

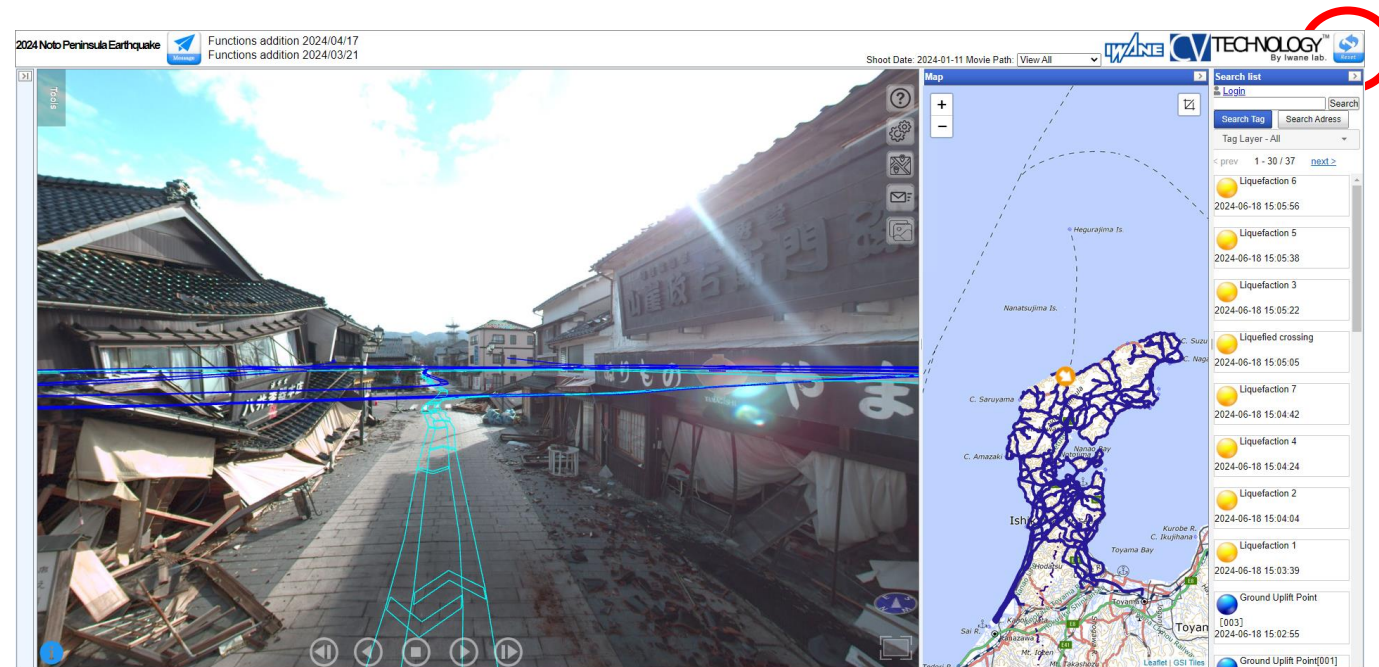
# How to use WebALP

## Overview



# ❌ Note 1 ❌

If there is a problem with the operation or if you feel that the operation is slow (heavy)  
Press the Reset button in the upper right corner of the screen.



# Initial display screen

2024 Noto Peninsula Earthquake Functions addition 2024/04/17  
 Functions addition 2024/03/21

Shoot Date: 2024-01-11 Movie Path: View All

Tools

Map

Search list

Search Tag Search Address

Tag Layer - All

< prev 1 - 30 / 37 next >

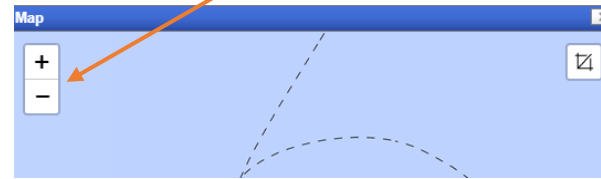
- Liquefaction 6  
2024-06-18 15:05:56
- Liquefaction 5  
2024-06-18 15:05:38
- Liquefaction 3  
2024-06-18 15:05:22
- Liquefied crossing  
2024-06-18 15:05:05
- Liquefaction 7  
2024-06-18 15:04:42
- Liquefaction 4  
2024-06-18 15:04:24
- Liquefaction 2  
2024-06-18 15:04:04
- Liquefaction 1  
2024-06-18 15:03:39
- Ground Uplift Point  
[003]  
2024-06-18 15:02:55
- Ground Uplift Point[001]

# How do I

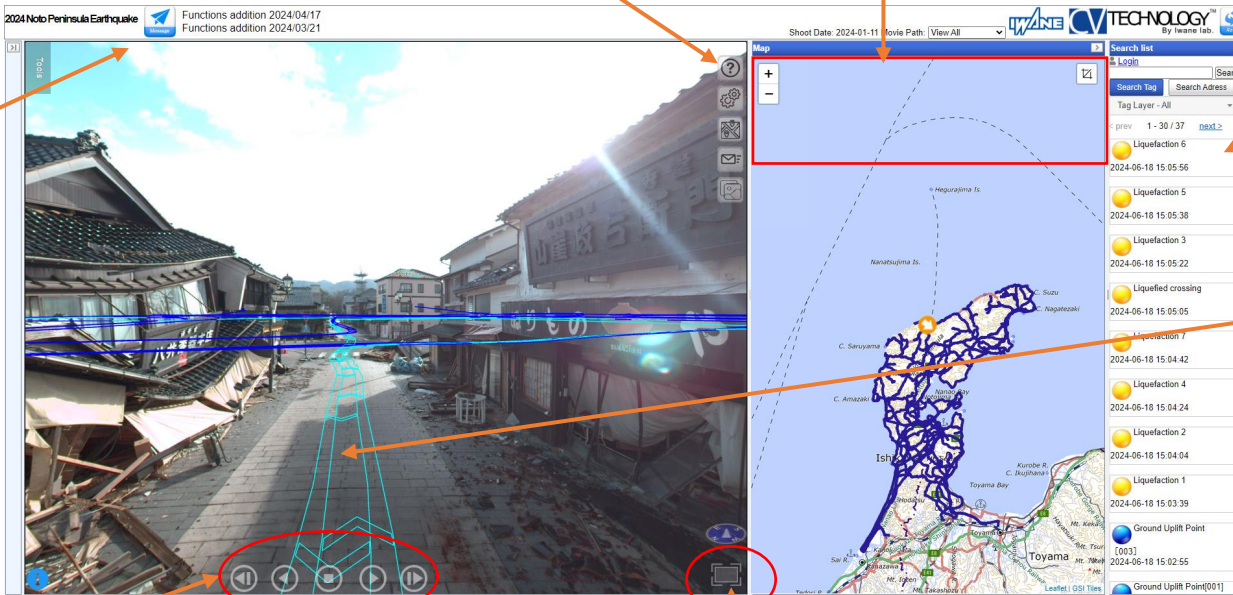
Map zooming in and out  
It can also be operated with the mouse

Moving the position of an image from the map  
Click on the trajectory with the mouse

Click to view the manual



TagsJump  
Click on the tag



Date of shooting display  
Move the mouse cursor to the trajectory

Click to view the announcements.



Go back one frame, play backward, stop, play, advance one frame



Click to image  
Full screen



When it is full screen,  
Click on the original  
Screen Display

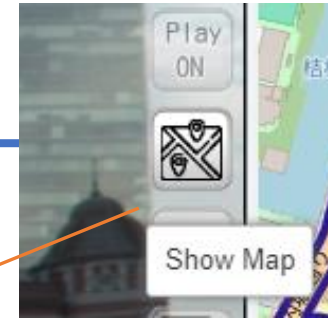


You can zoom in and out on the map or return to the previous screen.

