

RobotStudio® AR Viewer

User Manual

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Introduction

1.1. What is RobotStudio AR Viewer mobile app?

The RobotStudio® AR Viewer mobile app allows you to view the portfolio of ABB robots and robot solutions in augmented reality (AR) and 3D. It also enables to view your own solution in AR and 3D prepared in the ABB's RobotStudio® desktop app. The RobotStudio AR Viewer app can be used to get an idea of the size and scale of a robot or robot cell, and how it can be deployed on a factory floor to fit around any existing production equipment.

This user manual refers to the app version 2026.1 and newer.

1.2. How do I get RobotStudio AR Viewer mobile app?

You can download the RobotStudio AR Viewer mobile app for free from Apple App Store or Google Play Store.

Apple App Store	https://apps.apple.com/app/id1514364084
Google Play Store	https://play.google.com/store/apps/details?id=com.abb.hayes



1.3. Which devices does RobotStudio AR Viewer support?

You can install RobotStudio AR Viewer on a mobile device that has iOS/iPadOS or Android operating system. The minimum operating system version supported by the app is 17.0 and higher for iOS and iPadOS; 13.0 and higher for Android.

To view robots and solutions in augmented reality, your mobile device should support ARKit (for iOS/iPadOS) or ARCore (for Android) services. The table below presents more specific device requirements. If your phone/tablet does not support ARKit or ARCore services, you will have only 3D mode available by default.

iOS/iPadOS

Minimum system version	17.0
Devices	iPhone, iPad
ARKit-enabled devices	https://www.apple.com/augmented-reality/

Note: To ensure the best performance of the RobotStudio AR Viewer running on iPadOS, please use the app in **full-screen mode only**. Using the app in **Windowed Apps** or **Stage Manager** may cause unexpected behavior such as **rotated or misaligned camera views**.

Android

Minimum system version	13.0 (Tiramisu)
Devices	phone, tablet
ARCore-enabled devices	https://developers.google.com/ar/devices

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Application overview

2.1. Main page

The RobotStudio AR Viewer interface consists of:

- AR mode button
- 3D mode button
- Projects button

First time you use the app, the introduction tutorial appears showing what functionalities you can find in the app to make the most out of it.

Image 1 – Main page view in AR mode

Image 2 – Main page view in 3D mode

Image 3 – Main page view with introduction tutorial



Tap switch in the top right corner to change visualization mode in app.

2.2. Side menu

The Side menu consists of several elements described below. You can access the Side menu tab in the upper left corner of main page.

- “Downloads” section contains list of robots and robotic solutions that you downloaded.
- “Help” section contains the link to this user manual and a link to a forum where you can raise technical questions regarding the app.
- The “Acknowledgements” section includes acknowledgments for third-party software used in the RobotStudio AR Viewer app.
- “Privacy Policy” section specifies what personal data is collected by the app, along with information how the data is processed and for what purposes.
- “About” section shows the version of the app and specifies the contacts to raise business related questions.
- “Contact us” section provides a quick contact form with ABB.

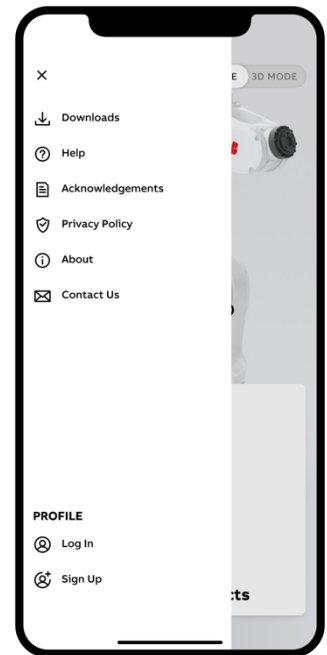


Image – Side menu view

At the bottom “PROFILE” section initially consists of:

- “Log In” button to log in to your ABB account.
- “Sign Up” button to create new ABB account.

After log in additional buttons become available:

- Username info element
- “Log Out” button to log out from your ABB account.
- “Manage Profile” button to manage ABB account settings.

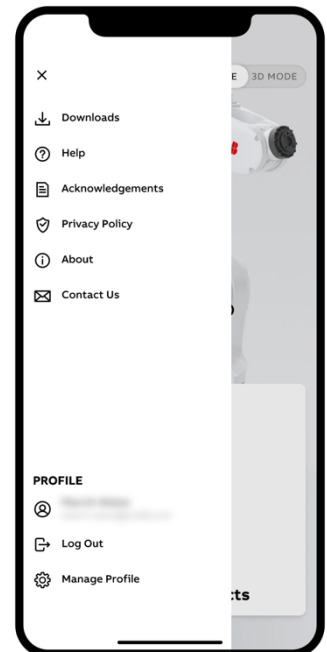


Image – Side menu view for logged in user

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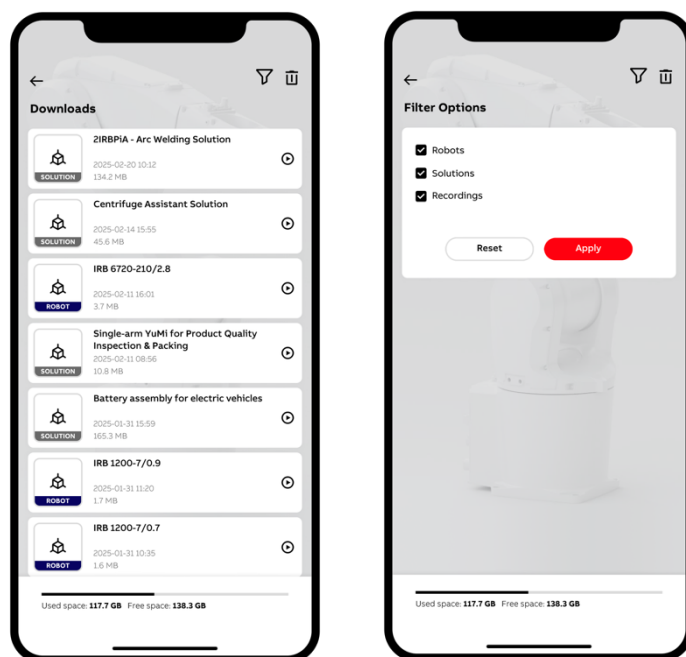
2.3. Downloads page

The Downloads page available through side menu contains the robots and robot solutions that you downloaded. You can delete the files in the Downloads page using the bin icon in the upper right corner.

Contents of the list can be filtered using the filter icon and defining proper filter options.

Image 1 – Downloads page view

Image 2 – Downloaded files filtering options



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2.4. Projects page

The Projects page serves three main purposes:

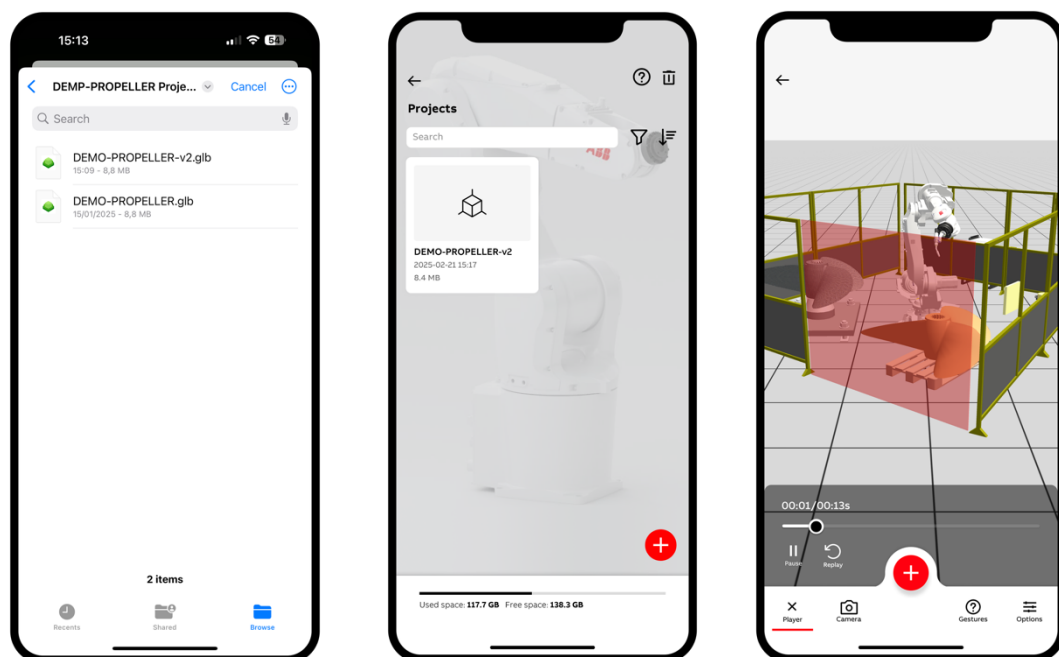
- **Displaying Imported Solutions** – View and manage solutions that you imported into the application. You can import a solution prepared in the ABB RobotStudio desktop app and saved in .glb file format (also referred as “viewer” or “recording”). Please refer to “Exporting stations and simulations as .glb files” section in this user manual for the instructions how to export your solution as .glb file using the ABB RobotStudio desktop app.
- **Accessing RobotStudio® Cloud Projects** – Browse your projects stored in the cloud. These projects are accessible across devices, giving you a way to visualize in app recordings attached to the project.
- **Displaying Created Scans** – On supported devices, you can create scan stored locally on your device. After processing, you can share scan to selected RobotStudio® Cloud project to further develop your solution.

To view your own simulation in the app, tap on the red plus button and select “Import Solution” menu item to import solution from a personal file cloud provider. Imported solution added to projects list is represented with “3D” icon. Once the solution is imported, tap on it to display it in augmented reality or 3D mode.

