

HYPERVSN

SDK Description

Get SDK

To get started, download API Documentation from the [Manuals and User guides](#) section of your CMS account.

Request your SDK subscription from your HYPERVSN supplier.

What is SDK?

HYPERVSN SDK is a unique set of tools that allows for next-level interactive solutions to be brought to life, by customizing the way the HYPERVSN device is controlled. SDK is compatible with any programming language and platform.

With SDK, the variety of possible solutions are endless; from simple applications allowing you to upload and change media playlists, to complex systems integrated with external hardware and software solutions. Some examples of these highly engaging solutions are listed below.



Interactive holographic catalogs, menus and product magazines

A control panel in the form of a sensory display (Leap Motion / touchpad or keypad) is placed directly in front of the HYPERVSN display. By clicking or swiping on the interactive panel, the content on the holographic display changes accordingly.



Holographic personal assistants and information centres

HYPERVSN content can be managed by simply speaking. Connect a speech recognition solution to the system and control the holographic 3D content by voice request.



Face / gender / age recognition for targeted advertising

HYPERVSN device displays the content according to the viewer's characteristics standing in front of the device. In this case an external recognition solution would be integrated into the system using HYPERVSN API. These solutions may be used for targeted advertising or in shop windows.

The above-mentioned scenarios can be extended even further, depending on the chosen triggers (temperature, humidity, proximity, motion sensors and many more). Unlock the full potential of HYPERVSN by creating your own unique way to control the HYPERVSN display.

HYPERVSN API allows you to control both HYPERVSN Wall and Solo.

HYPERVSN Wall:

- Control playback (play, stop, pause, next, previous, go to the selected file, set playlist).
- Turn on / off devices / engines.
- Get the status of the devices.
- Activate devices.
- Get and set wall configurations.

NB: To upload the content to the devices please use standard CMS functionality (HYPERVSN Pro App and Wall Builder).

HYPERVSN Solo:

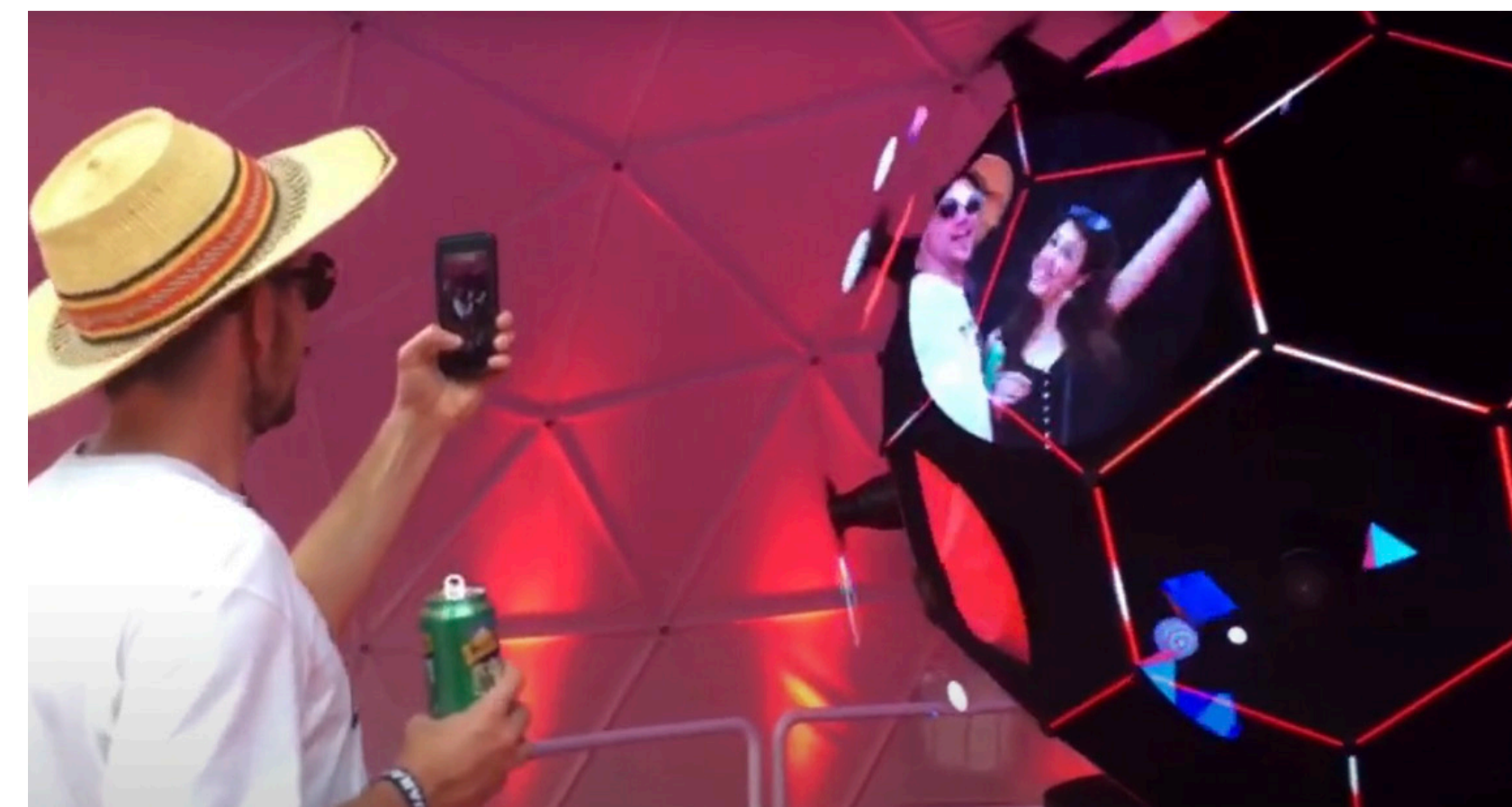
- Control Playback (play, stop, pause, next, previous, go to the selected file, set playlist).
- Handle media / playlists on device (upload, delete, get info).
- Get device info, network, and manage settings.

