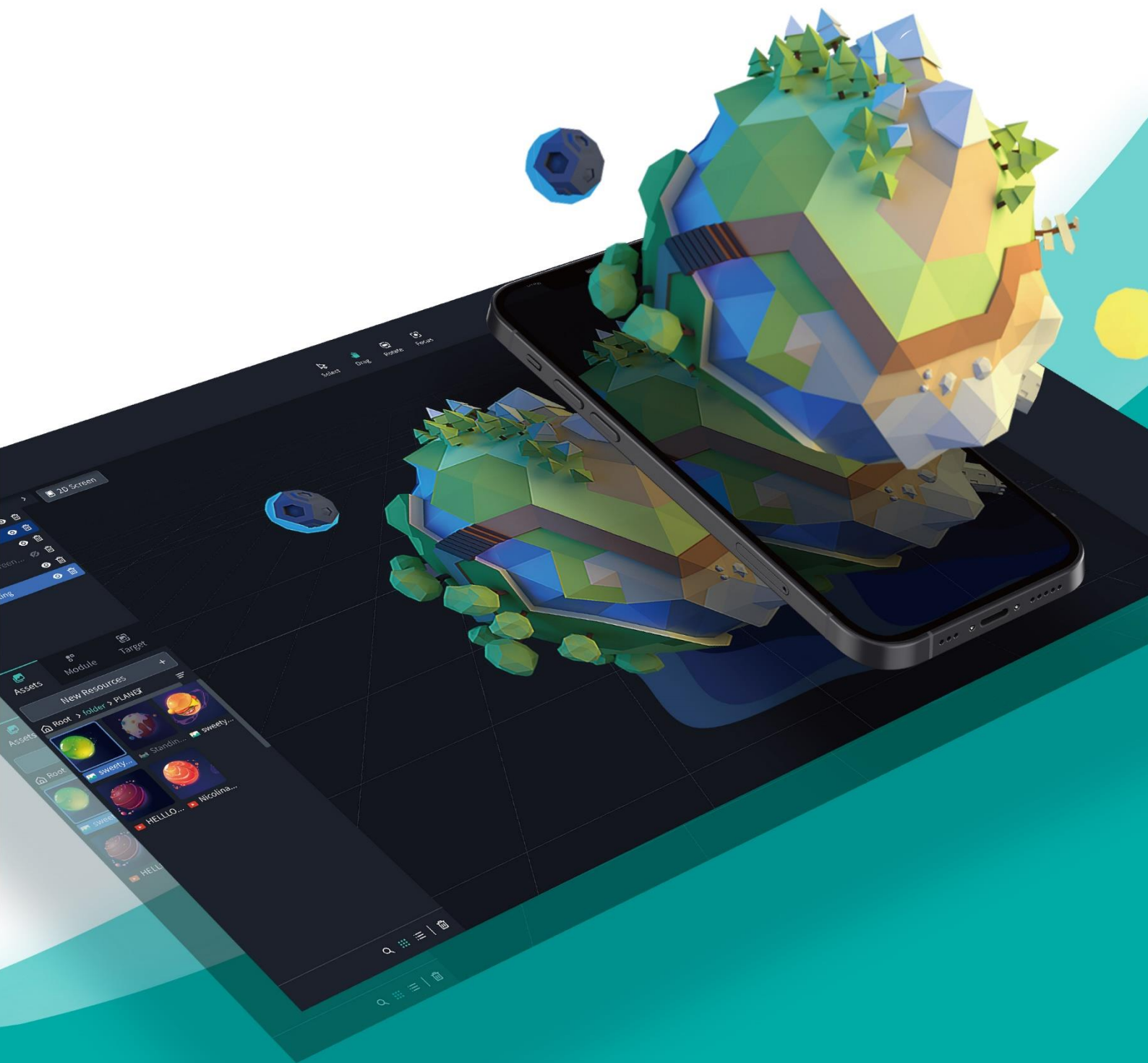




USER MANUAL



USER MANUAL

Chapter 1. System Specification	3
1-1. MAKAR XR Editor	3
1-2. MAKAR XR APP	3
Chapter 2. Install & Sign Up	5
2-1. Download & Install MAKAR Editor	5
2-2. MAKAR account	9
2-3. Change MAKAR ID	16
2-3-1 MAKAR Editor	16
2-3-2 MAKAR Official Website	17
Chapter 3. Basic Interface	19
3-1. Login Page	19
3-2. Serial Key Binding & Unbinding	22
3-3. MAKAR Drop-down List	24
3-4. Window Drop-down List	32
3-4-1 My Resources	32
3-4-2 Target Image	36
3-4-3 Help	37
3-4-4 Account Settings	38
Chapter 4. Interactive feature	41
4-1. AR Interactive feature:	41
1. Link to Webpage	42
2. Calling Phone	42
3. Send Email	42
4. Play Music	43
5. Animation Switch	43
6. Show Image	44
7. Show Model	45
8. Show Video	46
9. Show Text	47
10. Close with Child	47
11. Matting (only for 2D material)	48
4-2. VR Interactive feature	50

Scene Switching.....	50
4-3. Scene object property control	51
1. Scene object and basic object property	51
2. General object of scene object.....	51
3. Group structure	52
4. Trigger objects of scene objects (including trigger event group structure)....	52
5. Interactable	54
Chapter5. Project creation	55
5-1. Project mode of operation.....	55
5-2. 3D interface operation	55
5-3. 3D VR preview mode switching	58
5-4. 2D Interface operation	59
Chapter6. Build up basic projects	62
6-1. AR Image Project - AR Dinosaur Cookie.....	62
6-2. AR Video Project	67
6-3. VR (Virtual reality) project creation concept	72
6-4. MR project creation concept.....	75
6-5. GPS feature open	80
Chapter7. Method of using APP	82
7-1. Project Search Method	82
7-2. Project collection method.....	83
7-3. Image recognition experience method	83
7-4. Space recognition project experience method	86
7-5. VR virtual reality project using method	88
Chapter 8. Module system	92
8-1. Scratch card module	92
FAQ about scratch-card	100
8-2. Point card module	101
FAQ About point card	105
Chapter 9. Hot key.....	106

【Introduction of MIFLY】

MIFLY was founded in 2014, with technology as the core, having a number of invention patents and utility model patent technology projects, including: Graphic vision technology, AI recognition technology, spatial orientation and cloud to local AVR and other technical content, provide MAKAR SDK professional technical support, launched the only AR/VR/MR development engine "MAKAR Editor" in 2018 in Taiwan. With the advent of the 5G generation, we are leading the trend of digital transformation, integrating diversified soft and hard integration, providing new and perfect AR/VR/MR solutions, supporting all kinds of AR glasses, VR headsets, mobile phones, tablets and intelligent robots and other devices. Furthermore, to response to the impact of digital transformation of globalization, in order to reduce the barrier from App-downloading, MAKAR proposed "Web XR technology service" to accelerate the marketing process. FB, LINE, IG or client's own official websites can all be put into Web AR/VR technology. At present, MAKAR has landed and been promoted in China, Philippines, Canada, Korea, Japan, etc.

【Introduction of product】

AR/VR/MR has been paying more and more attention to all kinds of e-learning appliances in recent years. The contents were widely used in various fields including medical treatment, education, driving safety, government propaganda, environmental education, construction tours, etc. MAKAR provides professional digital teaching materials for teachers, students, businesses and organizations to effectively learn and create digital learning content.

"MAKAR XR Editing Platform" allows you to create a variety of XR digital content, including: AR image recognition module, AR spatial orientation module (MR mixed reality), VR virtual reality module, digital action learning material production system and learning process analysis, etc, and also support various mobile devices (AR glasses, VR headset, tablet, mobile phone, web browsing, etc).

【 Uniqueness of product 】

1. Fast Development: ten minute for finishing one XR project
Easy editing and operation mode, so that creators do not need to learn programming. After login in can quickly produce AR/VR/MR projects within 10 minutes, edit projects and press publish to upload, mobile devices can instantly update the experience, so that your creativity is not limited.
2. Easy to learn: Short Learning Curve for Any age group
Both students and people in society can learn to make and develop quickly. With diversified teaching videos and resources, learning can be easier and become more creative with makers.
3. Applies to all industries: Any industry can quickly connect to Augmented Reality
Quickly connect to the industry, and use AR/VR to conduct various advertising campaigns, fun and intuitive interactive content, which makes user's industries more visible than others.
4. New WebXR service: Experience AR/VR project without downloading App
Complete XR editing in MAKAR, and turn on the Web function support, get the WebAR/VR experience link immediately. Users do not need to download the App, just start up or use QR code to enter XR digital experience. This feature integrates existing websites and communities to reduce bounce rates, and increase project participation. The experience process is more convenient and intuitive.
5. Perfect equipment resources: Provide fast and convenient 360 and 3D scanning service
Fast doing shooting and editing, let various industries are able to import AR/VR scene applications quickly. Advertising marketing, retailers and schools are MAKAR's main application markets. Through MAKAR editor, we can effectively enter AR/VR/MR applications and enhance the competitiveness of digital transformation.
6. ARVR hardware integration : Combine AR/VR glasses development
Supporting AR glasses and VR headsets on the market, and integrate diversified hardware technology experience, developers no longer need programming to develop advanced hardware content. Through MAKAR AR/VR/MR editing tools, you can develop and update projects at any time, making digital content creation easier, and effectively solve the difficulty of purchasing hardware without development.

Chapter 1. System Specification

MAKAR XR Editing Platform allows users to create their own XR content through MAKAR Editor & MAKAR APP. MAKAR also supports multiple devices including desktop, laptop, tablet, mobile phone, AIO, AR headset etc.

1-1. MAKAR XR Editor

1. Download the MAKAR Editor installer on MAKAR's official website. Available on Windows(32-bit, 64-bit) and macOS. Editor needs to be installed on a PC device.
2. System requirements

Minimum
Processor: Intel® Core™ i3 or AMD Phenom™ X3 8650 Graphics: Intel® HD Graphics 4400 or over Network: 1.5M / ADSL
Recommended
Processor: Intel® Core™ i7 or AMD Phenom™ II X3 or over Graphics: NVIDIA® GeForce® GTX 750 or over Network: 20M / ADSL

1-2. MAKAR XR APP

1. Fully compatible with both Android and iOS device

GooglePlay (Android)
OS: Android Lollipop (5.0) or over Storage: 36MB available space Network: 4G or wifi
Apple Store (iOS)
OS: iOS 8.0 or over Storage: 140.7MB available space Network: 4G or wifi

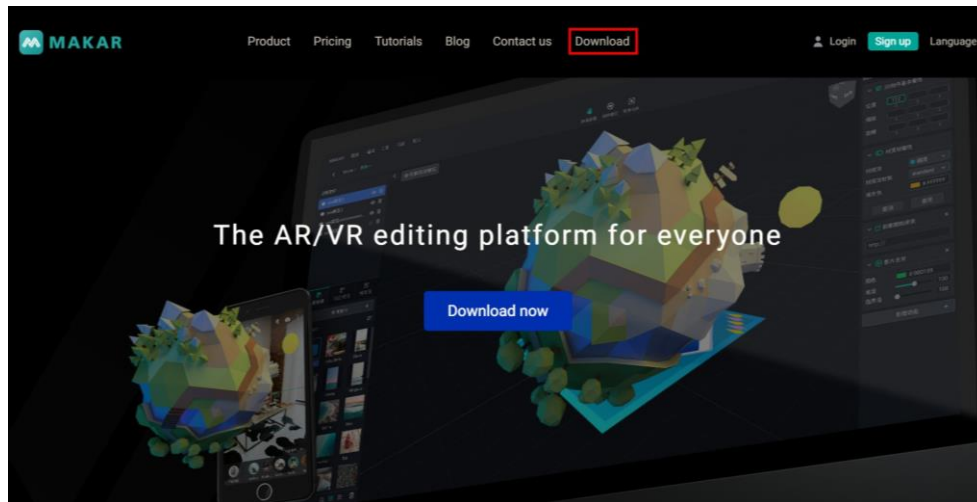
2. Supported Mobile Device List

Model	Type	External	Support
HTC Focus / Focus Plus	AIO-VR	-	VR
Oculus Quest 2	AIO-VR	-	VR
XRSPACE	AIO-VR	-	VR
Cardboard	Mobile VR	Mobile Phone	VR
EPSON AR Glass	AR Glass	Controller / Camera	AR / VR
Phone / Tablet	Support Space Recognition	-	AR / VR / MR
Phone / Tablet	Gyroscope	-	AR / VR

Chapter 2. Install & Sign Up

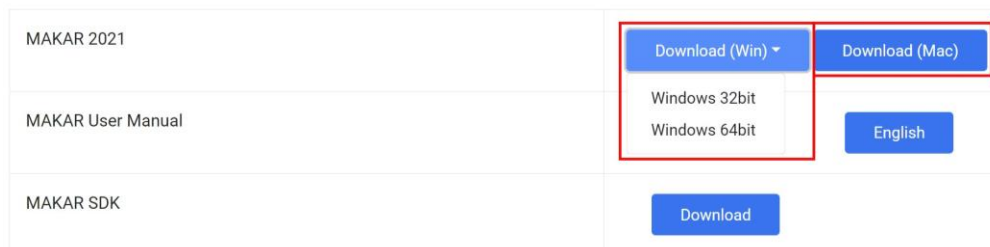
2-1. Download & Install MAKAR Editor

1. Go to MAKAR's official website and click "Download".

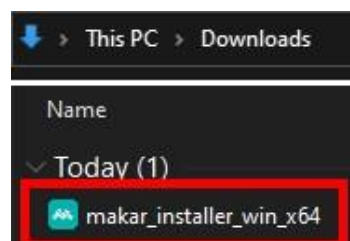


2. Please choose the installer that matches your system. We provide three options: Windows 32-bit, Windows 64-bit and iOS for Mac. This tutorial will be based on installing with Windows 64-bit.

MAKAR Download



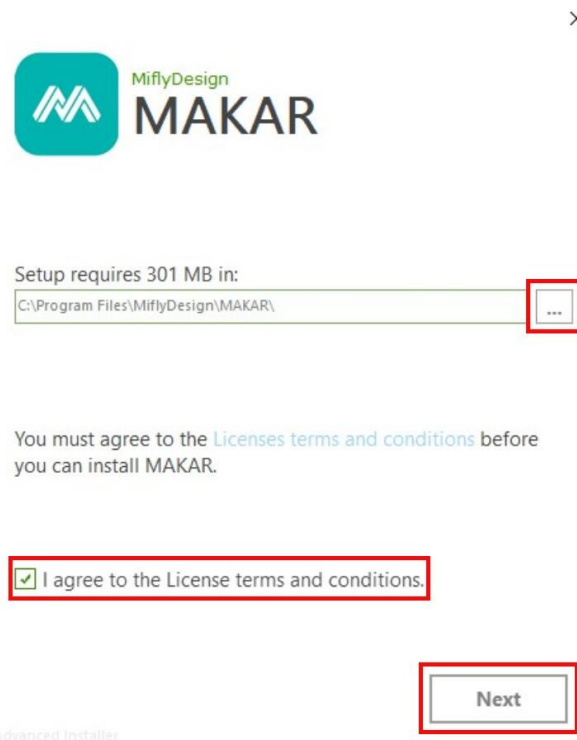
3. Click the installer after the download is completed.



4. The installation screen will appear.



5. Click "..." to choose the file location. Check the box if you agree to the License terms and conditions, then click "Next".



6. After checking where the shortcuts will be, click "Install".



Create application shortcuts

Create shortcuts for MAKAR in the following locations:

- ☒ Desktop
- ☒ Start Menu Programs folder

Back

Advanced Installer

Install

7. The installation will be completed in seconds, please wait.



Please wait while the Setup Wizard installs MAKAR. This may take several minutes.

Status:

Executing file removal operations

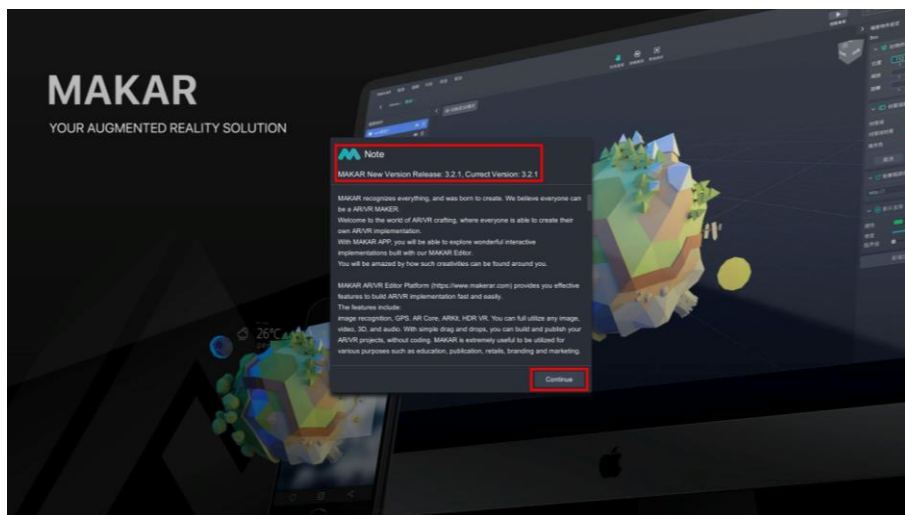
8. MAKAR editor will automatically activate at once.



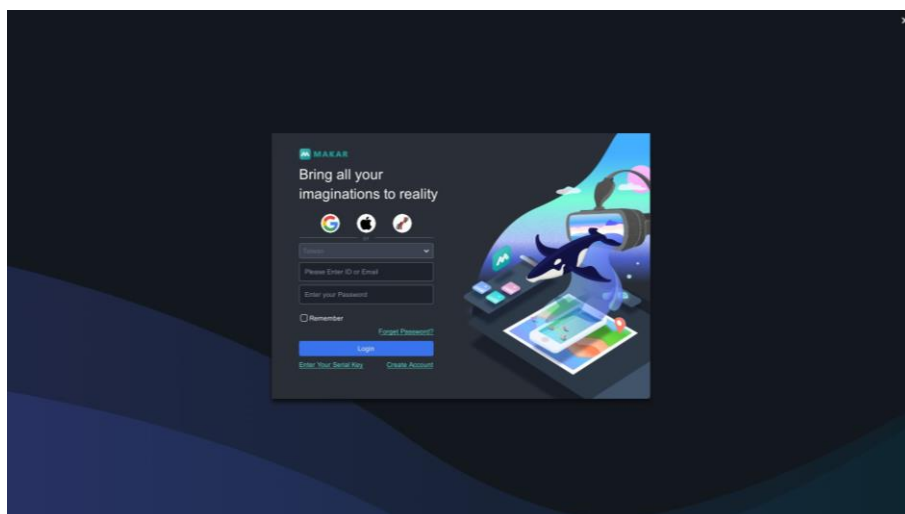
9. If the MAKAR editor does not automatically activate, double-click this icon.



10. Check whether it's the latest version, click "Continue" if there are no further questions.



11. The login screen will now appear. Enter your ID and password, or login with a third-party software to start creating your own AR/VR works now!

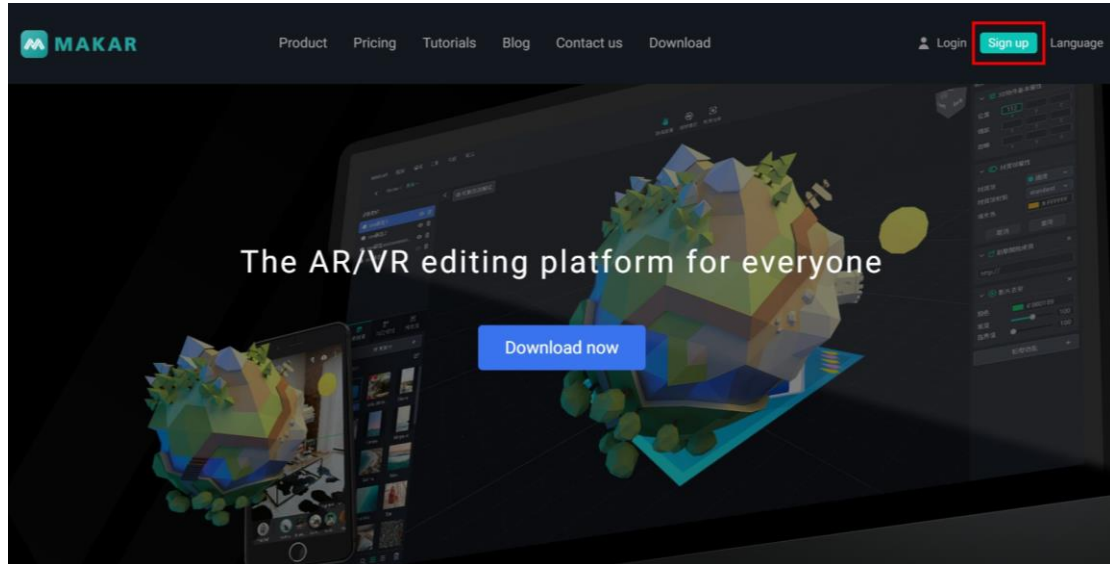


2-2. MAKAR account

There are three different ways to create a MAKAR account.

2-2-1 Register Online with Email Address

1. Go to MAKAR's official website, and click "Sign up" in the upper-right corner.



2. Enter the Member Sign Up page and fill out the form.
 - (1). A registration notification letter will be sent to your registered email address.
 - (2). Username will be your "MAKAR ID", this can be changed only ONCE after the sign up process.
 - (3). Please read our Terms of Service in depth.
 - (4). Mark the box if there are no further questions about Terms of Service.

*Email

*Username

*Password

*Confirm password

*Full name

*Gender

--Please choose an option--

*Date of birth

*Country

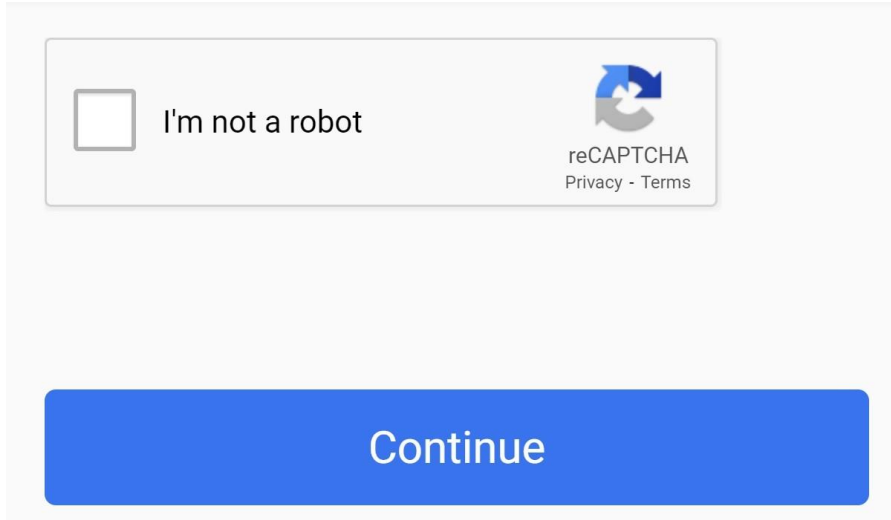
--Please choose an option--

*Industry

--Please choose an option--

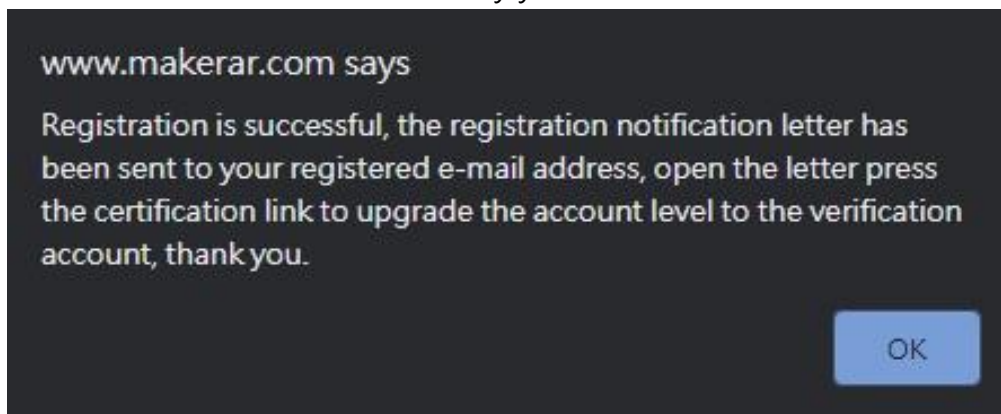
☐ I have read and agree to the [Terms of Service](#).

- After checking "I'm not a robot", click "Continue".

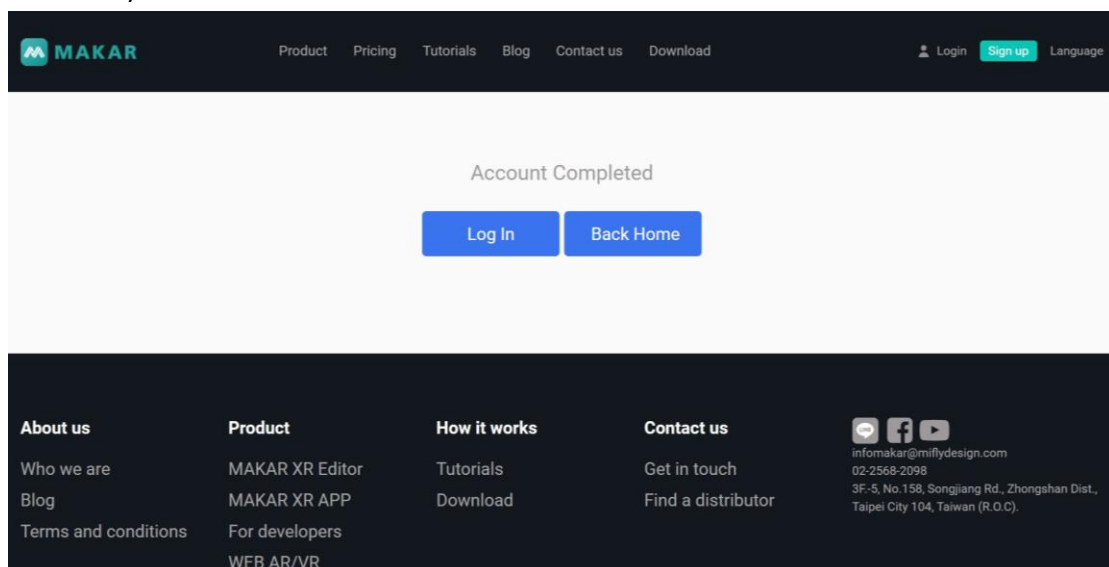


A screenshot of a web form for reCAPTCHA verification. It features a checkbox labeled "I'm not a robot" and a reCAPTCHA logo with the text "reCAPTCHA Privacy - Terms". Below the form is a large blue button labeled "Continue".

- A registration notification letter will be sent to your registered email address. Click the certification link to verify your account.

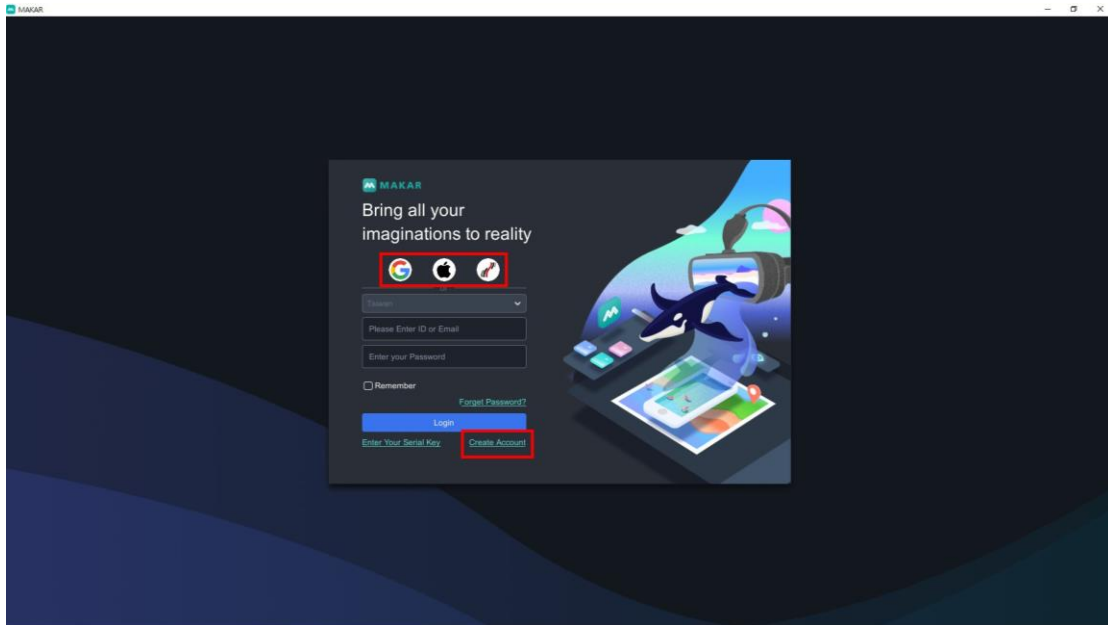


- If sign up is successful, the screen should say "Account Completed". You may login to check your account info, or activate MAKAR editor to create your own AR/VR works now!



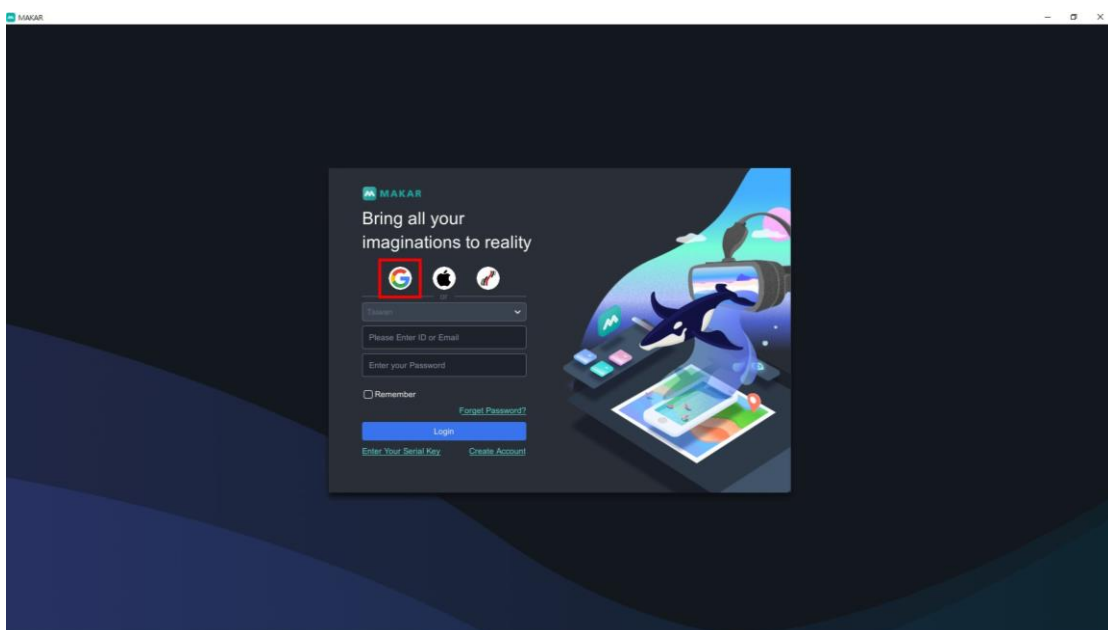
2-2-2 Register in MAKAR Editor

There are three different types of sign in with third-party software: by using Google, Apple ID and OpenID. This can be also done on MAKAR's [Member Login](#) page. If you want to sign up with an email address, click "Create Account" to register online .

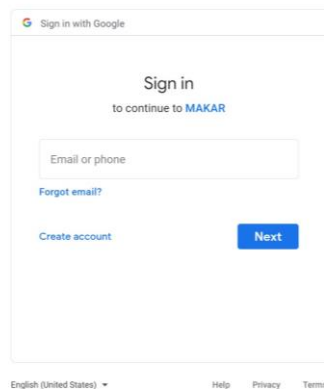


2-2-3 Sign In with Google

1. Activate MAKAR editor, click the "Google icon".



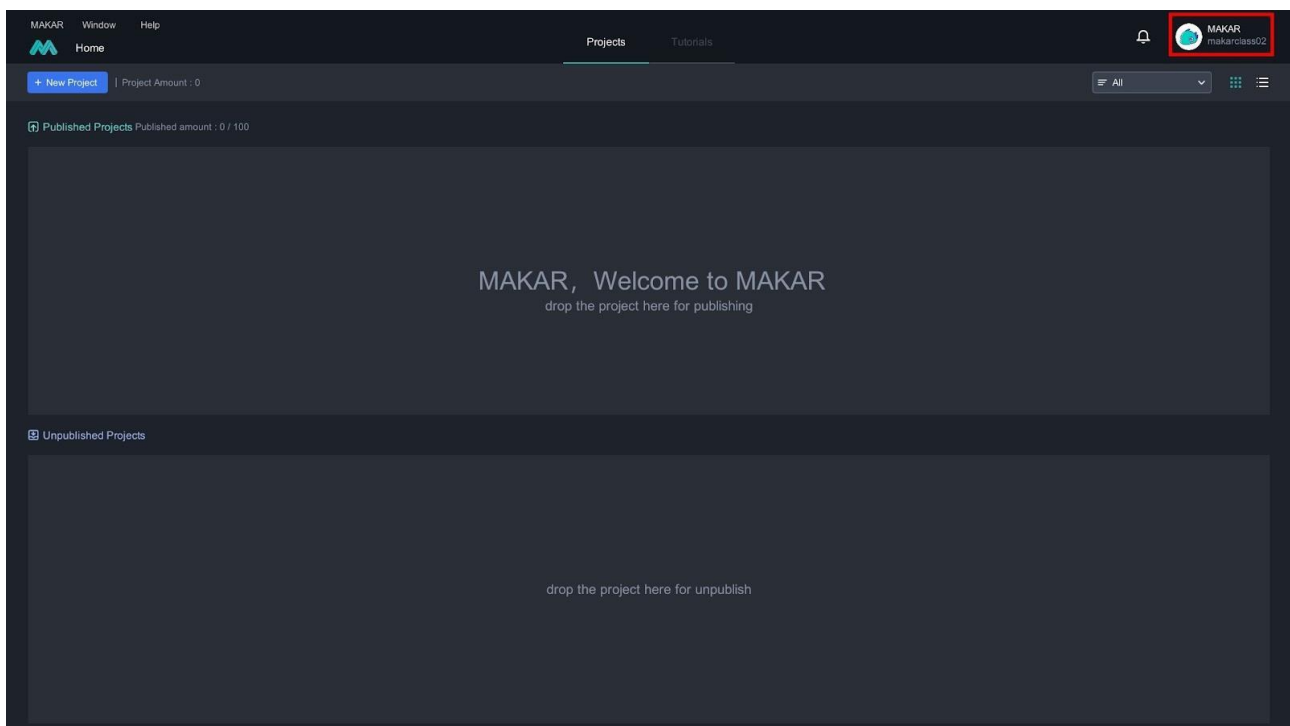
- This will automatically direct to Google Sign-in page, after entering account and password, click "Next".



- If login is completed, this message should appear (figure), you can now close the browser.

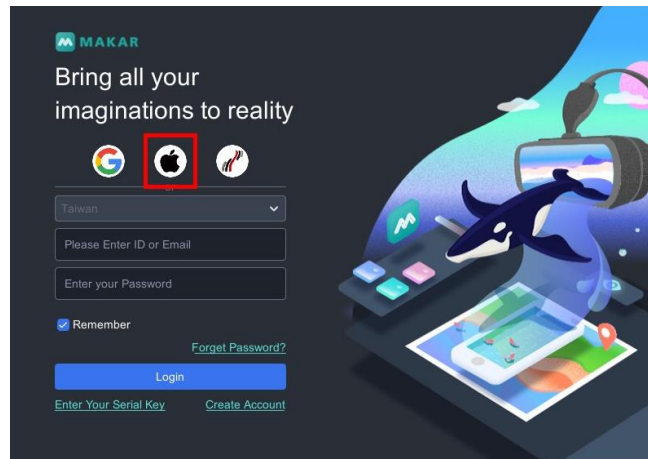
Login Complete.

You can close the browser and return the App.

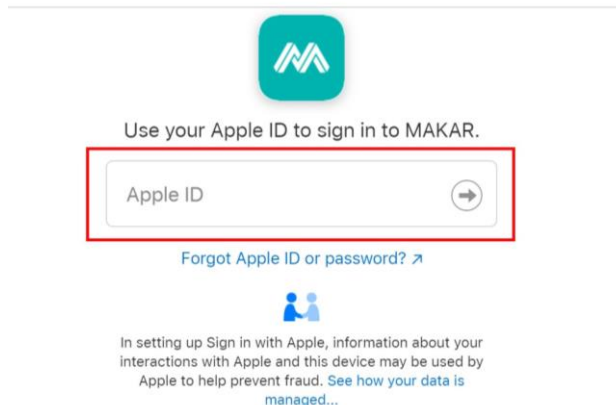


2-2-4 Sign In with Apple ID

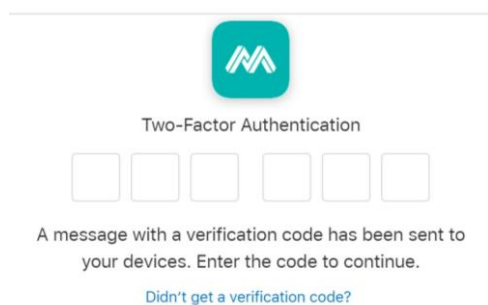
1. Activate MAKAR editor, click the "Apple icon".



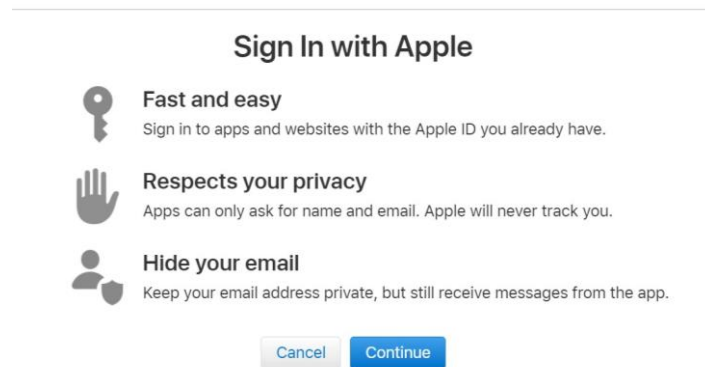
2. This will automatically direct to the Apple ID Sign-in page, after entering ID and password, click "→".



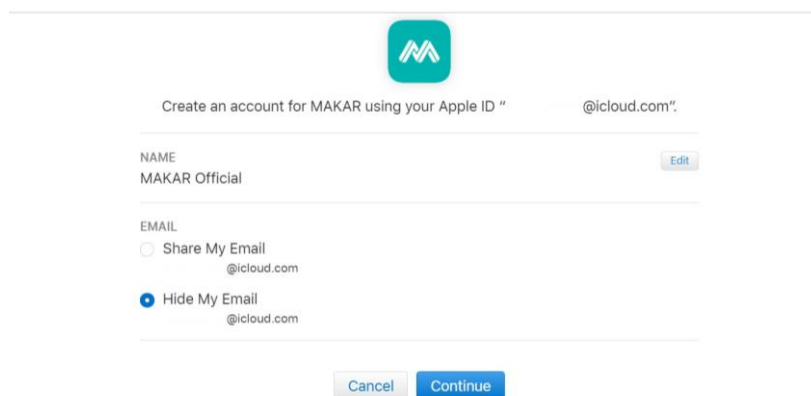
3. Signing in with Apple ID requires Two-Factor Authentication activated. Follow the instructions to complete this setting, then click "OK". (Note: This page will not appear if the authentication has already been activated.)
4. To completely sign in, you need a six-digit verification code which will be sent to your trusted device or phone numbers.



5. After enter the verification code, it will direct to this page (see figure), click 『Trust』. (Note: This page will not appear if this device has already been trusted.)
6. It will inform you of the issues of signing in with Apple ID. If there are no other questions, click "Continue".



7. Confirm your Apple ID, modify your account name, and confirm whether to share your email address or not. Lastly, click "Continue".



8. If login is completed, this message should appear (figure), you can now close the browser.

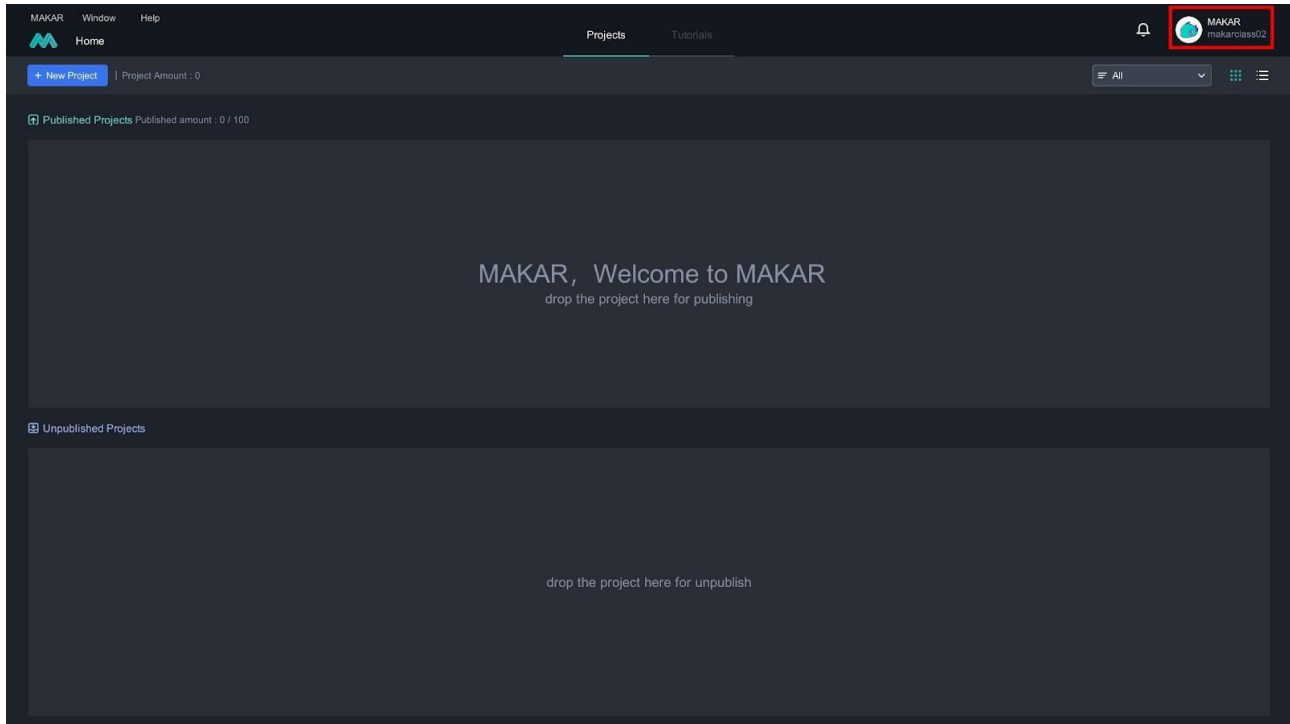
Login Complete.

You can close the browser and return the App.

