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FUJITSU Manufacturing Industry Solution VPS Assembly Process Viewer For Android

- Operation Guide -

First Edition

Jul. 2016

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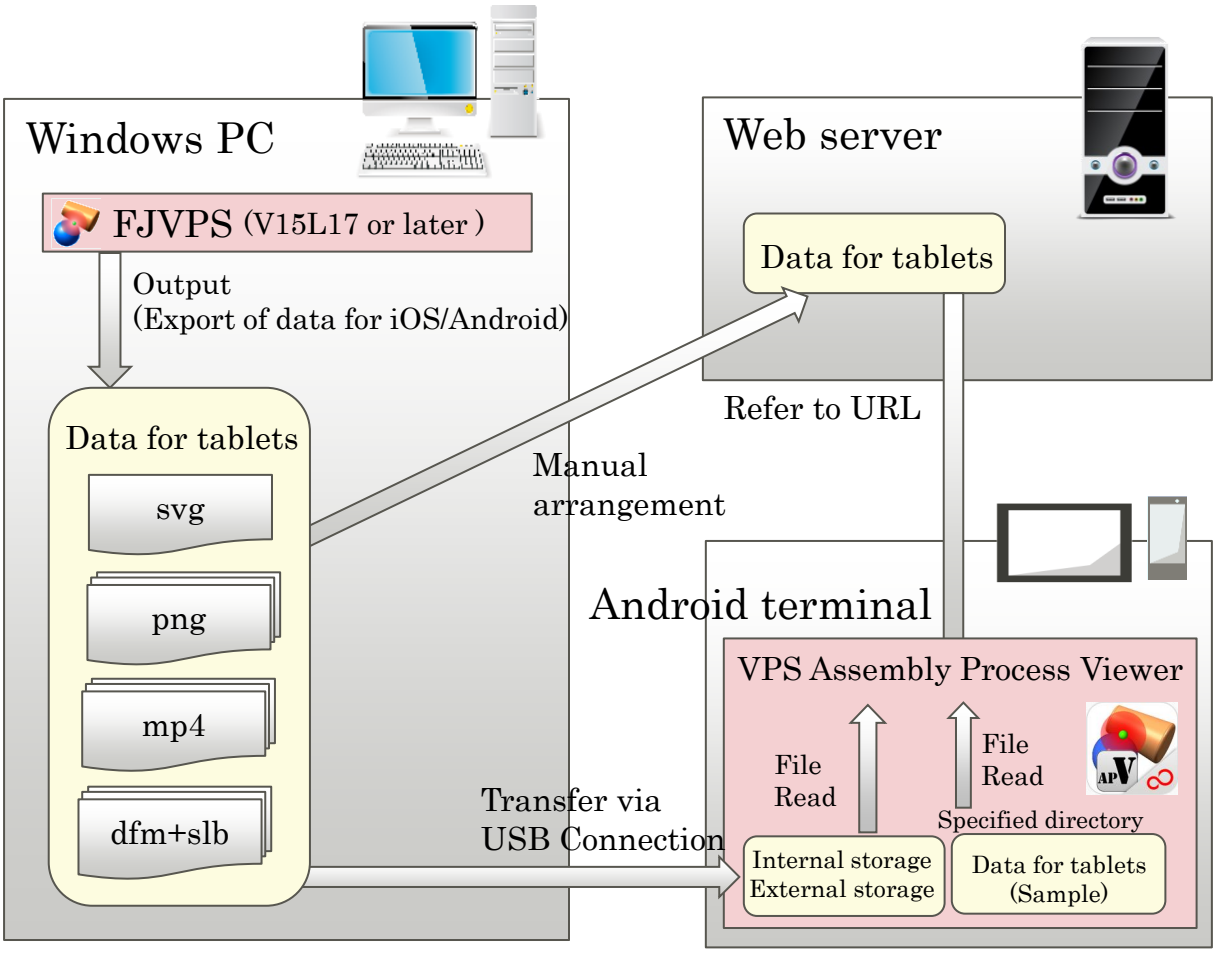
1-1. System Configuration

■ System Configuration Diagram



■ System requirements

- Android terminal
  : Android 4.1 or later
- Application for data viewing
  (VPS Assembly Process Viewer)
  : Available for download
  at Google Play
- FJVPS (V15L17 or later)
  : One of the following modules are required for dedicated data creation
  (1) FJVPS Manufacturing
  (2) FJVPS Assembling Animation
  (with Document Interface)
- IIS (Web server)
- Wi-Fi Access Point

1-2. Operation Examples

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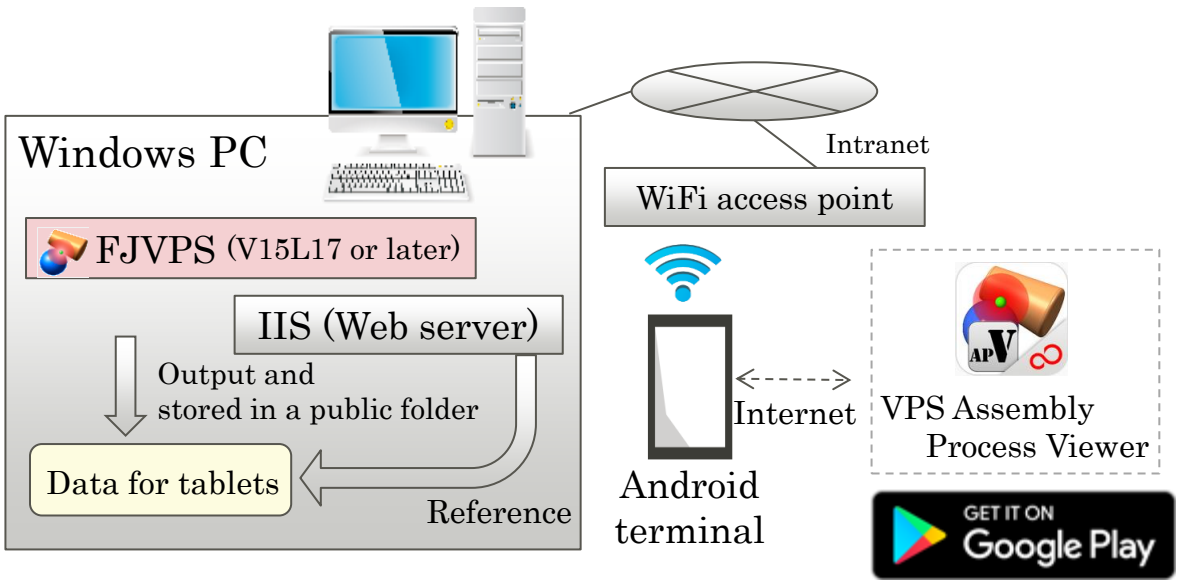
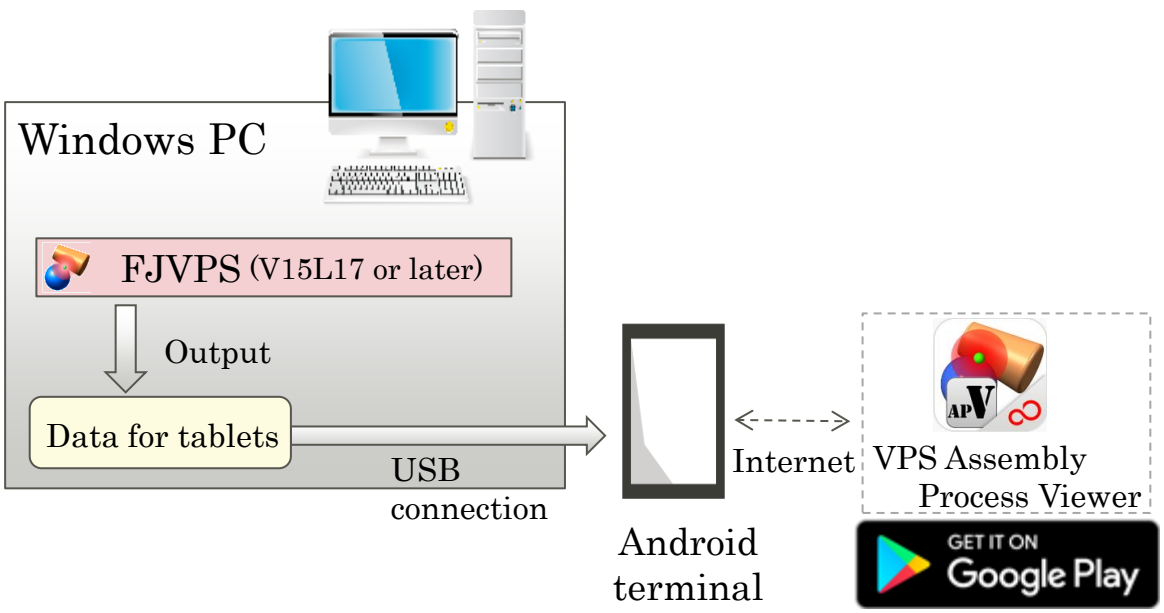
■ Operation example (1): internal network



