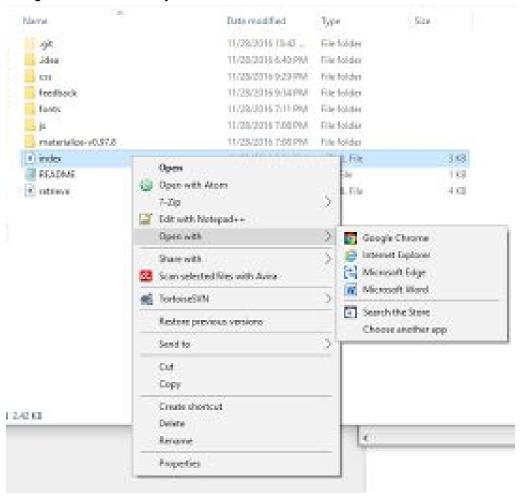
SE 409

Bri Gerads Kit Kohl Evan Blackwell Jordan Kauffman

Prototype How To: Execute

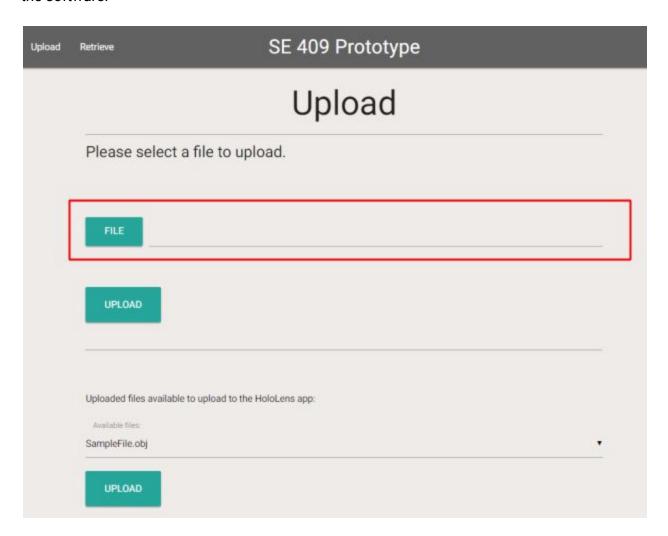
Launch Software

The prototype is being delivered as source code with an index file that may be viewed in the browser as it was created using web development skills as was the available development skills of the software development team. To launch the software, select the index file. Right click on the file, select "Open with" and select Google Chrome (or your browser of choice). Doing so will launch it in your selected browser.



Upload Document

Now that you have the software launched, you may test upload of a file by selecting a file from your desktop. If you are not currently on the Upload page, select the "Upload" tab on the grey header. You may upload a file by selecting the "File" button on the Upload tab of the software.

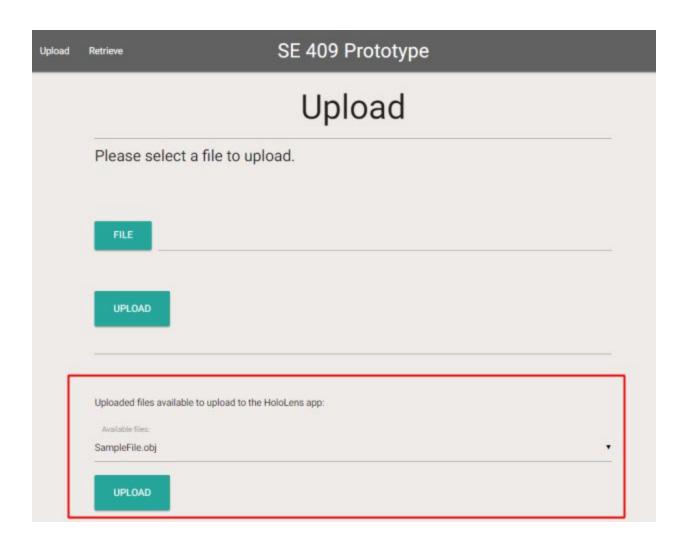


Once you have selected the file you would like to upload, select Upload.



This will (or would if it were functional) upload your file to the systems files, making it available for the HoloLens to upload to the app. The file can now be viewed below the Upload button as available to device.

Any files that are available for upload to the HoloLens that have been successfully uploaded to the software will show up on the lower portion of the page. By selecting the file in the dropdown and selecting upload, it will load the file to the HoloLens. This portion is not functional but has been designed so that the client may visualize it.



Retrieve Files

To retrieve a feedback file, select the "Retrieve" tab on the grey header. Now that you are on the Retrieve tab, you will see your currently available for download feedback files. By clicking on the filename, it will launch a download to your desktop.

If the button were functional, the user may select the "Retrieve from HoloLens" button to pull down any feedback files from the HoloLens.