

Introducing an all new WorkLink Create

Preview Guide

August 2020





Dear Preview Tester,

Welcome to the Preview Program of the new WorkLink Create application. We are creating 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 Create Preview to an exclusive group of external testers. This Program is designed to 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 Program we ask that you note that the Create 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, 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



Program Elements

The Preview Program consists of 4 parts:

- **WorkLink Create 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 watch the click-by-click [training video](#) to follow along.
- **Create new Scenario:** We ask that you create at least one Work Instruction scenario, ideally one use-case from your AR workflow.
 - **Quick Comments form:** Send us short notes on your experience.
- **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 WorkLink Create, to observe how you use the tool, and to make tweaks to the overall user experience.
- **Exit Survey:** After some time with the Preview, we ask that you take just 5-8 minutes to submit the Preview-testing Questionnaire.

Preview version functionality

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

In-development Functionality (not yet available)

- CAD import pipeline (native/simplification/decimation)
- 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.
- Support for asset drop in the object hierarchy
- Checklist editor
- New resizable windows
- "Open" UI editor
- Custom AR Image marker support
- Multiple AR markers support
- Editor settings / customization
- Timeline clamp methods (timebar "pre/post loop")
- Custom interpolation functions for timebars



How to get Access for the Preview

The 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 the Preview consisting of a special 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.

Support

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

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

Hardware and Browser Minimum Requirements

- 8GB of RAM (16GB recommended)
- Graphics card with at least 1GB of VRAM (discrete hardware acceleration recommended)
- Chromium-based browser:
 - Google Chrome (recommended)
 - Microsoft edge version 80+ (latest version)

WorkLink Create, like other 3D programs, relies heavily on available GPU resources. We strongly recommend that testers use the hardware acceleration from a standalone GPU, and make sure to enable those resources from within the browser. Visit [this site](#) for instruction to enable hardware acceleration in Chrome.

MacOS machines (especially MacBooks) prefer to use the integrated GPU to save battery, and often won't switch to the discrete GPU automatically. To manually make the switch on MacOS platforms, please install and use the gfxCardStatus app, available at <https://gfx.io/>



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 my other WLC projects in the Preview?**
 - No, the Preview program is designed for functionality testing and user experience. Migrating existing WorkLink Unity-based Create 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 General Availability version?**
 - Create is designed to run best in Google Chrome, however [any Chromium-based browser](#) will work.
- **Will the Unity-based WorkLink Create application continue support?**
 - Yes, we do not have plans to sunset the old Unity-based WLC at this time, but we will encourage and assist customers in the migration.
- **Can content authored in the new Create be opened in Unity-based Create?**
 - 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 the new Create be Unity based?**
 - No. A Unity license is not required to author in the new Create, 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 -- so it is required.



How to submit Quick Comments

Have short, in-the-moment thoughts you'd like to share? We have prepared [this quick comments 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.

Exit Survey

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



Guided Tutorial

Invitation and Setup

Inviting a user - Admins can invite users to WorkLink Create (wlc2.scopear.com) with the WorkLink Author license.

Accepting an invitation - Users can accept the invitation to create their Account on Scope AR CMS. After accepting the invite, login at this address: [WorkLink Create Interface](#).

We recommend the following hardware and system setup configuration:

