

#### blickwinkel tour

Virtually experience historical places

### **RECAP: WORKSHOP**

August 22nd - 23rd 2022 in Treviso, Italy

#### Topics covered in this recap:

- Logging into onboardingmemories.com
- Creating a new project / room & importing a template Spoke-File
- Uploading files to our server
- Exporting Spoke-Files & publishing Scenes
- Putting it all together
- Updating Firefox Reality Browser
- 7. Further procedure

# 1. LOGGING INTO ONBOARDINGMEMORIES.COM

- Head over to https://onboardingmemories.com in your browser
   Latest Mozilla Firefox or Google Chrome preferred
- Click the Login / Register button in the top right corner and login with your email address respectively: follow the displayed instructions

The account is bound to the email you have provided before - external emails cannot log in

3. Then head over to https://onboardingmemories.com/spoke to access your projects / rooms



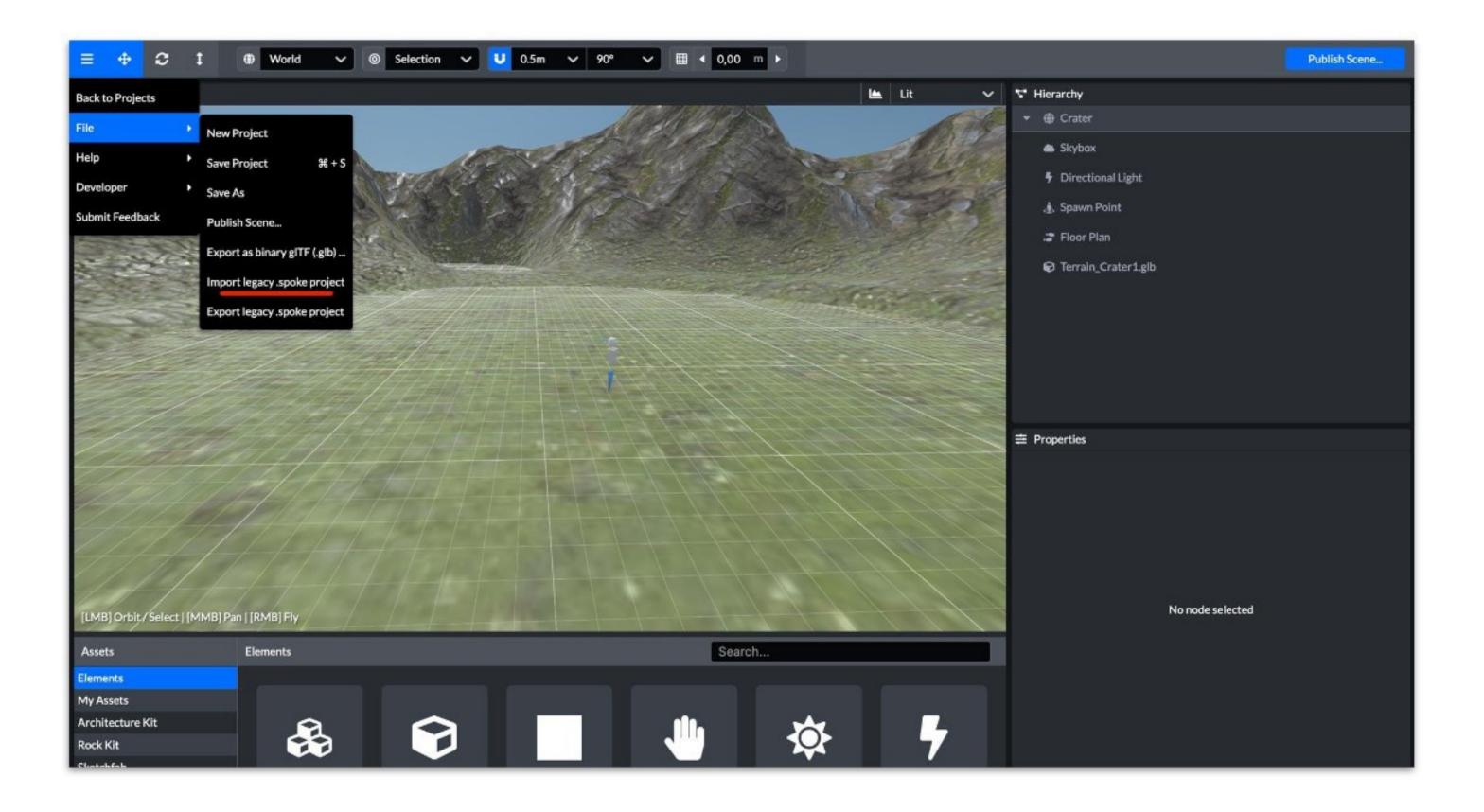
# 2. CREATING A NEW PROJECT / ROOM & IMPORTING A TEMPLATE SPOKE-FILE

- Download and unzip the template Spoke-Files at: https://eab.blickwinkeltour.io/downloads/spoke.zip
- Click New Project and create a new empty project
- 3. Navigate to Menu / File / Import legacy .spoke project and upload the onboarding-example-scene.spoke file



## 2. CREATING A NEW PROJECT / ROOM & IMPORTING A TEMPLATE SPOKE-FILE





### **CONGRATS!**

You can now start editing your room by inserting your content within the billboards.

Best practice: Start with replacing the placeholder contents.



# 3. UPLOADING FILES TO OUR SERVER

#### DON'TS

- Do not upload any private or filthy stuff
- Do not upload any web files (.html, .php, .js etc.)
- Do not use spaces or special characters for folder and file names
- Do not share your login data with anybody except of the participants of the Onboarding Memories project
- Do not save your login data publicly accessible
   neither on your computer nor on your desk

#### DO'S

- Upload project relevant files to your group folder
- Use lowercase letters for your folder and file names
- Please delete ALL photos of the login data you have taken with your private phone during the workshop
- Create a password protected document, enter the login data and save the document on your computer

# 3. UPLOADING FILES TO OUR SERVER

- 1. Login to our server at

  User name:

  Password:
- 2. If not done already, create a folder with your group name using lowercase letters by clicking New folder
- 3. Navigate to your folder and upload your content and files by clicking **Upload**



#### 3. UPLOADING FILES TO OUR SERVER





- Base path to access the server: https://eab.blickwinkeltour.io/
- Path structure to access your uploaded files: Base path / Group name / File name + extension
- Example path for copy + paste to your project or room: https://eab.blickwinkeltour.io/group\_erding/maperding.jpg

