GENERAL TERMS OF USE

RECITALS

The purpose of these General Terms of Use is to define the terms and conditions for the use of the Software (hereinafter the "**Services**") by Spectral Transactive Memory Systems, a simplified joint stock company with a share capital of €50,535.00, whose registered office is located at 9 rue Charles Fourier in Evry, registered in the Evry Trade and Companies Register under number 837 539 386, (hereinafter "**Spectral TMS**")

SPECTRAL SOFTWARE DESCRIPTION

The Spectral solution has been designed and is being supported to deliver the simplest and most intuitive experience for its users. To this extent, our solution and all our processes are agile in order to ensure that deployment and integration are performed with the highest velocity.

Solution Service

SPECTRAL develops augmented reality software solutions which aim to enhance formation and know-how sharing of industrial companies.

SPECTRAL's 3 main advantages are as follows :

- A tailor-made support for the industry experts.

- An intuitive software which allows companies to create by themselves their own augmented reality scenarios with ease.

- A simple and progressive implementation of augmented reality inside industrial companies.

Spectral View

Spectral View is the part of Spectral's solution which is embedded in augmented reality glasses, in order to drive the transmission of knowledge to the maximum.

It allows to visualize contextualized information created via Spectral Studio, the content management platform. Spectral View is able to recognize its environment and can anchor in the real world, at a given position, a list of points of interest such as the site's equipment as well as medias in several formats (photos, videos, audios, PDF, and even 3D models).

First, the user has to connect Spectral View to its account and chose the room in which he wants to perform actions. Then, he can use one out of two modes.

The first mode is **the scenario mode**, in which the user can follow a process or a modus operandi, step by step, with the list of the necessary information contextualized in the real world. There are several types of steps, depending on the context of the scenario:

- An **info step** displays a message to the user, or prompts him to make an action to check something;
- An **alert step** is similar to an info step, but it contains an additional warning for tasks that can be risky;
- An **action step** contains a single piece of equipment and requests the user to make an action on it;
- A **checklist step** may cover several pieces of equipment, the user must complete the task on each piece of equipment before going to the next step.
- A **QCM step** allows the user to verify its knowledge. The user can enter in the scenario mode some questions about a step or else and he has to answer correctly to the question to go further.

If the user is an author, he can create the content and place it wherever he wants to create an experience for operators.
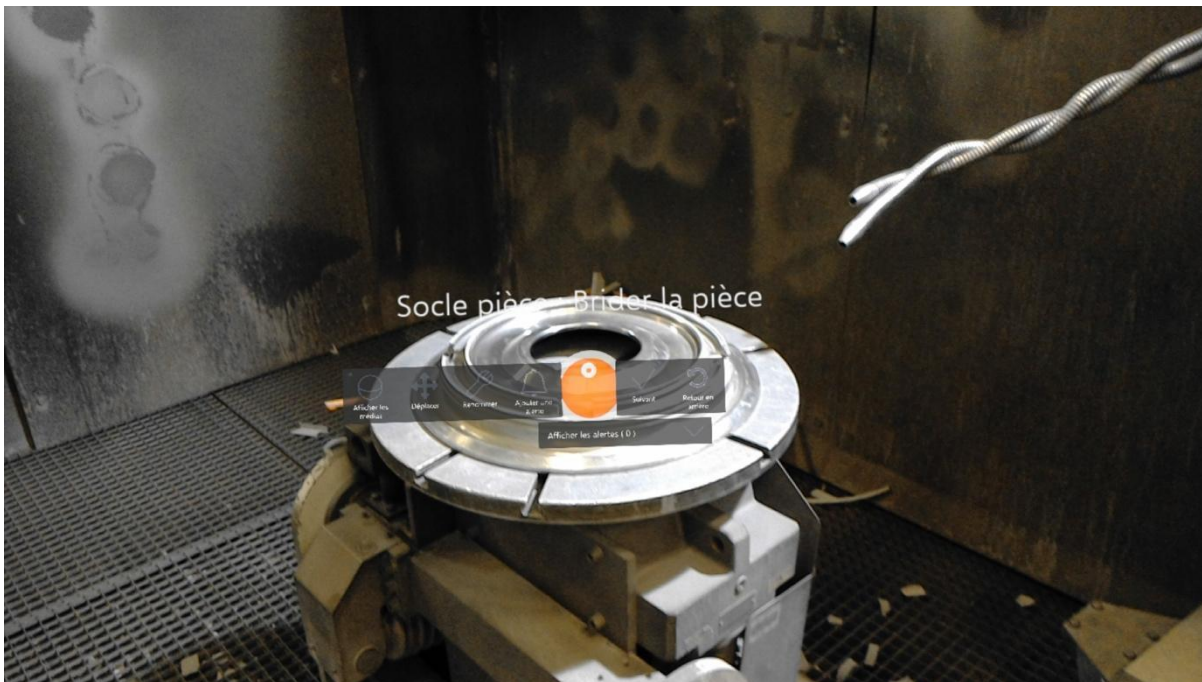
The user is progressing through a scenario. He must complete the current action before going to the next step.