■ Operation example (2): no network



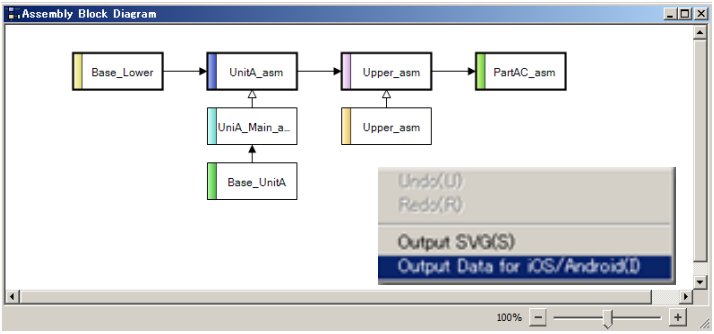
2. Prior Arrangements for Application Utilization

2. Prior Arrangements for Application Use

Make the following arrangements before using this application.

1. Creation of data for viewing

Create data for viewing in this viewer with a dedicated command.
As the creation command, the V15L17 or later “FJVPS Manufacturing” and “Assembling Animation with Document Interface” modules provide the “Output Data for iOS/Android” command.
For details on the procedure, refer to the manual of each module.



2. Storage of the data for viewing

Store the data for viewing created in “1” to an accessible virtual directoryin the WiFi/wireless LAN environment using IIS.
With respect to the virtual directory’s security settings, set a group/user such as “Everyone” or “Users”from which access is not restricted, and grant "read" access.

3. Additional registration of “MIME types” to IIS Manager

Add “.dfm” and “.slb” as accessible extensions.
If “.mp4”, “.svg”, and “.png” do not exist as entries, add also these extensions.

3. Storage of Data for Viewing in an Android Terminal via USB

3. Data Storage via USB (1/3)

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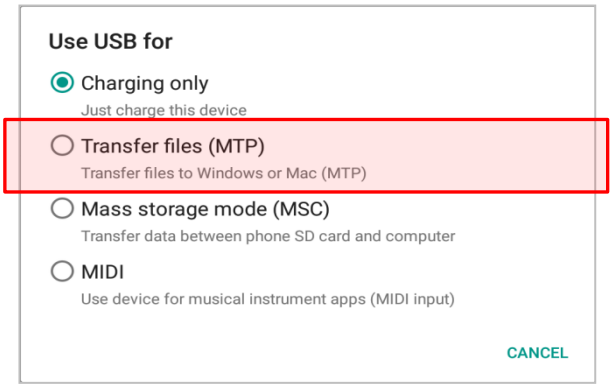
Store data for viewing in an Android terminal following the procedure below.

1. Download the “VPS Assembly Process Viewer” application from “Google Play” and install it in the Android terminal.

2. Create a folder to store data for viewing in the Android terminal, and store data.

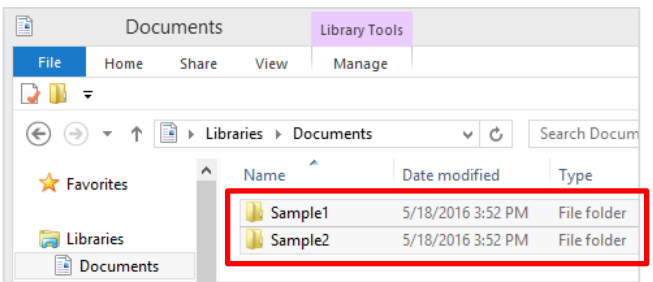
(1) Connect the Android terminal to the PC where data for viewing has been stored with a USB cable.

As a USB connection option, select “MTP” connection to enable file creation.



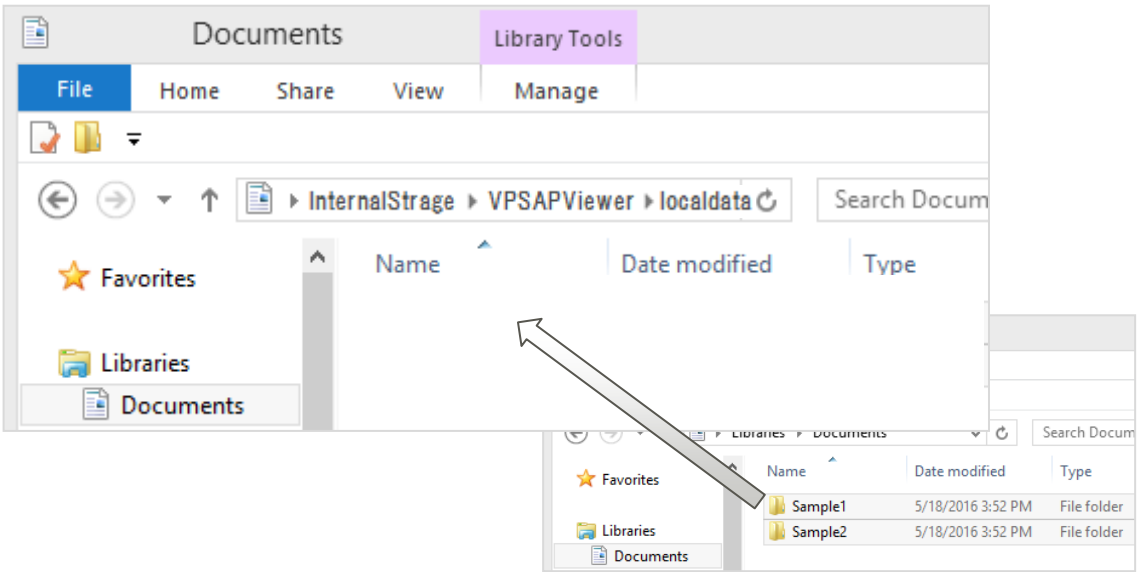
(2) Create a folder to store the data for viewing to be stored in the Android terminal from the PC.

Using Explorer on the PC, create the folder for viewing at an arbitrary location in the Android terminal connected via USB.



