HORUS VIEW & EXPLORE

TECHNICAL DOCUMENTATION

Horus Web Player User Manual

Horus View & Explore
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Contents

1 Introduction

The Horus Web Player is a web server application that publishes your street-level imagery on the internet. Recordings can be uploaded to a cloud server and shared with project members in or outside your organization. Access to the recordings is managed through specified account permissions. The Web Player facilitates its users to work on the go with multiple users at the same time.

This document describes the functions of the front-end user interface and the admin environment.

For further assistance contact Horus support.

2 Accessing the Web Player

2.1 Logging in

To access the Web Player Open a web browser and search the following URL:

> webplayer.horus.nu

To log in enter your account details and press 'Login' to continue.

Figure 1: Log In Screen

Once logged in, you will be forwarded to the Web Player. If you do not have an account or run into issues logging in, contact a system administrator.
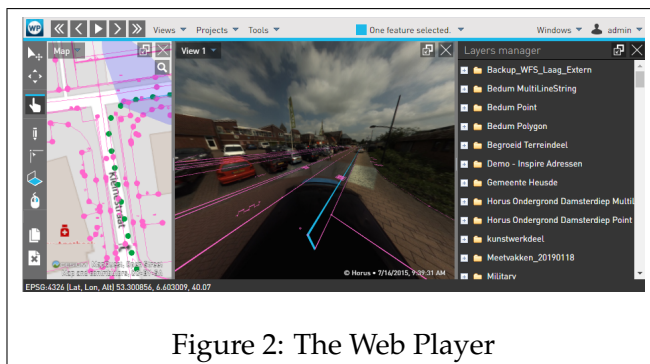

Figure 2: The Web Player

3 Web Player User Interface

3.1 Introduction: User Interface

This chapter will describe the layout of the user interface and how to use its various features.

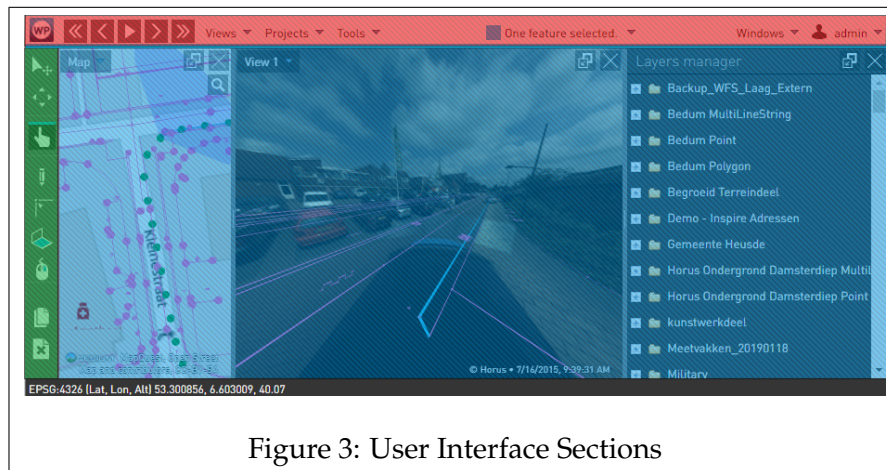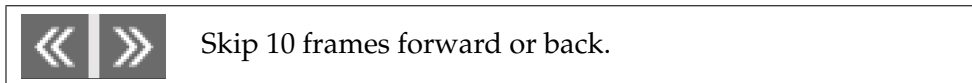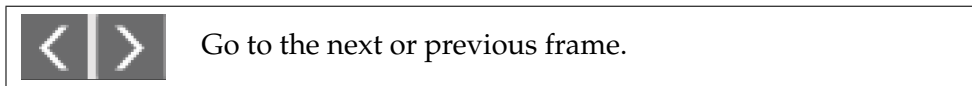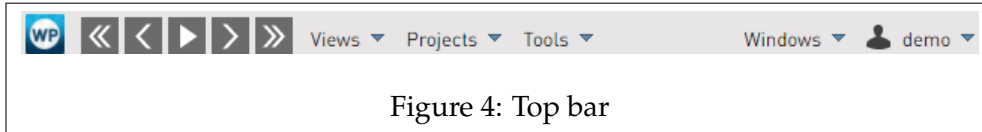The User interface can be divided into 3 main sections.

Figure 3: User Interface Sections

- **Red** The top bar contains various menus, the video controls and access to the account settings.

- **Green** The left bar consists of the tools used to view and measure.