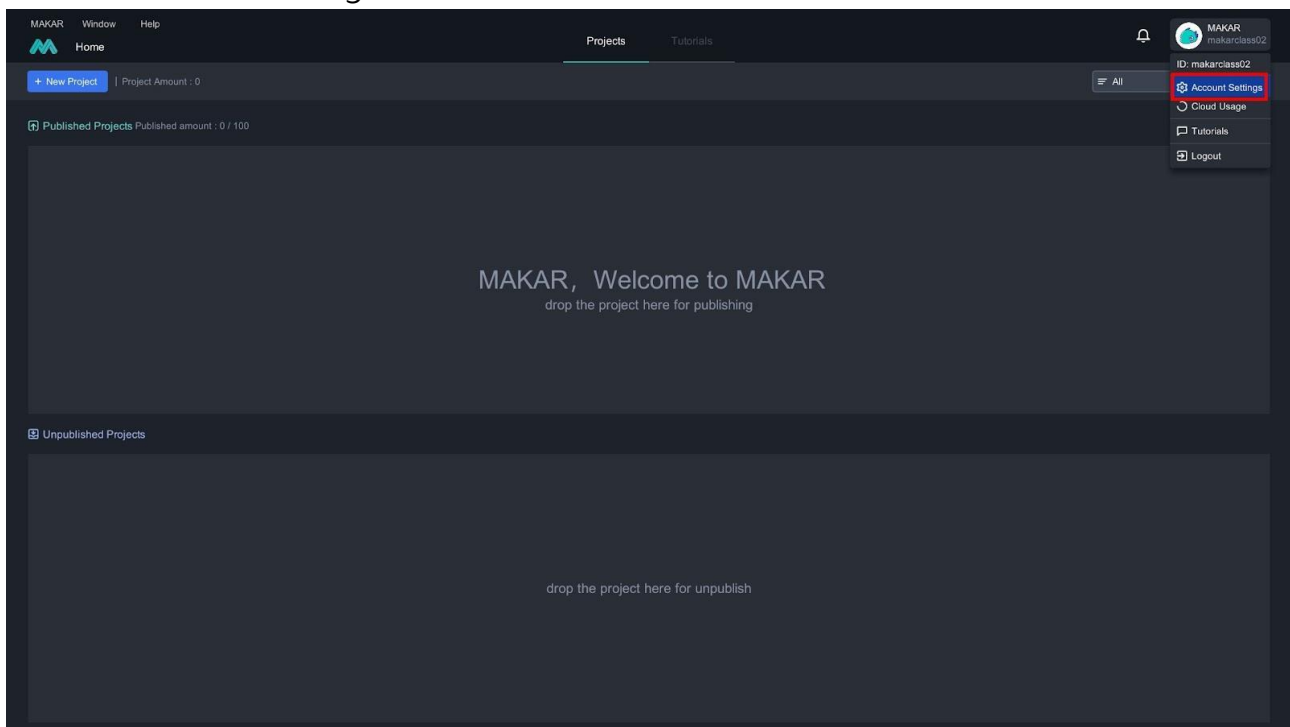
2-3. Change MAKAR ID

2-3-1 MAKAR Editor

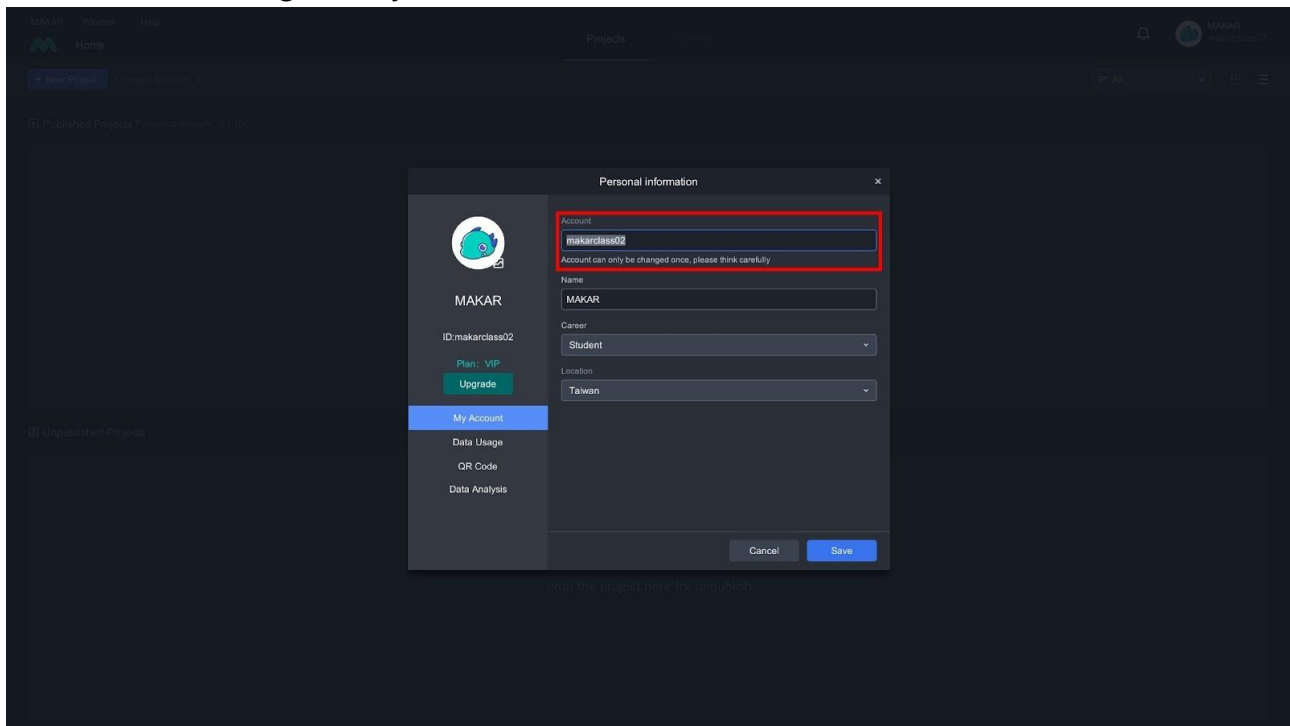
1. Activate MAKAR Editor, and click the user information in the upper-right corner.



2. Click "Account Settings".

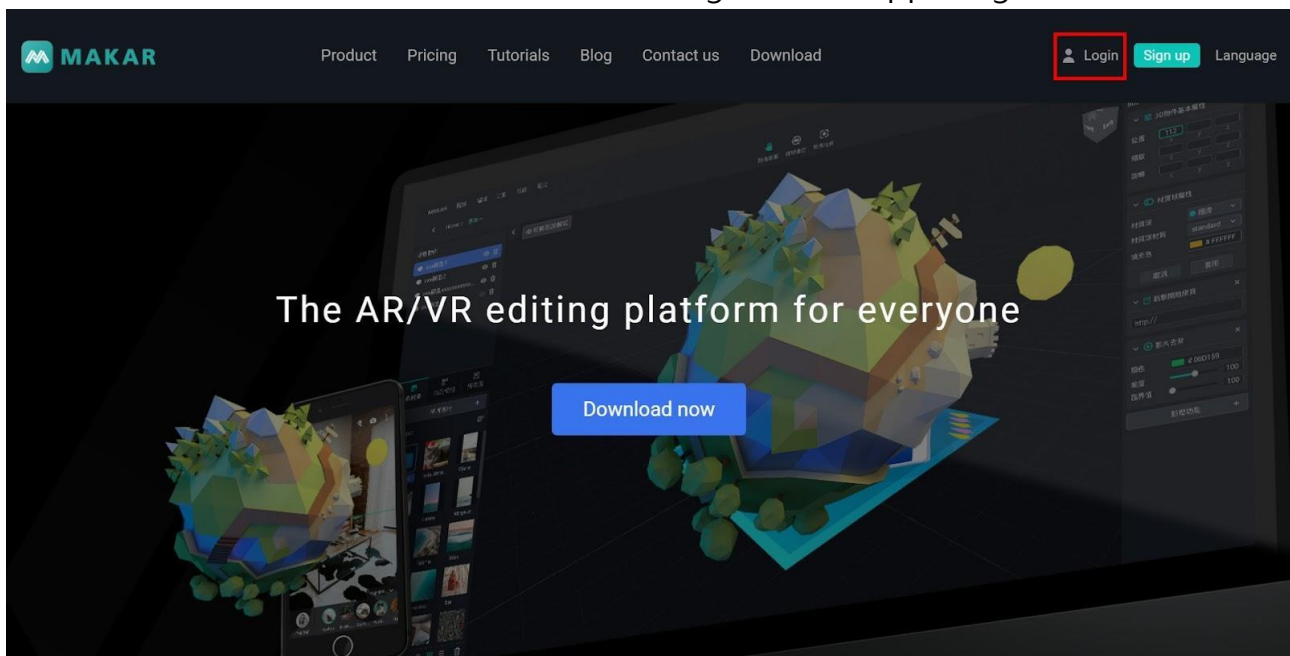


3. Fill in your new MAKAR ID inside "Username". (Note: Please be reminded that MAKAR ID can be changed only **ONCE**.)

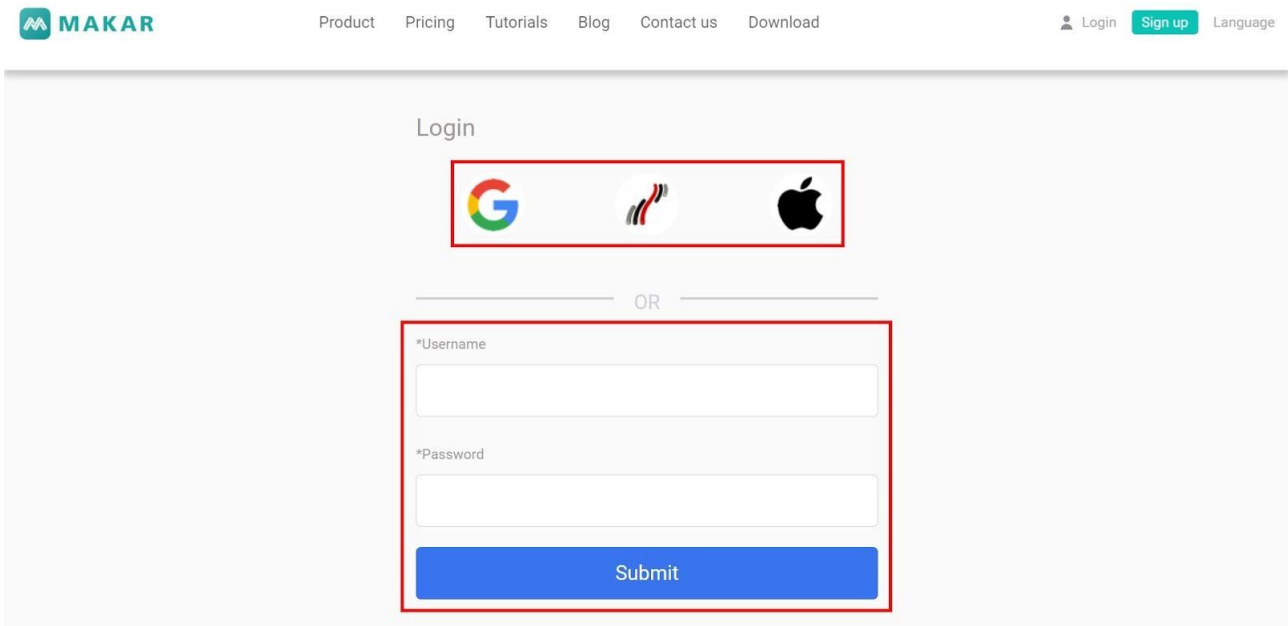


2-3-2 MAKAR Official Website

1. Go to MAKAR's official website, and click "Login" in the upper-right corner.

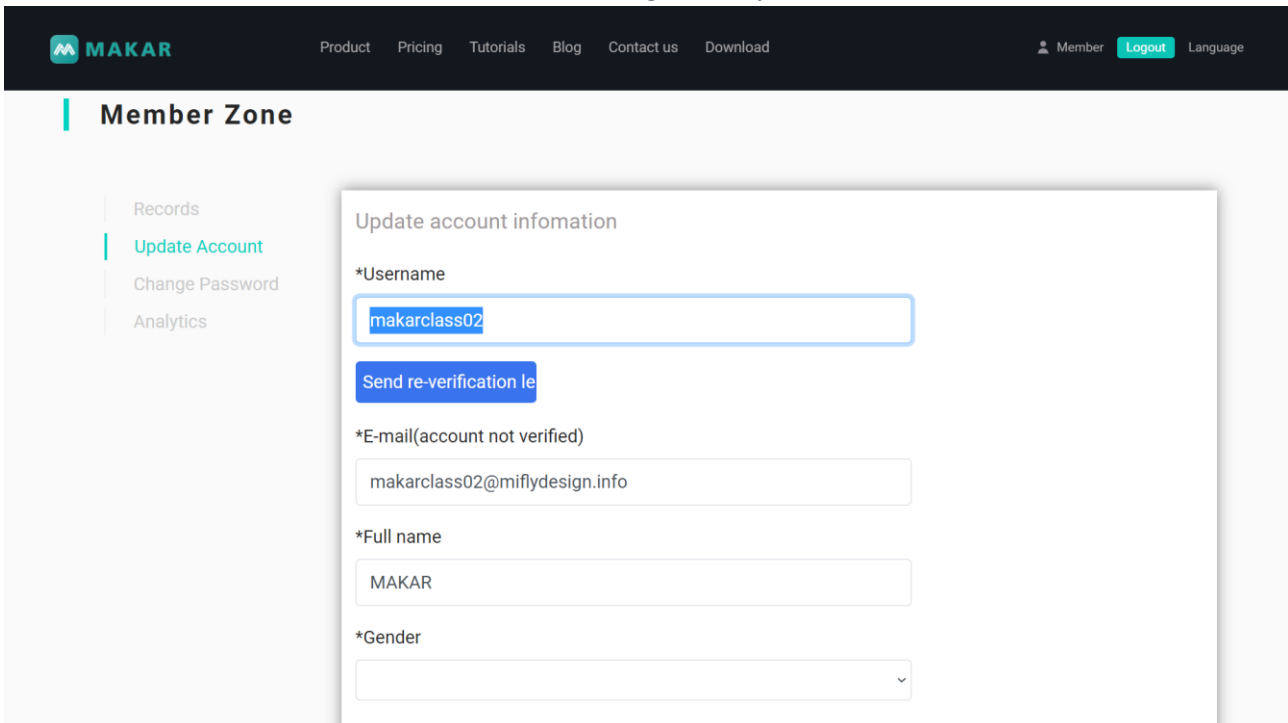


2. Login to the account which the MAKAR ID belongs to.



The login page features the MAKAR logo in the top left. The navigation bar includes links for Product, Pricing, Tutorials, Blog, Contact us, and Download. On the right, there are links for Login, Sign up, and Language. The main content area is titled "Login" and contains three social login options: Google, Facebook, and Apple, which are highlighted with a red box. Below these is an "OR" separator. A red box also highlights the username and password fields, along with a blue "Submit" button. The fields are labeled "*Username" and "*Password".

3. After logging in, you will be automatically directed to the Member Zone. Click "Update Account" and fill in your new MAKAR ID inside "Username". (Note: Please be reminded that MAKAR ID can be changed only **ONCE**.)



The Member Zone header shows the MAKAR logo and navigation links for Product, Pricing, Tutorials, Blog, Contact us, and Download. On the right, there are links for Member, Logout, and Language. The main content area is titled "Member Zone" and includes a sidebar with links for Records, Update Account (highlighted), Change Password, and Analytics. The "Update account information" form contains several fields: "*Username" (with the value "makarclass02" highlighted by a blue box), a "Send re-verification" button, "*E-mail(account not verified)" (with the value "makarclass02@miflydesign.info"), "*Full name" (with the value "MAKAR"), and "*Gender" (a dropdown menu). The "*Date of birth" field is partially visible at the bottom.

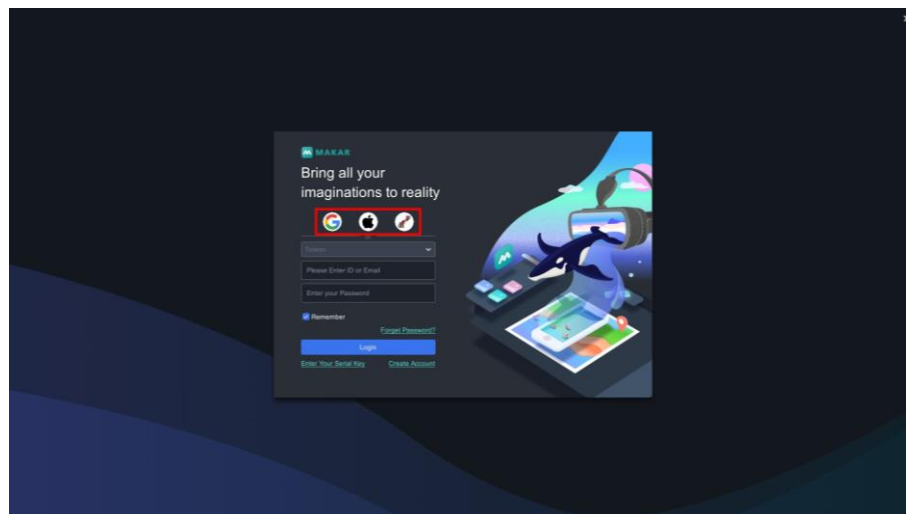
Chapter3.Basic Interface

3-1. Login Page

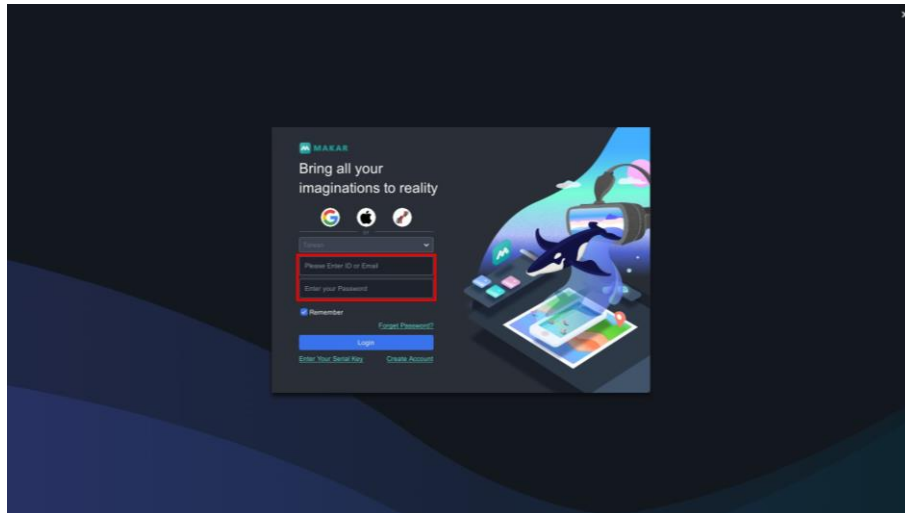
1. Activate MAKAR editor, check MAKAR's latest version and current version on device, scroll down the note to see all update history.



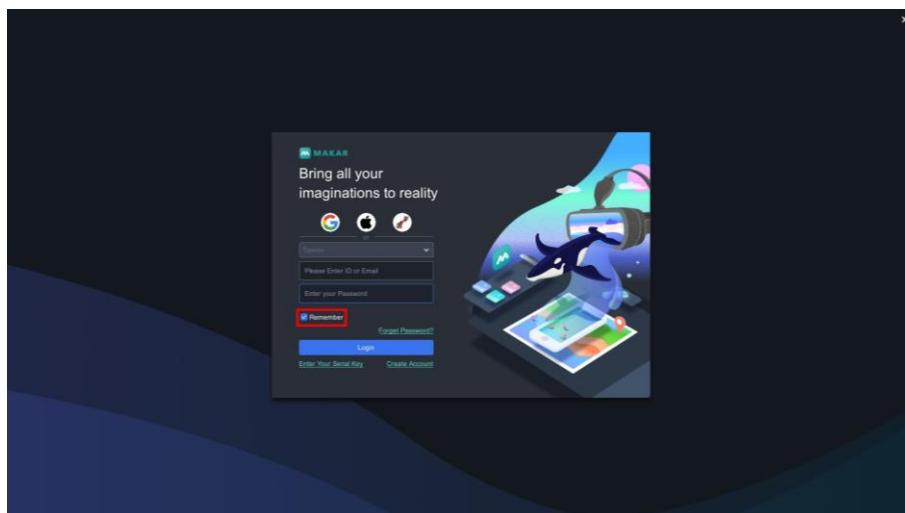
2. Click the related icon to login with different third-party software.



3. Fill in your MAKAR ID or registered email address as username, and the password you set in the sign-up process.



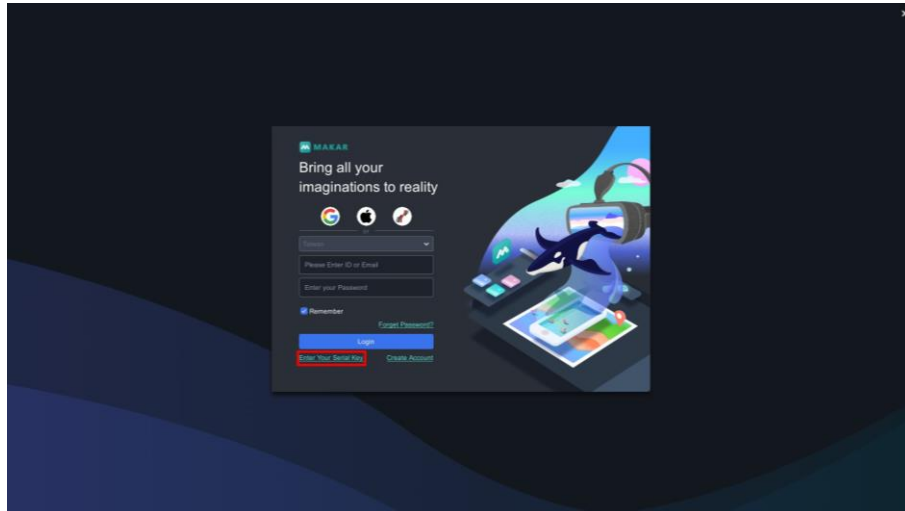
4. Check "Remember" to autofill the password when next time you login (Be careful about using this function on public or shared computers.)



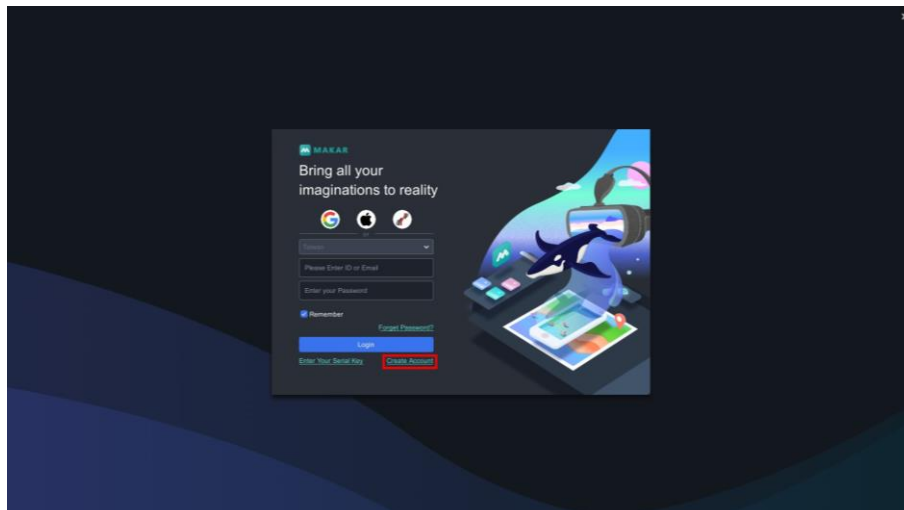
5. By clicking "Forget Password?", you can change your password for security reasons or reset it if you forget it.



6. Click "Enter Your Serial Key" to switch to the Serial Key Binding page.



7. If this is your first time using MAKAR, click "Create Account" to register online with an email address.

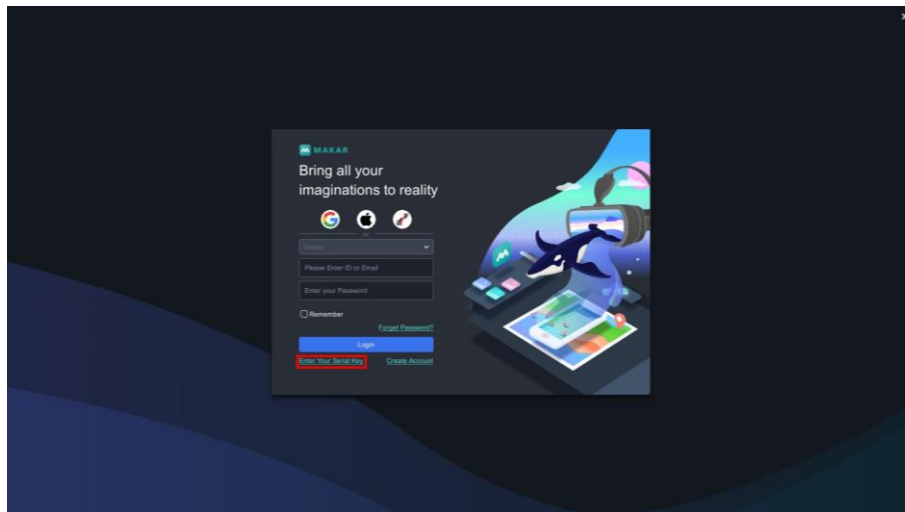


3-2. Serial Key Binding & Unbinding

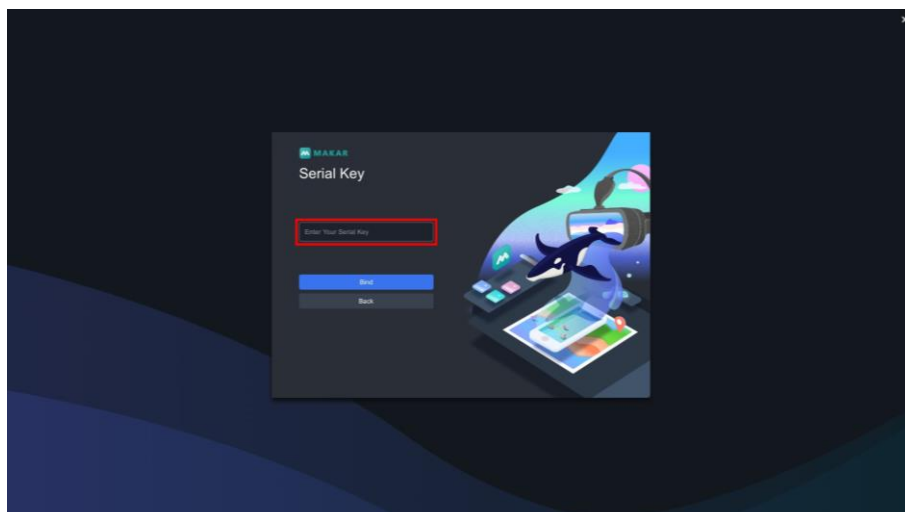
1. Active MAKAR editor, make sure it's updated to the latest version, then click "Continue".



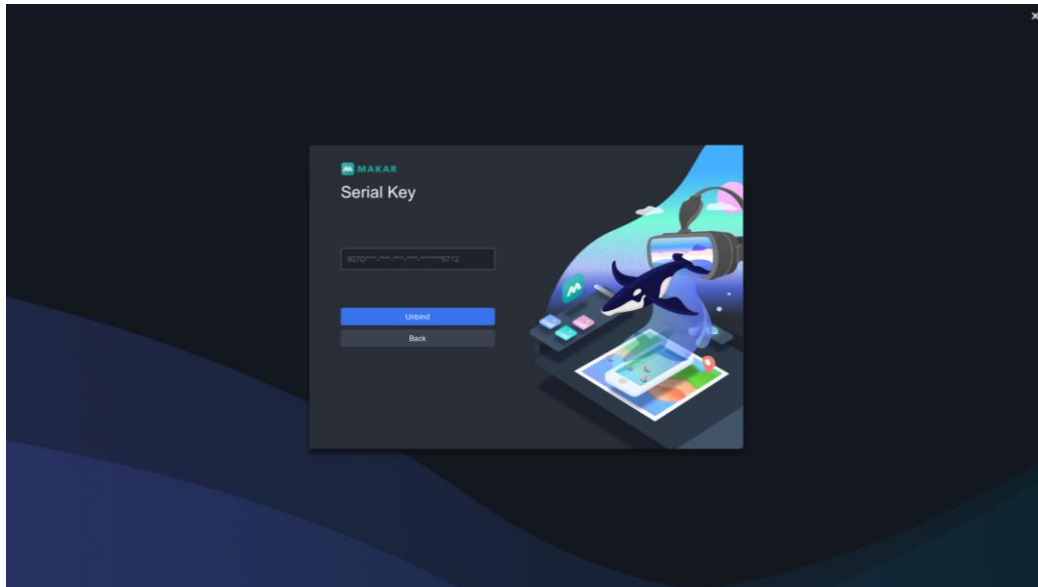
2. Click "Enter Your Serial Key".



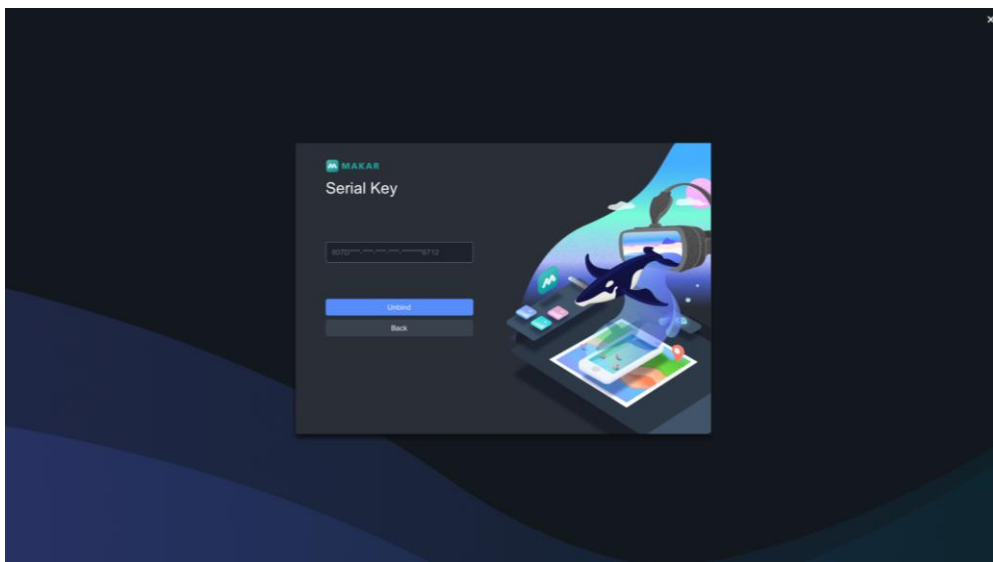
3. Enter your serial key, then click "Bind".



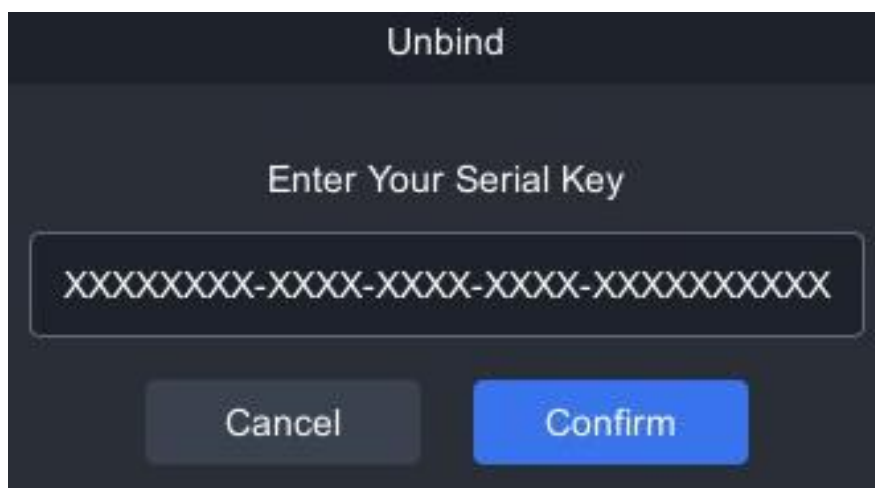
4. When the field is locked means the binding process was successful, click "**Back**" to start using it.



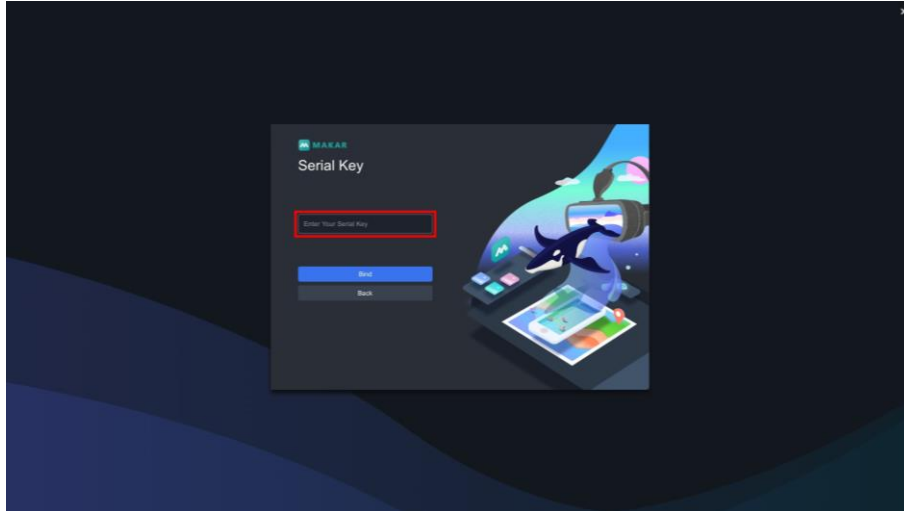
5. If you need to unbind the serial key, click "**Unbind**".



6. Enter the original serial key, then click "**Confirm**".

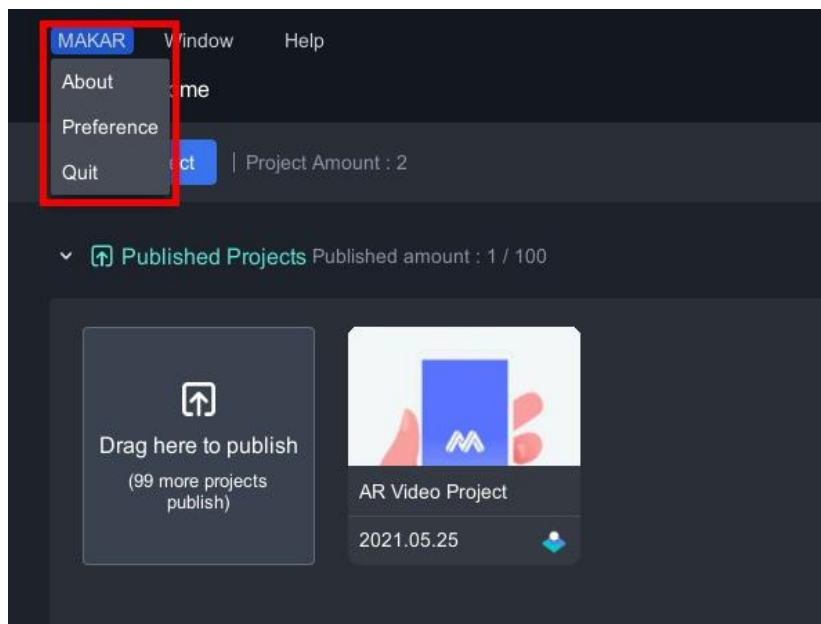


7. If the field was empty, it means the unbinding process was successful.



3-3. MAKAR Drop-down List

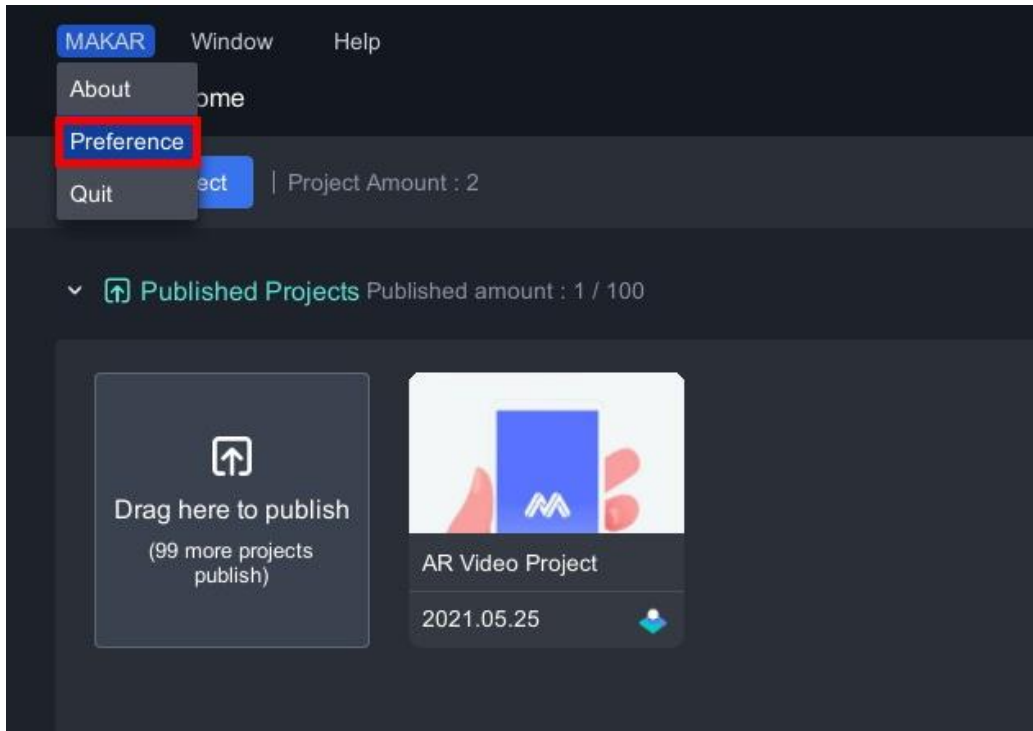
1. Click "**MAKAR**" in the upper-left corner to expand the drop-down list. This includes "**About**", "**Preference**" and "**Quit**" options.



2. Click "**About**" to check our [Legal Notes](#) and the MAKAR version on this device.



3. Preference includes "General", "User", "Graphic" and "Hotkey" settings.



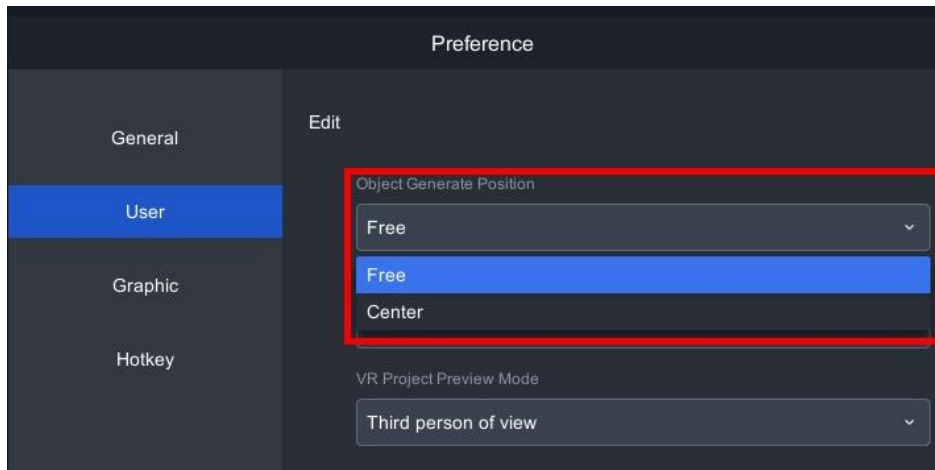
1. General : Switch your interface language here. MAKAR currently support s English, Traditional Chinese, Simplified Chinese, Japanese and Korean in terfaces.



2. User

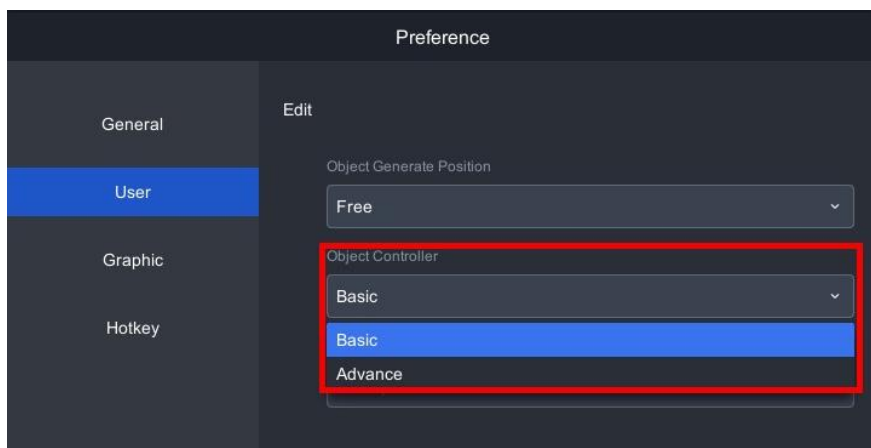
2-1. "Object Generate Position" can decide the position while the objects are dropped.

- Free: Generate objects at the drop position(z-axis = 0.)
- Center: Generate objects at the world center.



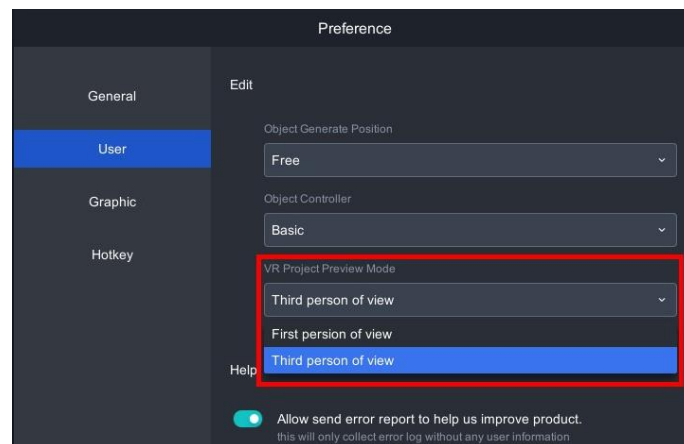
2-2. "Object Controller" contends Basic and Advance two types, choose them by demand.

- Basic : When editing a project in 3D space, you can adjust one axis at a time.
- Advance : When editing a project in 3D space, you can adjust all three axes at the same time.

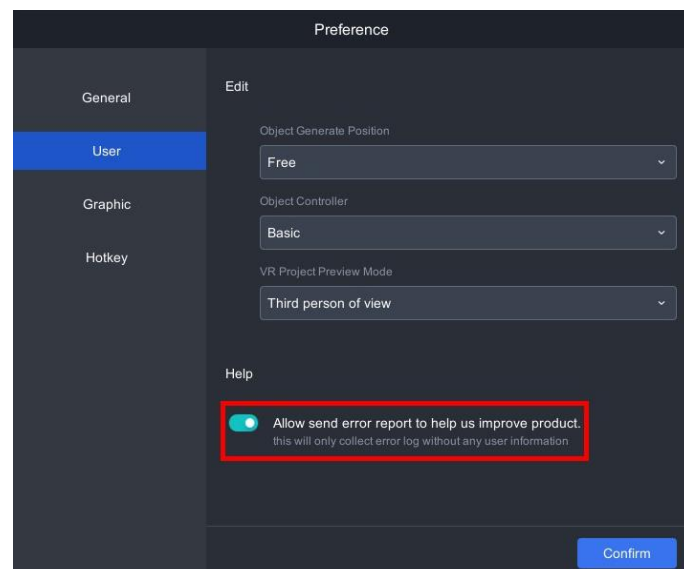


2-3. Click "VR Project Preview Mode" and decide using Third person or First person of view while previewing VR projects.

- First person : Edit VR projects under first-person of view. The edited screen is the result that you will see when you browse the project in App.
- Third person : Edit VR projects under third-person of view. The edited screen is the work area, and the PIP box in bottom right corner is the result that you will see when you browse the project in App.

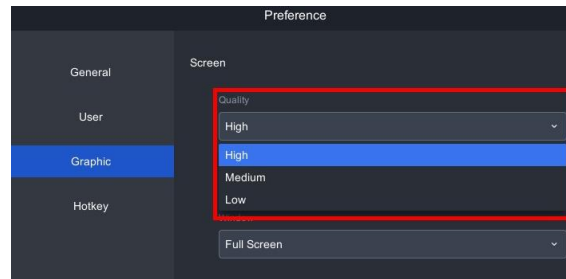


2-4. Please switch on to allow the editor to send error reports for better experience on MAKAR.

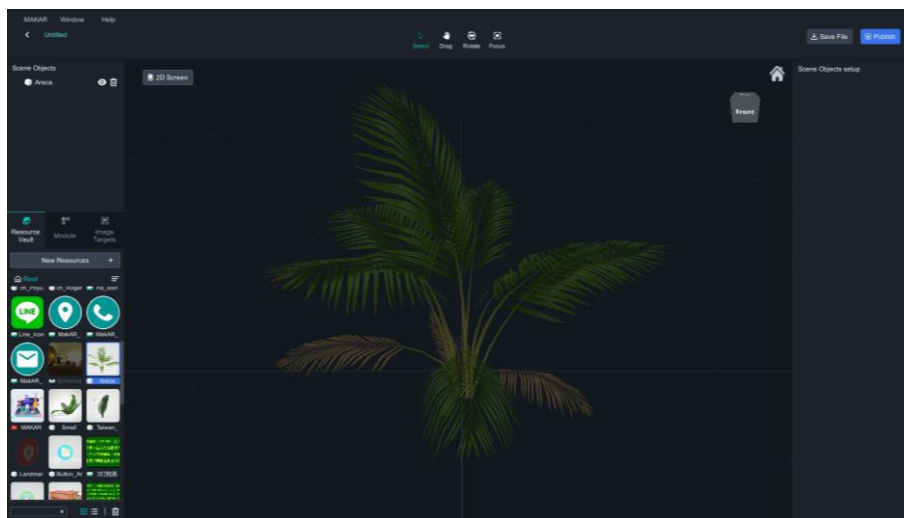


5. Graphic

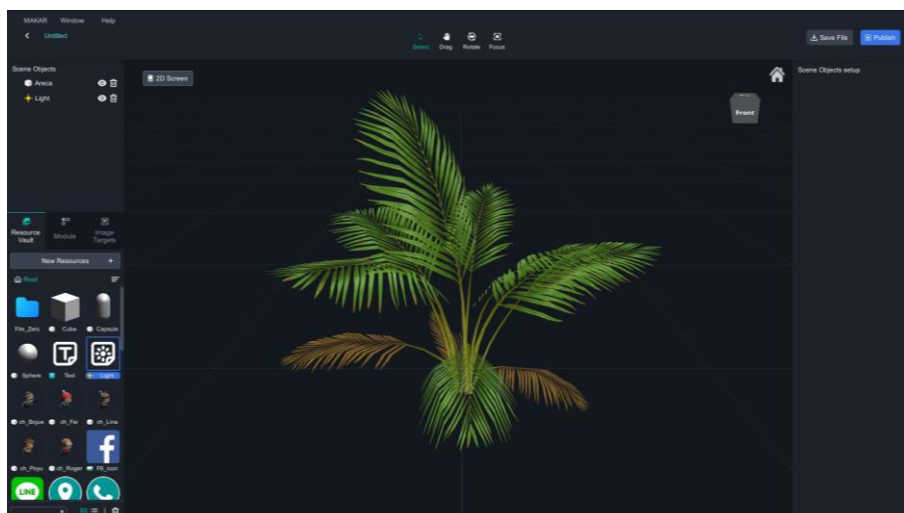
(5-1). Adjust the graphic quality based on your needs.



