

# Access Point Scan Time

## Overview

The scan time and accuracy of the access points depend on their size. Larger access points result in shorter scan times and improved localization accuracy as the platform can recognize larger access points more effectively than smaller ones.

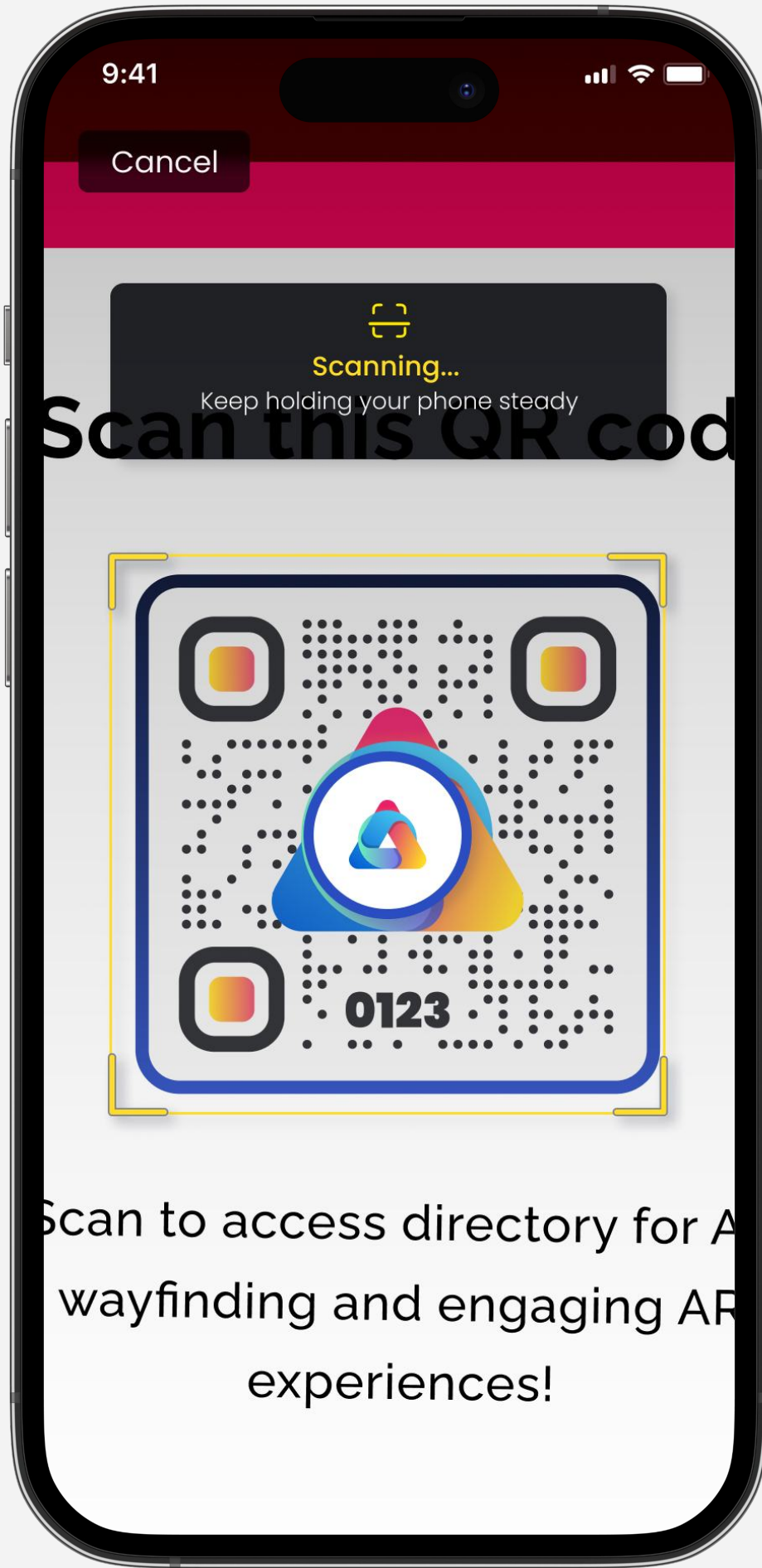
## Scan Time and Improvement Analysis

Paper Size	Access Point Size (meters)	Version 3.1.4	Version 3.1.4
		iOS Scan Time (sec) & Improvement %	Android Scan Time (sec) & Improvement %
A4	0.17	2.25 31% ↑	2.64 38% ↑
A3	0.24	2.04 27% ↑	2.17 48% ↑
A2	0.31	1.81 29% ↑	1.75 59% ↑
A1	0.47	1.22 48% ↑	0.71 80% ↑
A0	0.65	0.50 76% ↑	0.50 82% ↑

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## Scan Time Measurement

To scan the access points, the iOS or Android device must first recognize the floor plane to initiate the session. Once recognized, the device can proceed to scan the access points. The scan time is measured from the moment the loading circle first appears on the screen until it disappears.



## Factors Impacting AR Frame Rate & Scan Time

- Several factors can have a negative impact on the frame rate of the AR view. These factors include:
- 1. Hardware Specifications:** Various devices come with different available hardware capabilities.
  - 2. Software Optimization:** Newer OS versions have increased optimizations for AR applications.
  - 3. Scene Complexity:** Introducing more AR content to the scene, such as objects with high detail and textures, can impact performance.
  - 4. Power Management:** Low battery levels can lead to performance throttling.
  - 5. Environment:** Factors such as lighting conditions and rapid movements of the device can affect the accuracy of tracking algorithms.