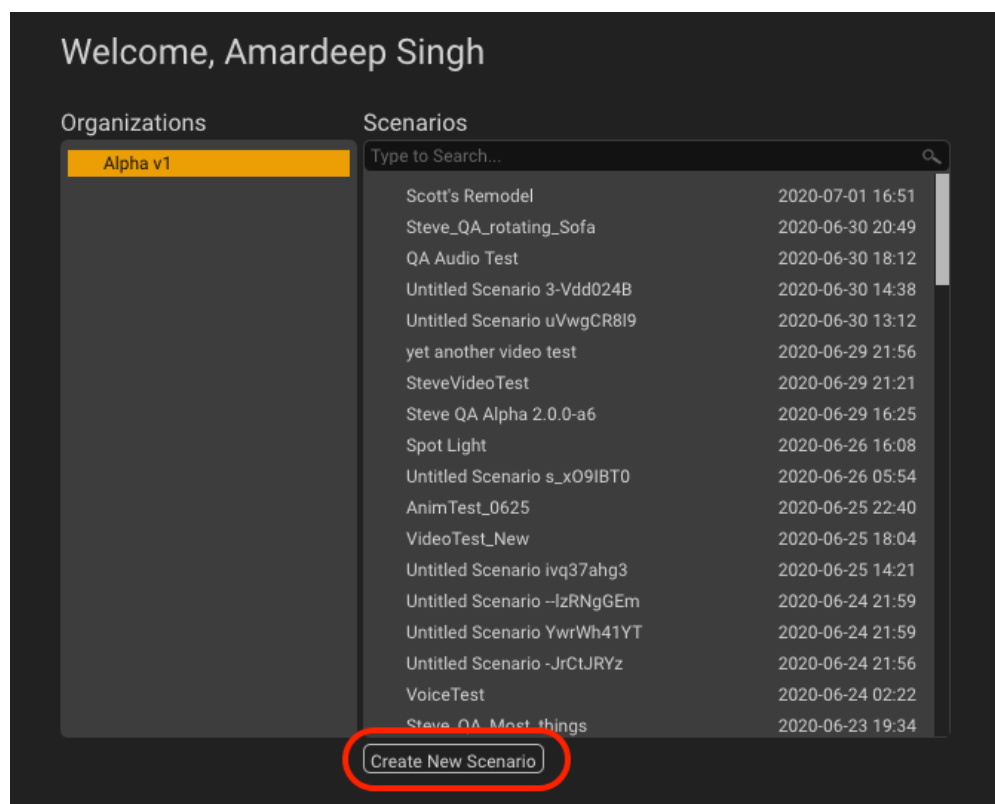
- 8GB of RAM (16GB recommended)
- Graphics card with at least 1GB of VRAM (discrete hardware acceleration recommended)
- A Chromium-based browser:
 - Google Chrome (recommended)
 - Microsoft Edge version 80+ (latest version)

**Tips for optimum performance:**

Browser hardware acceleration activated. Visit [this site](#) for instruction to enable hardware acceleration in Chrome.

MacOS machines (especially MacBooks) prefer to use the integrated GPU to save battery, and often won't switch to the discrete GPU automatically. To manually make the switch on MacOS platforms, please install and use the gfxCardStatus app, available at <https://gfx.io/>

Creating and Opening a Scenario

Creating a New Scenario:

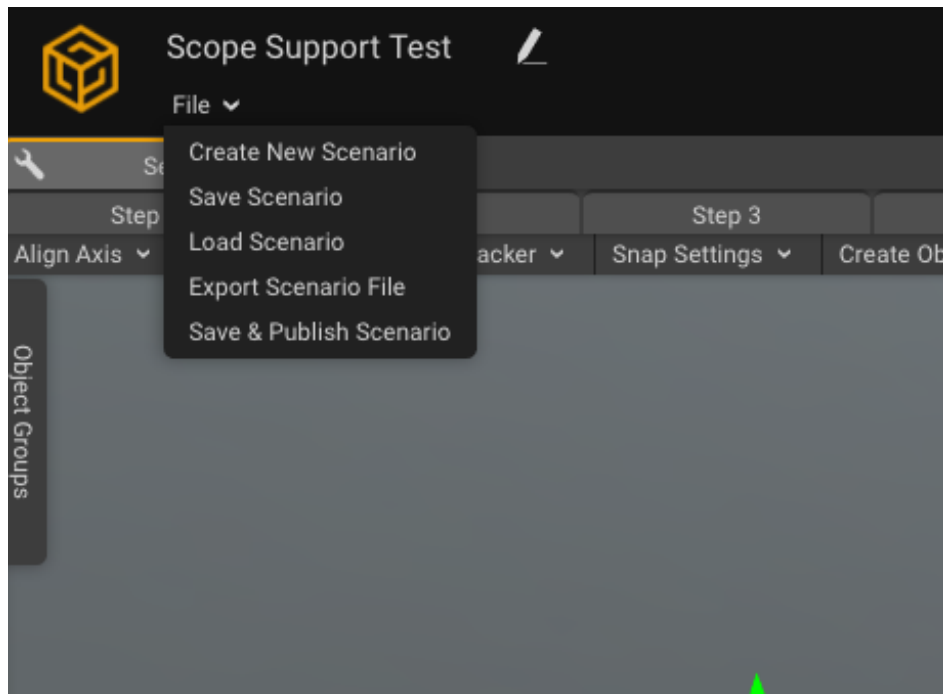
- From the welcome screen, Choose your organization and look for “Create New Scenario.”
- “Create New Scenario” will create a new scenario. Users can still create a new Scenario from within any scenario.