Image 1 – Selecting a solution from personal cloud to import to the app

Image 2 – A personal solution added to Projects list

Image 3 – A personal solution visualization in 3D mode



To view recordings attached to RobotStudio Cloud project, log in first to your ABB account. Use side menu or click “Sign In” button on dialog displayed after first opening of the Projects list.

Image 1 – “Sign in” dialog on Projects list
Image 2 – ABB account login page

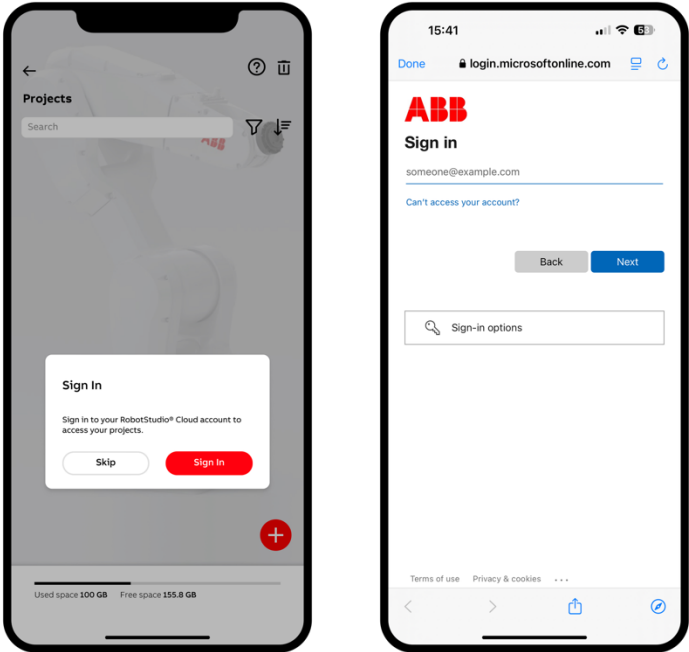
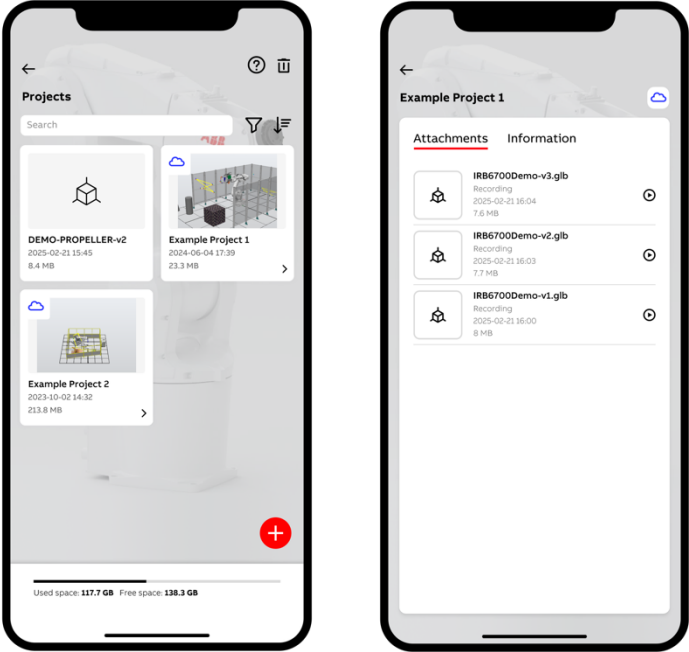


Image 1 – Projects list containing RobotStudio® Cloud projects
Image 2 – Attachments list of selected cloud project



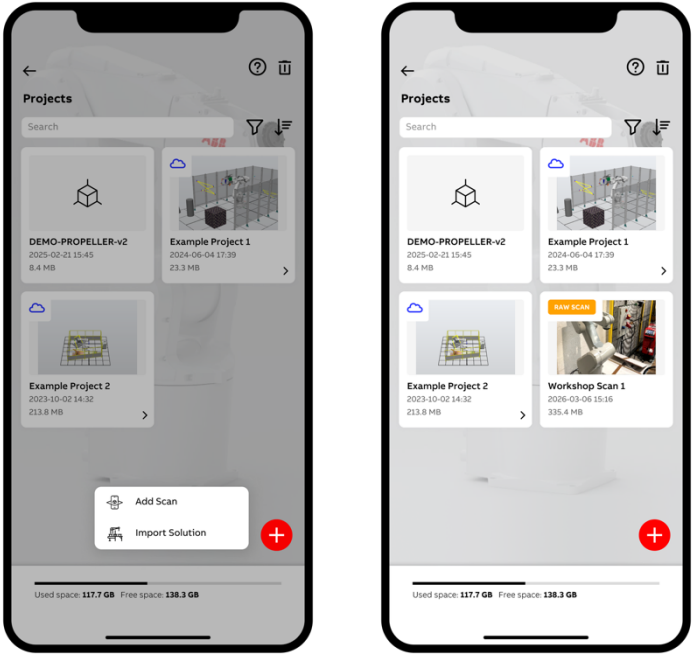
To view recording (simulation) attached to selected RobotStudio® Cloud project tap project item (marked with blue cloud icon) and selected attachment on Attachments tab to start visualization in selected mode.

Note: Tap blue cloud icon on project page to open your RobotStudio® Cloud project in default browser.

To create new environment scan, tap on the red plus button and select “Add Scan” menu item. AR session will start and after completing scan tap red button on bottom toolbar to save it.

Note: “Add Scan” option is available only on iOS/iPadOS devices equipped with LiDAR Scanner, which is iPhone Pro series or iPad Pro series.

Image 1 – Add Scan menu
Image 2 – Added new scan on Projects page

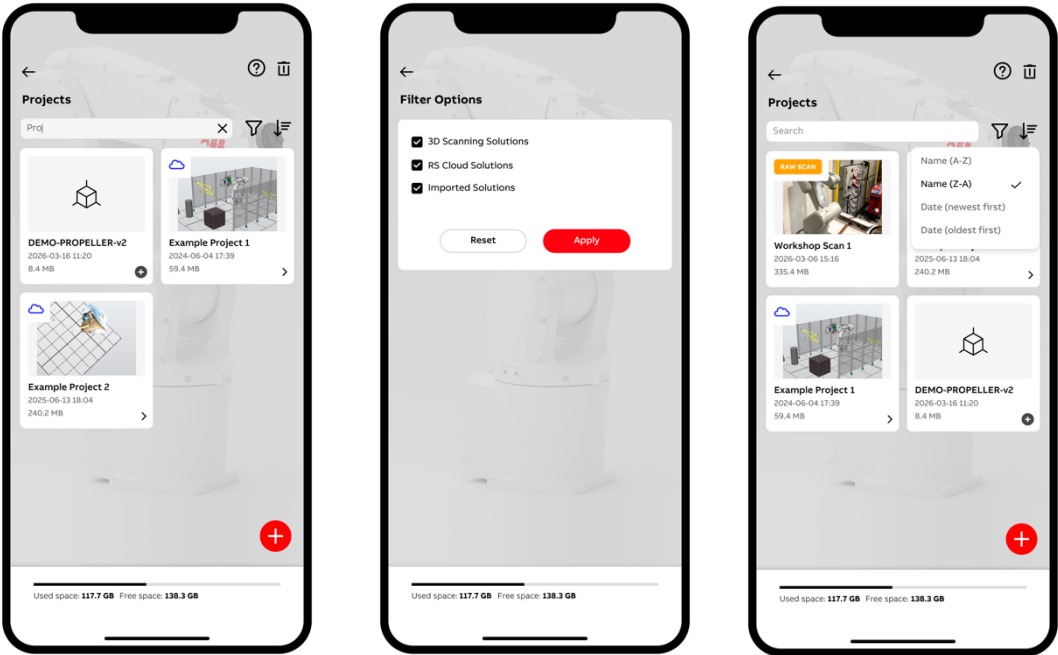


Searching and filtering

Projects list contains few build-in functionalities to make browsing easier. You can search element on the list by name using search field. You can use Filter button to define which elements on the list should be displayed. You can sort elements on the list by name or date.

Selection stays defined for given application run. You can restore full list by clearing search filed and resetting filter options.

Image 1 – Searching for project
Image 2 – Projects list filter options
Image 3 – Projects list sorting options

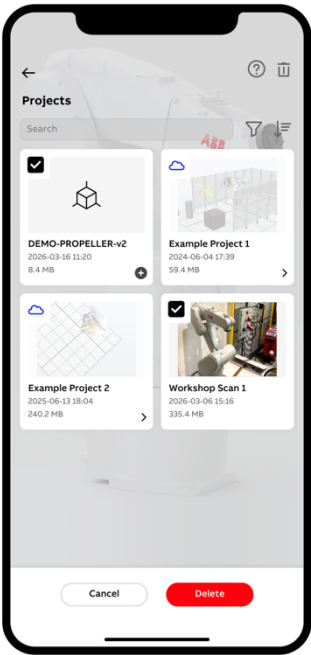


Deleting scans or solutions

To delete imported solution or scan use button with bin icon in top right corner of the Projects list. Then select solution(s) or scan(s). Tap “Delete” button to confirm. Tap “Cancel” button to resign.

Note 1: You cannot delete RobotStudio® Cloud projects using this page.

Image 1 – Deleting mode on Projects page



Working with robots and solutions

3.1. How to visualize a robot or a solution in AR or 3D

To be able to view a robot or a solution in AR, your device should support ARCore (for iOS/iPadOS) or ARKit (for Android). Please refer to 1.3 paragraph of this user manual for more details. If your phone is not AR compatible, you will have only 3D mode available.

