

# Managing content in a Fectar space

MaFEA – Making Future Education Accessible

PR2 – Guiding successful adoption



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### Managing content in a Fectar space

After adding content to a Fectar space, the next step is to manage the content, and organise it into the experience you want to offer your users.

Content is managed in the space it was added to. When an owner opens a space, the spatial editor will be shown. In the space, all content is shown as spots. The structure is:

Fectar Studio > Space > Spot > Content.

It is strongly recommended to use a mouse with a mouse wheel when managing content in a Fectar space. The two mouse buttons and mouse wheel make it much easier.

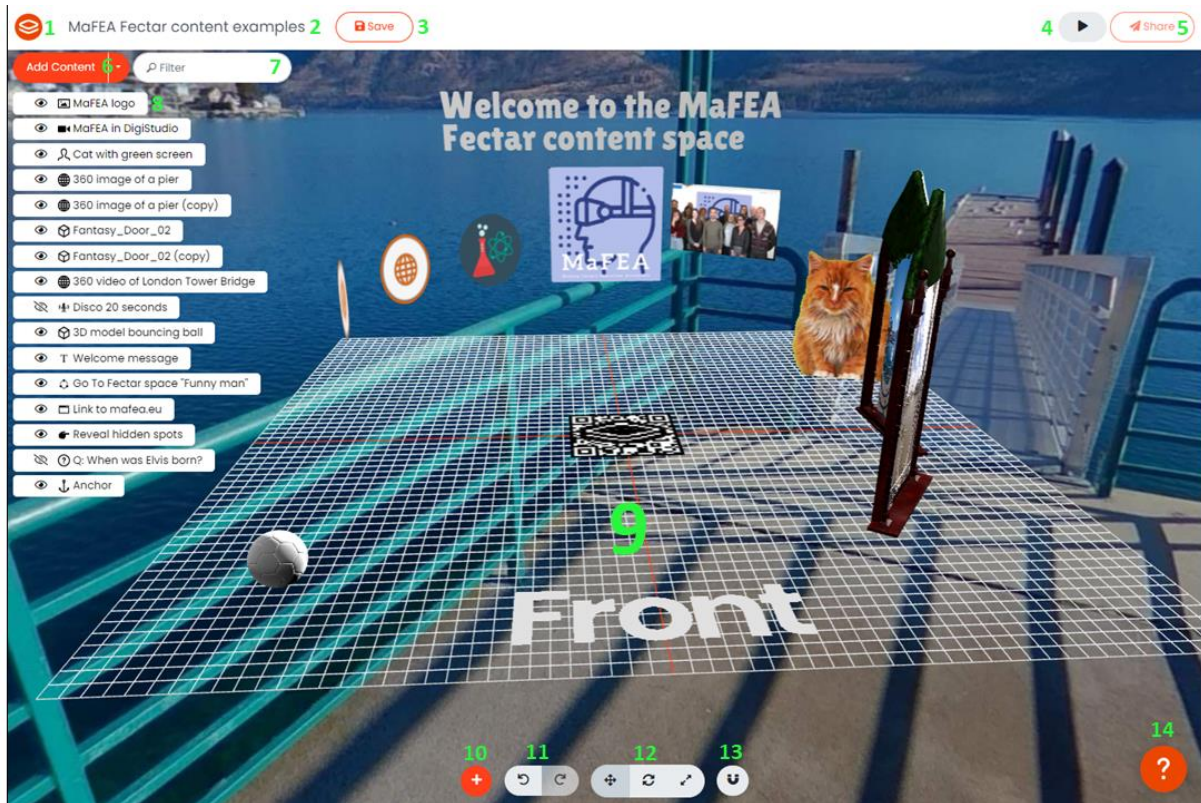
Many spot settings are the same for each spot type, and have been combined below.



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### An overview of the space editor



1. The Fectar logo will return you to the Fectar Studio.
2. Click the space name to rename it.
3. The Save -button saves your space. Save often!
4. The preview -button let you preview your experience. Preview often!
5. The Share -button displays your space information, privacy settings and sharing options.
6. The Add Content -button add content spots. See the Adding content to Fectar spaces -guide for more information.
7. Use the spot filter to find a spot by its name.
8. A list of your existing content spots.
9. The spatial editor and your content, how it will be seen by those it is shared with.  
**Note! The grid is only to help you arrange your spots and will not be seen by the user!**  
**Note! The content will always see the content from the “Front” side when the view the Fectar-space.**
10. A second add content -button.
11. Undo and Redo -buttons.
12. Move, Rotate and Resize -buttons.
13. The Snap -button. Use the snapping settings to help keep content neat and aligned.
14. Click the help -button to get a guided tour of the space editor.



