Using P-Ctrl Scripts

Selected script

일시 정지
scripts/default.xml

Home

Start the selected script

Go back to mouse mode

Script in use

scripts/default.xml
scripts/default.xml

Home

Selected script

Stop

Change scripts with up/down button

Script in use

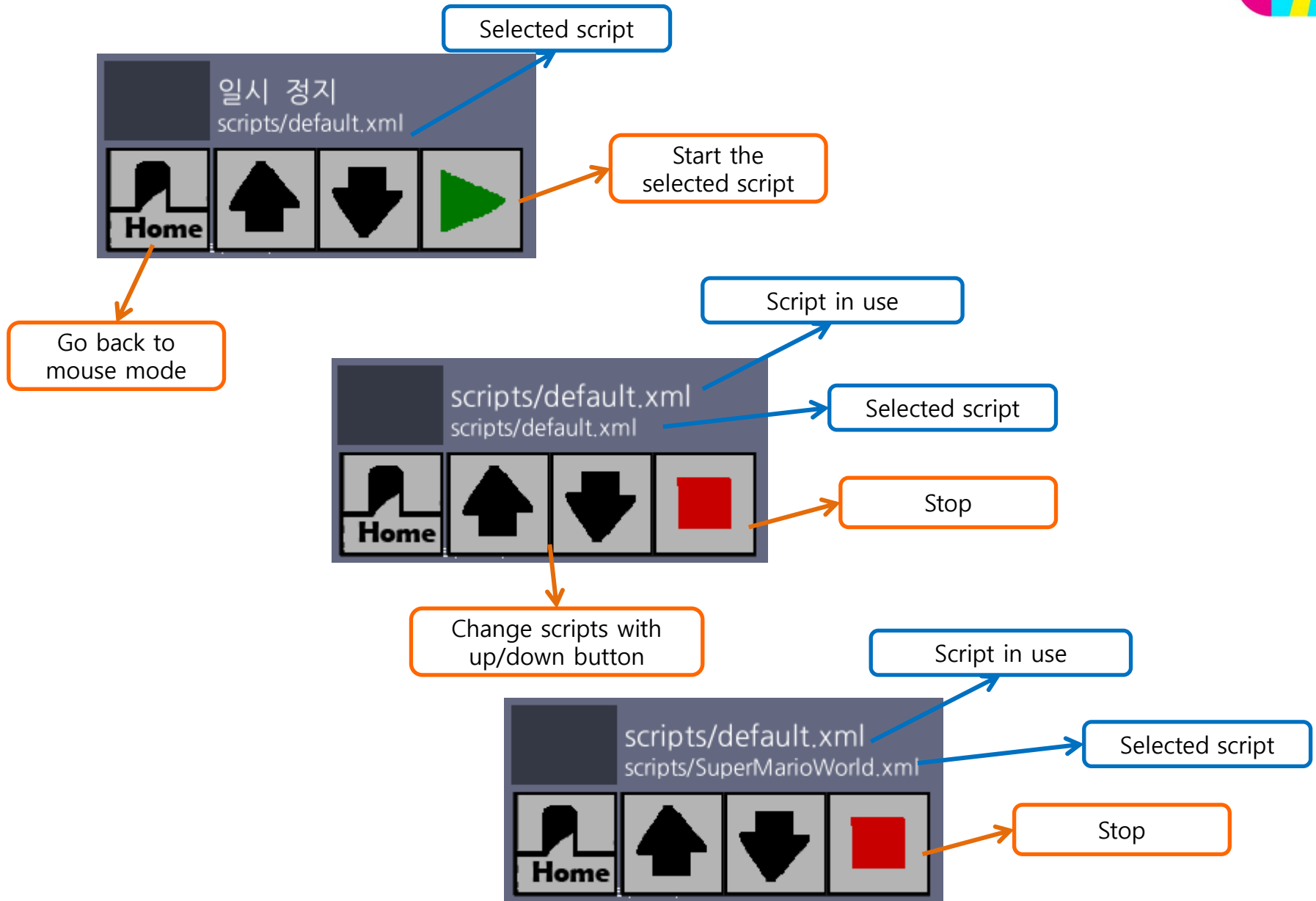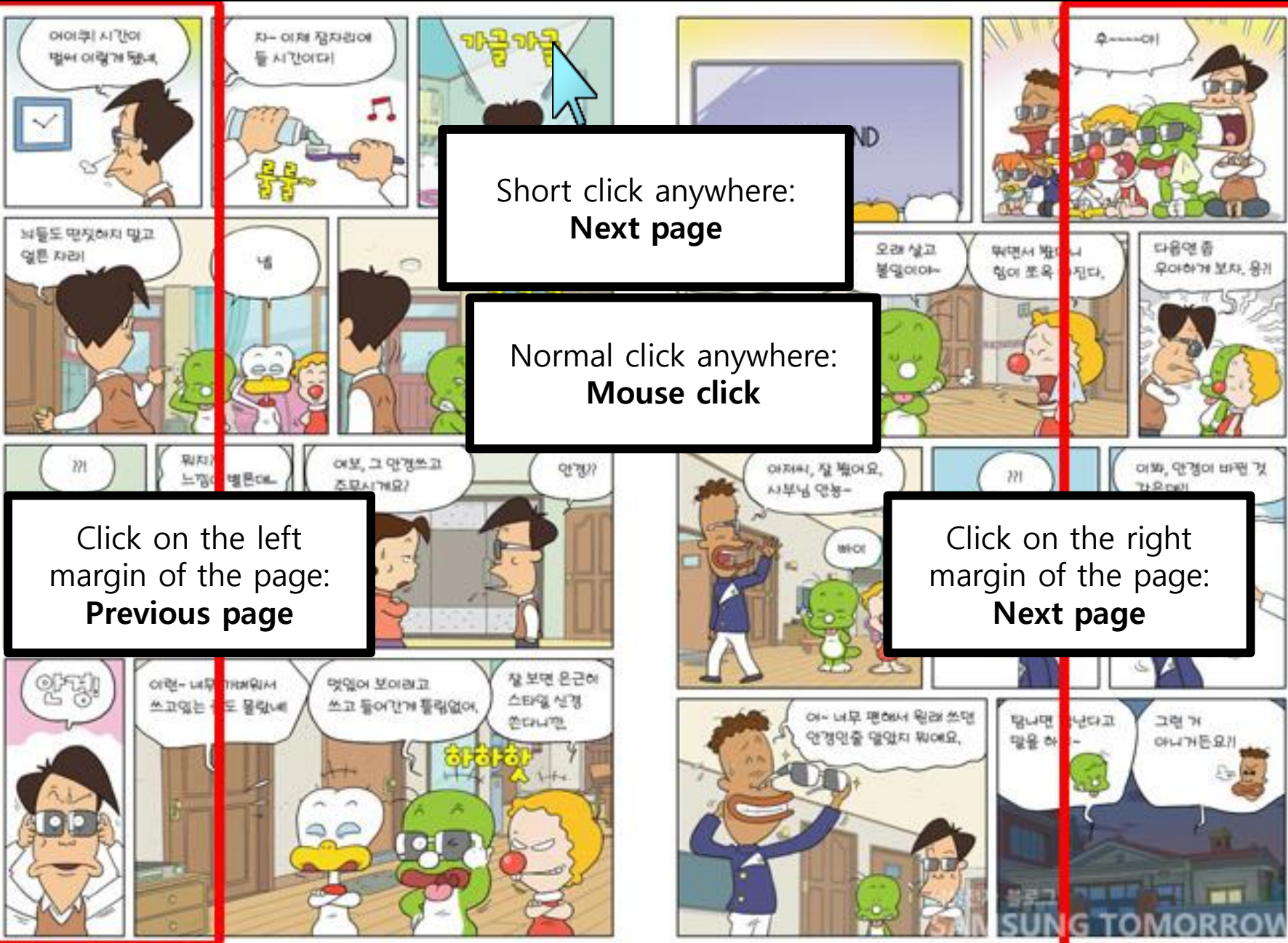scripts/default.xml
scripts/SuperMarioWorld.xml