Steps to view a robot or a solution in AR or 3D:

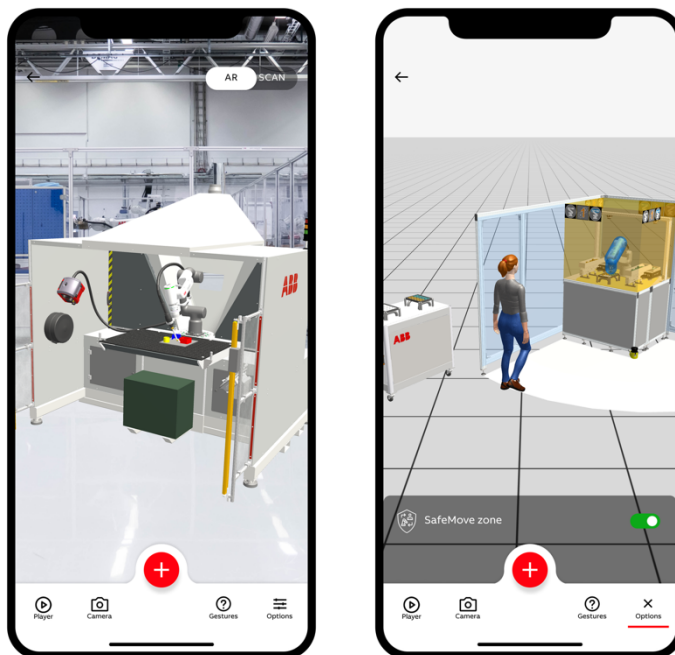
1. Select the desired mode (AR mode or 3D mode) by using the toggle in the upper right corner on the main page.
2. Tap the tile with the selected view mode on the main page.
3. Tap the red plus button to add a robot, a solution or your own solution to the scene.
4. Select the desired robot, a solution or your own solution to be visualized by using plus button displayed next to each of them.
5. After the selected robot or solution gets loaded, it will be displayed in the selected spot.
6. Then it is possible to interact with the robot or the solution.

Tip: If you are going to be in a location that has no internet connectivity, download robot or solution models in advance, so they will be available offline.

Note: When adding robot or solution in AR mode model gets attached to horizontal planes only. After confirming you can manually adjust robot position.

Image 1 – Visualizing the solution in AR

Image 2 – Visualizing the solution in 3D



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3.2. Additional options for robots and solutions

Tips to get the most out of the app:

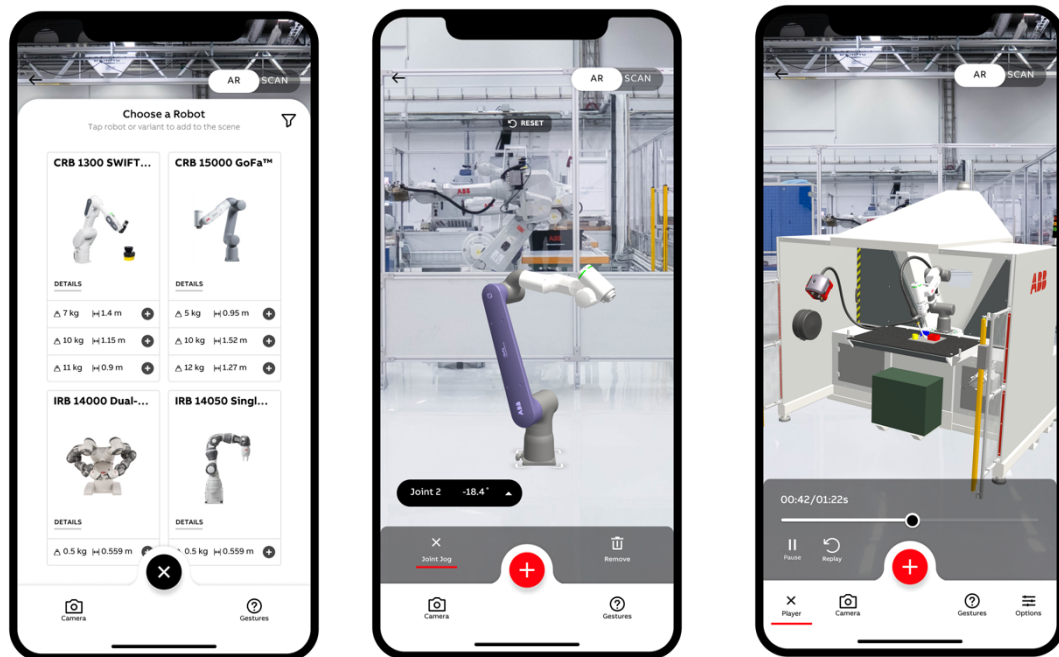
- Each robot and solution which you can visualize in the app, comes with the accompanying information. Tap on the selected robot's or solution's picture to access the information about it.
- You can filter the robot and the solution portfolio list by using the funnel icon in the upper right corner. Tap "Apply" to set the selected filters. The red dot next to the funnel icon indicates that the filter has been applied. You can clear out the applied filters by going back to the filter menu options and tapping the "Reset" button.
- When visualizing robots, you can place more than one on the scene at the same time.
- When visualizing robots, you can activate a joint jog mode for interactive robot models to perform reach test.

Note: Please note that Joint Jog option is not available for delta robots, like IRB 365.

Image 1 – The robots portfolio list

Image 2 – Robot placed on the scene with the joint jog functionality enabled

Image 3 – Playing animation for a visualized solution



3.3. Robot display options

After loading a robot, the additional buttons are displayed at the bottom of the screen.

Button	What it means	What it does
	Add a robot, a solution or my solution	Allow to add a new robot or a solution or your own solution to the scene
 Joint Jog	Available Joint Jog	Enables Joint Jog. Click a link of the robot or select a joint from the drop-down menu, then sliding with one finger rotate the joint and move the robot to a position
 Camera	Camera	Allows to take a photo of the robot(s) placed on the scene
 Remove	Remove	Allows to remove the added robot from the scene
 Gestures	Available touch gestures	Shows the available touch gestures to position the robot. You can move, resize, rotate and lift the robot
	Reset	Allows to restore the robot's position to the original one

3.4. Solution display options

After loading a solution, the additional buttons are displayed at the bottom of the screen.

Button	What it means	What it does
	Add a robot, a solution or my solution	Allow to add a new robot or a solution or your solution to the scene
 Player	Player	Open player to play animation/close player
 Player		
 Play	Play/Pause animation	Allows to play/pause animation in a visualized solution
 Pause		
 Replay	Replay animation	Allows to play animation again

 Camera	Camera	Allows to take a photo of the solution placed on the scene
 Gestures	Available touch gestures	Shows the available touch gestures to interact with a solution. You can move, resize, rotate and lift a solution
 Options	Model options	Allows to see if there is an option of SafeMove geometries available

3.5. Solution and robot control gestures

Below are the available touch gestures:

Gesture name	How to perform a gesture	What it does
Move	Slide with one finger horizontally	Move sideways
Resize	Spread two fingers apart Pinch two fingers together	Zoom in Zoom out
Rotate	Rotate with two fingers	Rotate in the direction you move your fingers
Lift	Slide with two fingers vertically	Lift up and down

When you are resizing a solution or a robot, a small tooltip will appear on the screen showing what percent scale the simulation is. The 100 percent scale indicates true size.

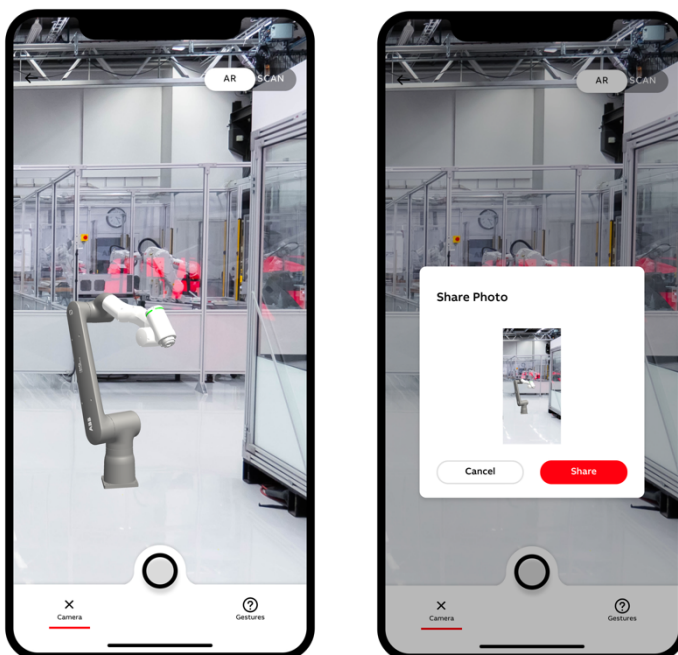
Note: You cannot use more than one gesture at a time.

Taking photos

The app allows to take photos of the loaded robot or solution. Tap the camera icon in the bottom panel of the screen to switch to camera mode. To close the camera mode, tap the close button in the bottom panel of the screen.

Image 1 - Photo mode

Image 2 - Photo share dialog



Taking photos: In camera mode tap the “Photo” button to take a photo of the current view. After the processing, a screenshot dialog is displayed with option to share the taken photo or to resign. Tap the “Share” button on dialog to display the system’s share panel. You can share the photo using social media app or save it to any cloud drive provider (e.g., OneDrive).

Recording videos: To record a video, please use your device's native screen recording feature. For best results, start recording before starting the AR session in the app.

Environment scanning

5.1. Create a scan

To create a scan, start AR session by tapping “AR mode” tile on the main page. During AR session switch to the scan mode using button in top right corner. The first time you use the scanning functionality, the introduction tutorial appears showing how to proceed with the scanning to make it the best way.

