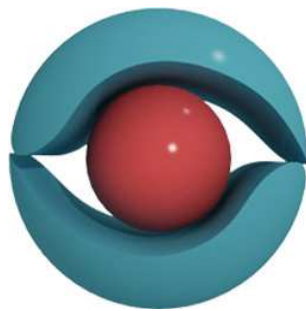


AR-media™ Exporter v1.5
for Google SketchUp™

INSTALLATION & USER GUIDE
(June, 2010)



(Windows XP/Vista/7)

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Introduction

AR-media™ Exporter allows you to export models from your favourite 3D modelling tool into a format suitable for visualization in Augmented Reality by the free AR-media™ Player. The exporter comes in the form of a plug-in and, once installed, allows you to create and publish models (textured or not) in the .armedia file format.

Although the exporter refers to specific content creation software (such as Google SketchUp™), exported files do not require any other software but the free AR-media™ Player to be displayed.

Requirements

Hardware

Minimum Hardware: 1 GHz Processor, 512 MB Ram, 100% Compliant OpenGL Video Card with 128 MB Ram, 50 MB of available Hard Disk space, USB 2.0 Webcam.

Recommended Hardware: 2 GHz Processor, 2 GB Ram, 100% Compliant OpenGL Video Card with 512 MB Ram, 50 MB of available Hard Disk space, USB 2.0 Webcam with 30FPS @ 640x480 resolution.

Software

Required Software: Microsoft Windows® XP/Vista/7, Latest Video Drivers, Google SketchUp™ 6 or later.

In order to buy and download a copy of the exporter you are required to already have bought one license for the AR-media™ Plugin Professional version.

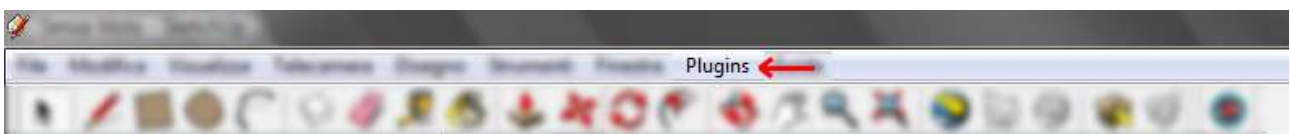
Installation

The installation procedure requires full administrative rights, so be sure to have the required privileges before trying to install the software. The installation process will install the following components:

- AR-media™ Exporter for Google SketchUp™
- AR-media™ License Manager
- Help and Documentation files

To start the installation process execute the AR-media™ Exporter setup and follow on screen instructions from the installation wizard. At the end of the installation process the installer will search your system for any installed version of Google SketchUp™ and will configure itself for the latest version found.

If the configuration process completes successfully, the Google SketchUp™ interface will be enhanced with a new menu item “ARexporter” in the “Plugin” menu. The enhanced interface is shown below:



Google SketchUp™ interface enhanced with ARExport.

Usage

In order to export the content you designed with Google SketchUp™, you just have to click on the “ARexporter” menu item under the “Plugin” menu. You’ll be asked to choose a name for your exported model and the exporting process will start (exported models files have the .armedia extension).

Licensing

In order to use the AR-media™ Exporter you need to:

- 1) be a registered user for the AR-media™ Plugin Professional version
- 2) own at least one license for the AR-media™ Plugin Professional version
- 3) buy one license for Exporter
- 4) follow the activation procedure (both locally and online)

Please refer to the AR-media™ Plugin’s users guide for details on registering, installing, configuring and licensing it.

License Type

Each license is valid for one seat only: you may install and use the exporter only on one machine per time. In order to use the exporter on other machines you must purchase another license or transfer the license from a machine to another. Please refer to the following sections in order to understand licenses management tasks.

Registering

Registration is mandatory for both the AR-media™ Plugin and Exporter, but you need to do it just once for the Plugin Professional version. Please refer to the Plugin’s users guide for details. With a valid account you can login into the “*Online License Manager*” web application’s control panel¹ which allows you to:

1. buy new licenses
2. activate a license
3. release a license
4. download the last version of the exporter

The *Online License Manager*’s control panel also summarizes the number of purchased licenses as well as the number of currently active licenses. License activation and management will be described later.

