

EON-XR 9.3 Features

Introduction

This document describes the key features introduced in 9.3 release and how to find and use them in the products. This is meant as an aid for the quality assurance and customer success departments to test drive the features in a pre-release/new version of the products.

New features & improvements

EON-XR APP

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 - [Quiz](#)
 - [Locate](#)
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 - [3D assessment](#)
 - [Knowledge Portals](#)
 - [Carousel](#)
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Issues fixed in this release (not exhaustive)

- In play mode, clicking on white space area in activity panels will not dismiss them.
- Orbit center (changed by panning the view with middle mouse button/two finger drag) is now saved when setting the camera view
- Closing a media activity in play mode in 360 lessons won't trigger the playback one more time (bug id 4116)
- On macOS, lessons with single quote characters in name can now be opened correctly (bug id 4176)
- Models with semi-transparency and normal maps (but no roughness or metalness textures) are now correctly rendered
- For a 360 lesson, you can now complete all activities in all 360 scenes, before you get the prompt to exit the lesson (bug id 4256).
- When you edit an audio activity, it remembers which type of audio activity it is so you don't need to choose the type again.
- Improve loading of lesson thumbnail page in main library page
 - Thumbnails now load much faster than before.
- Statistics
 - Fixed lesson user report, where previously it was always showing same attempt
- Create thumbnail / 1:1 settings page.
 - Improved loading of 3D Asset, it now has better support for KTX & DRACO textures.

Known issues

- **3D Recording activity**
 - In create mode: No option to return to previous, if you decide to not record. You need to restart the lesson.
- **Localization missing for some dialogs**
- **The PDF and Image activity is now visible as 3D portals floating in Spatial meeting**
 - These new features are still WIP, so the ability to scroll or resize is an upcoming function.
 - Sometimes the pdf tab is empty, by tapping the image will appear.
- **No sound when playing media activities in Spatial meeting**
 - In a Spatial meeting when you play video or audio there is no sound.
- **If you have multiple 3D Playback activities and toggle there is no sound.**

EON-XR App

Merged XR features

Assessment Portals

In **AR** it is now possible to do **assessments** using the activity **Identify**, **Locate** and **Quiz**. You create them in Touch mode. The new features are an enhancement that makes the lessons engaging. The assessment portals are a fast way to find out what you have learned and where your lack of knowledge is.

You can follow your progress in the lessons details view under **Statistics**.

×

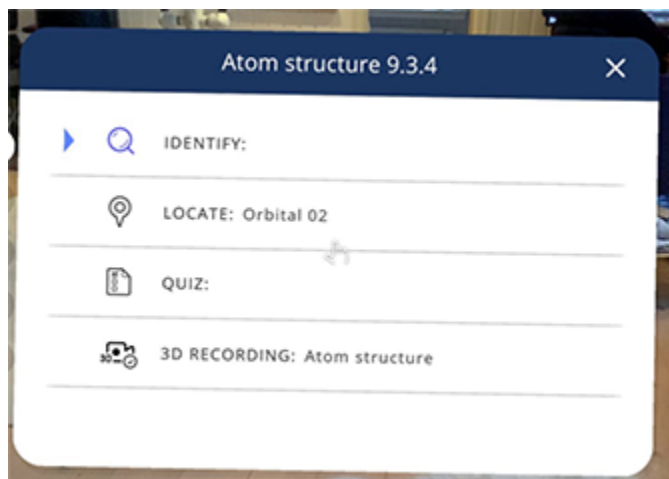
MICROWAVE 9.2.63

Attempt # 4


#	ACTIVITY	DURATION	SCORE
2021-11-08 18:44:00	3D Recording	01:42	N/A
2021-11-08 18:40:44	Video	00:40	0 / 0
2021-11-08 18:45:24	Image	N/A	0 / 0
2021-11-08 18:45:12	Audio	00:13	0 / 0
2021-11-08 18:47:04	3D Recording	00:04	N/A
2021-11-08 18:46:03	Identify	00:26	0 / 5
2021-11-08 18:45:43	Locate	00:12	5 / 5
2021-11-08 18:45:36	Quiz	00:02	5 / 5
2021-11-08 18:40:39	View	N/A	N/A

Example of statistics view

In Play mode you select the hamburger icon in the lower right corner to find the assessment portals. Select an option in the activity list panel.



Assessment list panel

A panel will appear similar to the ones below. It is possible to move the list panel and the assessment panels by selecting the **grab** icon , which appears when you hover the header.

Exit the panels by selecting the **X** in the top right corner.


See [Video](#)

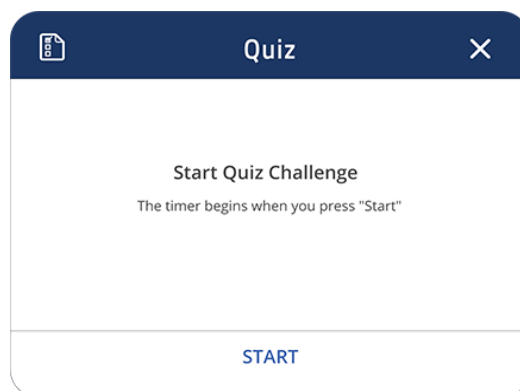
Step by step


Note. If you exit a challenge after you tapped "Start" you will lose the progress you made so far.

Quiz

Play Mode



1. Select the **AR** button  to enter AR mode.
2. Tap to **place the object**.
3. Tap the **Hamburger menu** button to see the activity list.