Opening a Scenario:

- From this screen, users can also find and open previous projects.

Learn more about [creating and opening a scenario](#).



Saving & Loading a Scenario

All scenarios are auto-saved every 10 mins. However, users can also save and load the scenario located under the “file” menu.

Publishing

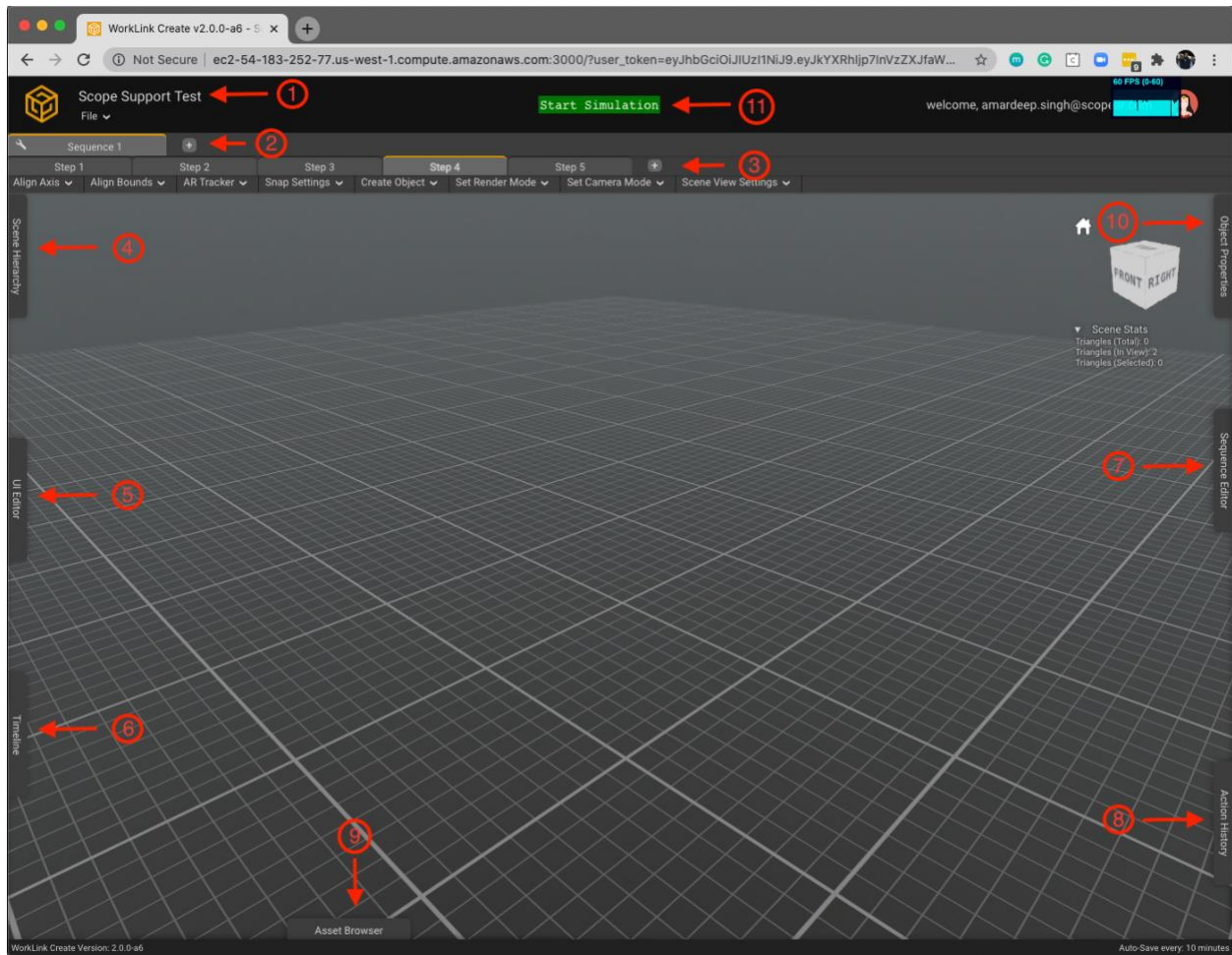
Users can publish the scenarios from the “File” drop-down under the scenario name using the “Save & Publish Scenario” option.