- **Blue** This section displays windows such as the map, the layers manager, and the recording itself.
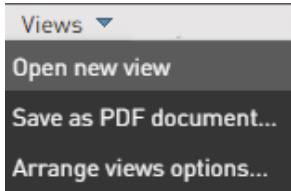
Below, each section is described in more detail.

3.2 User Interface: Top section

Each function included in the top bar is described below.

Figure 4: Top bar

Open the 'About Horus Web Player' page.

play or pause the recording.

Go to the next or previous frame.

Skip 10 frames forward or back.

The 'views' menu has the following:

- **Open new view** Open an additional Viewport window.

- **Save as PDF document...** Create a PDF report of the current frame.

- **Arrange View Options** Settings on how to arrange multiple views.
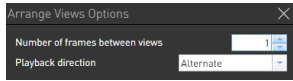
Figure 5: A
rrange View Options

- **Number of frames between views** Determines the amount of frames between the viewports.

- **Playback direction** Controls if the difference in frames specified in the previous setting is to the front or back of 'View 1'. In alternate mode the viewports will leapfrog eachother.

To arrange the views, right click on a 'View' window to open the right-click menu and then select 'Arrange views'.
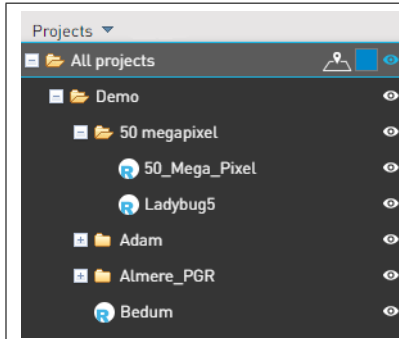

The 'Projects' tab opens a menu listing all the available recordings.
Upon selecting an item from the 'Projects' list three icons will show, these are described below.

- **location icon** Center the map to the selected recording.

- **colored square** Change the color of the recording on the map.

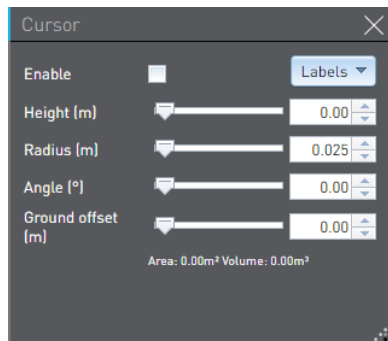- **eye icon** toggle between showing or hiding the recording.
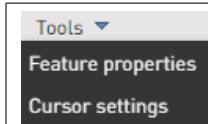
The 'Tools' menu has two options for showing the properties of a feature, or to adjust the cursor settings.

Figure 6: Feature Properties Window
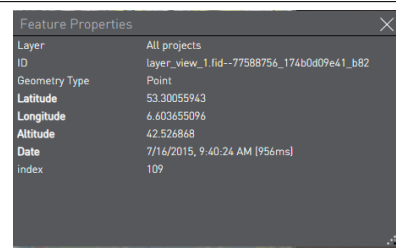
The 'Feature properties window' shows onfirmation of the selected frame or feature.

Figure 7: Cursor Settings Window

The following settings adjust the the size of the mouse cursor, this can be useful in creating a reference.
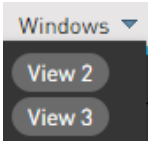
- **Enable** Enable/disable the cursor settings.

- **Height** Set the height of the cursor.

- **Radius** Adjusts the radius of the top of the cursor's cone.

- **Angle** Adjusts the angle of the cursor cone.

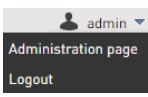- **Ground Offset** Specifies the minimum height of the mouse cursor above ground.
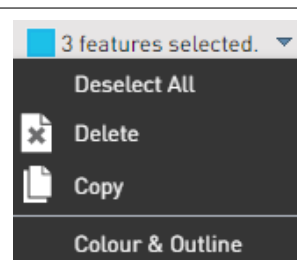
The top middle of the screen displays the amount of features that are currently selected.

- **Deselect all** Deselect all selected features.

- **Delete** Delete all selected features.

- **Copy** Duplicate all selected features.

	The 'Windows' tab allows you to open any closed window such as the map, views, and Layers Manager.

	Your account is shown at the top right of the screen. From here you can log out, or, if you are an admin, access the 'Administration page'.