The second mode is the **room scanning mode**. It can display every piece of equipment of a room and allows the user to filter them according to his needs with tags. This can help him in case he is looking for a specific piece of equipment. The user can also access all information regarding any piece of equipment, such as its medias, whether it has alerts on it or not, etc. If the user is an author, he can create new equipment, manage them, attach medias to them, etc.
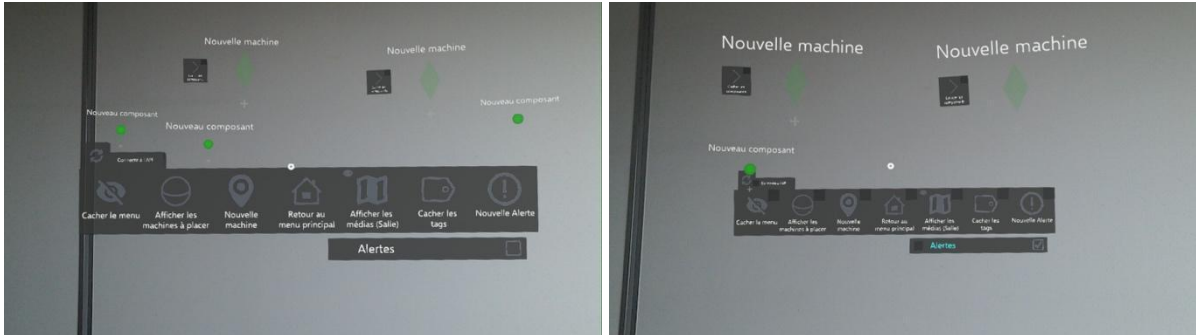
These two pictures show the scan of a room, without, and with tag filtering. In the second pictures, only the pieces of equipment with an alert on it are displayed, allowing faster interventions.

Users can also create alerts at any time. This triggers an intervention and is accompanied by a media to give a better idea of what the problem is.

If the user is an author, he can also create, move or delete a media of any type and link it to various items, such as a piece of equipment, the step of the scenario he is doing, or even the room in which he currently is.

Spectral Studio

Create a scenario:
If the user role allows it, he/she will be able to create scenarios. Creation process is made to be as quick and as easy as possible. Buildings and rooms can be created on the fly from there if they haven't been created yet.

Edit and/or Visualize a scenario:


If the user role allows it, edition and creation of scenarios are made easy. It is possible to update on the fly all data. Drag & Drop features make it possible to intuitively bring changes to tasks and steps orders.
Scenarios can be duplicated with optional conservation of medias and equipment. This can even be done toward other buildings or other rooms. Scenarios can also be linked between them if necessary, with button to easily navigate from one to another.

If the user role does not allow him/her to edit any content, the user will only be able to visualize content, navigate through tasks and steps, to access the various linked equipment, and to zoom on medias.
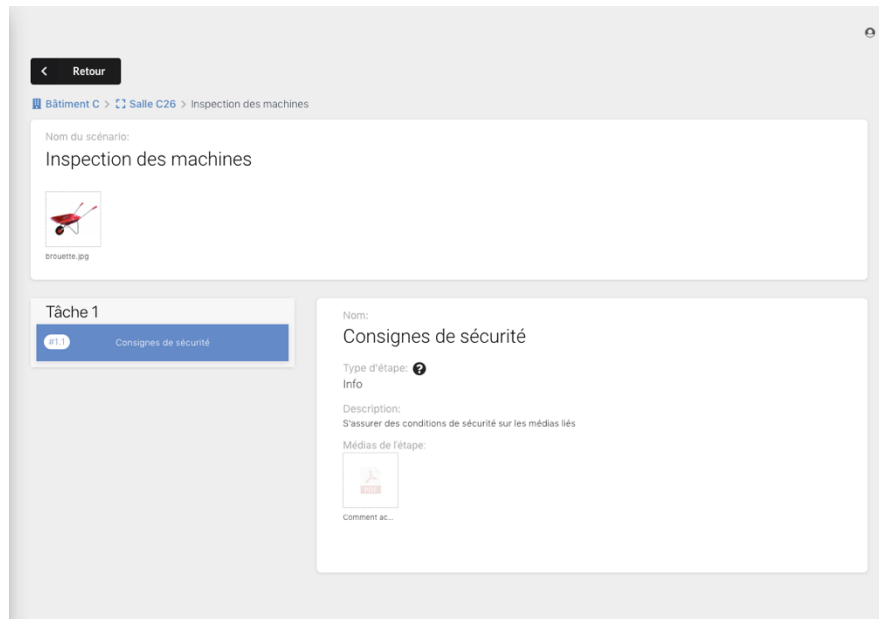
Scenarios, as well as others pages available on Spectral Studio can also be viewed on mobile:

Management of Equipment (Buildings / Rooms / Machines / Components):
Our client's equipment is represented as a tree: **buildings** contain **rooms**, which contains **machines**. In Spectral View (our Augmented Reality app on Hololens), machines are visualized as anchors, or points of interest. But as industrial machines can be quite complicated and contain a lot of micro points of interest, we included components in machines. Components are visible in Spectral View as well.