3. Data Storage via USB (2/3)

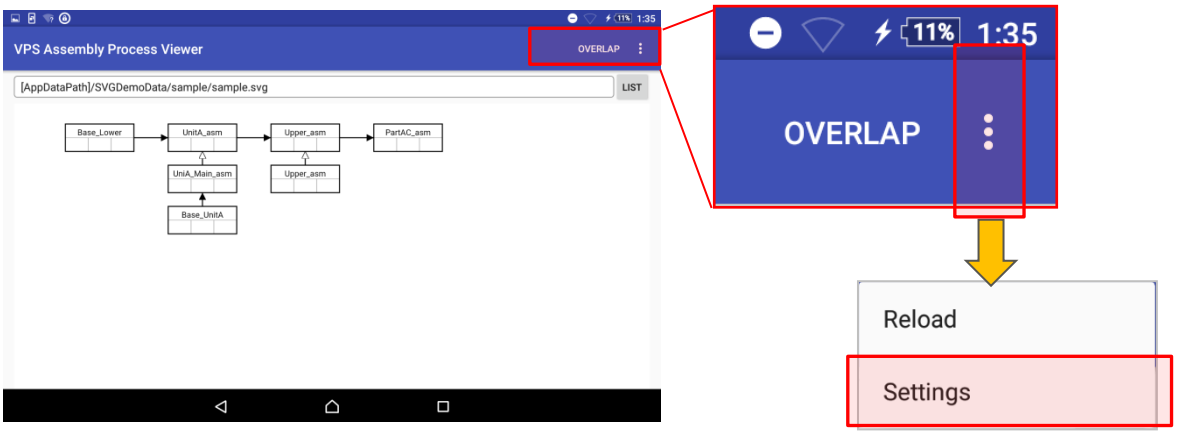
(3) Store the data for viewing in the Android terminal.
Open File Manager on the PC, and store the data for viewing in the folder created in (2).



3. In “VPS Assembly Process Viewer”, register the location where the data for viewing is stored.

(1) On the Android terminal,
start “VPS Assembly Process Viewer”.

(2) Select the “⋮” mark in the upper right corner of the application, and then select “Settings”.



3. Data Storage via USB (3/3)

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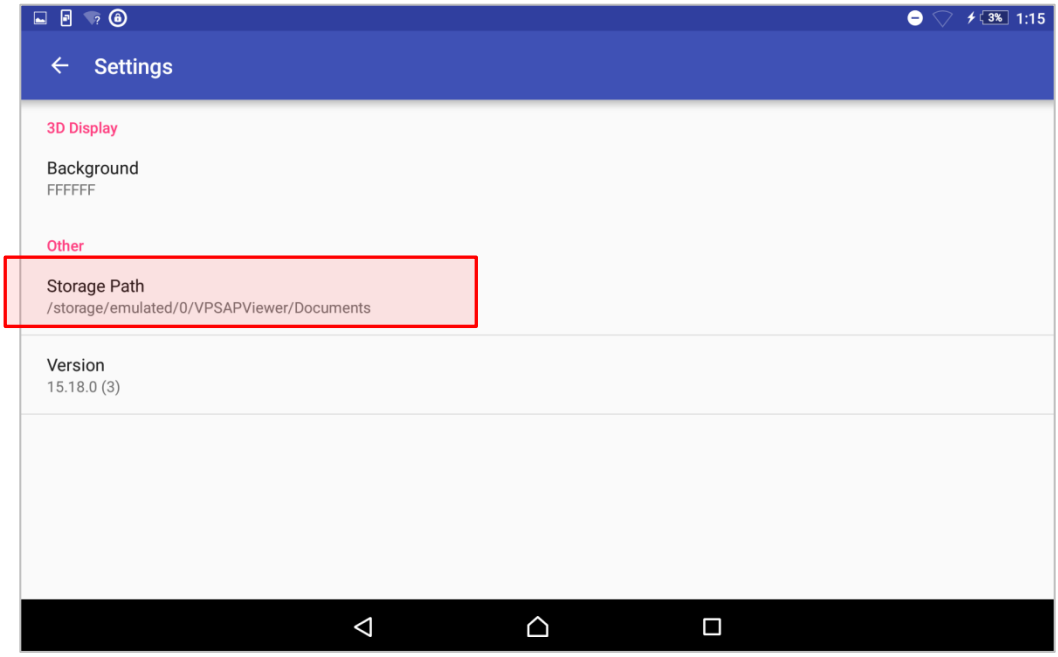
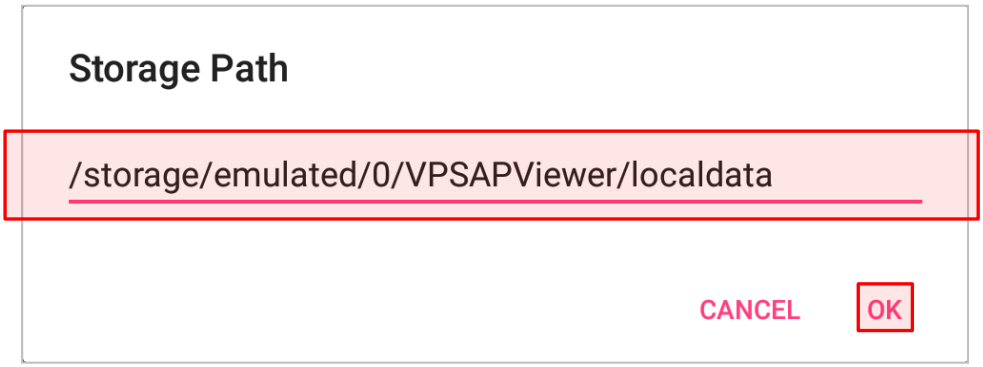
(3) Tap the “Storage Path” section in the Settings screen.



(4) In the “Storage Path” section, specify the path to the storage folder for the data for viewing created as described on the previous page, and press “OK”.



4. Functional Overview and Operation Procedure

4-1. Application Start-up

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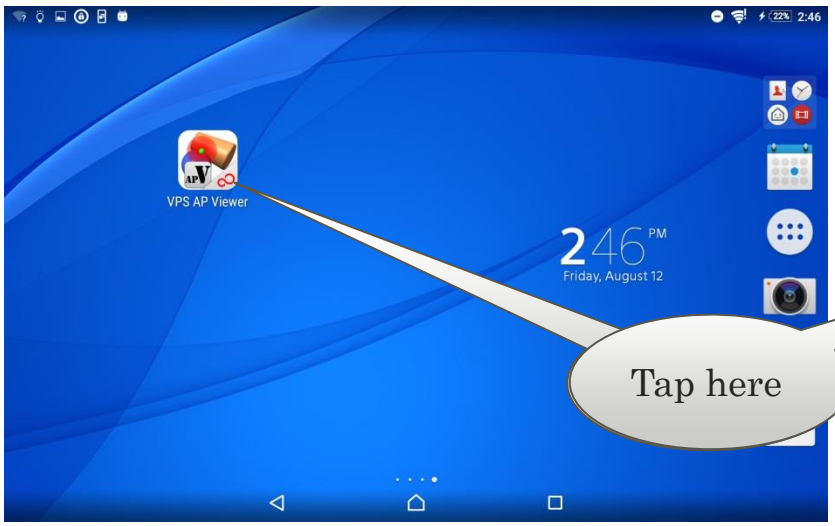
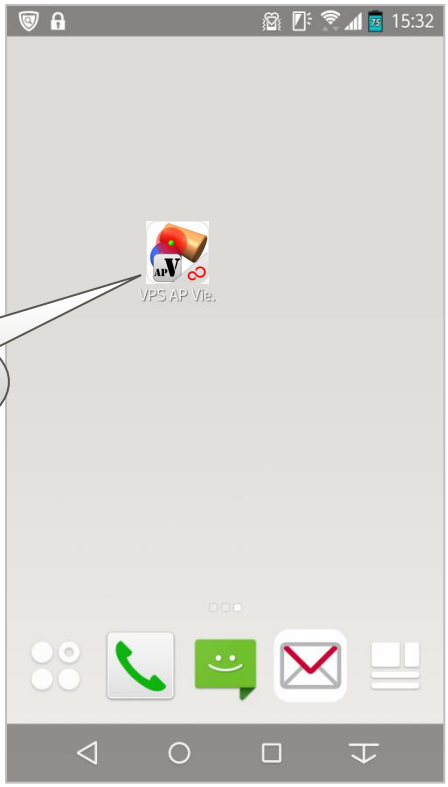
Tap the “VPS AP Viewer” icon on the desktop to start the “FJVPS Assembly Process Viewer” application.

