

# DITMEP APP GUIDE

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## Installation

### 1. Check if your device is compatible.

Before proceeding with the guide, check that your device is compatible with the following Google package by accessing [this link](#) or in the QR below.

If your device is not compatible, please contact your educator to be assigned a compatible device or workgroup.



### 2. Installation for Android 11 and higher.

You can download the app from the [Play Store](#) as "DITMEP AR Learning" from the following QR:



### 3. Installation for Android 10 and lower.

1. Download the . APK from the [following link](#) or in the QR below.
2. The device will ask you **for installation permissions** and warn you that the APK may be malicious. This warning is to prevent malicious software from being installed on our devices. You need to select the "**Install anyway**" option.
3. Once installed, when you open the APP for the first time, it will ask you **for permissions to access the camera**, you must grant them.



## Menu

### 1. Main menu:

1. In this menu we can see **the first two** corresponding to the PPE and Signaling exercises respectively, **the third** is an option that will contain project information.
2. At the bottom (**red circle**) we see a gear. With it we access to the **language selection menu**.



### 2. Scenario menu:

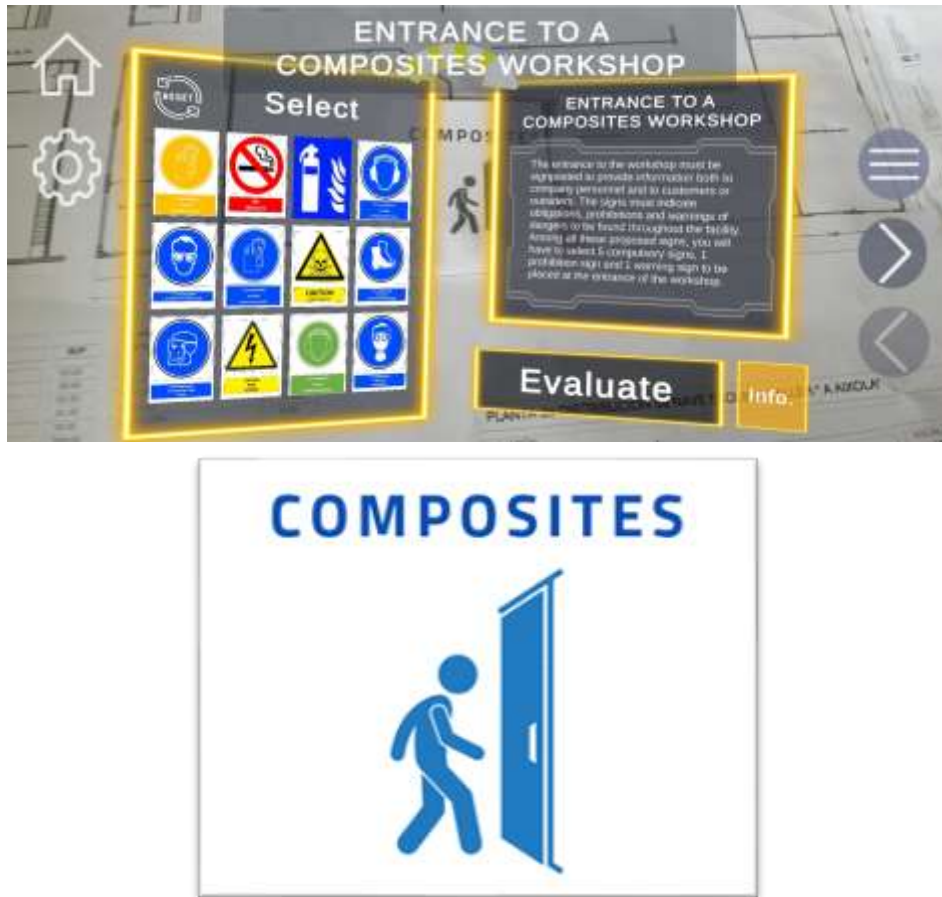


1. Red box: We can see two options; the house icon will take us to the **main menu** and the gear will allow us to select the language.
2. Blue box: It is a **navigation menu**, the first icon will open a scenario selection window, the second and the third will allow us to go to the next and previous scenarios respectively.
3. **Green box**: It provides us with the name of the current scenario.

## How to use Augmented Reality

To carry out the exercises of this application, we need a paper map or a monitor which contains the **Bookmarks**, specific images on which the application will generate the virtual content with which we will interact.

In each scenario the application will only recognize a certain marker, for example, in the first scenario of Signaling: "Entrance to a composites workshop" the application will generate the content once the camera of our device is focusing on the marker that represents a person using a door:



In Annex 1 and Annex 2 you can find the scenario table and its corresponding image.

