**Sub-track:**

TRIRIGA Community User Groups

**Session Title:**

How to Enable Apple Maps within TRIRIGA

**Session Abstract: (500 character limit) 41 left**

Have you ever entered a new building needing to find a particular room, but gotten lost? In this presentation we will demonstrate how we integrated Apple Maps into TRIRIGA to solve this reoccurring problem. Attendees will come away with an understanding of how they can turn their existing floor plans into an interactive indoor experience with Apple Maps, all within their TRIRIGA environment.

Other Notes:

They will come away with an understanding of the places to embed Apple Map code into TRIRIGA code, creating tri-plat polymer elements, utilizing FME tools to translate floor plans into IMDF, and finally publish to the Apple Maps community.

**Anything you would like us to be aware of:**

Adding in justifications:

Josh will be presenting on overall framework and embedding apple map code into polymer objects. Jay will be presenting on working with the FME tool and the enablement of indoor maps.

**Session Type:**

Academy general session

**NDA:**

No

**Complexity:**

Basic, intermediate, or advanced