Offline Publishing

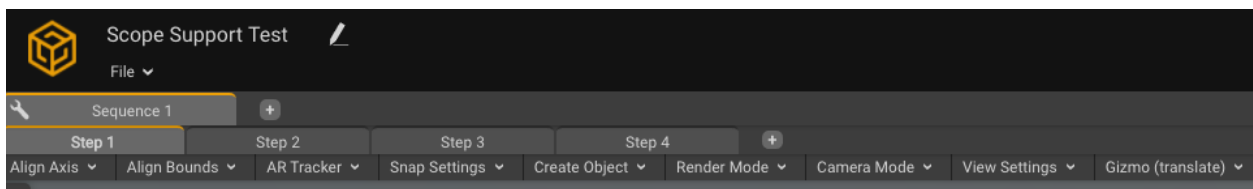
Users can also export offline published scenarios by using “Export Scenario File.” This option will download the scope file, which can be sideloaded on the device.



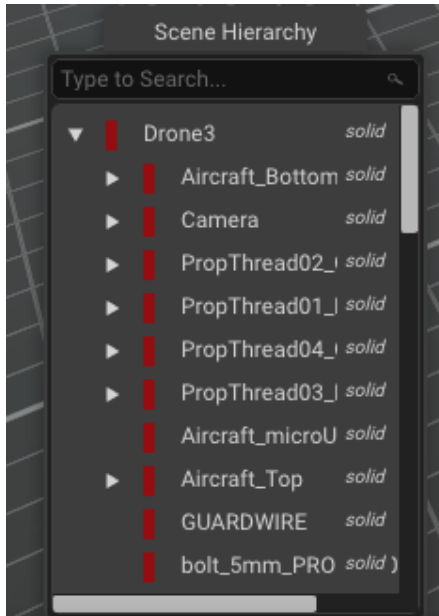
The WorkLink Create Interface



1. **Scenario Name** - Scenario name is the name of the project. Users can change the Scenario Name by clicking the “pencil” icon.

