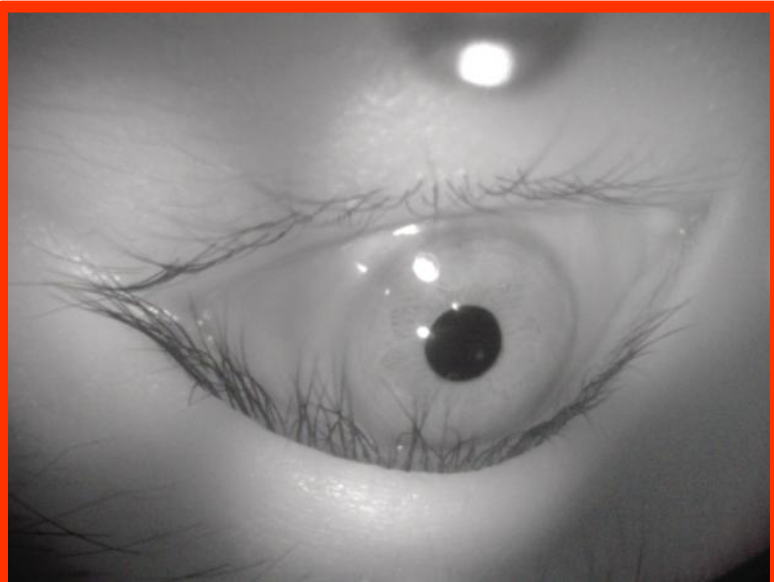
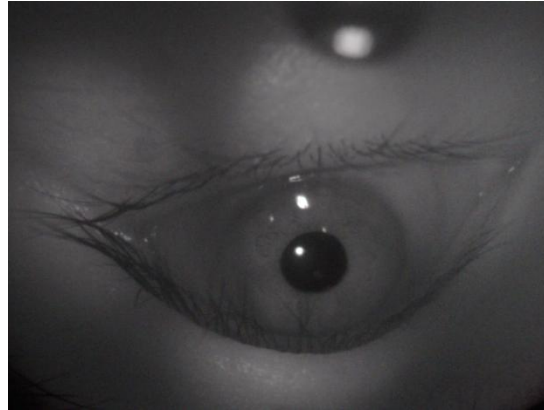


# [I] Camera Configuration



**<Good!>**

**Wrong examples**



**<Too Dark>**



**<To Bright>**

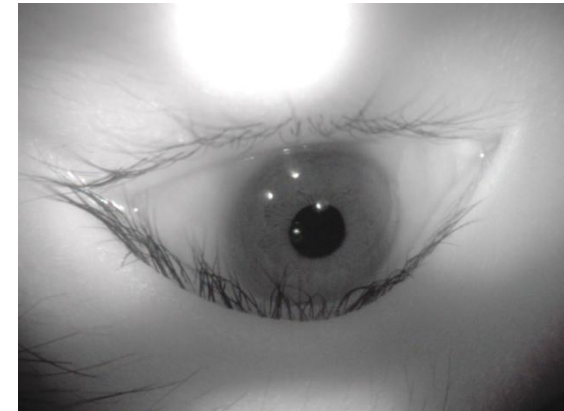
First, configure your webcam by opening your camera's control panel

(In case of PS3 Eye Camera)

- execute "CL-Eye Test"
- (Menu) Options->Video Capture Filter...

