CLAIMS:

1. A method of determining the location of uniquely identifiable objects performed by an augmented reality, AR, computing system~~, hereinafter referred to as AR system, that includes~~ comprising one or more augmented reality, AR, computing devices, one or more processors, and sensors, the method being implemented by the one or more processors and comprising:

generating a three dimensional virtual model of at least a part of an environment surrounding the AR computing system based on information provided by the sensors of the AR computing system;

detecting a unique identifier of an object within the environment using said sensors; and

determining a location of the object within the three dimensional model~~.~~;

transmitting, to one or more AR computing devices that are in communicative connection with the AR computing system, information relating to the object, wherein the information relating to the object comprises a unique object identifier and object handling information;

determining, based on information stored in the AR computing system, a last known location of the object; and

selectively transmitting said information relating to the object only to one or more of the one or more AR computing devices that are known to be in a vicinity of the last known location of the object.

2. A method as claimed in Claim 1, wherein the method further comprises:

detecting an identifier that has a known absolute position within the environment surrounding the AR computing system and referencing the positions of objects within the virtual model, thereby associating an absolute real world position to the objects.

3. A method as claimed in Claim 1, further comprising:

retrieving stored information relating to a uniquely identified object and displaying at least part of the stored information in a user observable display portion of the AR computing system.

4. A method as claimed in Claim 3, wherein the method further comprises:

when the object is not within the Field Of Vision of the AR computing system as observable by the user of the AR computing system, determining a route within the virtual model that allows the user of the AR computing system to move toward the object and displaying the route within the Field Of Vision of the AR computing system as observable by the user of the AR computing system.

5. A method as claimed in any preceding claim, wherein the ~~AR system comprises one or more augmented reality computing devices, hereinafter referred to as the AR devices, that includes one or more processors, the~~ method comprising a step of displaying object information performed by an AR computing device, the method comprising:

receiving information relating to a moveable object;

checking whether a virtual representation of the object forms part of a virtual representation of the environment occupied by the AR computing device; and

displaying, in a user observable display portion of the AR computing device information relating to the object.

6. A method as claimed in Claim 5, wherein the method further comprises:

when the object is not within the Field Of Vision of the AR ~~system~~computing device as observable by the user of the AR computing device, determining a route within the virtual model that allows the user of the AR computing device to move toward the object and displaying the route within the Field Of Vision of the AR computing device as observable by the user of the AR computing device.

7. A method as claimed in Claim 5, wherein the method further comprises:

receiving said indication by one or more of:

detecting and interpreting a voice command provided by the user;

detecting and interpreting one or more user gestures using sensors of the AR computing device; or

detecting and interpreting a region of a display of the AR computing device or an object currently observed by the user of the AR computing device.

~~8. A method according to any preceding claim 1 to 4, wherein the AR system comprises one or more augmented reality computing devices, hereinafter referred to as the AR devices, the method comprising a communication step performed by a computer system, the communication step comprising:~~

~~transmitting, to one or more AR devices that are in communicative connection with the computing system, information relating to the object, wherein the information comprises a unique object identifier and object handling information.~~

~~9. A method as claimed in Claim 8, wherein the method further comprises:~~

~~determining, based on information stored in the computing system, a last known location of the object;~~

~~selectively transmitting said information only to one or more of the one or more AR devices that are known to be in a vicinity of the last known location of the object.~~

~~10.~~8. A method as claimed in ~~Claim 8~~any preceding claim, wherein the method further comprises:

receiving, from an AR computing device location information of a uniquely identifiable object; and one or more of:

storing said location information in a memory device of the system; or

forwarding said information or part thereof to one or more other AR computing devices of the one or more AR computing devices.

~~11.~~9. A non-transitory computer readable storage medium storing instructions that are executable by an augmented reality, AR, computing system that includes one or more processors to cause the system to perform a method as claimed in any of the preceding claims.

~~12.~~10. An augmented reality, AR, computing system, ~~hereinafter referred to as AR system,~~ comprising one or more augmented reality, AR, computing devices, sensors, and one or more processors configured to determine the location of uniquely identifiable objects by:

generating a three dimensional virtual model of at least a part of an environment surrounding the AR computing system based on information provided by the sensors of the AR computing system;

detecting a unique identifier of an object within the environment using said sensors;

determining a location of the object within the three dimensional model.;

transmitting, to one or more AR computing devices that are in communicative connection with the AR computing system, information relating to the object, wherein the information relating to the object comprises a unique object identifier and object handling information;

determining, based on information stored in the AR computing system, a last known location of the object; and

selectively transmitting said information relating to the object only to one or more of the one or more AR computing devices that are known to be in a vicinity of the last known location of the object.

13.11. An AR computing system as claimed in claim 1210, wherein the AR system comprising one or more augmented reality computing devices, hereinafter referred to as the AR devices, a each AR computing device being is configured to:

receive information relating to a moveable object;

check whether a virtual representation of the object forms part of a virtual representation of the environment occupied by the AR computing device; and

display, in a user observable display portion of the AR computing device information relating to the object.

14.12. An AR computing system as claimed in Claim 1311, wherein the AR computing system is further configured to:

receive an indication from a user of the AR computing device of an operating mode or one or more information selection criteria; and

operate the AR computing device in an operating mode identified by a received indication or filter the received information according to a received indication of the one or more information selection criteria.

15. An AR system as claimed in claim 12, wherein the AR system comprises one or augmented reality computing devices, hereinafter referred to as the AR devices, the system being configured to:

transmit, to one or more AR devices that are in communicative connection with the system, information relating to the object, wherein the information comprises a unique object identifier and object handling information.