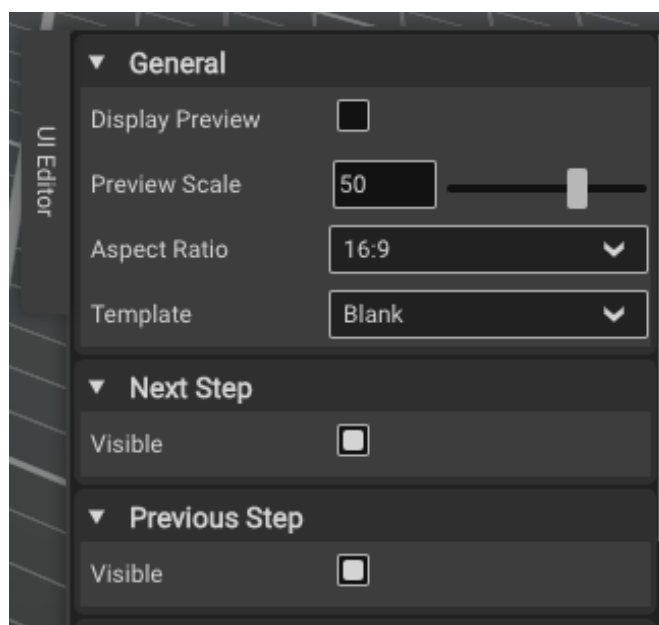


2. **Sequence Counter** - All the sequences in the current project. Users can add sequences by pressing “+” on the Sequence Counter.



3. **Step Counter** - All Steps in the selected sequence. Users can add a new step by clicking on the “+” sign and/or by right-clicking on a step in Step Counter.
4. **Scene Hierarchy** - The hierarchy window displays the content within your scene and allows you to add, select, and remove objects from your scene. It shows the objects as a hierarchy rather than a plain list. A hierarchy of objects is a tree-like structure that helps the software decide how to link up objects and some of their parameters through a parent and child relationship.
5. **UI Editor** - UI Editor has the preview options and step type options to preview your scenario in the selected aspect ratio along with the preview scale. Learn more about the [UI Editor](#).

Step Templates available:





Blank: Blank canvas, intended for custom step type

Intro Splash: Intended for use as the main project title page

Title: Intended for use as a title page for new sections

Content: Intended for use as a standard instructional step

Warning Content: Intended for use as a cautionary instructional step

Branch: A menu page to allow the user to branch to different sequences

EULA: Intended for an End User License Agreement, or similar 'legal.'

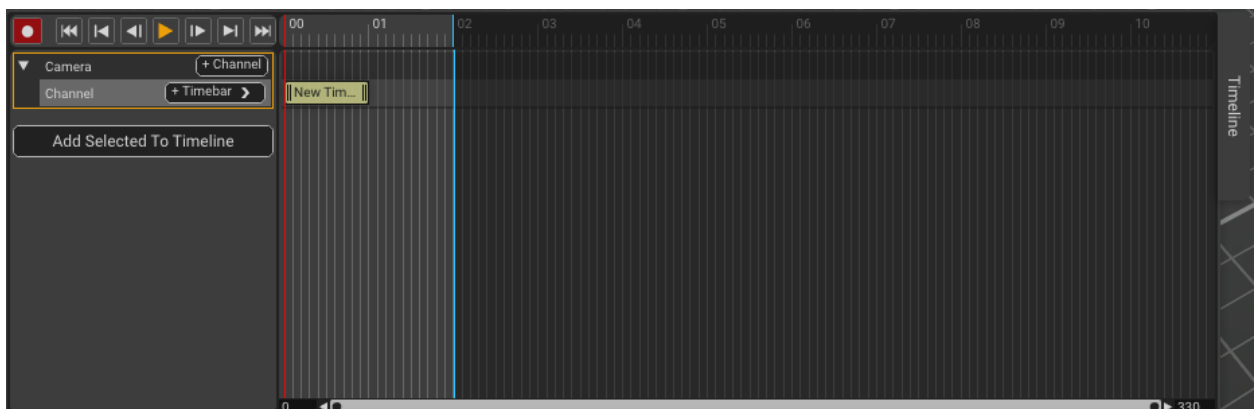
Title Menu (6): A menu page with project title, project subtitle and 6 options with links

