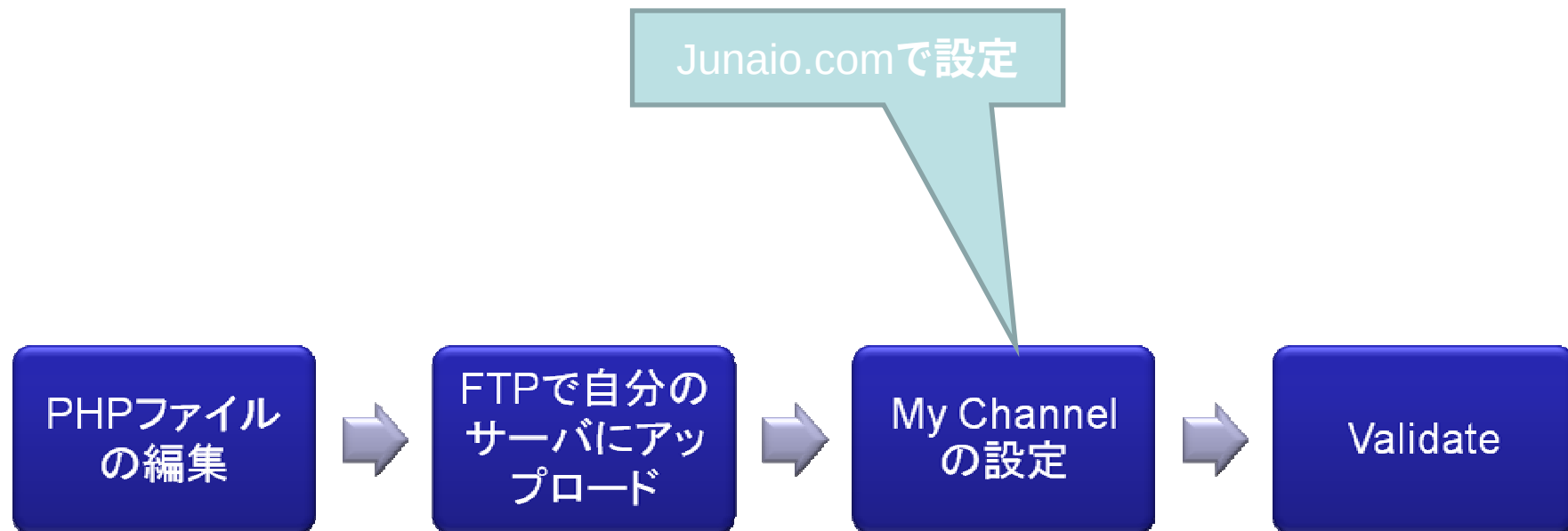


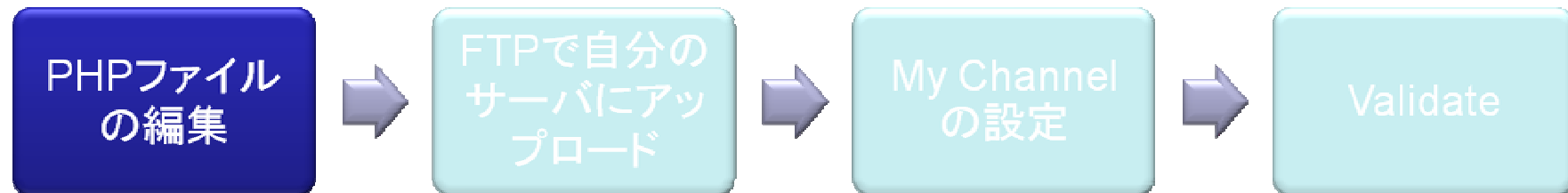
緯度経度情報を用いたAR

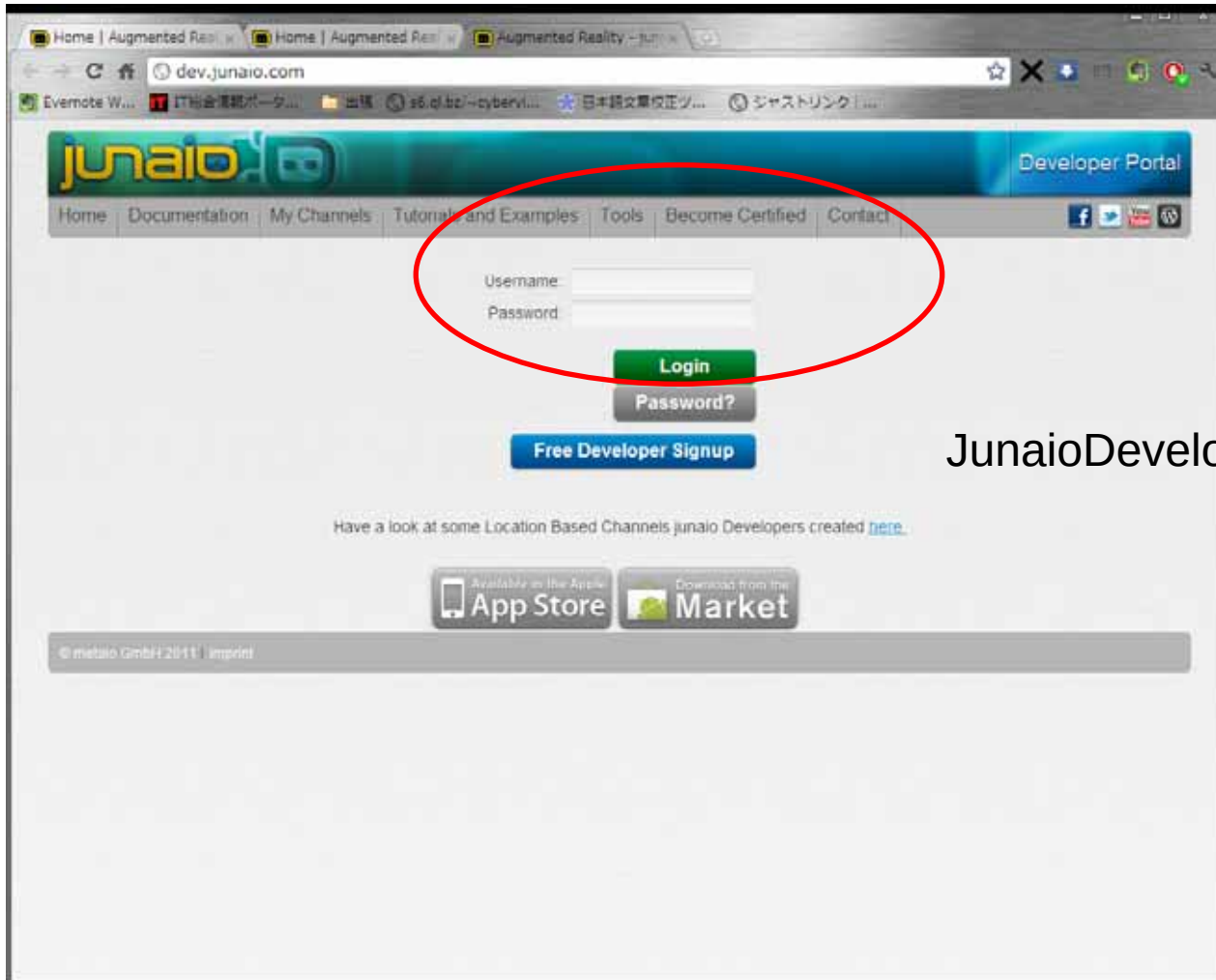
GLUE



画像認識を用いたAR







JunaioDeveloperアカウント

The screenshot shows the junaio Developer Portal. The navigation bar includes links for Home, Documentation, Channels, Tutorials and Examples, Tools, Become Certified, and Contact. The 'Documentation' link is circled in red. A red arrow points from this circle to the 'LLA Markers' link in the right-hand sidebar. Another red arrow points from the 'LLA Markers' link to the 'PHP Getting Started Package with Hello World' link in the main content area. A third red arrow points from this link to the Japanese text 'ダウンロード' (Download) located at the bottom right of the page.