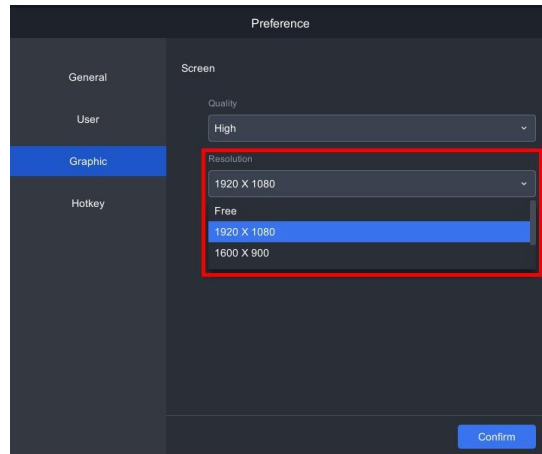
(5-2). Maximum details and shadows produced by light can be seen under "High" quality.



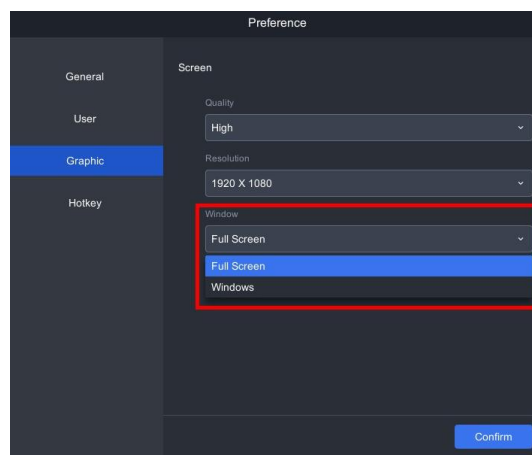
(5-3). Minimize details and disable shadows and details in order to save power under "Low" quality.



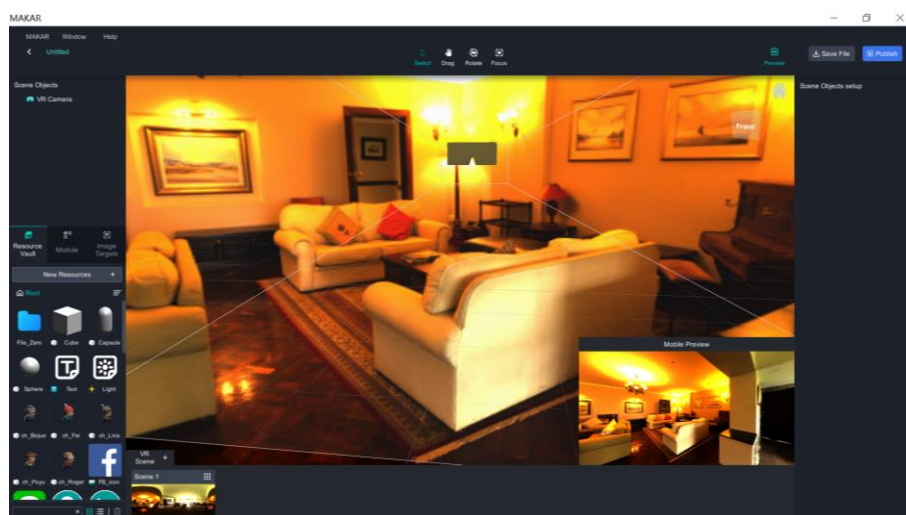
(5-4). "Resolution" in the drop-down list can adjust MAKAR's resolution.



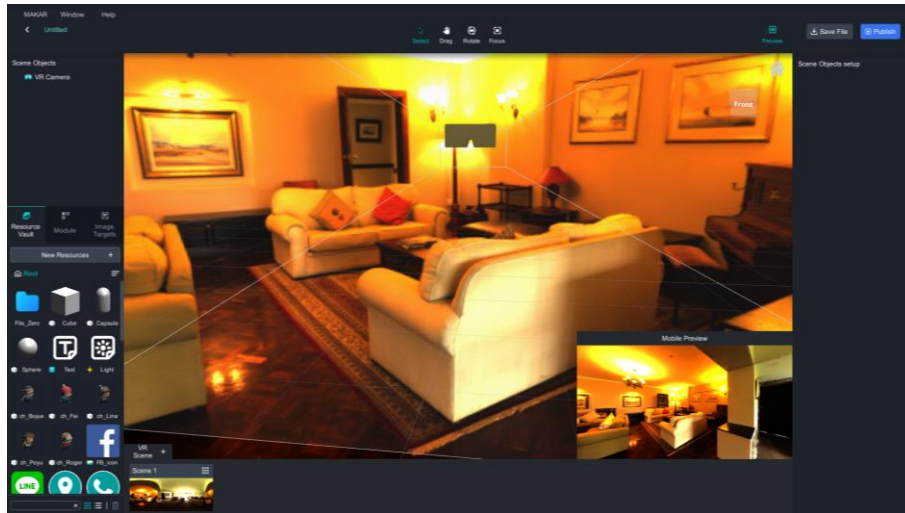
(5-5). "Window" can switch MAKAR between Full Screen mode or Window mode.



(5-6). Window: to scale, minimize or close window.



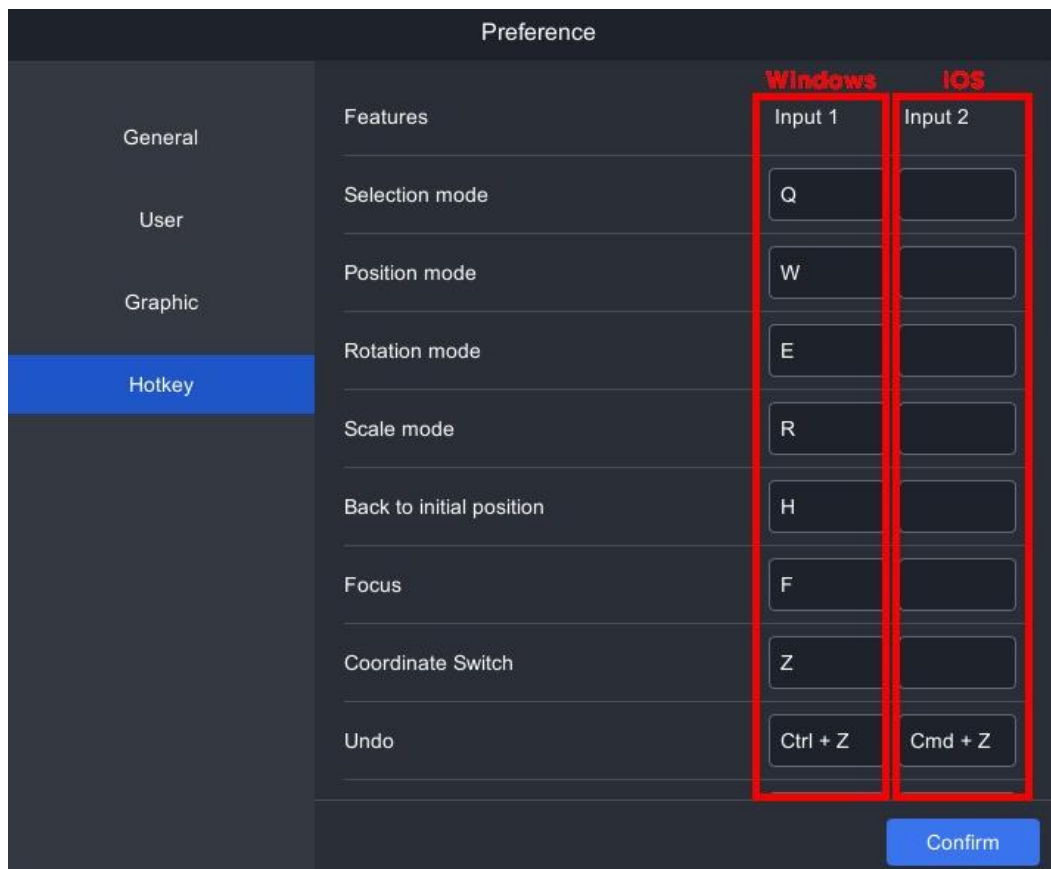
(5-7). Full Screen: Window options disabled. Free scale, minimize and close window unavailable.



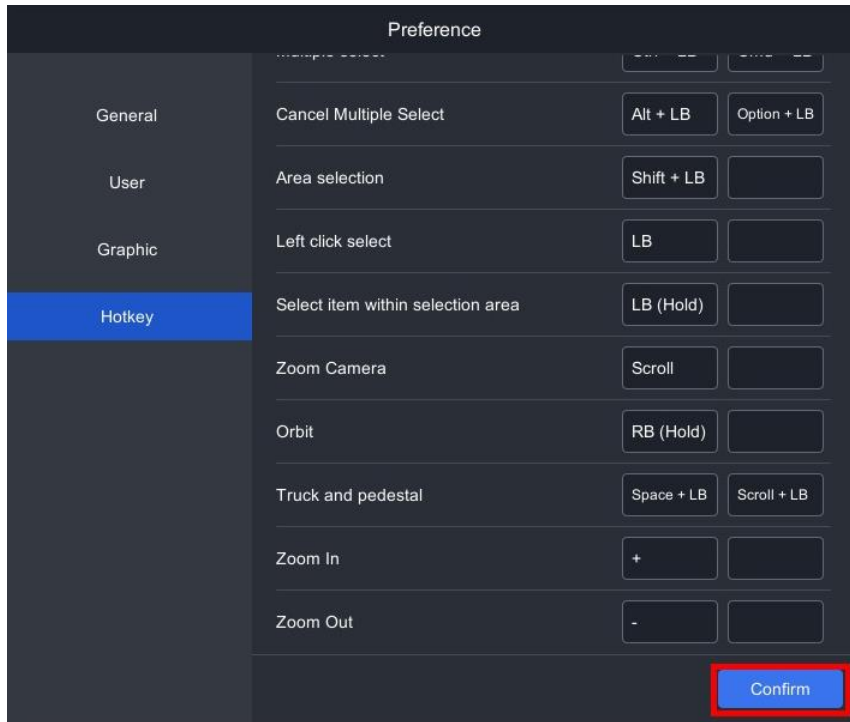
6. Hotkey

(6-1). All provided hotkeys can be seen here.

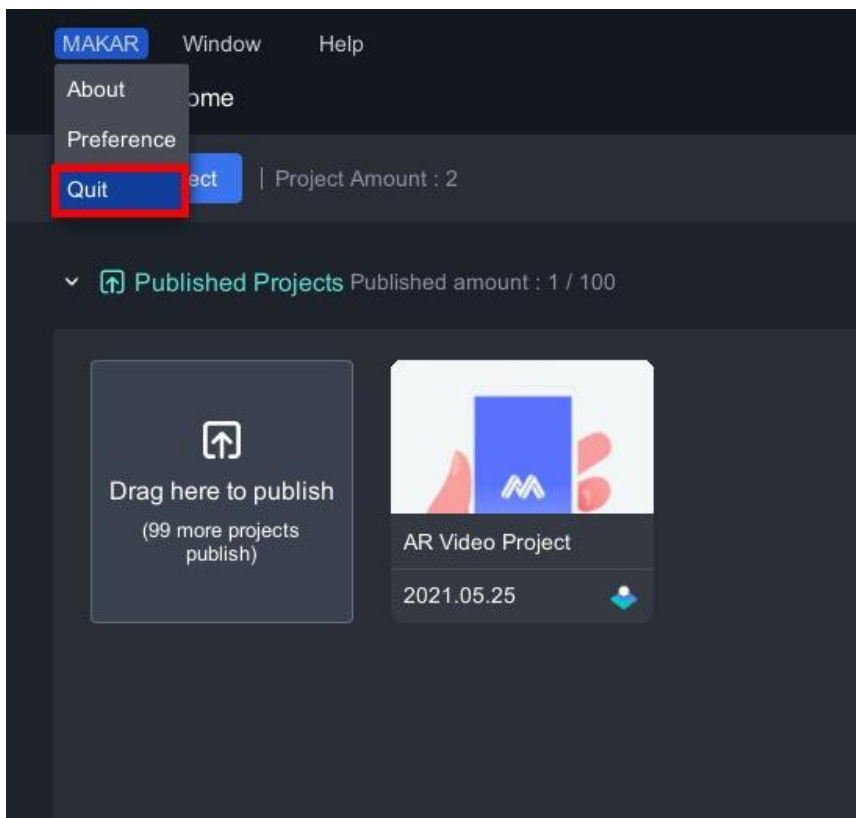
- Input 1 for Windows users.
- Input 2 for iOS users.



(6-2). After finishing all adjustments, click "Confirm" to apply settings.

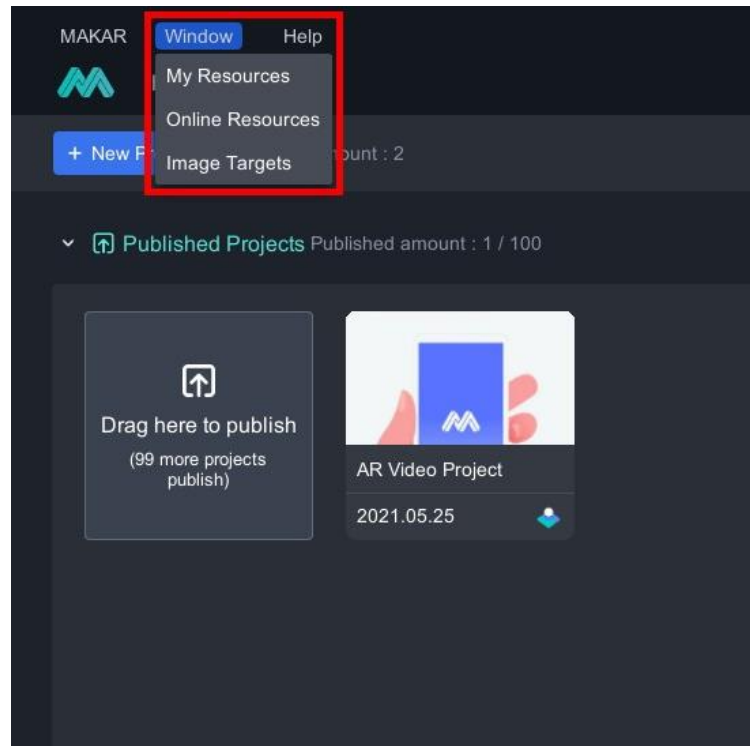


(7). If you want to exit MAKAR, click "Quit" to close MAKAR.



3-4. Window Drop-down List

Click "Window" in the upper-left corner to expand the drop-down list.

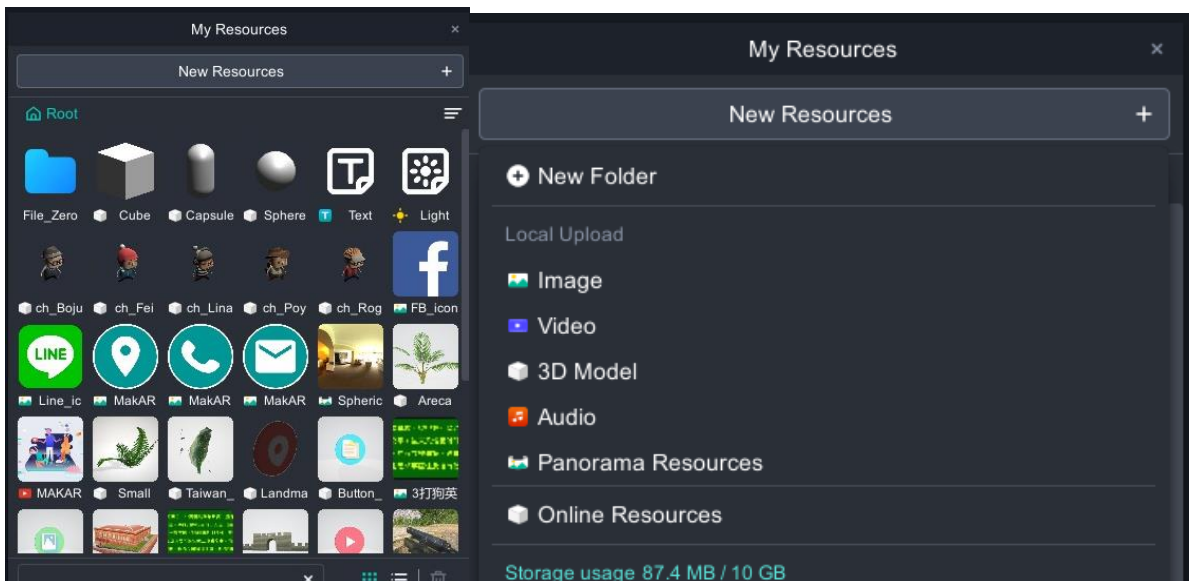


3-4-1 My Resources

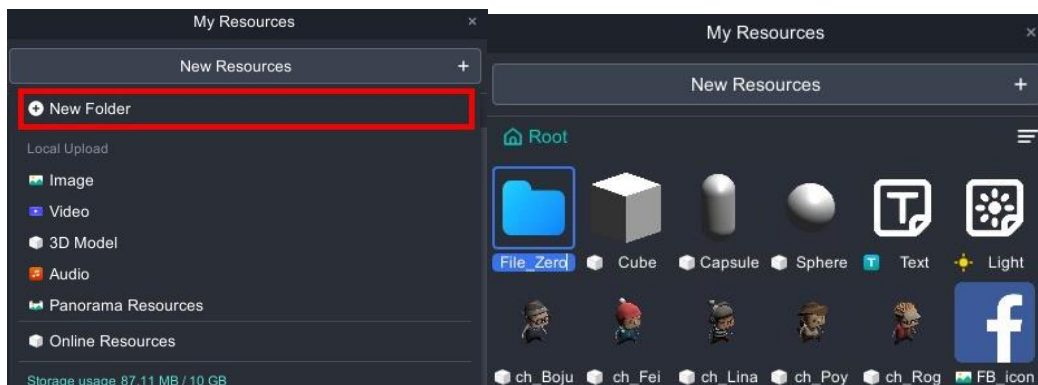
MAKAR current support list:

Term	Description	Support file extension
Video	video file within specifications (size under 20 MB)	.mp4 / youtube link(without Content ID claim)
Audio	Audio file within specifications (size under 5 MB)	.mp3 / .wav / .ogg
Image	Image file within specifications (size under 5 MB)	.jpg / .png / .gif
3D Model	Support upload and edit 3D model file (size under 10 MB)	.fbx

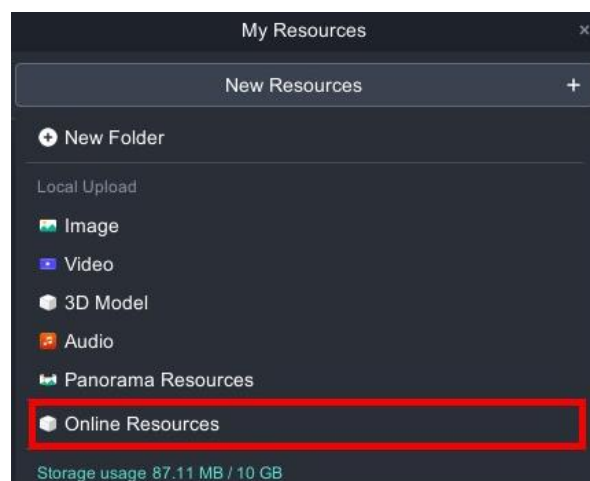
1. Select "My Resources" to preview all built-in resources. Click "New Resources" to upload local resources, options include image, video, 3d model, audio, panorama video or photos.



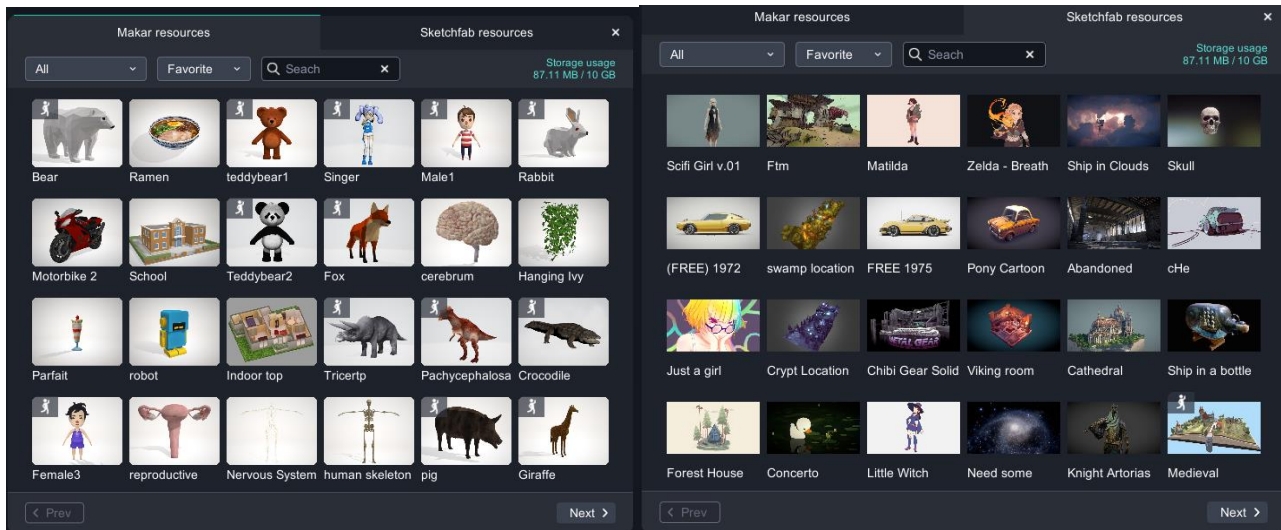
2. It's best to add new folders according to the requirements of sorting. Double-click on the file name to rename the folder.



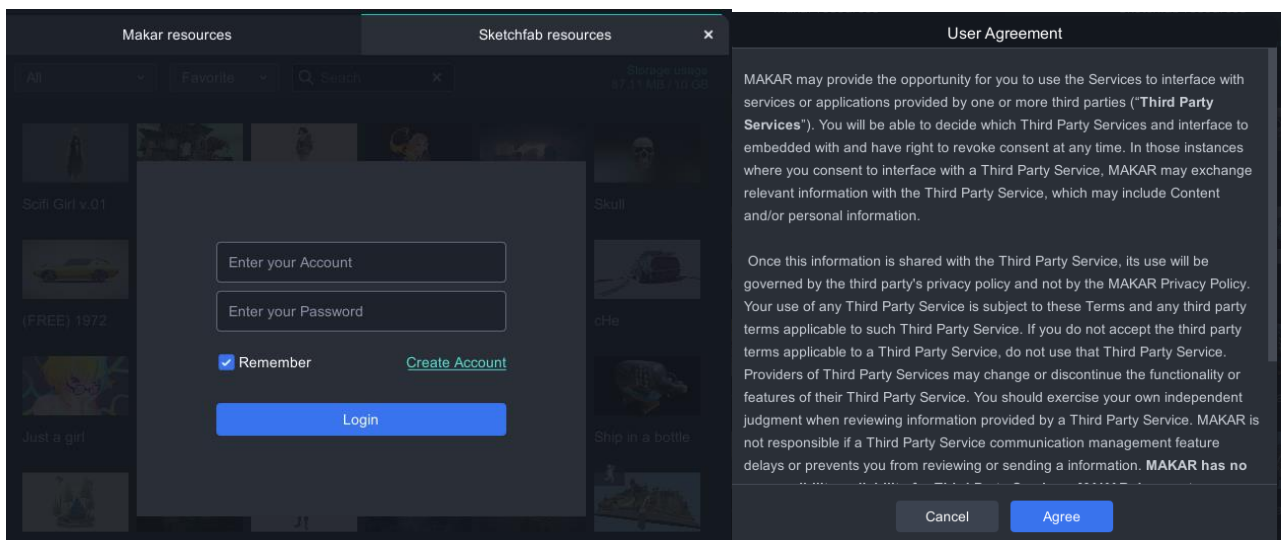
3. If you are lacking resources, click "Online Resources" to preview and download resources provided by MAKAR or Sketchfab.



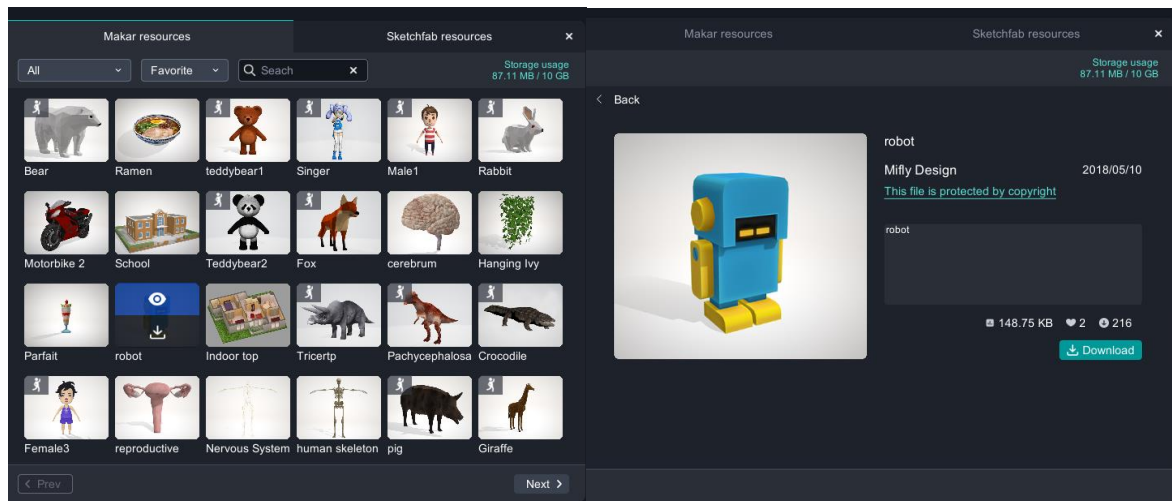
- Click "Next >" to view more resources through pages, expand the drop down list in the upper left corner to view through sorts, or type the keywords in the search box to search directly.



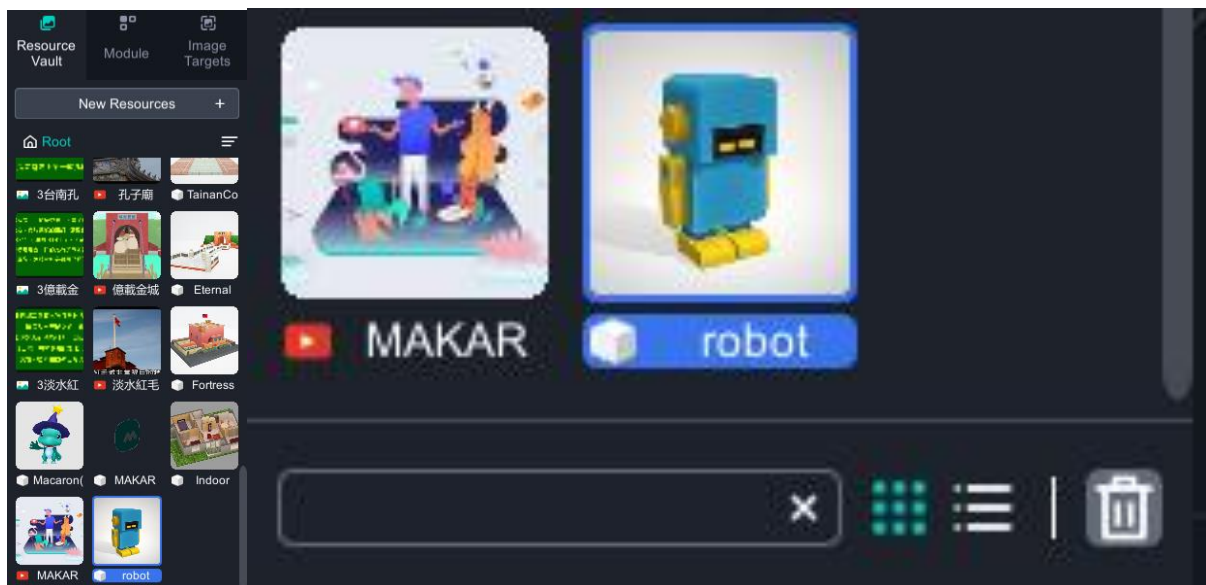
- Accessing Sketchfab resources requires a Sketchfab account. Click "Create Account" will direct you to Sketchfab's official website account create page. After finishing the process, return to MAKAR and login with your Sketchfab account. (You must agree to our User Agreement.)



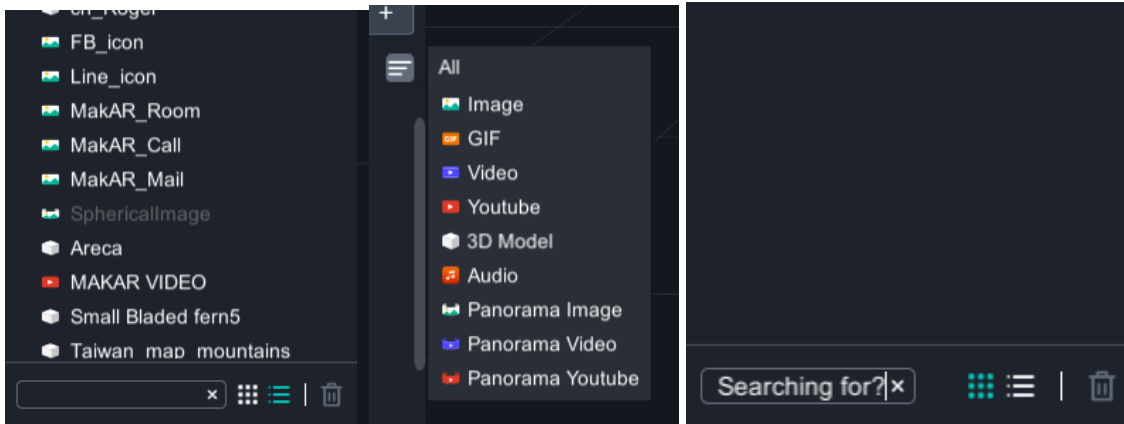
- Click "👁" on the resource to zoom in for more details, and click "Download" to add it in your resource vault. You can also click the download icon to download directly without zooming in.



- All downloaded resources can be seen in the resource vault. If you want to delete any spare resource, select it and click the trash bin icon in the bottom right corner.

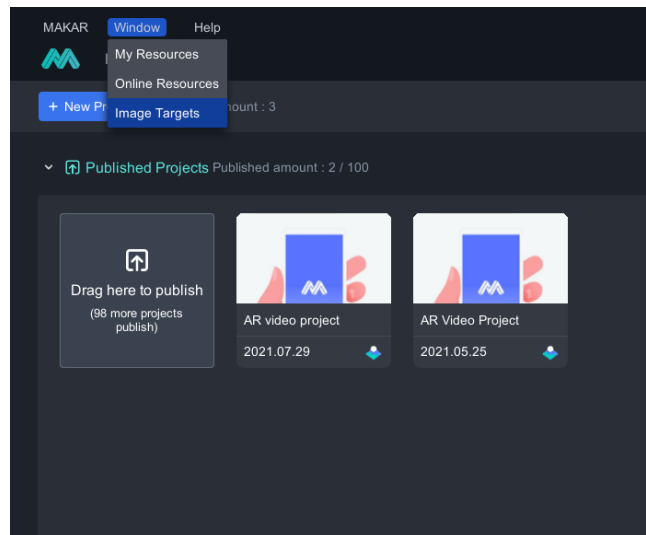


- According to personal needs, you can switch the view between icon mode (default) and list mode, expand the drop down list in the upper right corner to view through sorts, or type the keywords in the search box to search directly.

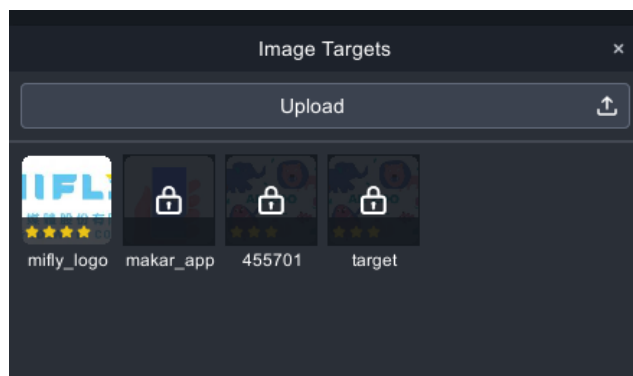


3-4-2 Target Image

- Manage your target image in "Image Targets", you can upload and delete target images for both new and previous projects.

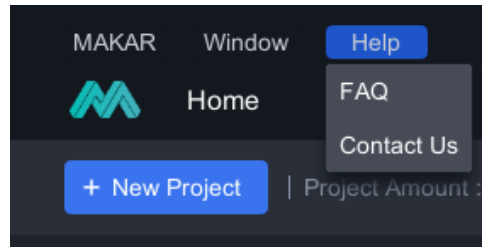


- In use target image & Not in use target image
 - In use : Image will be locked, you only can modify it in the associate project.
 - Not in use : Image will not be locked, you may modify it right here.



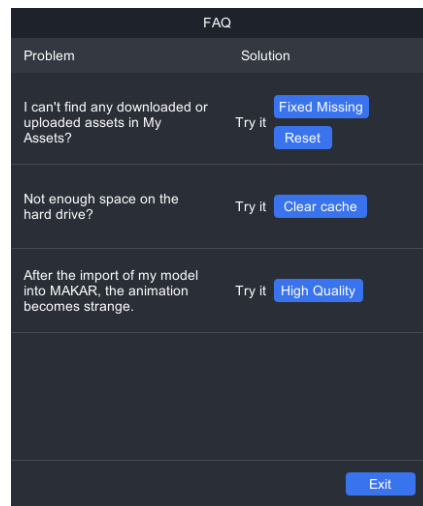
3-4-3 Help

1. Click "Help" in the upper-left corner to expand the drop-down list. This includes "FAQ" and "Contact Us".



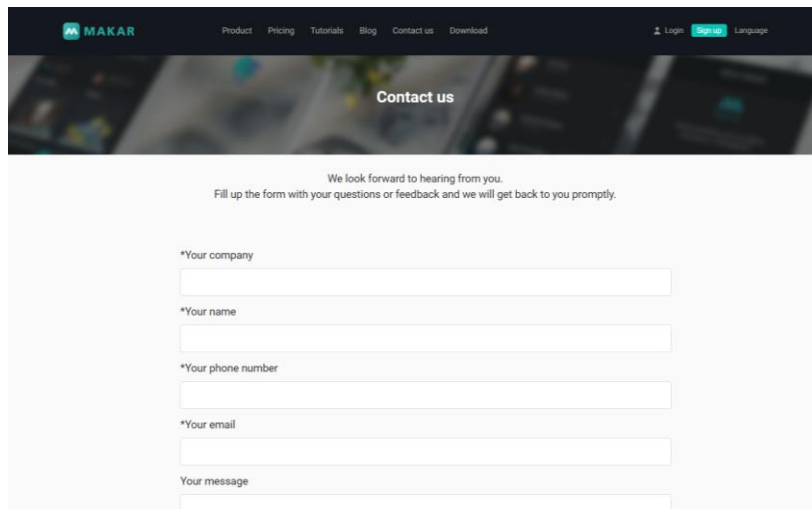
2. FAQ

This part will show you some common problems that users might encounter, selecting the solution will direct you to its setting section.



3. Contact Us

If you encounter any problem or question that can not be solve, a single click will direct you to the contact form page of our official website. Fill up the form then click "**Send**", we will get back to you promptly.



Contact us

We look forward to hearing from you.
Fill up the form with your questions or feedback and we will get back to you promptly.

*Your company

*Your name

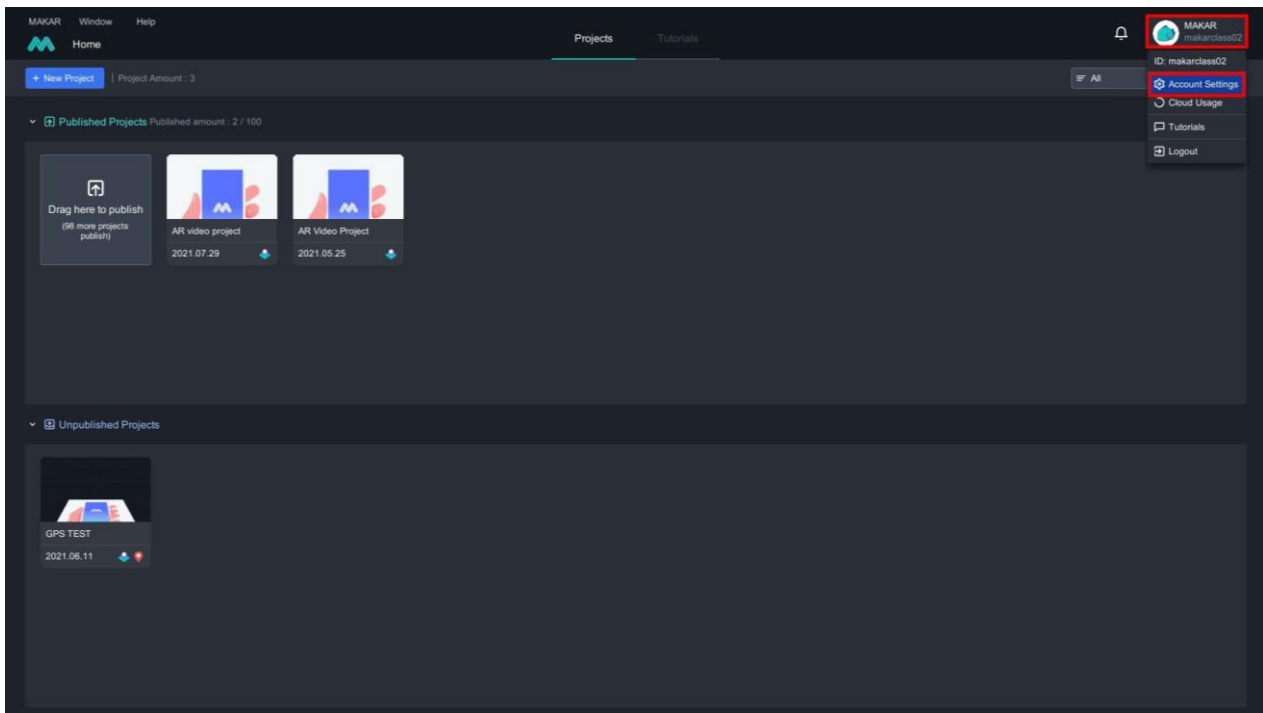
*Your phone number

*Your email

Your message

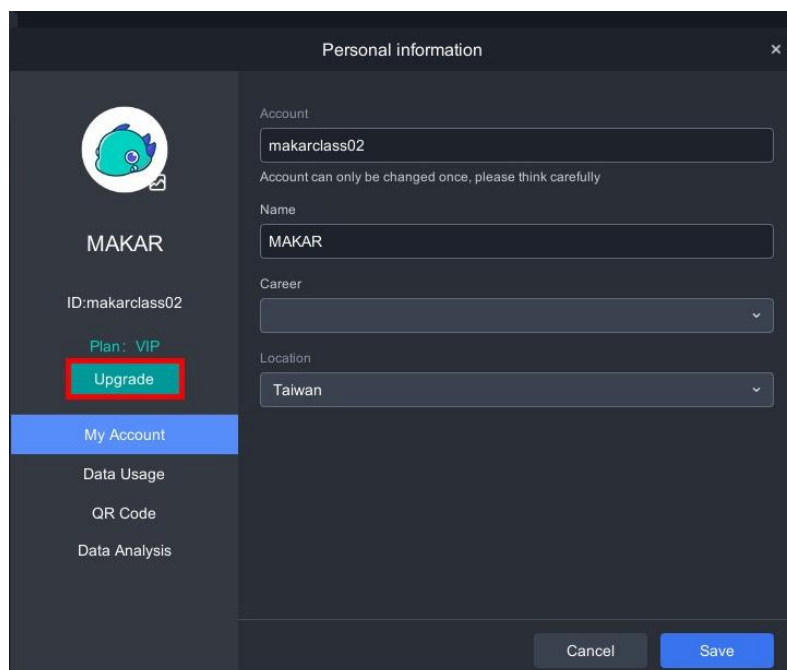
3-4-4 Account Settings

1. Click "**MAKAR ID**" in the upper-right corner to expand the drop-down list, then click "**Account Settings**".



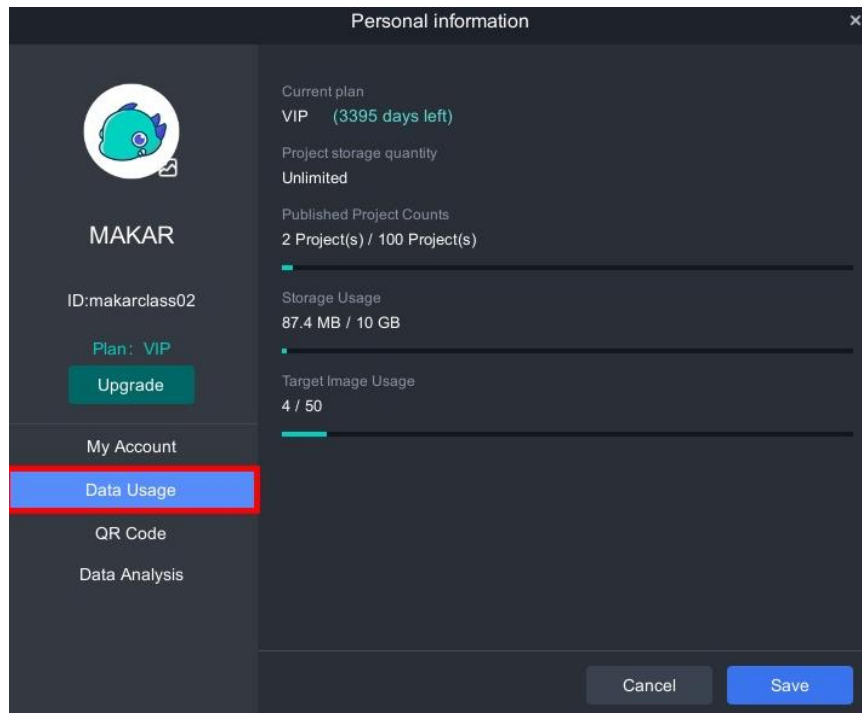
2. My Account

Check and edit your personal account informations here. Click "Upgrade" to upgrade the account level, you may unlock multiple & extra features by purchasing different plans.



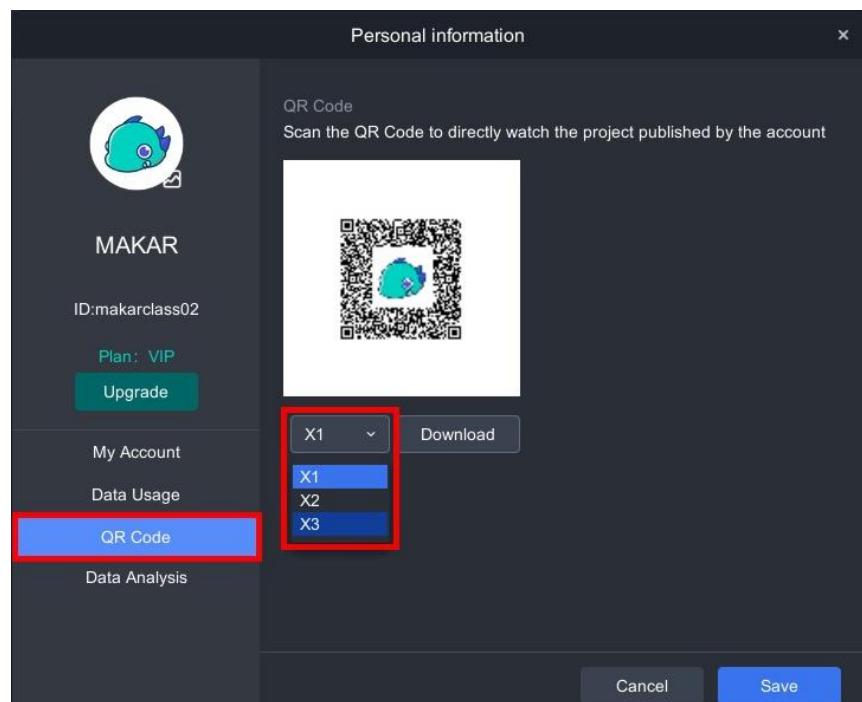
3. Data Usage

All maximum values will vary due to the current plan, check our [Plan Options](#) for more details.