Title Menu (12): A menu page with project title, project subtitle and 12 options with links

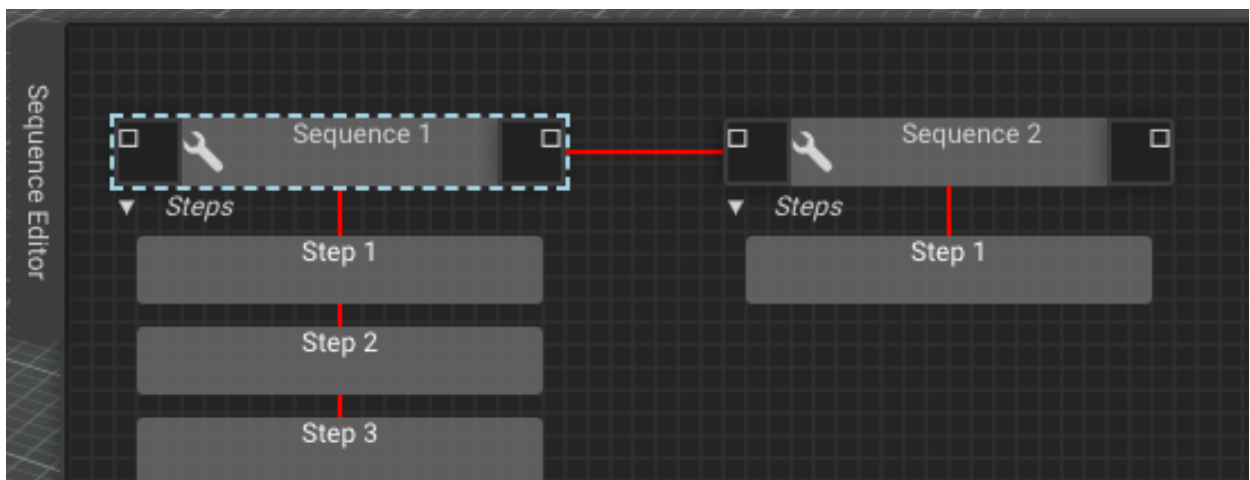
Full Page Text: Intended for an extended length of the text to explain a process

Centered Image Content: Intended for a large image as opposed to AR instructional content

Timeline - Timeline allows the editing of 3D content for each step. Learn more about [Timeline](#).

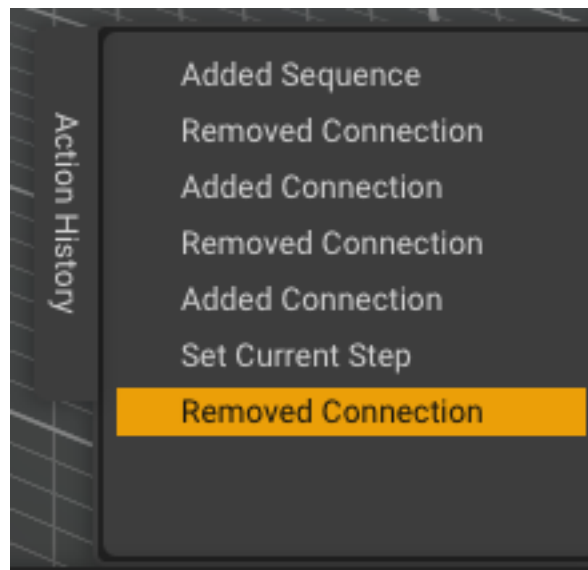


6. **Sequence Editor** - The Sequence Editor allows viewing and editing of the flow of steps within the currently edited sequence. The User can add the steps in Sequence Editor and/or in Step Counter. Learn more about [Sequence Editor](#).

