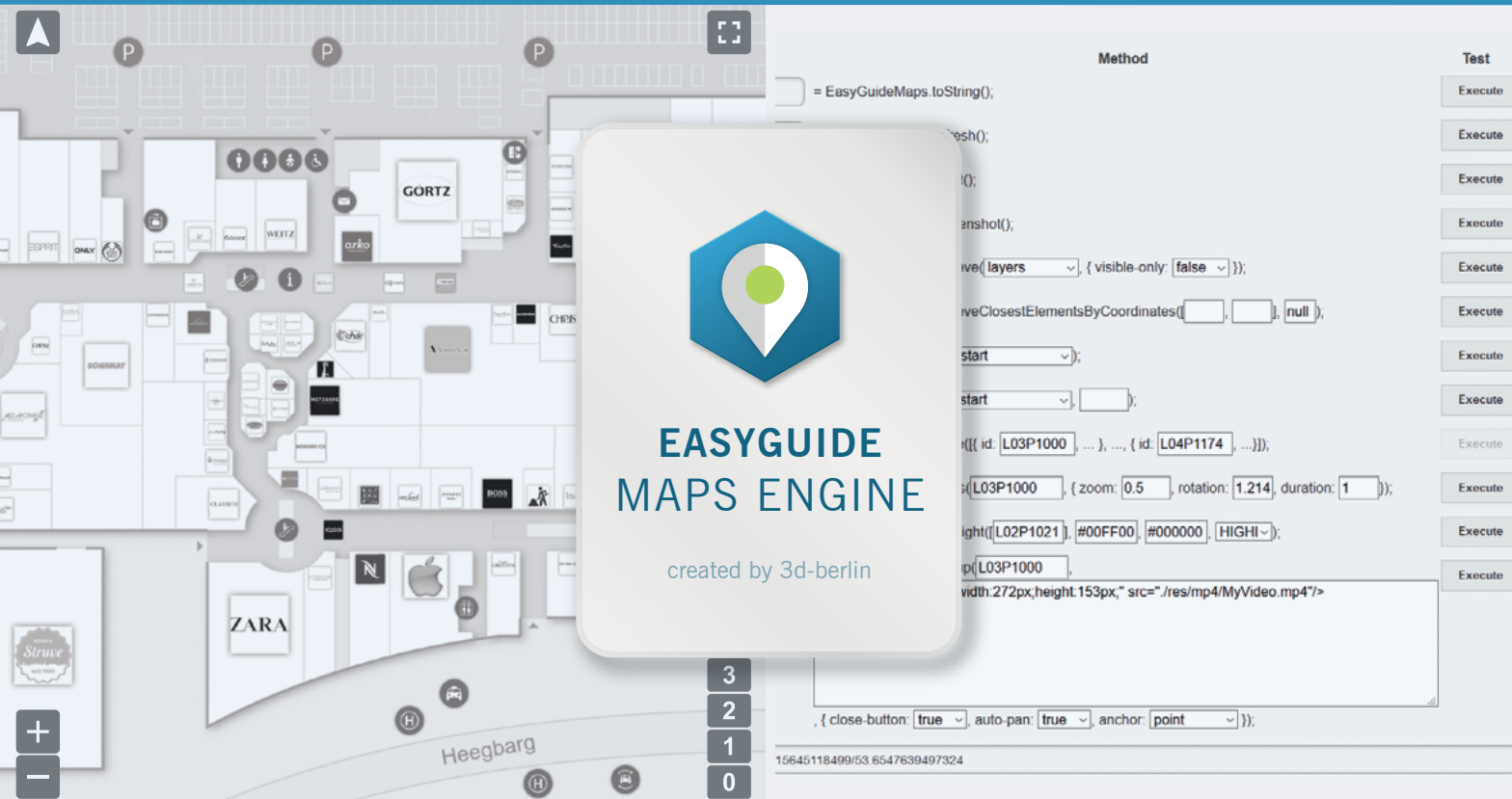


THE POWERFUL WAYFINDING MODULE FOR YOUR APPLICATIONS

Designed for developers & partners



NATIVE MOBILE APP

Optimized for mobile devices, the map has a very quick loading time and allows indoor positioning and routing with a blue dot.



DIGITAL SIGNAGE PLATFORMS

The 'easyGuide map engine' allows you to combine data and campaigns with a visually appealing map with wayfinding functionalities.



WEB APP

The map is designed according to the customers corporate design, aligns dynamically to the website (liquid design) and is very easy to integrate.

System requirements: HTML5 support (e.g. WebView component) and internet connection

The 'easyGuide maps engine' is a generic, high-performance and intelligent module for indoor maps incl. wayfinding and can very easily be integrated into your own application.



See projects in the demo gallery based on our 'easyGuide maps engine': www.g3d.me/to/demo-html5



Live API and developer documentation: <https://engine.easy-guide.com>



MAP FUNCTIONS

3d-berlin delivers a high-performance interactive map of the building/site. The design is tailor-made according to the customer requirements in 2D or 3D optics.



WAYFINDING FUNCTIONS

The route is displayed as a directional path from the start point to the destination point. The route is divided into logical route sections and displayed with a step-by-step navigation. While doing so, the respective route section is put into focus.



BUILD-IN CONTROLS

The engine includes a set of 'built-in' controls for common functions, which can individually be displayed or hidden. Alternatively, all functions can also be executed by means of self-designed external controls via the API.

#	Return	Method	Test
1	<input type="text"/>	= EasyGuideMaps.toString();	<input type="button" value="Execute"/>
2	<input type="text"/>	= EasyGuideMaps.refresh();	<input type="button" value="Execute"/>
3	<input type="text"/>	= EasyGuideMaps.reset();	<input type="button" value="Execute"/>
4	<input type="text"/>	= EasyGuideMaps.screenshot();	<input type="button" value="Execute"/>
5	<input type="text"/>	= EasyGuideMaps.retrieve(<input type="text"/> layers , { visible-only: <input type="text"/> false });	<input type="button" value="Execute"/>
6	<input type="text"/>	= EasyGuideMaps.retrieveClosestElementsByCoordinates(<input type="text"/> , <input type="text"/> , null);	<input type="button" value="Execute"/>
7	<input type="text"/>	= EasyGuideMaps.get(<input type="text"/> start);	<input type="button" value="Execute"/>
8	<input type="text"/>	= EasyGuideMaps.set(<input type="text"/> start);	<input type="button" value="Execute"/>
9	<input type="text"/>	= EasyGuideMaps.route([{ id: L03P1000 } , ... , { id: L04P1174 } , ...]);	<input type="button" value="Execute"/>
10	<input type="text"/>	= EasyGuideMaps.focus(L03P1000 , { zoom: 0.5 , rotation: 1.214 , duration: 1 });	<input type="button" value="Execute"/>
11	<input type="text"/>	= EasyGuideMaps.highlight(L02P1021 , #00FF00 , #000000 , HIGH);	<input type="button" value="Execute"/>
12	<input type="text"/>	= EasyGuideMaps.popup(L03P1000 <video controls style="width:272px;height:153px;" src="/res/mp4/MyVideo.mp4"/>	<input type="button" value="Execute"/>

API FUNCTIONS

All functions of the 'easyGuide map engine' can be adjusted by you. Properties can be queried or set. For example points can be focused, multiple destinations be highlighted as well as routes be displayed.