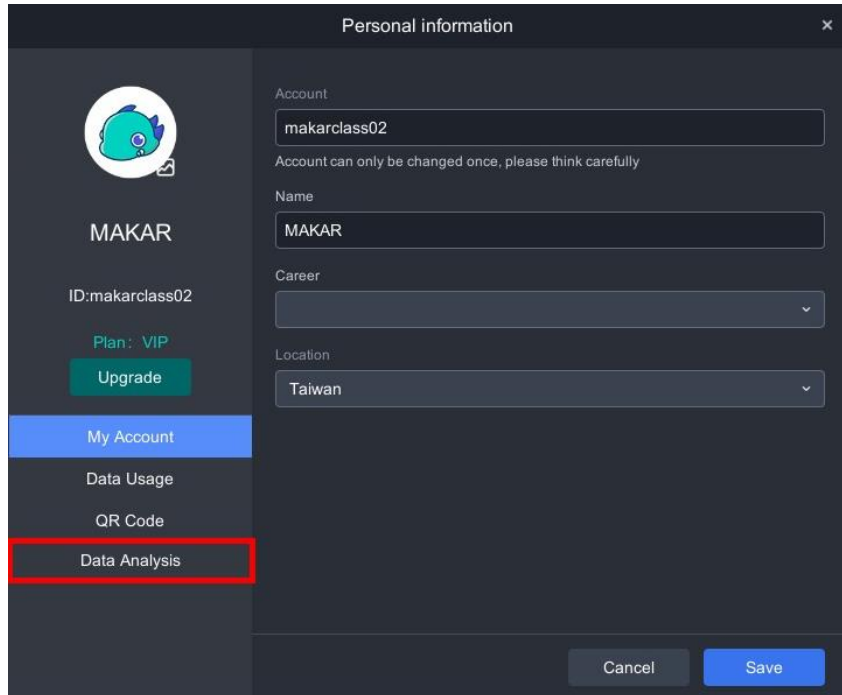
4. QR Code

See this QR Code as your business card, download and share it to let people experience all projects you've created. Expand the drop-down list to adjust the square size manually.



5. Data Analysis

This will direct you to the analysis database page of our official website.



Personal information

Account: makarclass02
Account can only be changed once, please think carefully

Name: MAKAR

Career: [dropdown]

Location: Taiwan [dropdown]

Cancel Save

MAKAR

ID: makarclass02

Plan: VIP

Upgrade

My Account

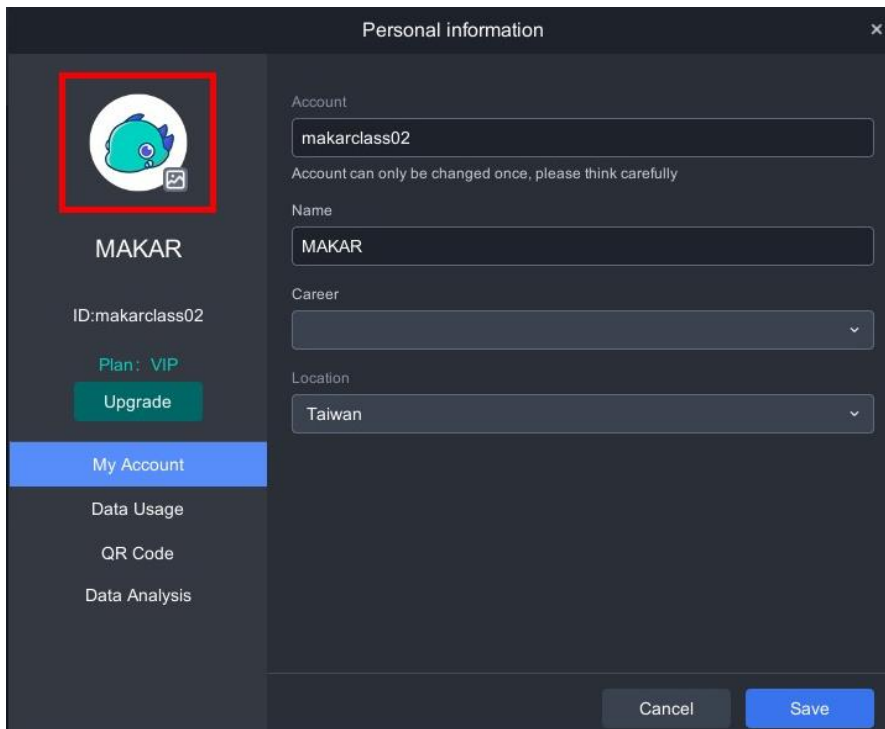
Data Usage

QR Code

Data Analysis

6. Change Avatar

Click the avatar to upload your local image file. (128 x 128, supports .jpg, .jpeg and .png files.)



Personal information

Account: makarclass02
Account can only be changed once, please think carefully

Name: MAKAR

Career: [dropdown]

Location: Taiwan [dropdown]

Cancel Save

MAKAR

ID: makarclass02

Plan: VIP

Upgrade

My Account

Data Usage

QR Code

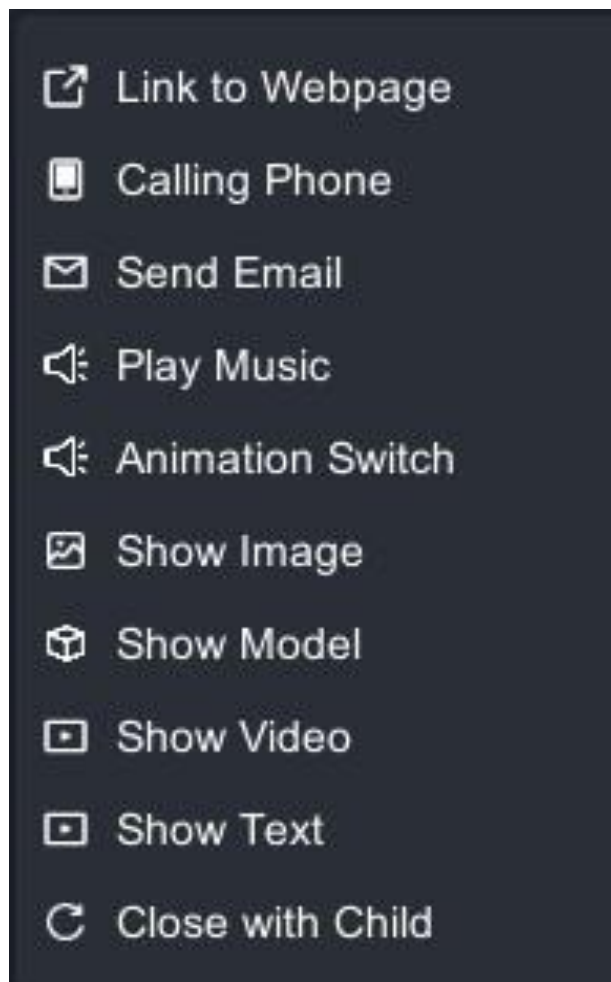
Data Analysis

Chapter4. Interactive feature

MAKAR offers a full range of digital textbook creation and editing, eliminating the need for tedious programming, and importing the existing multimedia materials. Creating XR content by MAKAR is as easy as editing powerpoint. The full range of interactive features provide creators with the ability to create real content without learning programming. These features include: animation cut, event trigger, animation switch, music display, video and question and answer system, enabling users to record learning process, and effectively analyzing data content, providing the most complete XR data collection.

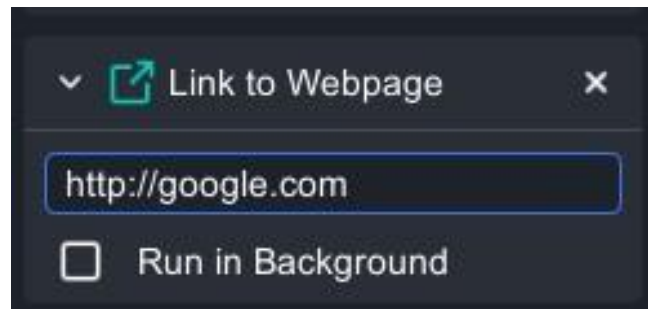
4-1. AR Interactive feature:

MAKAR editor provides the feature to quickly create AR interaction. After selecting the object in the scene, click the Add Action button in the material properties window on the right. The interactive features include: Link to Webpage, calling phone, send email, play music, animation switch, show image, show model, show video, show text, matting (2D objects) and close with child, etc.



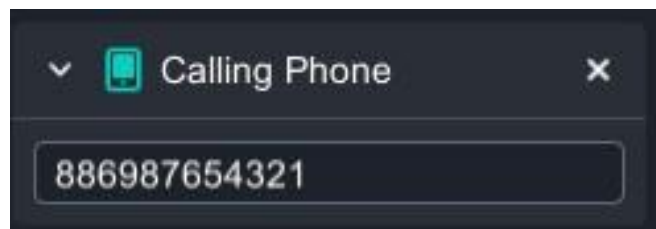
1. Link to Webpage

Click on the object to link to the preset webpage on the device. Enter the url of the webpage you want to go to.



2. Calling Phone

Click on the object to activate the call feature on the device. Enter the number you want to call.



3. Send Email

Click on the object to activate the emailing feature. You can also pre-set the recipient, subject and text. Emails are sent from the mail account bound to the project user device.

4. Play Music

Click on an object to play a music file (support MP3, WAV, OGG), which can be set up to be triggered immediately or delayed as required.

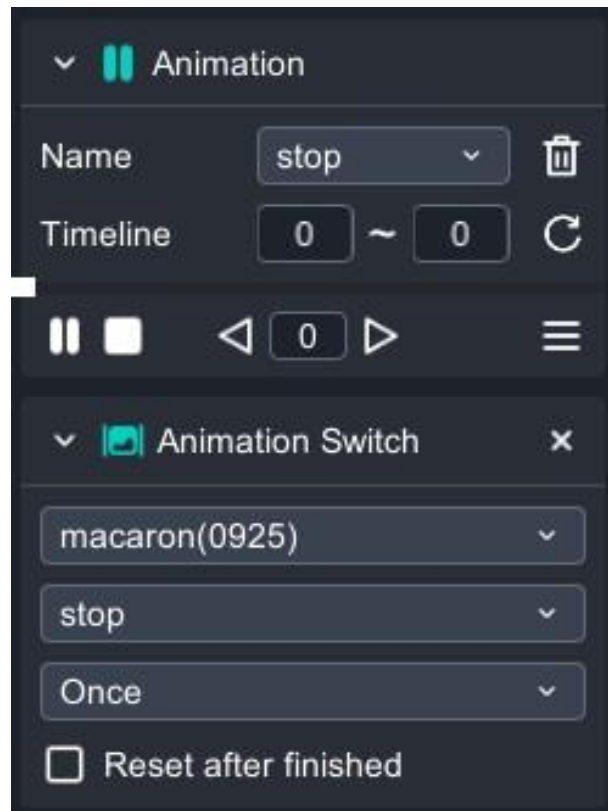
- Trigger immediately : Click on the App and trigger to play it immediately.
- Delayed : Click on the App and trigger to play it after about a second.

5. Animation Switch

Animation cutting has to be set first. Any object can be selected as the button to trigger the event to switch animation. After finishing setting, select the model and animation name to switch.

- The fields are: model name, action name and play mode.

- Model name : According to the model that contains animation to display in the scene.
- Animation name : According to the selected model, show the animation name after cutting.
- Loop : After clicking on the App to trigger playing animation immediately · the loop will continue.
- Once : After clicking on the App to trigger playing animation immediately, play only once and stop.
- Reset after finished : After clicking on the App to trigger playing animation immediately, play only once and reset.

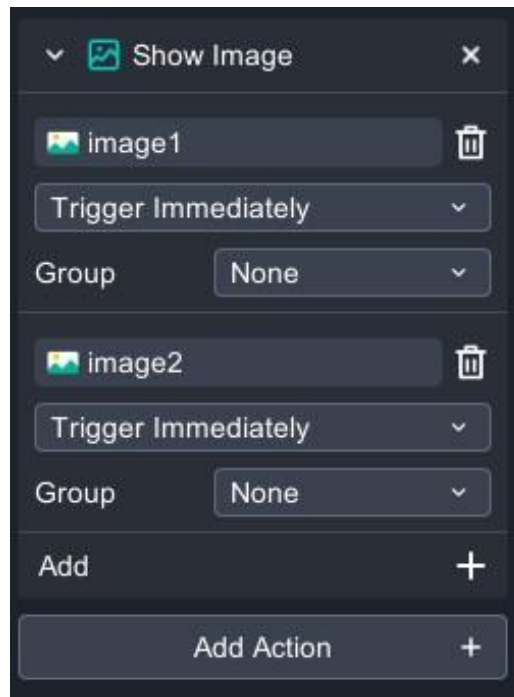


6. Show Image

Click the object to show the image (support JPG, PNG, GIF), display mode include s: trigger immediately and delay.

- Trigger immediately : After clicking on the App to trigger and show the image immediately.

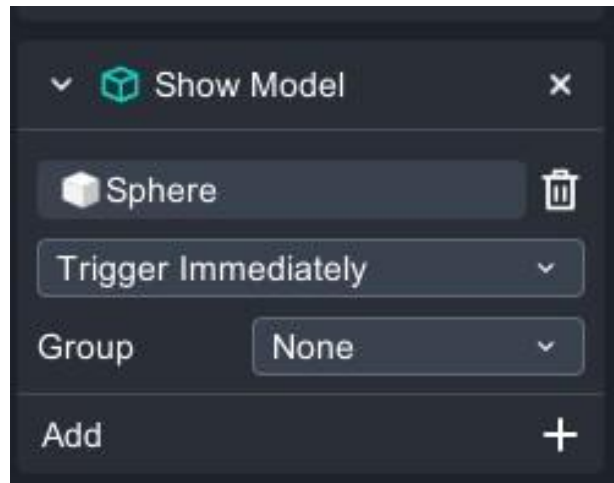
- Trigger delay : After clicking on the App to trigger and show the image delay ing about a second.
- Turn on and off : Click on the App to turn on or off, and also can set multiple i mages to appear at the same time.
- Group : Set the images that you don' t want them to display at the same tim e to be in the same group, so when you turn on image1, image2 will turn off.



7. Show Model

Click on an object to show 3D models (FBX). The display mode includes: trigger im mediately and delay.

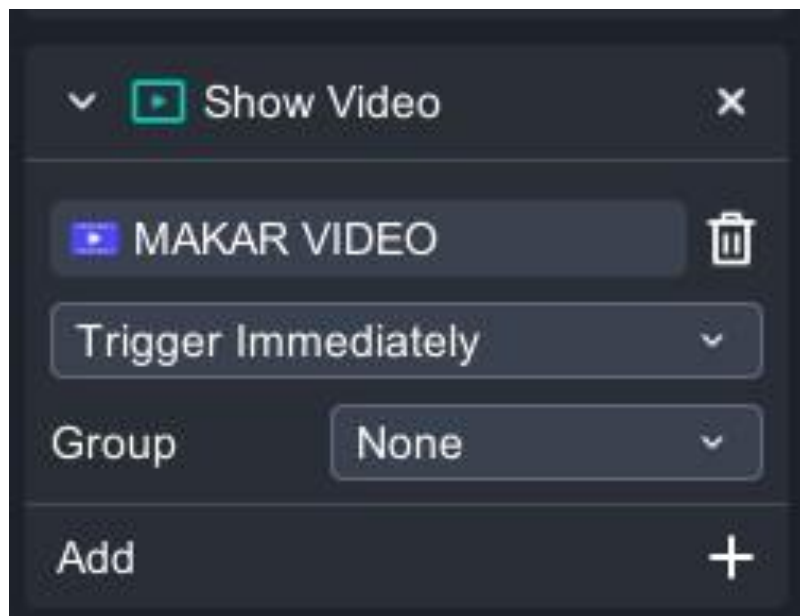
- Trigger immediately : After clicking on the App to trigger and show the mod el immediately.
- Trigger delay : After clicking on the App to trigger and show the model delay about a second.
- Turn on and off : Click on the App to turn on or off, and also can set multiple models to appear at the same time.
- Group : Set the models that you do not want them to display at the same tim e to be in a group. When you turn on model1, model2 will turn off.



8. Show Video

Click on an object to show the video (MP4, YouTube). The display mode includes: trigger immediately and delay.

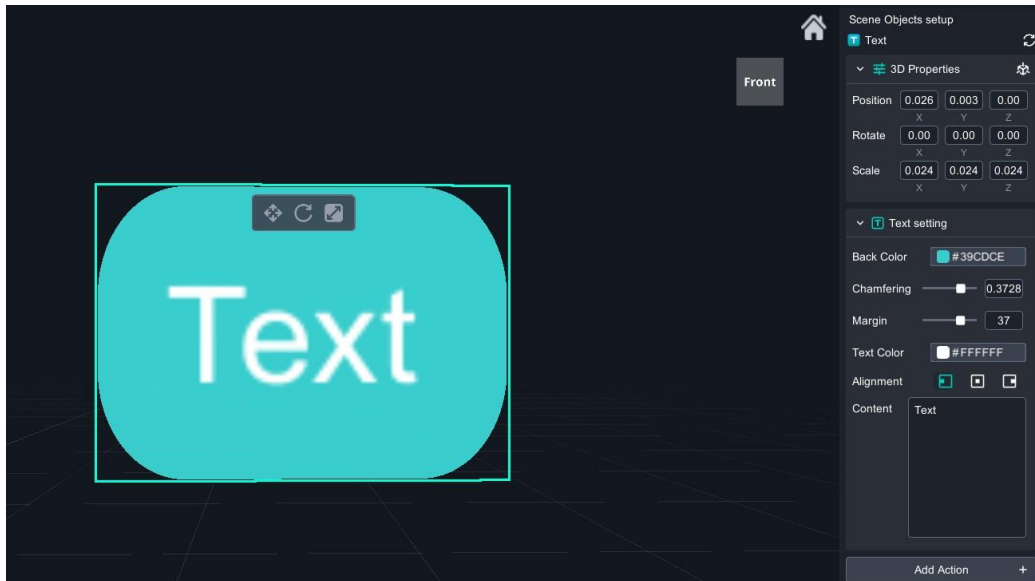
- Trigger immediately : After clicking on the App to trigger showing the video immediately.
- Trigger delay : After clicking on the App to trigger showing the video delay about a second.
- Turn on and off : Click on the App to turn on or off, and also can set multiple videos to appear at the same time.
- Group : Set the videos that you do not want them to display at the same time to be in a group, when you turn on video1, video2 will turn off.



9. Show Text

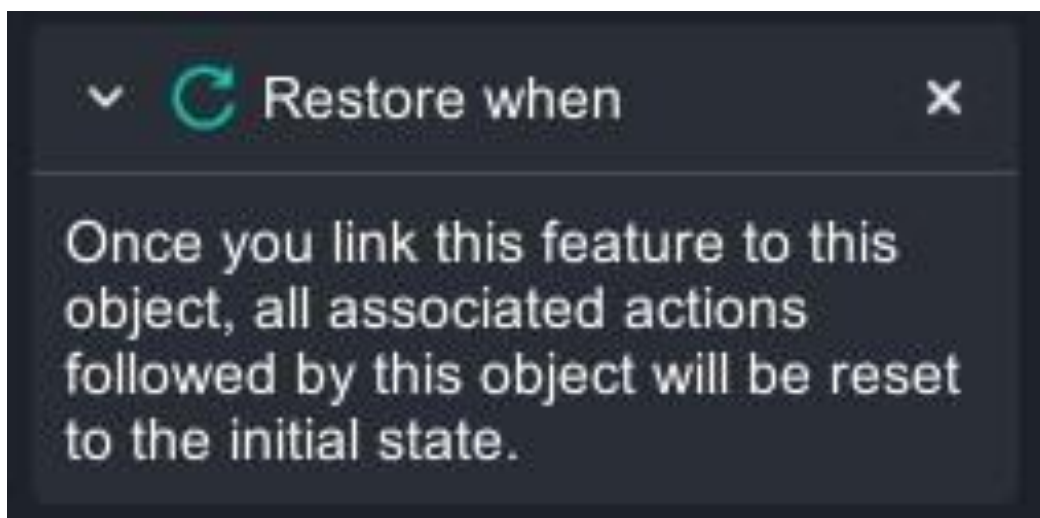
Click the show text feature, set the text, color, border and chamfering on the right, and the text can be shown after clicking on the App and the button is triggered.

- Turn on and off : Click on the App to turn on or off, and also can set multiple text groups to appear at the same time.
- Group : Set the text that does not want to appear at the same time as the group, when turn on text1, turn off text2.



10. Close with Child

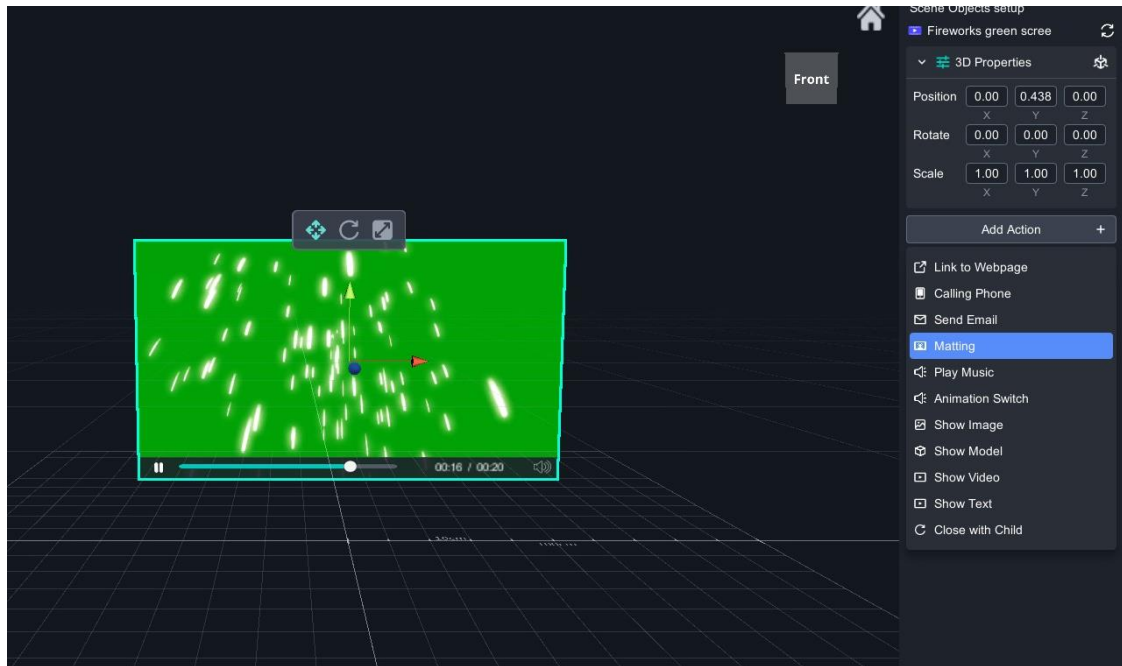
In the trigger feature of MAKAR, six levels of interactive action can be set. The new feature "Close with Child" can close the current trigger events and reset to the initial state, then the interactive action can be experienced again when triggered.



11. Matting(only for 2D material)

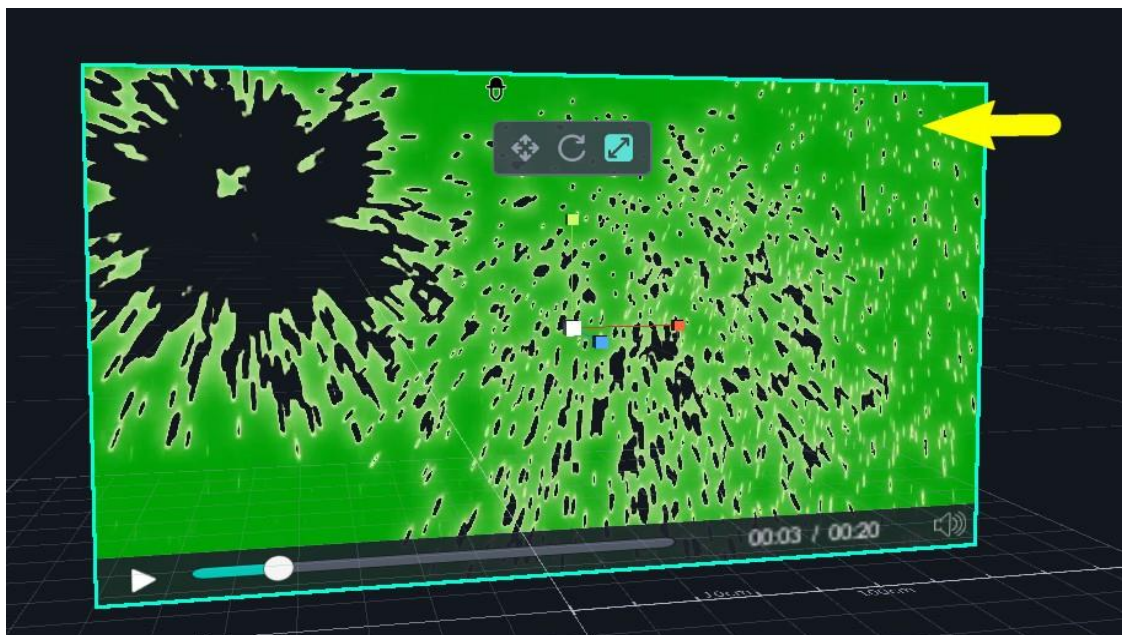
Image material (JPG, PNG, GIF) and video material (MP4,youtube link) can use the "matting" feature. After selecting the material, user can remove the background by using dropper or selecting a specific color.

(1). Import 2D material · Add Action > Matting.

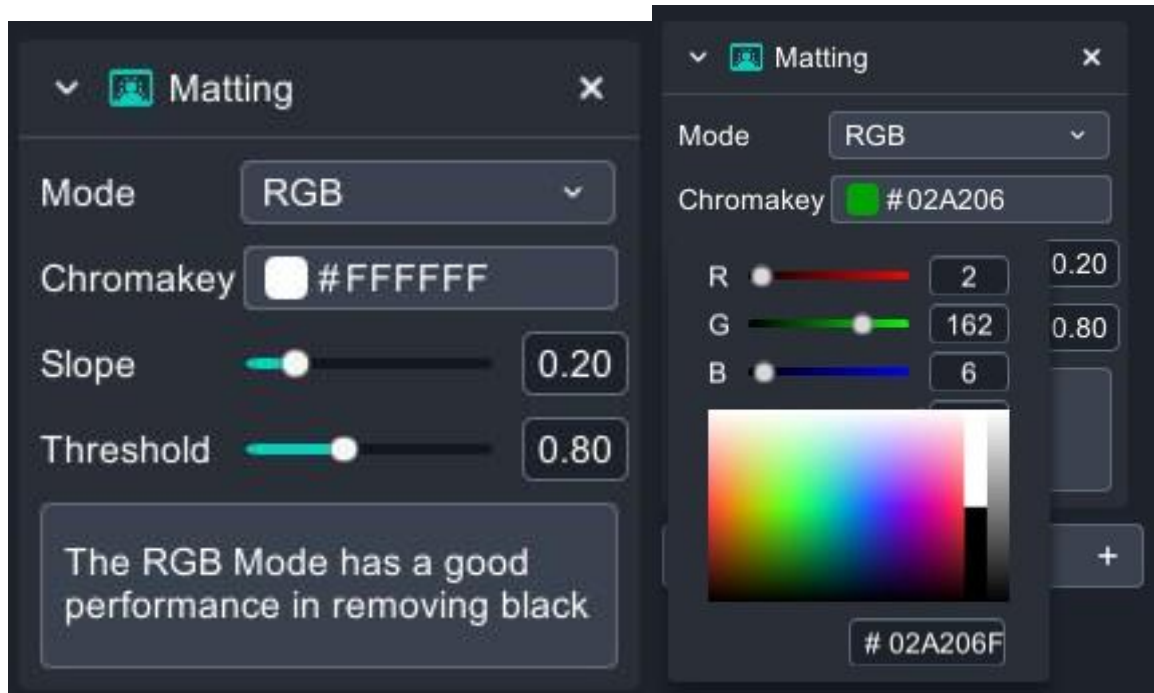


(2). Select the matting feature window and set the filter color.

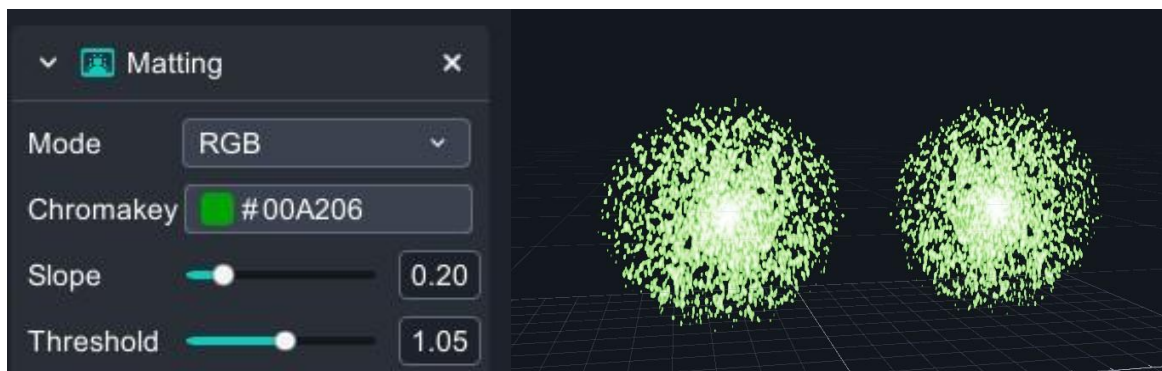
- Click on the filter color, through the dropper to select the color which you want to remove.



- Click the filter color block and select the color you want to remove.



- Adjust the slope and threshold value according to the demand to make the effect of matting perfectly. The following image shows the results of matting completed in the previous steps.



4-2. VR Interactive feature

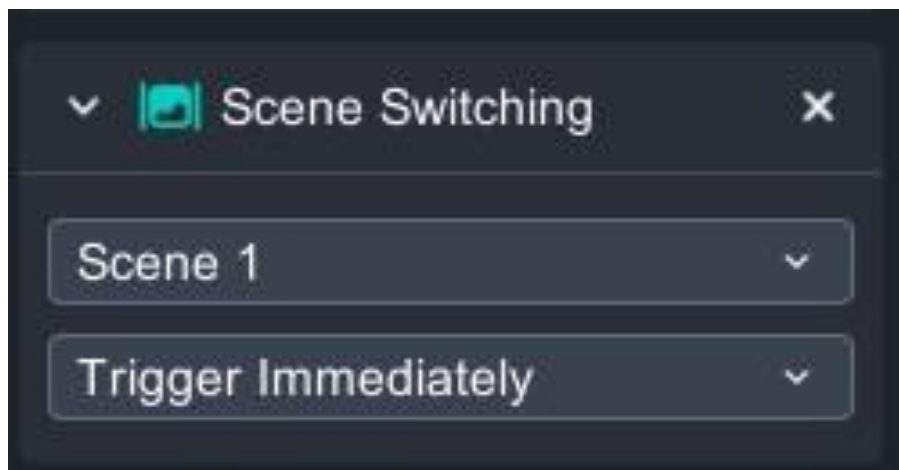
MAKAR editor provides the feature to quickly create VR interaction, after selecting an object in the scene, click the "Add Action" button in the material properties window on the right. The interactive features include: Link to Webpage, play music, animation switch, scene switching, show image, show model, show video, show text and close with child, etc. Different from AR, VR adds the "Scene Switching" and deletes the "Calling Phone" and "Send Emails".

According to the VR 360 scene created by multiple scene images in VR, "Scene Switching" is required for different scenes. Therefore, "Scene Switching" is added to enable editing VR to have multiple scenes for virtual reality navigation and interactive planning. The "Scene Switching" will be explained below.

Scene Switching

After setting the scene switching, the scene and execution mode for switch need to be set. The biggest difference between VR and AR(MR) is that the event needs to be triggered through the "view point". Therefore, when experiencing VR projects in the App, through the viewpoint to trigger all interactive feature events.

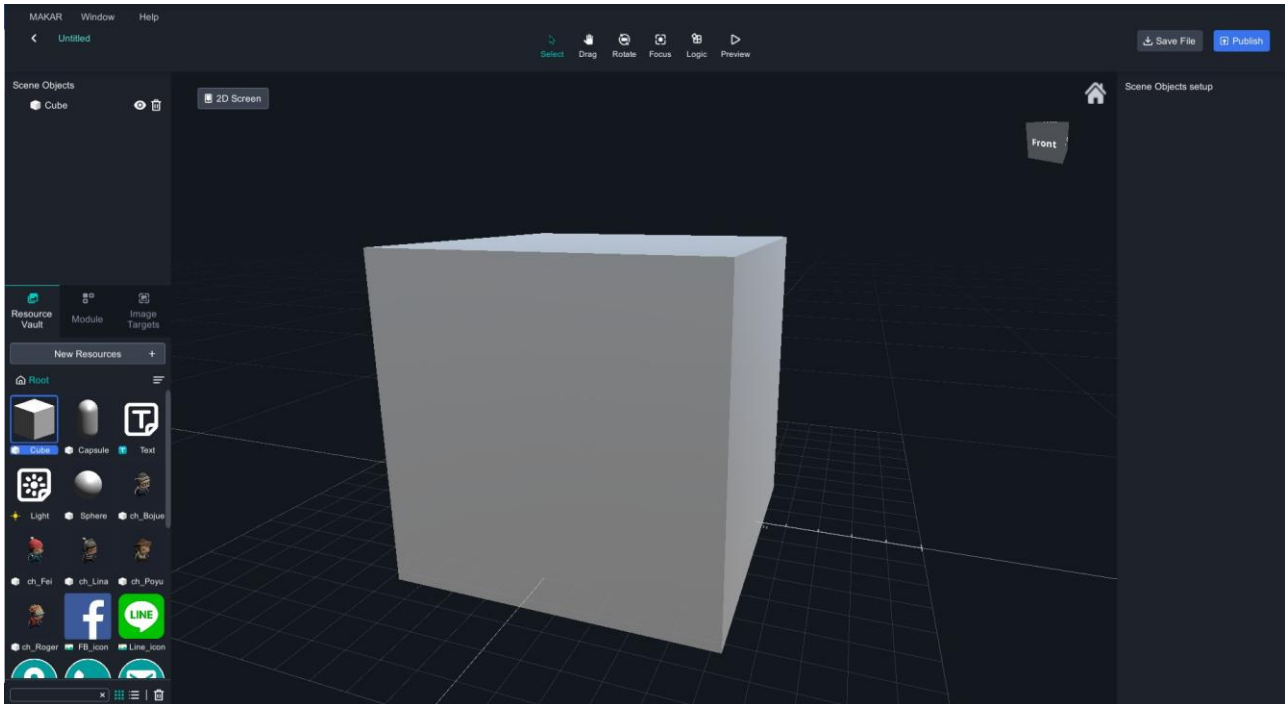
- Trigger immediately : Viewing the "viewpoint" in the App to trigger the scene switching immediately. (switch from scene 1 to scene 2).
- Trigger delay : Viewing the "viewpoint" in the App to trigger the scene switching and delaying about a second, trigger delay in VR can be set for optional objects. (switch from scene 1 to scene 2).
- To use this feature, at least two VR scenes must be created in a VR project.



4-3. Scene object property control

1. Scene object and basic object property


In the MAKAR editor, scene object is on the left side of the screen, object property is on the right side of the screen. When you select any objects in the scene, "Scene Object Setup" will appear for numeric settings.

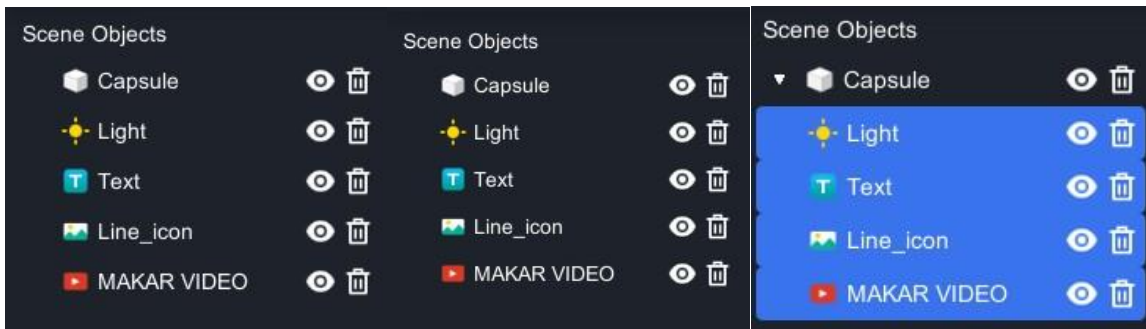


2. General object of scene object

- (1). The scene object is the general object in the scene. When any project is started, it will appear on the screen by default and play or present in the original mode.
- (2). GIF , video will play automatically.
- (3). The model will play automatically if it contains an animation.
- (4). Other non-animated objects will be displayed on the screen.

3. Group structure

The scene object can be set up as a group structure. Select the scene object list to select the objects, take capsule as the main object, select other objects and drag them to the top of capsule to place the object under it, make capsule become a group, and see  present that the objects successfully drag into the capsule to become a group. To cancel, hold the objects and leave them blank.

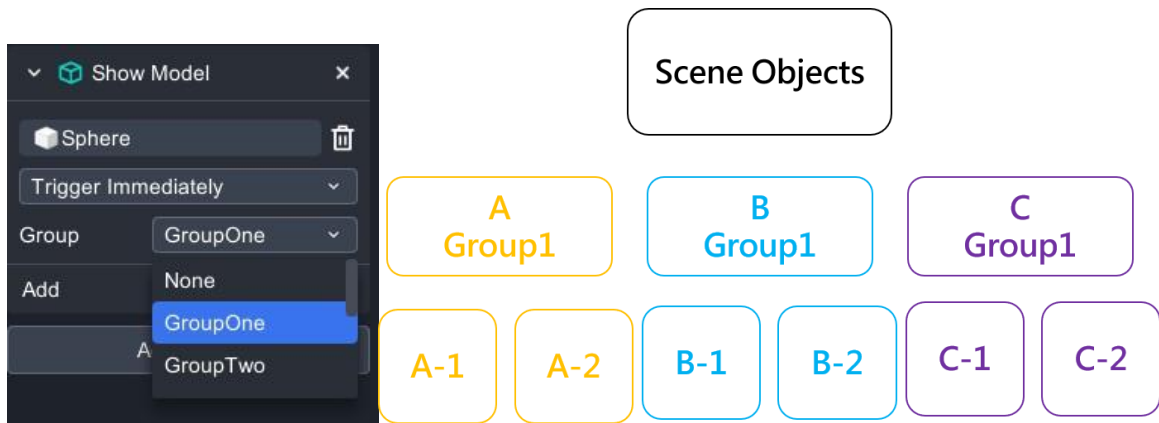


4. Trigger objects of scene objects (including trigger event group structure)

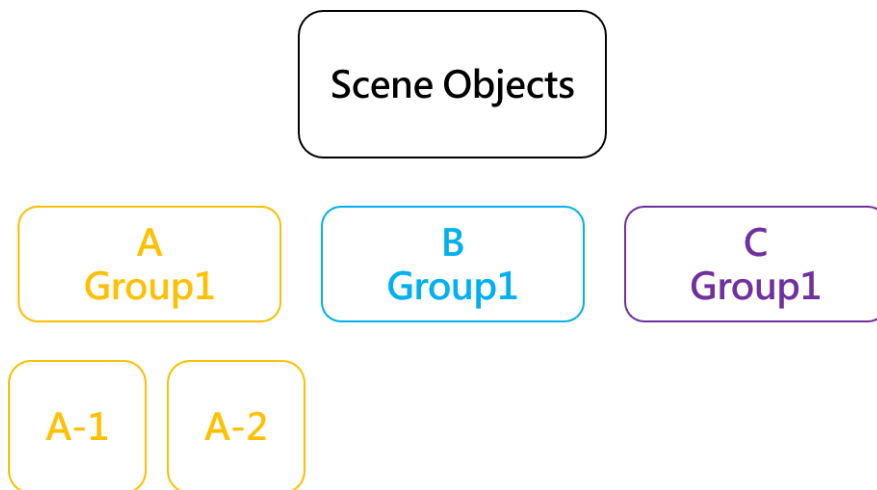
The scene objects include general object and **trigger object**. Select any object in the scene object and click the "Add Action" button to become the trigger object. The scene object group controls the group structure only for the object, but the trigger object group can control trigger objects on or off the group function to each other.

A. Trigger group structure

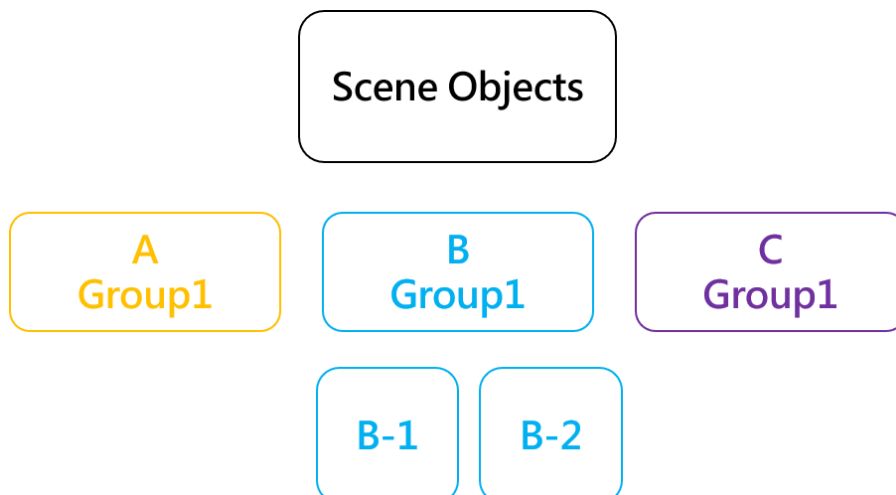
Triggering group structures can only occur on scene objects with "Add Action", which can be called "triggering events". Trigger group can be set on each trigger event. Under the structure of the trigger group, only one object in the same group can be displayed, and the other one will be closed. For example, after creating a general scene object, trigger events of "Add Action" can be created for it. Each trigger event can be set to "group", and a total of seven trigger groups can be set.



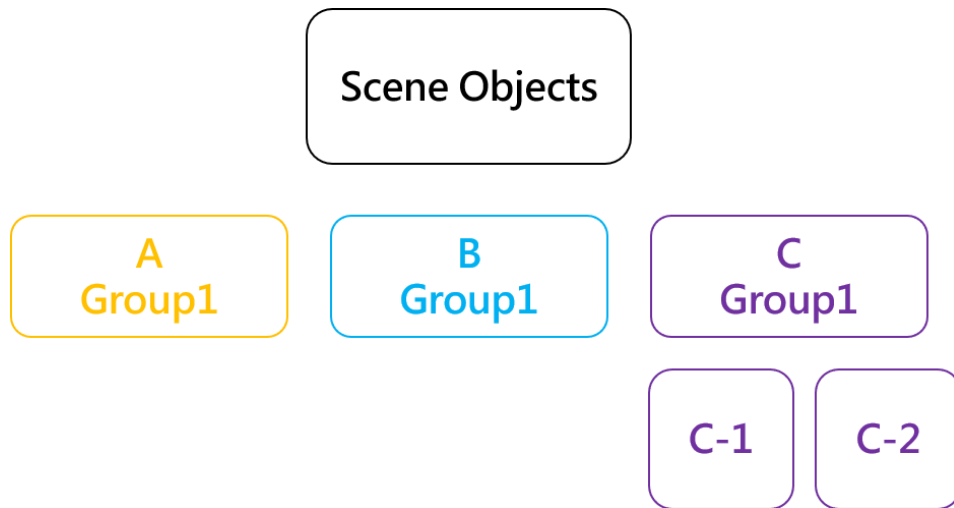
- B. When triggering events A, B and C are set to group 1, B and C will be closed as triggering A in the MAKAR App.



- C. When triggering events A, B and C are set to group 1, A and C will be closed as triggering B in the MAKAR App.



- D. When triggering events A, B and C are set to group 1, A and B will be closed as triggering C in the MAKAR App.