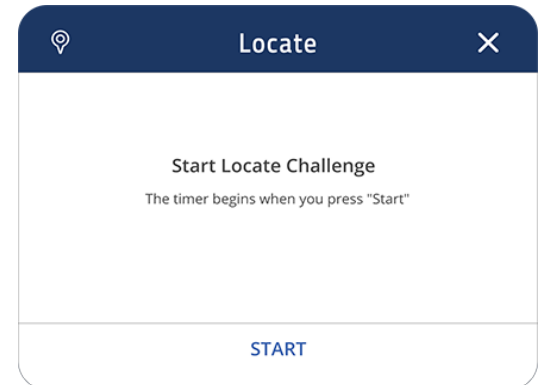


4. Select the **Quiz** button  to enter the challenge. A panel appears.
5. Tap **Start** to begin.
6. The **time starts to count down** and part of the object will be highlighted.
7. Select an option. You have **three attempts** to select the correct answer.
8. **Return to the menu** when the correct answer is given or time is up.

Locate

Play Mode

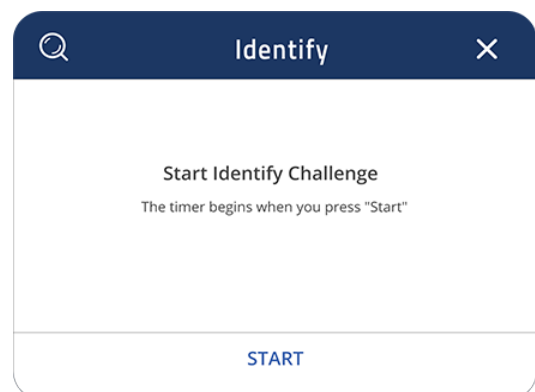
1. Select the **AR** button  to enter AR mode.
2. Tap to **place the object**.
3. Tap the **Hamburger menu** button to see the activity list.
4. Tap the **Locate** button  to enter the challenge. A panel appears.
5. Tap **Start** to begin.
6. The **time starts to count down** and yellow pulsing spheres appear on the object.
7. **Select** one of the pulsing spheres and **hold for 2 seconds**. You have **three attempts**.
Correct answer will highlight the correct part and the yellow sphere connected to it will turn green. This will also occur if you do not manage to select the right part within the time limit or if you use all your attempts.
8. **Return to the menu** when the correct part is located or time is up.




Identify

Play Mode

1. Select the **AR** button  to enter AR mode.
2. Tap to **place the object**.

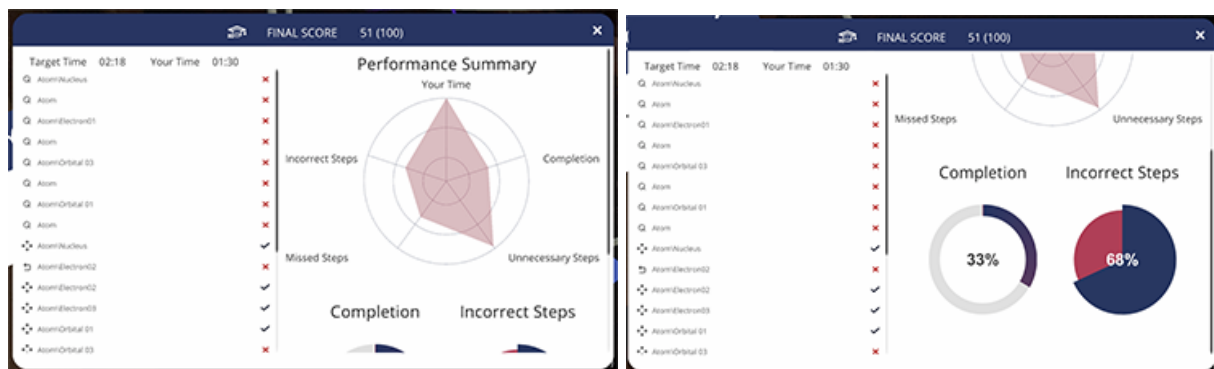


3. Tap the **Hamburger menu** button to see the act
4. Tap the **Identify** button  to enter the challenge. A panel appears.
5. Tap **Start** to begin.
6. The **time starts to count down** and part of the object will be highlighted.
7. Name the highlighted part. You have **three attempts**.
You can use **voice recognition** or **type the correct answer** by selecting the keyboard icon.
8. **Return to the menu** when the correct part is identified or time is up.

3D assessment

Now you can evaluate learning. You can create instructional assessments.

Create 3D assessments to help and guide. You can see the outcome and you can focus on areas that need more attention.




Performance Summary after an assessment is completed.

In AR, when you play your lesson, you now see an avatar, when you have the 1:1 button

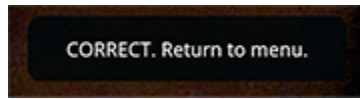


Easy to use. Just select the **3D Recording** activity and check the **Assessment** icon  , when the recording is done.

In play mode you select **3D Playback** and the **Assessment** button  to run the assessment.

Additional information

Toasts or Snackbars will appear in the lower part of the screen to indicate how many attempts have been or if it is the correct answer.



Knowledge Portals

In the previous version (9.2), you can show video as 3D portals floating in space in AR mode. In this version, you can also show **Image**, **PDF** and **Memo** (Audio with closed caption text). If several media activities are associated with one annotation, they will show up as **tabs** on the Knowledge portal. By tapping on one of the tabs, you can go to that media type and playback the media by tapping on the portal screen.

Note. If an activity is not associated with an annotation, i.e. a **global activity**, you will **not be able to access this in AR mode** in the Knowledge Portals.

Carousel

If you prefer to see all the media activities associated with an annotation at once, instead of inside the tabs, you can tap the **Carousel** button  at the right side of the media control bar at the bottom of the screen. This button is only available when you have an annotation with a Knowledge Portal selected and it has more than one media activity.