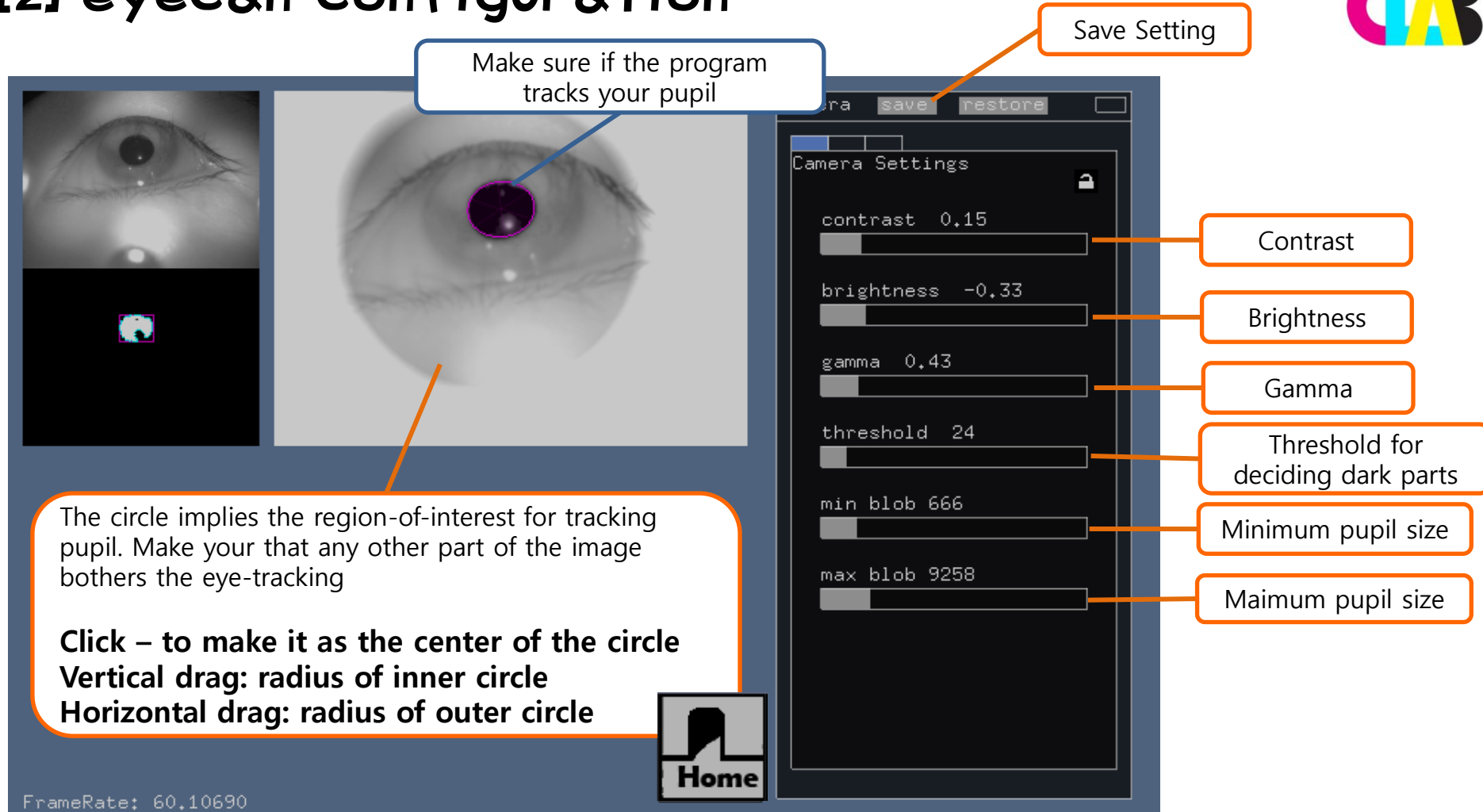


**<Blurry>**



**<Shadow>**

# [2] eyeCan Configuration



Make sure if the program tracks your pupil

Save Setting

Contrast

Brightness

Gamma

Threshold for deciding dark parts

Minimum pupil size

Maximum pupil size

Click – to make it as the center of the circle  
Vertical drag: radius of inner circle  
Horizontal drag: radius of outer circle

FrameRate: 60.10690

Home

**contrast/ brightness/ gamma:** Change these parameters to adjust the image brightness and contrast

**threshold:** the threshold for discriminating dark pixels from bright pixels  
(higher the value, more pixels will be regarded as 'dark')

