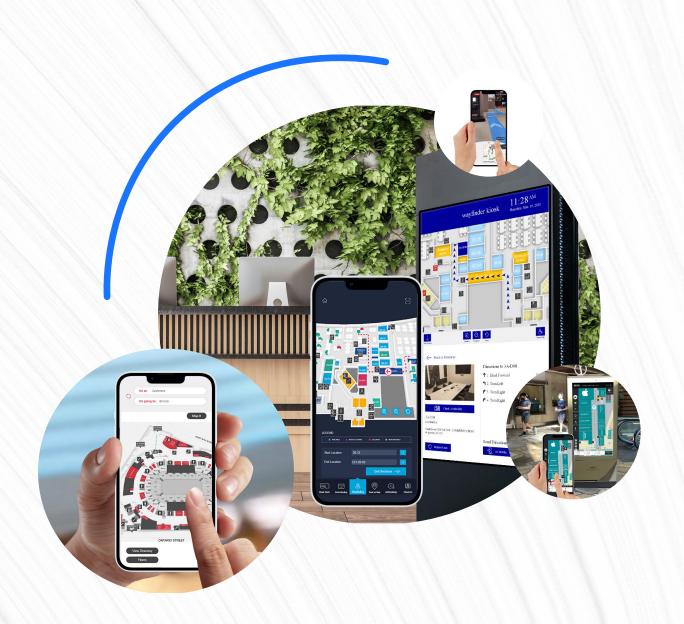


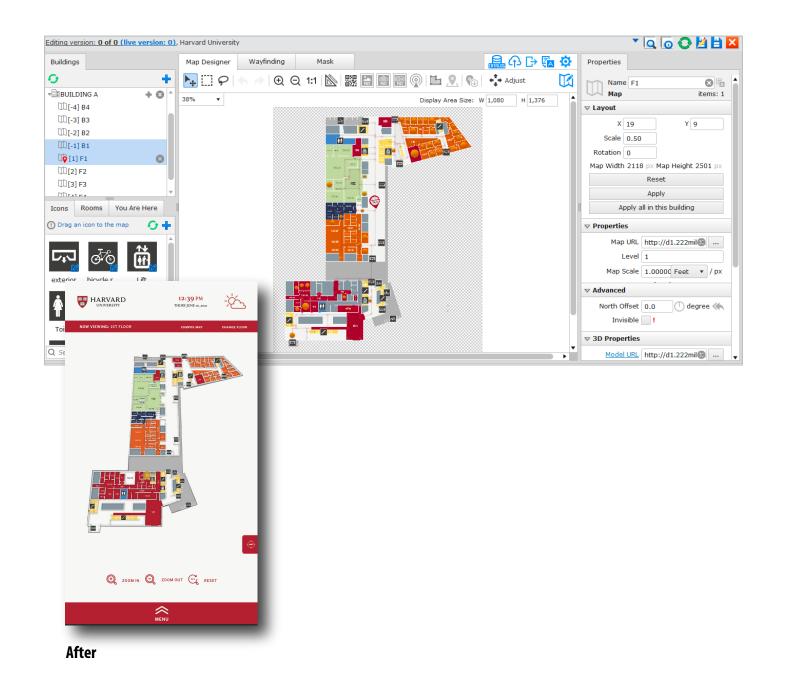
# 3D Wayfinding Feature List



# We are the Industry Leader in Experiential and Visualized Communications

22Miles provides comprehensive technology solutions for digital connectivity, visual communications, media management, and adaptive multi-point interactive experiences. Powered by an immersive, easy-to-use content management software, the process of creating, managing, and enhancing a facility's designed content has never been as simple. 22Miles creates a unique experience for agile environments, interactive applications, streamlining events, and visually impactful informational content for venues, mix-use, corporate centers, or large campuses. It is customizable from experiential digital signage, interactive 3D wayfinding, safe contact-less interaction technology, large array video walls, room booking capabilities, and native or HTML mobile apps, allowing creators to build for any organizational storyboard and journey.