Media control bar



Tapping the same button one more time will collapse the media panel back to tab mode.

See [Video](#)

Multiple language support in Voice Recognition

There is now **multiple language support** in voice recognition. This newly enhanced function lets our users worldwide create lessons faster in their native language.

In AR you tap on the **Voice Recognition** button  and create annotations in the desired language.




Note. You change language in profile settings.

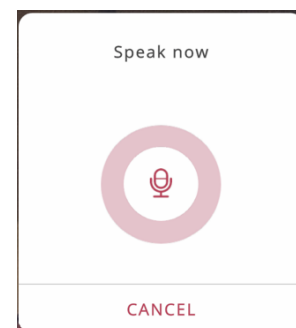
AI camera - Added support for multi media selection (across tabs)

In this release we have enhanced the AI Camera functionality. New user experience and better AI engine. In the creation process you can now add multiple media, i. e. you add a suitable text, image and video at the same time to your activity.

The activities will show up as tabs and they can be pulled-apart. Learn more in the section [Knowledge Portals](#) and [Carousel](#)

Step by step:

1. Open a lesson in Edit mode.
2. Switch to AR mode .
3. Tap the plus sign  on the lower right corner.
4. Tap the AI icon .
5. **Set Annotation Point** by pointing a yellow sphere to the desired location and tap the **AR crosshair** button in the dialog.
6. Tap **OK** to continue.
7. A dialog with a microphone appears.
Speak into the microphone to name the annotation.



8. Tap the **Stop** button  in the dialog to continue.

You have now created the annotation and the second part is to create the activity/activities.

9. Point the **Viewfinder** to the object you have set the annotation point. Make sure to place the object within the frame.

10. Tap the **Shutter** button  on the right to take the picture.

The app will **try to identify** the picture and show images visually similar to the picture you just took.

Each image suggestion will come with a caption. This text is sourced from the place where this image was found.

11. Find an image and caption that **match the best** of what you are trying to annotate, and **tap to select** it.

This image will now be used to source additional images that are visually similar, so that you can **refine the search**.

12. Optional. If you find a better image or caption, tap on it to continue refine the search.

13. Tap **Next**, if you **don't find better images** amongst the suggested ones.

The caption for the selected image will now be expanded out to separate words that you can choose individually to be used as query words when doing the **SERP** (Search Engine Results Page) **query**.

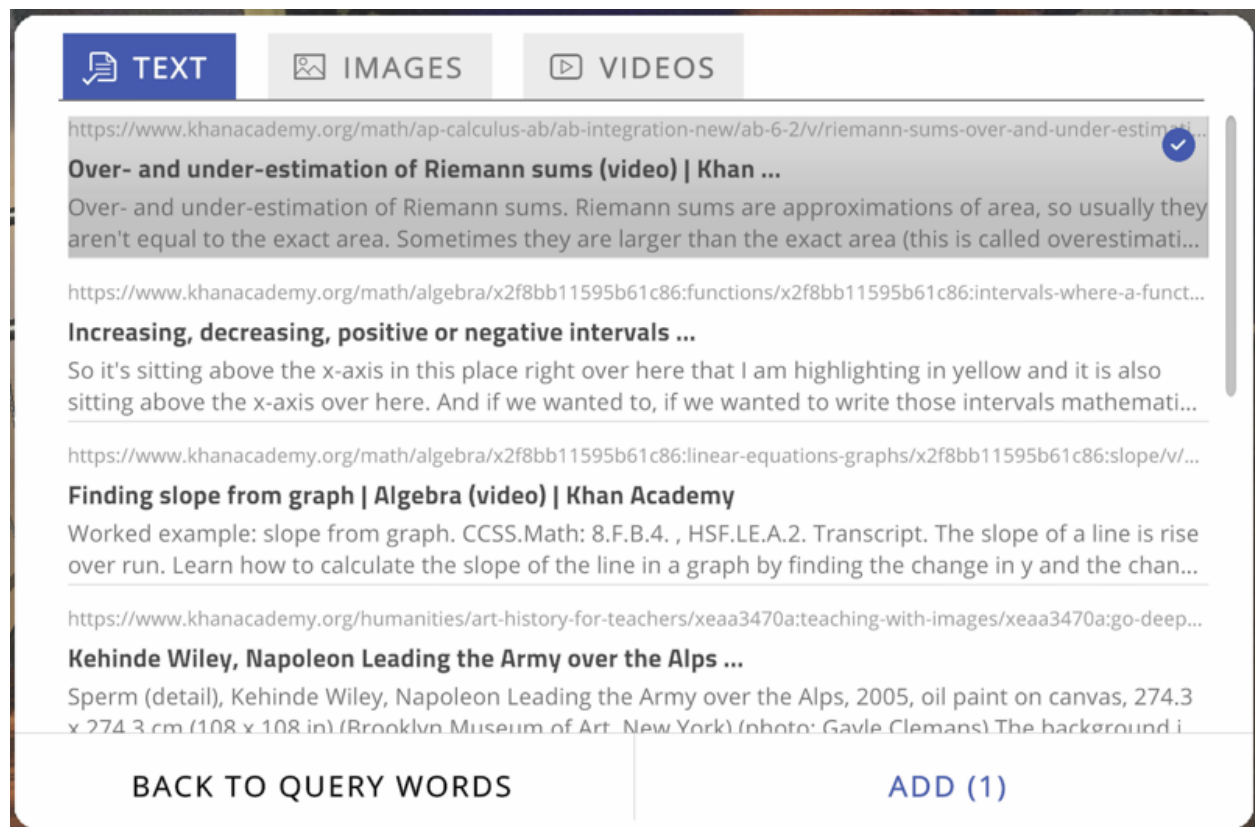
If the AI engine has additional knowledge about the image, it will list them as words under the **Tags** section.