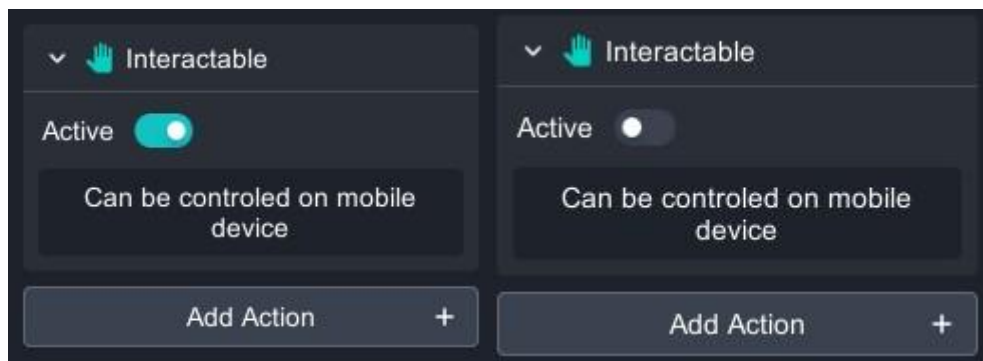


5. Interactable

When a scene object (trigger object) is created, MAKAR App can control the movement, rotation and scaling of the virtual object according to the user's current preset situation.

- turn on : Move, rotate and scale the selected object in the MAKAR App.
- turn off : Can not move, rotate and scale the selected object in the MAKAR App.

•



Chapter5. Project creation

5-1. Project mode of operation

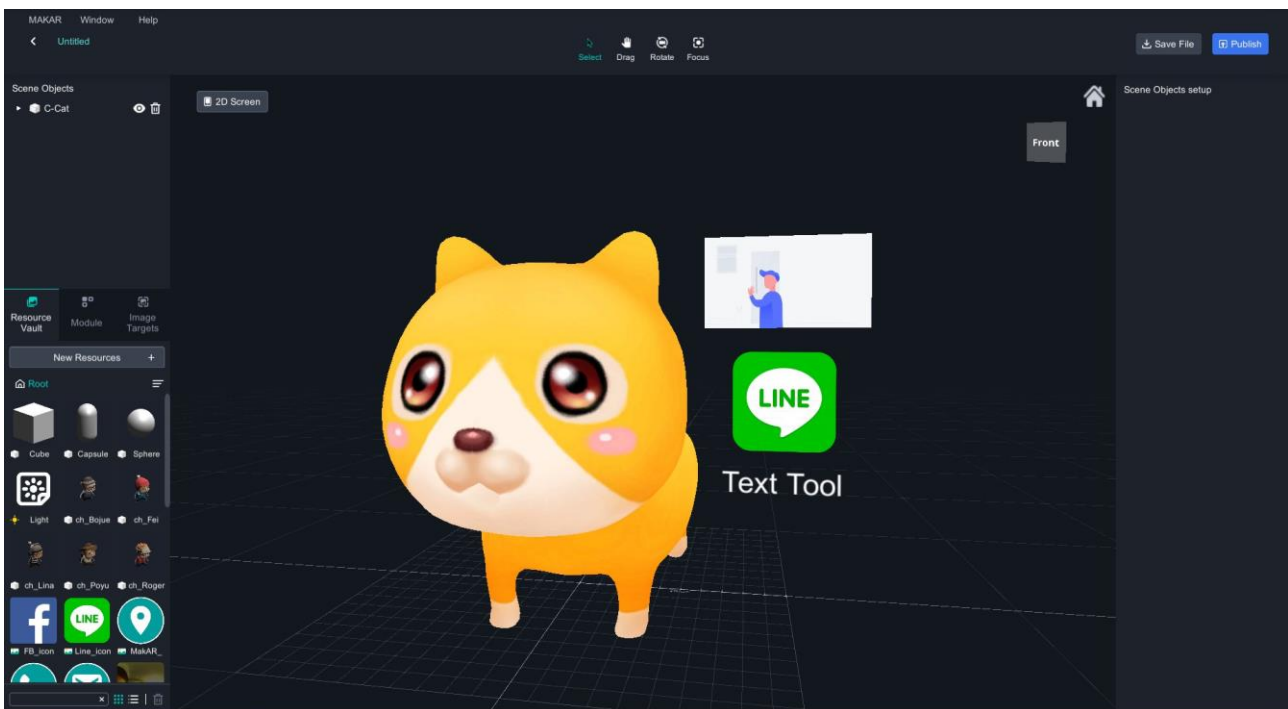
MAKAR includes AR/VR/MR editing and creation functions, which can support editing in 2D and 3D interface, due to different operation and editing ways, and the selection of materials will be slightly different.


4-1. 3D models, videos and other materials cannot be used in 2D interface operations.

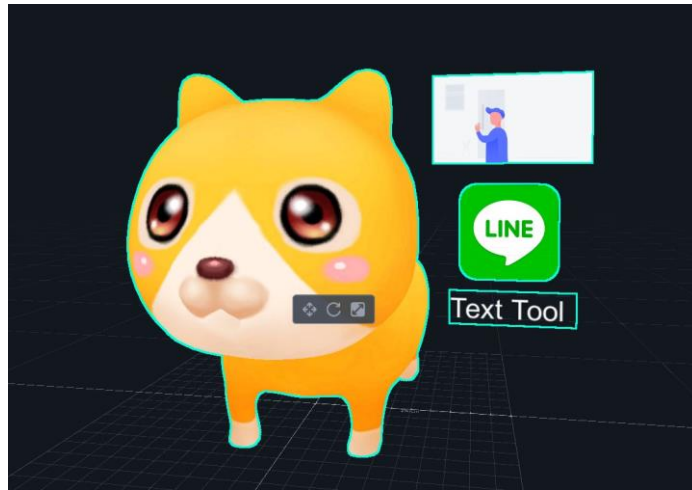
4-2. Although 2D and 3D mode are separate edit, but when 2D and 3D objects are created in the same project and be published, they will exist at the same time on the App.

5-2. 3D interface operation

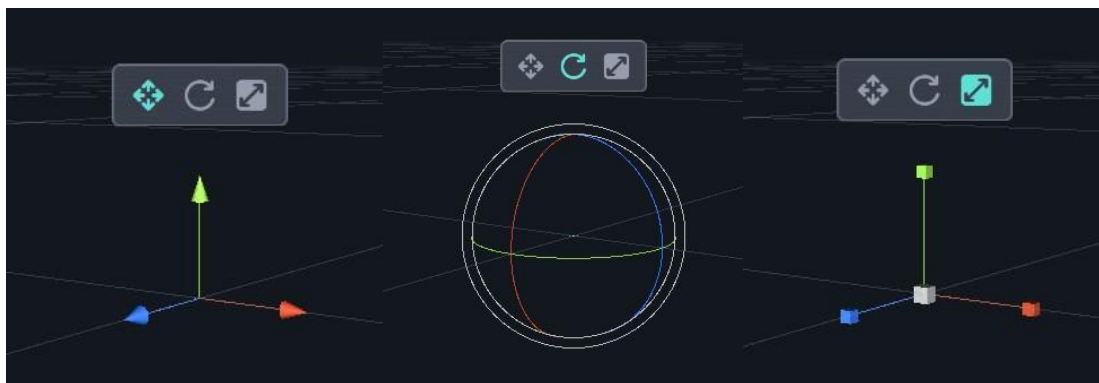
1. In the 3D operation interface, all multimedia material can be used, including: audio, video, image, model and text tool.



2. According to your need, select the object you want to edit, and click to switch between moving, rotating and scaling. 



3. The style of the tool is as follows: Move, rotate and scale. By default, red is the X axis, green is the Y axis, blue is the Z axis, and the axis will change according to the editing situation.
- Key Z : Through Z to switch direction to the world center or object center for adjusting.
 - Move : According to the requirements of object movement, select the corresponding direction arrow for adjustment.
 - Rotate : According to the requirements of object rotation, select the corresponding color for adjustment.
 - Scale : According to the requirements of object scaling, select the corresponding color for object scaling adjustment. For scaling, it is recommended to select the "white square" in the center of the object for equal scaling. If you adjust the color of one axis, the object will become unequal scaling.



▲ Move

▲ Rotate

▲ Scale




▲ Moving example : The left image is before adjustment, and the right image is moved to the right through the Move.

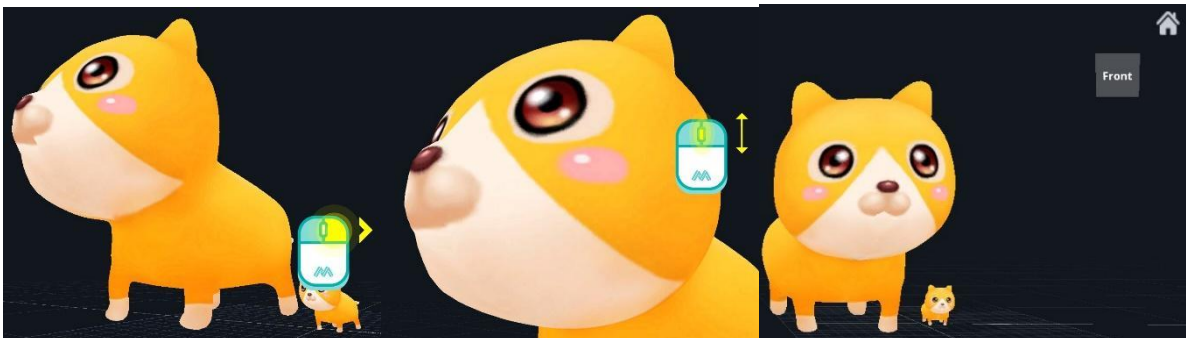


▲ Rotation example




▲ Scaling example

4. Set and control the scene display mode through the left, middle and right mouse.
 - left mouse : For object selection, such as dragging an object, rotating movement, or clicking a menu or button on the screen.
 - middle mouse pressing : Translating scene viewing angle.
 - middle mouse rolling : Zooming in or out the scene viewing angle.
 - right mouse : Rotating the scene viewing angle.
 - When lost, selecting  on the top right corner to return to the initial screen.



▲ Rotation viewing angle

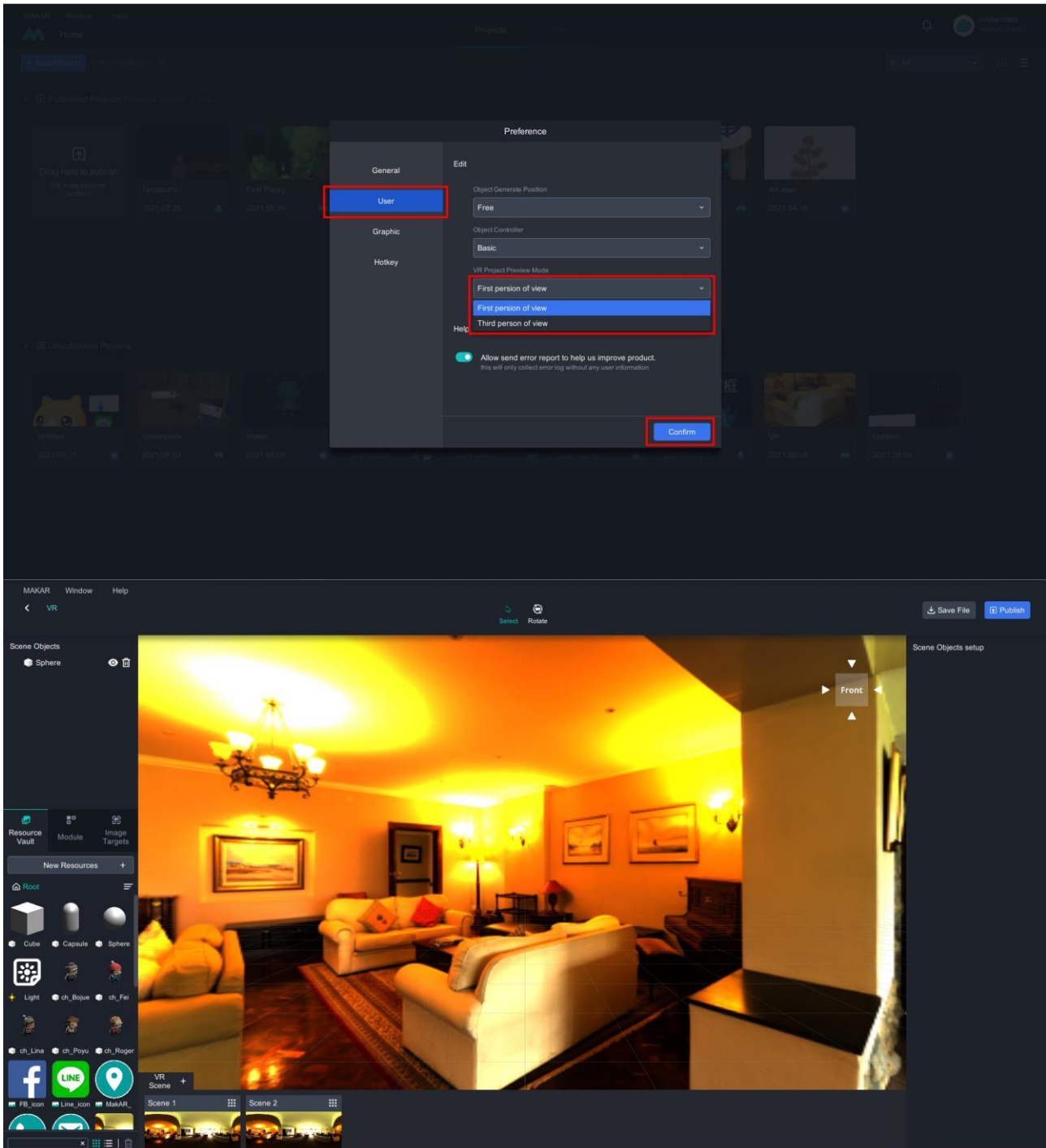
▲ Scaling viewing angle

▲  Return to the initial screen

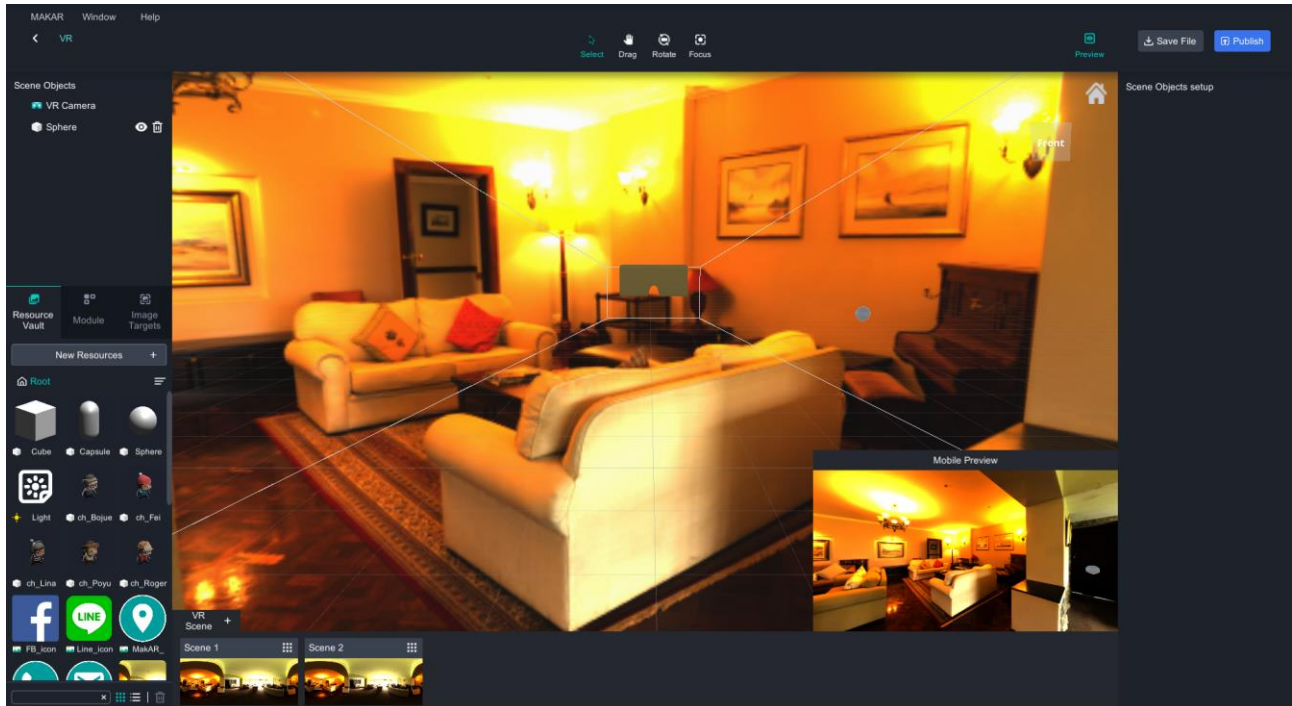
5-3. 3D VR preview mode switching

Select "MAKAR > Preference" on the top toolbar to change the setting · click User > VR Project Preview Mode to set up.

- First person of view (without VR Camera in the scene)

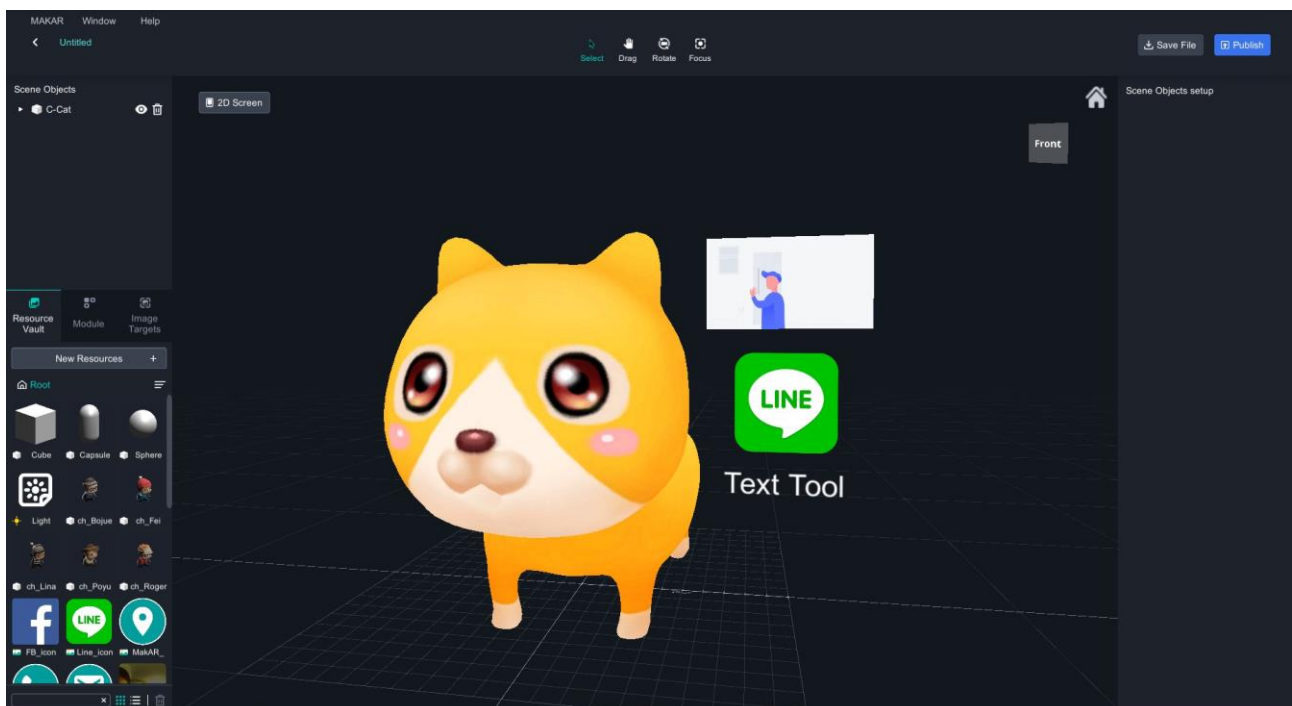


- Third person view (with VR Camera to adjust)

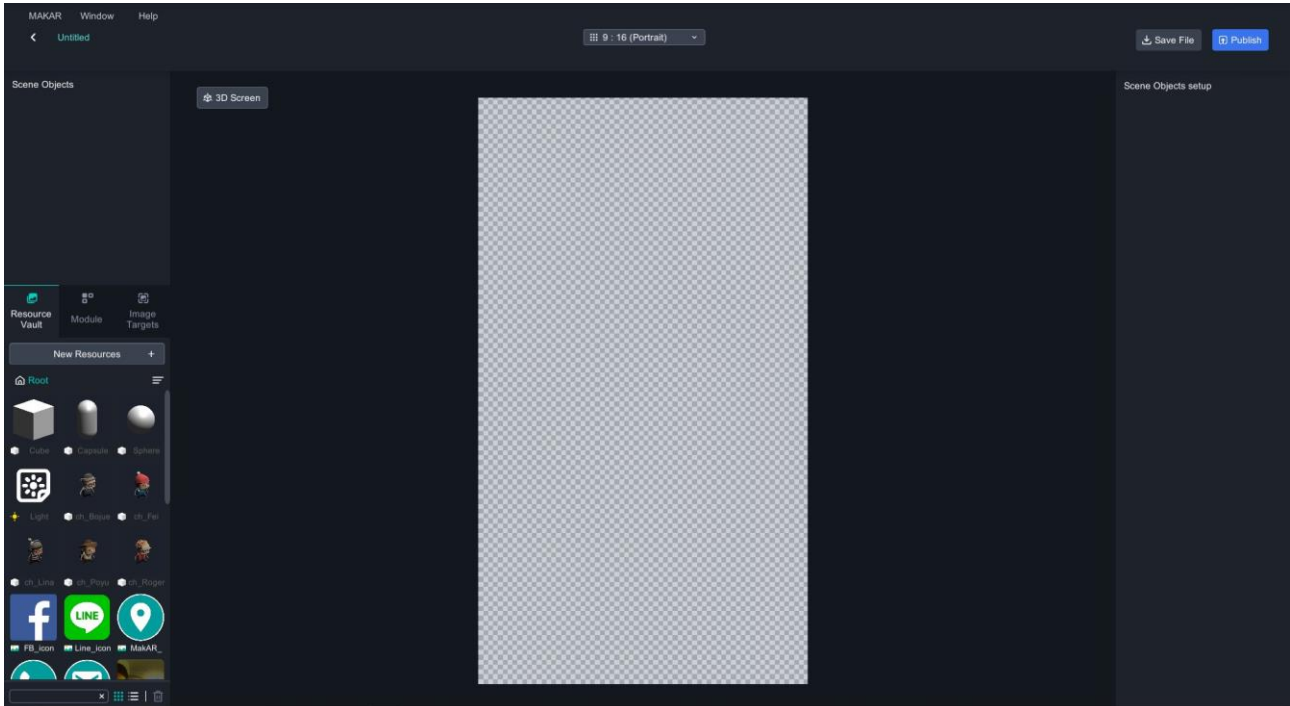


5-4. 2D Interface operation

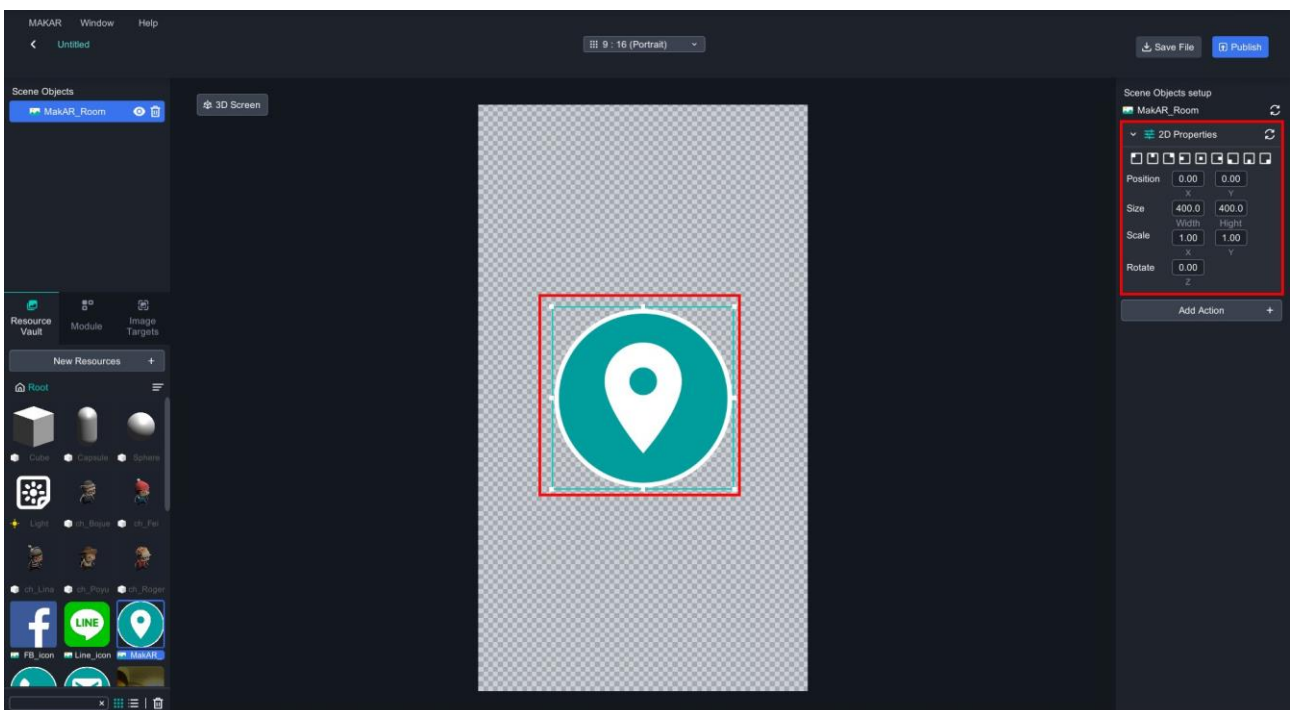
1. In the preset 3D editing mode, you can move, rotate and scale the object's in three axes (X,Y,Z) through the selection tool. The 2D screen conversion button can be seen on the top left, click it on to switch to the 2D screen.



2. After switching, you can see the straight grid (this is transparent).



3. In 2D mode, objects can only be adjusted between 2 axis (x width, Y height).



4. In 2D editing mode, objects can be moved by clicking the right mouse button, and a bounding box will appear around the object.

- The scale tool appears when the mouse moves to any white point on the box.
- When the mouse moves out of the bounding box, the rotate tool appears.

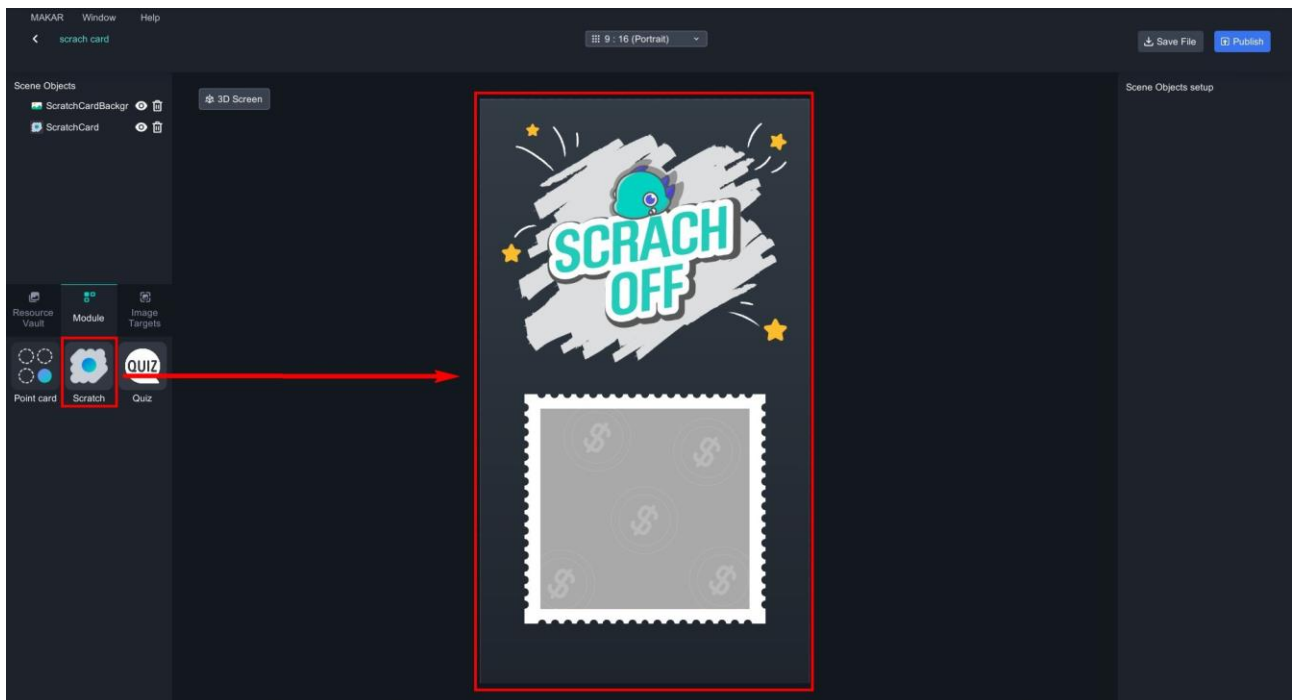


▲ bounding box

▲ rotate tool

▲ scale tool

5. Switch to the page of "Module" in 2D mode, and you can drag the module into the edit scene. The module includes: scratch card (2D), point card (2D) and quiz (2D, 3D).

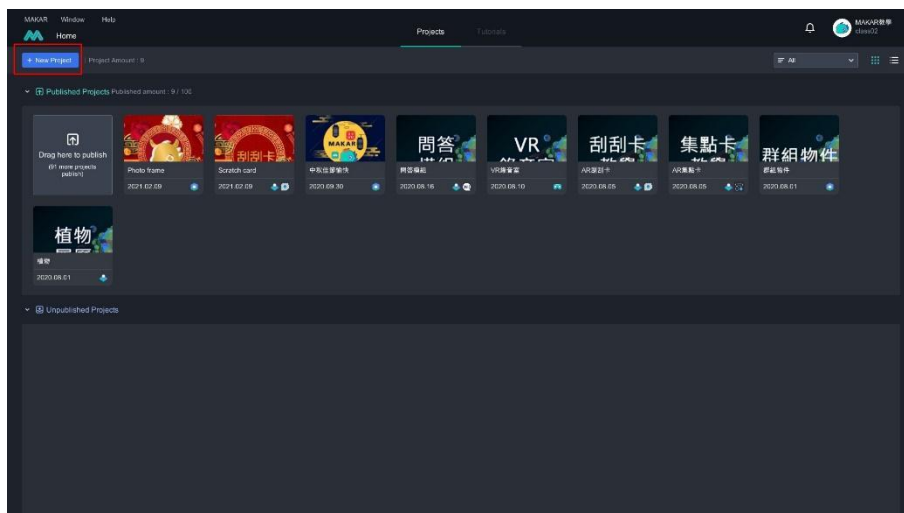


Chapter6. Build up basic projects

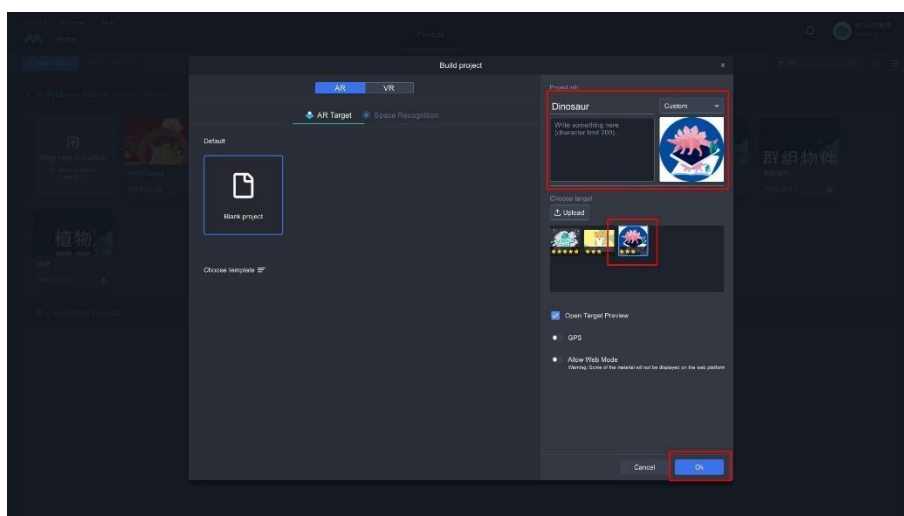
6-1. AR Image Project - AR Dinosaur Cookie



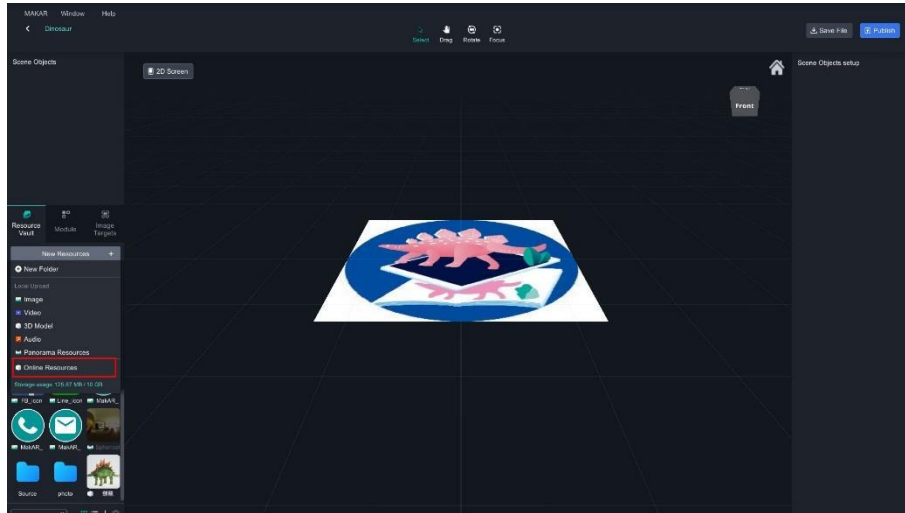
1. Click "+New Project" in the upper-left corner to build a project.



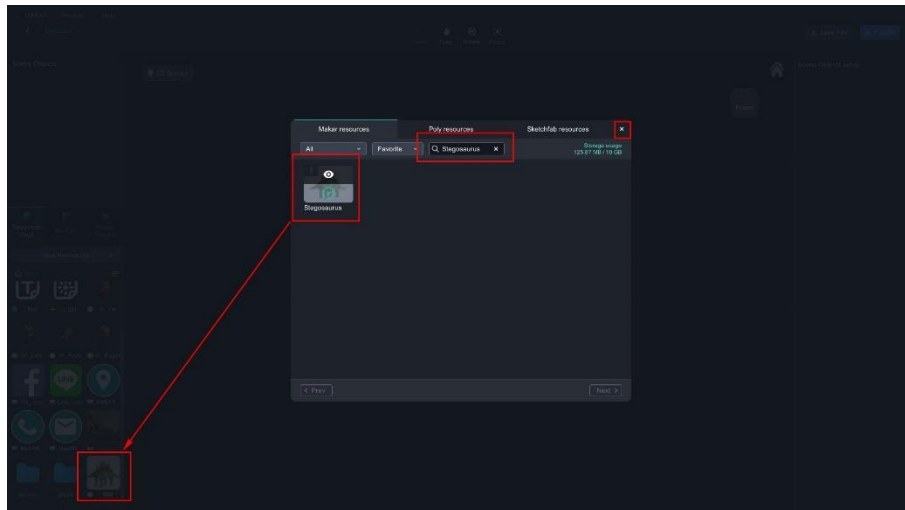
2. Fill in the project info, click "Upload" and select the target image that will be used later on. Click "Ok" to continue the building process.



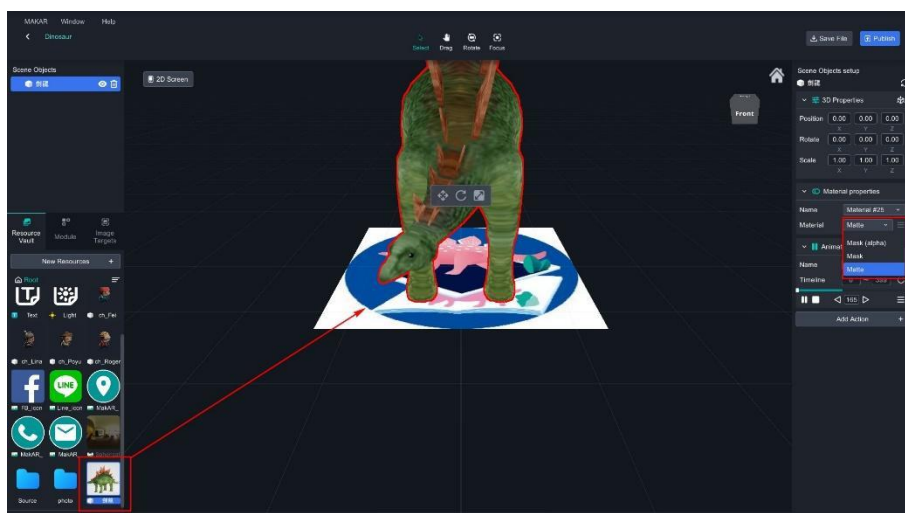
3. Click New Resources > Online Resources



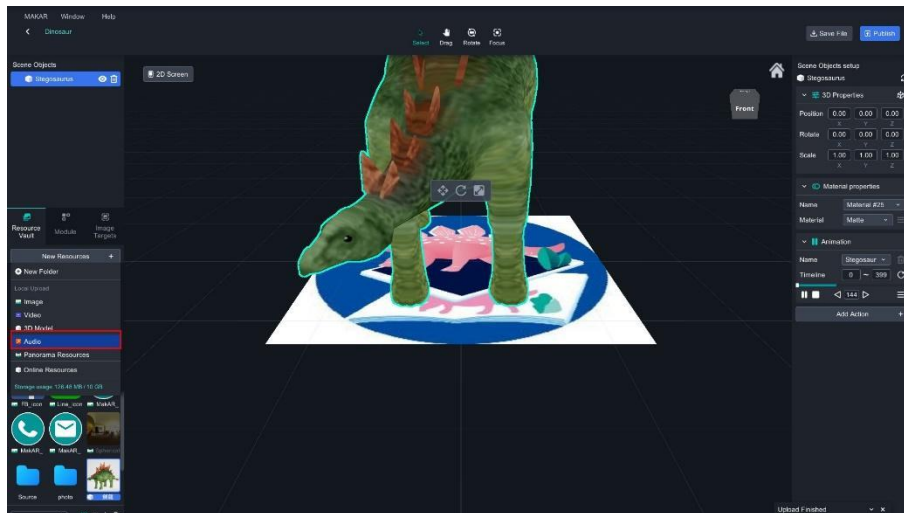
4. Search for "Stegosaurus" and click "Download", it will be added into the resource vault, you can now see its thumbnail in the bottom left corner.



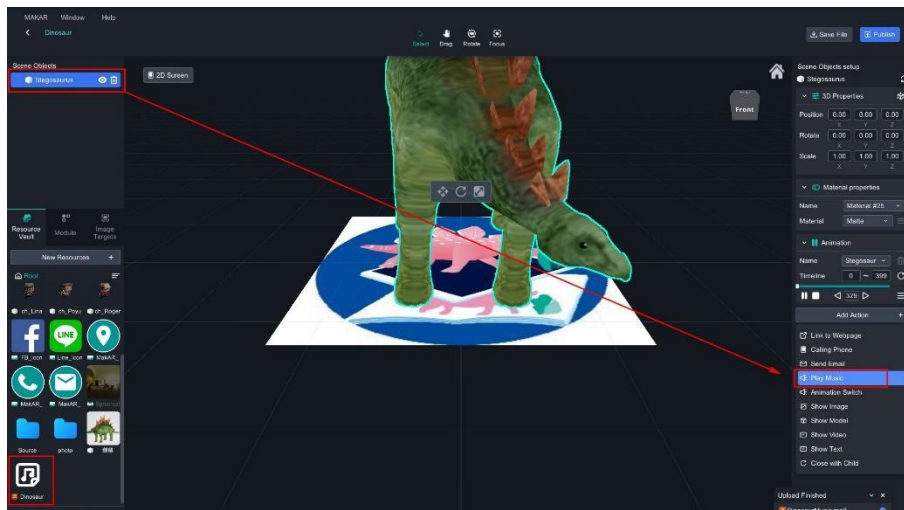
5. Drag and drop the Stegosaurus into the scene.
6. Switch material form to "Matte".



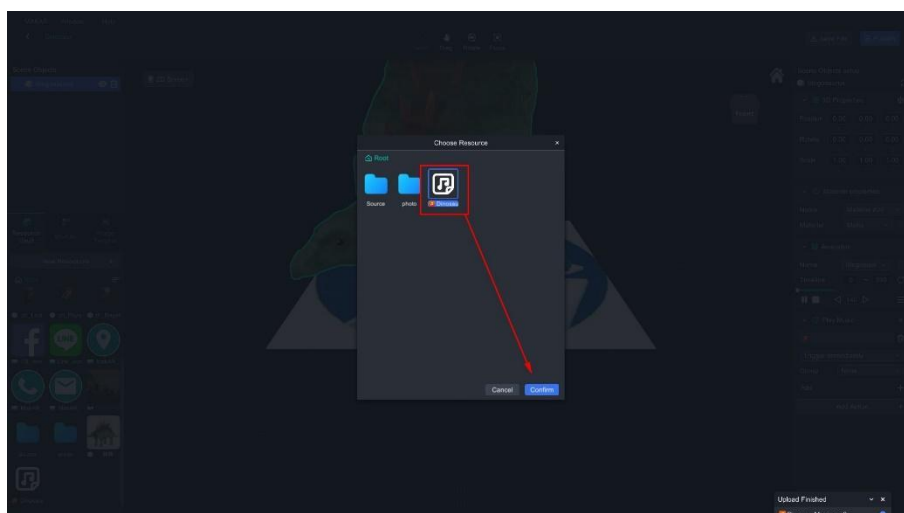
7. Click **New Resources > Audio** to upload "DinosaurMusic.mp3". (Or any local audio file.)



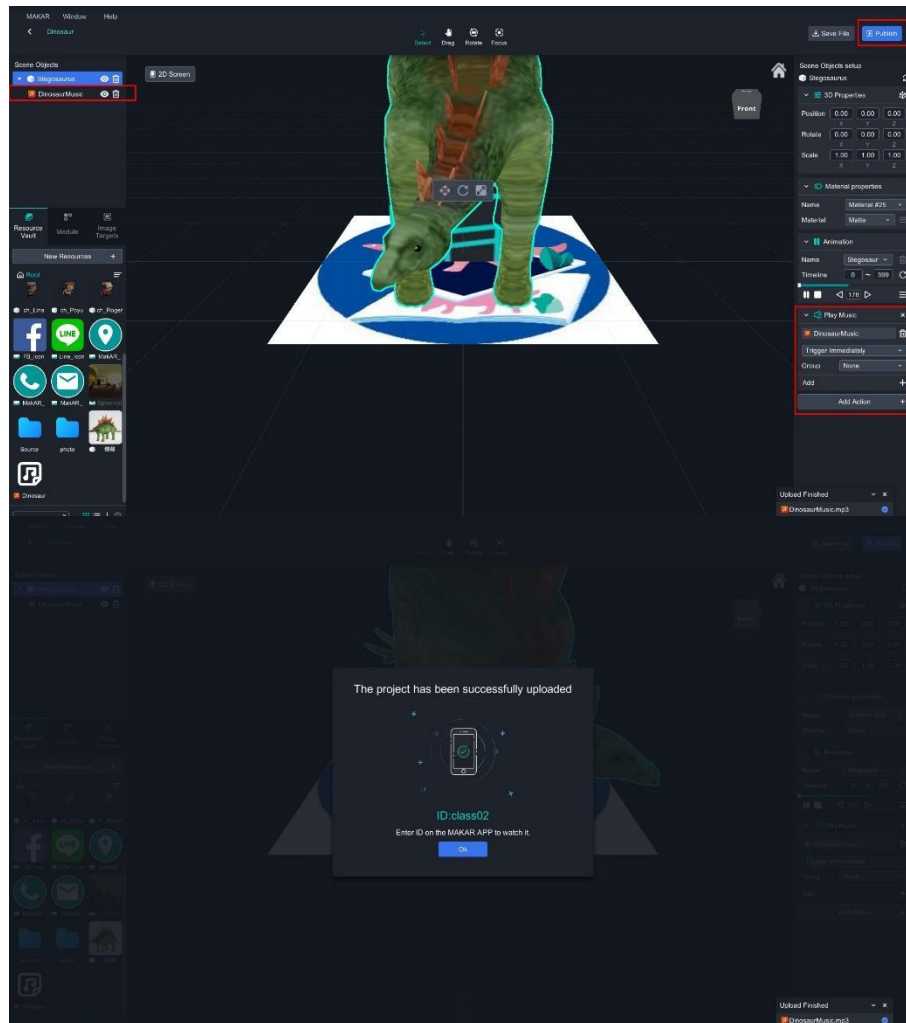
8. Select the **Stegosaurus** in **Scene Objects**, then click **Add Action > Play Music**.



9. Choose file "DinosaurMusic.mp3" and click "**Confirm**".



- The process is successful if you see your music resource on the object. Click "**Publish**" in the upper right corner when the project is finished.



