IntellIoT component available for OC #2 integration – Details

Name	HIL Application
Responsible partner(s)	HOLO
Brief description	The Unity based HIL application is a Mixed Reality (MR) app that doubles as meeting point of several components and enables the interaction between human and machine. A camera stream will show the POV of the AI-controlled-machine; 3D replica of the relevant area will assist the user with orientation; Input controls from Human to Machine; and more. Instead of running on the device itself (i.e. HoloLens 2) it runs on a Windows Laptop, allowing for more integration options. The interaction with the device is enabled through the ISAR SDK.
Interfacing (I/O)	Web APIs and TCP/IP connections Zed SDK & WebRTC API Stylus SDK ISAR SDK
Main interactions	When the AI is facing difficulties while performing its tasks, the HIL Application is alerted and allows an Operator to enter a simulated environment and remotely solve the problem.
Deployment	HIL Application is a 3D Unity application ran on an edge device (e.g., Laptop).
Licensing	Proprietary
Deliverable references	D2.6 - Section 2.1.2; Section 2.2.2; Section 2.3.2; Section 2.4.2 D2.4 - Section 2.1.4.3