If there are texts in the image, the AI engine will recognize them and present them as separate words as well, under the **OCR** section.

Words in **Tags** and **OCR** can also be chosen as **query words**.

14. When you have selected the query words you want to use, press **Next**.

15. Now the **SERP dialog** will appear, presenting the query results from the words you have used.



SERP dialog

16. On the **Text tab**, choose which text you want to be used as **TTS audio activity**.
Select none, if you don't want to create an TTS audio activity.
17. On the **Image tab**, choose which image you want to be used as Image activity.
Select none, if you don't want to create an Image activity.
18. On the **Video tab**, choose which video you want to be used as a Video activity.
Select none, if you don't want to create a Video activity.
19. Press the **ADD** button to add the chosen activities to the lesson.

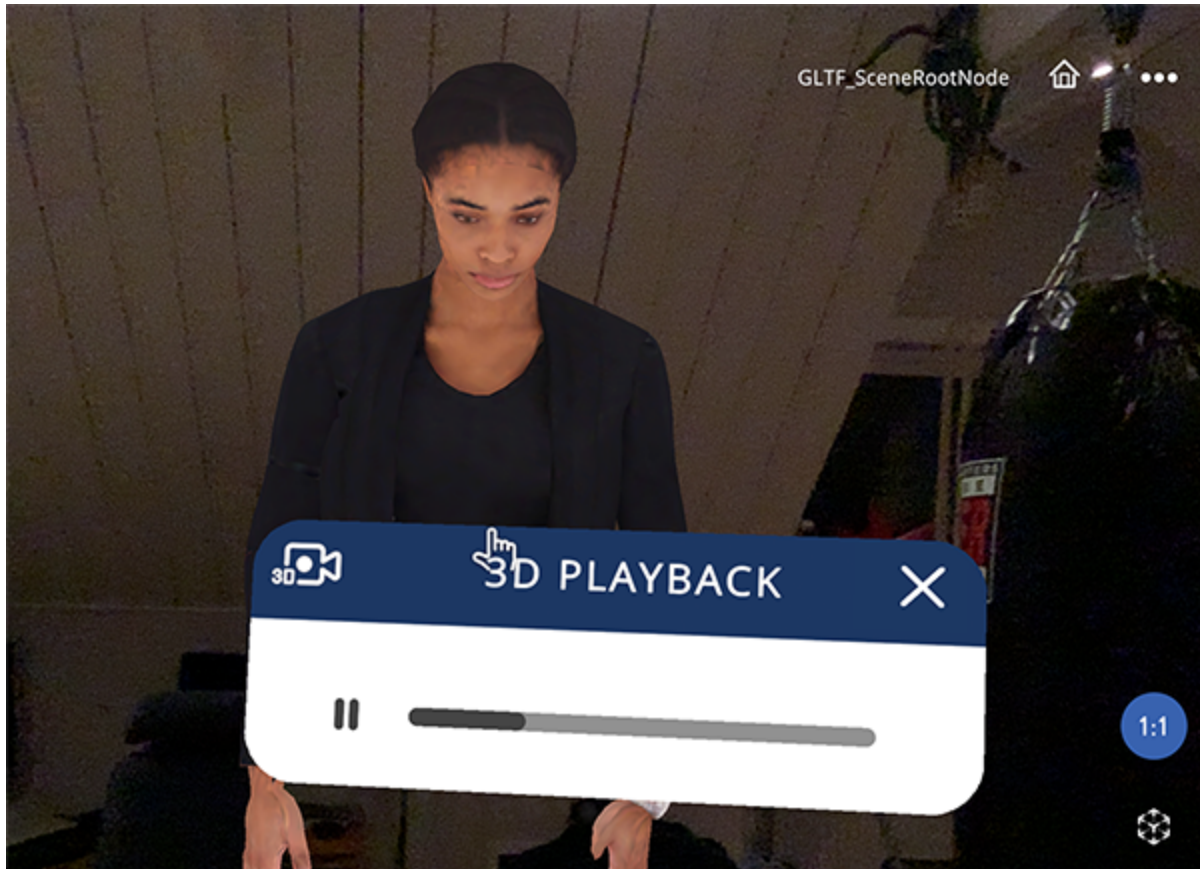
This will complete the whole process of adding an annotation with activities.

See [Video](#)

3D recording will now play back with the avatar instead of the hand





If you **set the model to 1:1** scale and are in AR mode, when you tap **3D Playback**, you will see an avatar instead of the hand at the start of the laser beam.

If you are not in AR mode, or your model is not set to 1:1 scale, the playback will show the hand as the starting point of the laser beam.




Moving annotation points in AR mode

You can move an annotation point in AR mode in the following way:

1. Tap an annotation.
2. It will become blue and you see additional icons appear to the right of the annotation.
3. Tap on the **Move** button .
4. A "Set Annotation Point" dialog with a **center crosshair**  appears.
5. Aim the AR marker (**reticle**)  to the desired new location with your device to set the annotation point. The **center crosshair**  turns red, if it's possible to place.
6. Tap the **center crosshair** to set the new location and press **OK** to confirm.

Deleting an annotation in AR mode

You can now delete an annotation while in AR mode.

1. Tap an annotation to select it.
2. It will become blue and you see additional icons appear to the right of the annotation.
3. Tap on the **Delete** button .
4. The annotation will be deleted. If any activities are connected to the annotation a confirmation dialog will appear.

