



# xzing-Marker

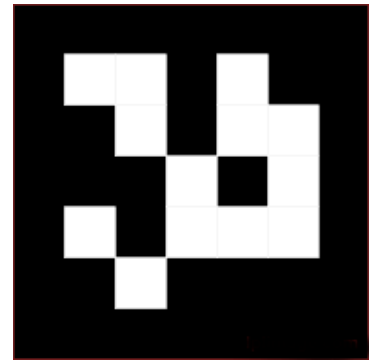
*Product Documentation*

This documentation is an overview of what is inside the xzing-Marker Software package.

## Functionality

**xzing-Marker** offers the users the functionality of detecting markers that are visible in the video frames. Detecting a marker means: identify its pattern and retrieve its position and orientation (sometimes named “pose”) according to the camera coordinate system.

Markers are images that are framed with a black border and that contain black and white squares (seek */Markers* for some examples).



## Platform

xzing-Marker is compliant with:

- PC / Windows™: a dynamic library is available (see */bin*) as well as a Unity 4.x plugin (*/Unity*). A sample of the usage of the .dll is available in */Samples/Dll-Usage*.
- Web / Flash™: a .swc library is available in */Flash* as well as a sample (see */Samples/Flash-Usage*).
- Mobiles / Android™: a shared library object (.so) is available and included in the Unity 4.x plugin (*/Unity*).
- Apple™ MacOSX / iOS: the Unity plugin provides a .a and a .bundle version of the software.

## Pro Version / Free Version

The **Pro** version is the version companies need to develop commercial projects. When purchasing a Pro version, companies are allowed to create as much projects as they need for a year.

The **Unity** version is provided through unity. With this version, developers have access to the same functionalities as in the pro version. It is useful to evaluate the software and to develop non commercial projects at lower costs. When using the Unity version, the user must take care that the XZIMG logo is visible at the bottom of the marker, otherwise a protection alert

is sent and the application stops working efficiently.

The **Free** version is provided to developers at no charge. With the free version, developers have access to the same functionalities as in the pro version. It is useful to evaluate the software and to develop non commercial projects. When using the free version, the user must take care that the XZIMG logo is visible at the bottom of the marker.

## How to Create a Marker

You don't have to create your own maker since they are available with the package.

## Contact

For any information or question regarding this product, contact us at [contact@xzimg.com](mailto:contact@xzimg.com)