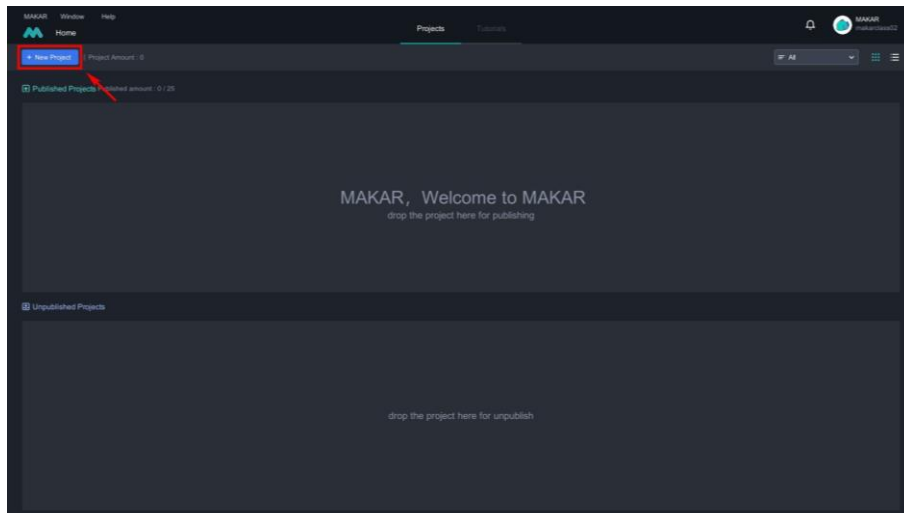
11. How to experience this project? Hold your mobile device, enter your ID and start experiencing after scanning the target image.

- Install MAKAR App
- Click the [Link](#) to trigger / Scan the QR code below.

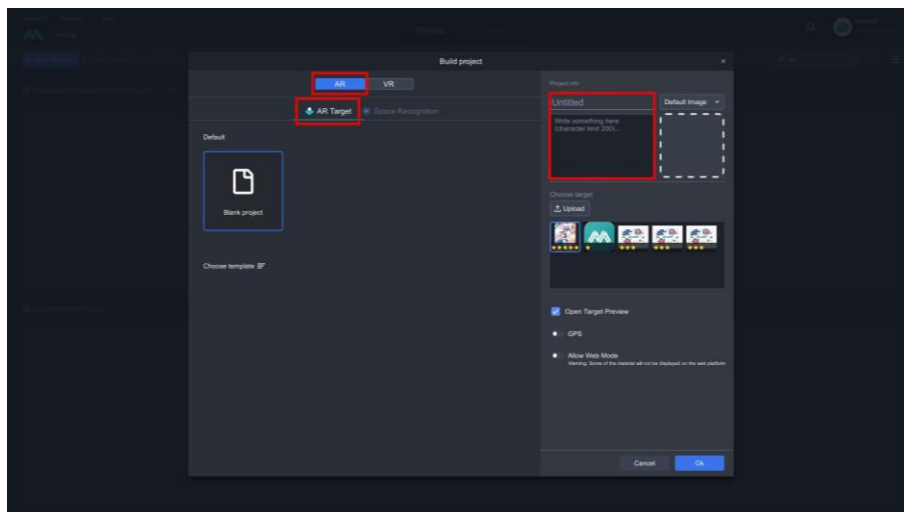


6-2. AR Video Project

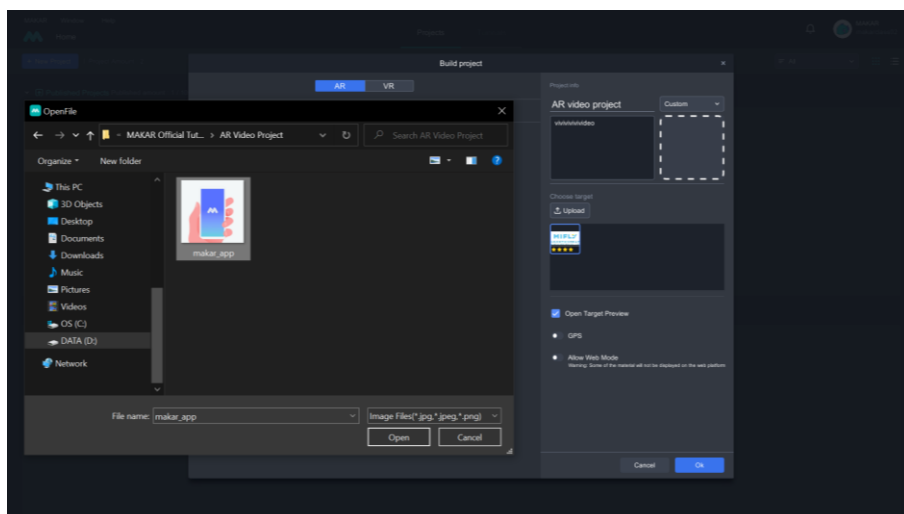
1. Click "+New Project" in the upper-left corner to build a project.



2. Select AR > AR Target, fill in the project info, then click "Blank project".

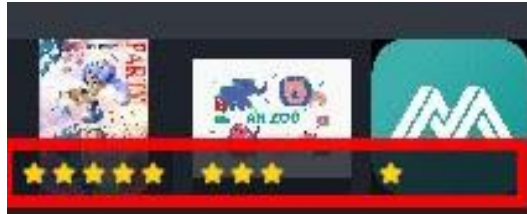


3. Use the default image as cover, or click "Custom" to upload your own image.

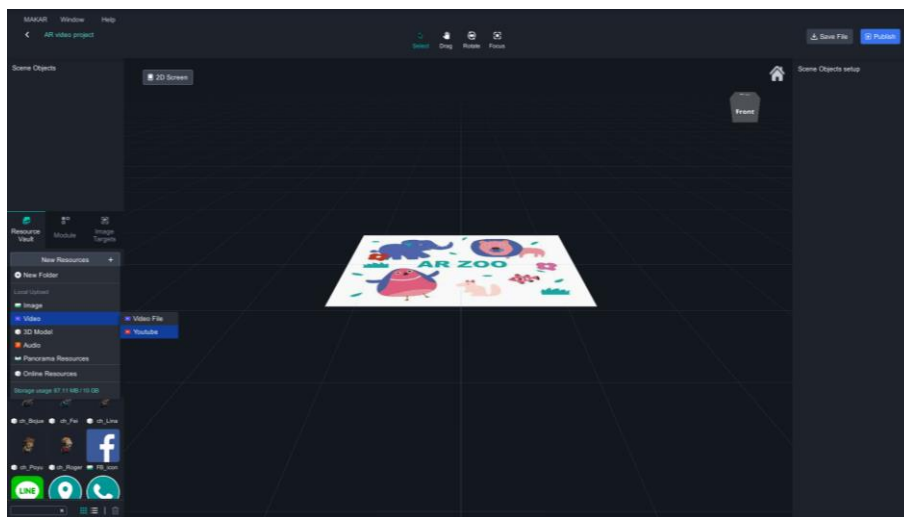


- Click "Upload" and select the target image that will be used later on. Click "Ok" to finish the building process.

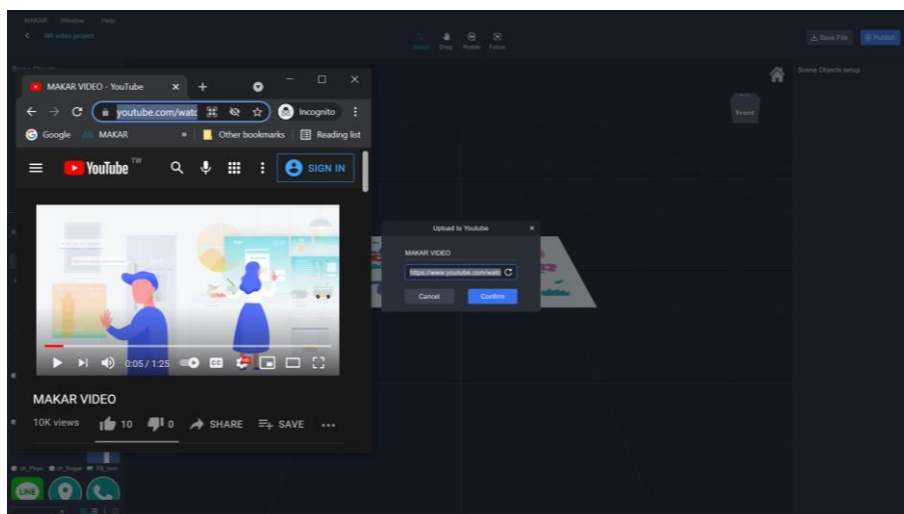
The stars under each target image represents its recognizability. The higher it goes, the lesser response timing. (All shown ratings are for reference only, actual recognizability may vary due to influence factors.)



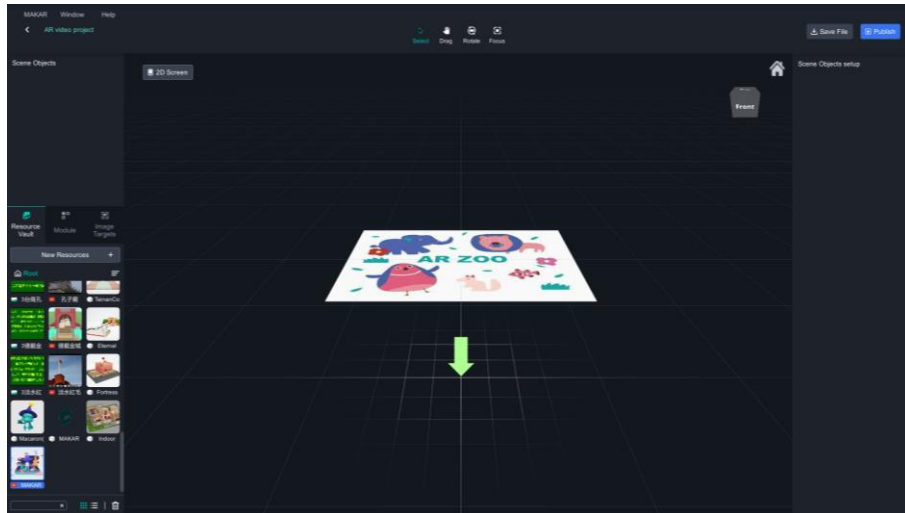
- Click **New Resources > Video > Youtube**.



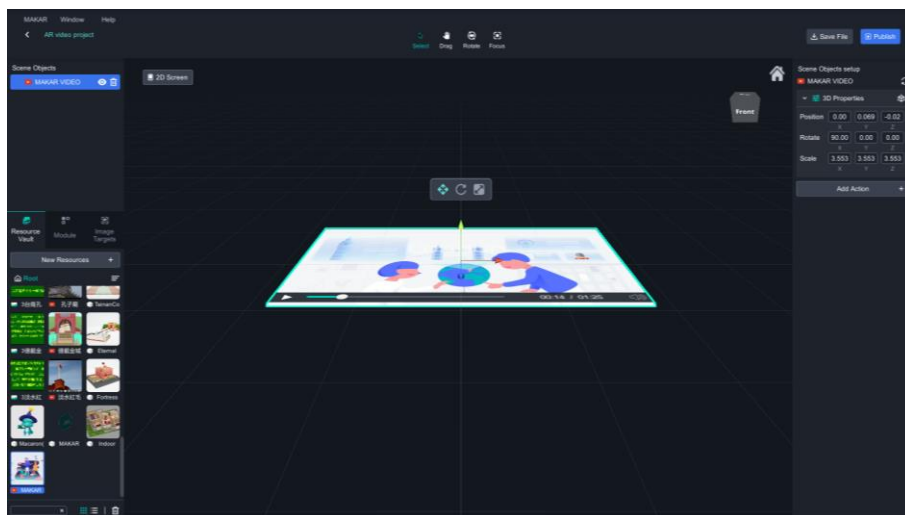
- Fill the link inside the lower text field, edit the video's name in the upper text field. Click "**Confirm**" to create this video resource.



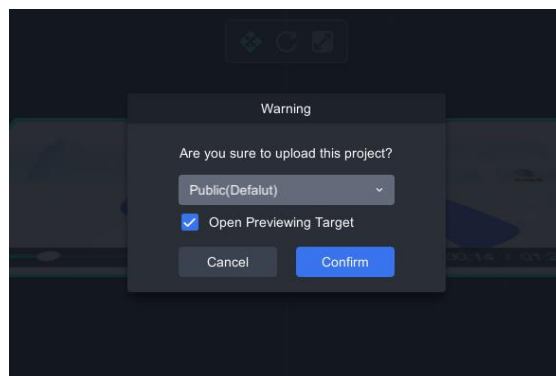
7. Drag the resource from the vault and drop it in the scene. The arrow represents the center position.



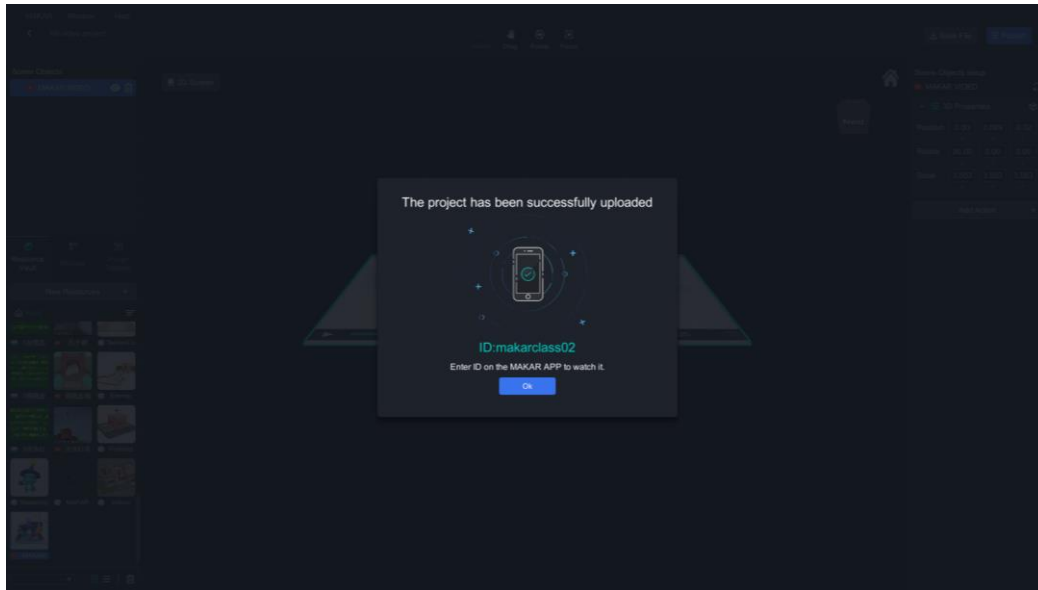
8. The preset direction of all video resources is vertical, you can use Position, Rotate and Scale to change its properties.



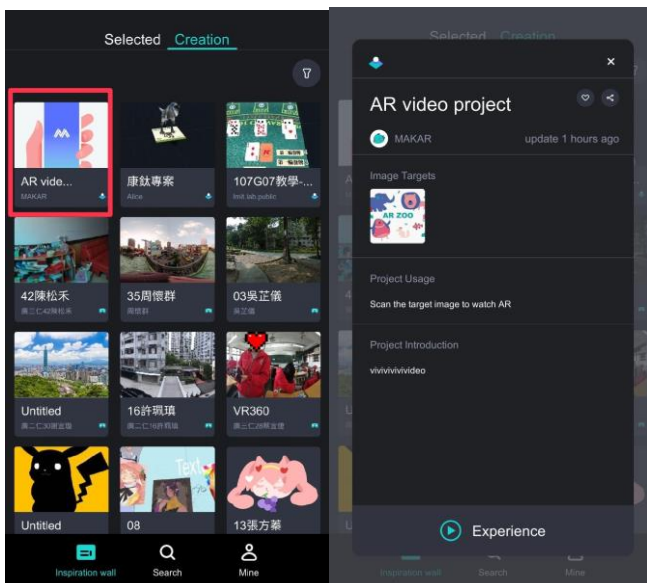
9. Click "Publish" in the upper right corner when the project is finished. Switch between **Public** or **Private** as required, then click "Confirm" to finish the process.
 - **Public**(Default) allows everyone to view this project in the **Creation Hall**.
 - **Private** only allows those who know your account to view this project.



10. After uploading successfully, this screen will pop out. You may now view your project.



11. Activate the MAKAR app on your mobile device, switch to "Creation" and find the project, click "Experience" to start the project.



▲辨識圖

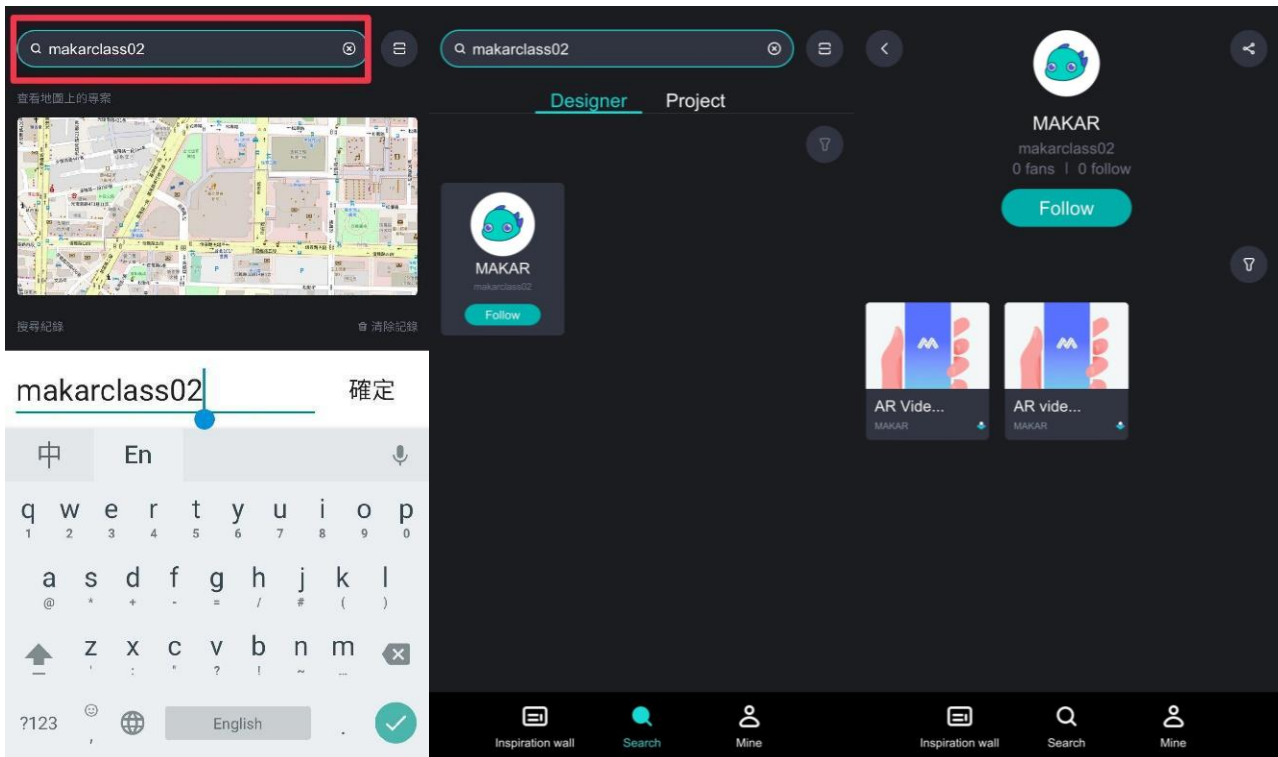
12. Move your device to scan the target image through the camera, the video will pop out right after the scan finishes.



▲ Target Image

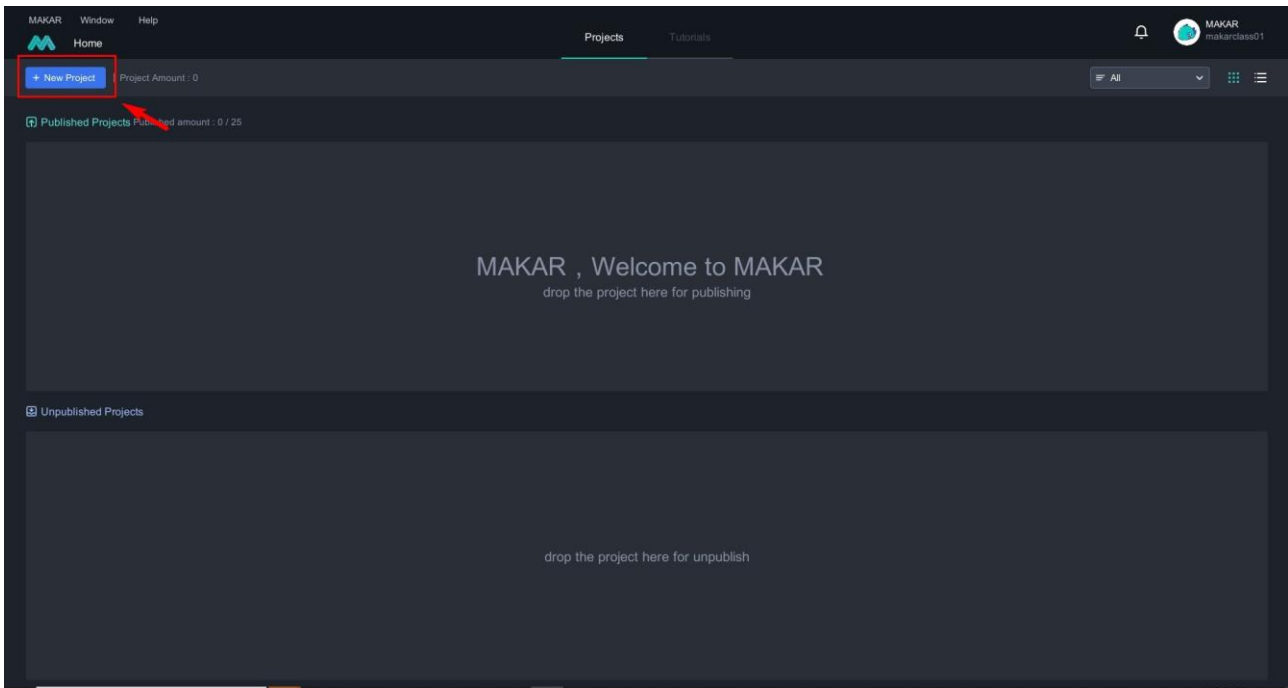
▲ MAKAR APP triggered and play

13. Switch to "Search" to find your account directly by filling in your unique MAKAR ID.



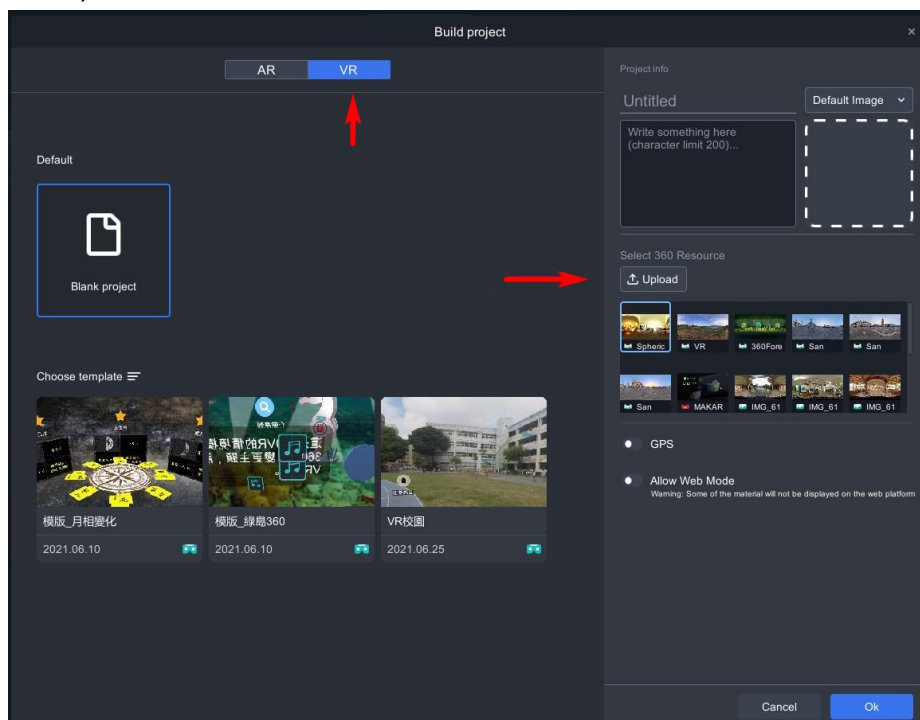
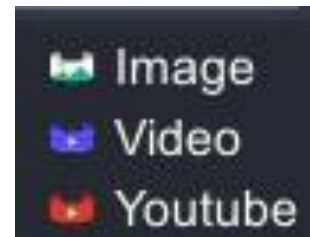
6-3. VR (Virtual reality) project creation concept

1. Click "New project" in the top left on the home page.



2. Switch to the VR tag, set the project name or cover image. VR project preset to no template and use the preset living room image.

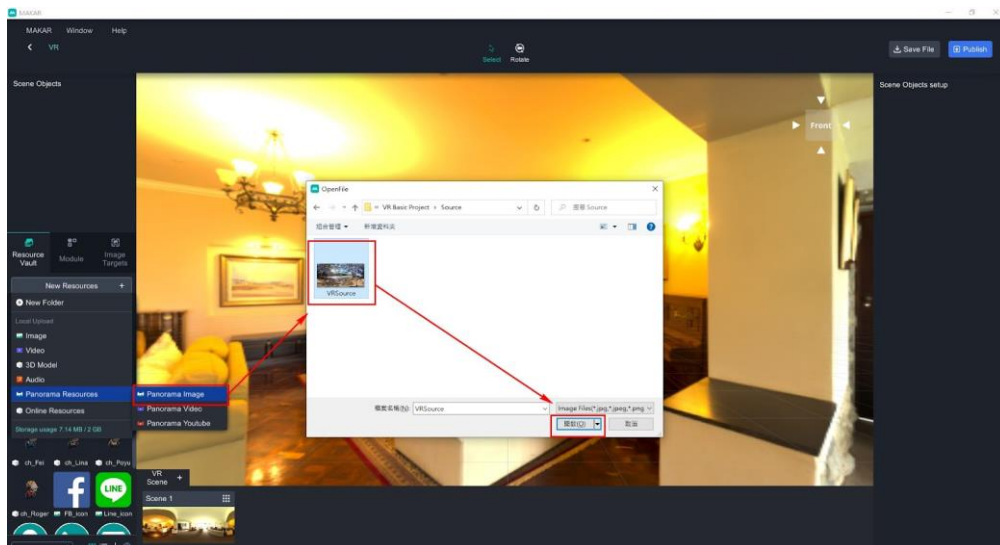
VR needs to upload the panorama resource, including panorama images (JPG 360 images), panorama videos (MP4 360 videos), or 360 Youtube videos (uploaded youtube 360 video's link).



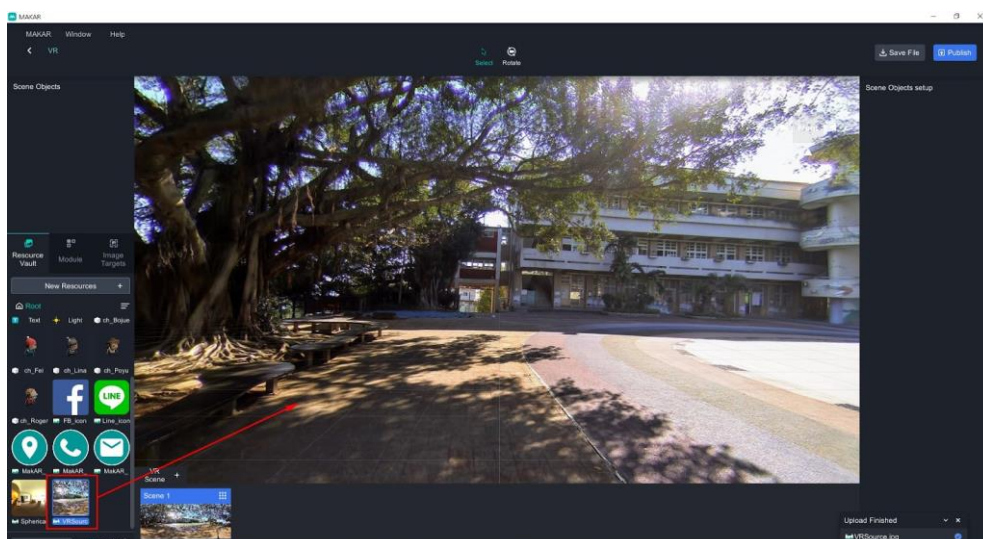
- After the VR project is created, the preset living room VR 360 material will be displayed when entering the project.



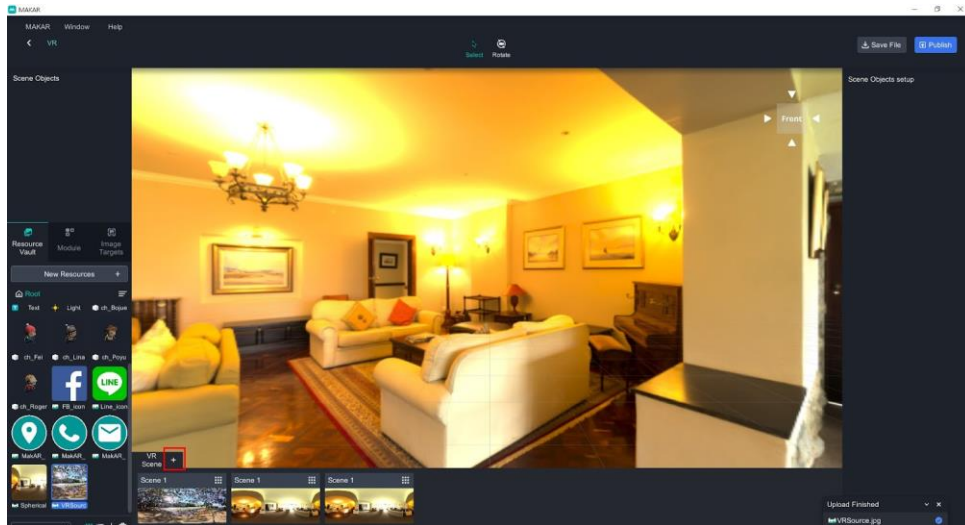
- Add Resources > Panorama Resources > Panorama Image, user can upload their own material in computer.



- Drag the uploaded material on the left side into the scene to finish VR scene creation.

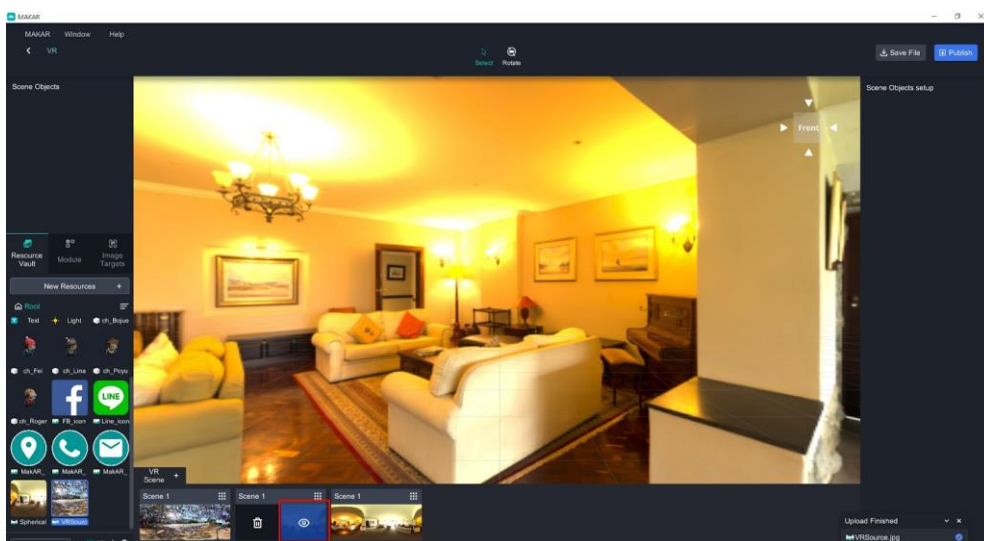


6. After finishing the creation, select the "+" icon beside the "VR Scene" to add the VR scene.

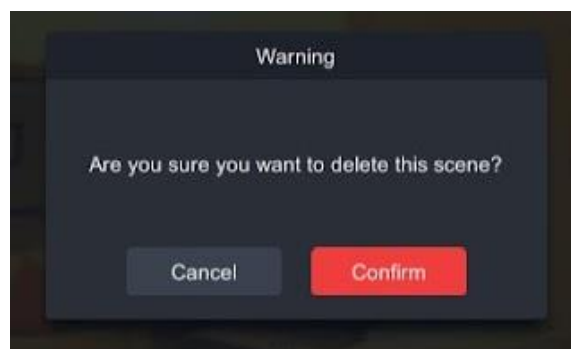
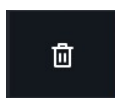


7. In the created VR scene, move the mouse over the added scene, and you'll see the "Trash can" and "Eye" icon.

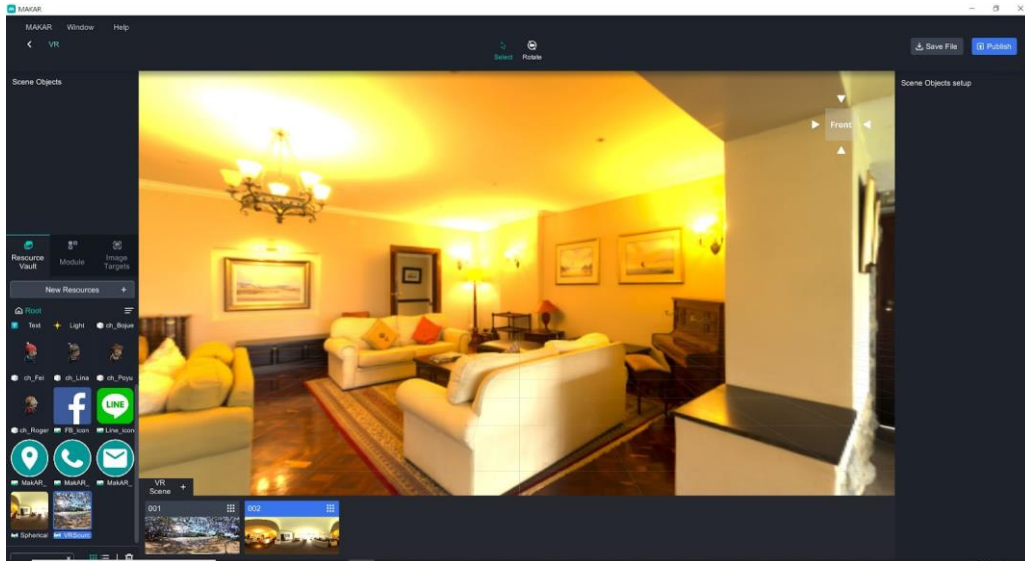
- Trash can : Click to delete the scene.
- Eye : Click to enter the scene.



8. After clicking the trash can, the scene can be deleted and the system will remind you repeatedly whether to delete the scene.

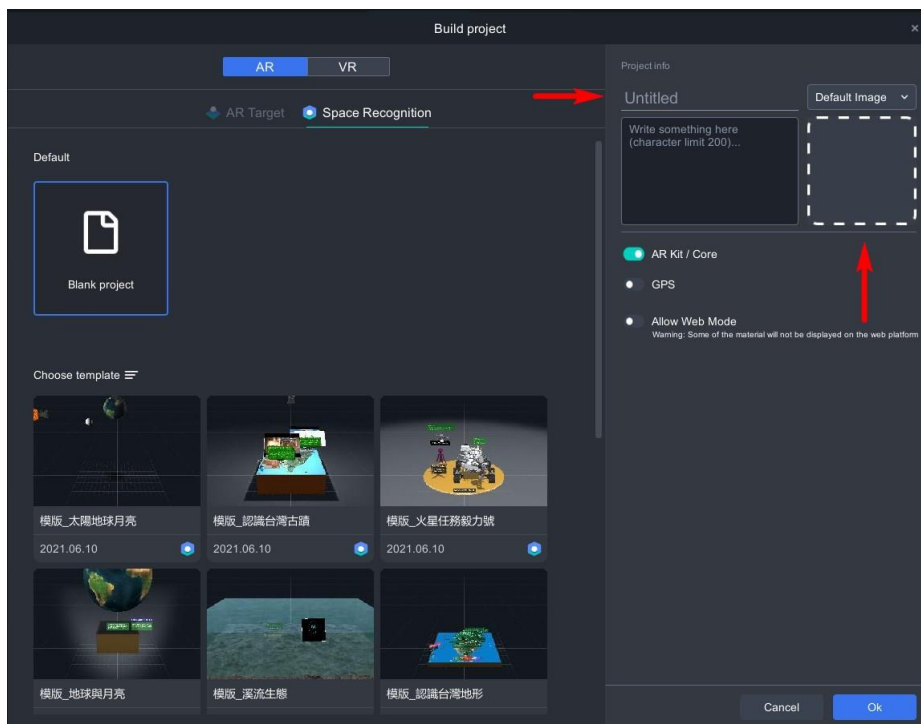


9. After deletion, the 003 scene will disappear.

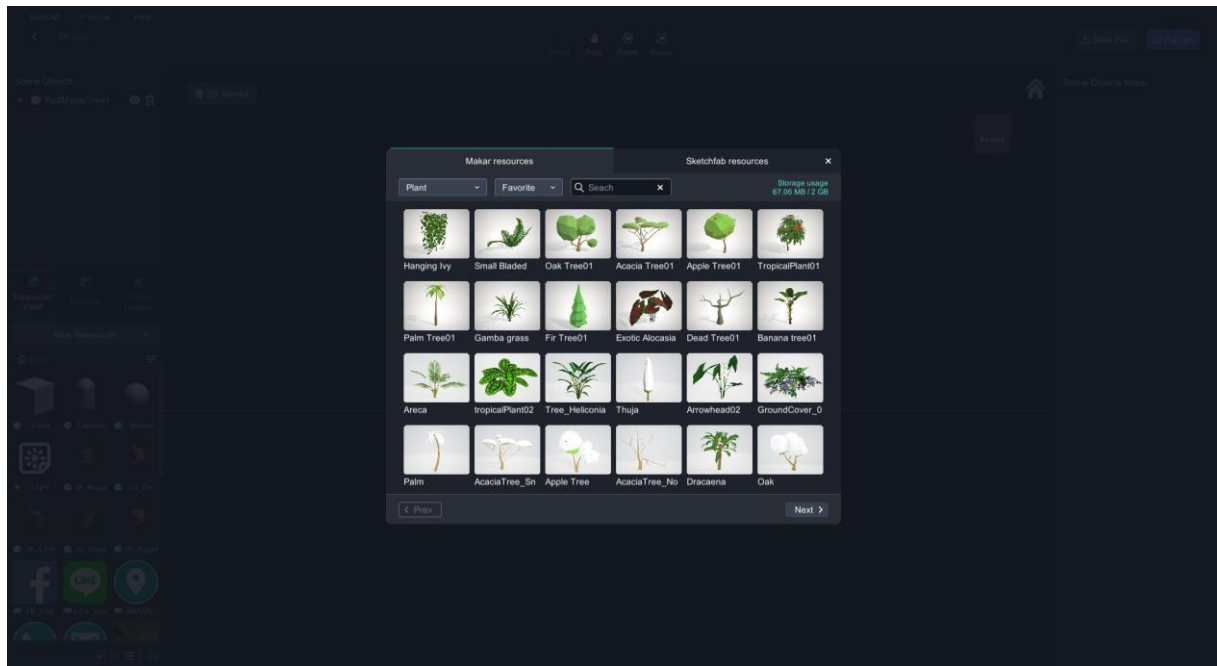


6-4. MR project creation concept

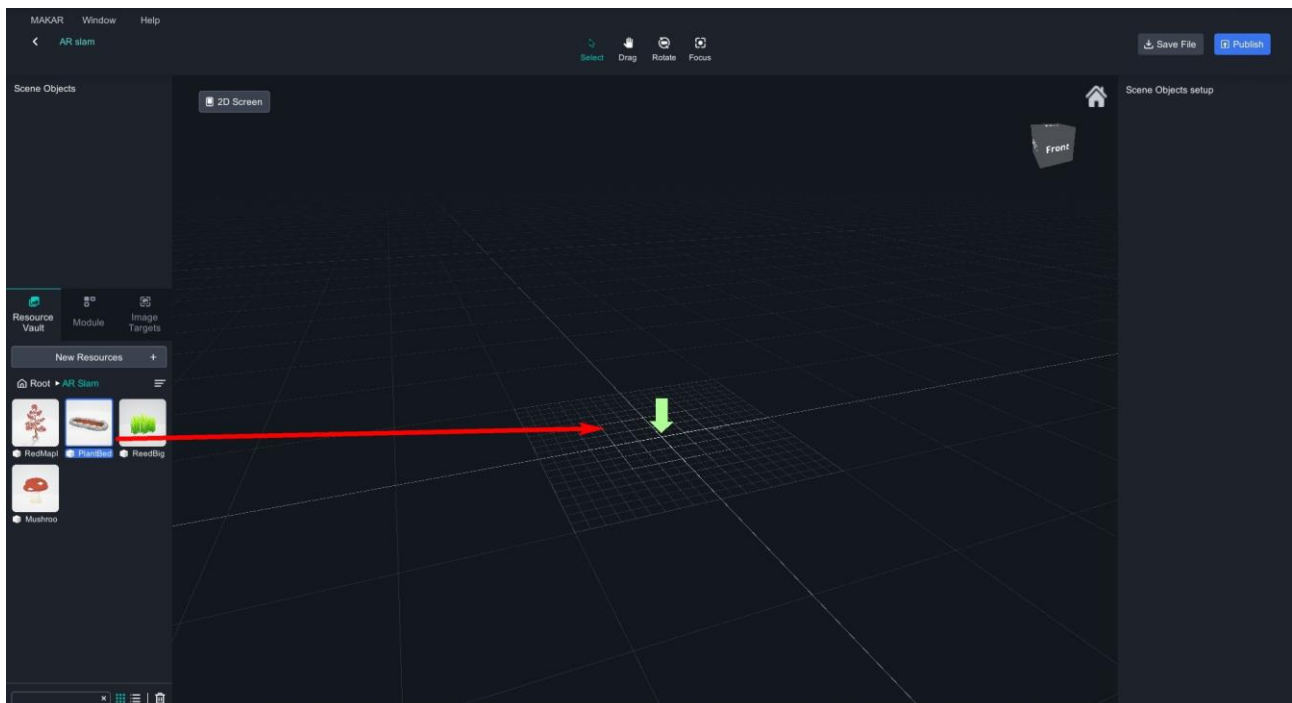
1. Select AR tag, switch to Space Recognition, set the project name or cover image, and click to no template option..
 - Preset to enable the ARKit/Core function, this function will preset virtual objects that can be located on the space plane.
 - Turning off the ARKit/Core, it will switch to the gyroscope feature which cannot locate virtual objects in the space plane.



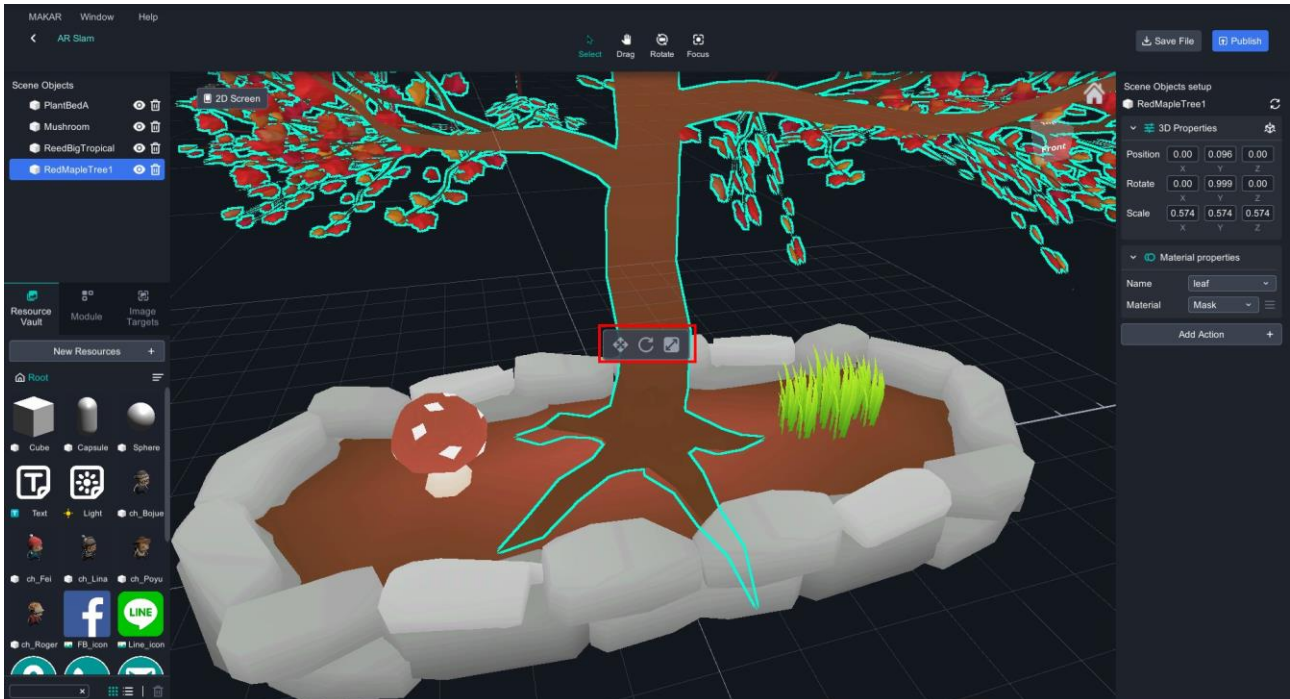
2. Create a preset MR project, enter the edit scene and download any model from the online resources.