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### Navigating the space editor with a mouse

It is strongly recommended to use a mouse with a mouse wheel when managing content in a Fectar space. The two mouse buttons and mouse wheel make it much easier.

1. Click with the left mouse -button and drag to look around your space.
2. Click with the right mouse -button and drag to raise your view higher, lower or side to side.
3. Scroll the mouse wheel forward or backwards to zoom in or out.

### Selecting a spot

There are two ways to select a spot.

1. Click the spot from the list of existing spots.
2. Click the spot directly in the spatial editor.

### Moving content spots around the space

For spots to have different positions in your space, a spot needs 3 position values.

- a. The **X-value** (how left or right the spot is, from the center of the spatial editor).
- b. The **Y-value** (how high or low the spot is).
- c. The **Z-value** (how in front or behind the spot is, from the center of the spatial editor).

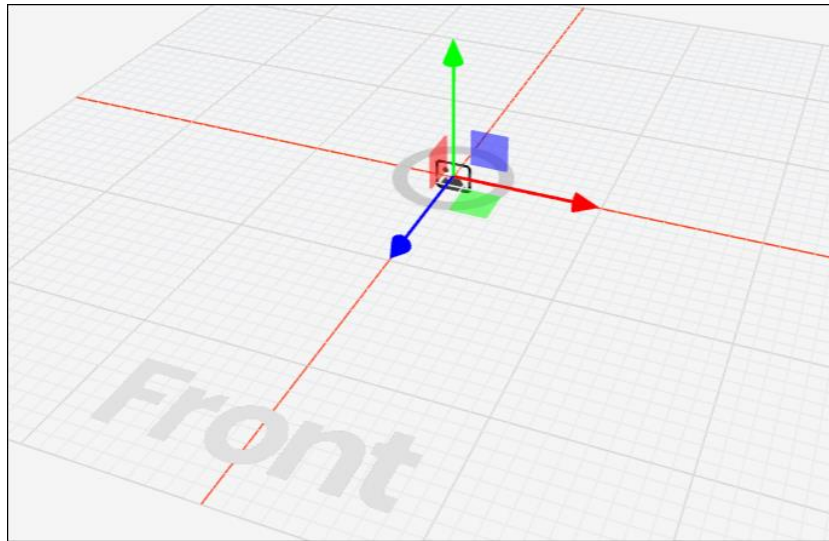
The colours match the arrows seen when a spot is selected. For all values, 0 means that the object is completely centered in the spatial editor. These numbers represent centimeters. The position values can be seen in the spot settings.



1. Select the spot you want to move.
2. Click the Move -button.



- a. Drag the spot or the coloured lines until the spot is in its desired location.
3. Drag the spot or the coloured lines until the spot is in its desired location.



a.

Use the Undo -button if needed. More accurate position values can be typed directly into the spot settings.

### Rotating content spots

Spots can be rotated in 3 directions, and therefore need 3 rotation values. **Note! The Holo presenter -spot cannot be rotated, it will automatically face the user.**

- d. The **X-value** (how rotated the spot is around the left/right -axis).
- e. The **Y-value** (how rotated the spot is around the up/down -axis).
- f. The **Z-value** (how rotated the spot is around the forward/backward -axis).

The colours match the lines seen when a spot is selected. For all values, 0 means that the object is completely facing the front of the spatial editor. The rotation values can be seen in the spot settings.



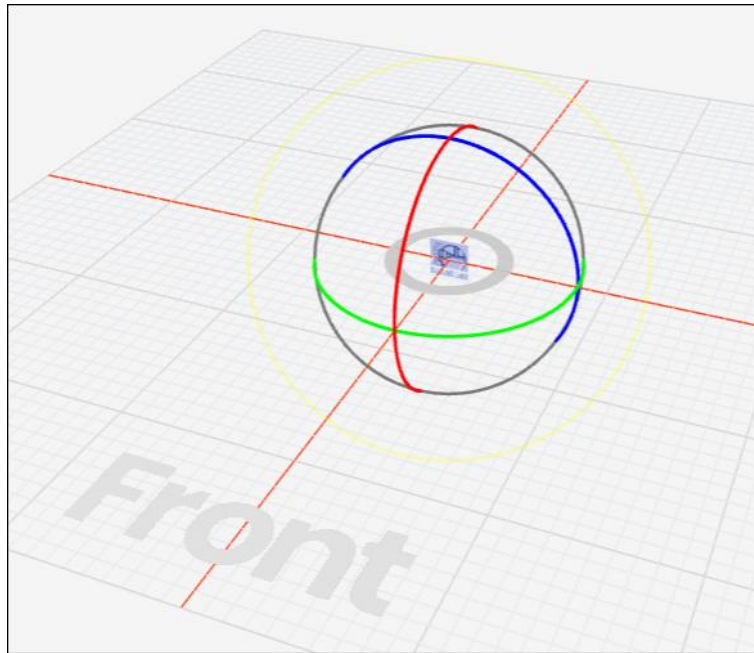
1. Select the spot you want to rotate.
2. Click the Rotate -button.



a.