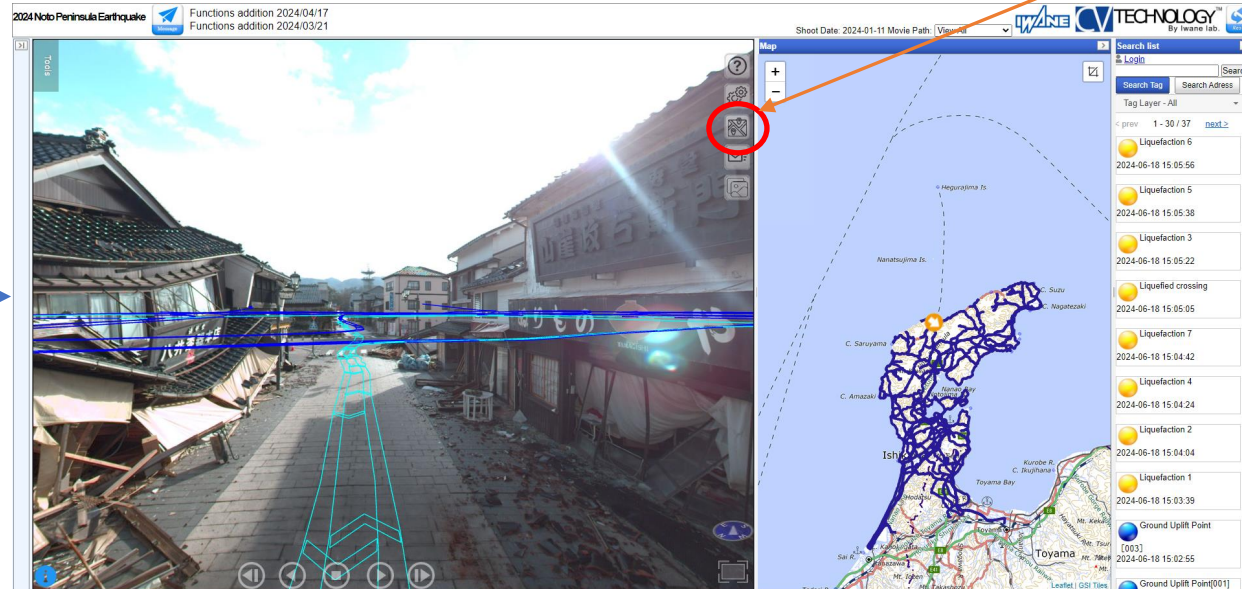


## Map view

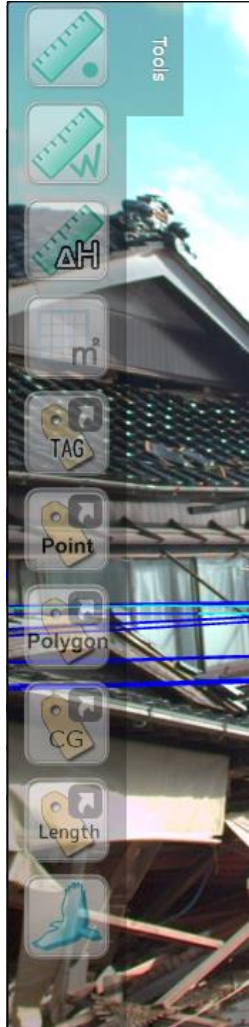
Click the map button in the video  
When you click on the  
Return to the map screen (initial  
screen display)



The trajectory (blue line) in the map  
When you click on the  
Go to the video screen



# How to operate Various measurement functions at a glance



Position measurement

Length measurement

Height measurement

Area Measurement

Tag Registration

Point Registration

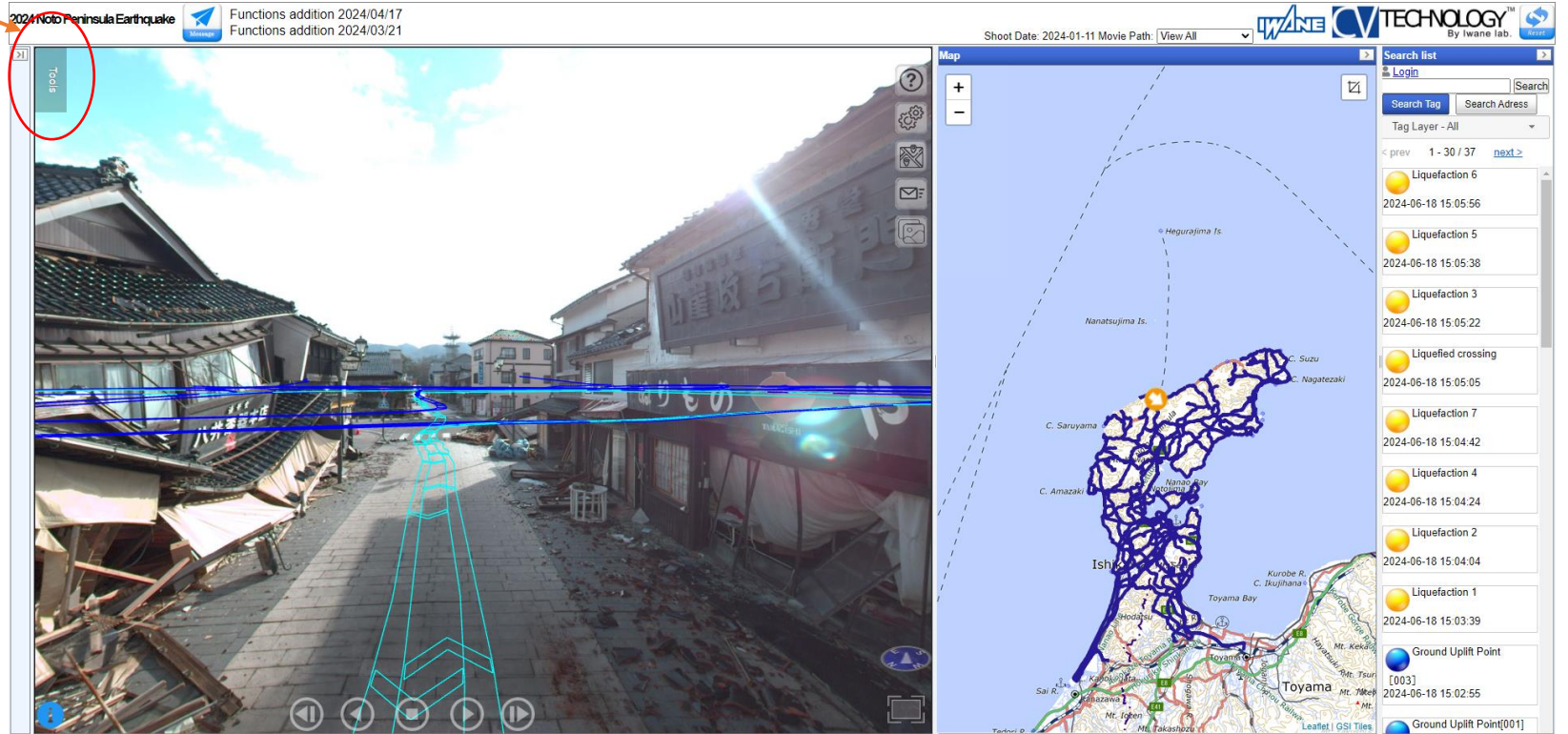
Polygon Registration

CG Registration

Line Registration

Bird View

Place the mouse cursor



# How do I do it? Position measurement 3D の position measurement

## 1. Select Position Measurement



In the target area (in the figure below, the pictogram of the airport)

Measure three-dimensional distances

In Auto Measurement (see next page)

Hover your mouse over the pictogram and click



## For accurate measurement

How to do it accurately when measuring and registering tags

It is important to get closer to the point you want to choose.

Manipulate the video to get closer to the point you want to select,

If you enlarge the point you want to select and then do it

It is possible to measure and register tags as accurately as possible.

This is relevant for all operations.

When measuring and registering tags, "approach and expand"

Thank you.

# Operation Length measurement 3D distance measurement

Length measurement



1. Select Length Measurement

Measure the three-dimensional distance between a street lamp and a utility pole

First of all, the first point is automatic measurement (see next page)

Ask. Hover your mouse over a lamppost and click

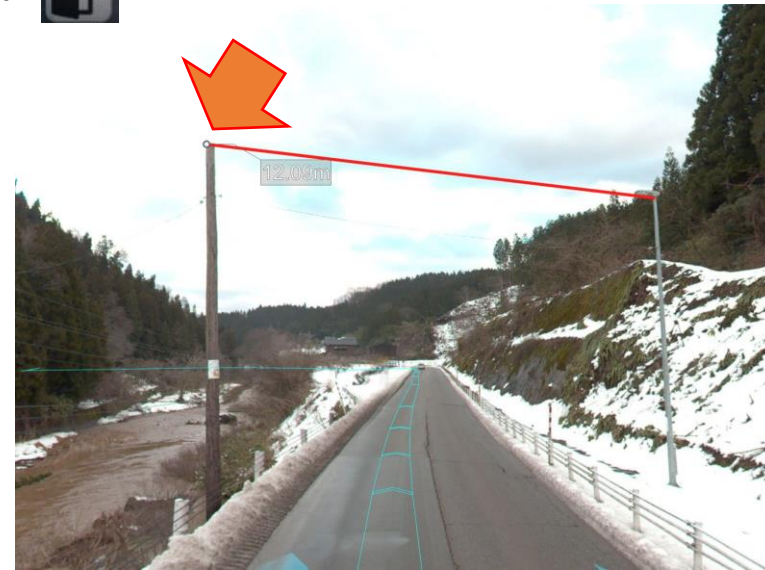


2. If the second point is obtained by 3D measurement in the same way, it will be from the first point

Displays the distance.

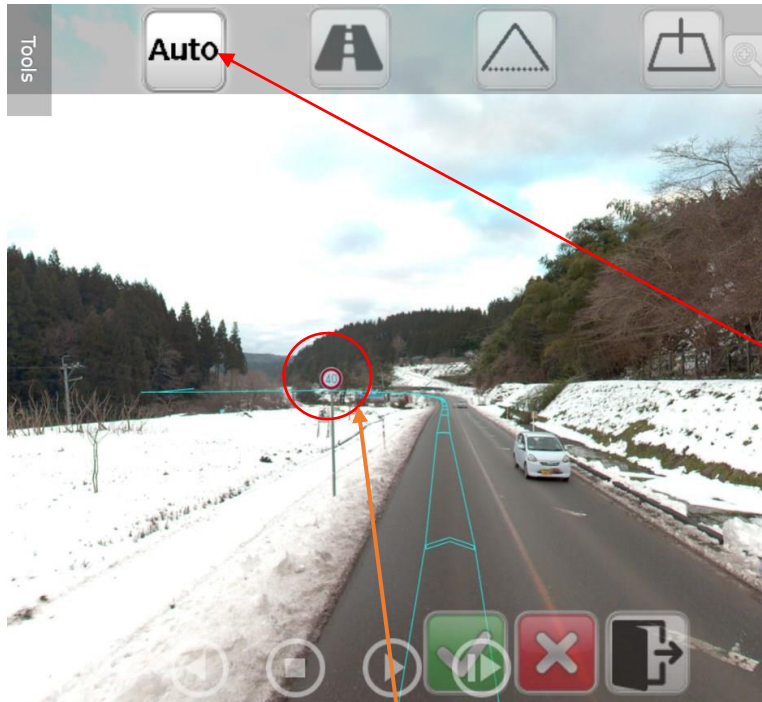
From the third point onwards, the total distance of 1.2.3 is displayed.

