

# AVAR2 Data Model for Service Integration - Complete Reference

## HTTP API Endpoint

**URL:** http://[device-ip]:8080/avar  
**Method:** POST  
**Content-Type:** application/json

## Root Schema Formats

The API accepts three different root formats:

### 1. Object Format with Diagram ID

```
{
  "id": 123,                // Optional: Integer diagram ID for updates
  "elements": [...],        // Array of 3D visualization elements
}
```

### 2. 2D/RT Layout Format

```
{
  "id": 456,                // Optional: diagram ID
  "RTelements": [...],     // Array of 2D layout elements
}
```

### 3. Direct Array Format

```
[...] // Direct array of ElementDTO objects (no wrapper)
```

## Core Element Schema: `ElementDTO`

### Standard 3D Elements (`"elements"` key)

```
{
  "id": "model",           // String/Number: Element identifier
  "type": "element",       // String: Element type (element, edge, camera)
  "model": "Box",          // String: Alternative to type field

  "position": [0, 0, 0],    // Array[Double]: 3D coordinates (X, Y, Z)
  "color": [1.0, 0.5, 0.2, 1.0], // Array[Double]: RGBA color (0.0-1.0)
  "extent": [1.0, 1.0, 1.0], // Array[Double]: Element size dimensions

  "shape": {               // Object OR String: Shape definition
    "shapeDescription": "uvSphere", // String: 3D shape type
    "extent": [1.0, 1.0, 1.0], // Array[Double]: Shape dimensions
    "text": "Label",         // String: Text label
    "color": [1.0, 0.0, 0.0, 1.0], // Array[Double]: Shape color
    "id": "shapel"          // String: Shape identifier
  },

  "from_id": "model",      // String/Number: Edge source
  "to_id": "node2",        // String/Number: Edge destination
  "from_position": [0, 0, 0], // Array[Double]: Edge start position
  "to_position": [2, 0, 0], // Array[Double]: Edge end position
  "interactions": ["tap", "drag"] // Array[String]: Supported interactions
}
```

### 2D Layout Elements (`"RTelements"` key)

```
{
  "id": 0,                 // Number: Element identifier
  "type": "RTelement",     // String: Always "RTelement" for 2D layouts
  "position": [71.5, 32.5], // Array[Double]: 2D coordinates (X, Y)
  "color": [0.74, 0.74, 0.74, 1.0], // Array[Double]: RGBA color

  "shape": {
    "shapeDescription": "RTBox", // String: 2D shape type
    "extent": [5.0, 5.0],       // Array[Double]: Width, Height
    "text": "nil"               // String: Text content (can be "nil")
  }
}
```

## Supported Shape Types

### 3D Shapes (for `"elements"`)

- `"uvSphere"` - UV-mapped sphere
- `"cube"` - 3D cube/box
- `"Box"` - Alternative cube notation
- `"Cylinder"` - 3D cylinder
- `"line"` - Line connector for edges
- Custom shape strings supported

### 2D Shapes (for `"RTelements"`)

- `"RTBox"` - 2D rectangle/box for layouts
- Custom 2D shape strings supported

## Special Element Types

### Camera Element

```
{
  "id": "&lt;genid&gt;",
  "type": "camera",
  "position": [0.0, 0.0, 5.0]
}
```

### Edge/Connection Element

```
{
  "id": "edge1",
  "type": "edge",
  "from_id": "nodeA",
  "to_id": "nodeB",
  "from_position": [0, 0, 0],
  "to_position": [2, 0, 0],
  "shape": {
    "shapeDescription": "line",
    "extent": [2.0, 0.0, 0.0],
    "color": [1.0, 1.0, 0.0, 1.0]
  }
}
```

## Example Use Cases

### Bar Chart (3D)

```
{
  "elements": [
    {
      "id": "bar1",
      "type": "element",
      "shape": {
        "shapeDescription": "cube",
        "extent": [1.0, 6.1, 1.0]
      },
      "position": [6.0, 3.05, 10.0],
      "color": [1.0, 1.0, 1.0, 1.0]
    }
  ]
}
```

### Network Graph with Edges

```
{
  "elements": [
    {
      "id": "A", "type": "element", "shape": "uvSphere",
      "position": [0, 0, 0], "color": [0.0, 0.0, 1.0, 1.0]
    },
    {
      "id": "B", "type": "element", "shape": "uvSphere",
      "position": [2, 0, 0], "color": [0.0, 0.0, 1.0, 1.0]
    },
    {
      "type": "edge", "from_id": "A", "to_id": "B",
      "shape": { "shapeDescription": "line", "extent": [2.0, 0.0, 0.0] },
      "color": [1.0, 1.0, 0.0, 1.0]
    }
  ]
}
```

### 2D Layout/TreeMap

```
{
  "RTelements": [
    {
      "id": 0, "type": "RTelement",
      "position": [71.5, 32.5],
      "color": [0.74, 0.74, 0.74, 1.0],
      "shape": {
        "shapeDescription": "RTBox",
        "extent": [50.0, 30.0],
        "text": "Category A"
      }
    }
  ]
}
```

## Key Features

- Multi-format support:** 3D elements, 2D layouts, or direct arrays
- Flexible IDs:** String or numeric identifiers with auto-conversion
- Coordinate systems:** 3D (X,Y,Z) for elements, 2D (X,Y) for RT layouts
- Color specification:** RGBA normalized doubles (0.0-1.0)
- Shape flexibility:** String shortcuts or detailed shape objects
- Graph connections:** Connect elements via `from_id` / `to_id` with positions
- Diagram updates:** Include root-level `id` to update existing visualizations
- Interactive elements:** Define non-destructive interactions per element
- Cross-platform rendering:** iOS, visionOS, macOS with AR/3D support
- Real-time collaboration:** Multi-device session sharing capabilities

The app processes all formats and renders them as interactive 3D/AR visualizations with support for collaborative multi-device sessions via MultipeerConnectivity.

## cURL Example

```
curl -X POST http://192.168.1.100:8080/avar \
-H "Content-Type: application/json" \
-d '{
  "id": "demo1",
  "elements": [
    {
      "id": "sphere1",
      "type": "element",
      "shape": "uvSphere",
      "position": [0, 0, 0],
      "color": [1.0, 0.0, 0.0, 1.0]
    }
  ]
}'
```