junaio Developer Portal

Home Documentation Channels Tutorials and Examples Tools Become Certified Contact

Getting Started

The easiest way of getting started is to download one of our Getting Started Packages. At the moment the following ones are available:

- PHP Getting Started Package (updated: 07/27/2010)
Hint: If you want to be able to send notifications to your channel, a Zend framework is needed (see Readme).
- ASP.NET C# Getting Started Packages (updated 08/16/2010)
Updated: authentication with strong name, bug fixed (thanks to ruptapas and sbalboa)

junaio frameworks

For more experienced developers, we have also published a little developer package with some additional libraries to cope better big amounts of data or structured GLUE scenarios.

- Experienced Developer Package (Version 1.0.3.1 - updated 08/30/2011 - added methods for junaio 3.0)
search.php shows sample usage. Helper classes for creating location based and glue POIs. Location Based POIs consider a radius before creating the xml structure.

For ASP.NET developers, there is also a junaio framework available (Thanks to Shannon):

- junaio ASP.NET framework (see <https://github.com/genecyber/junaio.Net-Framework>)
A brief sample usage can be seen in our Google Developer Group [here](#).

Out of the Box

You can also choose these "Out of the Box" - Packages. Please have a look at [Tutorials and Examples](#) for an introduction.

- PHP Getting Started Package with Hello World
Please have a look at Tutorial 1 in [Tutorials and Examples](#).
- PHP Getting Started Package with GLUE example
Please have a look at Tutorial 1 and Tutorial 4 in [Tutorials and Examples](#).
- PHP Getting Started Package with pois event example
Please have a look at Tutorial 1 and Tutorial 5 in [Tutorials and Examples](#).
- PHP Getting Started Package with 3 Step Database Integration (SQL)
Please have a look at Tutorial 1 and Tutorial 6 in [Tutorials and Examples](#).
- PHP Getting Started Package with AR Shooter Example
Please have a look at Tutorial 1, Tutorial 5 and Tutorial 9 in [Tutorials and Examples](#).
- PHP Getting Started Package with KML/KMZ support
Please have a look at Tutorial 1 and Tutorial 10 in [Tutorials and Examples](#).

How junaio works

1. Check Authentication

General

- [Getting Started](#)
- [Layout and Interaction](#)
- [Development Guidelines](#)
- [Sounds and Video](#)
- [3D Content](#)
- [LLA Markers](#)
- [junaio GLUE](#)

Reference Guide

- [Parameter Overview](#)
- [pois / search](#)
- [pois / event](#)
- [pois / visualsearch](#)
- [tools / modelencrypt](#)
- [tools / trackingxml](#)
- [channels / subscribe](#)

Misc

- [Developer Forum \(Google Group\)](#)
- [Error Codes and Authentication](#)
- [Intents and linking to channels](#)
- [Device Requirements](#)
- [Change Lists](#)
- [Change List iPhone/iPad](#)
- [Change List Android](#)
- [Change List Website](#)