Finish with:





# How to 3 AutoMeasure



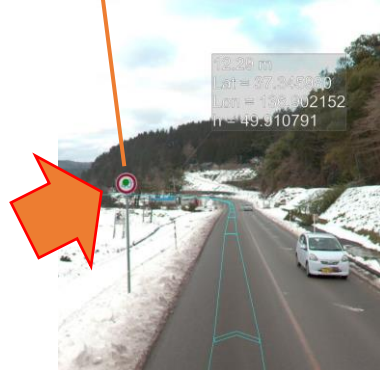
When you select each function, you can click the icon that appears at the bottom of the screen.  
Features include:

From left to right: Measurement OK, Redo measurement, Measurement end



1. Automatic Measurement (Automatic Measurement)  
Automatically measures the coordinates of the selected point in the image **Be sure to move it to a position close to the object and measure it.**

The selected feature point in the image is stored on the server in the image before and after the  
It automatically searches and calculates.



40.28 m  
Lat = 37.545079  
Lon = 139.002152  
H = 49.910791

The automatic search may also fail. Click the image on your keyboard  
Move the image with the arrow keys and automatically measure when the measured point is out of alignment with the object  
It's a failure. If the points are misaligned, measure in other measurement modes.  
Period.

Example)

Advance the image closer to the object and measure the text of the 40-kilometer marker  
The result displays the distance from the camera from the top, as well as latitude and longitude elevation.  
Even if the image is moved, the point sticks to the object and does not move, so the measurement is successful.

# How to Measure Height

## 3. Height measurement



1. Select Height Measurement and automatically measure 3D points  
 When measuring, the perpendicular line is lowered to the road surface plane at the camera position.  
 Displays its height.



2. When the second point is measured, the ratio of the first point and the second store is high.  
 Display.

Finish with:




# How do I do it? How to register a tag

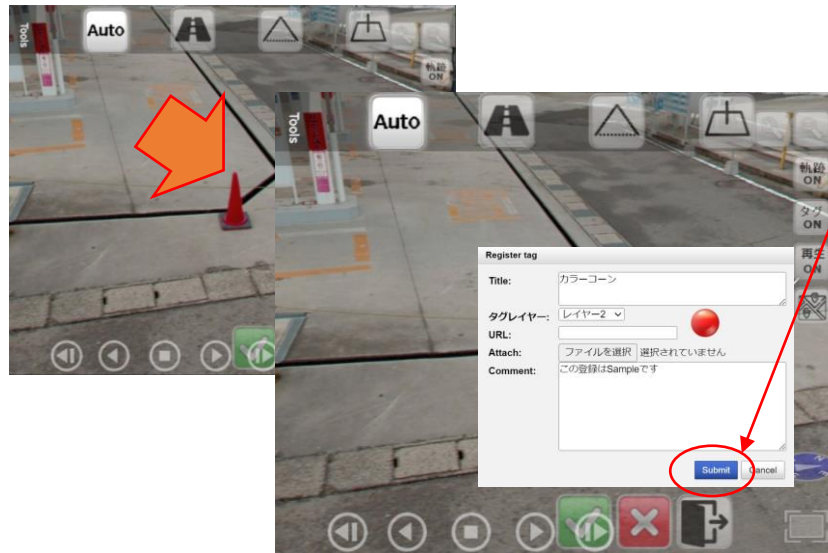
Tags can be viewed by anyone once they are saved


This section provides information about tag registration.

Tag Registration **\*Tag registration is not possible in full-screen display of images.**

Tag registration creates a 3D tag for the object in the image and shares location information.

1. Select Tag Registration, and then click .  
 If you click on the place you want to tag and make a dot  
 The tag information input is displayed.  
 In the example, a tag is registered in the color cone and the color cone  
 I'm typing.



2. Click to register the tag.
3. If you don't see the tag, click the button .
4. Please display the tag ON.



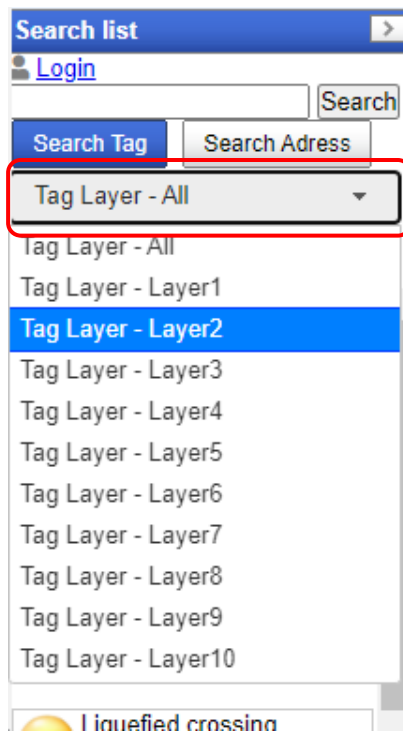
Please finish with 

# How to search for tags and addresses

You can search for tags by any string.



Tags





Tags are layer-managed.

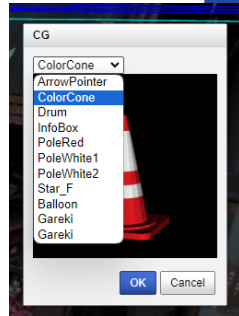
All the basics are displayed, but if you specify a specific layer

Only layers that belong to a particular layer are displayed

# How do I do it? How to register CG 1

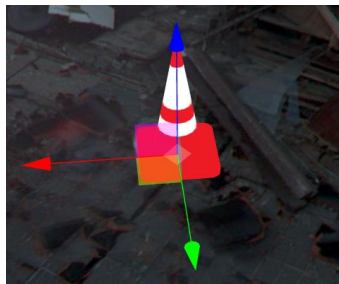
This section describes the registration of CGs. The only CG to be registered is the sample CG that we have prepared.

1. Click  under Tools. The CG will appear on the screen.
2. Select CG from the list. Select CG and click 
3. The measurement screen will be displayed. Measure the point where the CG will be placed.
4. Once you have measured the point, the CG will be displayed.



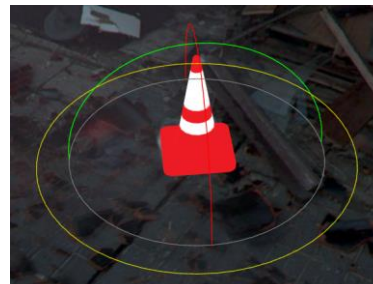
CG movement, rotation, and scaling

Press W on the keyboard to move CG.



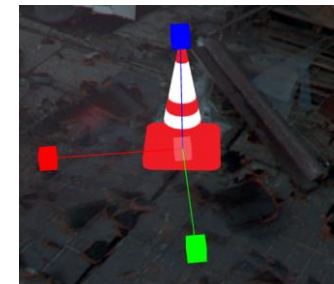
Blue: Move up and down  
 Red: Move left and right  
 Green: Move forward and backward  
 Center point: Move on road surface

Press E on the keyboard to rotate the CG.



Blue: Yaw  
 Red: Pitch  
 Green: Roll  
 Yellow: Roll

Press R on the keyboard to scale CG.



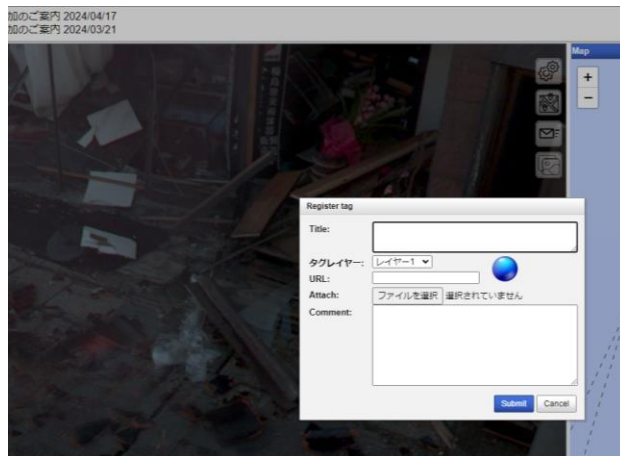
Blue: Scale up and down  
 Red: Scale left and right  
 Green: Scale to the front and rear  
 Center point: Scale while maintaining ratio


