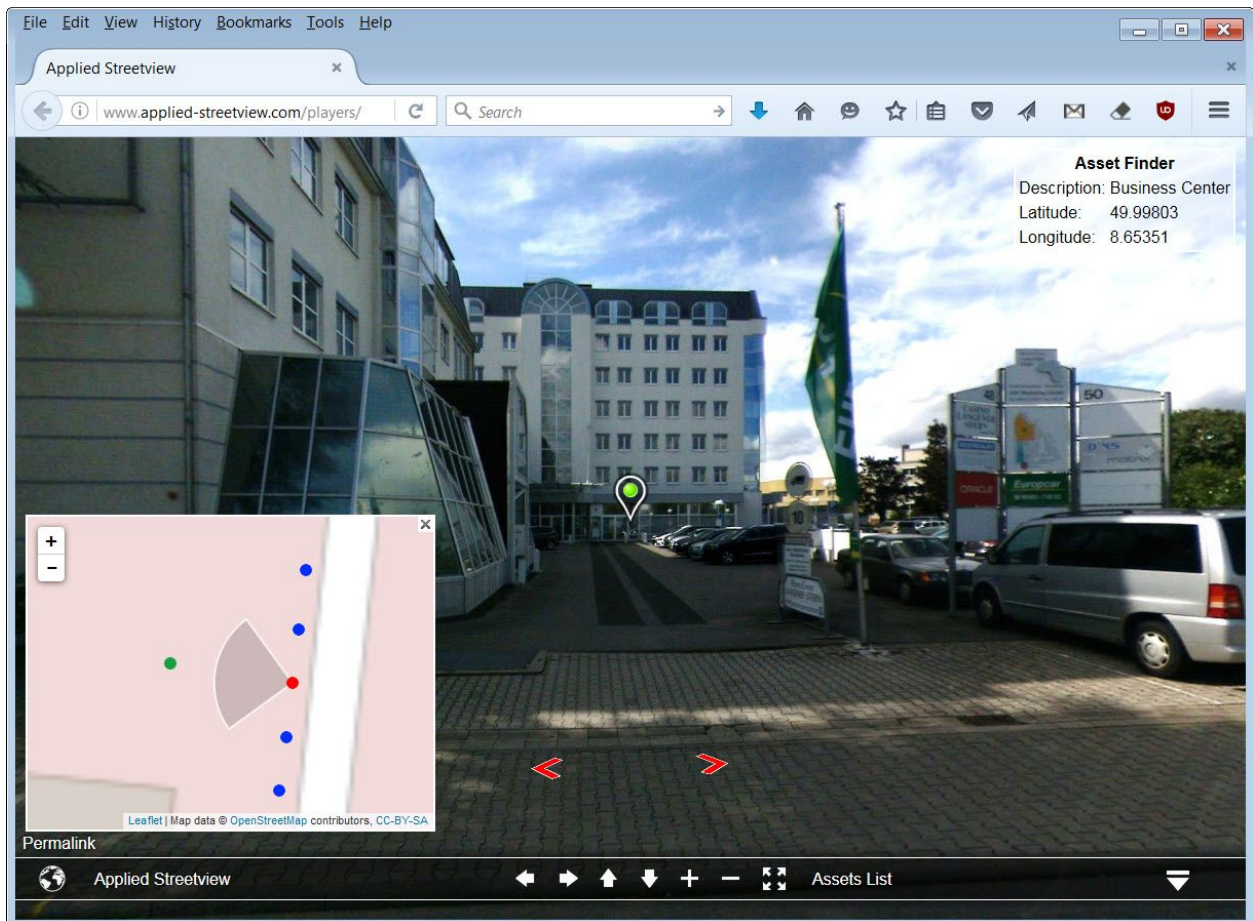




## Asset-Finder Player-Plugin Manual



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# Overview

The Asset Finder plug-in for the player can display a huge number of **your already geo-referenced assets** without the need to manually link to them to your new streetviews.

Also streetviews can be updated without the need to re-link the assets.

A working player with the Asset Finder plug-in:

<http://players.applied-streetview.com/asset-finder/>

**Asset Finder** was previously known as **Asset Viewer**.

# Asset Finder example

It is recommended to set up the Asset Finder plug-in with the **Demo 2** project for training. Assets data matching the Demo 2 project is provided.

[Download](#) and process the Demo 2 project as usual.

Install the player to a LAMP (**L**inux, **A**pache, **M**ySQL, **P**HP) webserver and check it works as it should.

## Enable the Asset Finder plug-in

Download the example Assets data [Demo2-assets.sql.zip](#) and import it into the players MySQL database using phpMyAdmin.

Copy the provided Asset-Finder folder (unzip asset.zip) **asset** to your players **plugins** folder.