¹ Please note that although you share the one and only registration data in order to login, the Online License Manager is different among the Plugin and the Exporter and you manage your licenses separately with their respective licenses managers.

AR-media™ License Manager (control panel)



Online License Manager's control panel.

You can access the control panel by using the following URL:

http://www.inglobetechnologies.com/en/products/arexporter_su/info.php

and clicking on the “Registered Users” link down in the page. When asked for credential, enter the your registration data.

Buying Licenses

To buy a new license, you need to click on the “Buy” button from the *Online License Manager's* control panel, this will bring you to the purchase's page where you can click on the PayPal™ button to start a standard PayPal™ procedure. Please note that if you need more than one license, you can set the desired quantity during the PayPal™ checkout procedure. If you prefer to agree on other payment methods you can contact the licensing service (see later for contacts details).

Downloading the Installer

After buying a license, the *Online License Manager's* control panel will show you a link from which you'll be able to download the exporter installer. Before installing the latest available version, be sure to remove any previously installed version². You can always refer to the download section for the latest available versions.

License Management³

Licensing for the AR-media™ Exporter is based on the following actions:

- 1) license activation
- 2) license release

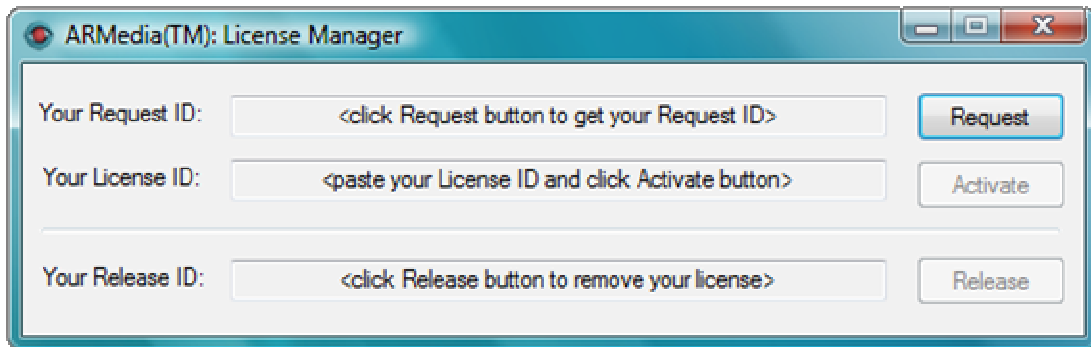
License management actions require you to use both the *Online License Manager's* control panel and the local *AR-media™ License Manager* that is installed with the exporter. Please refer to the following section for instructions on how to activate and release a license.

License Activation: allows you to unlock your version of the exporter. Unless you activate your exporter, it won't export anything at all. In order to activate your exporter, follow these steps:

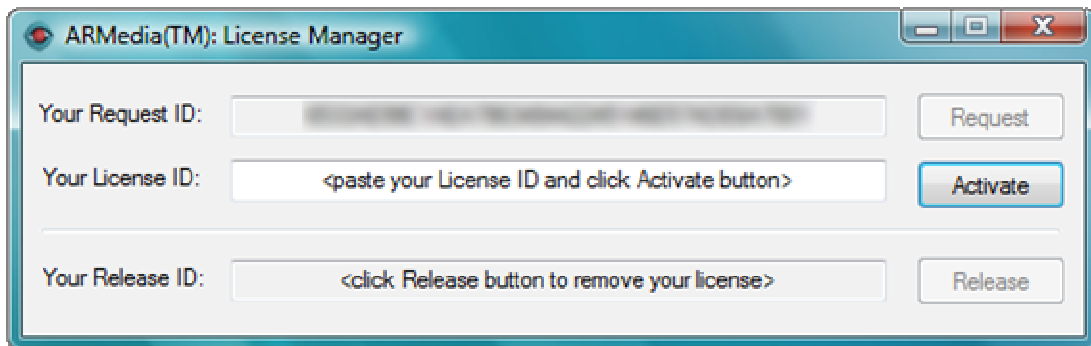
² If you're removing an installation that has been already activated with a license, make sure to release the corresponding license before actually removing it. Refer to the licensing section for details.