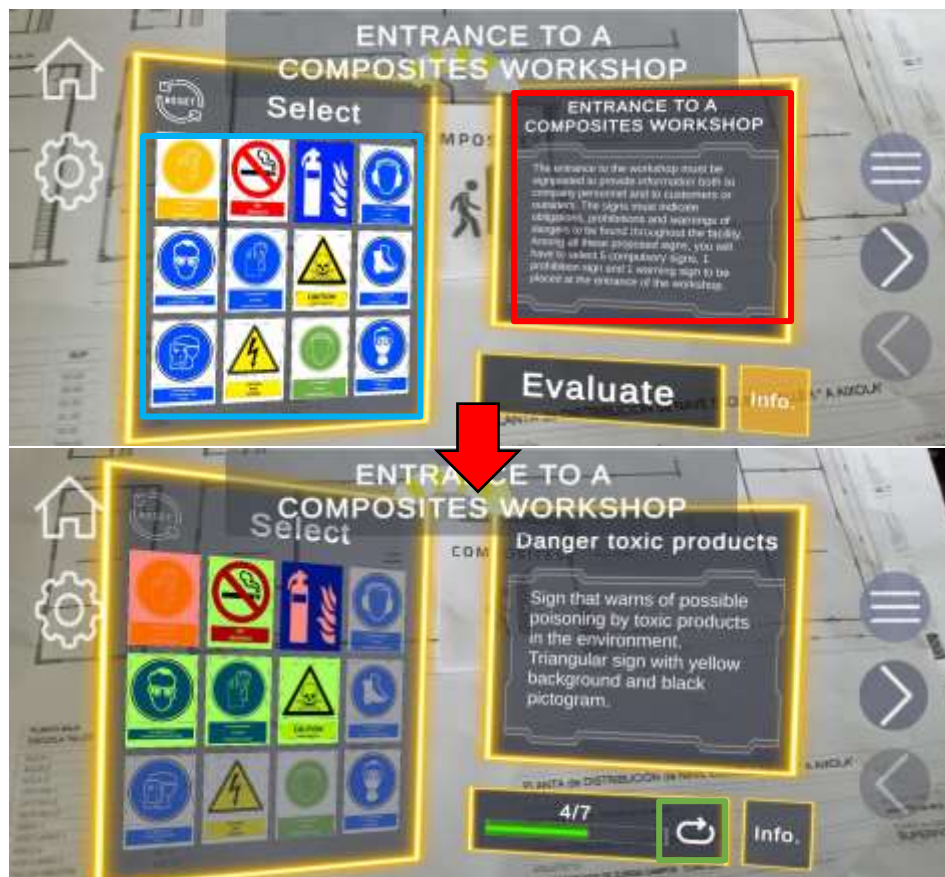
## Use of the Signaling scenario

**Red box:** It indicates the name of the scenario and the statement of the exercise with a brief description and the task to be performed, read it carefully. After interacting with the signals, the content updates to show relevant information about the last signal you interacted with.

**Blue box:** Here all the signals will be presented, from which we will have to choose those that are requested in the statement of the exercise. We can perform two actions on the signals:

- **Short press:** The text (red box) will be updated with information about the signal.
- **Long press:** We will see a yellow circle close on the selected signal. After 1 second the circle will close and the signal will have a yellow hue, indicating that you have **selected** the signal. If you do the same with a selected signal, it will be **deselected**.

Once the signals are selected, press the evaluate button and we can see the **successes in green** and the **failures in red**. To retry the scenery, simply press the button with an arrow symbol (green box).



## Use of the PPE section

**Yellow box:** When loading the scenario it will show us the context of the exercise and its statement, read it carefully. After interacting with the selectors, the content updates to show relevant information about the last piece of equipment you selected for the model.






**Red box:** Displays the list of selectors for different parts of the body. Each selector has an initial text indicating the body part, two arrows to navigate through the list of equipment available in each exercise and a central text indicating the equipment currently selected. Each time we change the equipment, the contents of the **yellow box** will be updated with relevant information.

**Blue box:** Shows the avatar on which the models of the teams will be loaded, providing visual aid for the resolution of the exercise.

Once the equipment is selected, press the evaluate button and we will be able to see the **successes in green** and the **failures in red**. To retry the stage, simply press the button with an arrow symbol.



Annex 1: Table of scenarios Signaling

<p>ENTRANCE TO A COMPOSITES WORKSHOP</p>	<p><b>COMPOSITES</b></p> 
<p>MIXING ZONE</p>	
<p>LAMINATE AREA</p>	
<p>PRODUCT WAREHOUSE</p>	
<p>FIBER WAREHOUSE</p>	

EMERGENCY EXIT



MEDICINE CABINET



CRANE BRIDGE



ACETONE RECOVERY MACHINE







VACUUM MACHINE



INFRARED MACHINE



Annex 2: Table of PPE scenarios

<p>MANUAL WORKPIECE LAMINATION</p>	
<p>BOAT POLISHING</p>	
<p>FIBERGLASS CUTTING</p>	
<p>PRODUCT MIX</p>	
<p>BOAT TRANSPORT WITH CRANE BRIDGE</p>	

FORKLIFT OPERATION