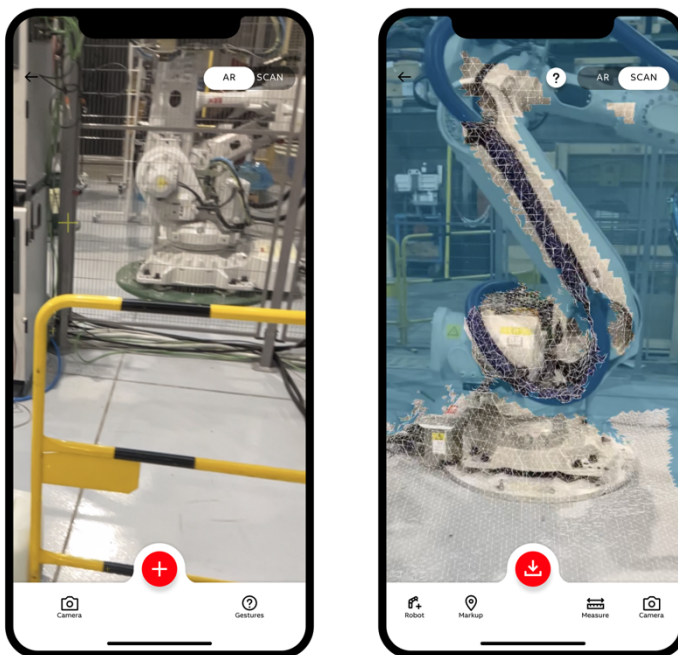
Proceed with scanning of your environment. During the scanning mesh is generated and visualized in blue color. So, what you have already scanned appears in blue.

You can measure, add markups, notes, robots and take pictures, thanks to the tools available on the toolbar at the bottom of the screen.

When your scan is finished, click on the red button in the middle of the tool bar to save it. Scan is saved to Projects list and scan preview page is displayed.

Image 1 – Starting scan in AR mode

Image 2 – Scanning robot cell



Note: When environment scanning begins, the UI orientation locks to the device's current orientation. To ensure optimal experience, please hold the device in your preferred orientation before starting the scan.

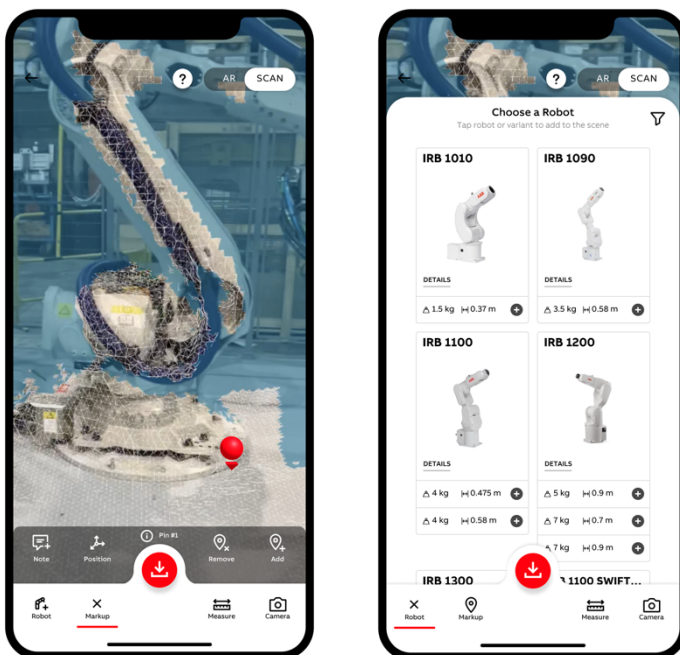
Tip: For optimal results when scanning the environment with a phone, consider mounting the device on a gimbal. This helps maintain stability and smooth motion, improving the accuracy of the scans.

When scanning with a tablet, use both hands or a tablet holder to maintain a steady grip. This helps reduce motion blur and improves the accuracy of the environment scan.

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Image 1 – Markup tool in scanning mode

Image 2 – Adding robot in scanning mode



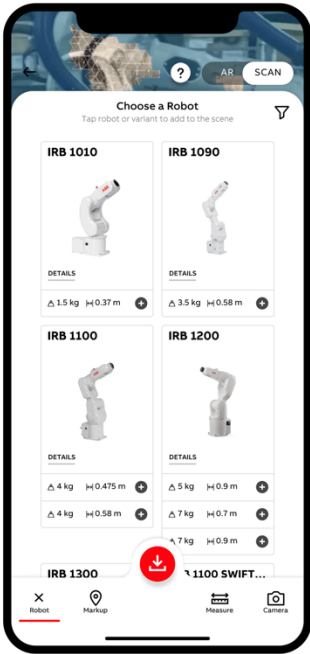
5.2. Additional scan tools

5.2.1. Robot

This tool allows you to add a robot to the scan. The information about the robot position, rotation and pose will be saved together with the project files. You can add multiple robots to the scene.

Note: When adding robot in scan mode model gets attached to mesh (white wireframe) and you can place it anywhere. After confirming you can manually adjust robot position.

Image – Robots list in scanning mode



5.2.2. Markup

This tool allows you to add a markup to the scan to indicate special point of interest. It is possible to add a note to the selected markup. You can add multiple markups. You can also remove the selected markup.

Tap "Add" button to start adding a markup. Point your camera at location where you want to put a markup. Confirm using the green checkmark button.

Tap "Note" button to add the text to the selected markup. Enter the text using the keyboard and confirm using the "Save" button.

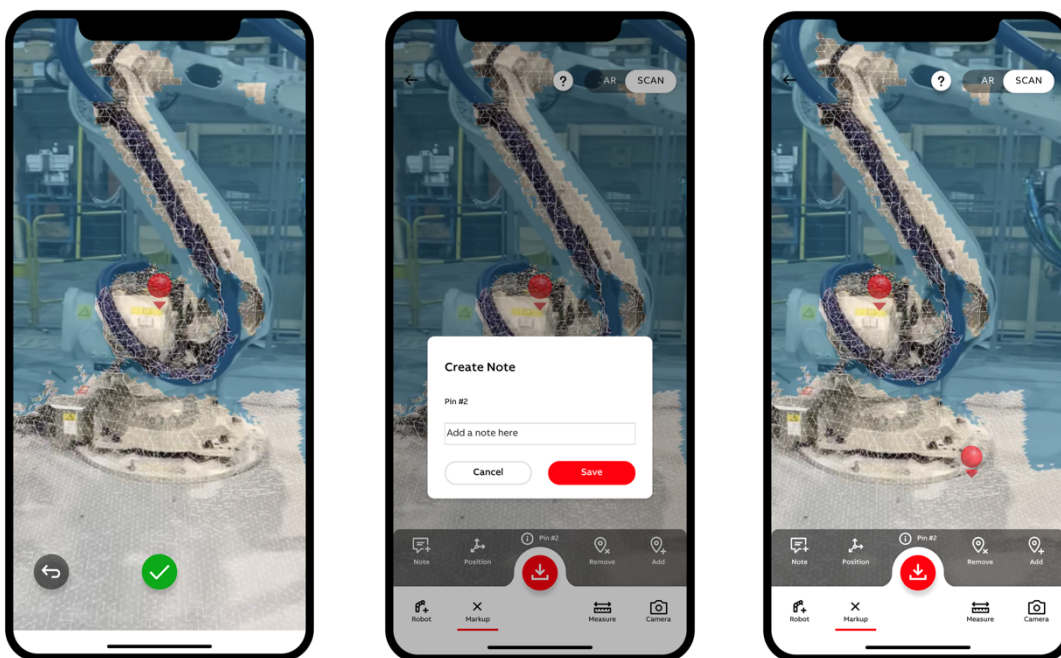
Tap "Position" button to change the location of the selected pin. Point your camera at location where you want to move the markup. Confirm using the green checkmark button.

Tap "Remove" button to delete the selected pin.

Image 1 – Adding a markup

Image 2 – Adding a note to the markup

Image 3 – Added two markups



5.2.3. Measure

This tool allows you to add measurements to the scan. It is used to show a distance between two points on the scanned mesh. You can add multiple measurements. You can remove the selected measurement.

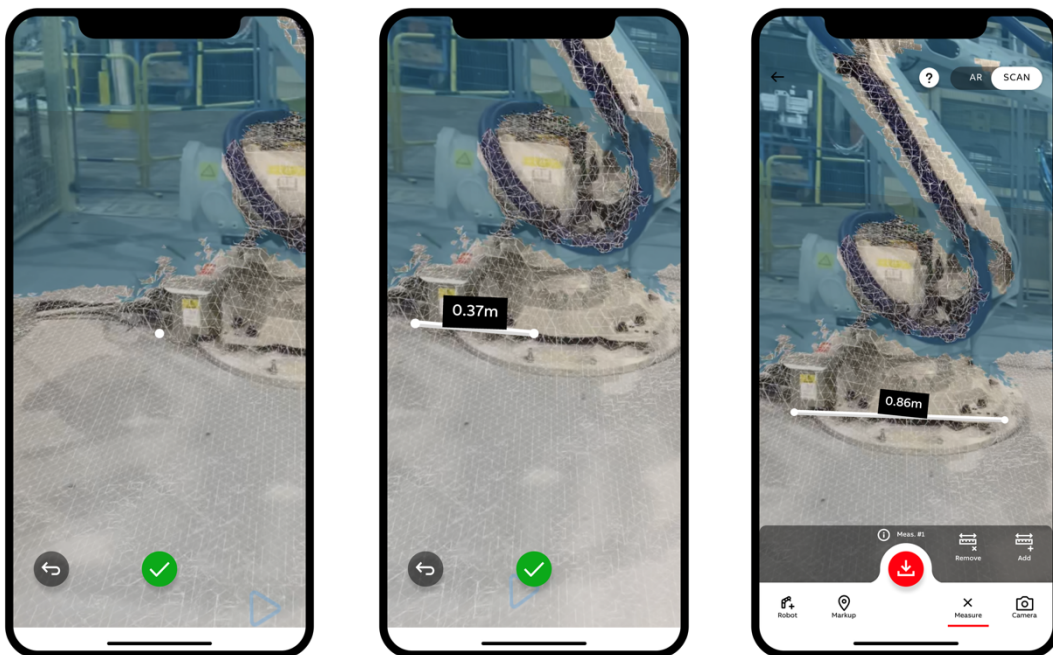
Tap the "Add" button to start adding the measurement. Point your camera at location where you want to start the measurement and confirm using the green checkmark button. Then, point your camera at location where you want to end the measurement and confirm using the green checkmark button.