Spatial Meeting

Do auto-alignment at the start of a Spatial meeting

You can now perform an auto-alignment to fit the digital twin into the environment at the start of a Spatial meeting. Note that the alignment will relocate the virtual object in your view only. The other participants will still see the virtual object, but with your avatar correctly located relative to the virtual object.


Synchronization panel


In a Spatial meeting we have improved the visual quality. The presenter can play a video and it will be synchronized with the other participants.

Settings

We have added settings options for users to make adjustments to the 3D object.

Shadow


In the option menu  on the top right you can toggle the **shadow casting by 3D model** on/off per lesson.

You can override the settings in the Asset page, by toggling the shadow on/off per lesson, using the new **Settings** in the options menu .

If the user owns the lesson, the change is permanent, but otherwise the setting is not persisted and on the next session it will follow whatever setting is set on the asset.


For spatial meetings, when the presenter toggles the shadow, it will be applied to all users.

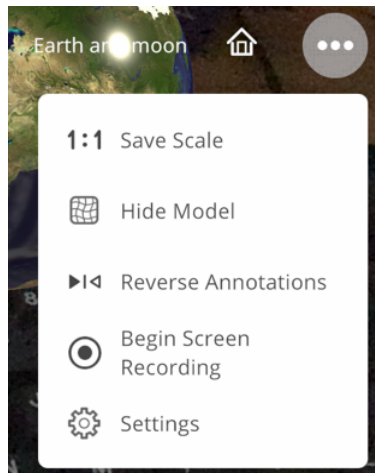
HDR



In the option menu  on the top right you can toggle the **High Dynamic Range lighting on 3D Model** on/off per lesson. This settings is meant to be used when you have a model with materials that reflect too much of the environment and you want to tune it down a little.


See [Video](#)

1:1 Save Scale

In the app you can rescale an asset by using the pinch gesture (if it's not in 1:1 mode) while in AR mode. Another way to scale an asset is by doing an auto-alignment (which is also available in Spatial Meeting). When you want to persist this scale, you can use the function in the Options menu  in the app to save this new scale so you will get the same scale next time you open this lesson.



This functionality is only available in the options menu  if the asset has not been set to 1:1 scale. Once you set 1:1 scale in the app, a 1:1 button  is visible in the right panel of the app.



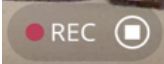

You can also set the 1:1 scale from the desktop, in the Assets page  on the EON-XR web portal. By clicking on that button, it will open up an Asset editor on the web page so

you can adjust the scale and elevation of the asset. The scale you set there is the same scale you set in the app.

See [Video](#)

Screen recording

You can now record the lesson and share it with anyone using the following procedure:


1. Go to the options menu  and select **Begin Screen Recording**.
2. A counter  will appear in the upper center of the screen, to state when the recording will start.
3. If this is the first time you use this function, a prompt will appear to ask whether you want to record the screen only or with audio as well.
4. Now everything you do will be recorded, even your voice if you have chosen to allow this.
5. When you are finished, press the stop button  at the center of the screen (where the counter was displayed). You can also stop the recording, by going to the options menu  and choose **End Screen Recording**.
6. The recording can now be exported to a supported app on the device, by choosing **Share**, or you can discard the recording with the **Discard** button.
7. If you choose Share, you will be presented with a list of apps and location where to send the recording.

Edit lessons improvements

Associate animation with activities 

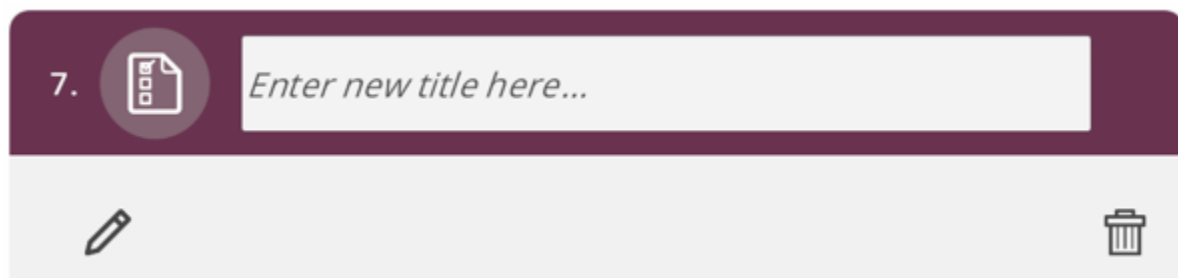
Now you can **link an animation** to your activity. You can create a lesson that helps students to learn, train, and perform easier. As a teacher, you can create engaging lessons. No more boring meetings. Use animations to catch your audience's eye. Movements trigger and increase focus.

The activities that support linking to animation are **Audio, Image, Pdf, Video, Identify** and **Quiz**.

Animations are easy to link when you create a lesson. Add an activity that supports linking animation and check the animation icon . If there are multiple animations you select one in the list that you want to play when the activity starts.

Rename an activity

Instead of something you do not understand or irrelevant, the user can now in create/edit mode tap on the activity's header and enter a suitable title. The new name will not affect the original part name.



Tap on the activity's header to change the title.

See [Video](#)

Save camera view also save hierarchy

Now it is possible to add an activity on a higher level and save camera view on a lower level. Previously this was not possible. The user decides how to set the camera view without any limitations. However it is good to select a view that makes sense for the chosen activity.

See [Video](#)


Improved UI for uploading images/ pdf

Now we have improved the workflow for image and pdf activity.

See [Video](#)

Relocate in AR

Now in AR mode you can move the asset by using a two finger gesture.

Previously you only had the option to tap the move icon  in AR to relocate the asset.

This feature is needed when you have a big environment 3D model you want to use in AR mode.

It's hard to anchor correctly. Secondly, it's not possible to reach every location of the 3D environment model simply because it's so big and you run out of physical space.