**min blob/ max blob:** 'Dark' pixel blob that is inside this range will be detected as a pupil

# [3] Calibration

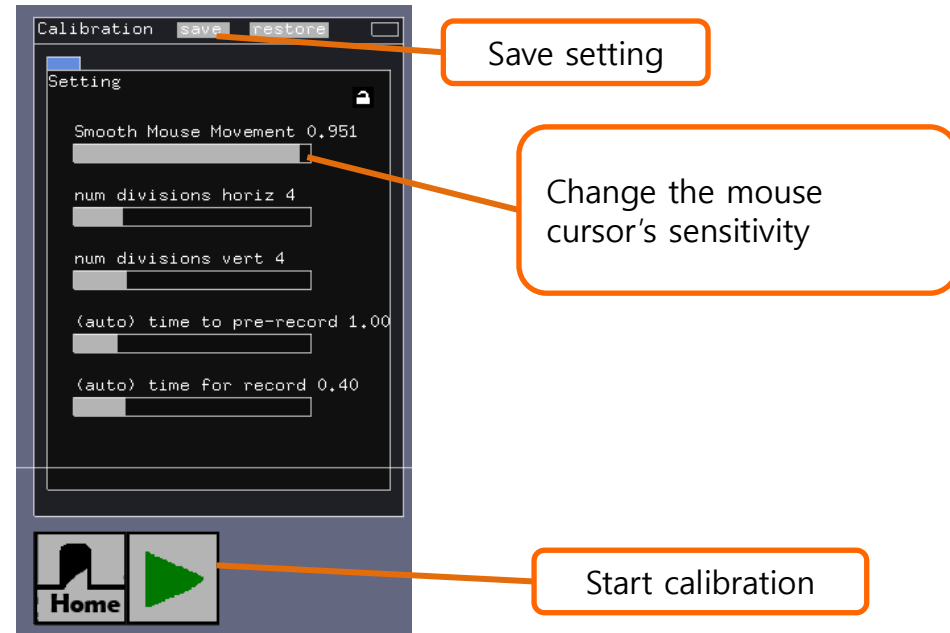
Calibration is a process to map your eye movement to cursor movement on the computer screen

This is needed anytime when you

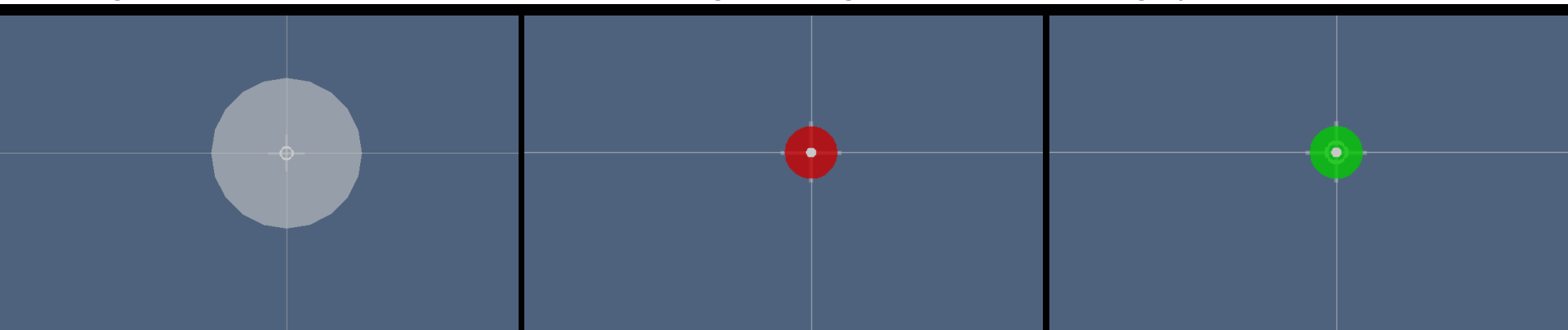
- first use eyeCan
- changed your pose or moved head so that previous calibration has been gone wrong.

To start calibration,

- Push the 'play button like' button
- after help message is shown, click anywhere on the screen



During calibration, look at the red dots appearing on the grids, without blinking eyes