ダウンロード



config

APIキーを記述するファイル



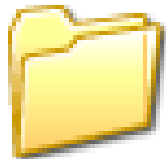
html

index.phpと.htaccess



library

Junaioのサーバが使うPHP



src

イベント等をXMLで出力するPHPファイル


```
<?xml version="1.0" encoding="UTF-8"?>
<results>
  <poi id="1" interactionfeedback="click">
    <name><![CDATA[GundamCafe]]></name>
    <description><![CDATA[Gundam Cafe at Akiba]]></description>
    <date>2010-11-04 06:43:27 +00:00</date>
    <|>35.698999080504706,139.77290980517864,10</|>
    <o>0,0,0</o>
    <minaccuracy>0</minaccuracy>
    <maxdistance>1000</maxdistance>
    <mime-type>image/jpeg</mime-type>
    <mainresource>http://yourserver.com/YourChannel/GF.jpg</mainresource>
    <thumbnail>http://yourserver.com/YourChannel/gf_thumbnail.jpg</thumbnail>
    <icon>http://yourserver.com/YourChannel//gf_icon.jpg</icon>
    <route>true</route>
    <phone>03-1000-2000</phone>
    <mail>meado@domain.com</mail>
    <homepage>http://g-cafe.jp/</homepage>
  </poi>
</results>
```

```
<poi id="[poi_id:string]" interactionfeedback="(none|click)">
```

- ユニークな文字列による識別子

```
interactionfeedback="non"
```

- タグのクリックによるインタラクションの無視

```
interactionfeedback="click"
```

- タグのクリックによるインタラクションの許可

例:

```
<poi id="¥1¥" interactionfeedback="¥click¥">
```

```
<name><![CDATA[[name:string]]]></name>
```

- エアタグ名

```
<description><![CDATA[[description:string]]]></description>
```

- タグの説明

```
<date>[placed_date:datetime]</date>
```

- 作成日時

```
<l>[latitude:float],[longitude:float],[altitude:float]</l>
```

- 緯度・経度・標高 (Google Earthが便利)

```
<o>[X:float],[Y:float],[Z:float]</o>
```

- 表示させるオブジェクトの回転 (rad)

```
<minaccuracy>[accuracy:int]</minaccuracy>
```

- 最短位置での表示距離 (m)

```
<maxdistance>[maxdistance:int]</maxdistance>
```

- どの程度離れている所までサーチ範囲にするか (m)

例

```
<l>35.698999080504706,139.77290980517864,10</l>
```

```
<o>0,0,0</o>
```

```
<minaccuracy>0</minaccuracy>
```

```
<maxdistance>1000</maxdistance>
```

`<mime-type>[mime-type:string]</mime-type>`

`text/plain`

- 文字情報

`image/png, or image/jpeg`

- 画像

`model/md2 or model/obj`

- 3Dオブジェクト

`video/mp4`

- 動画

`audio/mp3`

- 音声

例:

`<mime-type>image/jpeg</mime-type>`


```
<mainresource>[mainresource-url:string]</mainresource>
```

- コンテンツのURL

```
<thumbnail>[thumbnail-url:string]</thumbnail>
```

- サムネイルのURL

```
<icon>[icon-url:string]</icon>
```

- アイコンのURL

例:

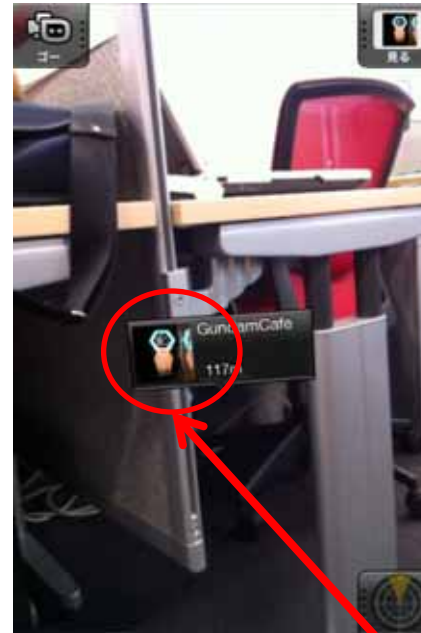
```
<mainresource>http://yourserver.com/GundamCafe/poi\_image/GF.jpg</mainresource>
```

```
<thumbnail>http://yourserver.com/GundamCafe/poi\_image/gf\_thumbnail.jpg</thumbnail>
```

```
<icon>http://yourserver.com/GundamCafe/poi\_image/gf\_icon.jpg</icon>
```