# How do I do it? How to register CG 2

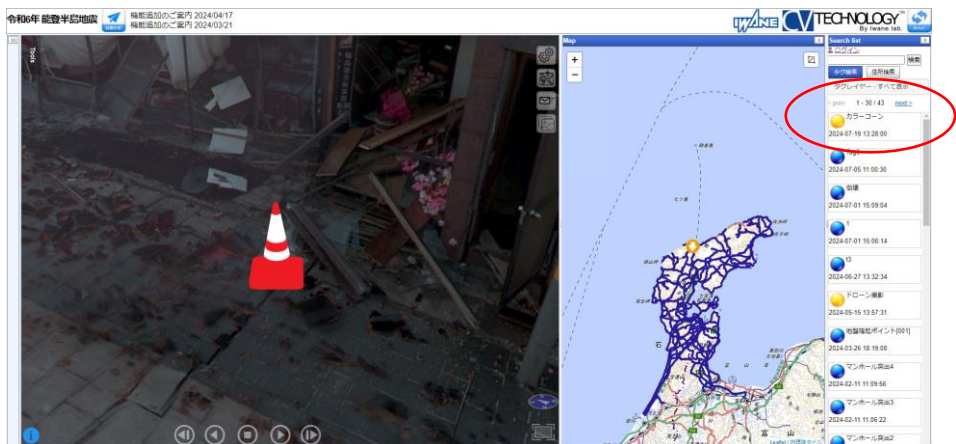
5.  Click to register



6. Enter the name of the CG tag, etc., and register the CG tag.



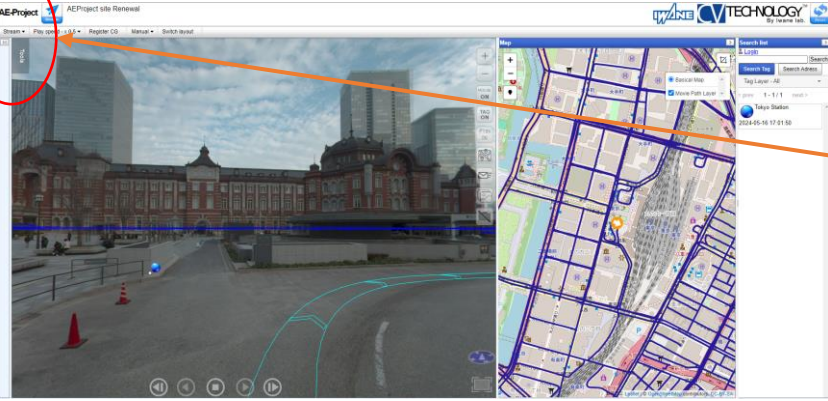
7. The CG will be registered as a tag. Registration is complete with 



# Other 3D point measurement methods

# How do I do it? About the measurement method in the image

The measurement method on the screen is as follows

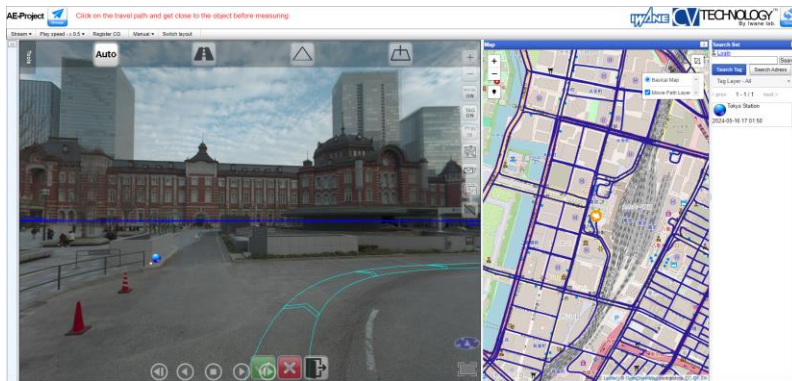


Mouse cursor  
Align



- Position measurement
- Length measurement
- Height measurement
- Area measurement
- Tag registration
- Line Tag
- Point Tag
- Polygon tags
- Bird View

Create a three-dimensional point to display distances and heights in the image. This section describes how to create points. When you select each function, the following display will be displayed.



From left to right, each measurement mode.  
1.Auto Measurement 2.Mesh Measurement 3.Epipolar Measurement 4.Horizontal Measurement



The measurement modes not described in the text are explained from the next page.



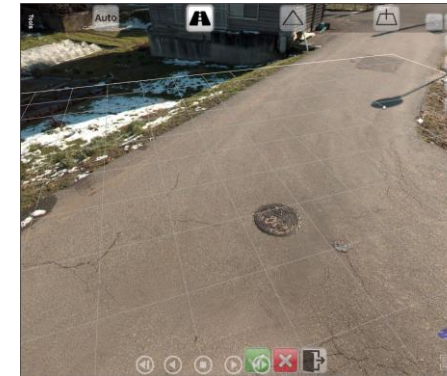
# How do I do it? Mesh Metrology



## 1. Mesh measurement

The mesh is displayed at the road surface height at the current position (right figure).

Left-click on the mesh to get a three-dimensional point.



Mesh display with mesh measurement



Example: Position measurement by mesh measurement

Left-click on the position to be measured.



e.g. Distance measurement by mesh measurement

After left-clicking on the measurement start point,

Left-click on the end of the measurement



Example: Area measurement by mesh measurement

# How do I do it? Epipolar Measurements1



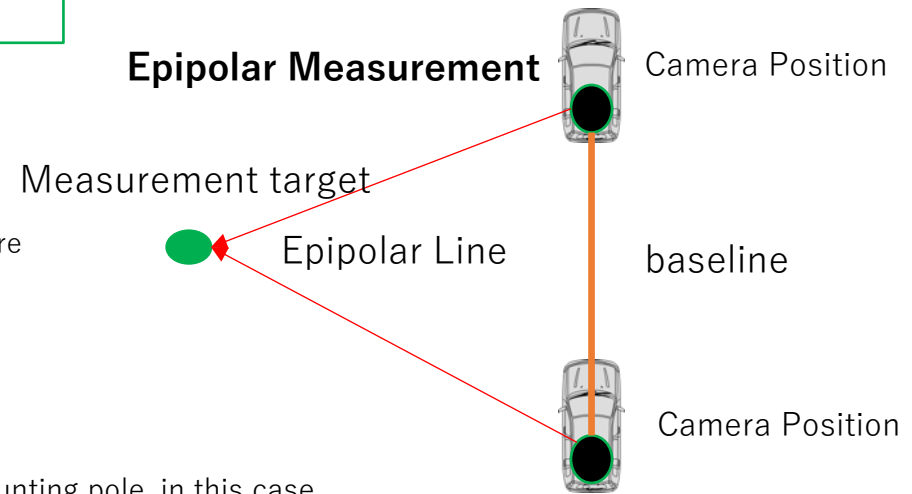
2. Epipolar measurement  
 As shown on the right, the coordinates of the selected point in the image are set to two different  
 Select the same point from the camera position and measure.  
 Be sure to move it to a position close to the object and measure it.



Example)  
 Measure the vertex of the signal mounting pole, in this case,  
 Measure the apex of the pole and display the height to measure the height of the pole from the road surface  
 I will.

1) Move the signal close to the apex of the mounting pole and the apex of the pole  
 Zoom in to select it.  
 When the 3D video playback button gets in the way,

1) Move the signal close to the apex of the mounting pole and the apex of the pole  
 Turn the mouse button to zoom in and click on the vertex.



# How do I do it? Horizontal Measurement



## 3. Horizontal Measurement

Display a grid based on the ground surface of the camera location, and select the position of the ground surface and its height with the mouse operation to determine the three-dimensional point.

e.g. Signal mounting Measure the apex of the pole, and display the height to the apex to measure the height of the pole from the road surface.

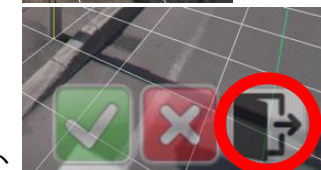
1) Select Height Measurement,  
Select Horizontal Measurement



2) Follow the cursor to the road surface  
Show Grid, Paul's  
Mouse click at the root



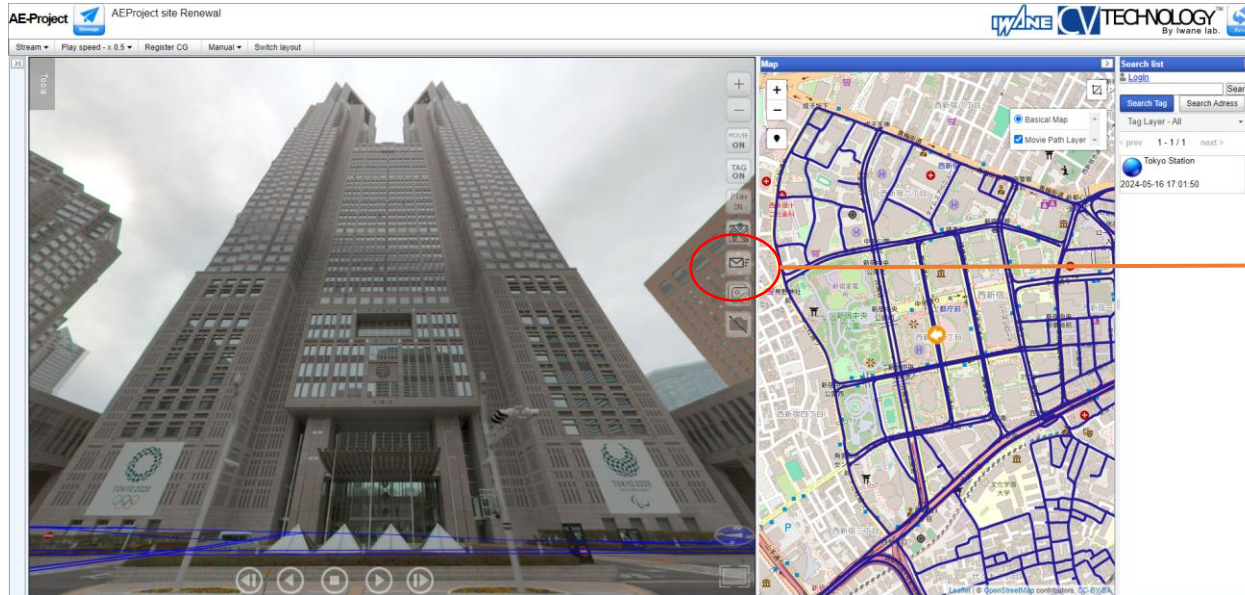
3) Car along the perpendicular from the root  
Move the sol to the apex and click  
Height display with mouse click