Tap "Remove" button to delete the selected measurement.

Image 1 – Started adding the measurement

Image 2 – Adding measurement end point

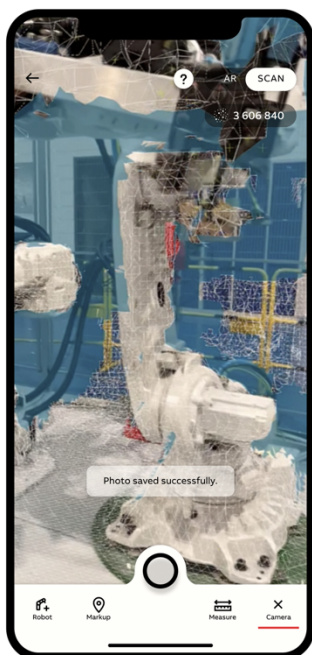
Image 3 – Added measurement



5.2.4. Camera

Camera tool allows to take a photo of the environment. The photo file is saved in the project.

Image - Taken photo saved to project



5.3. Scan preview

When your scan is done and saved, scan preview page is displayed automatically. You can inspect you scan displayed initially in form of a point cloud.

The scan preview screen offers two additional tools to make coarse adjustments to the scan. In the preview mode use one finger to adjust the view of the scan. Use two fingers "pinch gesture" to zoom-in or zoom-out.

Repositioning scan model

After tapping the "Position" button at the bottom toolbar, you can adjust position of the scan respectively to the world axes displayed in form of three lines: green (representing Y axis), red (representing X axis) and blue (representing Z axis).

Use one finger to move the scan to the desired position. Use two fingers swipe up/down gesture to lift the model. Use two fingers rotation gesture to rotate the scan model.

Tap "Reset" button to revert model to its original position.

Tap "Position" button at the bottom toolbar to leave positioning mode.

Trimming scan model

After tapping the "Crop" button at the bottom toolbar, you can trim the model to the bounding box. It is useful to exclude unneeded fragments of the scan from processing.

Use one finger to adjust the view. Tap on the wall of the bounding box to highlight it – the wall gets colored. Use two fingers swipe up/down gesture to move the wall. Adjust the bounding box to the desired position.

Tap "Reset" button to restore bounding box including whole point cloud.

Tap "Crop" button at the bottom toolbar to leave cropping mode.

Use the back arrow in top left corner to leave the scan preview.

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Image 1 – Scan preview
Image 2 – Renaming scan in scan preview

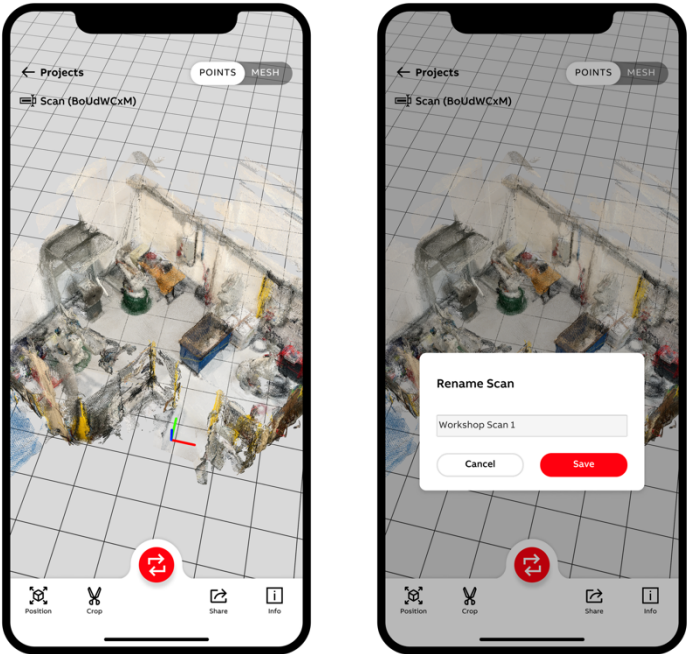
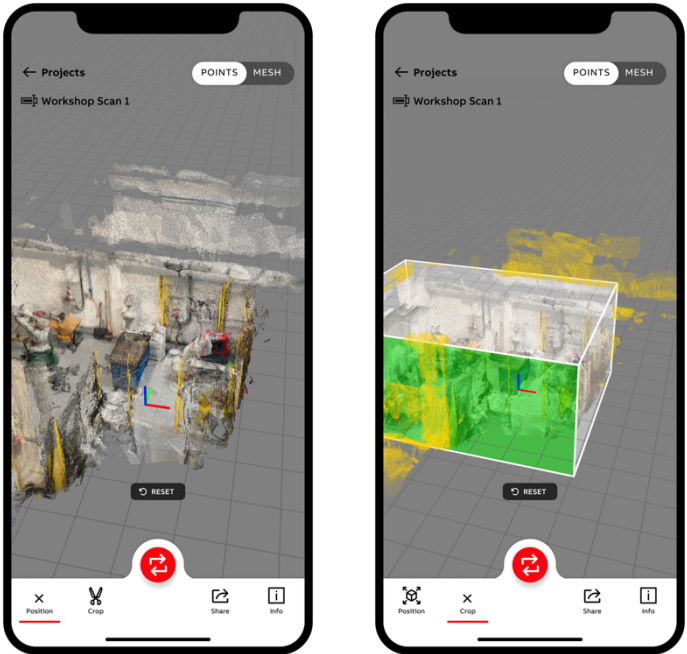


Image 1 – Changing position of the scan
Image 2 – Cropping scan (defining bounding box)



Note: Yellow points displayed in Crop mode represents points excluded from processing.

Note: Red points displayed in Position mode means points outside of defined crop bounding box. You may need to adjust bounding box after changing position of the scan.

5.3.1. Processing scan

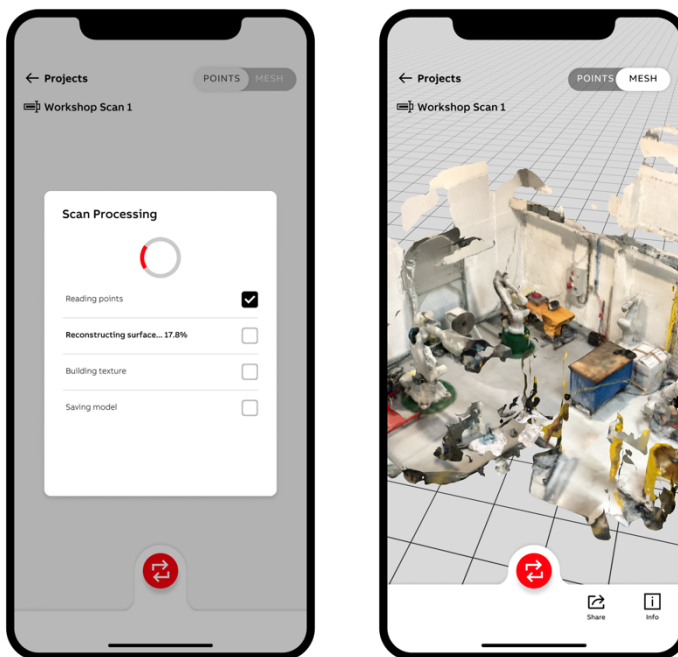
After setting scan position and defining bounding box you can now process point cloud to construct triangular mesh with texture out of it. Only processed scans can be imported in RobotStudio® Desktop.

To start processing tap process button at the bottom toolbar. Scan Processing panel is displayed presenting progress of the steps.

Note: Processing can take a long time (~10 minutes) depending on size of the scan. It is recommended to start processing with sufficient battery level. Processing can always be done later i.e. at office with charger plugged in.

Image 1 – Processing scan page

Image 2 – Processed scan displayed as mesh



After completing processing scan mesh preview is displayed.

Using switch button in top right corner of the screen you can switch between points and mesh view. You can again adjust scan position and crop and process it again.

Use the back arrow in top left corner to leave the scan preview. Scan is displayed on Projects list. Note that processed scan is marked with green label.

You can now share your scan for further processing in RobotStudio® Desktop.

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5.4. Sharing a scan

You can share your processed scan using two methods: save as an attachment to selected RobotStudio® Cloud project or save file using system dialog (and store in selected location/save on any cloud file provider).