In Spectral Studio, this whole tree is represented as follows:
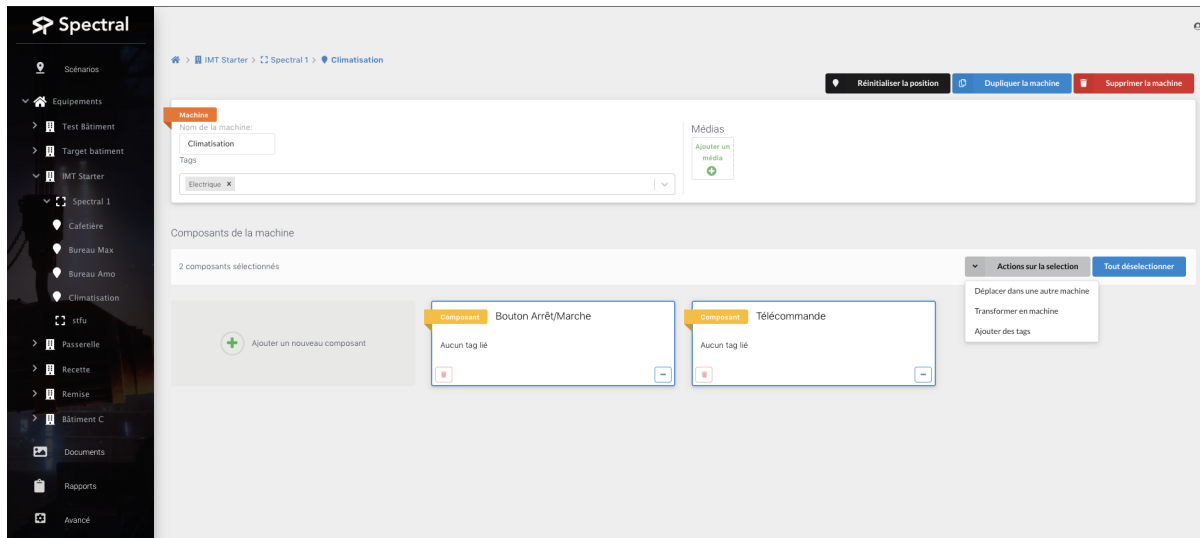
Various operations are possible from there to manage them.

- all kind of equipment can be duplicated and deleted;
- machines and components that are placed in the space can have their position reset if ever needed;
- machines and components can be tagged/untagged very easily;
- Equipment can be selected to operate actions on all of them (i.e: see screenshot where two components are selected - various actions are possible on them). These actions aim to quickly transform or move equipment, they are specific to each kind of them.
- buildings, rooms and machines are easily accessible from the menu through a treeview. Most of updates made in the main view are synced with this treeview.

Documents Management:
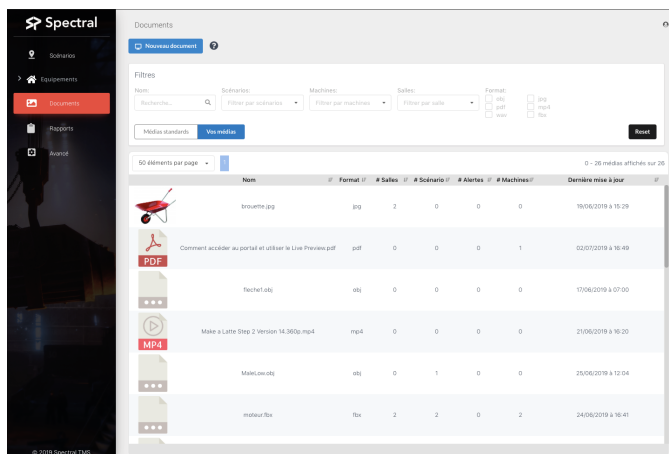
All documents of the Media library can be found under the Documents section in the general menu. Users can upload medias and they will find there a table that specifies all kinds of links of each documents: number of scenarios, alerts, machines and rooms. Through the filter section, it is possible to quickly identify the item that the user is looking for, by specifying the file format, its name, or even the scenarios, machines and rooms linked to it.

Users Management:
A user that has a sufficient role level gains access to a list of users under his/her role level, enabling him/her to manage them by editing their personal information. As in the Documents section, a filter section allows quick filtering

on first and last names, roles, and whether the account is blocked or not. Accounts can also be deleted on the fly in the table (user will be asked for confirmation).

Note: a user will never find his/her own account in this list.

Focused user:

By clicking on a user in the above table, the user will be able to access a simple form to edit its information as well as update the user role.

Profile:

As in any application, the user profile can be quickly accessed through the User button always placed on the top right side of all pages. The user will be able from there to change its information. It is the exact same form as the above, except he/she will not be able to change his/her role.

Mobile compatibility:

Mobile is an important aspect at Spectral TMS. Not all pages are yet optimized for this device, but it has an important place on our Product Roadmap and so will be further improved in the coming near future (cf. Spectral Roadmap)