

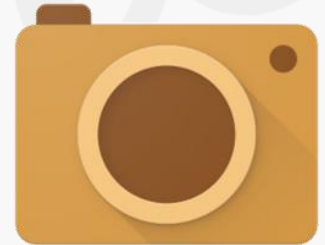
Play with 360 CAM

For Users & Developers

*life's good
when you
play more*



360° Pictures



Get Started

Features and how to connect

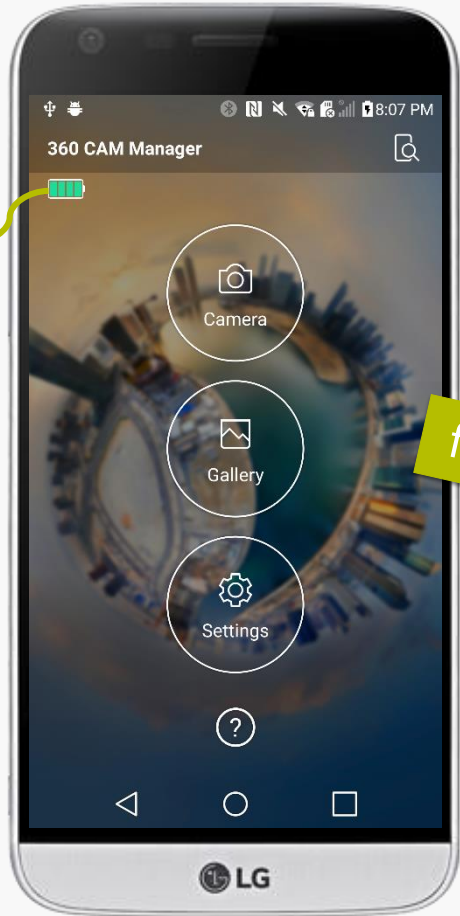
Features



- 13MP CAM x 2
- 360 / 180° picture
- 5.1ch audio recording
- Stand-alone / connected



