### More tham WhereAml

GPS



### Status

- Motivation, or The AmbiViewer-Project
- GPS on the Mac
- iPhone -The crippled Device



Usage of GPS is usage of one single device. Questions are: • Where am I, or is he/she/it? and modifications like: Where to go? (mapping) Where was it? (tagging)

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### Networking is missing

### Usage of more than one GPS-receivers enables

- Measurement
- and thus

Networking between positions on this globe.

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### **GPS - Accuracy**



#### Satelite reception

Accuracy depends solely on the number of used satelites in view.

#### • Differential GPS

More accuracy is available with corrected informations based on other known positions, e.g. a second GPS-receiver.

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### **GPS - Transmission**

Transmitting the signal from remote GPS-receiver is difficult

- Two approaches:
- Transmission over an IP-network using Distributed Objects.
- Additional computers and network installation necessary on site.
- Bluetooth technology
- Low range, commonly lower than 30 m.
- Not evaluated: ZigBee, Mobile phone

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### Motivation The AmbiViewer-Project

The AmbiViewer-system combines different technologies and devices like cameras and GPSreceivers to produce composite images with virtual objects while being on site.



GPS More than WhereAmI © W. Lonsing 2008: United States Patent: 7391424



#### Laptop with GPS-receiver

### The AmbiViewer-Project





DV-camera (zoom) with GPS-receiver

### The AmbiViewer-Project





Marker ball with attached Bluetooth GPS- receiver

### The AmbiViewer-Project





System with laptop, camera, 2 GPS-receiver and marker



### The AmbiViewer-Project



#### Classes of the GPS-tree



### ...on the Mac





### Interface of SimoleGPS

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No Framework for GPS-support on the Mac

Steps to do it:

 Connect receivers and collect GPS-signal serial or BT-Interface

interpret the signals, most common is NMEA

Use the Data (!)

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### GPS ... on the Mac



Classes of the GPS-tree

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...on the Mac



#### @interface GPSPoint : NSObject <NSCoding> {

double double

}

gpsLongitudeDegree;
gpsLatitudeDegree;



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### GPS

### ...on the Mac



@interface GPSTrackPoint : GPSPoint <NSCopying>{

NSCalendarDate \*sateliteTimeStamp; \*satelitesInView; NSArray char mapDatum; int gpsAltitude; float gpsDirection; speedOnGround; float float gpsHorzError; float gpsVertError; gpsSphereError; float BOOL isValid;

Interface of GPSTrackPoint

}

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## GPS ...on the Mac



Multiple devices



View of the satelites Time-laps Movie, ~ 6h

### GPS on the iPhone

iPhone



The iPhone figures out the location by Receiving GPS-signals (only 3G with build-in receiver, not external) Triangulating the location of nearby cell towers (map data from Google; not iPod touch)) Fishing around for WI-Fi signals (Wi-Fi location details from Skyhook Wireless)

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## iPhone The crippled Device



All properties of CLLocation are readonly

- Iongitude and latidute as 'CLLocationDegrees' pair of 'double' in 'CLLocationCoordinate2D'
- altidute as 'CLLocationDistance' (double)
- timestamp as 'NSDate'
- horizontalAccuracy and verticalAccuracy

as 'CLLocationAccuracy'

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### The crippled





Previous versions of the iPhone OS 2.1 contained the following API changes. The following have been removed in Beta 4:

- CLLocation.heading
- CLLocation.speed
- CLLocation.speedAvailable
- CLLocationDirection
- CLLocationSpeed

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The crippled



iPhone

### Nice looking anyhow.

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