(Ready) prepare to look

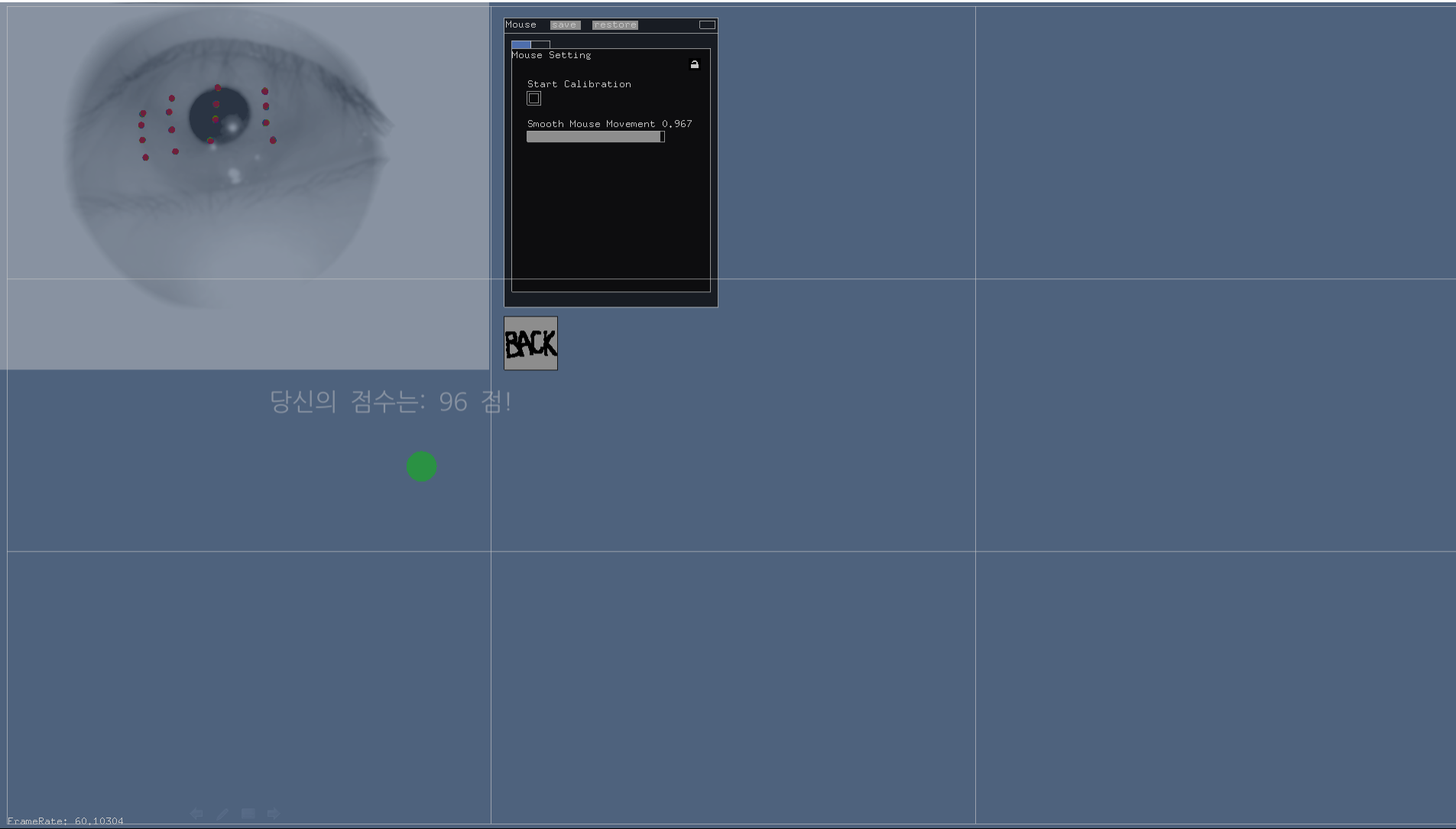
(recording) look at the red dot

(done) done

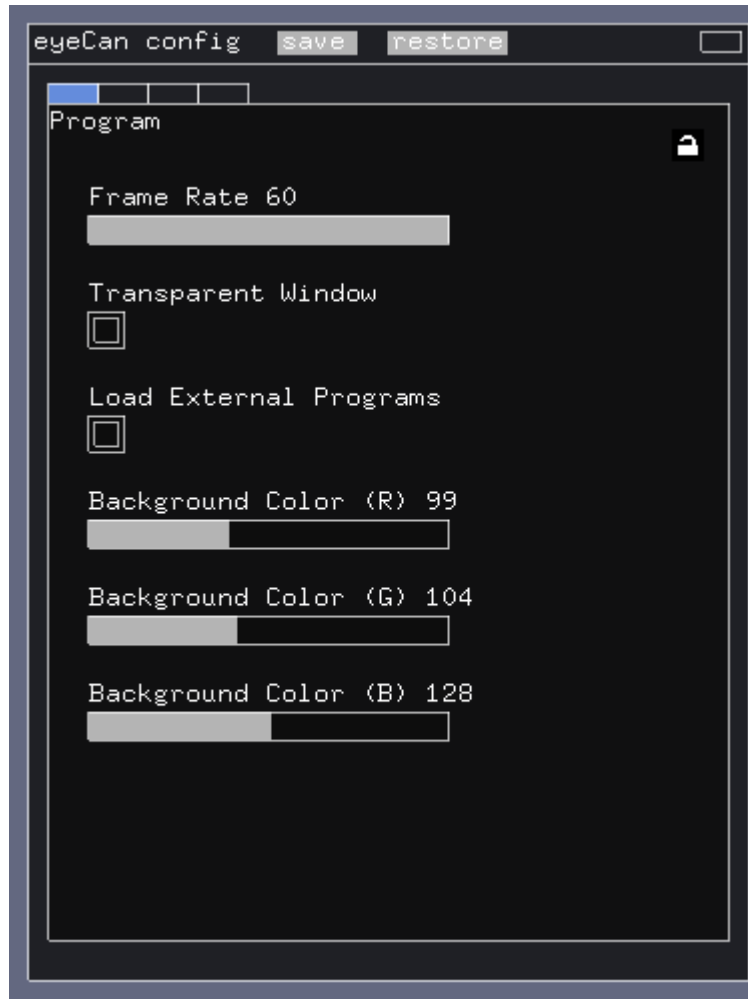
# [4] Calibration Results



After calibration is done, the result is shown on the screen.  
The score presented should be over 90 for reliable eye-tracking.



# Advanced Settings (Settings.exe)



## eyeCan Main Setting

### Frame Rate

: framerate for the application

### Transparent Window

: transparency option  
(should be unchecked on XP)

### Load External Programs

: not used

### Background Color (R)

: background color (R value)

### Background Color (G)

: background color (G value)

### Background Color (B)

: background color (B value)

In the (eyeCan program folder)\data\settings folder, you can edit settings.xml

(additional values)

**alarmTone** : alarm tone file path

**locale** : locale

important)

1) if the PC does not support the framerate setting, you should adjust your framerate setting to an appropriate value that your PC supports.

