HORUS VIEW & EXPLORE

TECHNICAL DOCUMENTATION

Horus Web Player Administrator Manual

Horus View & Explore info@horus.nu



Contents

1	Intr	oduction	2
2	Adı	ministration Page	3
	2.1	Introduction: Administration Page	3
	2.2	Authentication and Authorization	3
	2.3	Django OAuth Toolkit	9
	2.4	Horus Web Player	10
		Horus Web Player Data	14
3	App	pendixes	16
	3.1	Adding External Data Services	16
		3.1.1 WFS Service Example	16
		3.1.2 WMS Service Example	18
	3.2		19
		3.2.1 Add Additional Disks	19

1 Introduction

The Horus Web Player is a web server application that publishes your street-level imagery on the internet. Recordings can be uploaded to a cloud server and shared with project members in or outside your organization. Access to the recordings is managed through specified account permissions. The Web Player facilitates its users to work on the go with multiple users at the same time.

This document describes the functions of the backend admin environment.

For further assistance contact Horus support.

2 Administration Page

2.1 Introduction: Administration Page

The 'Administration page' is the backend from which users, groups and content can be managed.

The admin page consists of four sections, which are explained down below.



2.2 Authentication and Authorization

The 'Authentication and Authorization' section is for managing users and groups.

• Groups

Groups are assigned recordings and layers. These groups can then be assigned to users allowing them to access those recordings and layers.

• Users

Create and manage user accounts. Users can be be assigned groups and given permissions, and given additional account details.



rization

Groups

The creation and editing of groups is described below.

To edit an existing group click on 'Groups' or 'Change', to create a new group press on 'Add'.

When you open the 'Groups' page, you will find a list with all the groups. Click on a group to edit it.

You can select a single or multiple groups by checking the box on the left side. You may then delete the selected groups, or publish them to a Geoserver.



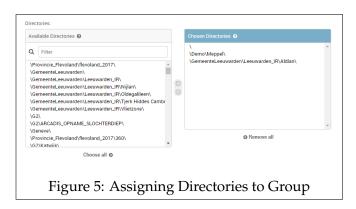
Editing Groups

Groups can be edited by opening one from the groups list.

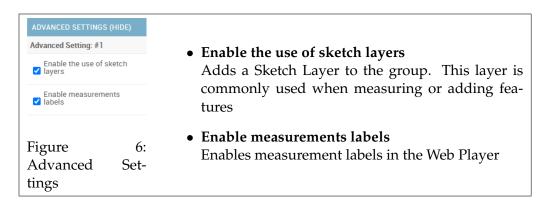


Assigning Directories/Layers/Permissions to group

Directories/Layers/Permissions can be assigned to the group by selecting the desired item from the left list and then pressing the right arrow icon to move them to the right list. *IMPORTANT* Always add '\' to the list of chosen directories. Permissions are generally left empty



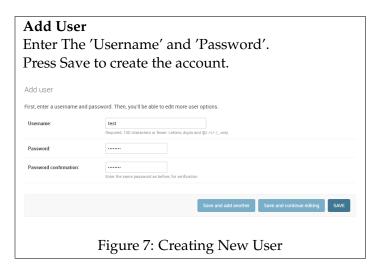
Advanced Settings



Save

When changes have been made, save the group to apply the changes. You may choose to create another group, or continue editing the current one.

Users



Editing User Accounts

After creating an account, additional user details can be added and the groups and permissions can be assigned.

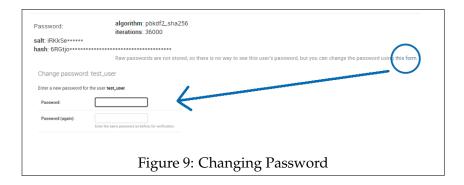


Open the 'Users' page to view a list of all the user accounts. Click on an account to edit it. By checking the box on the left of each user, you can delete multiple accounts at the same time.

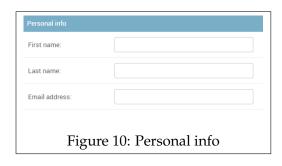
Changing Username and Password

The Username can be changed through the Username input field.

To change the password click on 'this form' as seen in figure:9.



Additional user details can be added in the 'Personal info' section.

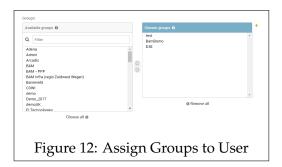


The 'Permissions' section determines the following:

- Active, Set account as (in)active.
- Staff status Allows the user to log into the Administration page.
- Superuser status Gives the user all permissions.



The 'Groups' and 'Permissions' sections are for assigning groups and permissions to the user.