ICON



Thumbnail



Resource

```
<homepage>[homepage:url]</homepage>
```

- ホームページのURL

```
<route>[route:boolean]</route>
```

- 道順

```
<mail>[email:string]</mail>
```

- メールアドレス

```
<phone>[phone:number]</phone>
```

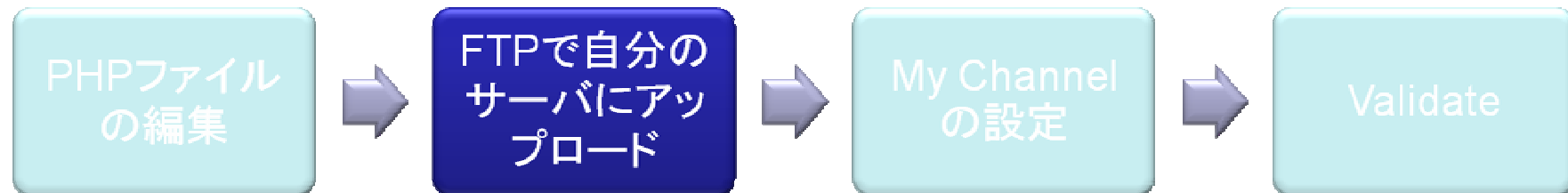
- 電話番号

例:

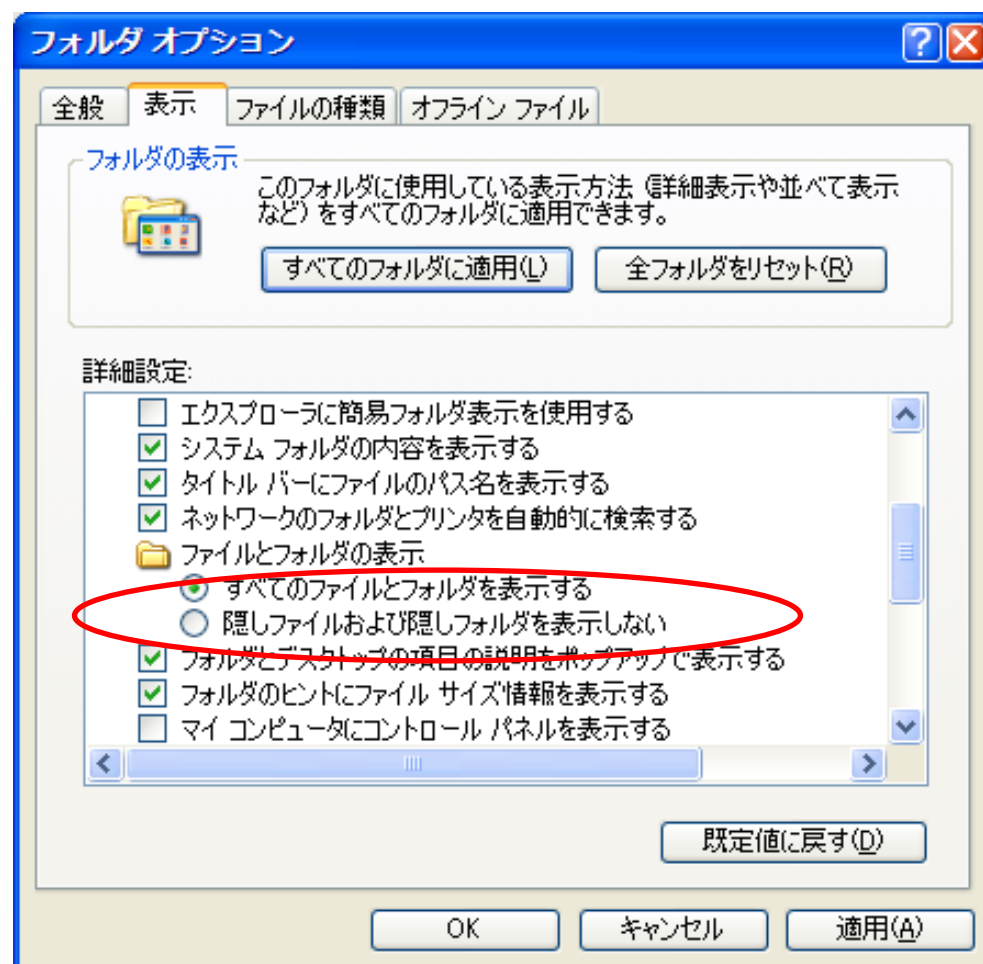
```
<mail>meado@domain.com</mail>
```

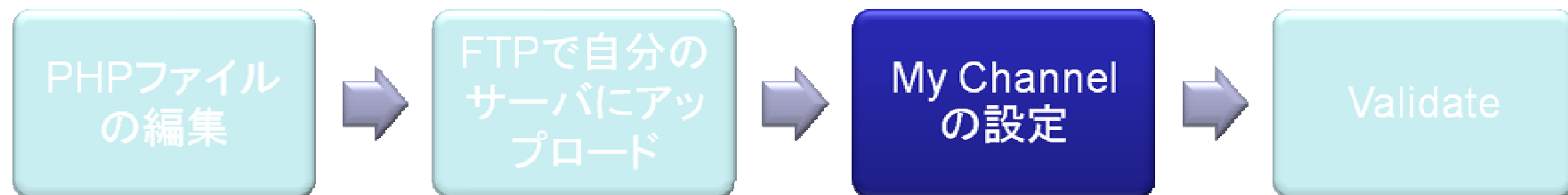
```
<phone>03-1000-2000</phone>
```

```
<route>true</route>
```



html/.htaccessを_.htaccessに名前変更もしくは削除
ただし、.htaccessは隠しファイルになっている





State of the channel new (non public) ?

Channel Name ?

Channel Type junaio GLUE Channel ?

Channel description ?

Thumbnail ファイルを選択 選択されていません ?

Callback URL ?

Channel Tags ?

Channel Visibility public ?

Homepage URL ?

Screenshot Support ☐ ?

Channel refresh time ?

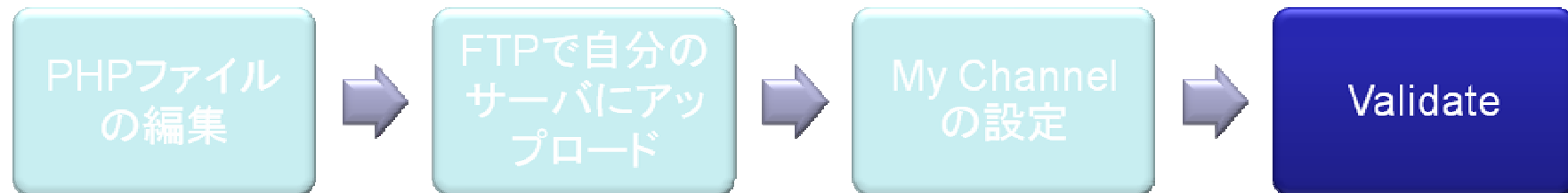
Support LLA Marker ☐ ?

Filter Options

Search Filter Mask ☐ ?

Filter URL ?

<http://www.yourserver.com/ContentsDir/html/?path=index.php>





88517 - helloWorld-test (private)