Use Cases

This interactive system comprised of three parts connected to each other; a camera, an LED screen, and a HYPERVSN Solo device. The camera captured attendees interacting with the booth and broadcasted a video in real-time onto the LED screen. The algorithm identified humans, tracked their gender, categorized their current mood according to their visual facial expressions – marked these expressions with corresponding emoji stickers and finally, based on that criteria, displayed customized content appropriate for each viewer on the HYPERVSN Solo device.



Personal content displayed based on gender & mood / Singapore



Small videos spotlighting show attendees / Canada

26 Synchronized HYPERVSN units in a custom-made soccer-ball-shaped construction displayed bright and colorful video content. Small selfie-like videos sporadically appeared on the units of all the selfie booth participants, allowing audiences to feel connected to the state-of-the-art installation that became the centerpiece of the entire show.

Technical Requirements

HYPERVSN API is based on HTTPS requests, therefore it provides an opportunity to create a language and platform – independent model to control HYPERVSN devices.

Developer profiles should be chosen according to the specifications of the project:

1. If you want to control your HYPERVSN device with a laptop, select your favorite programming language e.g. C#, C++, JavaScript, PHP, Python, etc. HYPERVSN HTTPS API is agnostic for any language and almost every platform e.g. Android, iOS, Windows, OS X, Linux, etc.
2. If HYPERVSN devices are intended to be controlled via a smartphone, then a mobile developer is required to create the control app for this. HYPERVSN HTTPS API allows for mobile app creation for every platform e.g. Android, iOS, Windows, etc.
3. Integration with a third-party solution e.g. sensors, recognition systems, etc. depends only on the external system's particularities and the languages it supports. The HYPERVSN system is not limited to a specific programming language and can be used in any environment.

How to GET started?

What is needed to bring SDK to life:




- API Documentation.
- SDK subscription assigned to each device intended to be controlled by the developed software.
- Public Key (available via HYPERVSN App / HYPERVSN Pro App).
- Updated devices (as per supplied updates package).

Device management requires:

- A Wi-Fi connection (on the same network as your Application) or
- A connection to the HYPERVSN MasterBox (on the same network as your Application – connected via an Ethernet cable to the router).
- Internet access for your Application to use Cloud API.

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