



Introducing an all new WorkLink Create

Preview Guide August 2020



Dear Preview Tester,

Welcome to the Preview Program of the new WorkLink Create application (also known internally as “WLC 2.0”). We believe this will become the defining augmented reality authoring tool, and we appreciate your participation and contribution to help make that happen.

We developed this software to deliver three fundamental drivers:

- Get authors productive quickly and intuitively
- Gain powerful control over the knowledge lifecycle
- Author painlessly directly from source CAD files

We just completed a successful internal Alpha period, and are now excited to release the WLC 2.0 Preview Program to an exclusive group of external testers. This Program is designed to last approximately 2 months, and will provide important insight on the quality of the product. Your honest feedback is therefore important, both the good and the bad, as it will shape our product and ensure users can capture the most value from the production version.

During the Preview Program we ask that you note that the Preview is not yet finalized; some options (such as the compatible CAD file types) are still under live development and are not available. We will push an updated version every few days, and as we approach the final release, updates will be less frequent.

Fortunately, these updates are automatic and don't require you to manually update to a newer version. We will notify you when a new version is released and share the latest release notes. Below you will find all the information you need about the Preview Program, how to get started, and provide feedback on your experience,

Thank you again for your contribution to the Program! We look forward to partnering with you to build the world's most advanced knowledge base.

-The Scope AR team



Preview Program Elements

The Preview Program consists of 4 parts:

1. **WLC 2.0 intro:** We would like to make getting started as easy as possible, so we will schedule a brief session with our training team. Alternatively, you may use the [training video](#) we have prepared to get started.
2. **Create new Scenario:** We ask that you create at least one Work Instruction scenario, ideally one use case from your AR workflow.
 - a. **Quick Comment form:** Send us short notes on your experience.
3. **Live session:** Lastly, we would like to offer a live 1:1 session with a Product Manager to review your experience with the Preview. The purpose is to capture your verbal impressions on WLC 2.0, to observe how you use the tool, and to make tweaks to the overall user experience.
4. **Preview Program Questionnaire:** After some time with the Preview, we ask that you take just 5-8 minutes to submit the Preview-testing Questionnaire.

Current WLC 2.0 Preview version functionality

1. Create new AR work instruction using our new web-based authoring tool
2. Use the timeline to record and add new animations
3. Add UI element using WLC 2.0 template-based UI editor
4. Add Annotations to scene objects
5. Publish to the CMS and view your AR work instruction in the App
6. Use the sequence editor in order to control and edit your project, steps, and sequences
7. And much more...

In-development Functionality (not yet available)

1. CAD import pipeline (native/simplification/decimation)
2. Object Groups - Define a collection of objects independent from the scene hierarchy for quick manipulation of multiple objects at once. For example, setting the visibility mode or applying the same timeline animation to multiple objects, etc.
3. Support for asset drop in the object hierarchy
4. Checklist editor
5. New resizable windows
6. "Open" UI editor
7. Custom AR Image marker support
8. Multiple AR markers support
9. Editor settings / customization
10. Timeline clamp methods (timebar "pre/post loop")
11. Custom interpolation functions for timebars



How to get Access for WLC 2.0 Preview

WLC 2.0 Preview uses a "sandbox" CMS, so if you already have a WLC 1.0 account, you will not be able to use that account to login to the Preview. You should have received your login information for WLC 2.0 Preview consisting of a special Preview account **email address** and **password**. If you experience difficulty with the app or login process, please contact support@scopear.com. Secondly, to view the scenarios and work instructions you create using the Preview, you will need to install a special version of WorkLink app (not available to the general public.) Access to the app will be granted by the email address associated with the device/app store you wish to use.

- For iOS: Open [this link](#) from the iOS device you would like to use and download the Testflight version for your iOS device.
- For Android: emails must be google accounts and associated with the play store on the device you would like to use.
- For WSA Desktop & HoloLens: The emails must be a Microsoft account, and the same account on the device you would like to use.

Preview Program Support

We want you to have the smoothest experience possible during the Preview Program, so Scope AR offers support via the following channel:

1. Watch the [training video](#)
2. Schedule 1:1 session with our Training Team
4. Support by email at support@scopear.com
5. Support by phone 1-855-400-0450 or +1 (855) 400-0450 (outside of the US) (during business hours)



Frequently asked questions

- **Will Create be available on-premise?**
 - Not initially – please contact your account representative if your company uses WorkLink On-premise.
- **Can I open WLC 1.0 projects in the Preview?**
 - No, the Preview program is designed for functionality testing and user experience. Migrating existing WorkLink Create 1.x projects will be an assisted effort after the General Availability launch.
- **Can I keep projects that I author during the Preview?**
 - No, we will delete all accounts and content authored in the Preview Program
- **Since it is browser-based, will I be able to author on a Mobile device in the Chrome app?**
 - No, only workstation/desktop browser installations are supported.
- **Which browsers support the Preview and the GA version?**
 - Create is designed to run best in Google Chrome, however [any Chromium-based browser](#) will work.
- **Will WLC 1.0 continue support?**
 - Yes, we do not have plans to sunset WLC 1.0 at this time, but we will encourage and assist customers in the migration.
- **Can content authored in Create 2.0 be opened in Create 1.x?**
 - No, migration of projects is one-way only.
- **When is the full GA release?**
 - We are targeting November 2020.
- **What file and CAD formats will the Preview support?**
 - FBX and OBJ. However, we may enable portions of the CAD import functionality, so you may see capability for native CAD formats appear without notice.
- **What file and CAD formats will the GA support?**
 - FBX, OBJ, and most proprietary 3D volume model formats without pre-conversion.
- **Will CAD import work during the Preview?**
 - Not officially, although some functionality may appear without notice in the later stages of the Program.
- **Where is the Checklist Editor?**
 - We are in the final stages of its development, but it will not be part of the Preview program.
- **Will Create 2.0 be Unity based?**
 - No. A Unity license is not required to author in Create 2.0m nor to consume AR content on WorkLink.
- **Which devices will support content authored in the Preview?**
 - Any device with the special version of the WorkLink App installed. See above for more information.
- **Do I have to submit feedback/survey responses to participate in the Program?**
 - Your feedback is very, very appreciated -- and ultimately why we are doing the Preview Program -- but it is not required.



How to submit quick feedback

Have short, in-the-moment thoughts you'd like to share? We have prepared [this rapid feedback form](#) where you can share with us any idea, enlightenment, or comment you want.

If you see fit, in the bottom of the page you can find an option to include screenshots, 3D models, or anything else you would like to share with us.

Preview Program Questionnaire

In order for us to launch the best possible version, we have prepared the [Preview Program Questionnaire](#). After some time with the Preview, we ask that you take just 5-8 minutes to submit the Preview-testing Questionnaire.