[Screen]



[Tablet]



[Cell-phone]

4-2. Start Screen (1/2)

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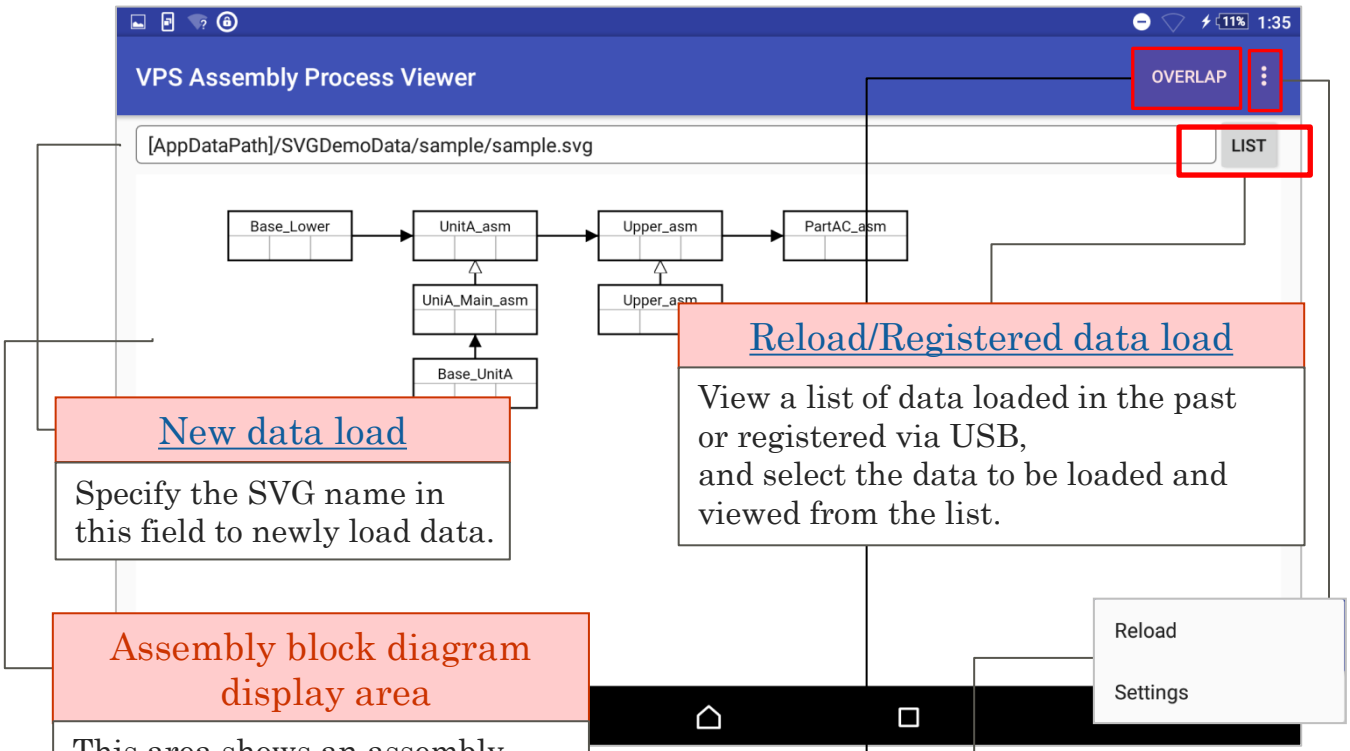
On start of this application, the screen displays the “Assembly Block Diagram” format view created in FJVPS. From this screen, call various data.

[Screen]



New data load

Specify the SVG name in this field to newly load data.

Reload/Registered data load

View a list of data loaded in the past or registered via USB,
and select the data to be loaded and viewed from the list.

Assembly block diagram display area

This area shows an assembly block diagram.
Tap a cell in the lower part of this block to view the static image, animation, or 3D data.

Reload

Reload the latest version of the data currently loaded to refresh the view.
This feature is useful for updating the view with the latest data without restarting the viewer when the DB is updated in response to an event such as design change in the loaded data.

Switching display window format

Switch the format of the static image, animation, and 3D model display window.
Two formats, “POPUP” and “OVERLAP” are supported formats. Tap this section to switch the format.

Settings

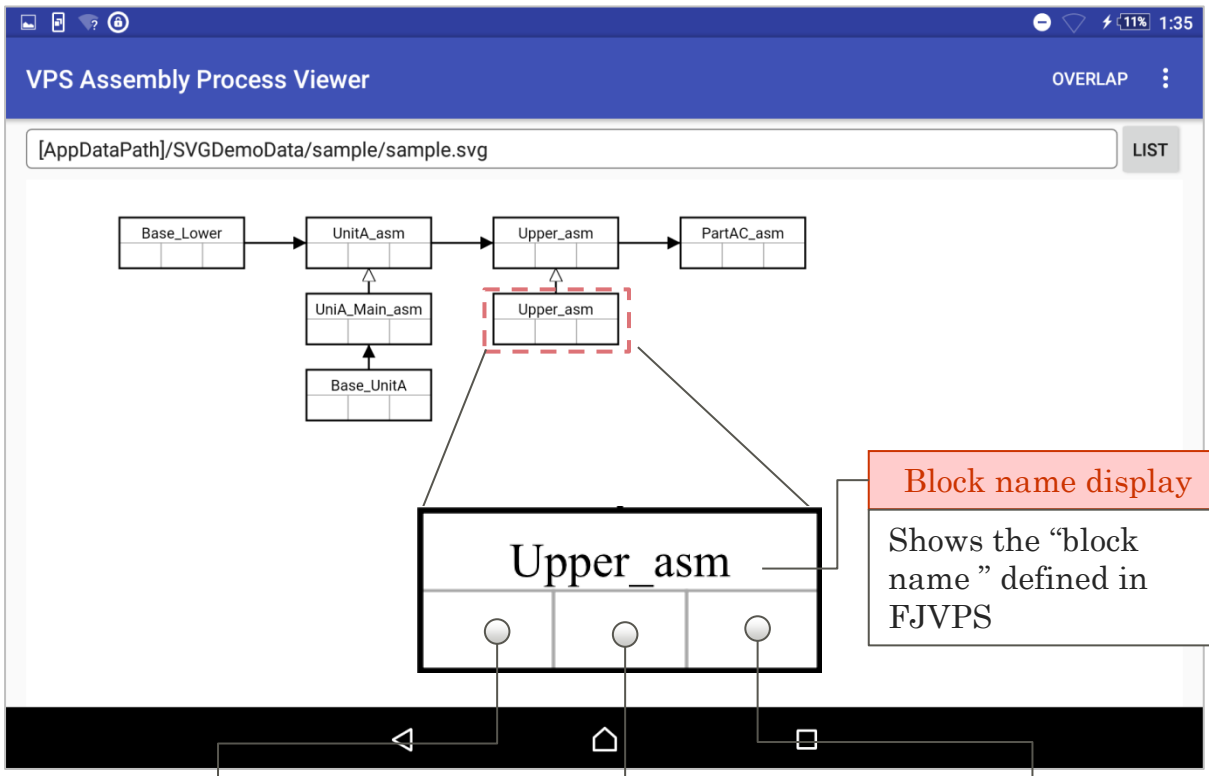
The following particulars can be set or determined.

- Background color setting
- Storage location setting for data saved via USB
- Application version determination

4-2. Start Screen (2/2)

Tap a cell in the block to call a static image, animation, or 3D data. Depending on the tap position, the type of called data varies.

[Screen]



Block name display

Shows the "block name " defined in FJVPS

Show static image

View the static image. Select this for quick confirmation of the content of the block.