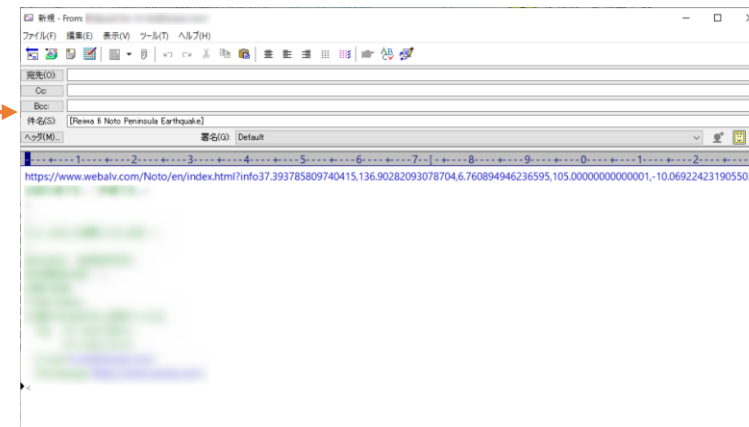
The end of the measurement is, Click.

# Email sending function 1

You can share the currently display by email.



If you are using an email client software, automatically fill the subject, link of the information to body moreover, then make as a new email.

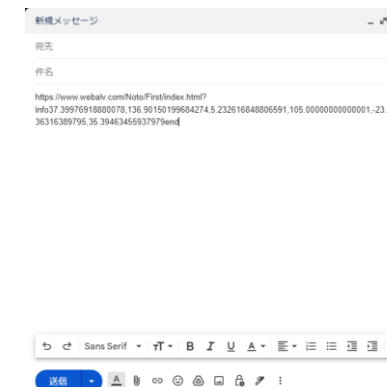
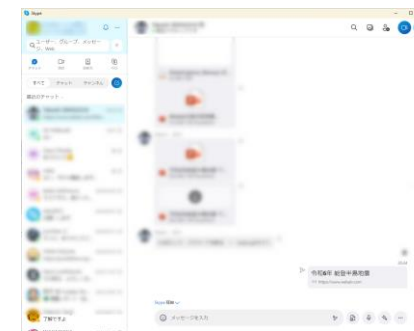
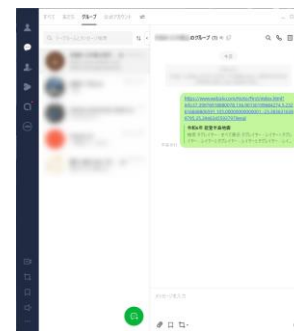


For your information,  
a link address as information to clipboard.

It's on the clipboard is that You can paste it to LINE,  
Skype, SNS and more to share it,  
You can also paste it into the text field of a webmail and send it.

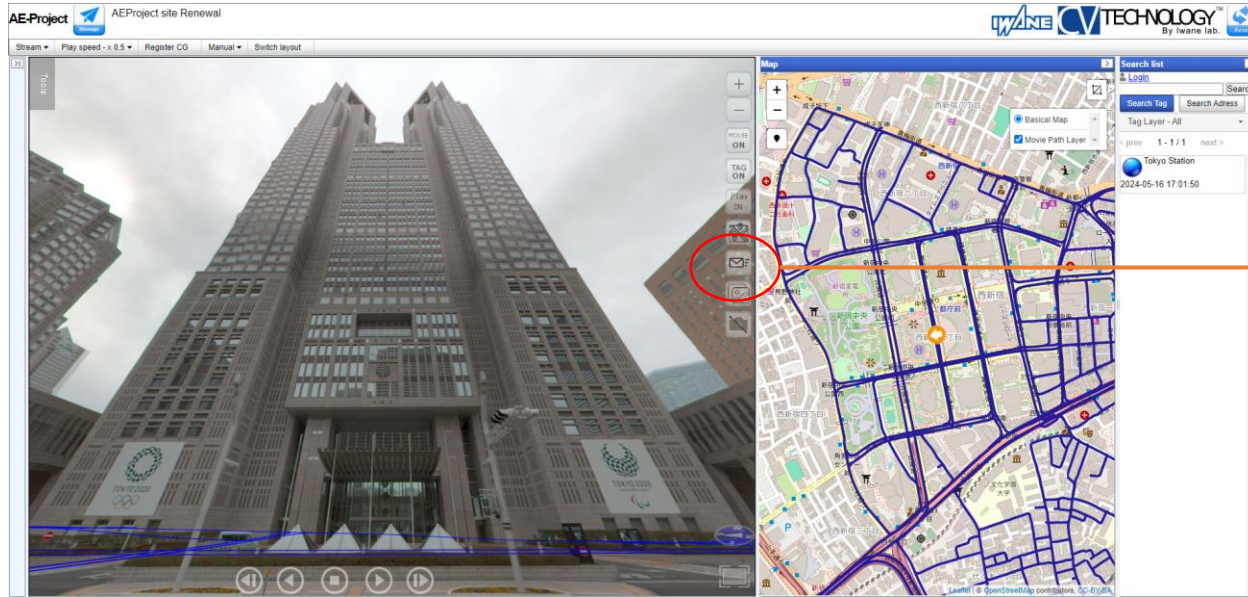
\*"Skype" is a trademark of Microsoft Corporation.  
"The Skype logo and interface displayed on the screen are trademarks or registered trademarks of Microsoft Corporation."

\*\*"LINE" is a trademark of LINE Corporation.  
"The LINE logo and interface displayed in the screenshot are trademarks or registered trademarks of LINE Corporation."

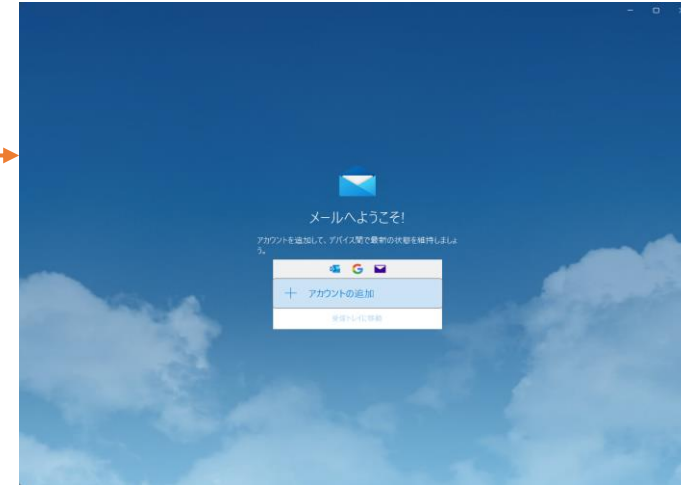


# Email sending function 2

You can share the currently display by email.



If you don't have an email client software, The display show you below image, Please exit as it as.

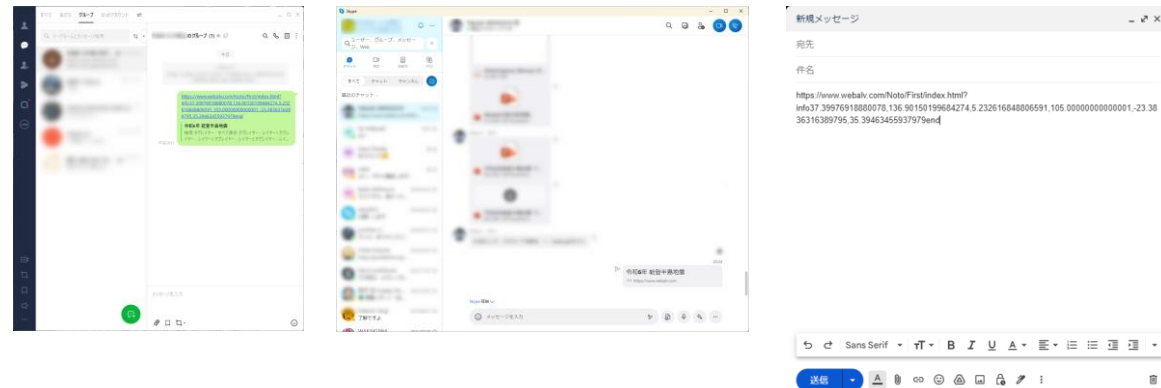


Even if you don't have an email client software or doesn't work it, Your clipboard has the link address for information.

It's on the clipboard is that You can paste it to LINE, Skype, SNS and more to share it, You can also paste it into the text field of a webmail and send it.

