A screen shot of a computer program

Description automatically generated

1 First part of a script to update the position of a virtual item in relation to the RFID read from another script.

A screenshot of a computer program

Description automatically generated

2 Closing and opening the top menu panel.

A screenshot of a video game

Description automatically generated

3 UI Interface.

A screen shot of a computer program

Description automatically generated

4 Moving the virtual items through Lerp. Still some adjustments needed.

A computer screen shot of a program

Description automatically generated

5 Displays the emergency button icon when the node reads the data. To reset the node, scripts need to call the ResetNode() script.

A screenshot of a video game

Description automatically generated

6 Started the panel to send orders.

A screen shot of a computer

Description automatically generated

7 Implemented Emg stop press recognition and reset recognition through reset+start button press.

A screenshot of a computer program

Description automatically generated

8 Script to store information about an order from a drop down input that changes the part number.

A screen shot of a computer program

Description automatically generated

9 Updated the display item panel to read data from the CurrentOrders script and update through a button click.

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

Several signs with red warning signs

Description automatically generated

10 Created information panels with unique information.

A screen shot of a clock

Description automatically generated

11 UI Icon now shows time left.

A screenshot of a computer

Description automatically generated

12 Implemented new UI elements. A button to switch between AR and Twin, and a "Extra features" button on the bottom left with a tween animation to show the fire simulation button.

A computer generated image of a factory

Description automatically generated

13 Created a fire simulation with indicators to the nearest exit.

Credits:

https://assetstore.unity.com/packages/vfx/particles/fire-explosions/free-fire-vfx-urp-266226