Play animation

Play the animation. Select this to view the animation created in FJVPS.

Show 3D data

Call the 3D data to check details on the shape.

[Specifications/Cautions]

- As to "Show 3D Data", if the model size becomes larger, it may take time to complete the data load.

4-3. New Data Load

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Specify the desired SVG data stored in the DB in the WiFi/wireless LAN environment in the URL input area to newly load data.

[Screen]

[Specifications/Cautions]

- The supported file extension is ".svg" only.
- If the input information is incorrect, an error message is displayed. Check the file storage location and the file name again and input correct information.

(Examples)

If the specified storage location/file name is incorrect

If there is no part file for a component when 3D data is loaded

[Reference] About the specific folder name

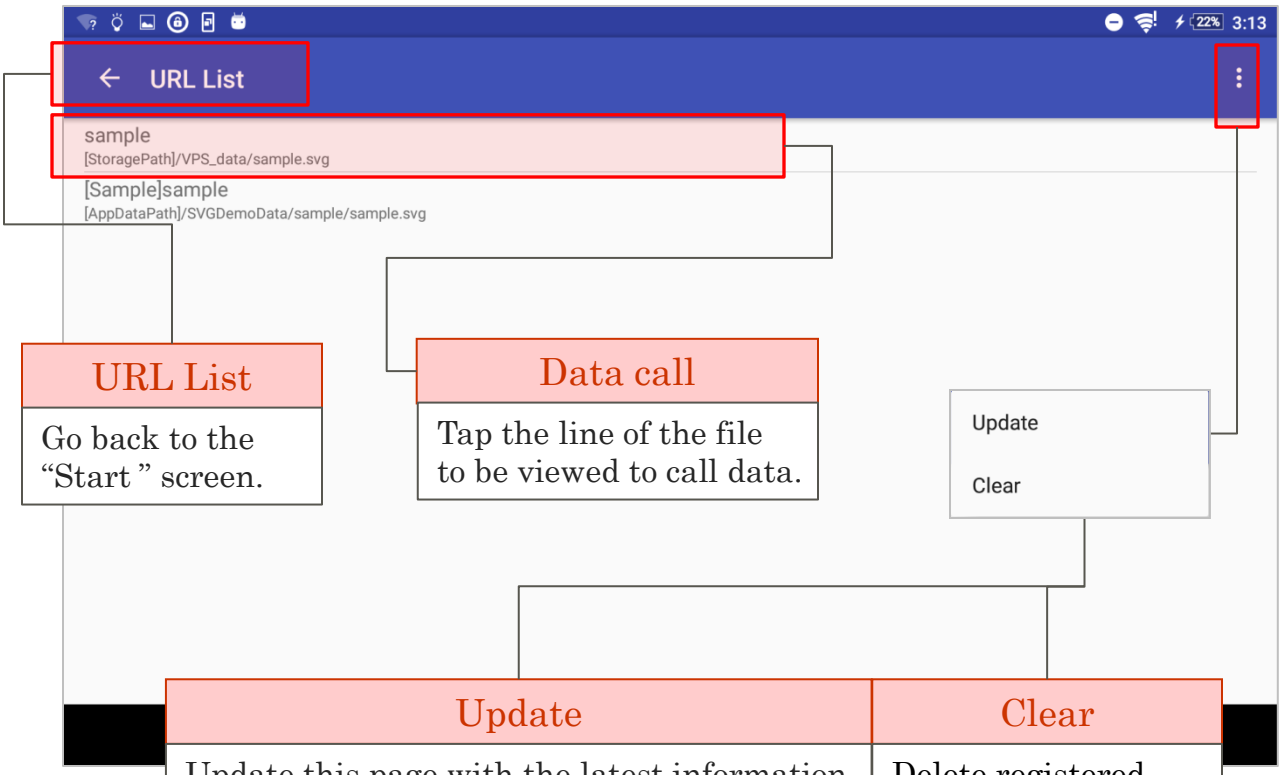
The following storage location is a system-defined data storage location. This cannot be changed.

- [AppDataPath]/SVGDemoData
  -> For storing the sample data provided with this viewer as standard

4-4. Reload and Registered Data Load

Load the desired data selecting it from a list of data loaded in the past or registered via USB.

[Screen]



URL List

Go back to the "Start " screen.

Data call

Tap the line of the file to be viewed to call data.

Update

Update this page with the latest information. Data saved via USB can be additionally displayed in this list without restart of this application.

Clear

Delete registered URL histories entirely.

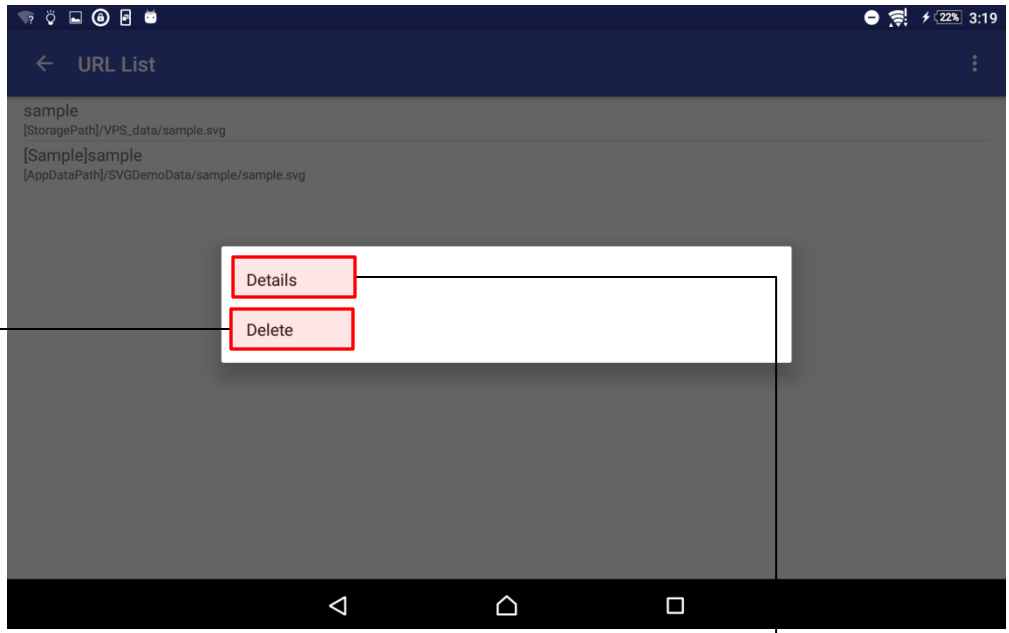
[Specifications/Cautions]

- A line is added at the uppermost part every time data is loaded or stored via USB.
- The URL list shows up to "100" items. If this limit is exceeded, old data is deleted sequentially in terms of time.
  However, the file information saved in the terminal via USB is not deleted.

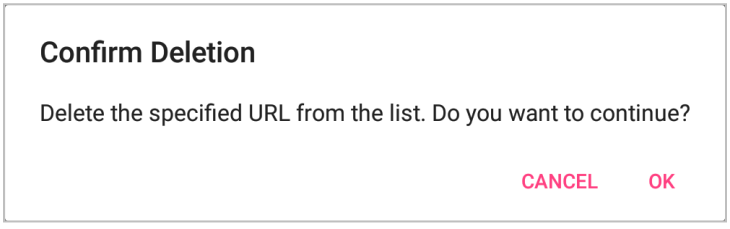
4-5. Load History/Registration List Edit

Change the order of data call history/registration list and delete unnecessary histories from the list.

[Screen]



Delete	Details
Long press the history line to be deleted for the “Delete” menu then tap. As the following dialog box appears, confirm the deletion.	Long press the history line to view the detailed information for the “Details” menu then tap. For details on the displayed detailed information, refer to the next page.



