

## MiR Robot Interface

## Let's get rolling with the new MiR Robot Interface



### Tailor the Robot Interface to YOUR needs

Customizable Dashboards

Flexible user rights

Easy editing of maps

User-friendly design

Fully developed REST API

Simple mission overview

With the aim of giving you the full ownership of your MiR robots, we have created a super user-friendly interface in a new intuitive design.

You get many new features and the existing features are improved. The new robot interface is easily customized to your needs for an even more optimized implementation.





## Flexible user management and user permissions

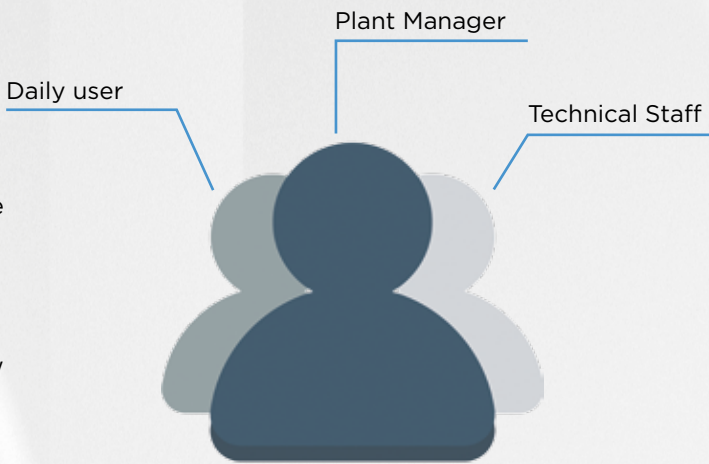
The new robot interface supports multi-level permissions, and you get easy access to create user groups with different permissions.

You just click off the rights with a check mark and the user rights are created.

It is possible to create users with login by pincode and we have also added the user type "Single Dashboard User" who only has the rights shown on the dashboard.

### Improvements to Interface 1.0

In Interface 1.0 there are only very simple user rights. Now you get the possibility of controlling who can do what on the robots.



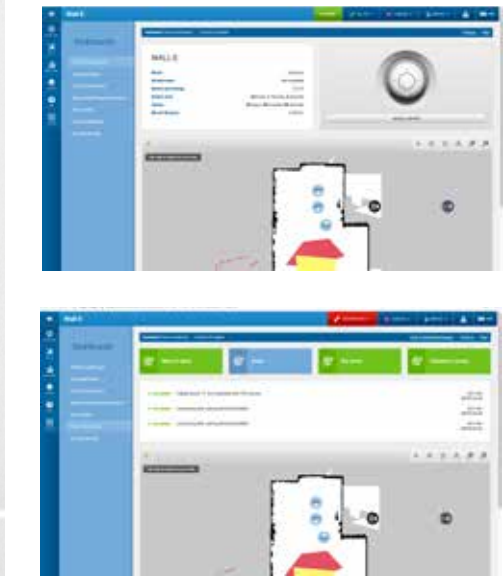
## Customizable Dashboards

- Makes it easy for you to tailor the interface to your individual needs.
- No limit for how many dashboards you can have.
- The information you need is gathered in one place.
- Possible to create fullscreen dashboards, which is ideal for tablets placed on a robot.

Do you want an overview of mission queues? That's easily done with the dashboards.

### Improvements to Interface 1.0

The Dashboard feature is a new feature. In Interface 1.0 you did not have the possibility of creating a simple overview that showed just what you needed to see.



## Comprehensive browser support

The new robot interface supports the latest and second-newest browser versions of all of the most widely used browsers.



### Improvements to Interface 1.0

Interface 1.0 only supported Google Chrome. Now you can use the interface on the browser you prefer to use.

## Responsive web design

The new web design supports easy navigation and programming of robots and it is responsive so it works even better on smartphones, computers and tablets than Interface 1.0.



## Improved map editing

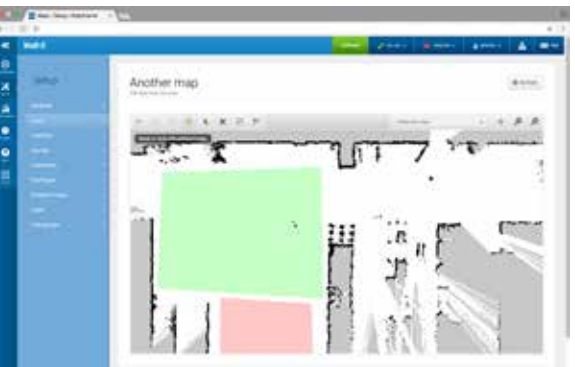
One of the biggest changes and improvements in the new interface is the new structure in Mapping and the way you edit maps:

- All topics related to mapping are now gathered in one place. E.g. Area Events used to be placed separately, but are now integrated in the mapping. It is the same for Download, Upload and Start Mapping.
- You now have the possibility of rotating maps directly in the editor in contrast to earlier where you had to create a new map if the map did not turn correctly.
- There is a user-friendly drawing program integrated in the new robot interface. Here you can via a combination of pixels and vectors draw straight lines and define the forms of the objects you want to add on the map. We have deleted the option of editing by hand because this is not necessary anymore; you can now easily make nice maps in the interface.

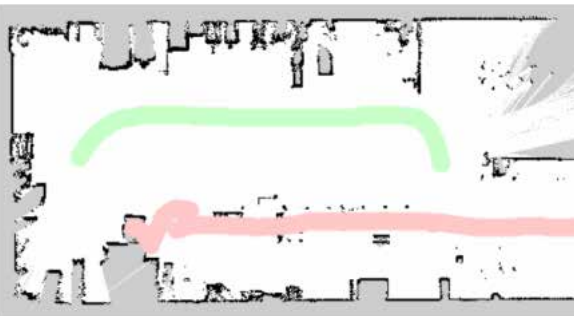
### Improvements to Interface 1.0

It will be easier for you to navigate in Mapping since all features connected to maps is gathered here. Once you have tried to work with the new editor you will see how simple it can be to create good maps and you save significant time.

Map Editor in the new Interface



Map edited in the Interface 1.0



## Full-featured REST API

The REST API has been improved and expanded upon such that it maps 1:1 with the features in the robot interface.

### Improvements to Interface 1.0

The REST API connected to Interface 1.0 was not fully integrated



## Integrated Hook Interface

The interface for MiRHook is integrated in the new robot interface.

### Improvements to Interface 1.0

The MiRHook interface was a separate interface.



## Easier creation of robot missions

In the new Robot Interface, you get a simple overview of missions and mission queues because missions and actions are grouped into manageable overcategories. You also have the possibility of creating your own categories, and routes are now integrated in missions.

### Improvements to Interface 1.0

In Interface 1.0 there was just a long list of actions and no possibility of sorting and grouping them.

You can now create group missions in different categories, which ensures that it is even easier for you to redeploy your robot for different tasks.

It is simple to move around the actions via drag and drop.