³ In order to buy, activate or release a license you must have an Internet connection available.

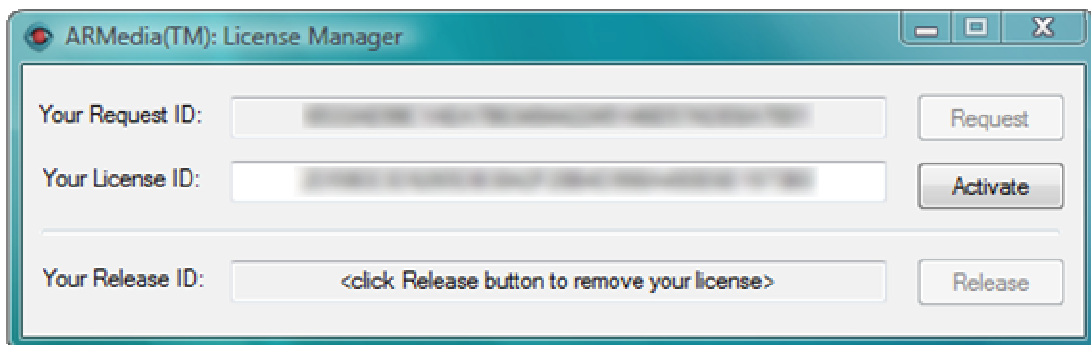
- 1) On the machine you need a license for, run the local License Manager that was installed with the plugin:



- 2) Click the **Request** button in order to get a *Request ID*, the interface will change as follow:

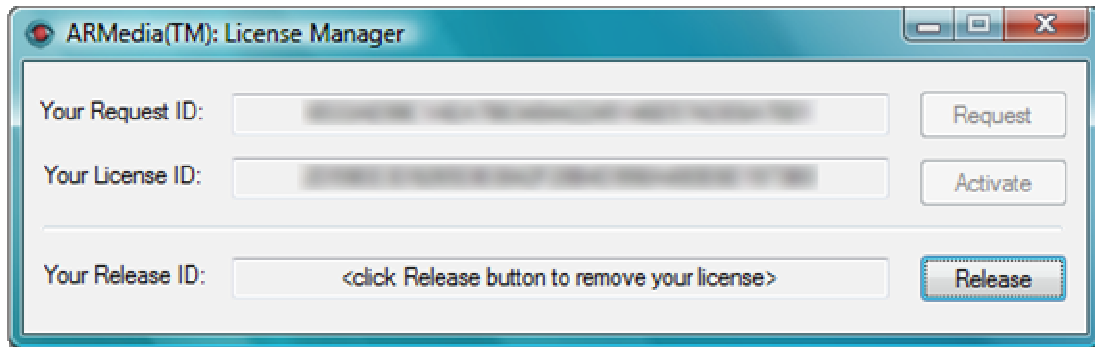


- 3) copy the *Request ID* somewhere
- 4) Login to the *Online License Manager* using the credentials provided upon registration
 - a. click the **Activate** button
 - b. paste the *Request ID* and click on **Continue** (the web application will generate your *License ID*)
 - c. copy the *License ID* somewhere
- 5) Go back to the local License Manager and paste the *License ID* in the corresponding area:



- 6) Click the **Activate** button
- 7) the utility will prompt you a confirmation message depending if you entered a valid license or not.

