

GuideBOT

Create your own GuideBOT app using the ViewAR CLI

Prerequisites

In an IDE of your choice (for example WebStorm) navigate to a suitable directory and make sure that you have the following installed:

- Node.js (version 6.0.0 or higher)
- npm package manager (version 3 or higher)

Furthermore, make sure that you have a ViewAR account. It'll provide you storage for your 3D models and an overview of the apps created. Register at: <https://developer.viewar.com/>

Prerequisites ##### Device requirements

- An iOS, ARKit compatible device - more about compatibility in our [Documentation](#).
- Up-to-date version of the ViewAR SDK App (available from the App Store (iOS)).
- **For the QR version:** a printed copy of a set of our [demo QR codes](#)

Skillset

- **Required skills:** HTML, CSS, JavaScript
- **Helpful skills:** Advance 3D editing, UV layouts creation, texturing, basic 3D skills

Install the ViewAR CLI

The easiest way to setup a new ViewAR application is to use the ViewAR CLI. In the terminal run:

```
npm install -g viewar.
```

Login

It's necessary to login with your ViewAR account. Run:

```
viewar login
```

Create your first Project

Now, we need to create a JavaScript project with a copy of all Template files in a proper structure.

There will be common files like `package.json`, a `src` directory containing an `index.html` as well as an `index.js`, and couple other JavaScript files imported from the `index.js`.

In addition to those, there will be a `.viewar-config` file containing information used to deploy the project: `appId`, `appVersion`, `id`, and a `token`. The `id` and the `token` will be unique and are fetched during the new app creation process.

Initialise a new project

Let's initialise a project in a dedicated directory:

```
viewar init PROJECTNAME
```

Initialise a template project

- *Select the user account for this app:* navigate to your account.
- *Select a project type:* Choose the *Sample Template* to access the Template List.
- *Choose a sample template:*
 - Guidebot
- *Enter the app ID:* Define the *App ID* you will be using to access your application through the SDK App. We suggest using a syntax of *company.project*.
- *Enter the app version:* Unless you have a really good reason, stick to 1.0 as default.
- *Select tracker(s):* GuideBOT is available in 2 tracking system versions - with QR codes or the Placernote tracking. Please choose between them here.

Placernote

QR

Run your app (development mode)

To develop your app you can run it in your local browser.

```
npm run start:mock
```

This will start the app without the 3D engine, letting you simulate AR emitters with the buttons in the right lower corner. You will also see a representation of the scene, letting you simulate selections. This mode is ideal for development since it loads very fast. You can also use this mode to connect your device(see further below).

```
npm run start
```

This will start the app with the 3D engine (WebGL). It takes a bit longer to load but allows you to load 3D scenes and use VR features. This mode is not recommended for development.

Test on your mobile device

You can test your application while developing using the ViewAR SDK app from the Appstore or Google Play Store. Start the ViewAR SDK app, enter the App ID, enter version, enable LAN development mode and update your IP address in the input field.

Deploy/save your changes

To save your changes to the server, use this command:

```
viewar deploy APP-ID VERSION
```

This will build your app in release mode and save the changes to the server. After this, your app will be updated and everyone starting it will get the changes.

Test the app

There are two options for testing your application: you may either do it directly in the web browser (in the mock or full mode) or run it on a mobile device using the ViewAR SDK app.

Some resources to get you started:

- More info about [testing](#).
- User Manuals: [GuideBOT QR](#) and [GuideBOT Placemote](#).

Experiment!

Now that you have your app all set and running, it's time to play around with it a bit. Feel free to alter the existing functionalities or extend the app with some of your own choosing!

Browse our SDK Documentation for more information. Here are some topics to get you started:

- [Basic Concepts](#)
- [JavaScript API Quickstart](#)

UI Config

Following settings are available in the ui config:

```
{
  infoText: '',
  speechDisabled: false,
  chatbotUrl: false,
  greetUser: 'Hi there! How can I help you?',
  followMe: 'Sure, follow me!',
  selectPoi: 'Hi there! Please select a point of interest.',
}
```