

VL53L0X GesturesDetect User Manual

Version 1.1



History 2

Version	Date	Comments
1.0	11 April 2016	Initial
1.1	15 April 2016	Added data logging details



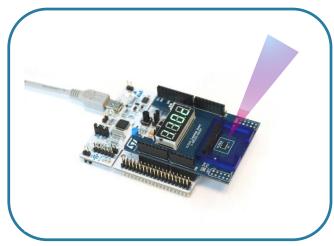
Introduction 3

Key features

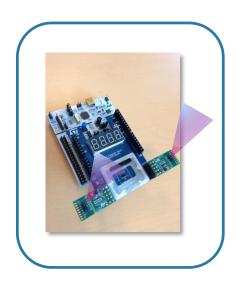
- Basic gestures recognition demo based on ST "ToF Gestures" library
 - See ToFGestures_Documentation (Doxygen) for library description
- Recognized gestures
 - Single VL6180X device (top)
 - Single TAP : TAP_1
 - Single SWIPE : SWIPE_1
 - Dual VL6180X devices (left/right)
 - Directional swipes (from left to right and from right to left): DIRSWIPE_1

Hardware

- Nucleo F401RE, L476RG
- Optional VL53L0X satellites : left & right



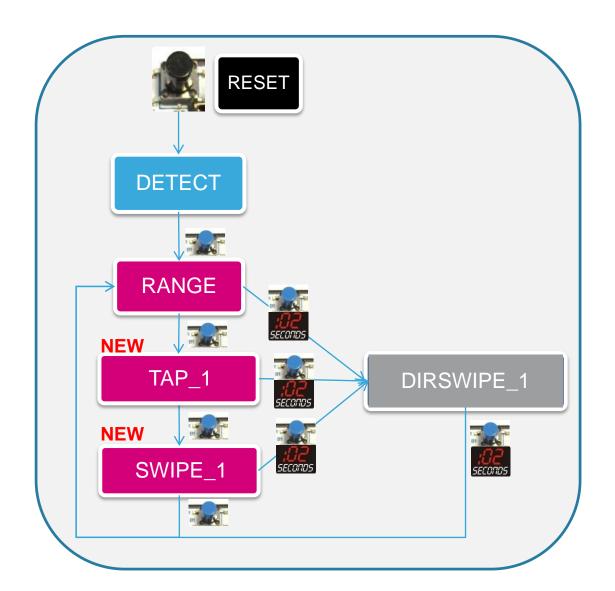
Single VL53L0X device

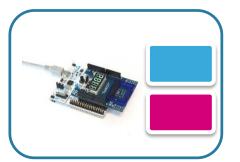


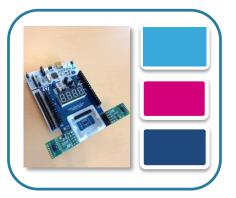
Dual VL53L0X devices



Demo modes 4









DETECT 5

 Automatically detect number and location of VL53L0X devices present on the board

Display (during 1 sec) detected devices with a single letter

• C: Center device

• L : Left device

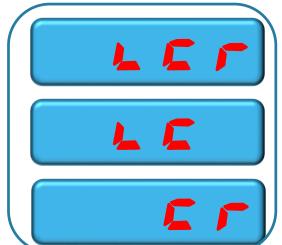
• R : Right device

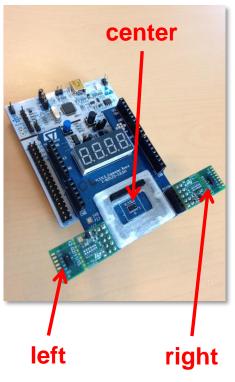
- Each digit of the display is associated with a device
- Supported configurations are





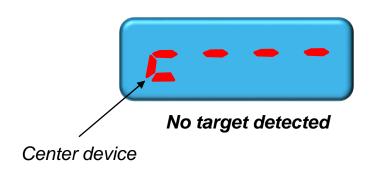








- Display ranging (in cm) from single device (Center)
- No gesture detected (more for debug)
- Offset calibration not done





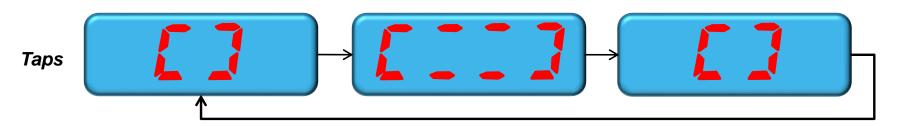
Target detected at 21 cm



- Based on simple MAD (Mean of Absolute Difference) and simple analytics (time, thresholds, etc...)
- Detect single taps (from Center device)
 - Single tap
 - · Move your hand (flat) vertically (assuming sensor is targeting vertical direction) at a natural speed from a far distance to a close distance, then hand can either stay at close distance or be removed (vertically or horizontally) before another TAP is done
 - Taps can even be done with a single finger close to the sensor
 - Swipes are not detected so that you can enter your hand in the FoV horizontally before starting the TAP
 - Taps can still be detected when a background target is present (detected by the sensor)
 - Big/Small rectangles are displayed alternatively to show a TAP has been detected

Known limitations

 When a background target is detected, a TAP could be detected when hand is entering in the sensor FoV