Below is the gesture to hold down two fingers and move in different directions:

- Left : move the model to the left (sidestepping yourself to the right)
- Right: move the model to the right (sidestepping yourself to the left)
- Down: move the model towards you (which means you are advancing forward in the environment)
- Up: push the model away from you (which means you are walking backward in the environment)

See [Video](#)

Import 360 images from mobile

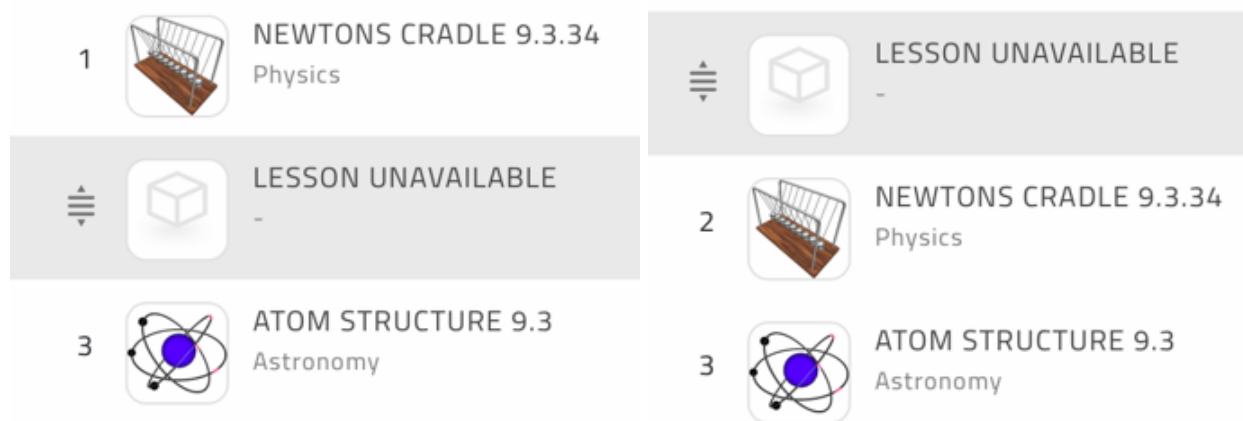
In the previous version, on mobile devices, you can create 360 lessons from existing 360 images (assets), but you cannot import new 360 images from the phone. Now in 9.3, you can access the import of 360 images from your mobile devices.

See [Video](#)

Web Portal

Playlist

Now you can arrange your lessons in your playlist both on mobile and on the web portal. We have optimized and stabilized the loading of playlist thumbnails.



Now you can reorder your playlist.

Packages

Now you can launch Unity or Unreal apps using EON-XR. You create a package and include a Unity or Unreal project Windows build. You can share it with other EON-XR members.

Follow these steps to create a Package in EON-XR:

1. Go to **My Workspace**.
2. Select **Package**.
3. Select **Create Package** button.
4. Fill in the **Title** and **Category**.
5. **Upload** your **Unity** or **Unreal project**. Make sure it is an .exe file and that it is built for Windows.
6. Select the **executable program**. If you have multiple files, you need to select **in the correct order**.
7. Select **Next** to create the package.

Now you should be in the package details page. Here you can update your thumbnail, manage assignees, enter package objectives, delete packages and more.

8. Select **Launch Package** and now you have created your package for distribution.

Note. You find your created packages in **My Workspace**.

See [Video](#)

Freemium trial for Merged XR and Spatial Meeting

It is **FREE**. Try out EON-XR's add-ons: **Merged XR** and **Spatial Meeting**.

Learn - Perform - Train - Collaborate - all in one package.

In 14 days:

- You have access to the EON-XR library.
- Explore assisting content or upload your own.
- Create lessons in AR with our knowledge portals and assessment portals.
- Share your lessons with team members using Spatial meetings.

New and existing users will be prompted when they load the EON-XR app

If the user chooses "Skip for now", the user can still access it via pressing the "hamburger" menu on the top left and selecting the "Merged XR & Spatial Meeting Two Week Free Trial" link.

Best way to learn is to share your knowledge with others!

Workspace

We have made improvements when fetching lessons and also made the layout of the workspace page on the tablet responsive.

Faster download of content using CDN networks

The asset and lesson files are now cached on CDN to make it even faster to download and start your lessons.

We utilize CDN service to speed up the downloading/ delivery of files. With multiple Edge servers, all users will experience this improvement.

Added 3D Avatar selection in Portal and App

In profile settings the user can set their avatar and will not be prompted to select an avatar when starting a spatial meeting.

Also playback of the user's 3D recording will load the selected 3D avatar.