3. Drag the spot or the coloured lines until the spot is rotated as desired.





a.

Use the Undo -button if needed. More accurate rotation values can be typed directly into the spot settings.

### Resizing content spots

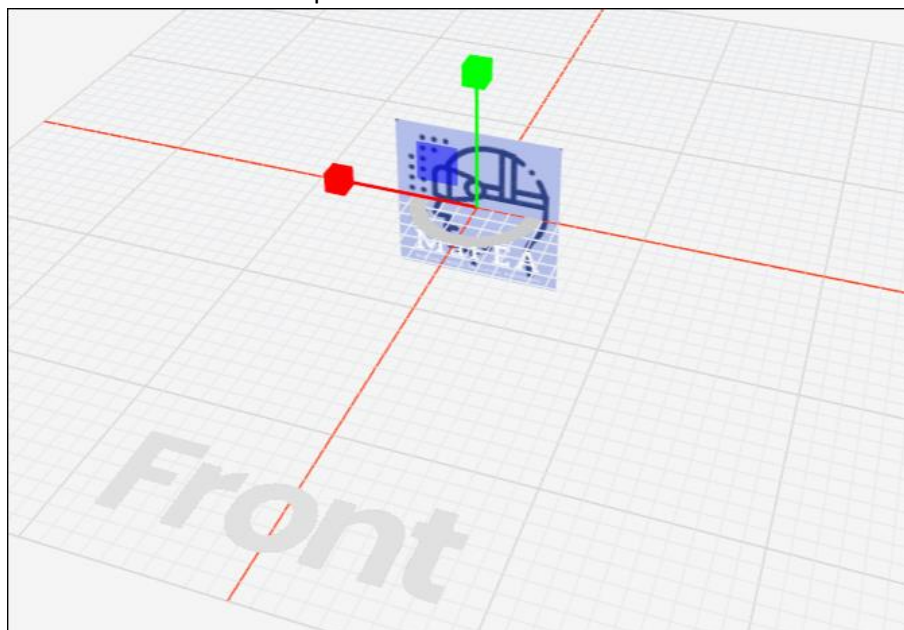
Almost all spots have a width and height. These will always be in proportion (e.g. if you increase the width of an image, it will not stretch but the height will increase too).

1. Select the spot you want to resize.
2. Click the Resize -button.



a.

3. Drag the coloured lines until the spot is resized as desired.



a.



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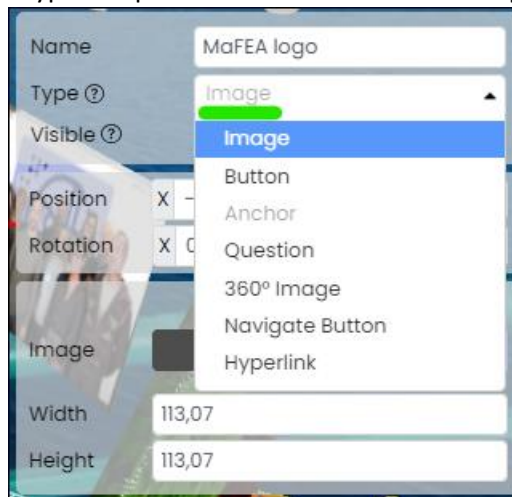
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Use the Undo -button if needed. More accurate width, height, etc. values can be typed directly into the spot settings.

### Changing a content spot type

If you want to change a spot type to another, many spots can be changed to another type.

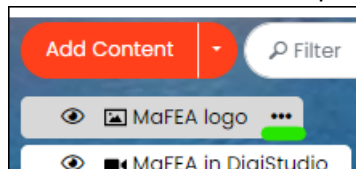
1. Click the spot you want to change.
2. Click the Type -dropdown list and select the new spot type.



a.

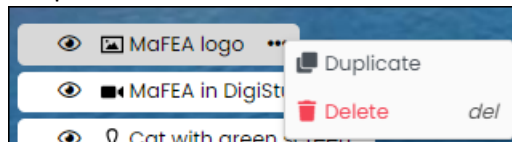
### Duplicating or deleting content spots

1. Find the spot from the list of existing spots.
2. Click the “...” -button next to the spot’s name.



a.

3. Click the Duplicate-button or Delete-button as needed.



a.