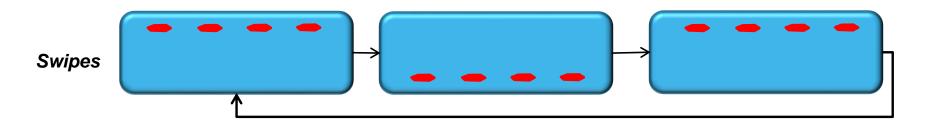




- Based on simple simple analytics (time, thresholds, etc...)
- Detect single swipes (from Center device)
 - Single swipe
 - Move your hand horizontally (assuming sensor is targeting vertical direction) at a natural speed
 - Swipe are detected even if hand is not horizontal ("lazy-man" swipes)
 - · Very fast swipes can be detected
 - · Taps are not detected
 - Swipes are not detected so that you can enter your hand in the FoV horizontally before starting the TAP
 - Swipes can still be detected when a background target is present (detected by the sensor)
 - Bottom/top lines are displayed alternatively to show a WIPE has been detected

Known limitations

A fast gesture entering horizontally in the sensor FoV and leaving vertically may be detected as a Swipe

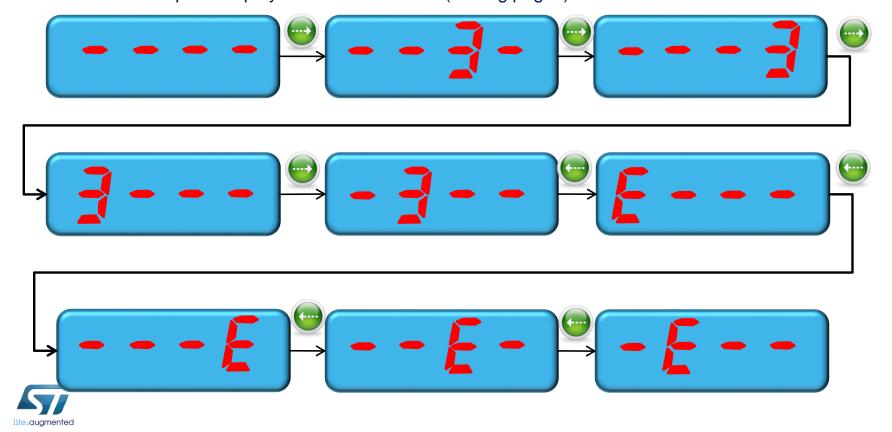






DIRSWIPE 1

- Based on motion (simple threshold and duration)
- Detect single directional swipes (from Left and Right devices)
 - Move your hand (flat) horizontally from left to right of from right to left
- Directional swipe is displayed as a virtual book (turning pages) as follows



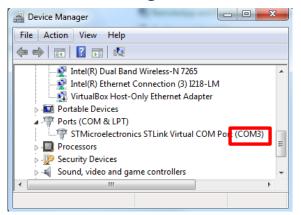
Gesture Data Logging (1/3) 10

- It is possible to output some logging info from the Gesture library to PC through serial com over USB. This provides an easy way to fine tune gesture detection algorithms
- By default, data logging is disable in the main.c file
 - TOF GESTURES DEBUG SET MODULES(NONE);
- To enable data logging from TAP_1 gesture algorithm, change the line above as follows, re-compile and start the demo:
 - TOF_GESTURES_DEBUG_SET_MODULES(TAP_1);

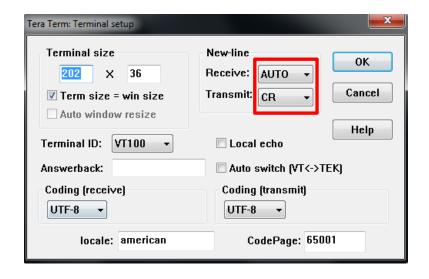


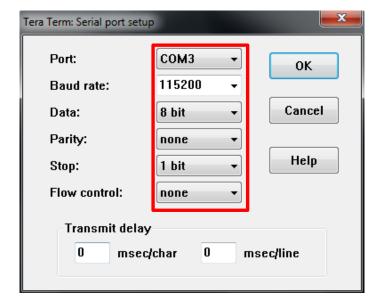
Ranging Data Logging (2/3)

Get COM number from Device Manager



Serial COM settings (Tera Term example on COM3)







Ranging Data Logging (2/3) 12

```
(background_thd=1140, current=1200, hand_entering=0)
    (background_thd=1140, current=1200, hand_entering=0)
(background_thd=1140, current=1200, hand_entering=0)
TOF_GESTURES tof_gestures_detectTAP_1 @40857
FOF GESTURES tof gestures detectTAP 1 @40874
                                                              (background_thd=1140, current=1200, hand_entering=0)
    GESTURES tof gestures detectTAP 1 040891
                                                              (background_thd=1140, current=1200, hand_entering=0) (background_thd=1140, current=1200, hand_entering=0) (background_thd=1140, current=1200, hand_entering=0)
FOF_GESTURES tof_gestures_detectTAP_1 @40908
TOF_GESTURES tof_gestures_detectTAP_1 @40925
   GESTURES tof gestures detectTAP 1 040942
                                                              (background_thd=1140, current=1200, hand_entering=0)
    _GESTURES_tof_gestures_detectTAP_1 @40959
                                                              (background_thd=1140, current=1200, hand_entering=0)
(background_thd=1140, current=1200, hand_entering=0)
[OF_GESTURES tof_gestures_detectTAP_1 @40976
IOF_GESTURES tof_gestures_detectTAP_1 @40993
                                                              (background_thd=1140, current=245, hand_entering=1)
[OF_GESTURES tof_gestures_detectTAP_1 @41014
                                                              (hand_entering=1, current=212, decide=0, tap=0)
(hand_entering=1, current=149, decide=0, tap=0)
(hand_entering=1, current=112, decide=1, madRange=49, dir=-1, tap=1)
(hand_entering=1, current=112, decide=0, tap=0)
    GESTURES tof gestures_detectTAP_1 @41035
FOF_GESTURES tof_gestures_detectTAP_1 @41056
    GESTURES tof gestures_detectTAP_1 @41077
    GESTURES tof gestures_detectTAP_1 041077
                                                                                                                          Tap detected
```