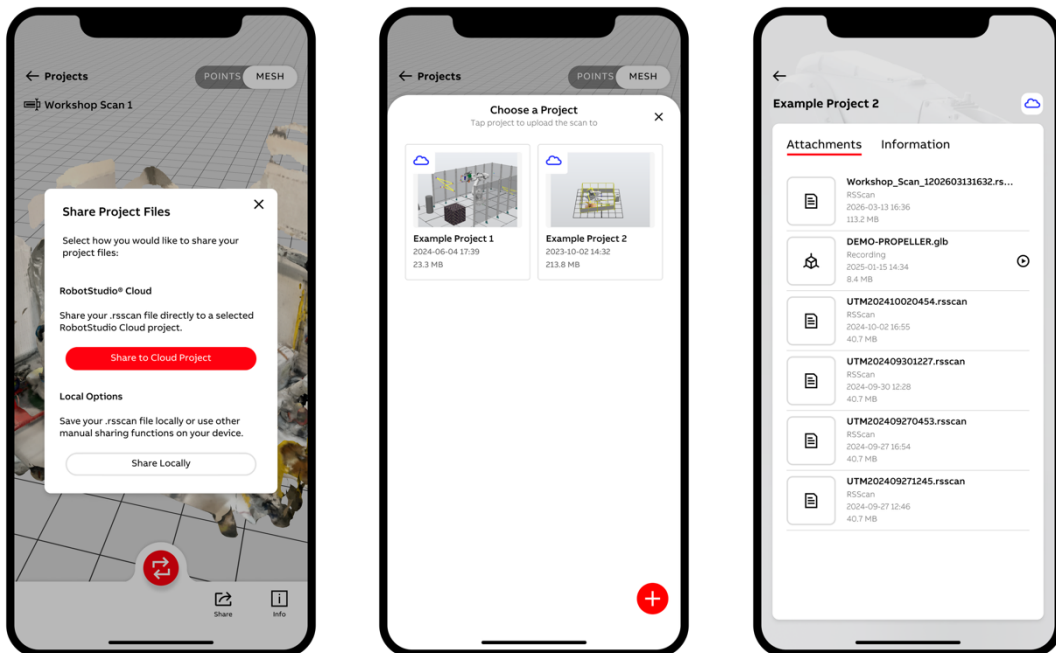
To do it, on scan preview page tap share button on bottom toolbar. Scan gets prepared and sharing method selection dialog appears. If you select sharing to RobotStudio® Cloud project, .rscan file gets uploaded to RobotStudio® Cloud. If you select sharing locally, system dialog appears and you can save .rscan file in desired location.

Note: Only processed scans can be correctly imported in RobotStudio® Desktop. When sharing unprocessed scan (marked with yellow label “raw scan”) you will be prompted with warning message.

Image 1 – Scan share dialog

Image 2 – Selecting RobotStudio® Cloud project to export scan to

Image 3 – Workshop_Scan in RobotStudio® Cloud project



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Image – Sharing project manually using system dialog



5.4.1. Importing scan in RobotStudio® Desktop

If you upload your project with scans to RobotStudio® Cloud project you can import scans in RobotStudio® Desktop by using import geometry feature available on Home tab. Open “Cloud Attachments” sub-menu and select your RobotStudio® AR Viewer scan.

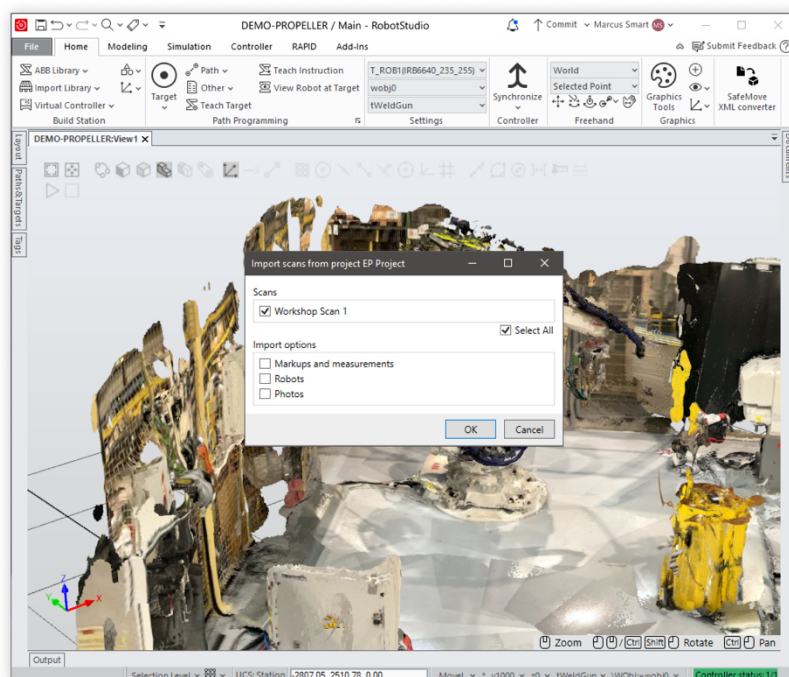
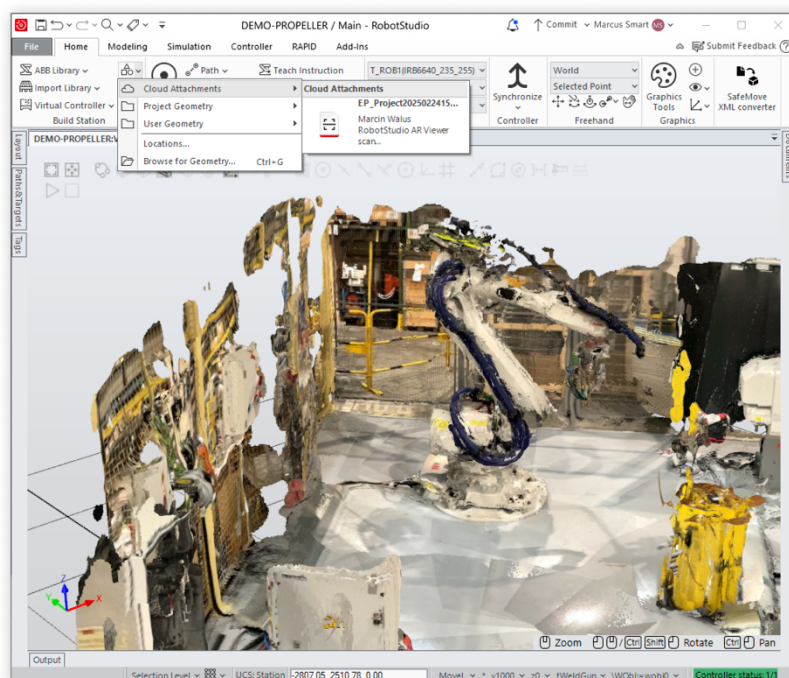
Using the same feature you can use “Browse for Geometry” menu item and select .rsscan file saved on your cloud file provider during sharing locally in RobotStudio® AR Viewer app.

Import scans from project dialog allows you to select scans from your .rsscan file. It also allows to import additional elements:

- Markups and measurements – if added during scan will be instantiated in station layout
- Robots – if added during scan selected robot will be instantiated in station layout
- Photos – if taken during scan will be available in Documents pane

Image 1 – Importing scan in RobotStudio® Desktop

Image 2 – Selecting scan import options



Exporting stations and simulations as .glb files

6.1. How to export a station as .glb file

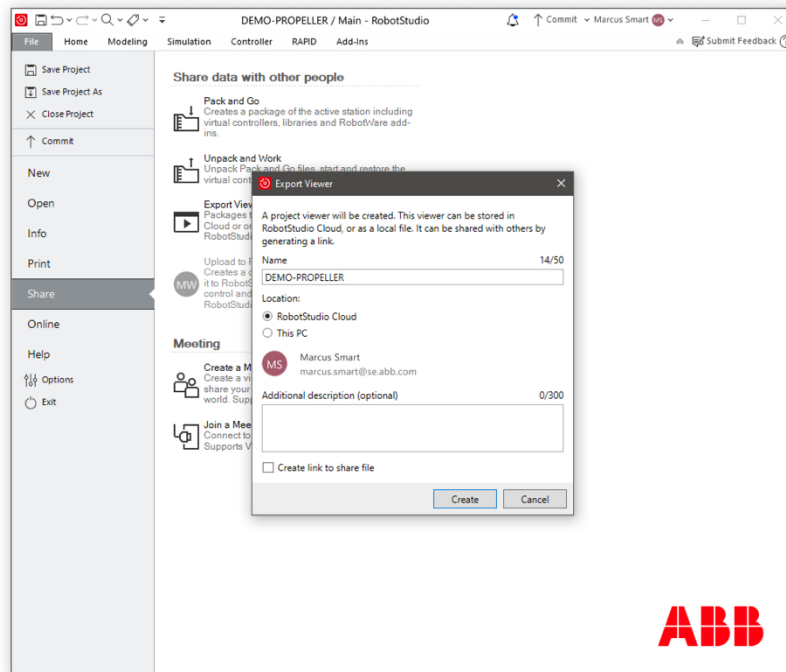
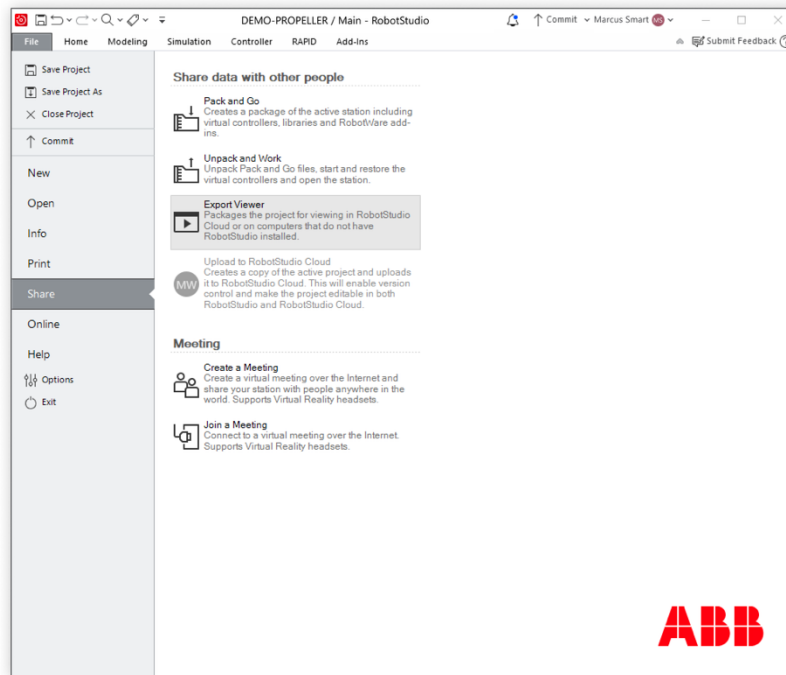
You can find the short tutorial how to export your simulation as .glb file including animation and SafeMove geometries in the app's "Projects" page by tapping on the help icon in the upper right corner.