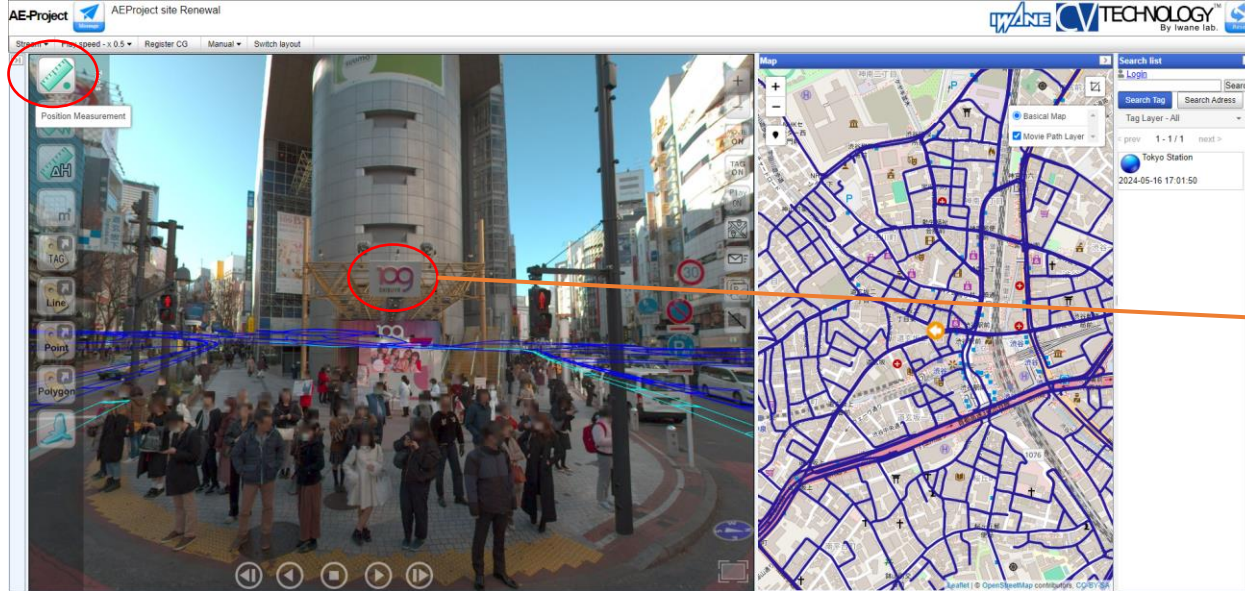
\*"Skype" is a trademark of Microsoft Corporation.  
"The Skype logo and interface displayed on the screen are trademarks or registered trademarks of Microsoft Corporation."

\*\*"LINE" is a trademark of LINE Corporation.  
"The LINE logo and interface displayed in the screenshot are trademarks or registered trademarks of LINE Corporation."



# Latitude Longitude Height acquisition function

By performing position measurement, you can obtain the Latitude Longitude Height.



Perform position measurement.  
 ※See 「[How to 3 AutoMeasure](#)」

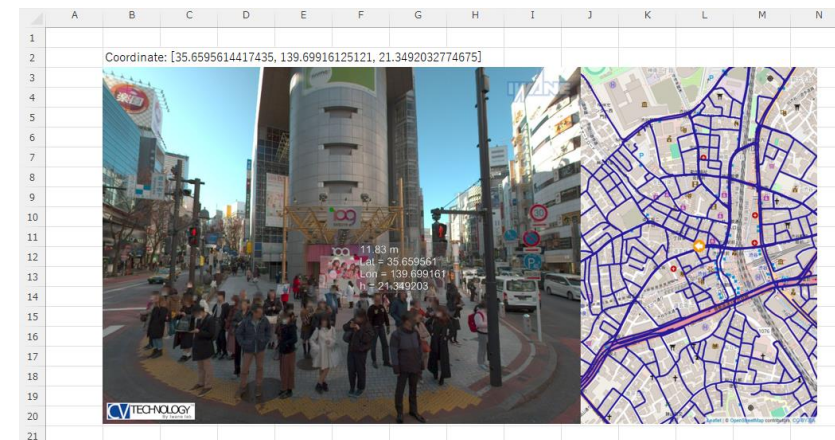


Once the position measurement is completed, the Latitude Longitude Height will be acquired on the clipboard.

Example:

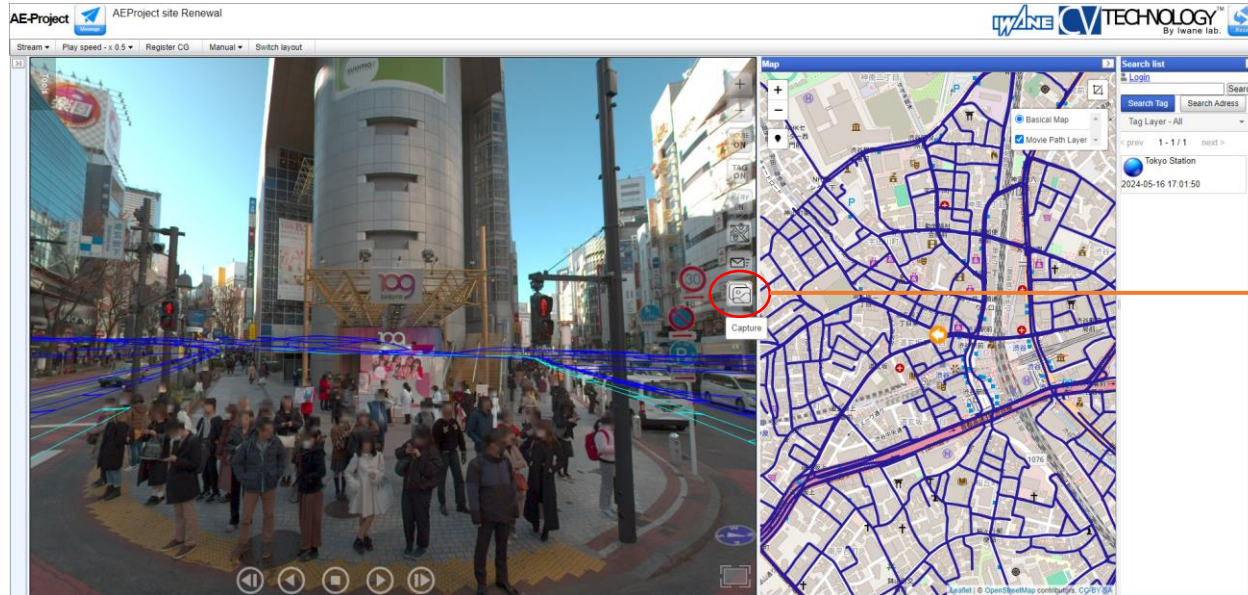
Coordinate: [35.6595614417435, 139.69916125121, 21.3492032774675]

You can use the [Screenshot function](#) to create documents like the one shown on the right.

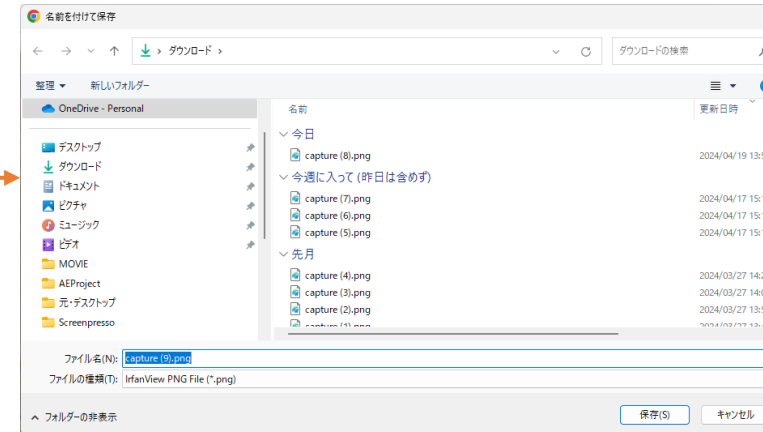


# Screenshot function

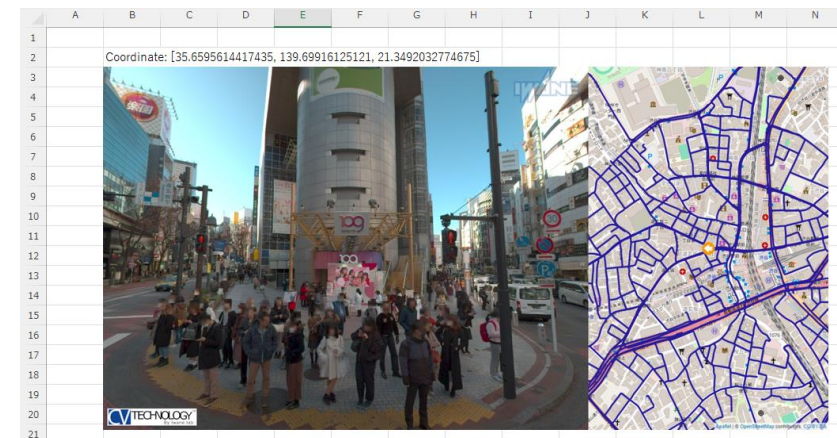
You can save the video and map together as a PNG file.



Decide where to save the automatically created png file. You can also change the file name.