Connection



Friends Manager

BLE discovery

Auto pairing

360 CAM Manager

Wi-Fi connection

Controls



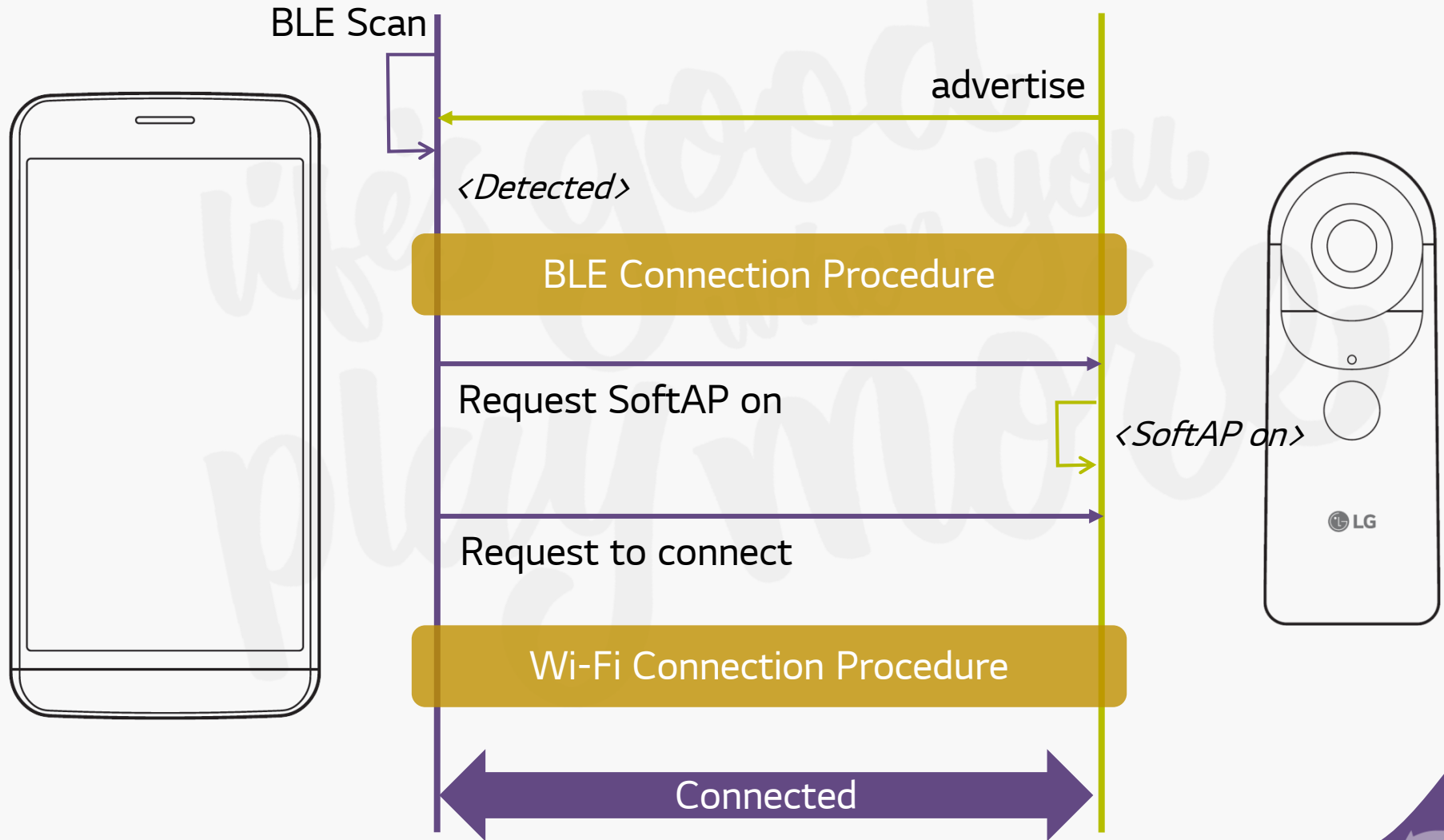
Preview & Options



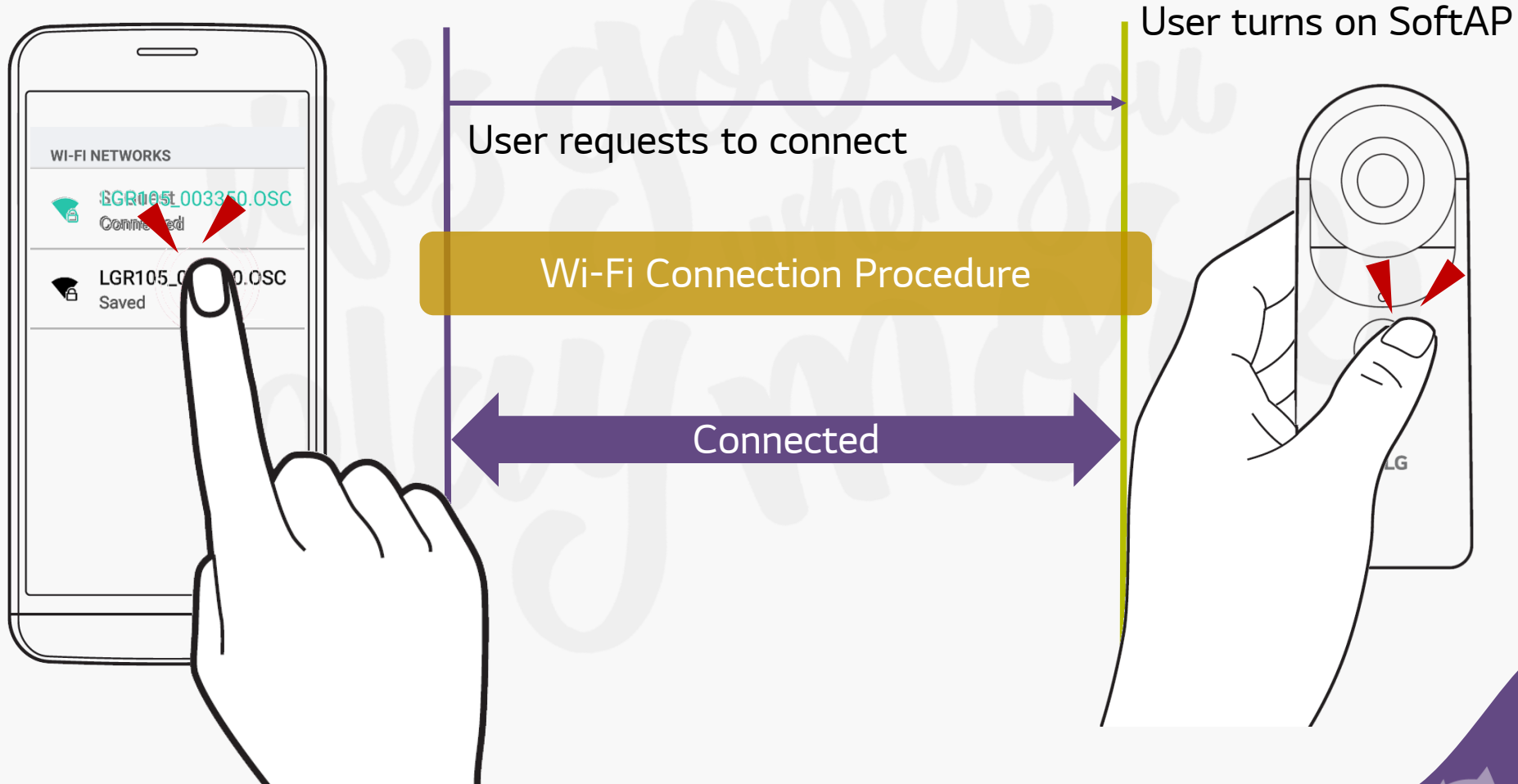
Deep Dive

Connection Process and Command Handling

Connection Process – Auto Pairing

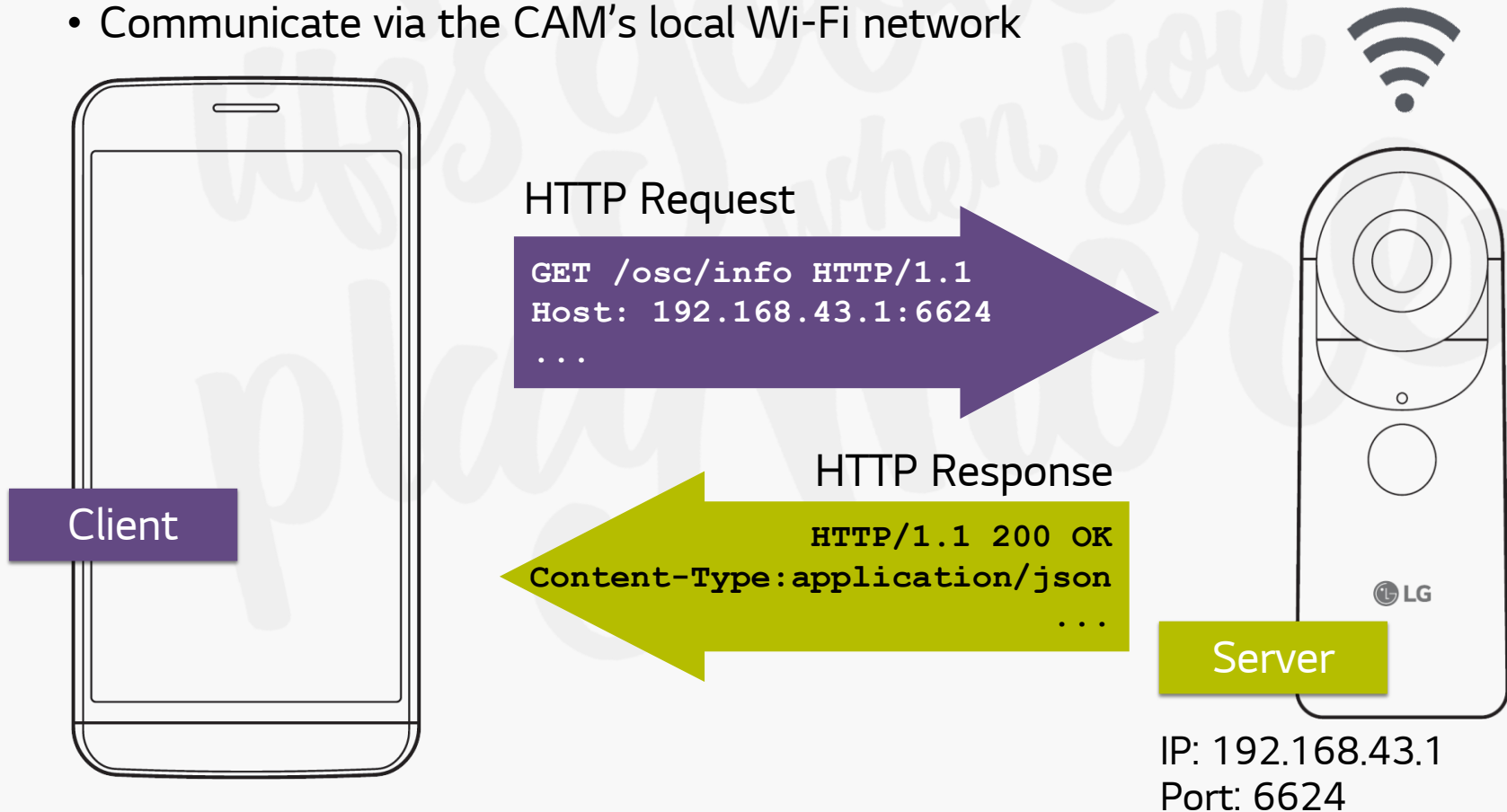


Connection Process – Manual



Command Handling

- Google **Open Spherical Camera API** v2
 - HTTP server & client
 - Communicate via the CAM's local Wi-Fi network



An Example of Calling an OSC API

- Getting Basic info about the camera

REQUEST

GET **/osc/info** HTTP/1.1
Host: **192.168.43.1:6624**
Accept: application/json
X-XSRF-Protected: 1

OSC Protocol

Camera IP address

RESPONSE

HTTP/1.1 **200 OK**
Content-Type: application/json;charset=utf-8
Content-Length: {CONTENT_LENGTH}
X-Content-Type-Options: nosniff