ACCOUNT SETTINGS

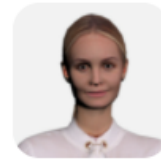
PROFILE PHOTO

✓ 3D AVATAR

PASSWORD

LANGUAGE

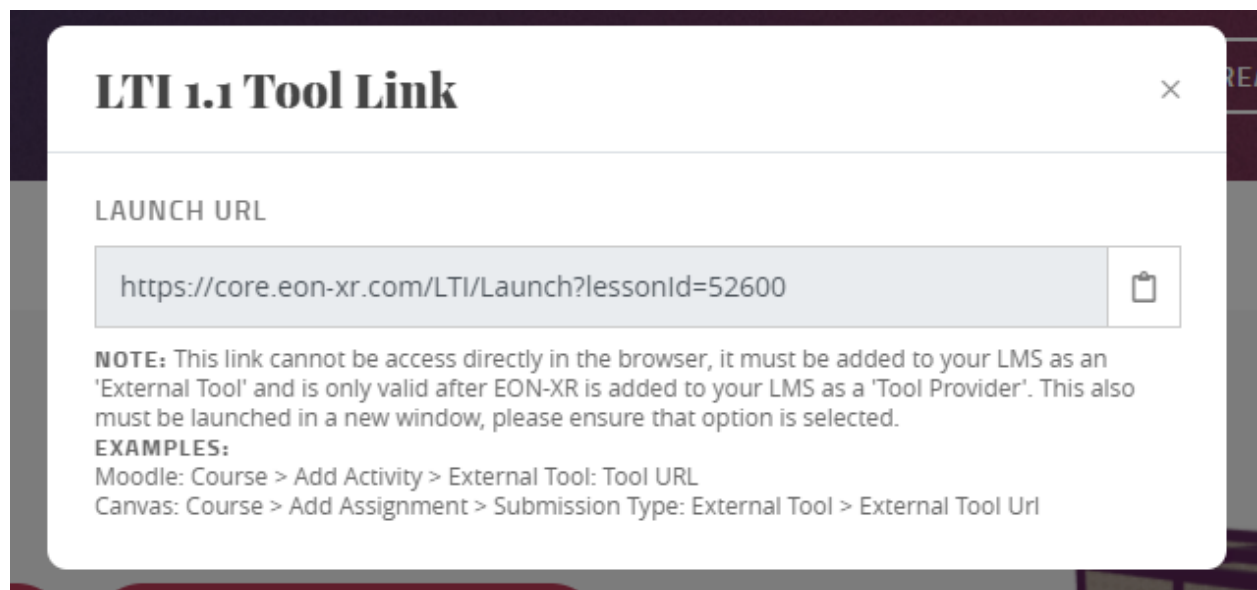
CHOOSE YOUR 3D AVATAR



SAVE

LTI

We have added instructions in the LTI link popup to make it clearer what it is and how to use it.



- Added support for sharing unpublished Lesson via LTI link
- Added Support for LTI 1.3 (Advantage)
 - We have finished implementing LTI 1.3 which will also send grades back to LMS, Deep linking and improved Integration. The function is now in BETA

testing, more information and guide will be provided with 9.4 release.

Localization

We have added more languages to EON-XR.

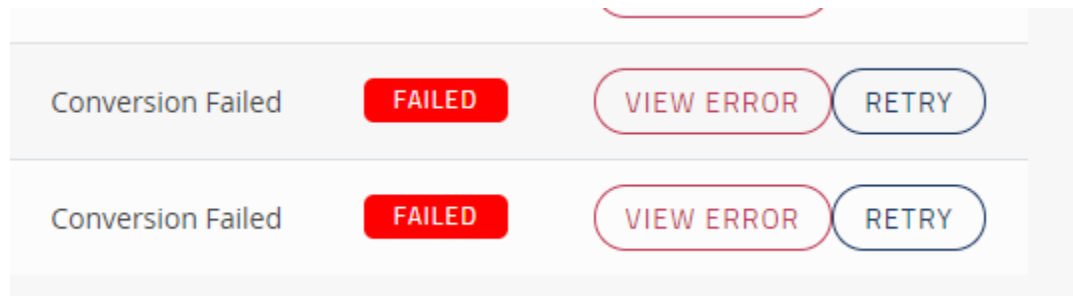
We welcome all Germans, Bulgarians and Romanians. We also support **Cyrillic** characters and **Right to Left languages** such as Arabic and Hebrew.

In profile settings you will find all the other languages we support.

See [Video](#)

Import 3D asset

Added "Retry" if conversion fails. This was added as there are cases where retrying the conversion helps to resolve the issue.



Marketplace

User-purchased Marketplace assets now appear in **My Assets**. Previously the user could only locate it in the marketplace.

Admin

Settings

Select **Refresh the Library Cache** to regenerate, invalidate cache or library

Lessons in the library are cached to improve the loading speed, sometimes changes made to a published lesson may not immediately show, to resolve this, you can manually invalidate the cache.