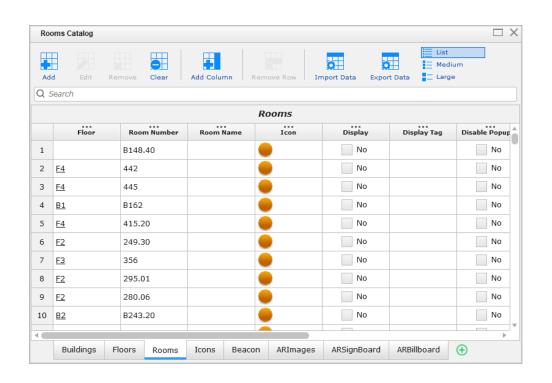


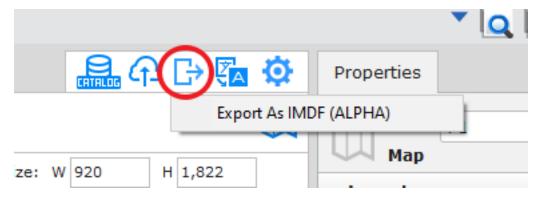
#### **Wayfinding**

The 22Miles Map Designer Tool and module is used to simplify your mapping projects to build, import 3D models, edit rooms and nodes, and manage routes.

- -Manage and edit your custom maps built by the 22Miles team or drag-and-drop your PNG and SVG floor plans.
- Property settings and pick-and-click controls provide a powerful Map Design tool with ease of use with 3D layers and editable floor plans.
- Manage Floor plans through our built-in catalog that is easily editable and allows for import/export listings.
- Publish Mobile Apps with one click, piggyback the same map, animations, and pathways.







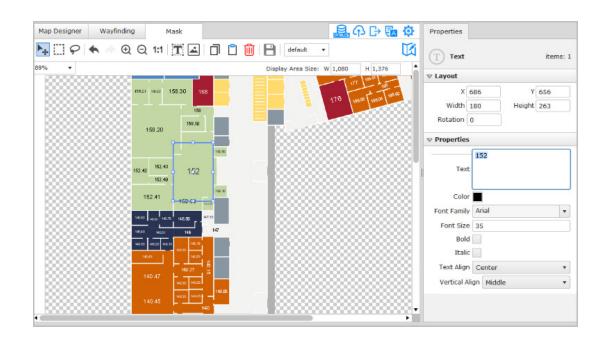
#### **Map Files:**

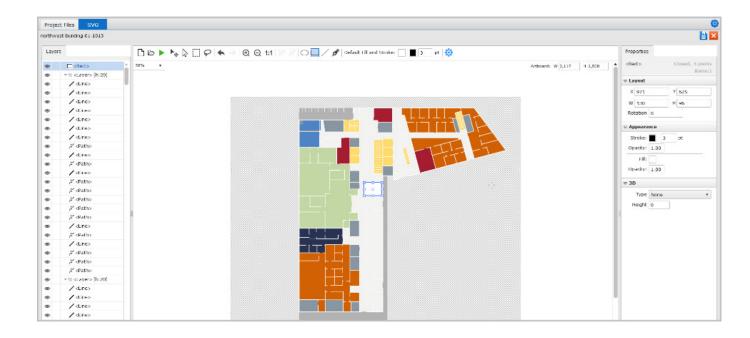
- 2D maps are built using a PNG image of your floor plan.
- 3D maps have an additional SVG file superimposed on top of the PNG leveraging the 22Miles propitiatory 3D Engine.
- Adding the 3D Map file will show all 3D images (furniture, glass, doors, etc.)
- 22Miles has natively built in the support for IMDF Map Export.

#### **Drag and Drop Icons & Rooms:**

- Create and manage a catalog of floors, rooms, icons, and other assets used on the map design.
- Drag & drop for adding things from the catalog to the desired location on the map.
- We provide standard icons (Restrooms, Stairs, Elevators, etc.), but users can import customized Icons.