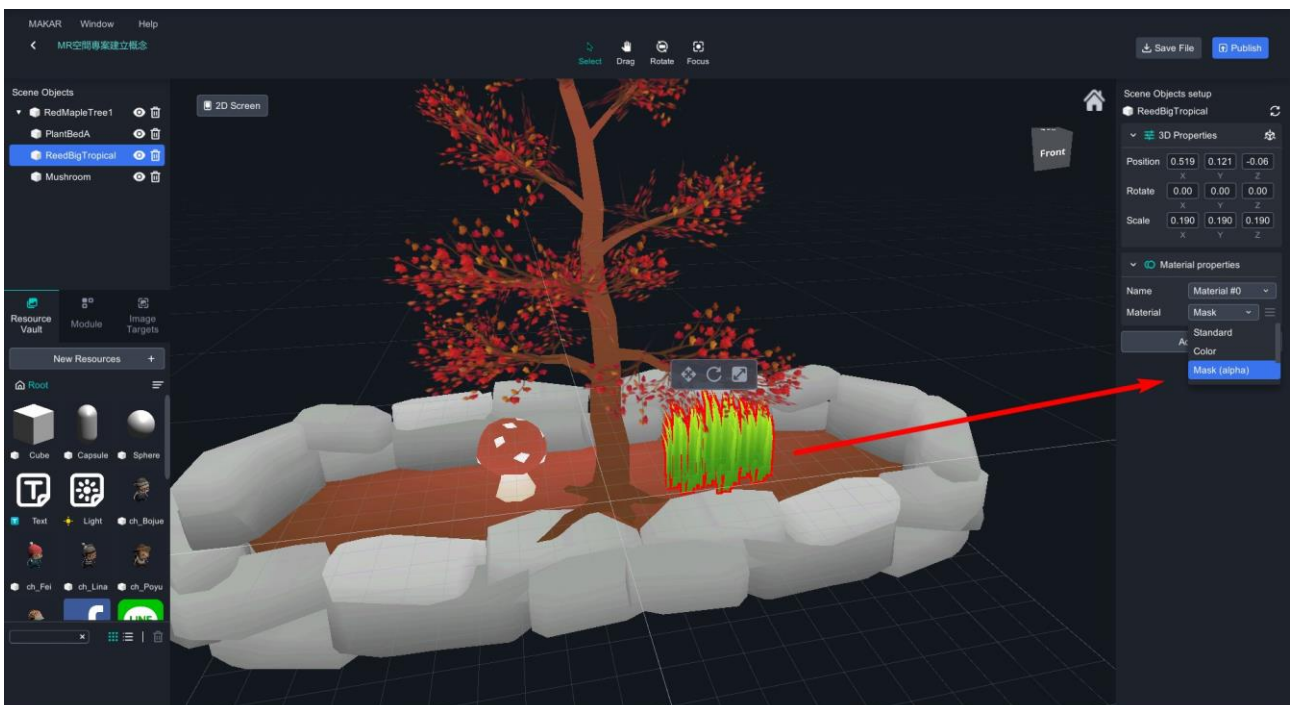
3. Drag the material into the scene, you can see the drag arrow on the screen. Hold down and release to create the virtual object.



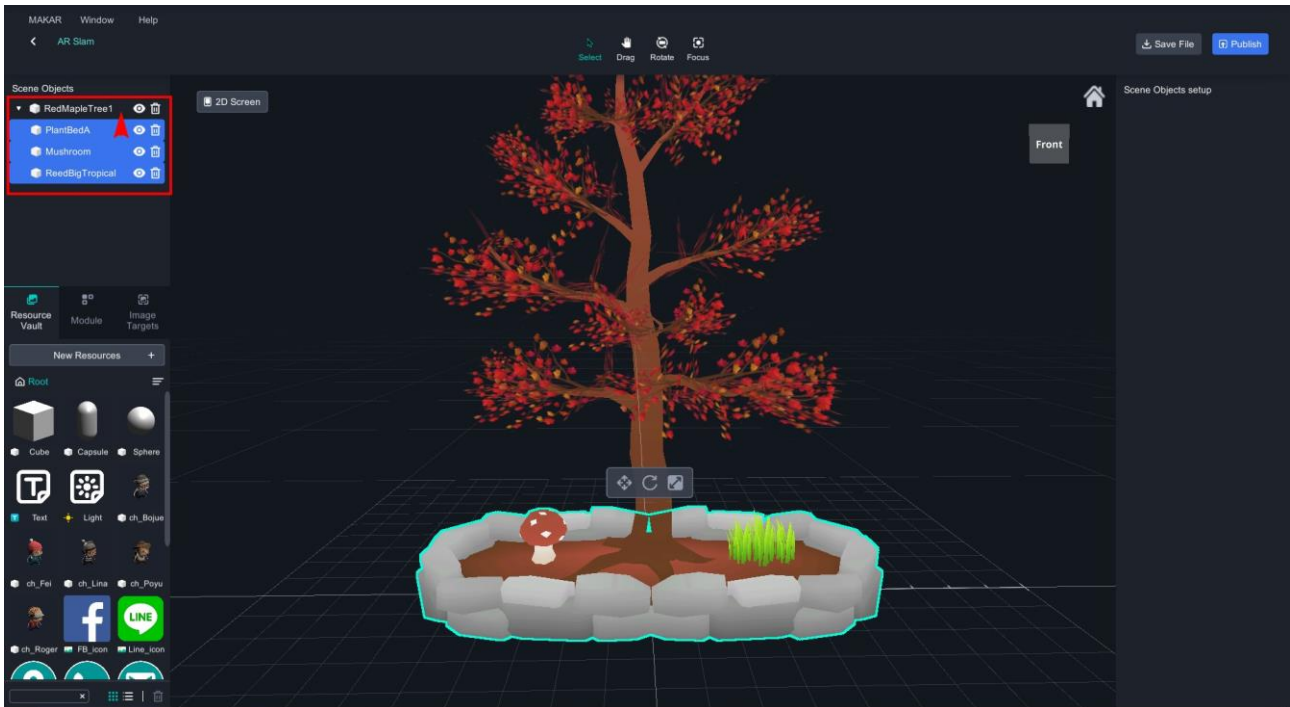
- Repeat the above actions, drag and drop other resources into the scene, and adjust them to the right size by moving, rotating and scaling.



- By changing all the materials to "Mask", the materials will appear in a no light mode, that is more like a cartoon style.



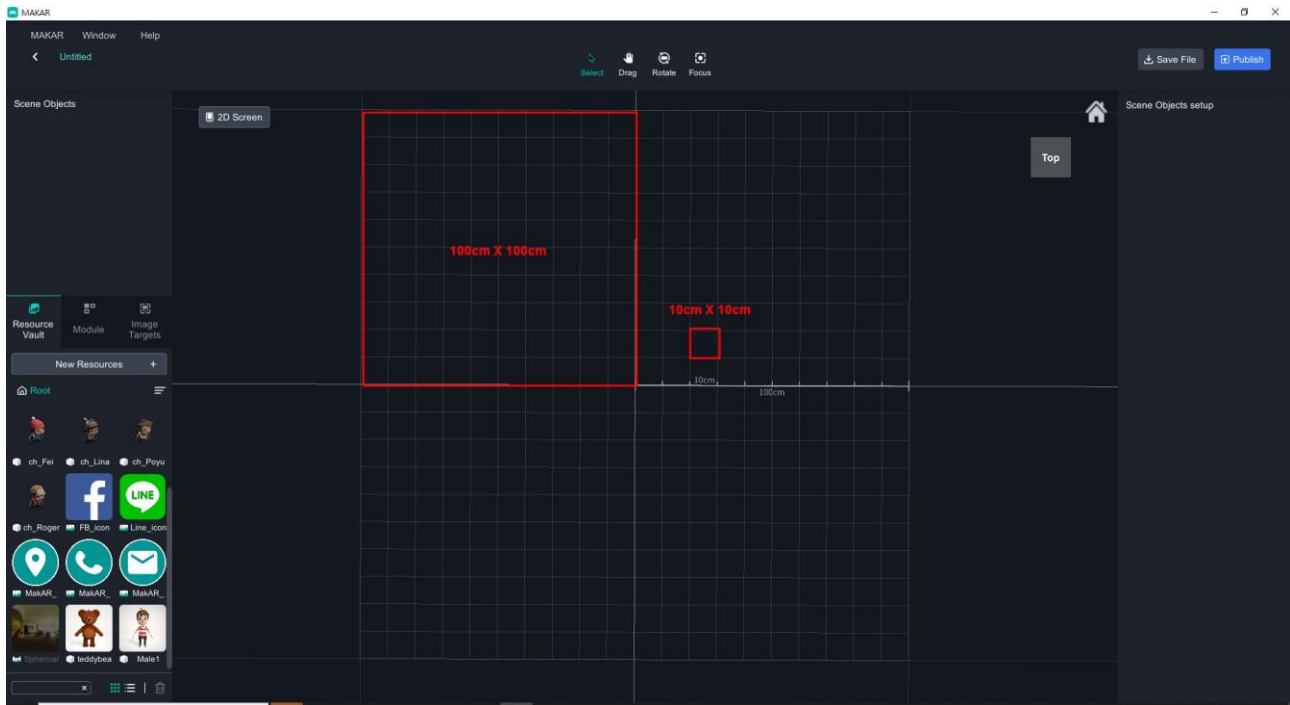
6. Select all objects, press Ctrl and click the tree. On the contrary, click again to cancel selection. Drag the selected objects into the tree to make them become its child items.



7. After completing the project, open the App to experience.

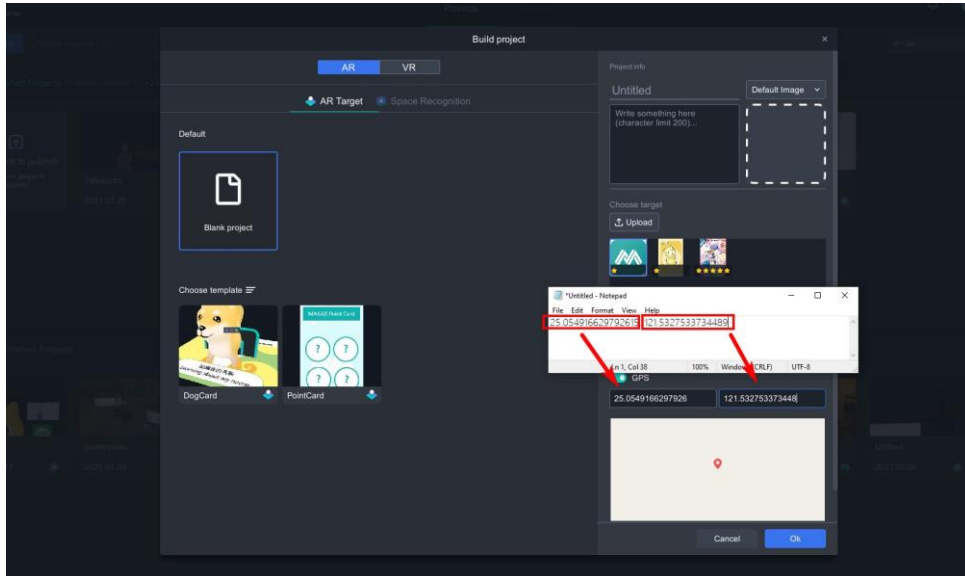


- Explanation of the MR world
 - 10cm in a small grid is equal to 10cm in real life.
 - A large grid size is equal to 100cm*100cm



6-5. GPS feature open

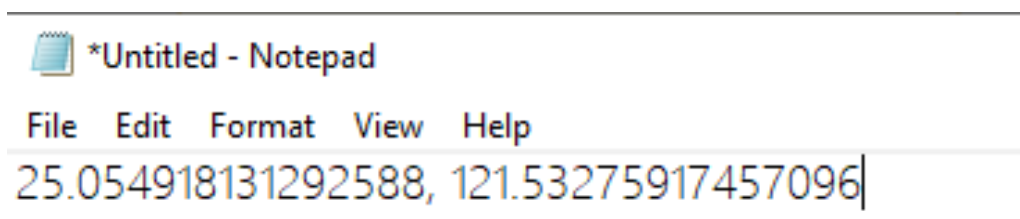
- When creating the project, open GPS recognition and input landmark information to start the project positioning feature. If the user is not in that location, he or she can not experience the project.



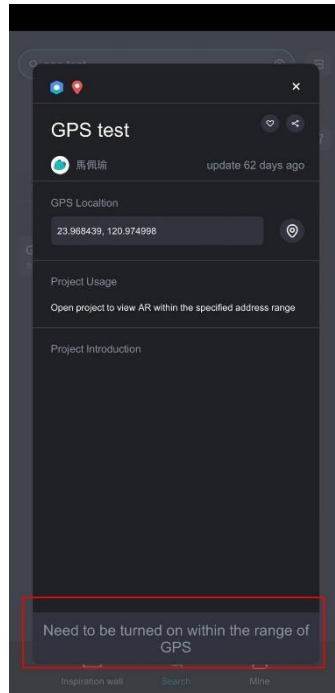
- Open Google Map and enter the location to get the information, press the mouse right button to bounce the location information, and press the right button to copy.



- Create a ".txt" file or "Word" file, paste the value (Ctrl+V), copy (Ctrl+C) 25.05 5178060934093 and 121.5334084568162 respectively and paste it on MAKAR.



4. After public, open the project on App to experience
- If it is not at the specified location, "Need to be turned on within the range of GPS" will display.
 - If it is at the specified location, "Experience" will display.

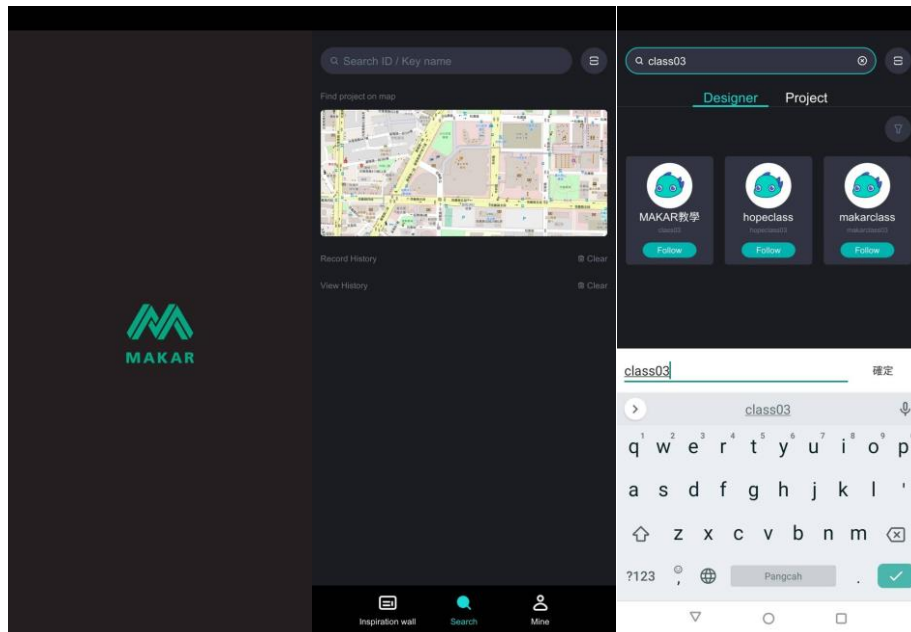


Chapter7. Method of using APP

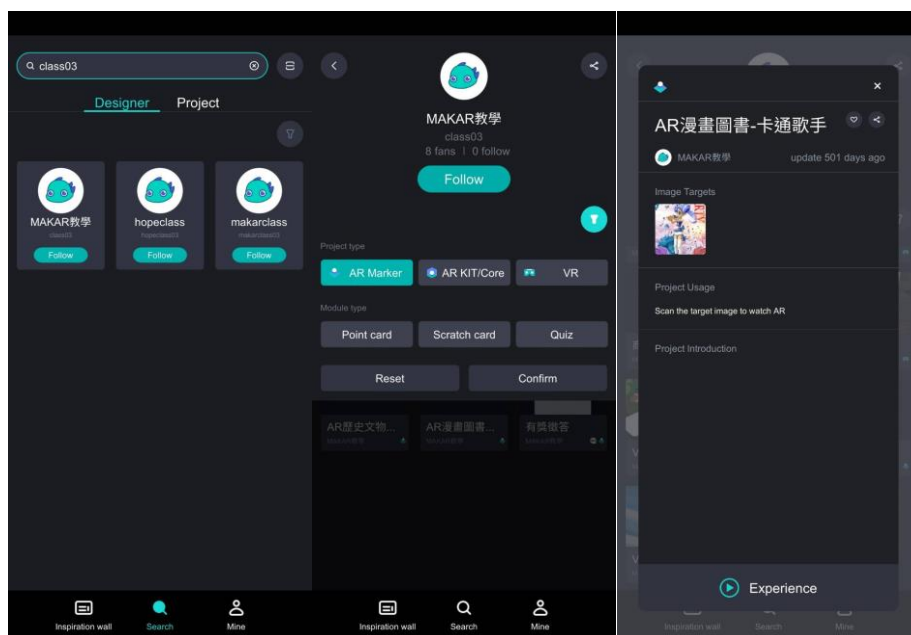
MAKAR XR editor provides development tools for creating and editing AR/VR/MR, MAKAR App provides users with XR project experience. MAKAR APP supports both iOS and Android, as well as multi-platform vehicles, including mobile phones, tablets, VR headset and AR glasses.

7-1. Project Search Method

1. Open the MAKAR App and click the search icon below, then enter a project name or MAKAR ID.

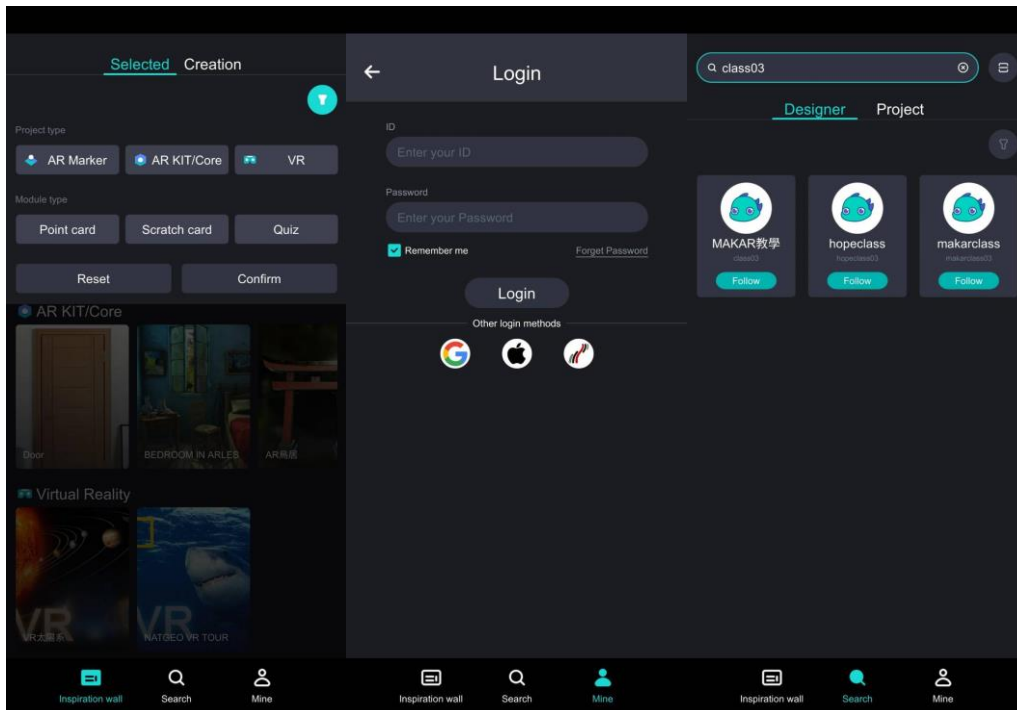


2. Click on the search results, select the project you want to experience, and then click on "Experience" below.



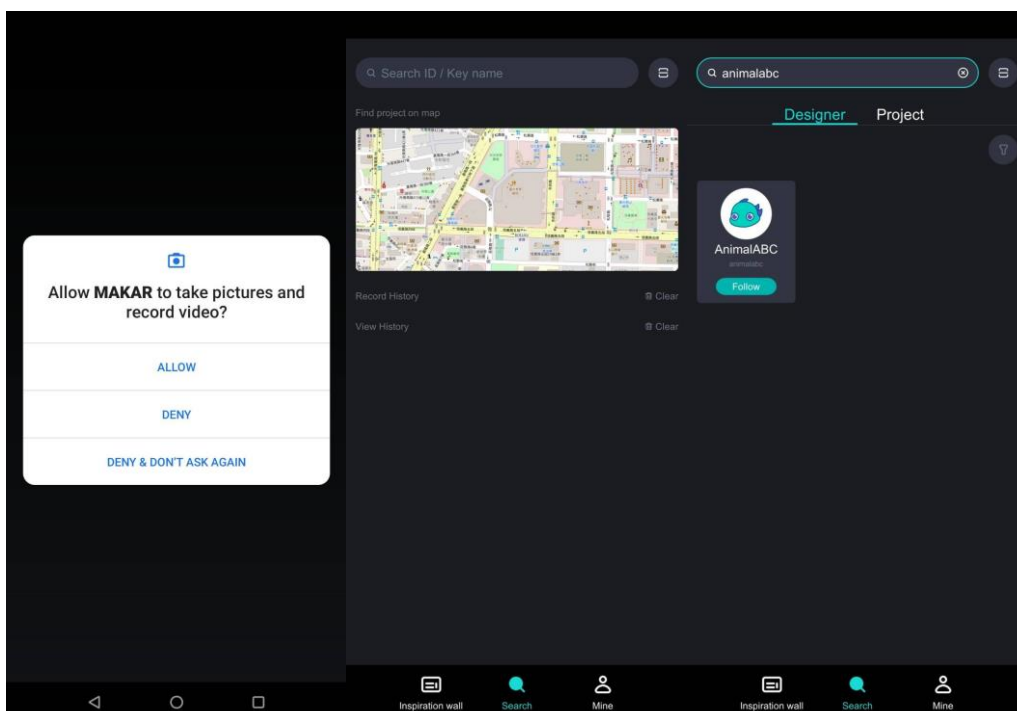
7-2. Project collection method

After logging in app, you can follow your favorite projects or authors and watch their latest works.

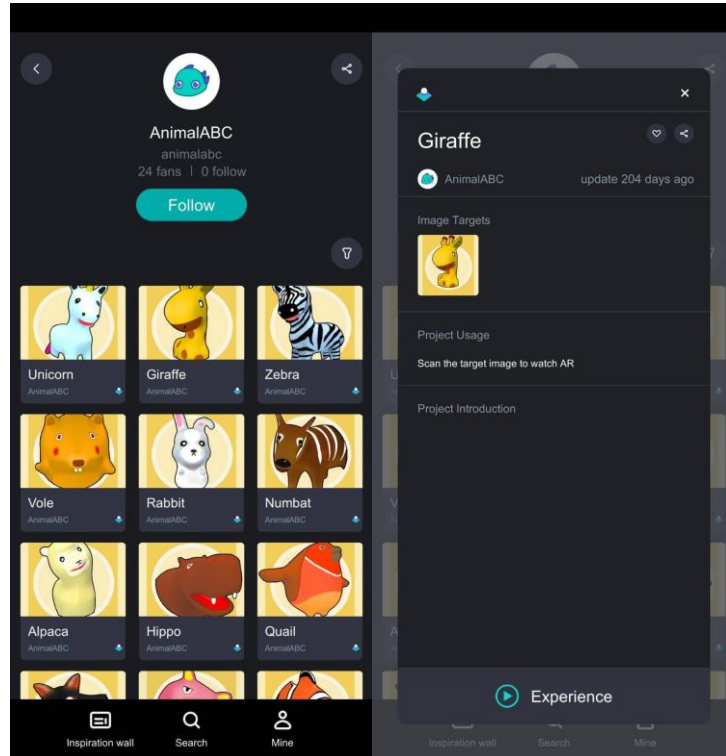


7-3. Image recognition experience method

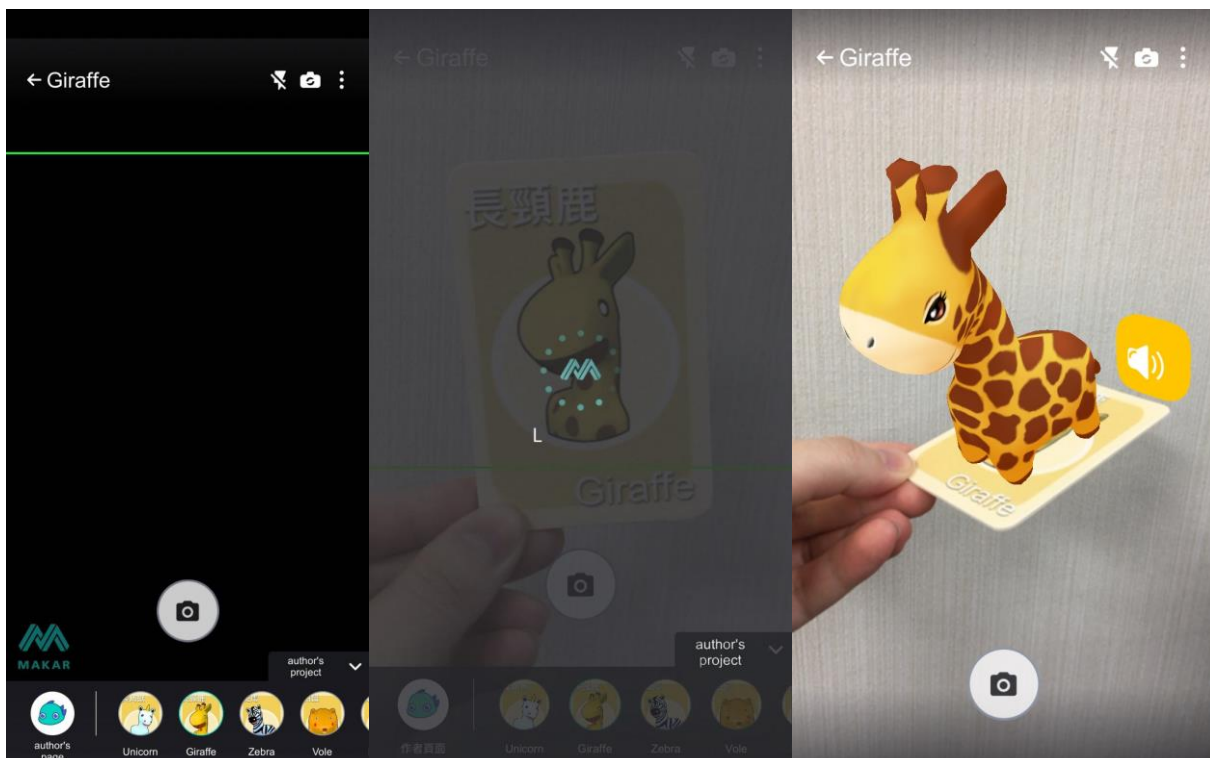
1. Open App and allow MAKAR to take pictures and record video
2. Click search, input MAKAR ID : animalabc
3. Click on the authors whose projects you want to experience



4. Click on the project you want to experience after entering the page. This time we will take Giraffe as an example.
5. After the project is started, the AR augmented reality needs to be triggered by scanning the target image.



6. Enter the AR camera.
7. After the screen appears, scan the target image to watch AR.



8. Follow the steps to scan and experience, download more images [here](#)!



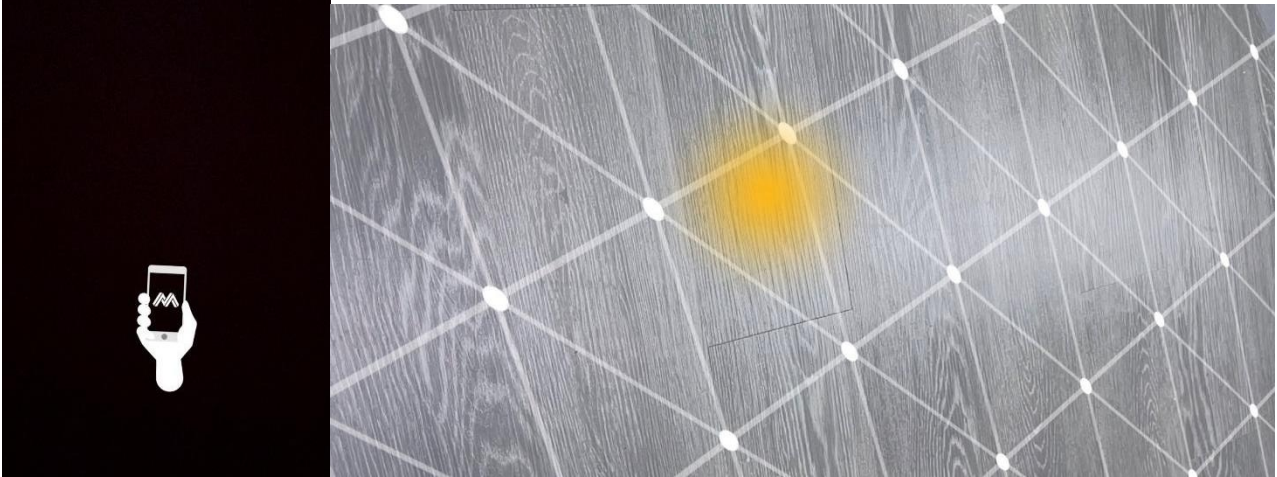
7-4. Space recognition project experience method

Space recognition supports Arkit&ARCore feature, which can locate virtual objects through scanning plane space. Users can interact with virtual objects in the plane. Please check system platform information for support. If the phone does not support the space recognition feature, it will automatically switch to gyroscope feature.

- [AR Kit](#) : Support iPhone6s and above or iOS11 and above.
 - [ARCore](#) : Please refer to Google official phones and upgrade to the specification.
 - Gyroscope : Mobile phones need to support gyroscope features to execute AR gyroscope and VR360.
1. Start AR ZOO project, scan QR CODE to enter(or search for AR ZOO in AR space recognition of selected projects)



2. After selecting the space recognition project, the camera will be activated, and the screen will show shaking the phone from side to side. Please scan the floor horizontally. After the grid appears, you can click the screen to create a spatial virtual object.



3. After completing the virtual space of MR (mixed reality), you can walk around in the real space and click on the objects in the screen to trigger interactive items, such as sound.




7-5. VR virtual reality project using method

1. Start VR project, scan QR CODE to enter (or search in VR selected project)



2. After entering the VR project, the mobile device will switch to landscape mode. Users can choose appropriate mobile devices according to their needs, such as VR mobile headset, VR headset all-in-one or AR glasses, etc. MAKRA officially supports APK downloads for a range of mobile devices, including HTC VIVE FocusPlus, XRS PACE, EPSON series, etc.


[Product](#)
[Pricing](#)
[Tutorials](#)
[Blog](#)
[Contact us](#)
[Download](#)
[Login](#)
[Sign up](#)
[Language](#)

MAKAR Download

MAKAR 2021	Download (Win) Download (Mac)
MAKAR User Manual	Chinese English
MAKAR SDK	Download
AR/VR Glasses	Download <div> EPSON BT300 EPSON BT350 EPSON BT35E HTC VIVE FocusPlus XR SPACE </div>

Tutorials

Need help? Access our knowledge base page

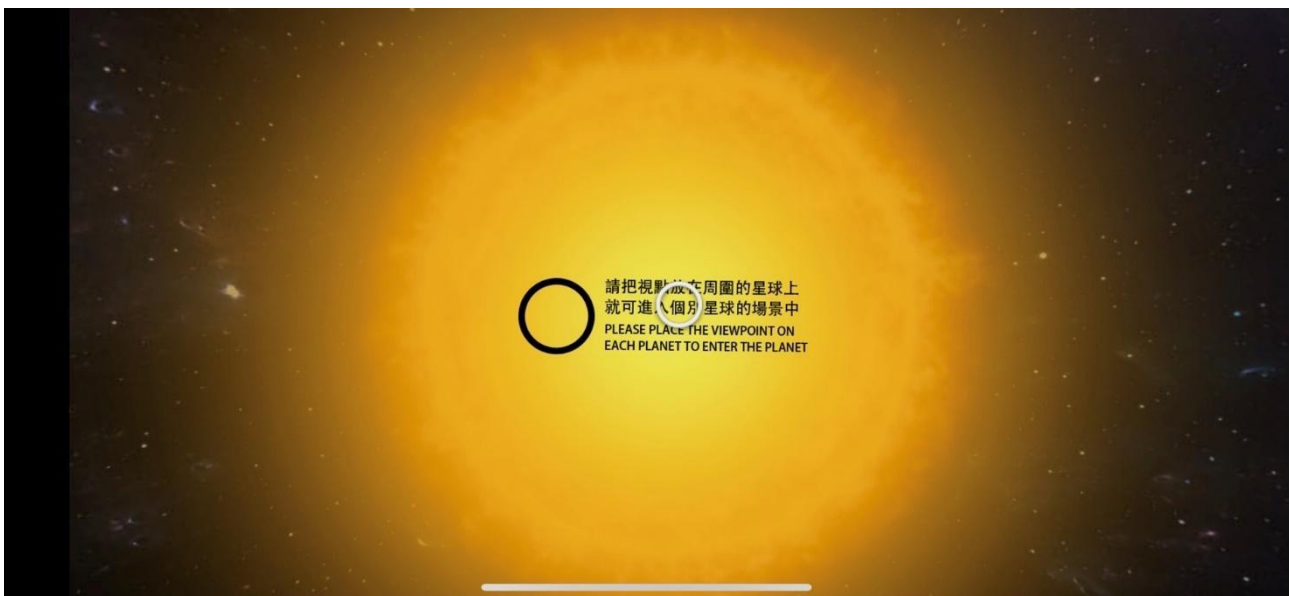
Contact us

Questions? We are here to help

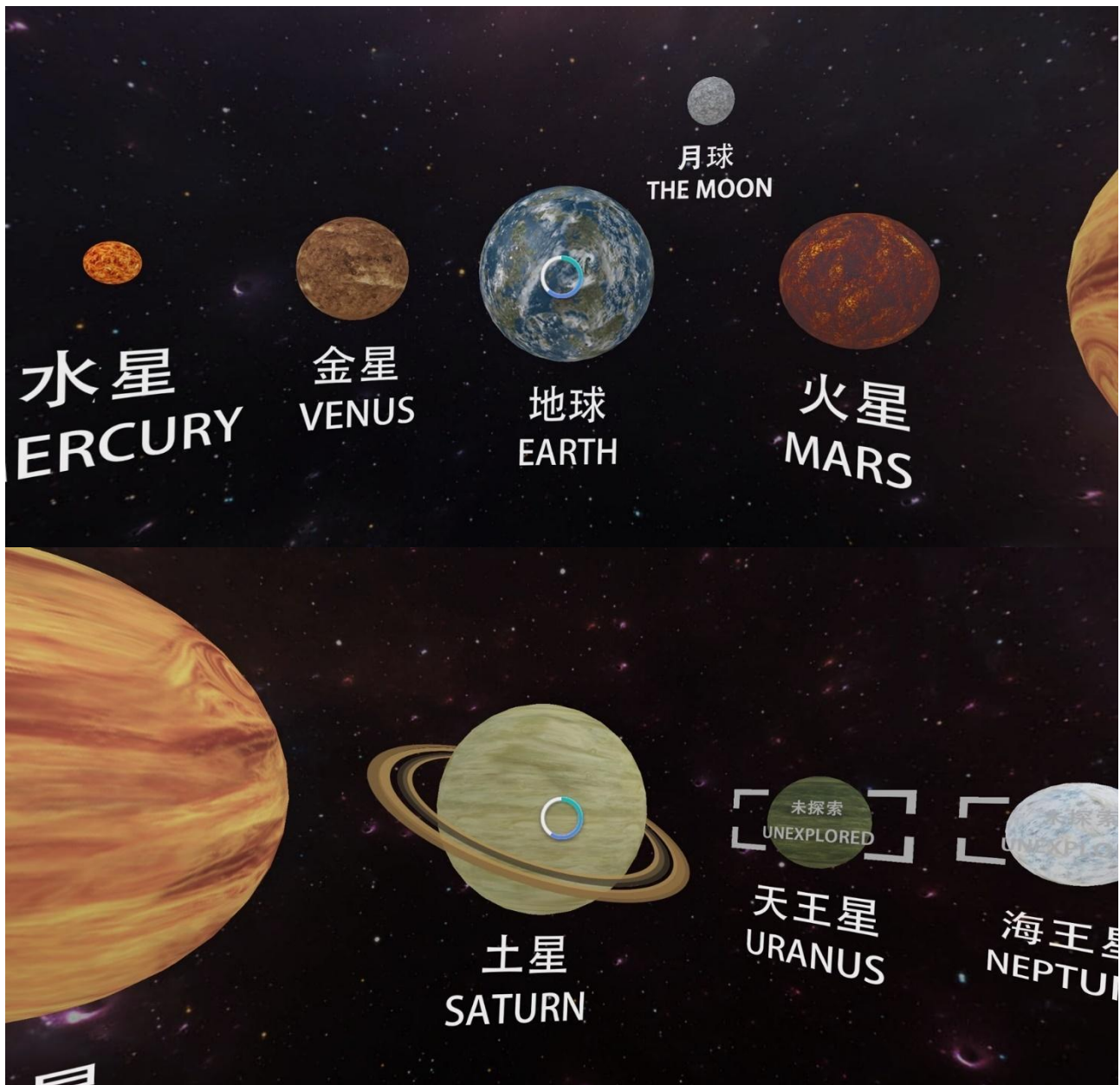
MAKAR Download

MAKAR 2021	Download (Win) Download (Mac)
MAKAR User Manual	Chinese English
MAKAR SDK	Download
AR/VR Glasses	Download <ul style="list-style-type: none"> EPSON BT300 EPSON BT350 EPSON BT35E HTC VIVE FocusPlus XR SPACE

- When viewing a VR project, there is a viewpoint at the middle of your screen.
 - Place the viewpoint at specific assets to trigger interactivities.
 - The interactive trigger can be set as an immediate trigger or delay trigger.
 - As triggering a delay trigger type, the viewpoint will perform a loading animation to indicate the delay timing.



4. VR experience can be watched in 360 environment through gyroscope of the phone, or use your finger to rotate the 360 screen to watch, and the viewpoint on the screen slowly changes from white to blue, which means that you are in the switching status.
- Viewpoint switching - Trigger immediately : View interactive object triggers immediately.
 - Viewpoint switching - Trigger delay : View interactive object waiting for trigger 1-3 seconds.



- When experiencing a VR project, your phone can match the GOOGLE CARDBOARD or SAMSUNG VR BOX and some similar devices. Turn on the dual-lens mode to turn the phone into an immersive VR wearable.



y 4

— 1 —



Chapter 8. Module system



Features



Multiple AR recognition and VR production

All reality creation needs are met on one platform



Multiple AR function module

Point card, scratch card, coupon etc, make your AR creative more diverse

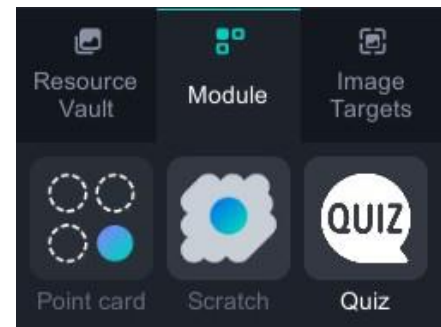


Data analyze

Stay on top of user analysis for your marketing strategy

The MAKAR system currently offers point cards, scratch cards, and quiz modules that allow creators to create diverse interactive design features.

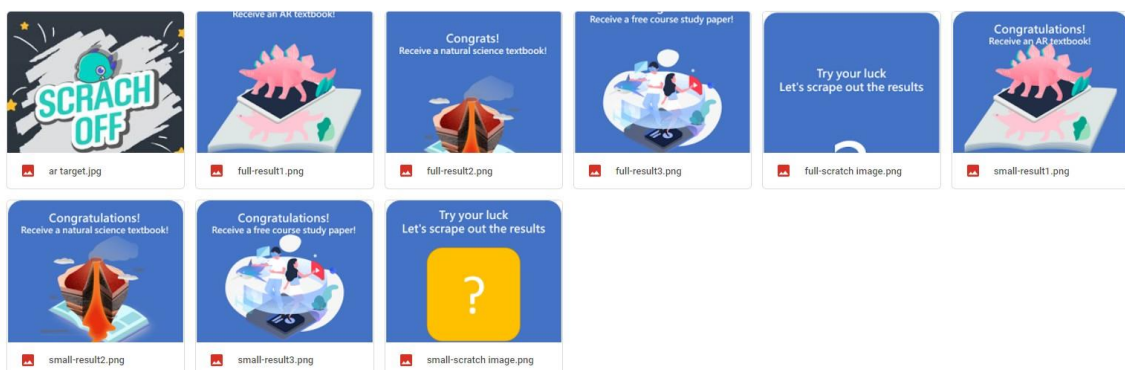
- 2D editing screen support: point card module, scratch card module and quiz module.
- 3D editing screen support: quiz module.



8-1. Scratch card module

MAKAR provides an interactive AR scratch card module, this module can only be used in "2D interface" for editing. Download the teaching material, which contains the output of AR scratch card material (.png) and target image material (.jpg), and provide the PPT of material production, convenient for editing and using. The course content will explain the method of PPT material making (using a smaller version as an example).

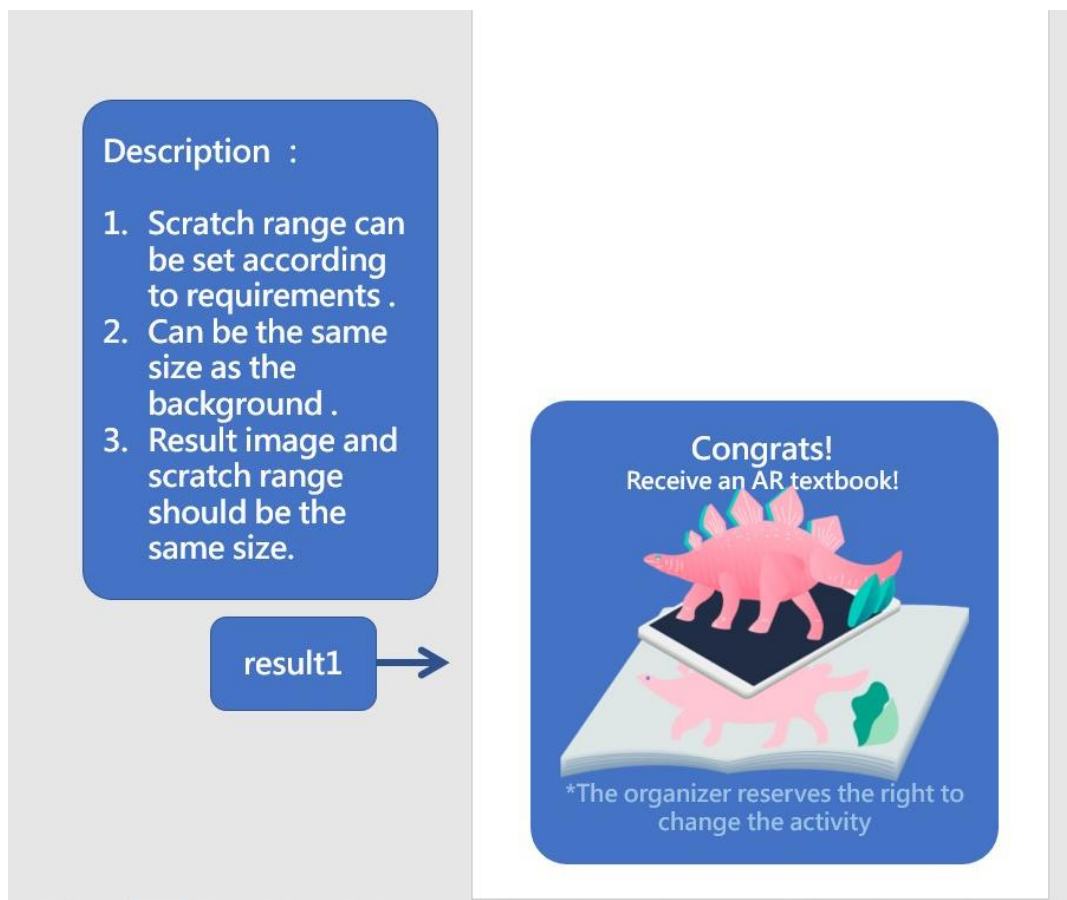
1. Open the PPT for material editing, and you can set up relative objects according to your needs.



