PAISARQUE DOCUMENTATION
(In construction)

1. SET UP

DOWNLOAD PAISARQUE

Download all application src at paisarque/master.zip

LITEFILE SERVER

Install and configure litefilesystem.js to process file management and database information. Here you can find all needed help: https://github.com/jagenjo/litefilesystem.js/

2. FIRST STEPS

CREATING NEW PROJECT

First thing to do is create a new project so click the upper blue button. A form dialog should have been appeared. All the inputs have to filled without exception:

- Name: Project's id o project's name, it is up to you the definition, but this field will identify the project.
- Author: Author of the project. It is not the username!
- Location: Real location of the object represented at the application.
- Latitude and longitude: Coordinates of the real location.
- OBJ Model: Select the 3D data file in _obj_ or _wbin_.
- JPG texture: Select the texture file in _jpg_. _Png_ files will come in newer versions.

Once you are done, submit the form and the project will ready.

SELECT PROJECT

We have added some help to find the project you are looking for. Pagination will always help you in case of hundreds of projects and searching filters will give you the wanted project. Among the filter options you can filter by _name_, _location_ or _author._ In case of no filter, the default search will filter by _name._

3. VISUALIZATION IN 3D

PROJECT SUMMARY

3D TOOLS

ANNOTATIONS

Annotations are an easy way to mark off your 3D figure with a brief explanation. Each time you want to set up a new one, use the *Annotations* tab at the 3D navigation menu. You're given two buttons, both to enable or disable features:

- *Show*: Hide or show all the annotations displayed in the scene.
- *Annotate*: This checkbox button allows you to enter in *annotation mode.* This way, camera movement turns off and a simple click in the scene adds a new annotation mark.

All annotations are saved in the table below the mentioned stuff. The *annotation table* will let you click in each row to select one specific annotation and make it blink. Camera will shift to the annotation position also. To delete them, just drag them individually to the trash below the table or click the button in the bottom to clean it all.

4. CONTRIBUTIONS

It is possible to add contributions to your current project. The formats of these ones are listed below:

- Image - *As jpg, png.*
- PDF
- Text - *As simple notes*
- Video - *As Youtube links*

All contributions will be specifically divided by types in each tab. Once in a format tab, it is possible to *add* or *remove* contributions.

ADD

- *Loading a contribution by typing its url*

    ○ Type an url or copy it from any source in the input.

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- ○ When ready, click the "+" button to add it to your project. Here is an example of an image url, try copy-paste it in the url input.
- ○ https://cdn1.epicgames.com/ue/item/Store_Modular_Desert_Ruins_screensh ot_02-1920x1080-168d06dc632ba9d32fa7458db00b7acb.png

- Loading from disc

  - ○ As easy as click to ask your computer for a file. Select one and send it.

- Text format:

  - ○ Write something in the input and click the same button as above!

Notes:

If your contribution does not appear in his corresponding place, try *refreshing* all the content.

Do not forget saving in case you want to keep changes made.

REMOVE

To remove an existing contribution you have to follow two simple steps:

- Select a contribution by clicking into it. You can select múltiple items.
- Click

Notes:

Like adding content, if your removed contribution is still in the page, try *refreshing* all the content.

If selecting PDF's can be a trouble, try clicking the gray bar below each PDF.

Do not forget saving in case you want to keep changes made.

5. EXPORT

Need to export your work? It is possible to export with many possibilities. The exporting table shows you which of the modules of your work can be downloaded to disk. Used file types are written below:

- *JSON* - Text file
- *PDF* - Text file
- *ZIP* - Compressed folder
- *CSV* - Tables file
- OBJ - 3D model data file
- *WBIN* - 3D model compressed data file
- *JPG* - Image

6. MORE

For any trouble or discussion contact us. Furthermore, if case of having an idea for improving the application you are free to tell us or even implement it at your own way. The contact information is written below:

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