# Advanced Settings (Settings.exe)



## Mouse Settings

### Click Helper Box Size

: size of the bounding box that shows when using click helper

### Use Click Helper

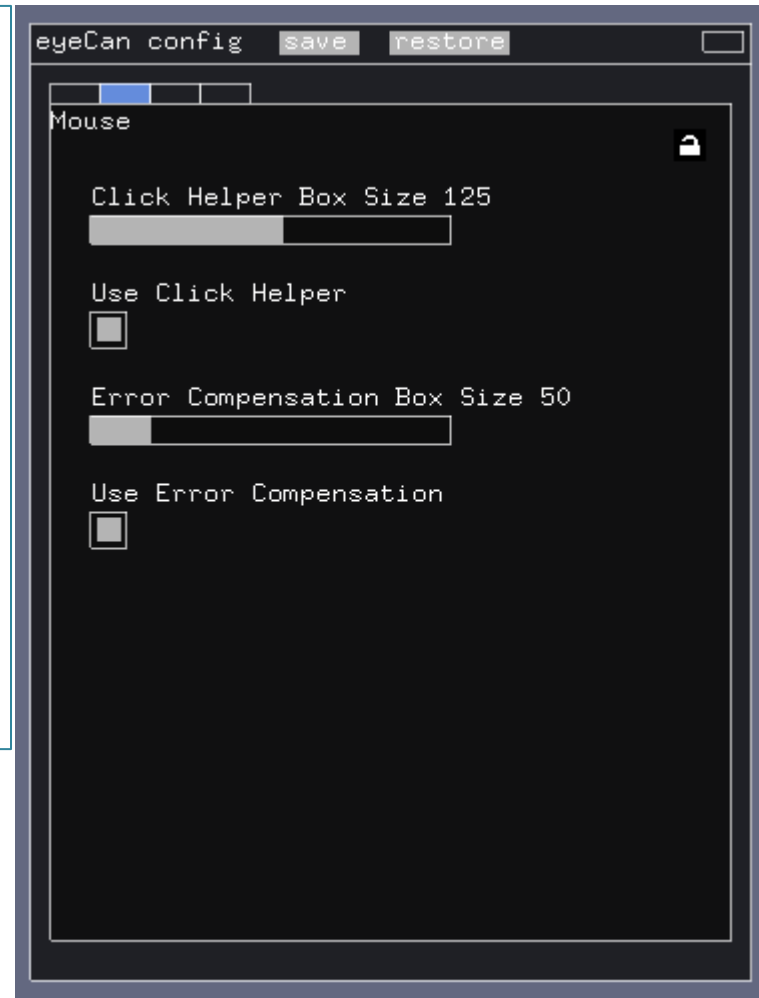
: enable/disable click helper

### Error Compensation Box Size

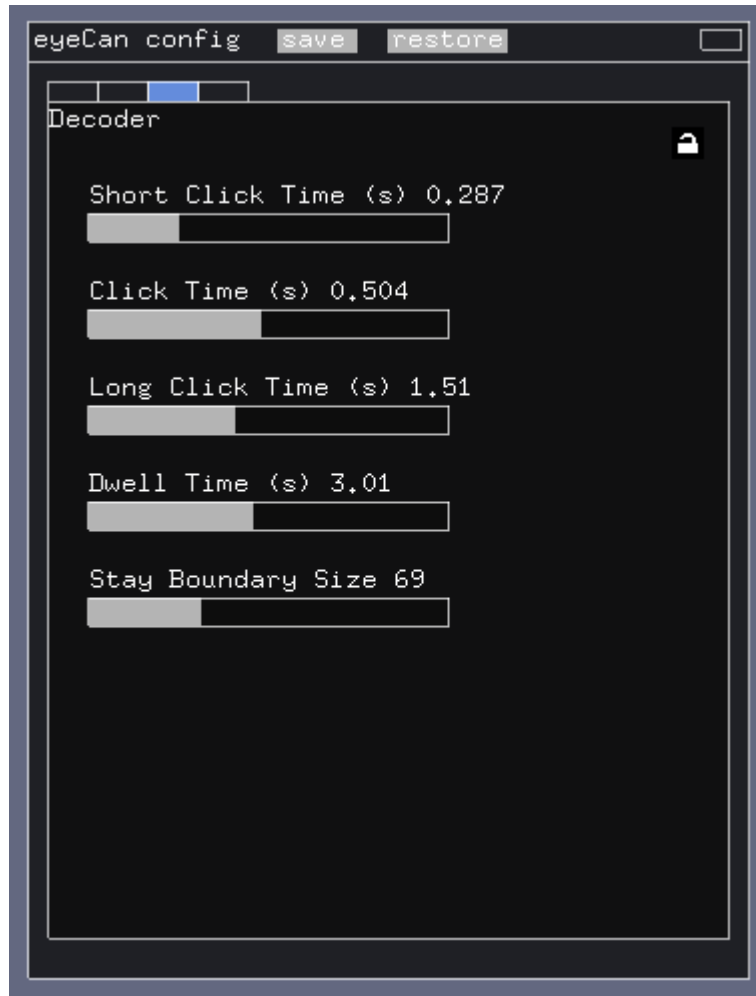
: size of the bounding box that shows when using error compensation

### Use Error Compensation

: enable/disable error compensation



# Advanced Settings (Settings.exe)



## Eye Movement

### Short Click Time

: Short click time (default 0.25s)

### Click Time

: Click time (default 0.5s)

### Long Click Time

: Long click time (default 1.5s)

### Dwell Time

: Dwell time (default 3.5s)

### Stay Boundary Size

: Dwell decision boundary (default 50 pixels)

# Advanced Settings (Settings.exe)



## Camera Input Setting

### Input Mode

: 0 – always should be

### Input Device

: camera device ID

### Input Width

: input width (pixel)

### Input Height

: input height (pixel)