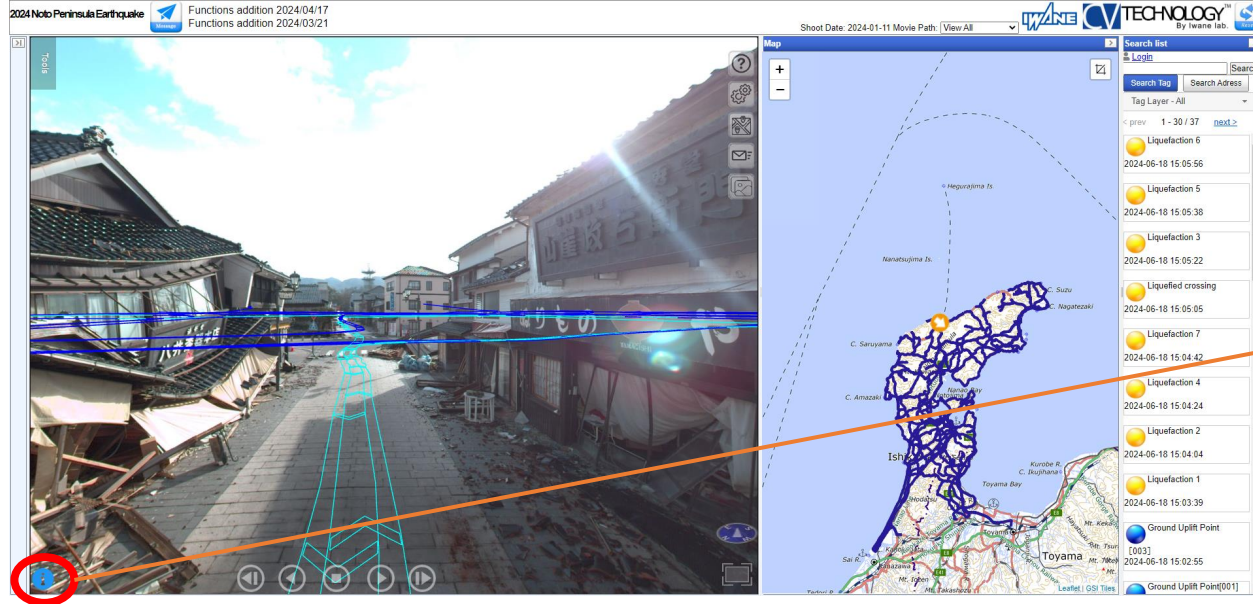


Using the [Latitude Longitude Height acquisition function](#) acquisition function, you can create materials like the image on the right. Screenshots also save images, map scaling, and measurement results.



# View angle current position display function

You can check the field of view, current position, and direction of the currently displayed image.

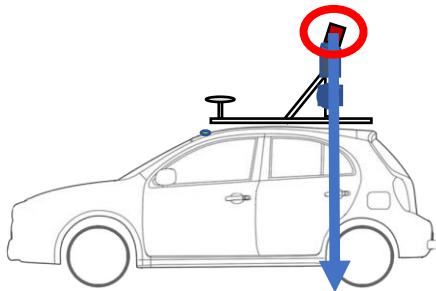


Click Default to return to the standard angle of view.

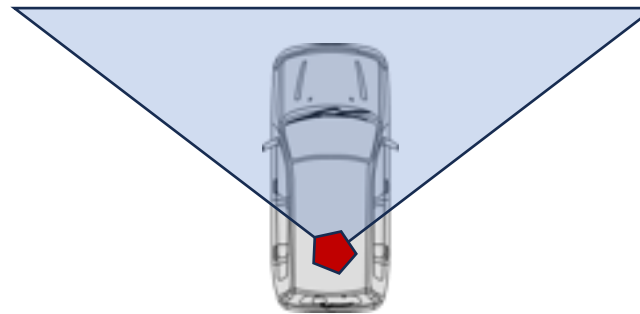
Latitude : 37.39573772379495  
 Longitude : 136.90337324203423  
 Altitude : 7.535534172974055  
 View Angle : 105.0000°  
 Azimuth : 129.1491°

Default

The latitude and longitude will be directly below the camera.  
 The Altitude is the altitude of the camera position of the image.



The view angle is the angle displayed from the current camera position.  
 The azimuth shows the 360 degree azimuth of the current image.

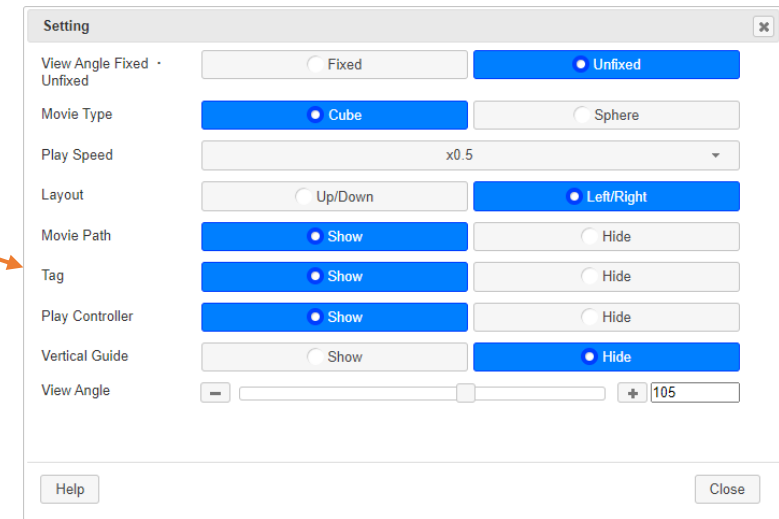
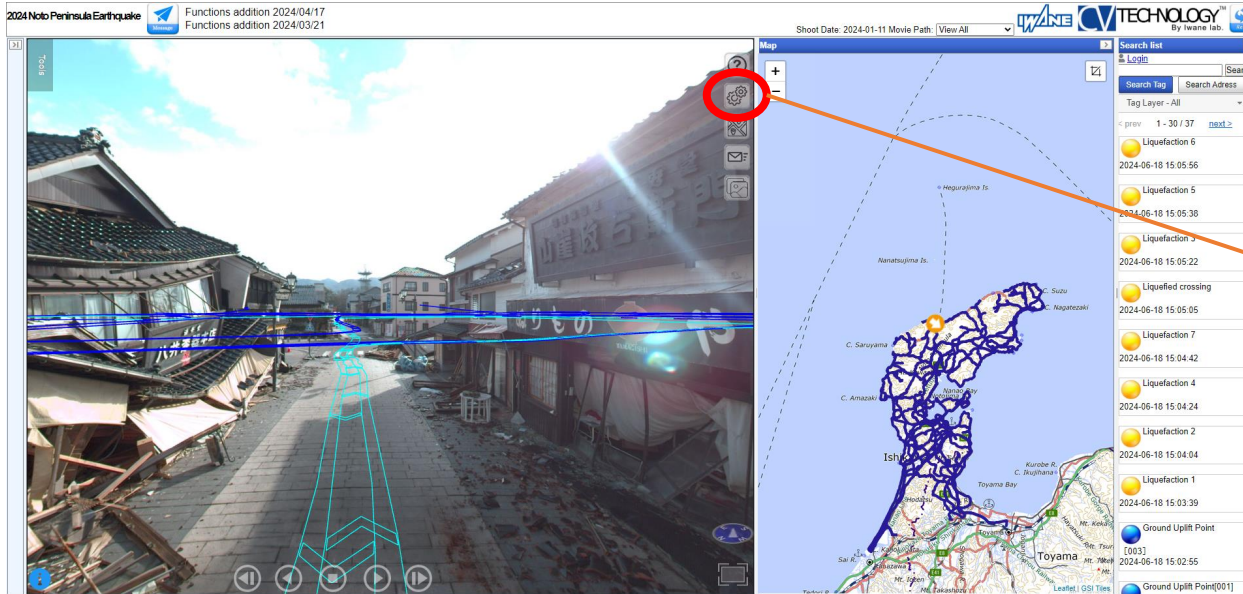




# Settings widget · 1

New features and some functions have been moved to the Settings widget.

Clicking on the Settings widget will display the Settings screen.

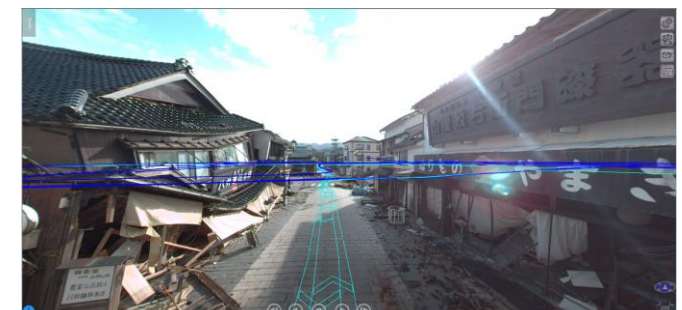
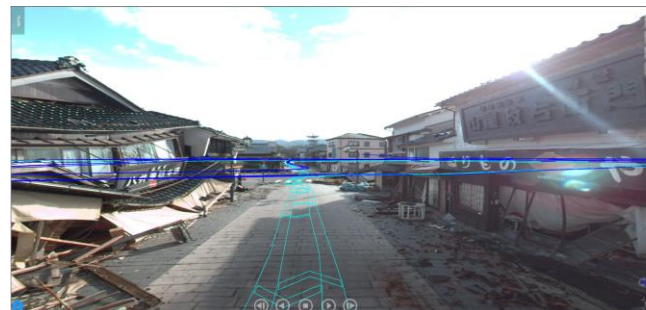
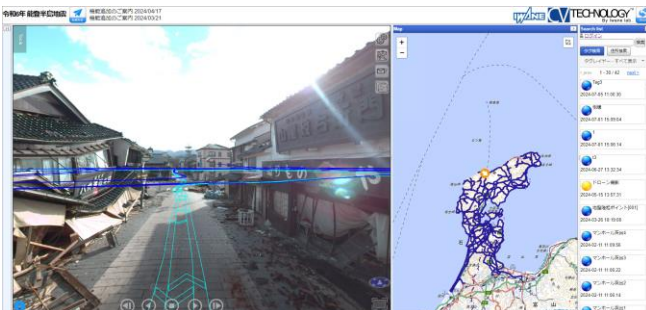


- View Angle Fixed/Unfixed

You can maximize the image while keeping the angle of view fixed.