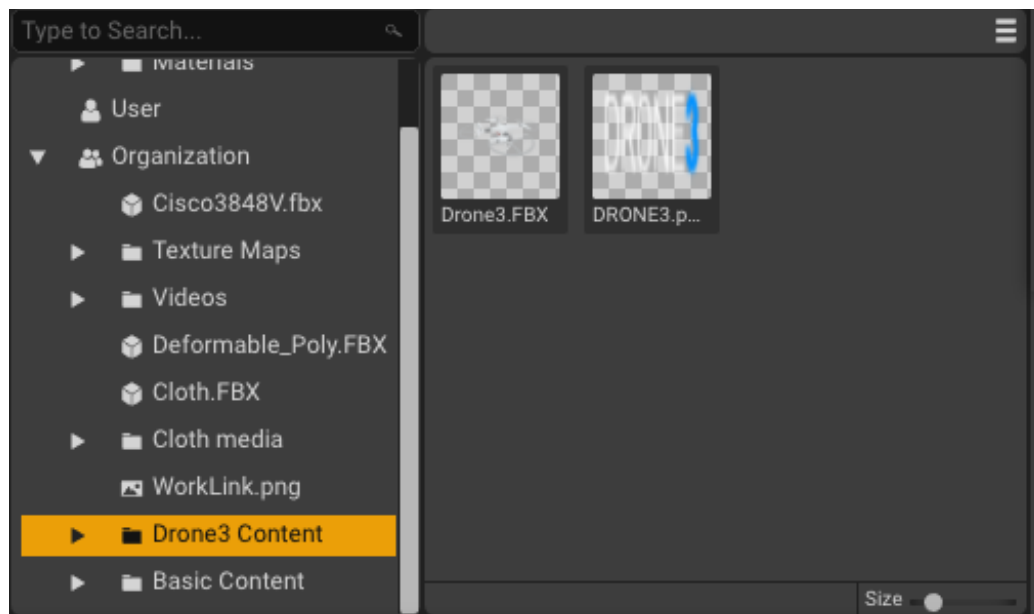




7. **Action History** - The Action History tab keeps track of all user actions, making it easier for the user to go back to previous actions.

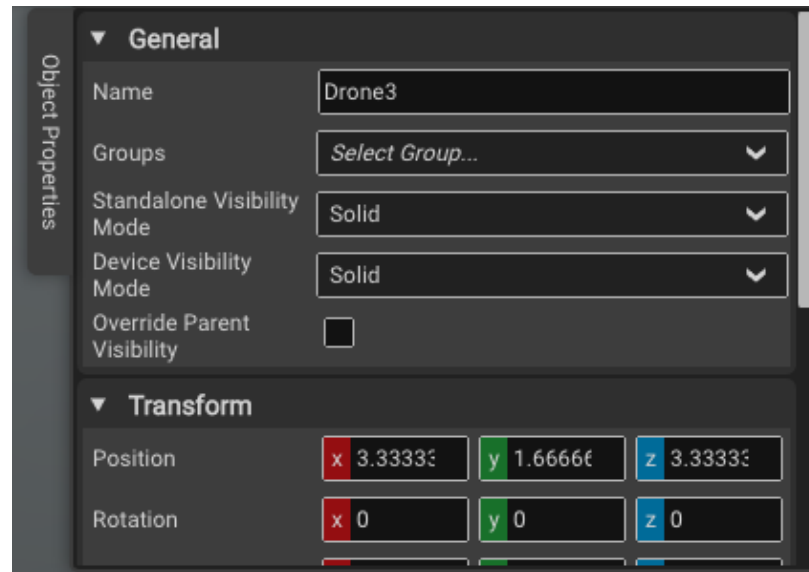


8. **Asset Browser** - Asset Browser is where users can select and open assets in the scene. You can also add/delete/organize your assets from this menu. Learn more about [Asset Browser](#).





9. **Object Properties** - Object Properties lists all the components and properties of the object. Users will need to select an object before accessing its properties. Learn more about [Object Properties](#).



10. **Start Simulation** - Start Simulation button allows the live preview of all steps along with animations.