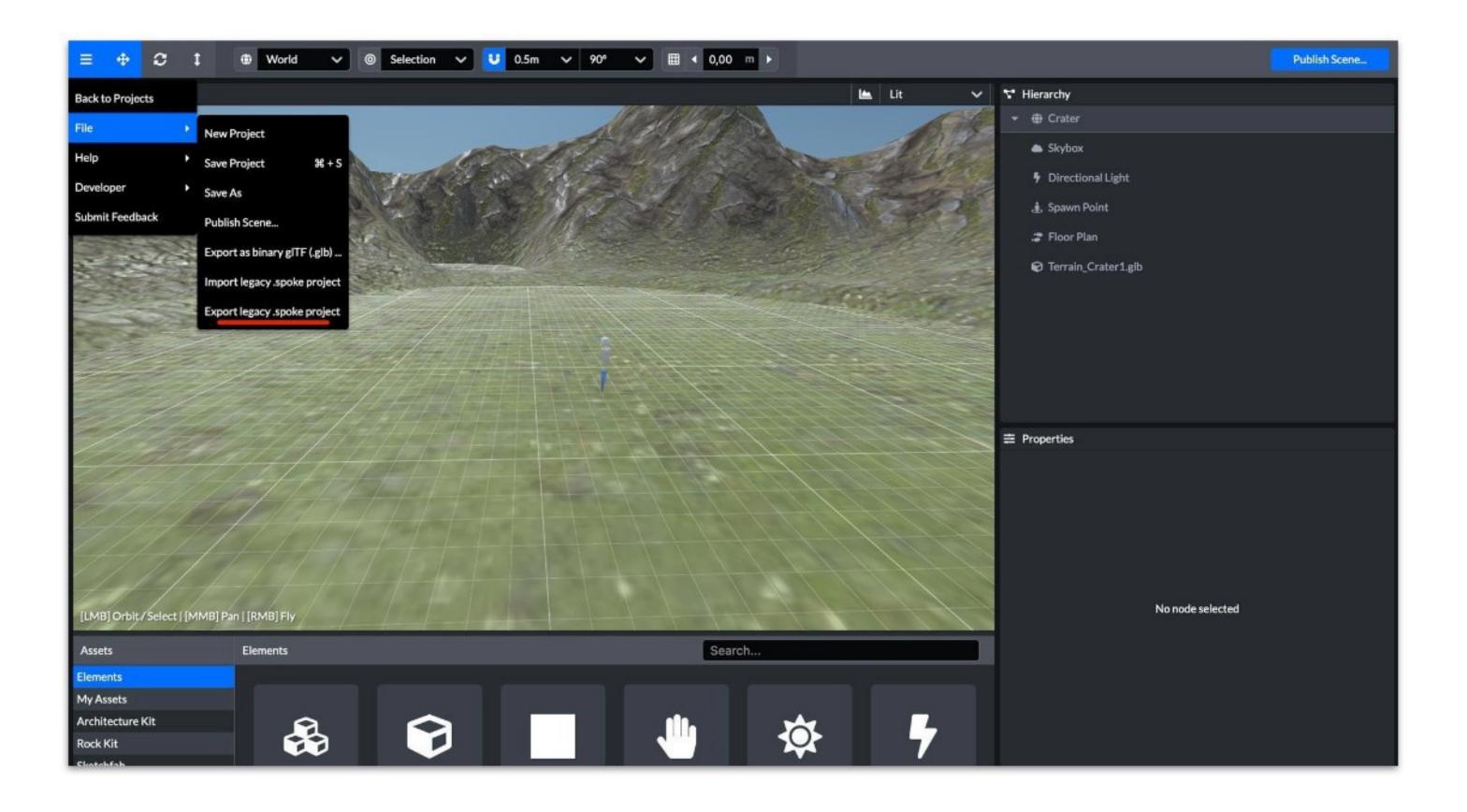
When your Scene is created and your content is set, save and publish your Scene. Make sure to save the respective Scene-Link. Proceed as follows:

- 1. Navigate to Menu / File / Export legacy .spoke project and export your Spoke-File
- 2. Give your Spoke-File a version naming (e.g. mymainhall\_v1.spoke)
- 3. Export in regular intervals, especially after major changes on your Scene

If you messed up your Scenes you can always revert back by re-importing your latest Spoke-File!











- For each Scene you created, also create at least one Room-Link and save those links
- Don't use Scene-Links within your Room, unless it is intended and you know what you do
  - For this, use Link-Element to interconnect your Rooms with the respective Room-Links
  - Connect your Scenes generally by using Room-Links