Channel Type: Location Based

Speciality: None

Region: Japan

New

Delete

Edit

Validate

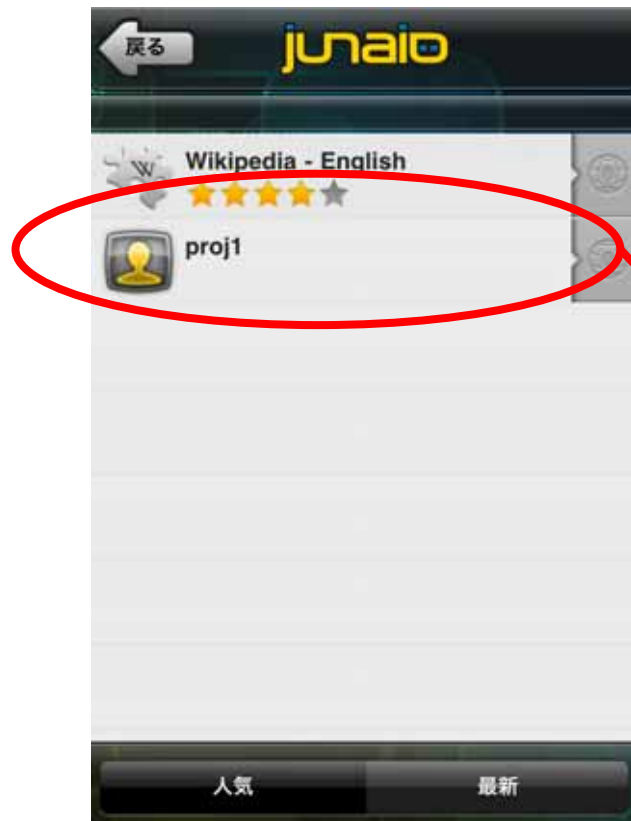
Submit

[Submit for junaio plugin](#)

Get QR Code







屋内ではGPSを取れない
GPSの精度が低い



LLAマーカ

Coordinates: 

Latitude: 35.69947719509053
Longitude: 139.77304458618164

Marker Name:

Create Marker for this position



左の緯度経度に右の
マーカを貼り付ける



The screenshot shows the Junaio Developer Portal. The navigation bar includes links for Home, Documentation, My Channels, Tutorials and Examples, Tools, Become Certified, and Contact. The 'Tools' link is circled in red. A red arrow points from this link to the 'Create a LLA Marker' button, which is also circled in red. The page content includes sections for Tracking File Creator, Model Encrypter, and LLA Marker Creator, each with a corresponding button. At the bottom, there are links to the App Store and Google Play Market, and a footer with copyright information.

junaio Developer Portal

Home Documentation My Channels Tutorials and Examples **Tools** Become Certified Contact

Tools

Please find the basic tools you need for creating your own channel via the API here.

Tracking File Creator
The GLUE/SCAN Tracking File Creator let's you create the necessary tracking file for your GLUE/SCAN Channels. Simply provide your reference images you want to overlay GLUE content on.

Create a Tracking XML for your GLUE/SCAN Channels

Model Encrypter
To protect your art work, 3D content needs to be encrypted in order to be used in junaio. The Model Encrypter provides an online form to encrypt your 3D content quickly.

Encrypt a 3D Model

LLA Marker Creator
Junaio's unique capabilities to be use Location Based information is based on so-called LLA Markers. This tool provides an online form and clickable map to create those markers on the fly.

Create a LLA Marker

Available in the Apple App Store Download from the Google Play Market

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Creating your own LLA marker

You can either click on the map or type in latitude/longitude/altitude to create an LLA Marker. Open the marker via the link. You are able to resize the marker according to your needs. In general a size of about an 2-4 inches (5cm - 10cm) is good for most use cases.

Please be aware, that the Altitude value is currently not being considered.

Go to address: 秋葉原

Go



Coordinates:

Latitude: 35.7005009387765
Longitude: 139.77414536474498

Marker Name:

Create Marker for this position

地図 航空写真

ムラタヤビル

第2棟屋ビル JFCビル

鈴木ビル 東畑ビル

神田練堀町

パークタワー秋葉原

地図データ ©2011 ZENRIN

Marker Name: CybertetSystems

Latitude in deg (-90 - 90):

Longitude in deg (-180 - 180):

Altitude in m (-1696 - 6496):

Create Marker

New Marker

Open CybertetSystems (October 11th, 2011)

Your LLA Markers

CybertetSystems (October 11th, 2011)

Open Marker

Show on Map



質問はこちらへ

cnc-support@cybernet.co.jp