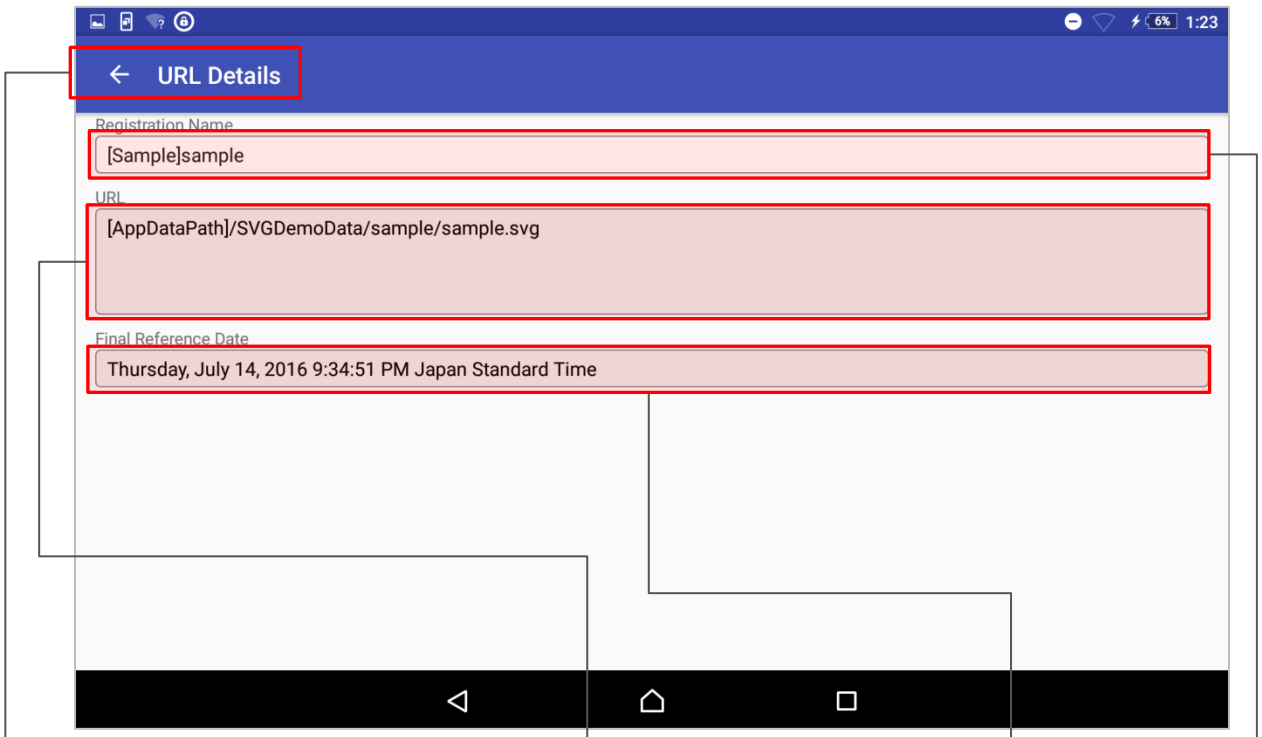
[Specifications/Cautions]

- “Delete” does not deletes the information saved in the terminal via USB or the sample information provided as standard.

4-6. Detailed Data Information Viewing

View the detailed information of the data of the line selected in the “URL List”. Also change the registered name if necessary.

[Screen]



URL Details

Go back to the “URL List” page.

Detailed URL information

Shows the path (URL) to the specified data.

Final Reference Date

Shows the last update date of the relevant data.

Name displayed in the URL

Confirm and change the name displayed in the URL list.
"SVG name” is the default.

4-7. Switching display window format

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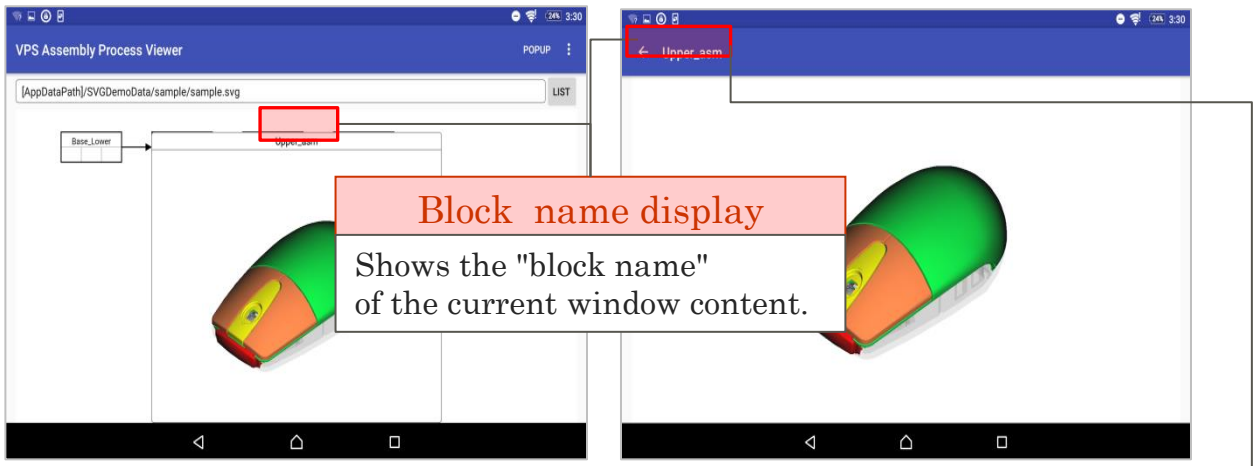
Switch the format of the static image, animation, and 3D model display window. Two formats, “POPUP” and “OVERLAP” are the supported formats.

[Screen]

■ “POPUP” format

■ “OVERLAP” format

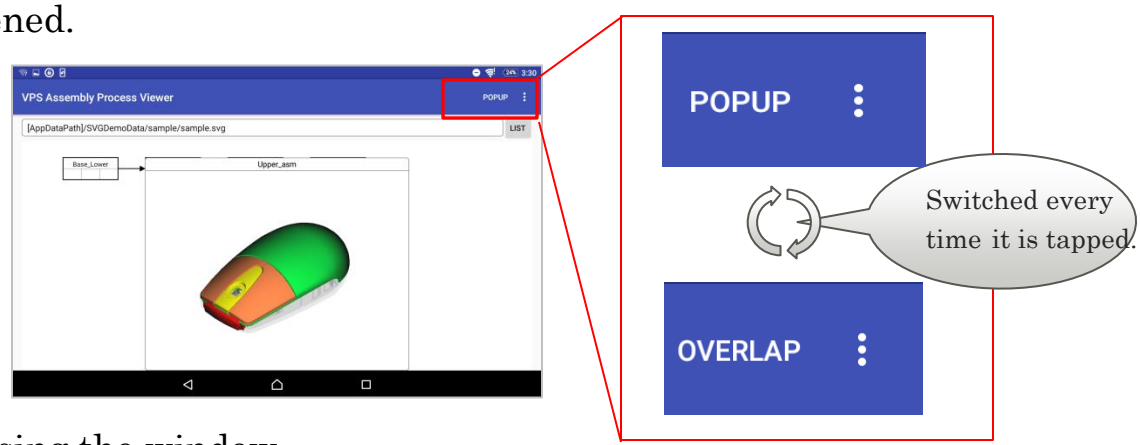


[Pop-up in the middle of the screen]

[Full display in the screen]

[Specifications/Cautions]

- Tap “POPUP” or “OVERLAP” in the upper right corner of the window to switch the display format. The window of the indicated format is opened.