To export a station designed in the RobotStudio® Desktop app, use "Export Viewer" feature.

- Open or create a station, add graphic components.
- Click "File" tab, select "Share" and then "Export Viewer" button.
- "Export Viewer" allows you to save .glb file as an attachment in RobotStudio® Cloud project or select location in your PC. You can save .glb file on cloud file provider of your choice.

Image 1 – Share pane in RobotStudio® Desktop

Image 2 – Export Viewer dialog for station in RobotStudio® Desktop



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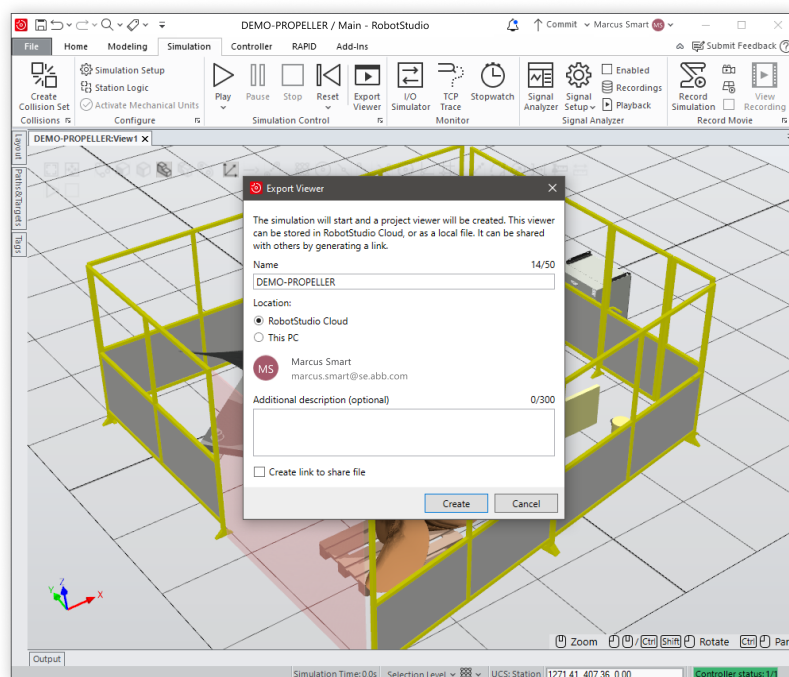
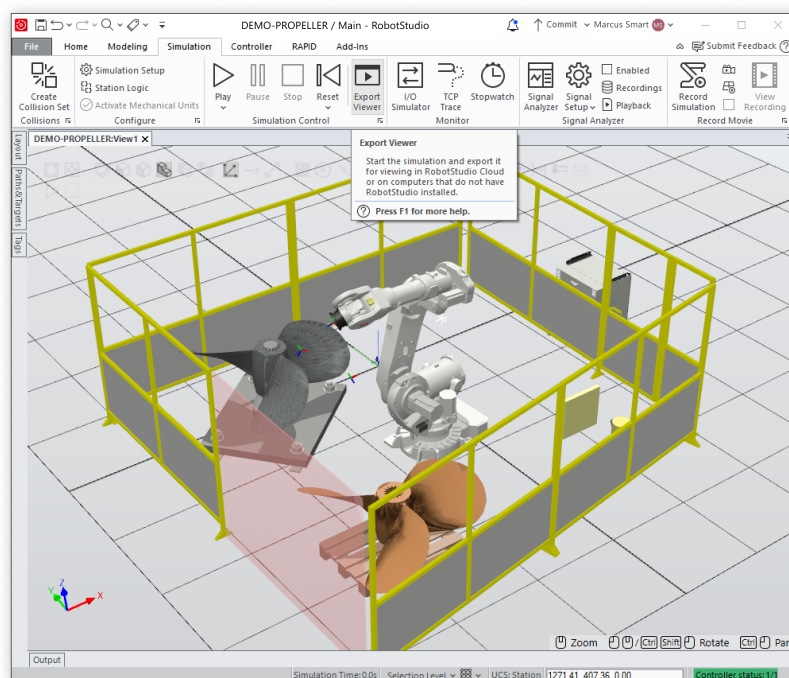
6.2. How to export a simulation as .glb file

To export a simulation (with animations) designed in the RobotStudio® Desktop app, use “Export Viewer” feature.

- Open or create a station with a virtual controller, and program a path.
- Click on “Simulation” tab and click “Export Viewer” button.
- “Export Viewer” allows you to save .glb file as an attachment in RobotStudio® Cloud project or select location in your PC. You can save .glb file on cloud file provider of your choice.
- Click Create button to start recording.
- After playing a simulation, confirmation dialog appears where you can confirm or cancel your action.

Image 1 – Export Viewer on Simulation tab

Image 2 – Export Viewer dialog for simulation in RobotStudio® Desktop

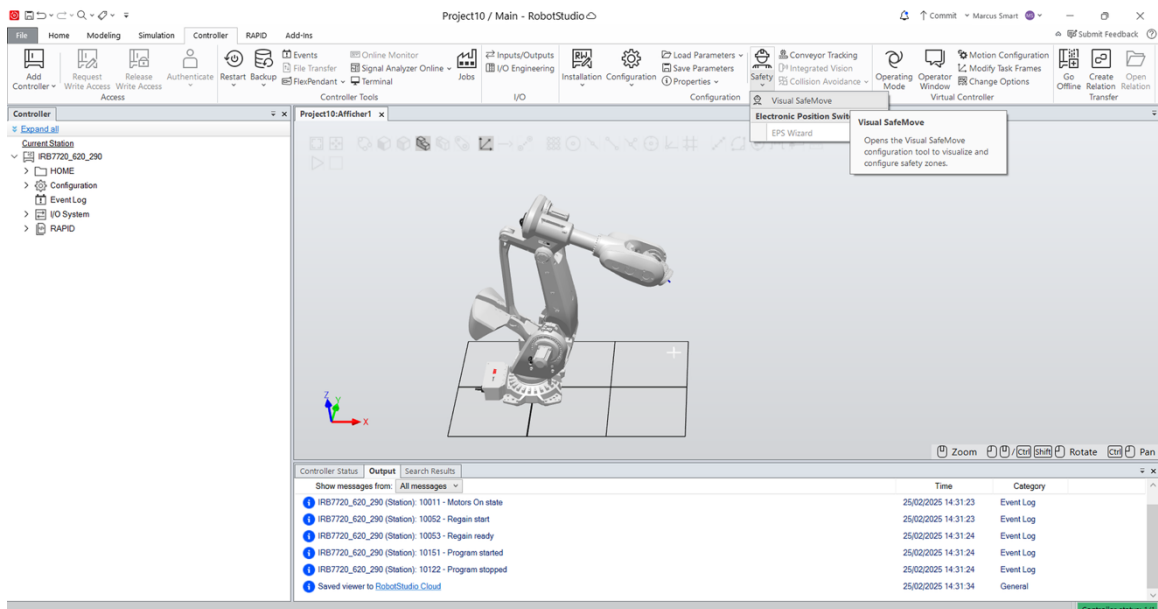


6.3. How to export a simulation as .glb file including SafeMove geometries

Steps to export a simulation as .glb file including SafeMove geometries

- Open or create a station with virtual controller and SafeMove 2 option.
- Click on “Controller” tab and click “Safety” button to open “Visual SafeMove” tab.
- Configure the safety volumes.
- Keeping the “Visual SafeMove” tab open, go to “Simulation” tab and click down arrow in Play button. Select “Record to Viewer” option from the drop-down menu.
- After playing a simulation,
- Check the options “Include SafeMove Geometries” and “Include SafeMove Zones”. Confirm by clicking “Save” button (2).

Image – Safety button in RobotStudio® Desktop



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Image – Safety volumes in RobotStudio® Desktop