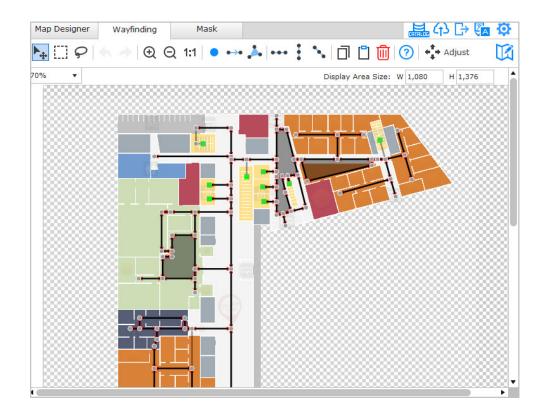
#### **Label Mask:**

- Create and manage a layer of visible room labels and logos viewed on the map.

### **SVG Editor – Map Floor Editor:**

- Edit your SVG file directly from the 22Miles map module with our propitiatory Map Floor Editor.
- Novice-level design flexibility, no graphic design professionals needed.
- Create new rooms and easily change room colors.
- Create new walls or modify existing ones.
- Adjust wall or room height.

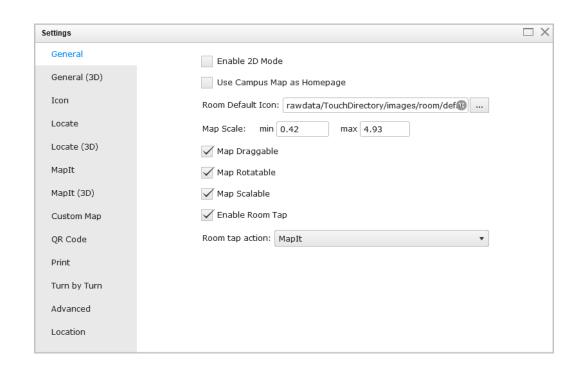




#### **Wayfinding Pathways:**

- Create and manage Wayfinding Pathways using our unique Wayfinding Tool.
- Drop Nodes (Wayfinding Points) along all navigation routes.
- Connect the nodes to create point A-B interactive pathways. The system leverages the propitiatory 22Miles map engine with a smart pathway algorithm.
- Control Traffic with one-way navigation settings.
- Scheduled events, detours, route closings of elevators, stairs, etc., whenever needed.
- Manage wheelchair routes and accessibility options for ADA compliance to ease everyone with the same wayfinding experience.





# **Advanced Map Settings:**

- Advanced Map settings will allow you to control Icon, mapping, turn-by-turn options, and much more.
- Adjust Icon Scale and flashing behavior.
- Change the line color and animations on your wayfinding pathways.
- Set printing options when using the print feature.
- Manage your QR Code label for locations, directions, and URLs. Save as a PNG to leverage the directional experience on displays or even stickers.
- And much more.





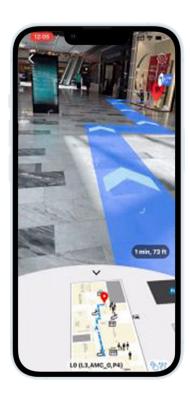
#### **QR Codes:**

- QR code can be added to the map as a scannable location to get wayfinding directions or simply an ID in a mobile project.
- When used as a location, scanning the QR code will zoom in to its location on the map.
- When used as wayfinding, scanning the QR code will start the wayfinding route from the current location to a preset destination.



# **Augmented Reality (AR)**







#### 22Miles AR brings a new immersive experience to an existing environment. Creating an engaging, real-time wayfinding adventure.

- 22Miles provides different image recognition options for end-users in a mobile project. It intuitively improves the accuracy over time.
- AR image recognition locates the user's current position on the mobile project map and any surrounding relevant images, icons, or text.
- AR Billboard will display a virtual billboard on the app when the end-user arrives at a location.



# **Indoor Positioning- Beacons/BLE Suppor:**

Beacon UUID	XXXXXXXX-XXXX-XXXX-XXXXXXXXXXXXXXXXXXX	
Beacon Scanning Interval:		2
MSE Server:	http(s)://	
MSE request time interval:		30

- 22Miles provides the capability to integrate with third-party beacons/Bluetooth positioning services such as Cisco DNA, Zebra, Gimbal, HP Aruba, etc.
- 22Miles mobile app automatically tracks a user's current location and reflects on the mobile map. All wayfinding will start from the current location and without the need to select a starting point manually.
- All location data is calculated with the help of a third-party positioning server and integrated with the coordinates in the 22Miles map through an X/Y Source.