Display angle fixed/maximized

Display angle not fixed/maximized



## Settings widget · 2

- Movie Type  
Switches the video type during playback.  
Cube : High quality video playback and reverse playback only show the front.  
Sphere : Low quality video playback and reverse playback allow you to change the video orientation with the mouse.
- Play Speed  
Switch the playback speed when playing videos.  
※Playback speed may not increase due to line congestion or excessive access.

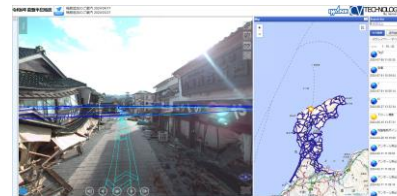
- Layout  
Change the location of the video and map.

- Movie Path  
Shows/hides the video trail displayed on the map and in the video.

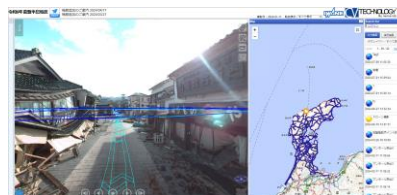
Up/Down



Left/Right



Show



Hide



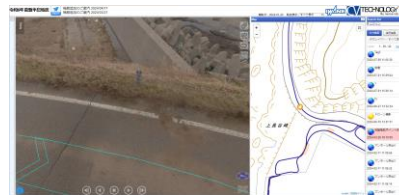
# Settings widget • 3

- Tag  
Show/hide tags displayed on the video and map.

Show

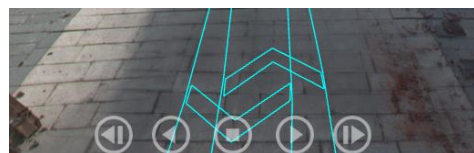


Hide

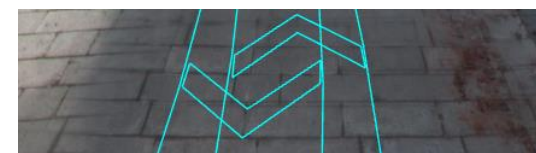


- Play Controller  
Shows/hides a set of buttons such as video playback buttons.

Show

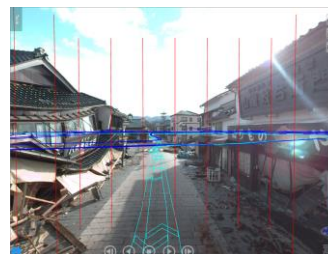


Hide

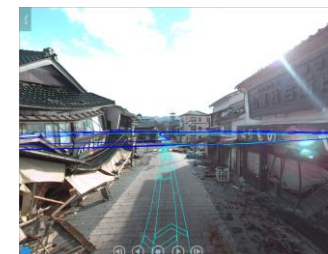


- Vertical Guide  
Shows/hides the vertical guide on the video.

Show

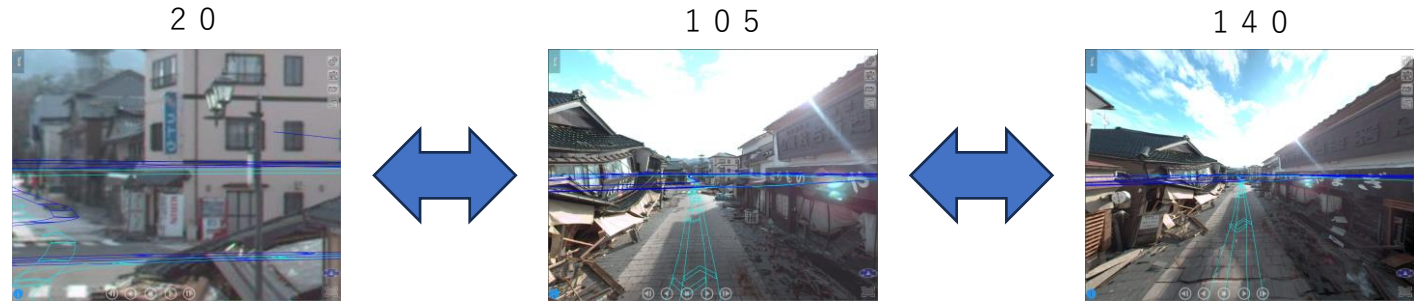


Hide



# Settings widget • 4

- View Angle  
You can change the angle of view of the video.



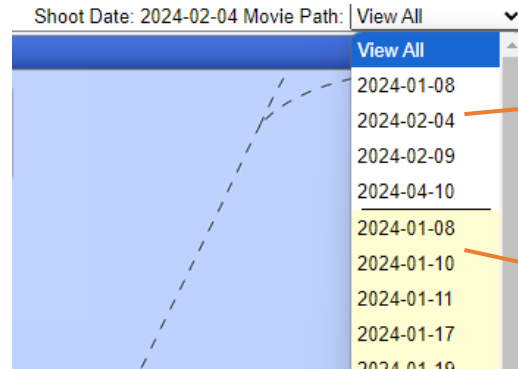
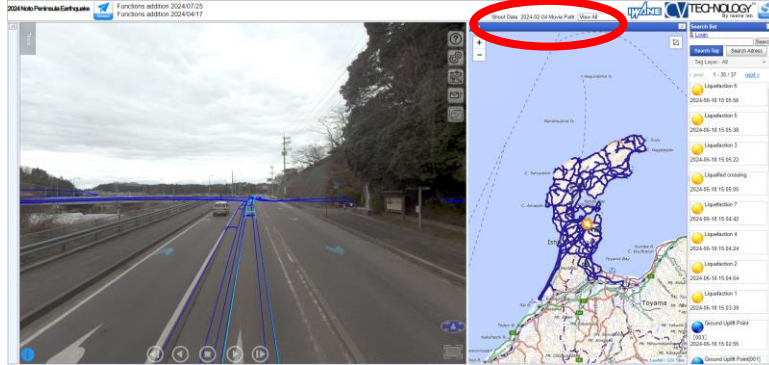
- HELP  
Displays the operation manual.



- Close  
Close the Settings widget.

# Shooting date switching function

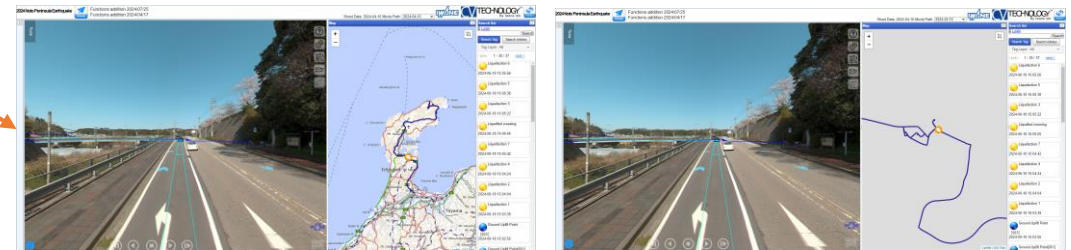
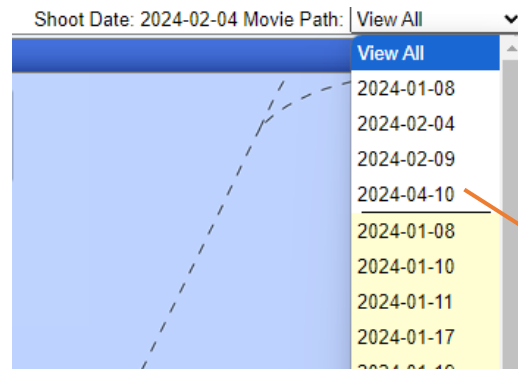
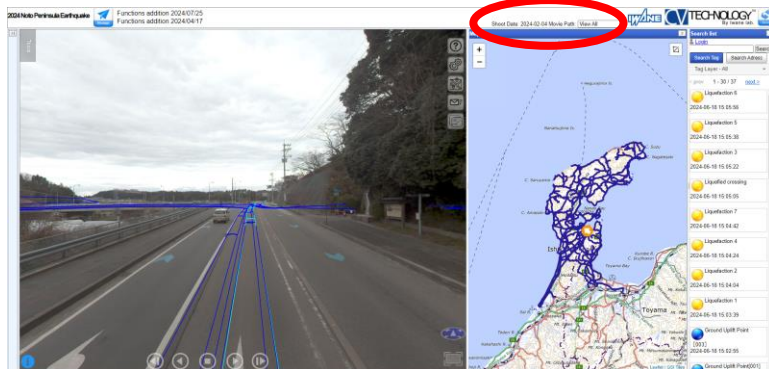
By switching the shooting date, the video and the tracks on the map will only show the switched shooting date.



Dates with a white background contain photography data for the date displayed at the current location. Selecting it will switch to data for a different day at the current location.

Dates with a yellow background have no shooting data for the date displayed at the current location. Selecting this will move you to another location.

If you can't see the trail on the map, zoom in to make it visible.



Enlarge the map

※The amount of footage varies depending on the shooting date, location, weather, etc., so there may be less footage on some dates.