### Edit /player/index.php

Add after **</style>** (as a single line):

```
<link href="<?php echo $authConfig->files_path;
?>custom-data/custom-data.css" type="text/css" rel="stylesheet">
```

Add before **<div id** (as a single line):

```
<script src="<?php echo $authConfig->files_path;
?>custom-data/custom-data.js"></script>
```

### Edit /player/player.xml

The **Asset-Finder\_configuration.txt** has been provided to you in asset.zip

Copy and paste its content at the end, before **</krpano>**.

To see the change:

### Empty your Browser's cache

Chrome:

Settings -> More tools -> Clear Browsing data:

[x] Cached images and files

[x] Hosted App data

Click the **Clear browsing data** button.

### Reload the player in your Browser:

Ctrl + R

You now should see the player with the additional Assets (green icons) displayed:  
<http://players.applied-streetview.com/asset-finder/>

## Assets List

The Asset Finder automatically generates an **Assets List** to make it even more easy to open your assets. It is meant for inspiration only.

You will find it here: **/player/assets.php**

Add a link to the Assets List to the player's menu:

**Edit** three **player.xml** values:

```
infourl="plugins/asset/ajax/assets_list.php"
```

```
infodesc="Assets list"
```

```
infotarget="Assets list"
```

Add a back-link to the players **index.php** file by entering the index.php title to plugins/asset/ajax/assets\_list.php

Change

```
$target = "_blank";
```

To e.g.

```
$target = "Asset Finder";
```

With the two changes above you will get one tab each for the player and the Assets List. Otherwise a new tab is opened when clicking the link to the Assets List or an Assets link.

To see the change:

**Empty your Browser's cache**

Chrome:

Settings -> More tools -> Clear Browsing data:

Cached images and files

Hosted App data

Click the **Clear browsing data** button.

**Reload the player in your Browser:**

Ctrl + R

You then should see something similar to this **Asset Finder**:

<http://www.applied-streetview.com/project/asset-finder/>

# Asset Finder URLs

You can open an Asset in two ways:

## Open by Latitude/Longitude

**In case you already have a huge list of Assets with Latitude/Longitude coordinates, and like the player to show them.**

A huge number of Assets can be shown on streetviews automatically by generating a link from your existing Latitude/Longitude coordinates.

Optionally you can provide a the **Altitude** value.

`/player/plugins/asset/ajax/lookat.php?lat=<latitude>&lng=<longitude>[&alt=<altitude>]&desc=<description>`

### Example

Autopflege Langen:

<http://players.applied-streetview.com/asset-finder/plugins/asset/ajax/lookat.php?lat=50.001304&lng=8.650144&alt=173&desc=Autopflege%20Langen>

## Open by asset's ID

**In case you have no Latitude/Longitude coordinates for your assets.**

You first geo-reference them from the streetviews recorded, using Photogram.

Then open an Asset by the **asset id** from the database **assets** table:

`/player/plugins/asset/ajax/lookat.php?id=<asset ID>`

### Example

Top of a Flag pole:

<http://players.applied-streetview.com/asset-finder/plugins/asset/ajax/lookat.php?id=6>

# Programs needed

You need to use minimum these Creator and Photogram versions:

Creator 2.0.41 or newer [Download page](#)

Photogram 2.0.5 or newer [Download page](#)

## Hint:

In case you are still using an older **Creator 0.x.x** or **Creator 1.x.x** version:  
Please update to at least [Creator 2.0.41](#).

Both Creator 1.x.x and Creator 2.x.x will make a copy of your Creator 0.x.x data.  
And not change your existing Creator 0.x.x installation or data at all.  
At any time you can continue using your Creator 0.x.x with your untouched data.

Install Photogram 2.0.5 as usual to update the existing Photogram version to the latest release.

# Your own data

## Processing - Creator

Process your data with Creator.  
Create panoramas, panorama-tiles and the player as usual.

## Hint:

In case you already have done this with a previous Creator version, it is sufficient to generate a new **Web Player** only. Use the **Overwrite** option on the Process tab. Deactivate **Equirectangular Panoramas** and **Panorama-tiles for the player**. Install the new player to a webserver and check it works.

## Processing - Photogram

Process your data with Photogram as usual.

### Hint:

If already processed, there is no need to repeat that.  
Just export the data in the **.sql format**:

Photogram -> Menu -> File -> Export to SQL.  
Save the file as **PROJECTNAME-assets.sql**

## LAMP Webserver

### MySQL database

Use phpMyAdmin to check if a table named **assets** already exists.  
In case there is an **assets** table, back it up, just to be save.  
Then delete (drop) it.

Import the **PROJECTNAME-assets.sql** file created with Photogram into the MySQL database. The **assets** table with content is created.



# Free Custom-Data plug-in

We provide a free and open source Custom-Data plug-in that your IT department can combine with the Asset-Finder.

It also works stand-alone, without the Asset-Finder.

The custom-data plugin already is part of any player generated by the Creator program.

For more info on the free Custom-Data feature see the custom-data folder of the player generated by Creator:

`\player\custom-data`

# Support

Support is available in English language.

You providing links, or annotated screen-shots helps a lot.

## Contact

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