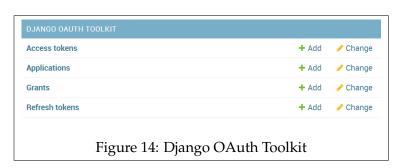
The final section shows important dates such as when the user last logged in and when their account was created.



To apply any changes made, click on 'Save'.

2.3 Django OAuth Toolkit

The Django OAuth toolkit adds OAuth2 capabilities to the Web Player, allowing automatic authorization to the Web Player. For more information regarding the toolkit, consult their *wiki*.



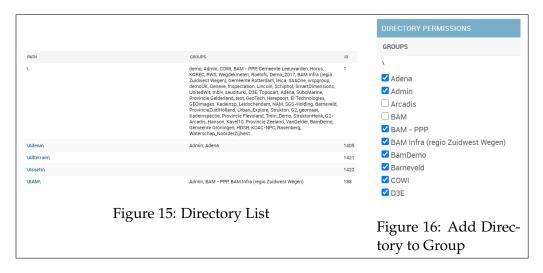
2.4 Horus Web Player

The Horus Web Player section handles items regarding the Web Player itself.

- **Directories** The directories containing the recordings stored on the Media Server.
- External Data Services Add and store data layers.
- **Geocoders** Geocoders store the information used to search and find locations on the map.
- Log Records A log of important changes and errors.
- **Recordings** list of the recordings found by the Media Server and to which directory they belong.
- Web Applications List of the installed Web Player versions.

Directories

The 'Directories' segment displays all recording directories that were found by the Recording Manager of the Media Server and the groups to which they belong.



When you open a 'Directory', you can assign it to multiple groups by checking the box and saving. To view which recordings are part of a directory see the 'Recordings' portion.

Adding Recording Directories

The steps for adding new recordings to the Web Player are described below.

- 1. Copy the Recording folders into the directory specified in the config.json of the server.
- 2. Run the Recordings Manager.
- 3. Verify that the new recordings have been added.

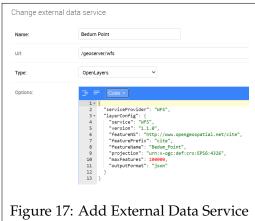
In some instances the disk containing the specified recording directory might be full, or you may wish to add recordings from a different location. To add recordings from other locations, see appendix 3.2.1

External Data Services

These are the data layers that make up the list of the layers manager.

Adding/Changing External Data Services

To add an 'External Data Service', the URL of the service is required. Click on 'Add external data service' and enter the URL in the designated input field. Give the service an appropriate name and set the correct type.



In the 'Options' field you may have to add parameters of the data service. For a more detailed description on how to configure External Data Services see the 'External Services' document on the Horus Image Server. For examples of adding a WFS or WMS service to the Web Player see Appendix: 3.1.1 and 3.1.2

Below that, you can choose to which group that layer belongs by checking the boxes.

When you have made the changes, save to apply them.

Geocoders

Geocoders provide the data for the search bar of the 'Map window' that allows it to search and locate locations.

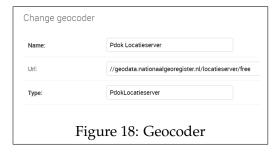
Adding/changing a Geocoder

To add a Geocoder, a URL is required of a location server. Enter the URL, and give it a name and the appropriate 'type'.

The URL below can be used to setup a Geocoder within the Netherlands.

//geodata.nationaalgeoregister.nl/locatieserver/free

The 'Options' field can be left empty.



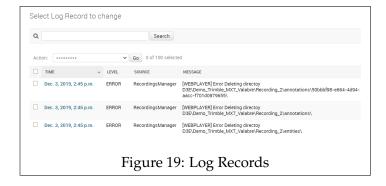
Assign the Geocoder to groups by checking the boxes in front of the names.

When you have set up the Geocoder, save it.

Log Records

The 'Log Records' section stores a log of events that have occurred, such as errors, warnings, and informational logs.

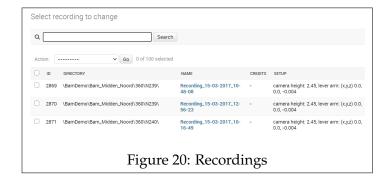
Logs are automatically made when an event occurs



Recordings

All the available recordings that have been discovered by the Media Server are show in the 'Recordings' section.

The directory to which the recording belongs can be found, and several setup settings can be adjusted.



Adjusting Recording Setup

Open a recording to adjust the camera height and lever arm values. These values should be imported from the recording.