3.3   User Interface: Left toolbar

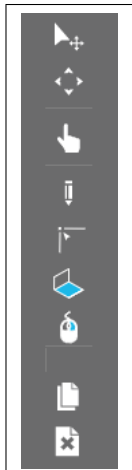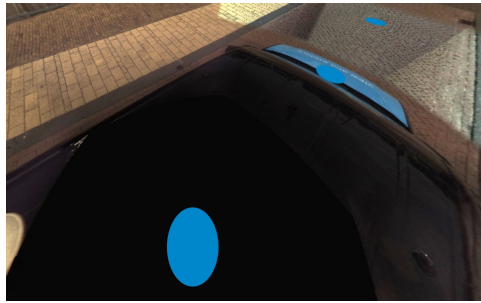The toolbar on the left side consists of tools for navigating and measuring.

Figure 8: Left Toolbar

	Travelpad navigation Allows for moving to another frame by clicking on a blue circle in the viewport as seen in figure: 9.

Figure 9: Frames Drawn onto Viewport

Click on a blue circle to move to that frame.

**Navigation** Move the view to the next or previous screen via arrow icons.

Figure 10: Navigation Arrows

Click on the white arrows to move forwards or backwards. You may also move to another frame by left-clicking the mouse, the direction depends on the location of the cursor as shown by the grey arrow.

Select features Enables you to select features that are drawn over the images. Features turn blue when selected, clicking on it again will deselect it. Clicking on and dragging a feature will move all the selected features.
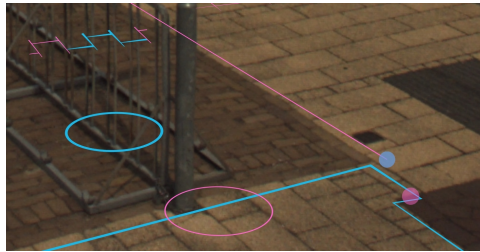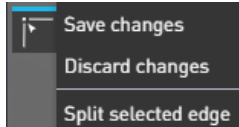
Selected features are drawn in blue.

Figure 11: Selecting Features

Drawing tools Tools for drawing features.

- **Point** Add single point.

- **Line** Add straight line between two points.

- **Multiline** Draw a line with multiple vertices.

- **Polygon** Draw a polygon by placing multiple vertices.

- **Square** Add a square polygon.

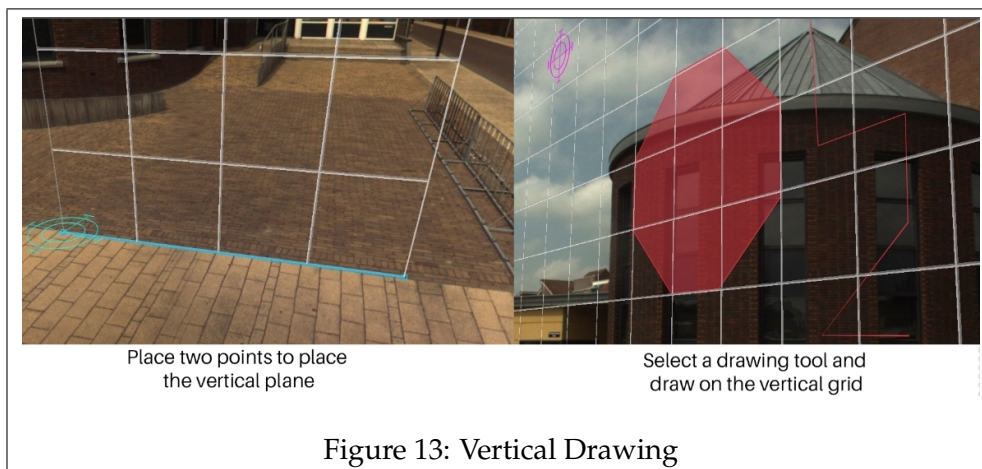- **Height line** Draw a vertical line to measure height.

The drawn features will be added to the selected 'Layer'. We recommend drawing on the 'Sketch Layer'.

Vertex editing Adjust the shape of lines and polygons.

Select a feature and enter
'Vertex editing' mode

Select an edge and use
'Split selected edge' to
insert a vertice

Move a vertice by selecting and
dragging it to the desired location

Click on 'Save changes'
to apply the adjustments

Figure 12: Vertex Editing

Enable vertical drawing
Place vertical plane
Move vertical plane
Restore previous plane position
Show vertical plane
Extend horizontally

Vertical drawing Switch drawing between the horizontal and vertical plane.

Place two points to place
the vertical plane

Select a drawing tool and
draw on the vertical grid

Figure 13: Vertical Drawing

Switch between vertical and horizontal drawing mode by toggling the
'Enable vertical drawing' option.

You can reposition the vertical plane by selecting 'Move vertical plane'
from the menu.
To revert to a previous position click on 'Restore previous plane position'.