{
 "manufacturer": "LG",
 "model": "LG 360 CAM",
 ...
}

result (JSON)



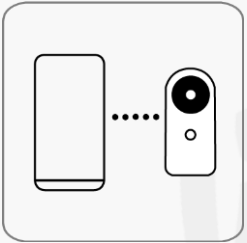
Enjoy More



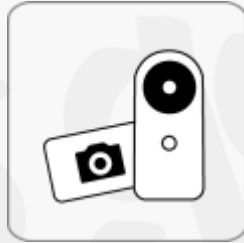
App Development

Friends Camera SDK

Components



FriendsLink libraries



Samples for Android



Developer Guide

Open Spherical Camera APIs
+ LG additional commands & options

Download it on **LG Friends** Developer



Basics of FriendsLink

- Used for *auto pairing*

Import 3 *FriendsLink libraries* to your Project

Add a *<uses-feature> tag for BLE* to your AndroidManifest.xml file

Set your *OctopusApplication class* in the *<application>* tag of your AndroidManifest.xml file

Implement *your app* using the *ConnectionManager and OSC APIs*



FriendsLink - OctopusApplication

- In your Java File

```
import com.lge.octopus.module.OctopusApplication;  
  
public class FriendsCameraApplication  
    extends OctopusApplication {  
  
}
```

- In AndroidManifest.xml

```
<application  
    android:name=".FriendsCameraApplication">
```



FriendsLink - ConnectionManager

BLE Connection APIs

Method	Description
<code>StartScanFriends()</code>	Scans the Friends devices nearby using BLE
<code>StopScanFriends()</code>	Stops scanning
<code>enableFriendWifiAp(String address)</code>	Enables the SoftAP of the 360 CAM

Wi-Fi Connection APIs

Method	Description
<code>connect(String ssid, String passwd)</code>	Connects to the local network by SoftAP
<code>disconnect()</code>	Disconnect from the local network
<code>isConnected(String ssid)</code>	Checks the network connection



ConnectionFactory.connect()

“cræspheise”

Controlling – OSC APIs (many times)





Play with 360 CAM!



<http://developer.lge.com/Friends>