If the licensing procedure completes successfully, the local License Manager will look like the following figure:



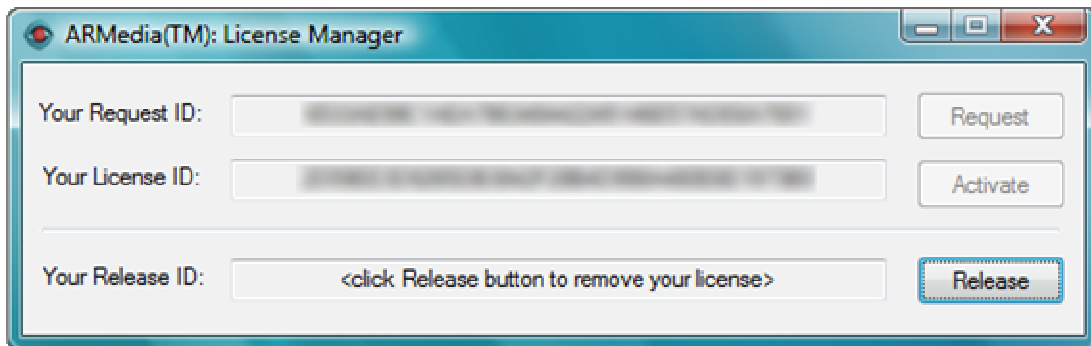
Please note that if you paste an invalid *Request ID* into the *Online License Manager*, and if the web application's engine is not able to understand that it is not valid, you could waste your license and get an invalid *License ID*.

License Release: allows you to remove your previously activated license so that you can re-use it. Only correctly activated licenses can be released. Typically you'll need to release your license in the following scenarios:

- a) when you need to uninstall or re-install the exporter or the operating system
- b) when you need to move your license from a computer to another

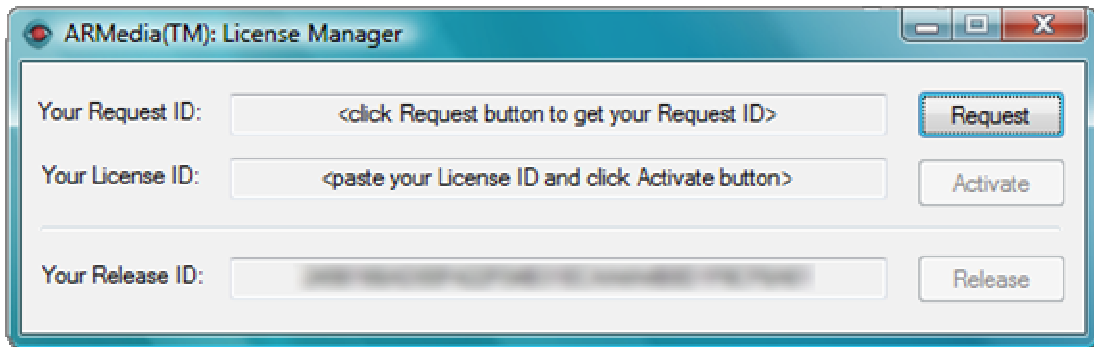
License release is achieved by following these steps:

- 1) execute the local License Manager:



- 2) click the **Release** button, a confirmation message will pop up
- 3) confirm that you want to release the currently active license by clicking on **Continue**⁴
- 4) the application will generate the *Release ID*, copy it somewhere:

⁴ At this point your exporter won't allow you to export any model even though you won't follow the other steps.



- 5) login into the *Online License Manager* using the credentials provided upon registration
 - a. click the “*Release*” button
 - b. paste the *Release ID* in the input box and click the “*Continue*” button
 - c. if the key is correct the web application will make your license available again for another installation and will prompt you with a confirmation message

The *Online License Manager*’s control panel will be updated with the information regarding your current active licenses. Once your license has been released the exporter will not export any model and you can use your license with another computer or for a new installation by repeating the License Activation procedure described earlier.

WARNING: *be sure to store your Release IDs for future uses.*

Support

Licensing Service

The user can refer to the Inglobe Technologies licensing service through the email address: licensing@inglobetechnologies.com. Please feel free to write for any licensing related questions.

General Help

For any problem or question you can write to: help@inglobetechnologies.com.