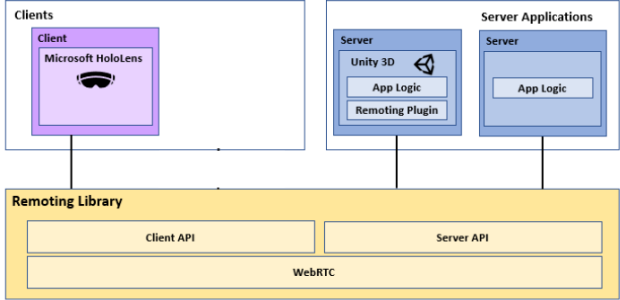


IntelloT component available for OC #2 integration - Details

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.
	 <p>The diagram illustrates the system architecture. On the left, a 'Clients' box contains a 'Client' box with 'Microsoft HoloLens' and a HoloLens icon. On the right, a 'Server Applications' box contains two 'Server' boxes. The first 'Server' box includes 'Unity 3D', 'App Logic', and 'Remoting Plugin'. The second 'Server' box includes 'App Logic'. Below these, a 'Remoting Library' box contains 'Client API', 'Server API', and 'WebRTC'. Lines connect the Client and both Servers to the Remoting Library.</p>
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