Uncheck 'Show vertical plane' to disable the white grid.

After placing the vertical plane, you may notice that the grid extends
horizontally. Uncheck 'Extend horizontally' to revert the grid to between
the two points placed to create the vertical plane.

| **Double click measurement** |
| --- |

Allows for more accurate measurements by measuring from multiple
perspectives.

Multi click measurements can be made with 2 or 3 views. When the tool is
selected, an additional viewport will be added if only a single one was
opened.
Move each viewport to a different frames, whilst still in line of sight of the
to be measured object. ('Arrange Views' can helpful here)
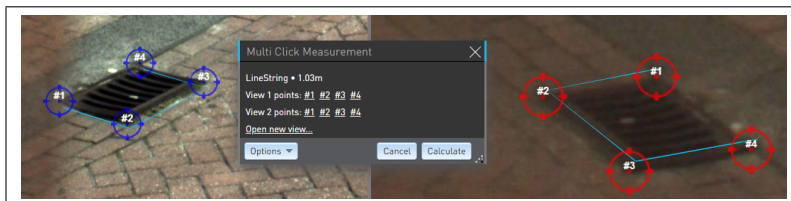
In each view mark the outline by placing points on the corners of the
object. Left-click to add a point. Middle mouse button to remove last
placed point.
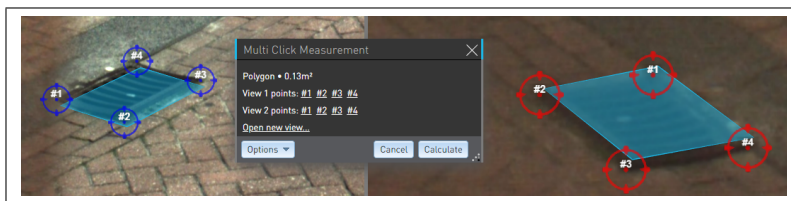
By default a (multi)line will be drawn, to create a polygon go to 'Options' and enable 'Close shape'.

When you're satisfied with the location of the points, press 'Calculate' to add the shape as a feature.
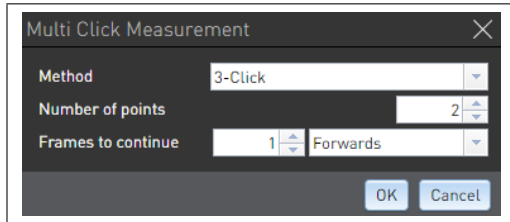
In the 'Options' menu 'Single view mode' can be selected. This is an older method of multi click measurement which only requires a single viewport.

- **Method** The amount of frames that measurements are made from.

- **Number of points** The amount of points that can be placed for each frame.

- **Frames to continue** Specify the amount of frames and direction to move for each frame.

 Copy Duplicate the selected feature.

 Delete Remove the selected feature.

3.4   User Interface: main display section

The main section of the UI is reserved for the map, viewport windows and the layer manager.
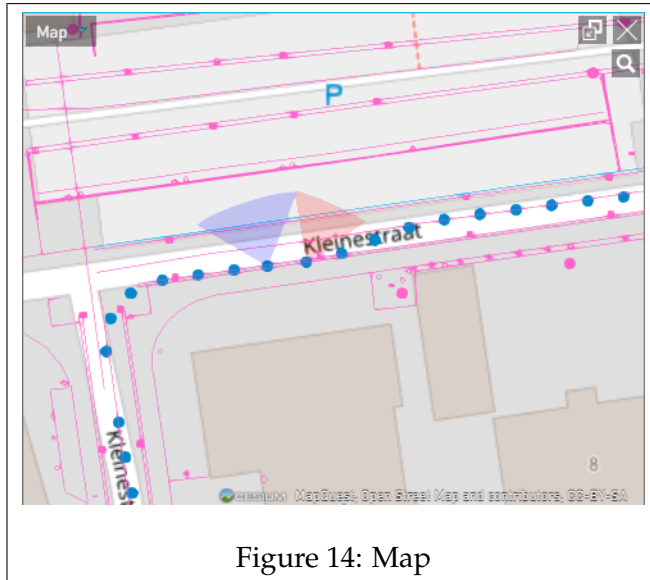
Map

Figure 14: Map

By default the map is placed on the left side.
The map displays the location of frames from the recording, layer data,
and where a viewport is looking. Features can be drawn and selected via
the map.