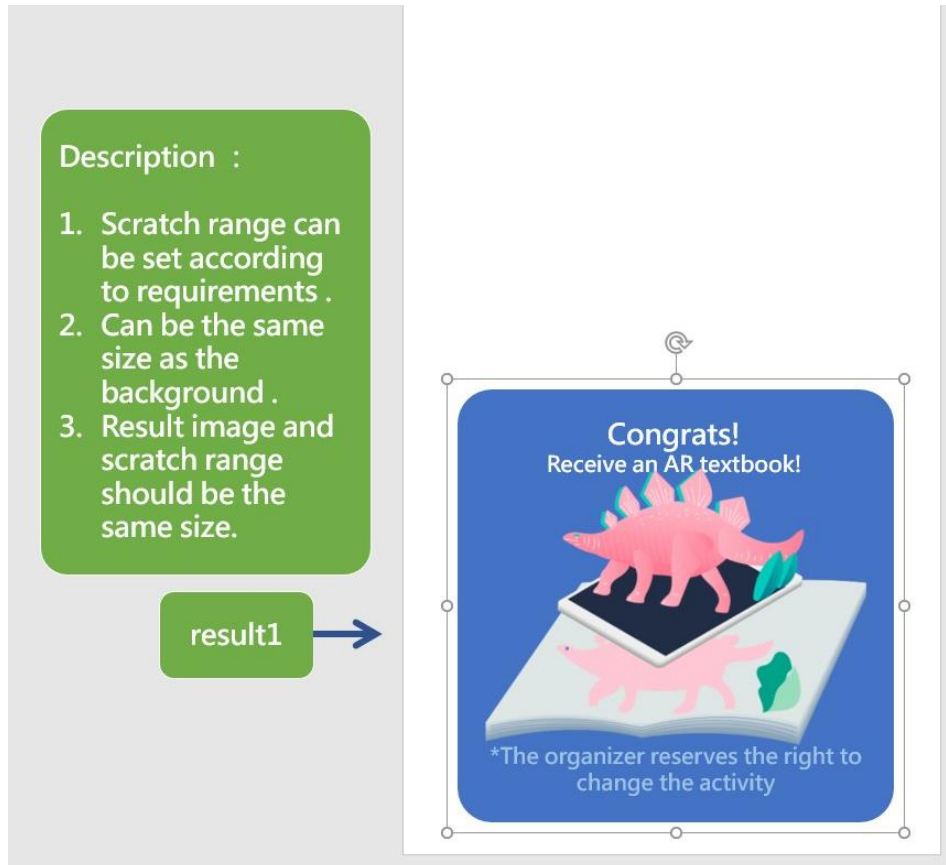
2. AR scratch card materials are divided into background image, scratch image, and result image.



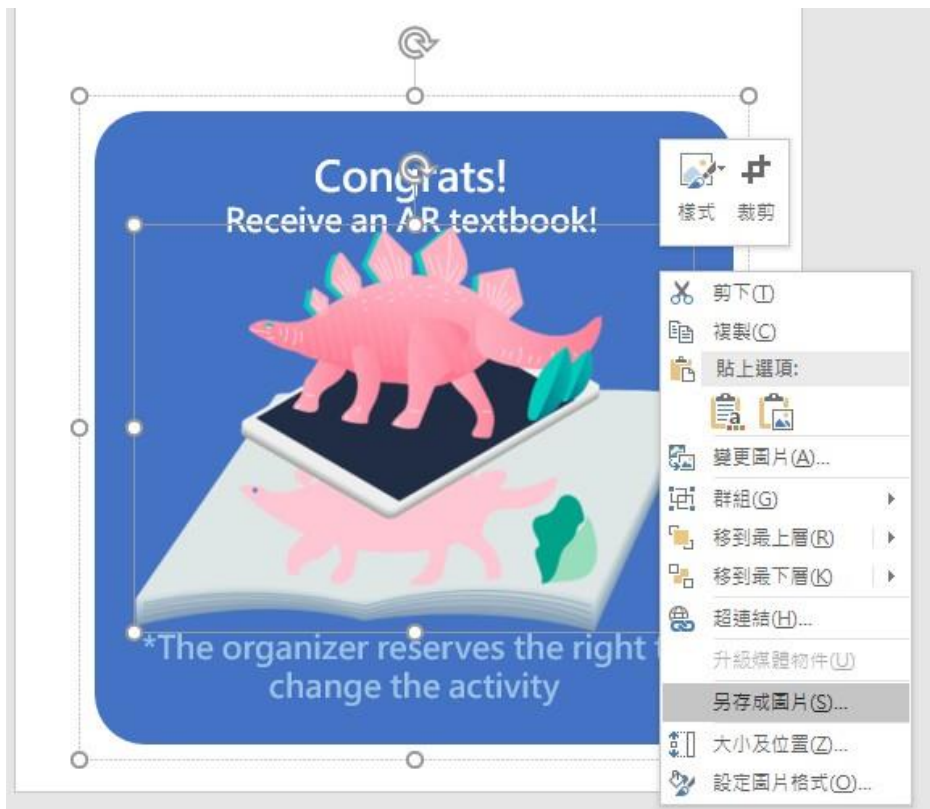
3. Select the result picture material page, you can change the text and picture according to your needs.



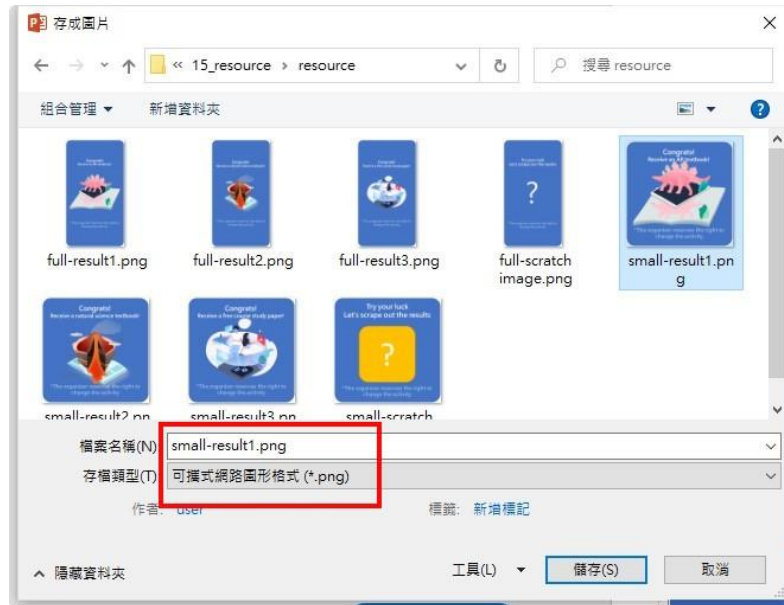
4. After editing, please select all the material components.



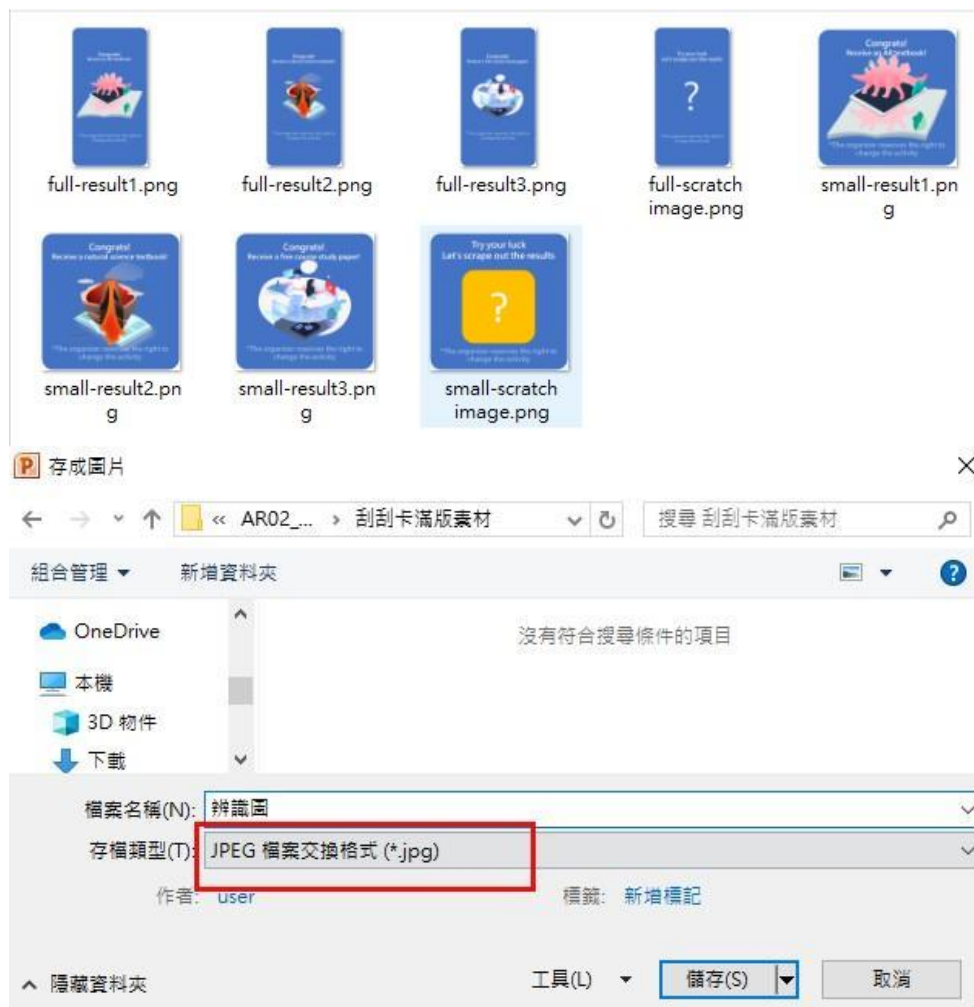
5. Right-click> Save



6. Select png format (Portable Network graphics)

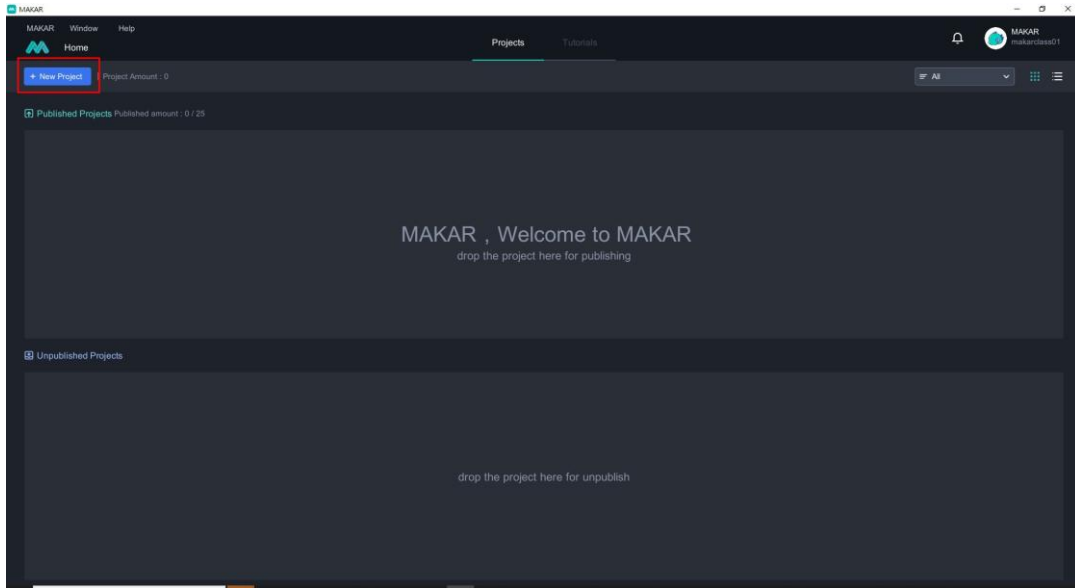


7. Complete material output.

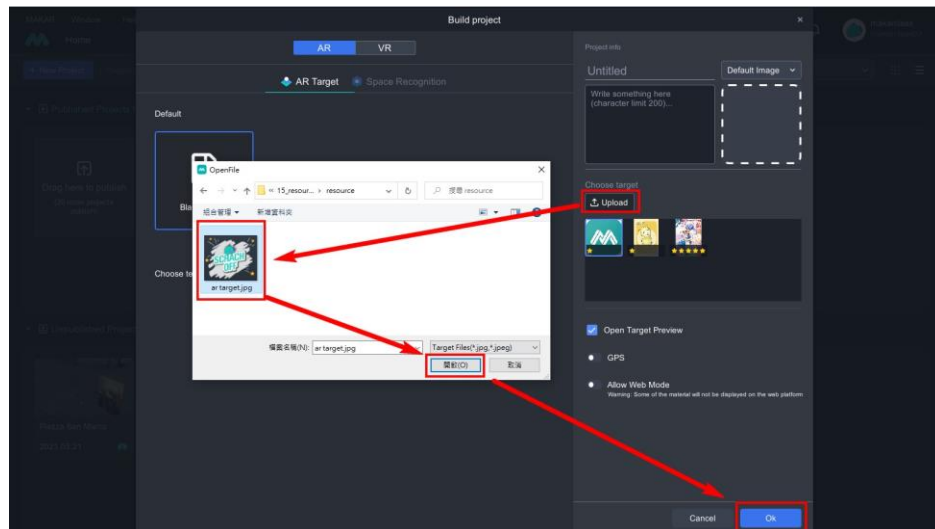


TIPS: The materials can be jpg or png, but the target images must be unified in jpg for mat.

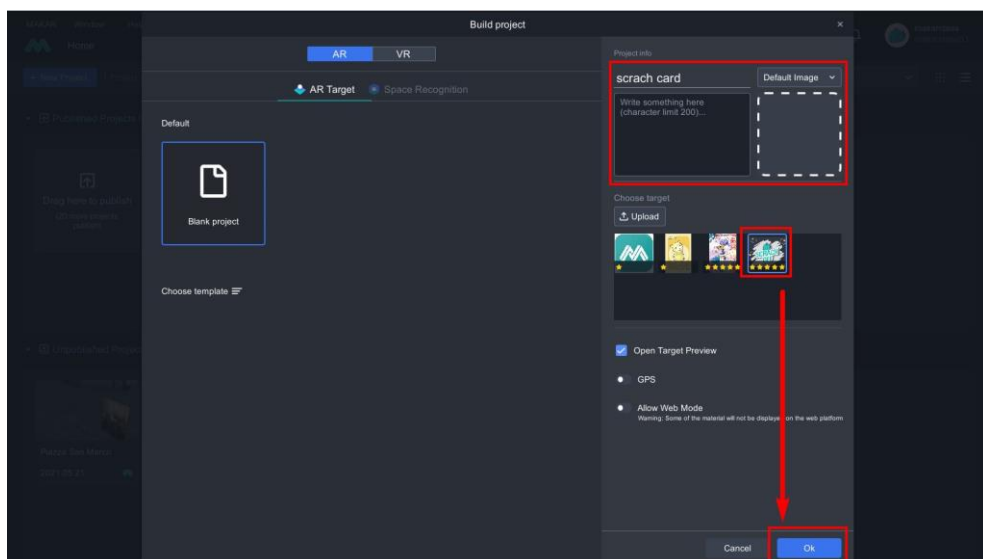
8. Import to MAKAR and make the scratch card, create a new project.



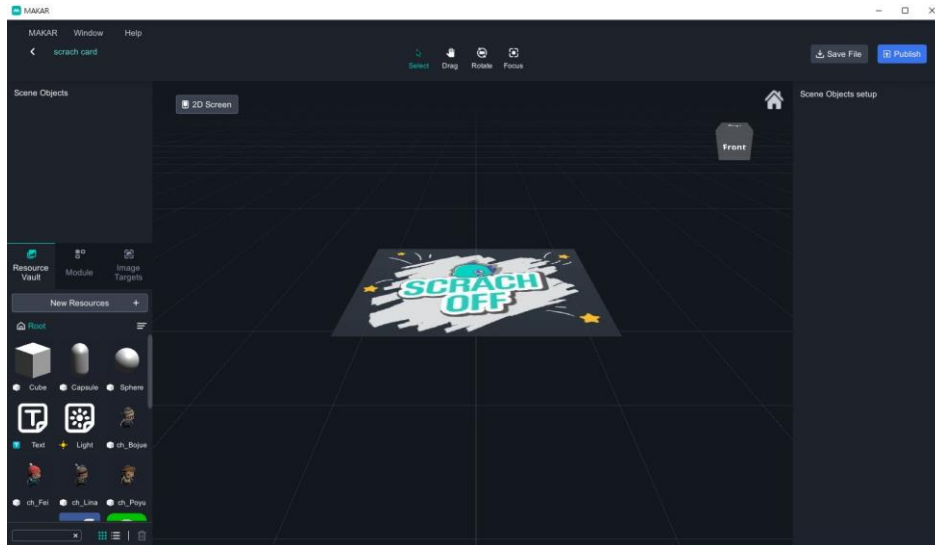
9. Upload and select the target image.



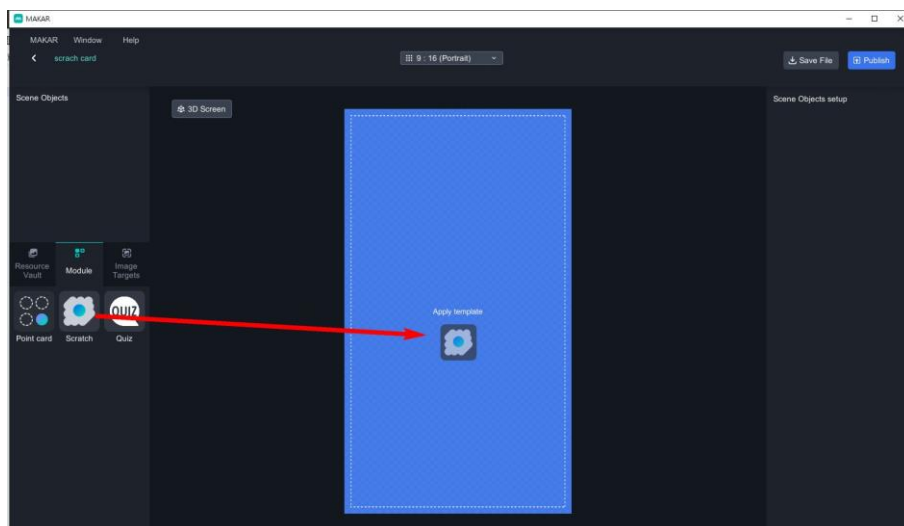
10. Name the project and confirm.



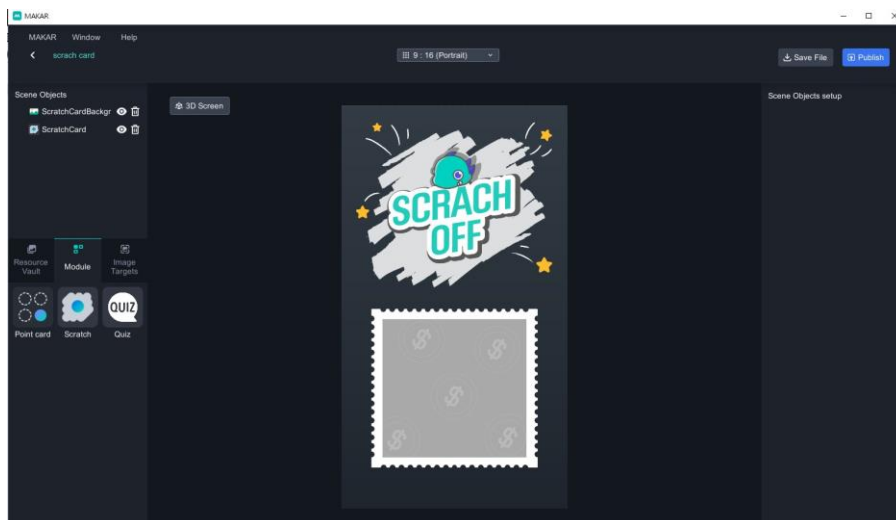
11. Enter the editing screen (default is 3D), select the upper left corner to switch to 2D mode.



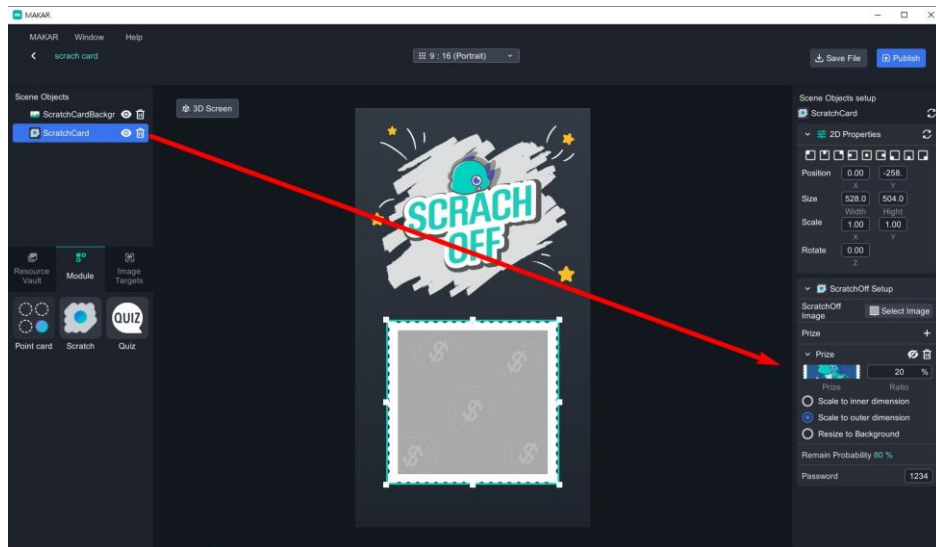
12. Select "Function Module" in the left column and drag the scratch card to the right editing screen.



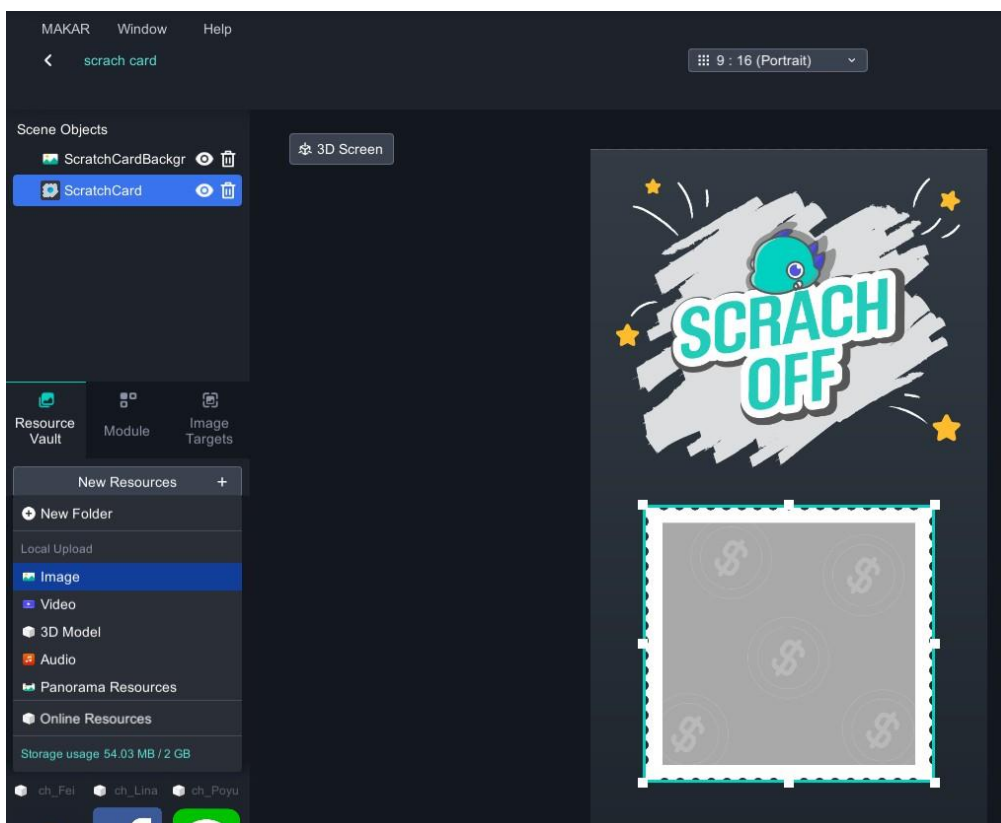
13. Complete the creation of the scratch card module.



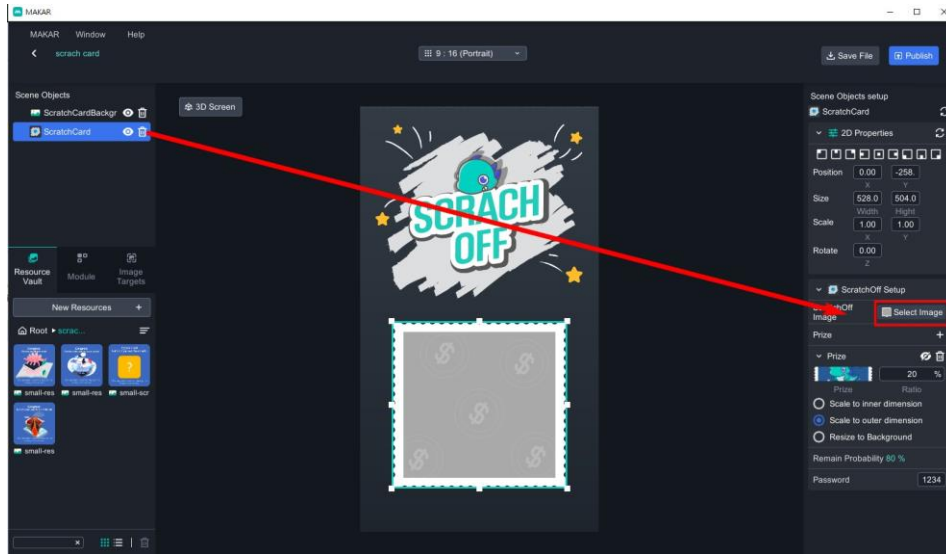
14. Select "Scratch card" in the "Scene Objects" on the left, and the scene object settings will appear on the right.



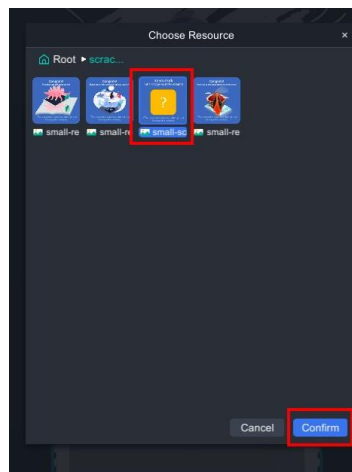
15. New material > picture > Upload scratch card material.



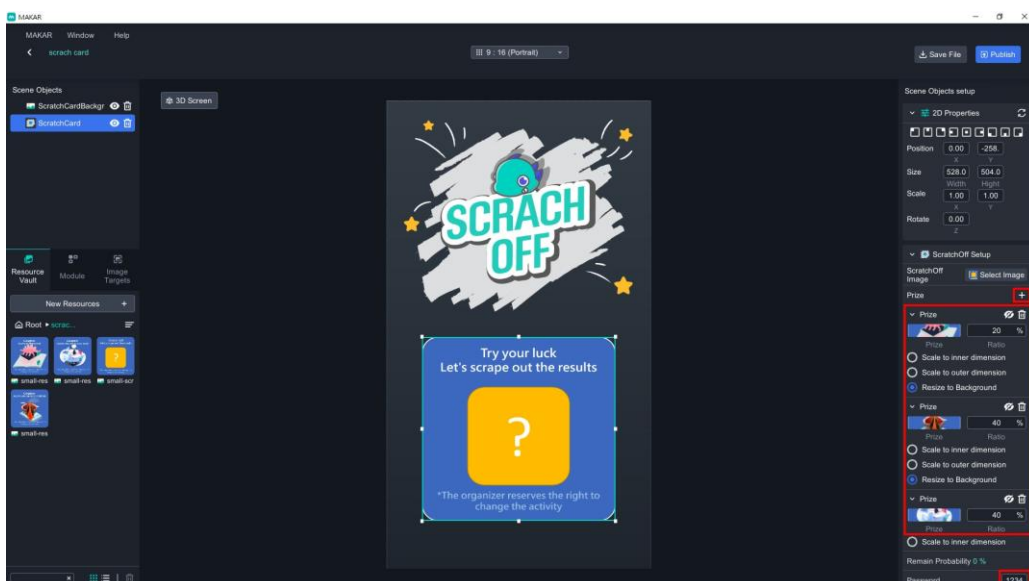
16. After uploading is complete, select the scene object settings on the right: Scratch Card Picture>Select Picture.



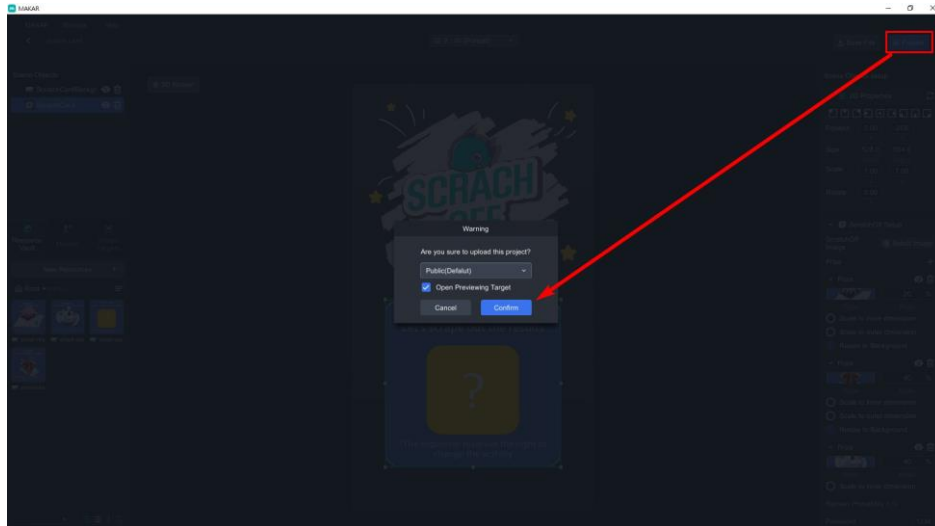
17. Select the relative material and click enter.



18. Select + next to the award to add an award, and select the award icon to update. Enter the probability of winning for each award (100% in total)



19. Choose the upper right corner > publish project



FAQ about scratch-card

Q1:Can it be exchanged repeatedly ?

A1:The scratch card can record the mobile phone carrier and account after login, users can only exchange it once.

Q2:If users delete the App and reinstall it, can they play and exchange it again?

A2:Yes, when the user deletes the App, all the data recorded in the data application will be deleted, so the user can play again.

Q3:If the users log in the App account and delete it, can they play again?

A3:No, because the user's login account has been recorded, even if you delete the App data, you cannot play again.

Q4:Why do I need to enter my password when exchanging?

A4:To avoid users mistakenly touching it, resulting in completed exchange status.

Q5:Do I have to set the exchange password ?

A5:You may choose not to set it, but problems with Q4 may occur.

Q6:Can I see how many times the user has played?

A6:Yes, professional version A and above can view the playing data in the database.

Q7:Can I limit the times of user play?

A7:Refer to Q1,Q2,Q3, etc.

Q8:Can I limit the times of users redeem their prizes?

A8:Since the system does not set the jackpot function, it is suggested that developers control the number of prizes by themselves. If the exchange times have reached, the winning picture will be deleted and removed from the shelves.

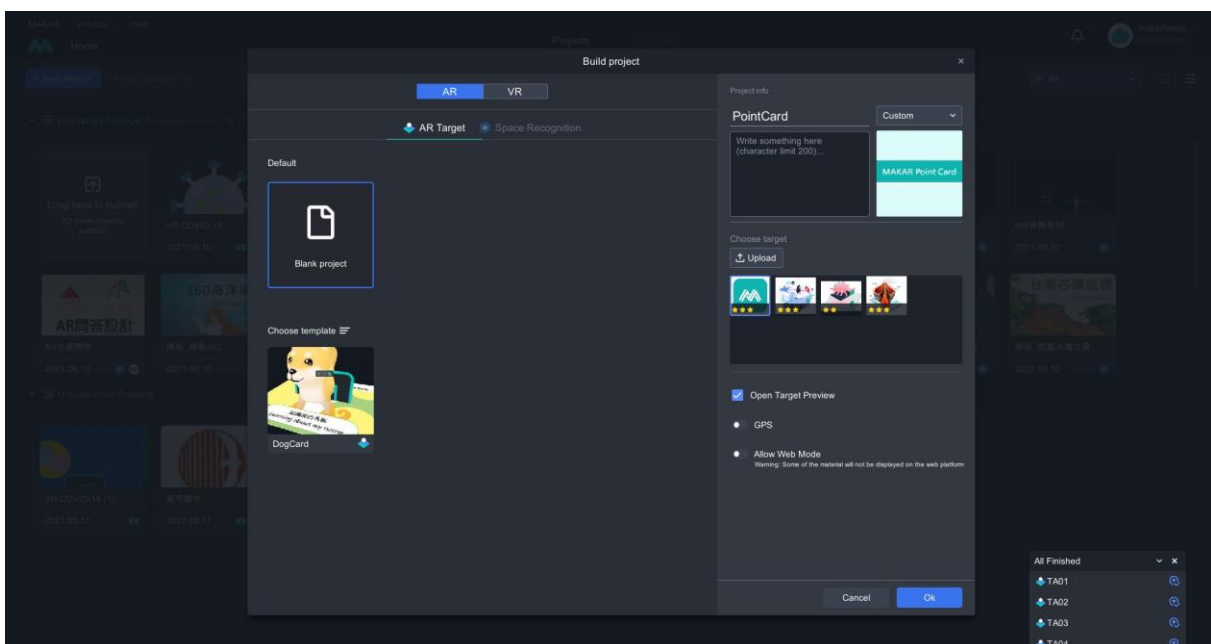
Q9:What if the prizes have been exchanged?

A9:If it has reached the times of exchange, the winning picture will be deleted and removed.

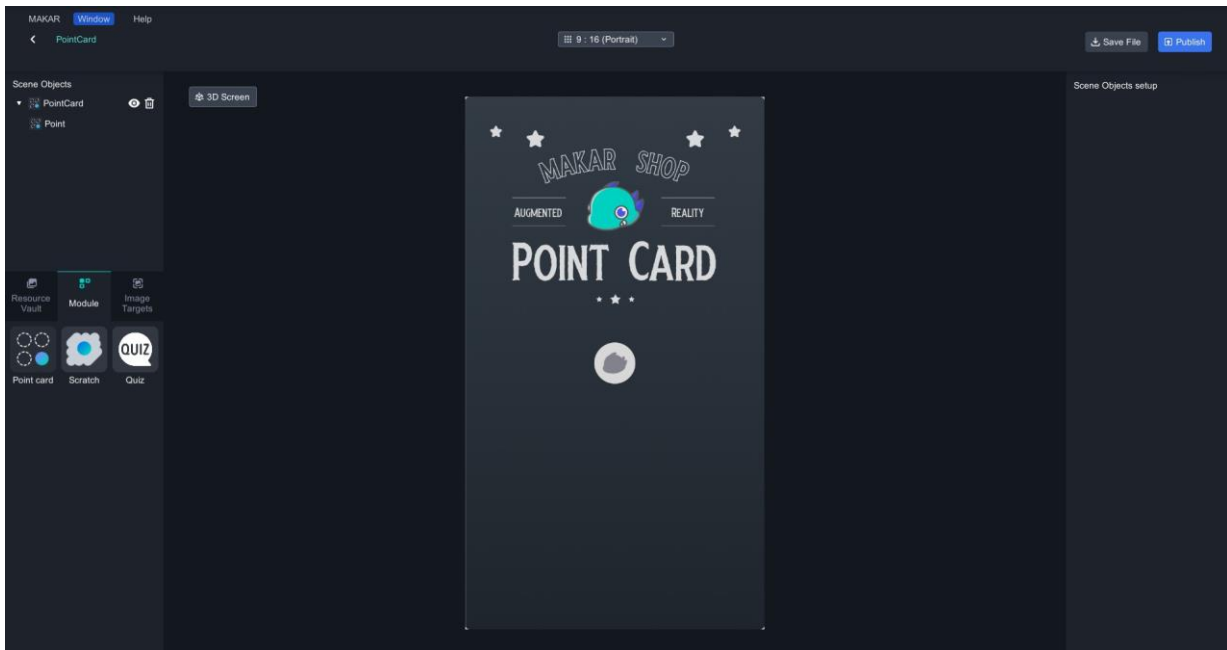
8-2. Point card module

MAKAR provides interactive AR point card module, this module can only be used in the "2D interface" for editing, download this teaching material including the output of point card material (.png) and target image material (.jpg), and provide the material PPT, easy to edit and use later.

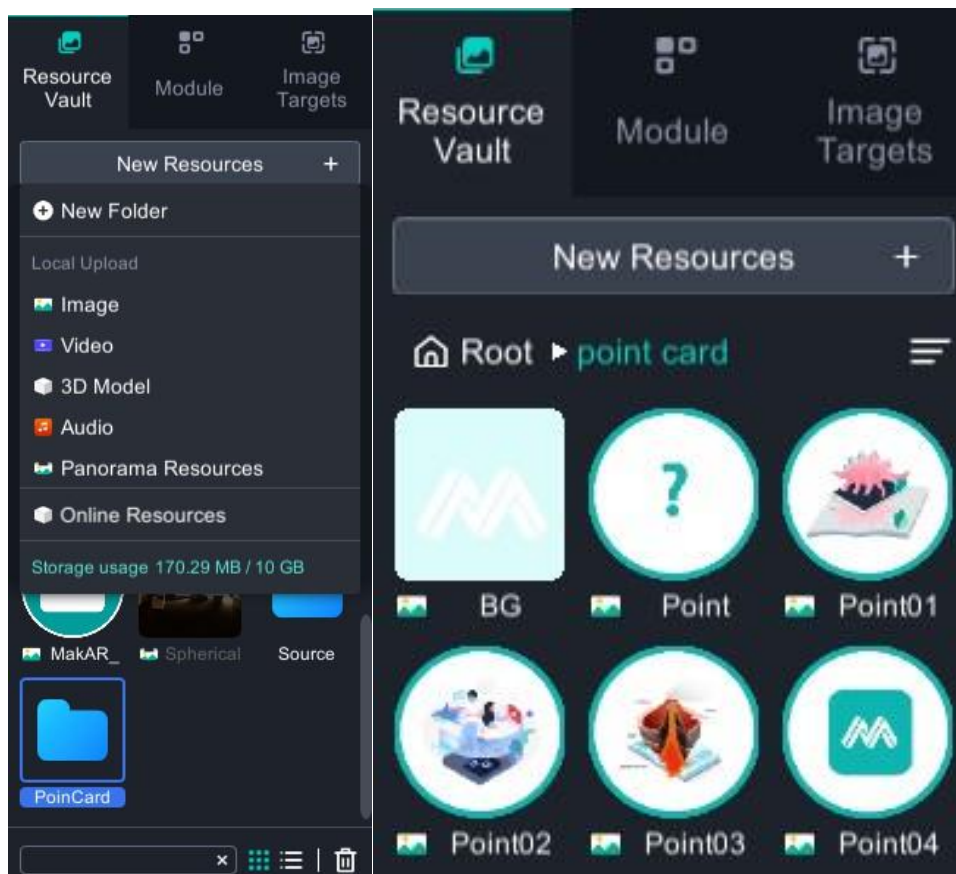
1. Click "New project" on the top left, select the AR tag, switch to "AR target", set the project name or cover, and click "No Template".
2. Upload the target image file and press Ok to enter the editing scene.




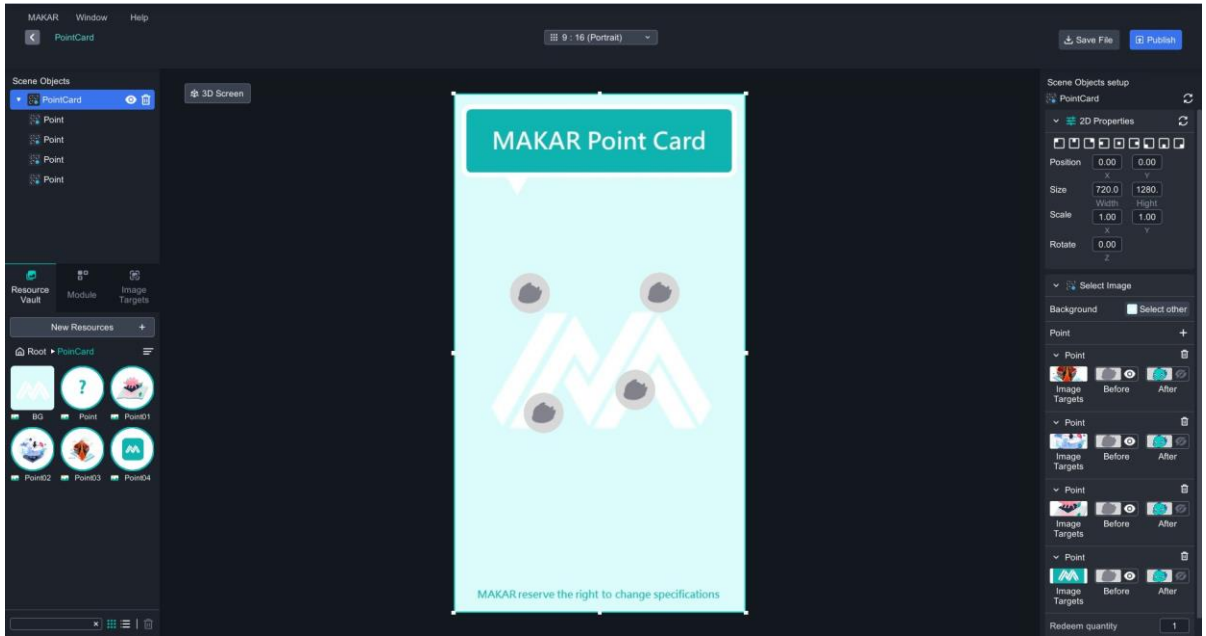
- Switch to "2D screen" on the top left, and select "Module" in the left navigation, hold and drag "Point card module" into the 2D scene to create the module.



- After the module is created, click New Resources > New folder and double-click the folder text to rename: PointCard. When finishing the renaming, double-click to enter the folder, and upload all the materials for this point card, New Materials > Images.



5. Select the point card module in the scene objects and set up the objects on the right.
 - (1). Select the background image:BG.jpg
 - (2). Click the  button besides the point card, add the points of the point card and select the corresponding target images (refer to the screenshot below).



6. Select the point card module in the scene objects and set up the objects on the right.
 - (1). Set the image before get point, click before get point, change all points to point.png
 - (2). Set the image after get point, click the get point, and change all points to the corresponding target image file point1-4.png
 - (3). Set the number of points for exchange, this project can have a maximum of four points, and at least one point for collecting, the number of points can be set according to requirements.
 - (4). Setting exchange passwords can help users to solve the problem of accidental exchange. If the number is deleted, the password is not in the state.



7. After finishing the process, click the publish on the top right for project experience, scan the QR below to enter the project and start to experience.



8. The target images are below, scan to collect the point.



FAQ About point card

Q1:Can it be played repeatedly?

A:The point card module can only be played once per phone. If you need to play multiple times, you need to set up multiple projects.

Q2:Can the password not be entered?

A:Yes, please delete the password in dialogue.

Q3:Is there a limit to the number of points?

A:According to the number of target images setup, 6 points are recommended.

Q4:Whether there will be a background record for the limit of exchanging times?

A:Currently, MAKAR does not provide this service, because of some disputes. As the result, It is not recommended to use this service to exchange high-price gifts. If you have any requirements, please contact MAKAR customer service to provide customized service.

Q5:Whether there will be a background record of play times or exchange status?

A:Currently, MAKAR provides versions of standard and above with the authority of data analysis. After logging in the background, users can watch the exchange status.

Chapter 9. Hot key

功能	操作
Set to object scale mode	R
Set to object select mode	Q
Set to object move mode	W
Set to object rotate mode	E
Moves the locked object to the display screen	F
Sets the selected object operation	Q
Delete the object	Delete / BackSpace
Undo the previous step	Ctrl / Command + Z
Repeat the previous step	Ctrl / Command + Y
Save	Ctrl / Command + S
Copy objects	Ctrl / Command + C
Paste objects	Ctrl / Command + V
Copy and paste objects	Ctrl / Command + D
Select all	Ctrl / Command + A
multi-select	Left Ctrl / Command + left-click
Cancel the multi-select	Alt / Option + left-click
Select the range	Left shift + right-click
Click the object	right-click
A selection box appears and selects the object in the range	left-click + drag
Zoom in/out to show the screen	The middle roller slides
Rotate the whole screen	General condition + right-click drag
Drag the whole screen	Blank key hold + left-click drag
Zoom in the frame	+
Zoom out the frame	-



MAKAR