DASHBOARD
USERS
GROUPS
ROLES
MARKETPLACE
REPORTS
SETTINGS

Click to refresh the Library Cache

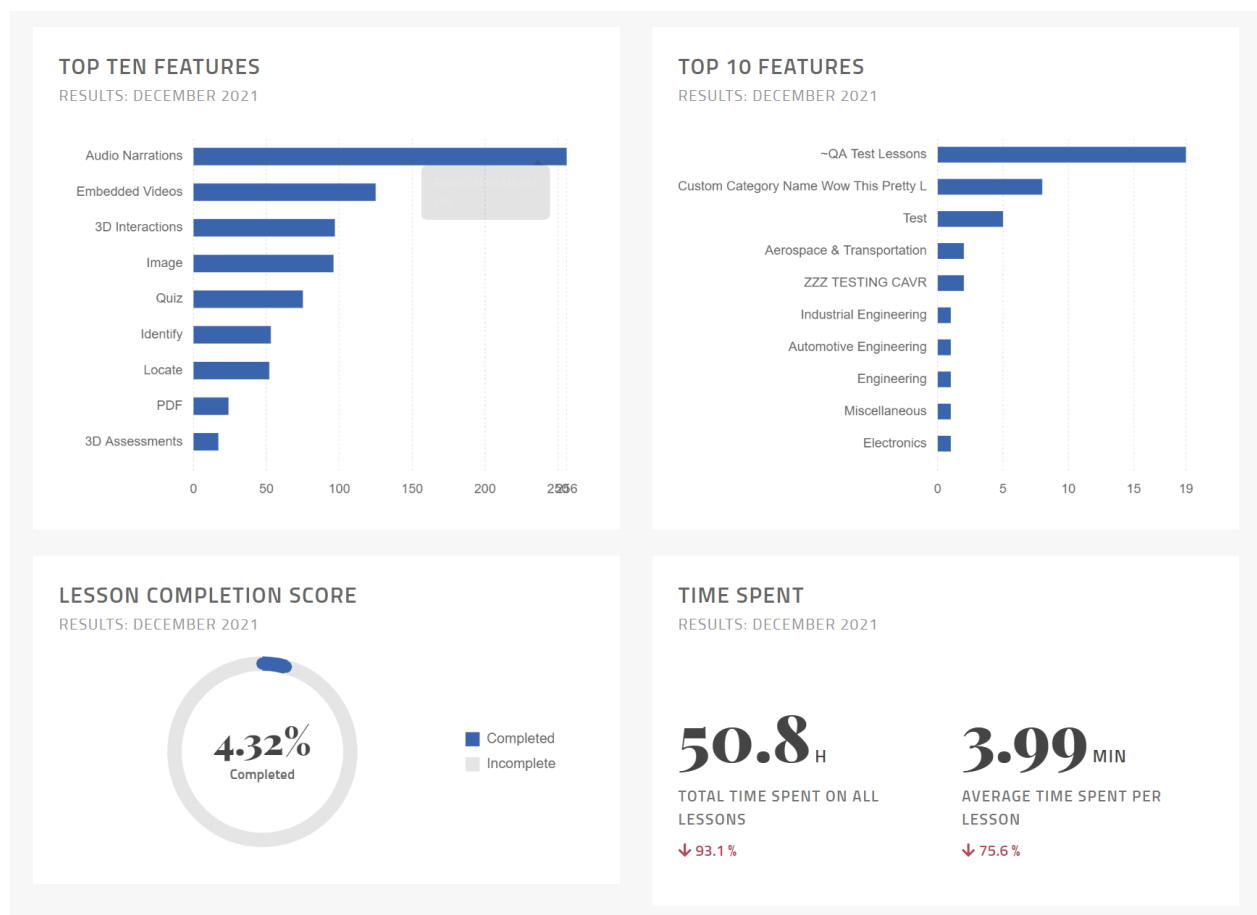
You might want to do this, if you have made changes to lesson's thumbnail or publish status and want to see it reflected immediately in the

INVALIDATE

CONFIGURATION
LTI 1.1
LTI ADVANTAGE (BETA)
CATEGORY MANAGEMENT
WATERMARK
LEVEL
LIBRARY CACHE REFRESH

Dashboard

As an administrator of an institution, you can now survey, analyze and digest various statistics based on the lesson usage.



Learn more the [Dashboard guide](#)

Increase activation email validity from 7 days to 14

Users who get the activation email will now have more time before the email is invalid.

Roles management

Added **modify roles** permission so the lead admin can assign roles management to other users.

Reports

Institution information has been added to the **Product license** page.

The screenshot displays a web application interface with a navigation bar at the top containing links for DASHBOARD, USERS, GROUPS, ROLES, MARKETPLACE, REPORTS (selected), and SETTINGS. The main content area is titled 'Product Licenses Information' in a large, bold, red font. Below the title, there is a section labeled 'INSTITUTION INFO:' which contains two white boxes: 'LEAD ADMIN NAME' with the value 'FABIAN PALLAS' and 'LEAD ADMIN EMAIL' with the value 'FABIAN.PALLAS@FUTTY.COM'. Below these, another white box shows 'INSTITUTION EXPIRES' as 'N/A'. At the bottom, a section labeled 'YOU ARE CURRENTLY USING:' contains three white boxes showing usage statistics: 'CREATOR AVR' (119 USED OF 300), 'AR ASSIST' (101 USED OF 300), and 'VIRTUAL TRAINER' (104 USED OF 300).

INSTITUTION INFO:	
LEAD ADMIN NAME	FABIAN PALLAS
LEAD ADMIN EMAIL	FABIAN.PALLAS@FUTTY.COM
INSTITUTION EXPIRES	
N/A	

YOU ARE CURRENTLY USING:		
CREATOR AVR	AR ASSIST	VIRTUAL TRAINER
119 USED OF 300	101 USED OF 300	104 USED OF 300

Lesson

Audit events

Added new audit events for lessons which includes:

- 1:1 settings change

- asset version change
- update thumbnail changes
- update lesson materia
- duplicate lesson

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LESSON AUDIT RECORDS

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DATE	EVENT NAME	USER NAME	ADDITIONAL INFORMATION
09/12/2021, 14:03:48	Updating Lesson	David Brown	Updated Lesson Thumbnail
09/12/2021, 14:03:18	Updating Lesson	David Brown	Updated Lesson 1 to 1 Setting
10/12/2020, 14:56:21	Create Lesson	David Brown	LessonID: 52600

Enhanced permission checks in the lesson details page

Users with **Assign Content Created By Any User** rights, can only assign **Edit** rights if the user has **Edit rights** to the lesson, else they can only assign **View** rights.

Assets Page

Now there is a new property in 3D assets named **Disable Shadow**. You can disable shadows in AR mode. This would be useful especially for **environment** type assets where you might not want to have shadows.

OVERVIEW

SOURCES

HIERARCHY

AUDIT RECORDS

+ CREATE LESSON

PREVIEW

CATEGORY

MISCELLANEOUS

CREATED BY

F

XXXXXXXXXXXX
XXXXXX

LAST MODIFIED

09 DEC 2021

ID

145541

STATUS

NOT IN LIBRARY

CREDITS

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MODEL PROPERTIES

☐ Animated

☐ Multiple Animation

☒ Multi Mesh

☐ Double Sided

☒ Disable Shadow