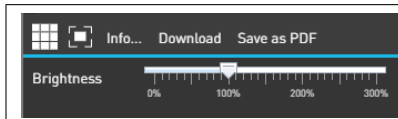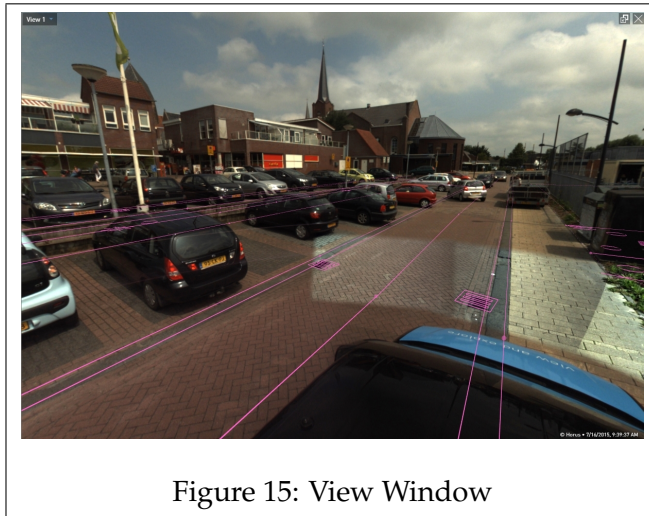Open this menu by clicking on the map tab.

- The crosshair reticle centers the map on the se-
  lected frame.

- Selecting 'Open Street Map' shows a map, whilst
  'none' will leave the map empty.

- Uncheck 'Force 2D map' to render the map in 2D
  mode. Map features may not be drawn on top of
  the map in this mode.
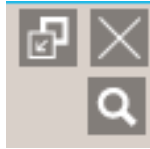
- The top left icon will uncouple the map as a separate window. pressing it again will return the window back to its original location.

- The search icon opens a search bar. This can be used to navigate to a certain location.

- The cross icon closes the window. The window can be re-opened via the 'Windows' tab at the top right of the screen.

Views

The 'View' windows show the imagery from the recordings. Up to 3 views can be opened simultaneously.
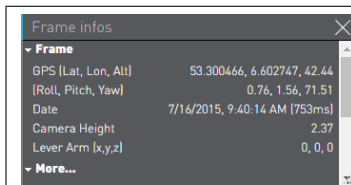

Figure 15: View Window

Clicking on the 'View' tab at the top left opens this menu.
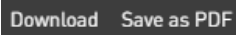Its functionality is described below.

Toggles a grid overlay.

Returns the view to the front at the maximum field of view.

Clicking on 'Info...' opens a window with information of the current frame.
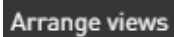
Download Save as PDF	• **Download** Download the current view as an image. • **Save as PDF** Opens an additional window to create a report.

Brightness 0% 100% 200% 300%	Adjust the brightness of the image by moving the slider.

	Right-click menu Right click with the mouse to open this menu.
Set view target Open in view ▶ Focus all views Arrange views	• **Set view target** Center the view to the cursor's location. • **Open in view** Moves the specified 'View' to the mouse cursor from the closest frame. • **Focus all view** Focus all active views to the cursor's location. • **Arrange Views** Arrange the views according to the settings from the 'Arrange view options...' window.
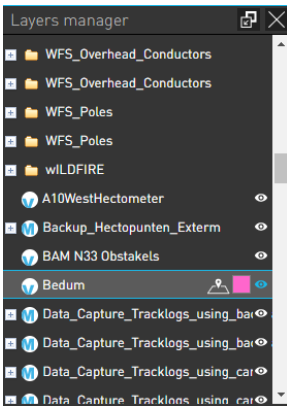
Layers manager ⊞ 📁 WFS_Overhead_Conductors ⊞ 📁 WFS_Overhead_Conductors ⊞ 📁 WFS_Poles ⊞ 📁 WFS_Poles ⊞ 📁 wILDFIRE 🔵 A10WestHectometer 👁 ⊞ Ⓜ Backup_Hectopunten_Exterm 👁 🔵 BAM N33 Obstakels 👁 🔵 Bedum 👁 ⊞ Ⓜ Data_Capture_Tracklogs_using_ba 👁 ⊞ Ⓜ Data_Capture_Tracklogs_using_ba 👁 ⊞ Ⓜ Data_Capture_Tracklogs_using_ca 👁 ⊞ Ⓜ Data Capture Tracklogs using ca 👁	**Layers manager** The Layers manager consists of a list with the available layers. These contain the features that are layed over the map and views. To show a layer, click on the eye icon to unhide it. When drawing new features, use the Sketch Layer.