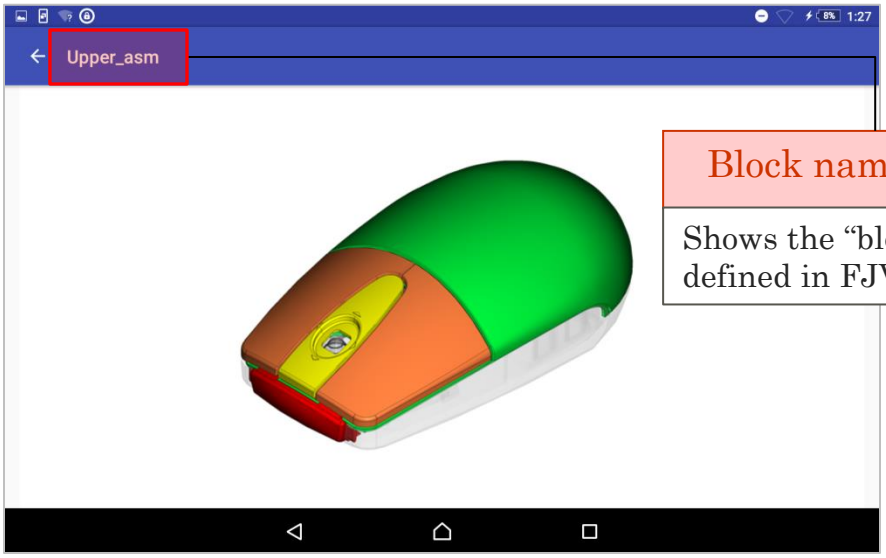


- Closing the window
  - A. POPUP: Tap an area outside the window frame.
  - B. OVERLAP: Tap the text section indicated as "<- xxx" in the upper left corner of the window.

4-8. Static Image Viewing

View the static image of a specified block model. This view is independent of the model size and so useful for verifying the assigned block part.

[Screen]



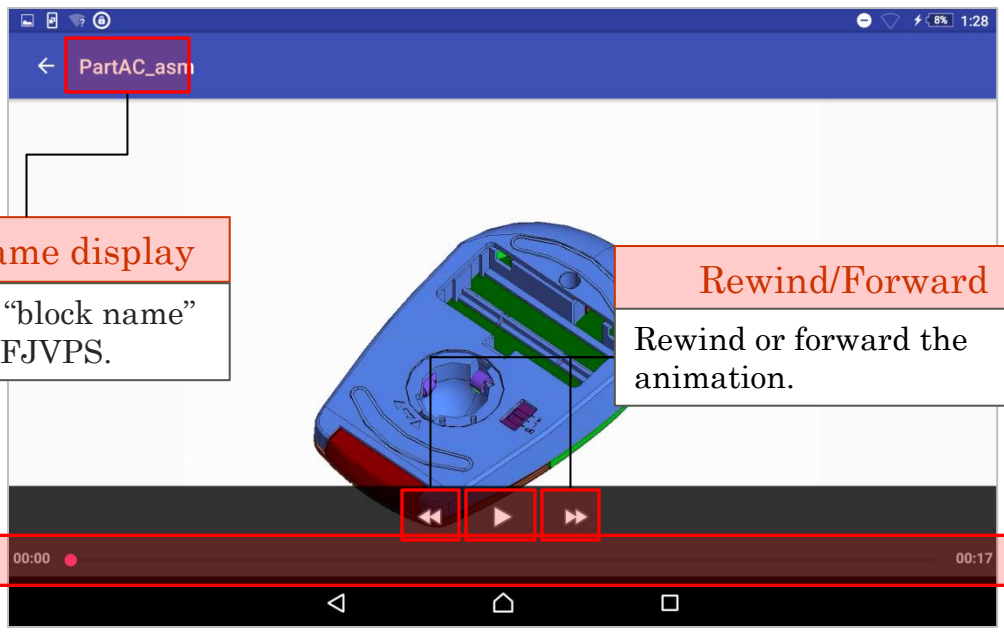
[Specifications/Cautions]

- For the view, “FJVPS Standard View + Full display.”
- The part assembled in the relevant phase is displayed in “Shading” mode and those already assembled before this phase are displayed in "Translucent" mode.

4-9. Animation Play

View the animation created in FJVPS in the video format. Use this feature to check the assembly procedure and assembling cautions dynamically.

[Screen]



Block name display

Shows the "block name" defined in FJVPS.

Rewind/Forward

Rewind or forward the animation.

Slider

Indicates the animation play position. Move this slider to play the animation from arbitrary time.

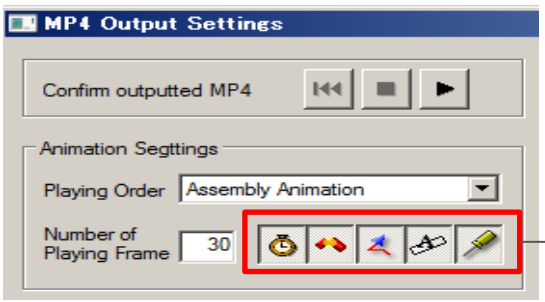
Play/Pause

Plays or pauses the animation.
Every time this is tapped, the display is switched.

* Representaion
: Playing
: Before playing/ paused

[Specifications/Cautions]

- The items displayed in the animation conform to the option settings in the "MP4 output settings".
  To create data for viewing, configure the option settings as usage, and then execute the "Output Data for iOS/Android" command.



[Displayable items]
- Wait
- Collision Check
- Part trace
- Information displaying window
- Tool

4-10. 3D Data Viewing

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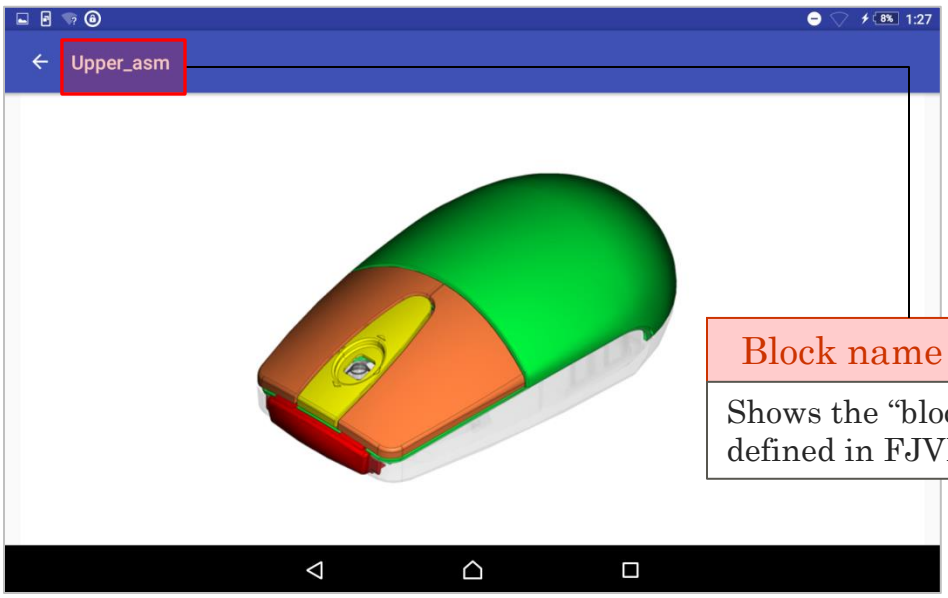
View FJVPS 3D data. Use this feature to verify the detailed shapes of units and parts assembled in this block and assembly conditions statically.

[Screen]



Block name display

Shows the “block name” defined in FJVPS.

Window controls

In this dialog box, view the model in various styles by using Android-standard touch gestures.