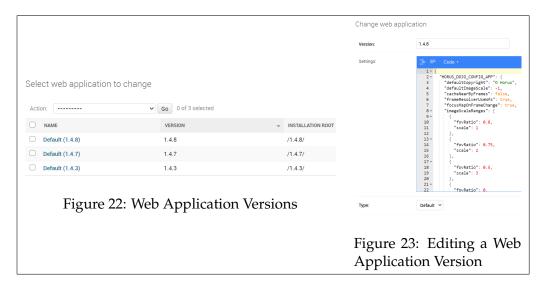
Web Applications

A list of the installed versions of the Web Player.

Adding a new version

To install a new version of the Web Player add the new files to the static folder in the directory of the Web Player.

In The Web Player itself, select 'add web application'. Then enter the same 'version' number as the one of the installation folder. You may edit the 'Settings' field but this is not required.



Using an older version of the Web Player

By default the newest version of the Web Player will be used. You may want to revert to an older version, to do so enter the URL of the Web Player into the search bar of your browser, followed by the version number as shown in the example below.

http://webplayer.horus.nu/?version=1.4.3

2.5 Horus Web Player Data

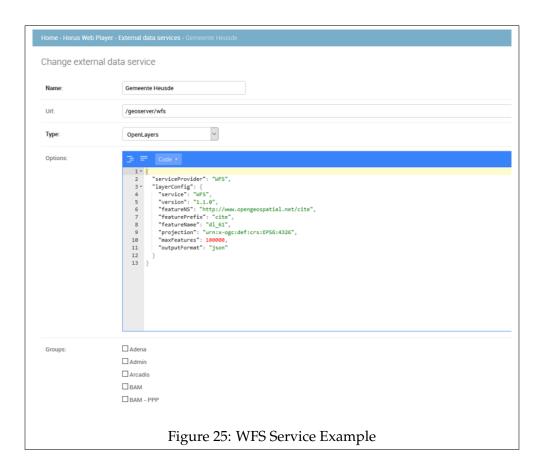
Web Player Data layers are not supported anymore. Use 'External Data Services' to import data layers.



3 Appendixes

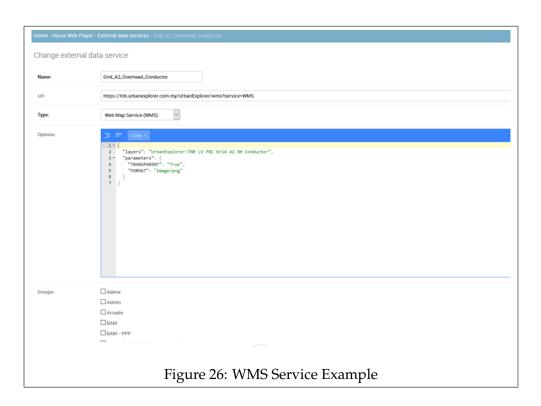
3.1 Adding External Data Services

3.1.1 WFS Service Example



```
WFS Example
Name: WFS_Underground_Conductors
url: https//tnb.urbanexplorer.com.my/UrbanExplorer/ows
Type: OpenLayers
"authenticate": false,
"serviceProvider": "WFS",
"layerConfig": {
"service": "WFS",
"version": "1.0.0",
"featureNS": "https://tnb.urbanexplorer.com.my",
"featurePrefix": "UrbanExplorer",
"featureName": "wfs_tnb_lv_poc_ug_conductor",
"projection": "urn:x-ogc:def:crs:EPSG:4326",
"maxFeatures": 100000,
"outputFormat": "json"
}
}
```

3.1.2 WMS Service Example



```
WMS Example

Name: Grid_A2_Overhead_Conductor
url:
https://tnb.urbanexplorer.com.my/UrbanExplorer/wms?service=WMS
Type WebMap Service

{
  "layers": "UrbanExplorer:TNB LV POC Grid A2 OH Conductor",
  "parameters": {
  "TRANSPARENT": "True",
  "FORMAT": "image/png"
}
}
```

3.2 Adding Additional Disks to Recordings Manager

3.2.1 Add Additional Disks

The Recordings Manager finds recordings from a specific directory. To add recordings from other disks to the Recordings Manager, you have to create a symbolic link.

The process for doing so is described below.

1. Open a Command Prompt with admin privileges in the original recordings folder.

Example

The original recordings folder for this example is: **D:\recordings**The additional folder that we want to add to the original folder is: **H:\extra_recordings**

We thus want to open a Command Prompt in: D:\recordings

2. Enter the following command.

MKLINK /D name_of_folder "H:\extra_recordings"

Enter the name to give to the symbolic link. Enter the new directory location between the quotation marks.

- 3. A symbolic link should have been created in the original folder.
- 4. Run the Recordings Manager.

The recordings from the added disks should now be added to the database.