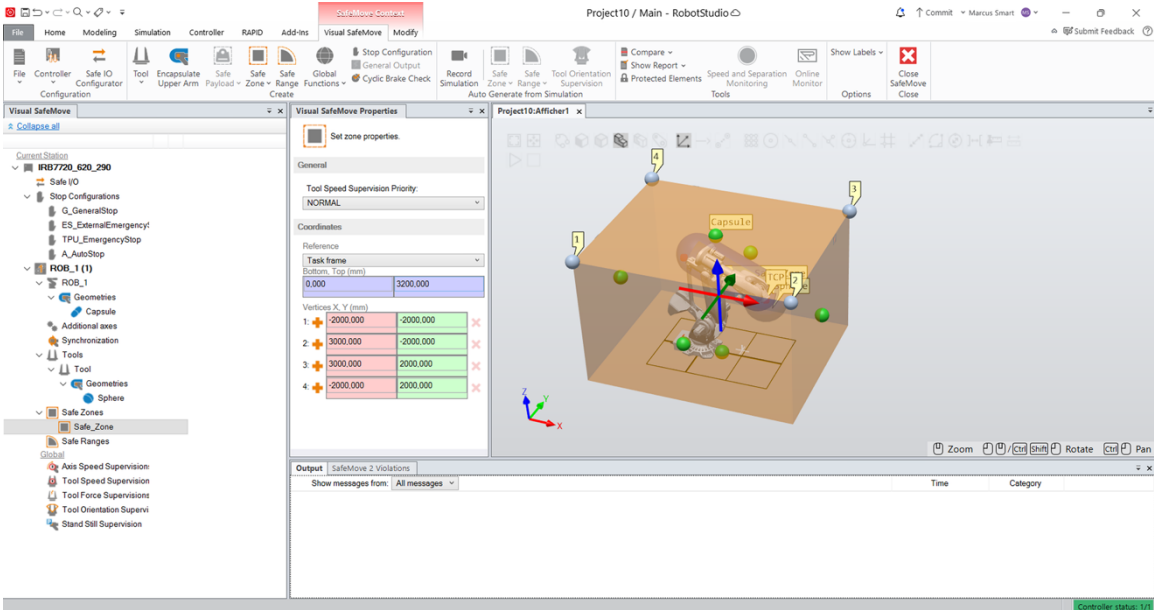
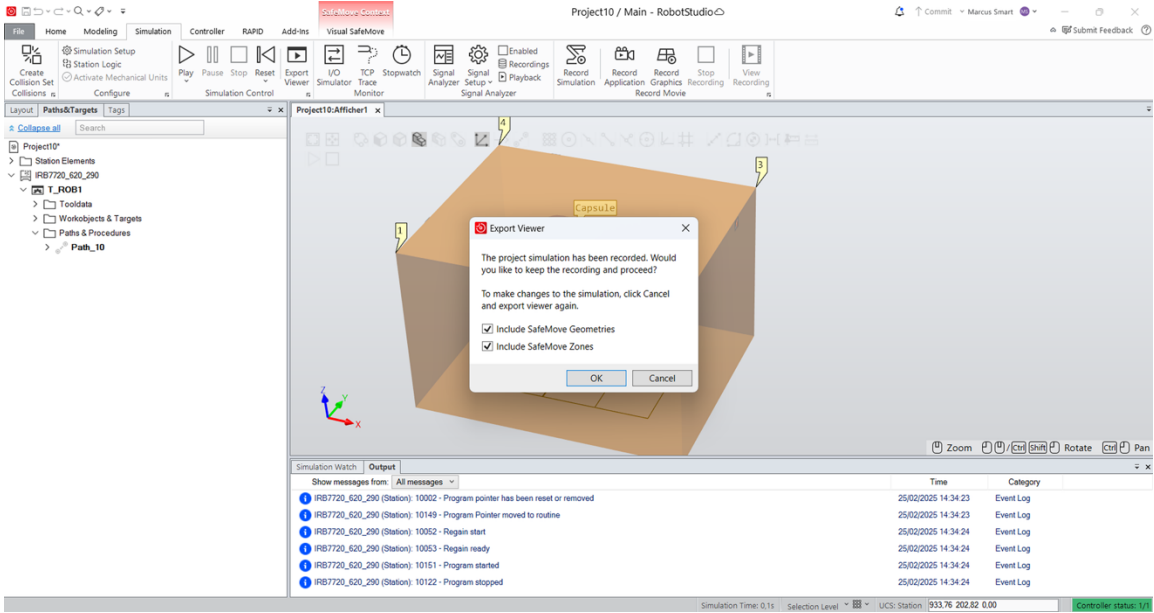


Image – Export Viewer options to include SafeMove



6.4. Tip: Optimize your .glb file

Optimize your .glb file, so it imports faster and displays smoother in the app. Optimization could be done by reducing 3D graphics (number of triangles), reducing textures, shortening cycle time, and removing invisible graphic components.

Optimization should be done in the RobotStudio desktop app before exporting file as .glb.

- In the “Home” tab, right click on a graphic component object of the station layout and click “Modify” and “Graphic Appearance”.
- In the “Graphic Appearance” window, click “Properties” and “Optimize Graphics”. The number of faces, vertices, and the size should reduce.
- This operation can be repeated with all graphic components of the station.

Image – Graphic Appearance menu

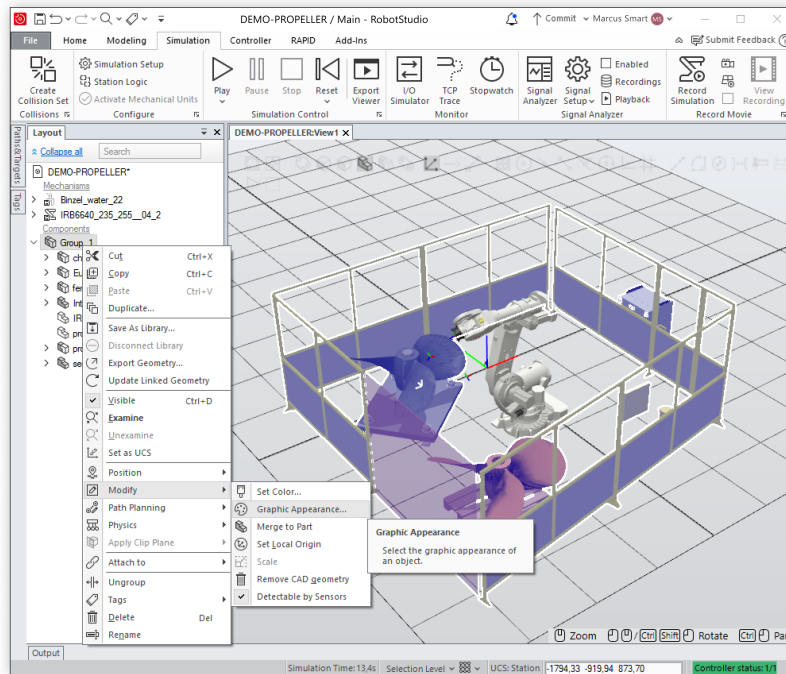
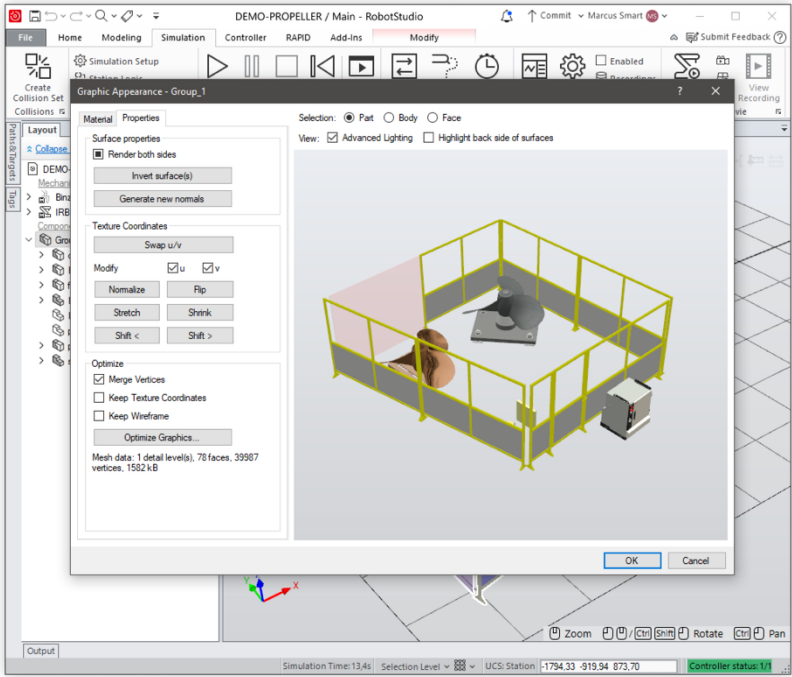


Image – Graphic Appearance options window



Our commitment to privacy and security

We protect the privacy of users in our app using technical and organizational measures. We respect all data-protection laws, and our approach is detailed in the Privacy Policy.

RobotStudio AR Viewer has been thoroughly tested and assessed for security vulnerabilities by security professionals in the company. The extensive security assessments of the RobotStudio AR Viewer mobile application showed that the app delivers on our promise of protection and transparency: no suspicious behaviors or functions.

Some of the RobotStudio AR Viewer application functionalities require an access to the Internet. It is your sole responsibility to ensure a secure connection between the RobotStudio AR Viewer application and network.

What is .glb file extension and why we use it

RobotStudio AR Viewer makes use of the widely available Graphics Library Transmission Format (glTF) to store model data. For 3D user experience, the app displays simulations stored in .glb file format. The .glb format works well for augmented reality because it supports both motion and animation.

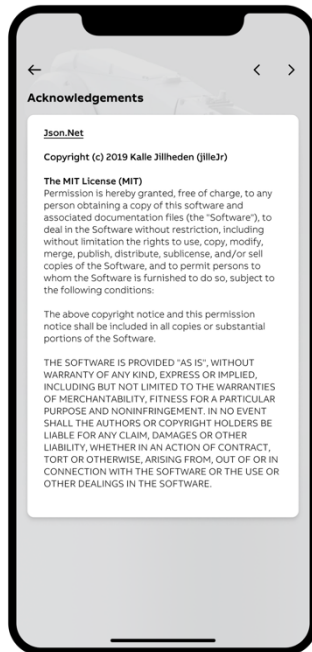
The .glb and glTF formats were developed by Khronos Group in 2015. GL Transmission Format (glTF) is an open-source 3D file that supports static models, animation, and moving scenes. .glb is a binary version of glTF. Khronos promotes the .glb and glTF formats as the JPEG of 3D. Many of the most popular 3D modeling products used by engineering and marketing teams already support this format. You can read more details on their website: <https://www.khronos.org/glTF/>

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Acknowledgements

Please refer to Acknowledgements page available on side menu on the main page of the app to inspect details.

Image – Acknowledgements page in the app



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Revisions

Rev.	Description	Date
A	User manual created	2020-02-06
B	User manual updated to application version 1.1	2020-06-30
C	Extended section on how to export .glb file	2020-07-31
D	User manual updated to application version 2.0	2021-03-19
E	Supported devices links updated	2021-03-22
F	User manual updated to application version 2.1	2021-07-06
G	User manual updated to application version 3.0	2022-10-01
H	User manual updated to application version 4.0	2025-02-24
I	User manual updated to application version 4.2	2025-09-17
J	User manual updated to application version 2025.4	2025-10-24
K	User manual updated to application version 2026.1	2026-03-13