[Window controls]

- Rotate : 1-finger swipe
- Zoom : Pinch-to-zoom
- Pan : 2-finger pan
- Full display : Double tap

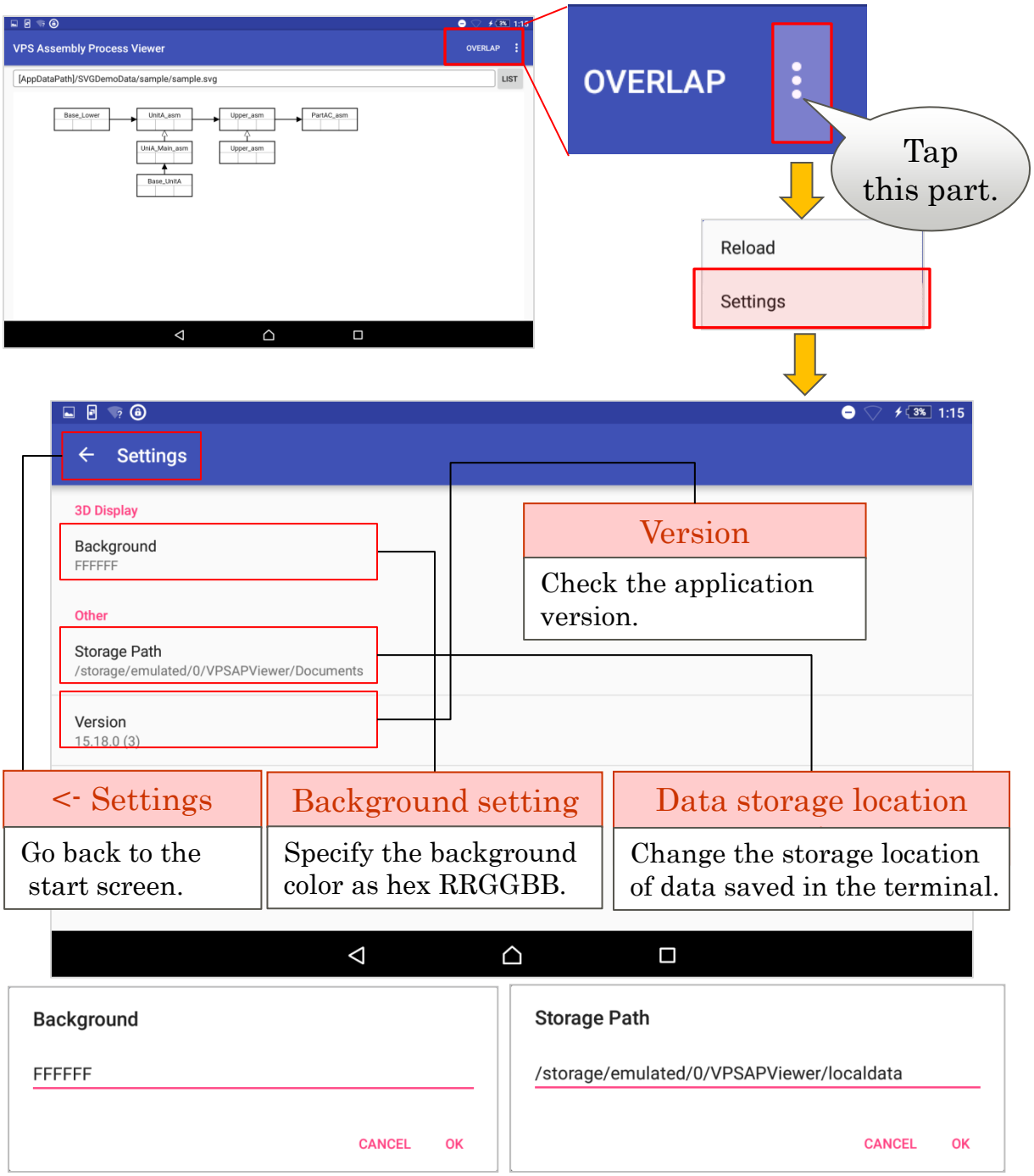
[Specifications/Cautions]

- “FJVPS Standard View + Full display” is the initial view.
- The view mode is “shaded” only.

5. Settings Screen

5. Settings Screen

In the “Settings” screen, find out the “background color”, the data storage location in the terminal, and the Viewer version information.



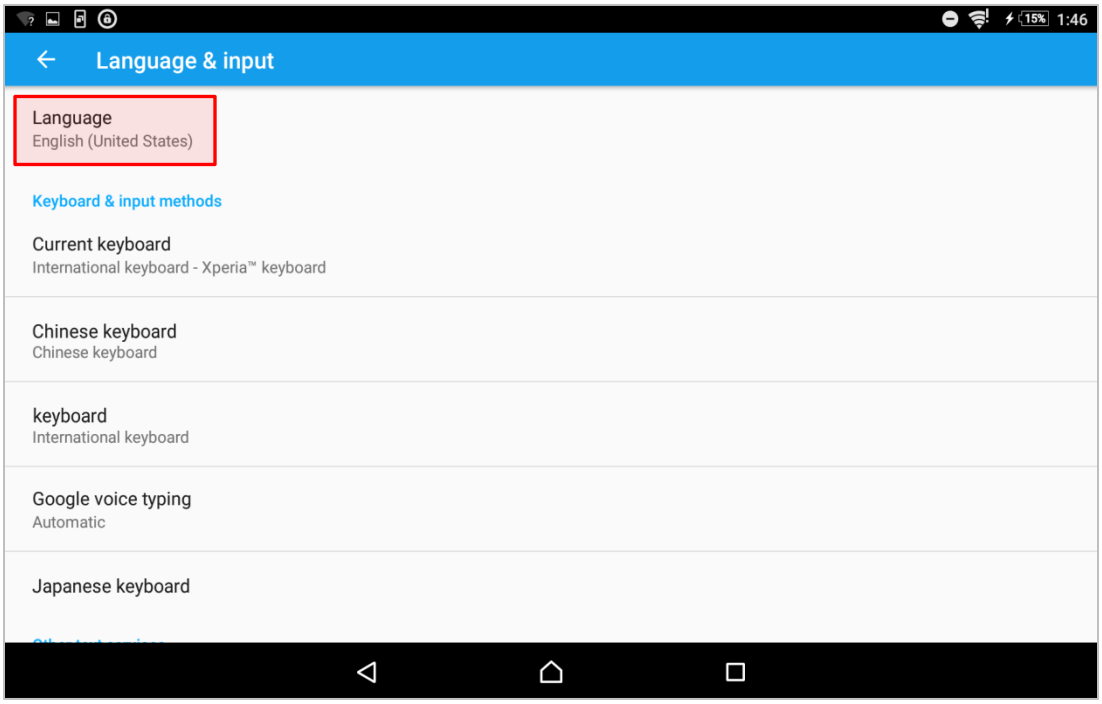
After the determination, tap the “<- Settings” section to go back to the previous page.

6. Display Language

6. Display Language

This application supports “Japanese” and “English” as the display language. “Japanese” is used if “Settings” – “Language and input” – “Region and language” is set to “Japanese”, or “English” is used otherwise.

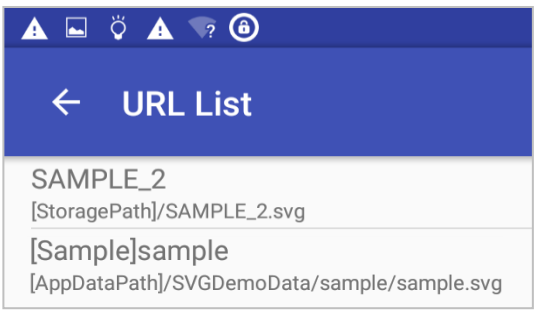
■ Used language determination

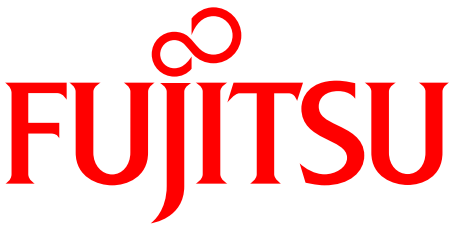


■ Menu display examples

[Language=“Japanese”]

[Language=Other than “Japanese”]





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