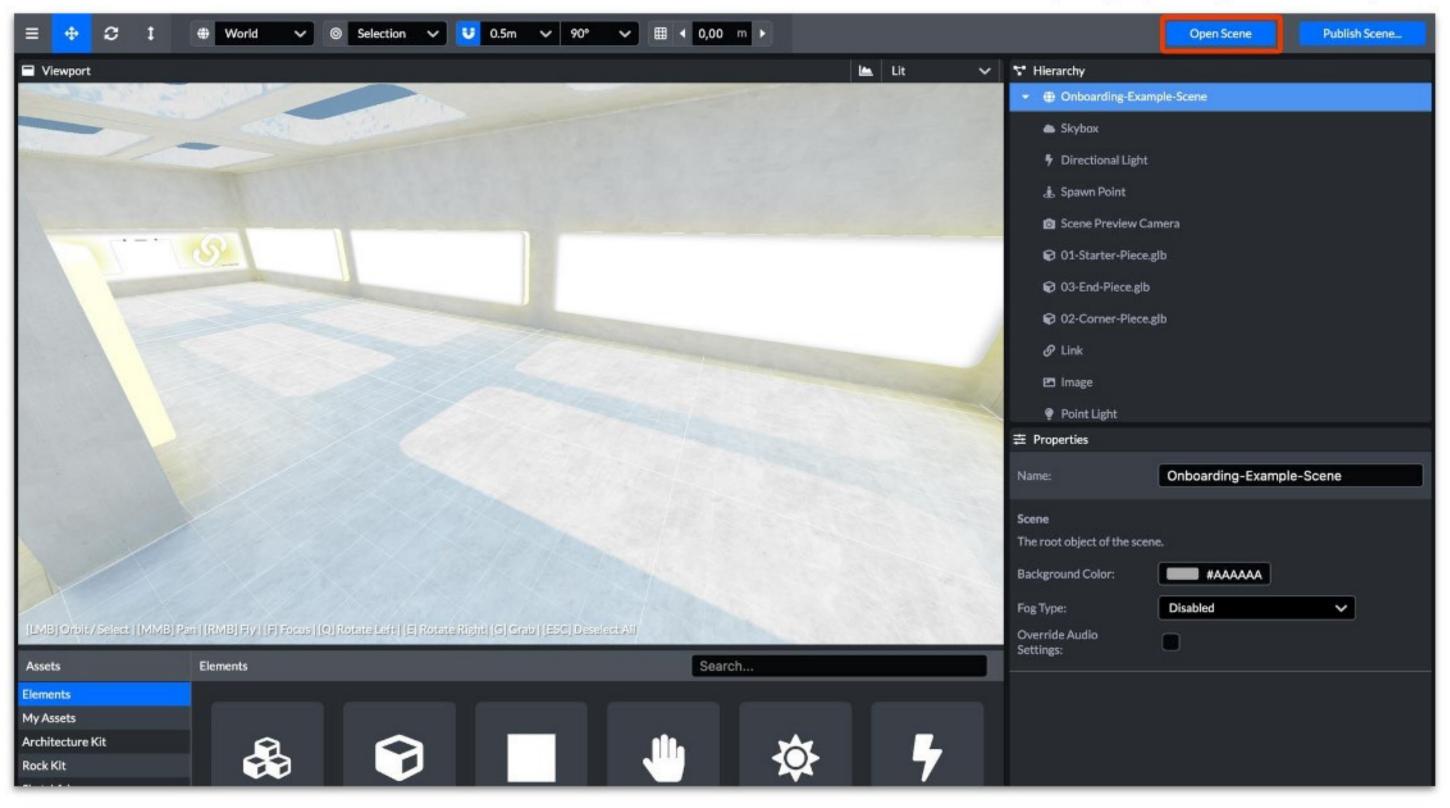
# DIFFERENCE BETWEEN SCENES & ROOMS

There are two types of links:

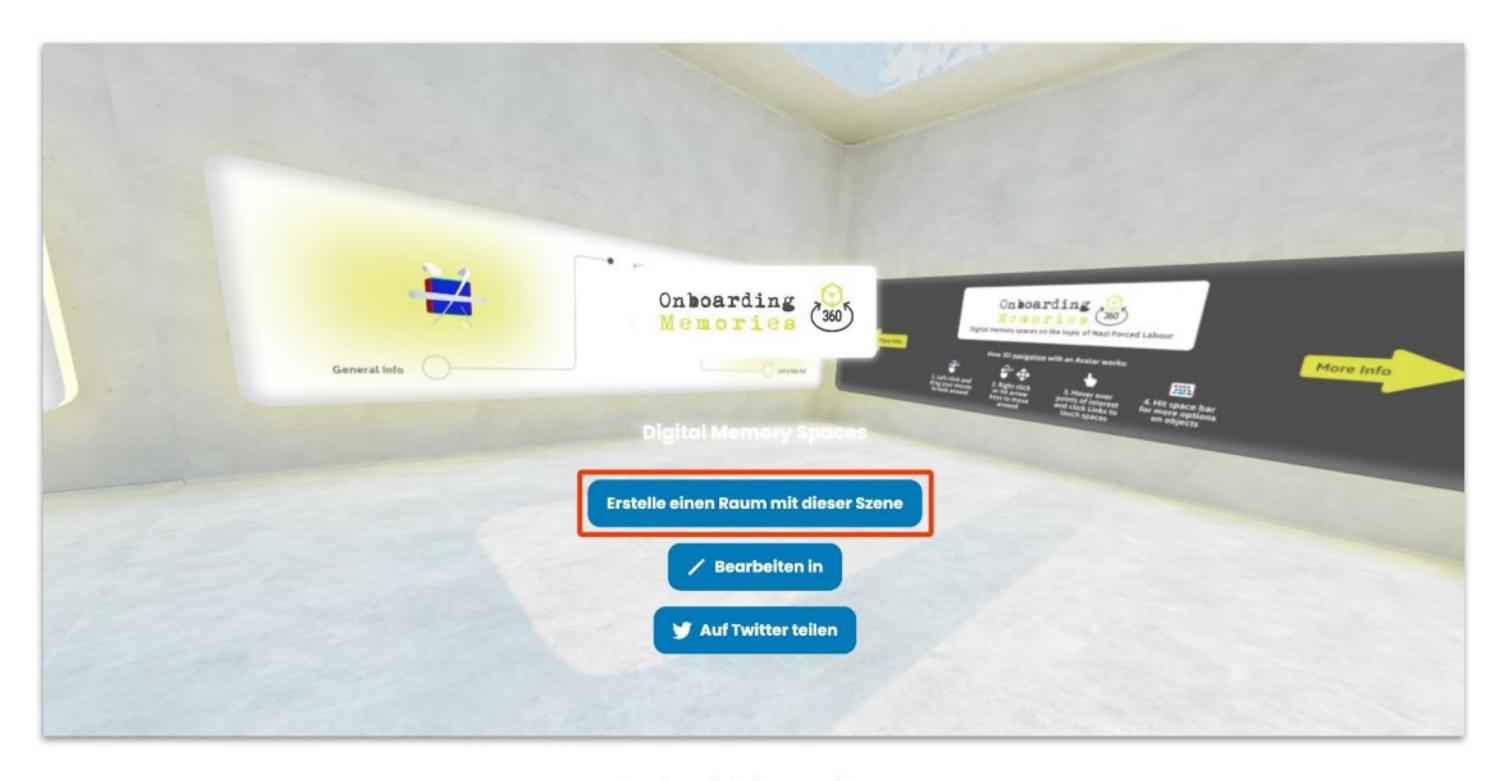
- Scene-Links look like this: https://onboardingmemories.com/scenes/emwceej
   emwceej is the ID that links to your respective Spoke-Scene
- Room-Links look like this: https://onboardingmemories.com/FiBTM4K/
   FiBTM4K is the ID of your Room.



Creates a link to your Spoke-Scene Everytime you publish, your Scene is updated







#### 5. PUTTING IT ALL TOGETHER

Once you have finished building your Scenes and have connected all your Sub-Rooms, we will collect the links to your final Main Scenes (Scene-Links) and the Spoke-Files for refinement.



#### **5. PUTTING IT ALL TOGETHER**



### HINTS

- Don't forget to insert a backlink to the Main Hall within your Main Scene
   Main Hall will always be here: <a href="https://onboardingmemories.com/BgTLXRv">https://onboardingmemories.com/BgTLXRv</a>
- Upload your Spoke-Files to your Folder on the Webspace

# 6. UPDATING FIREFOX REALITY BROWSER

During the workshop we have noticed that the Firefox Reality Browser needs to be updated, so you can enter your rooms with your VR goggles. If not done already, please update the browser and proceed as follows:

- 1. Turn on your VR goggles and make sure the controller is connected
- 2. Navigate to the settings and connect your VR goggles to a WiFi internet access
- 3. Navigate to the App Store and click Log in on the bottom left menu
- 4. Login with the email address eab.memories@gmail.com and the password for your Google Drive Account
  - Look up the password within our presentation of the Berlin workshop on page 14 in your padlet
- Navigate to Apps, click the Firefox Reality app and start the update by clicking the Update button on the top left

### **CONGRATS!**

You can now enter onboardingmemories.com via Firefox Reality.

The browser automatically turns on the WebXR view when you enter the Room.



### 7. FURTHER PROCEDURE

How can you reach out to us?

E-mail us: eab@blickwinkeltour.de

How do we make knowledge accessible?
We're going to provide this documentation and further materials via Google Drive. Renate's going to store our presentations to your padlet!

When and where we're going to meet again?
 Remote sessions

What kind of assistance can we provide?
 Coachings via Zoom or similar platforms, helping you working on your rooms











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