Home

Selected script

Stop

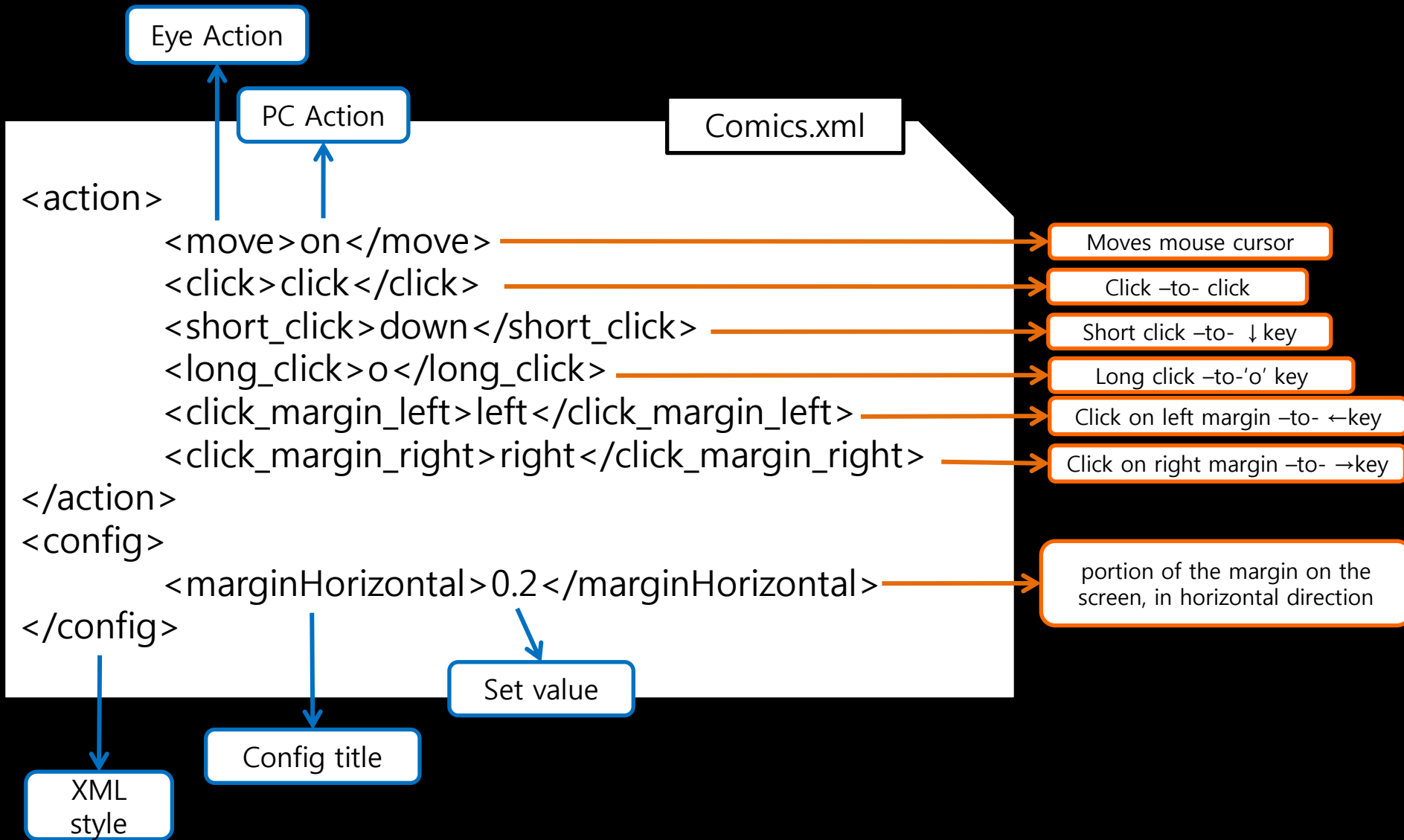# Example) The easiest way to read a comic book

Short click anywhere:
Next page

Normal click anywhere:
Mouse click

Click on the left margin of the page:
Previous page

Click on the right margin of the page:
Next page

How to make this possible

Eye Action

PC Action

Comics.xml

```xml
<action>
    <move>on</move>
    <click>click</click>
    <short_click>down</short_click>
    <long_click>o</long_click>
    <click_margin_left>left</click_margin_left>
    <click_margin_right>right</click_margin_right>
</action>
<config>
    <marginHorizontal>0.2</marginHorizontal>
</config>
```

Moves mouse cursor

Click –to- click

Short click –to- ↓ key

Long click –to-'o' key

Click on left margin –to- ←key

Click on right margin –to- →key

portion of the margin on the screen, in horizontal direction

Set value

Config title

XML style

Eye Action List

Basics
mode : [click, 2click, Rclick, drag, scroll] (default: none)
move : whether if you want to control move cursor movement[on, fps, off] (default: off)
calibrate : use Error Compensation mode [on, off] (default: on)

Eye Action
open : eye open
blink : eye quickly blinked
short_click : short click
click : normal click
long_click : long click
close : eye closed
dwell : stare at a certain point for a
few seconds

Looking outside the monitor
- Out
out_left
out_right
out_top
out_bottom
- Out and clicked
click_out_left
click_out_right
click_out_top
click_out_bottom

Positional Action
- In the screen
left
right
top
bottom
center
center_horizontal
center_vertical
- Click in the screen
click_center
click_left
click_right
click_top
click_bottom
- Blink in the screen
blink_center
blink_left
blink_right
blink_top
blink_bottom
- Eye closed in the screen
close_center
close_left
close_right
close_top
close_bottom

Positional Action (margins)
- In the screen
margin_left
margin_right
margin_top
margin_bottom
margin_center
margin_center_horizontal
margin_center_vertical
- Click in the screen
click_margin_center
click_margin_left
click_margin_right
click_margin_top
click_margin_bottom
- Blink in the screen
blink_margin_center
blink_margin_left
blink_margin_right
blink_margin_top
blink_margin_bottom
- Eye closed in the screen
close_margin_center
close_margin_left
close_margin_right
close_margin_top
close_margin_bottom

PC Action List

Mouse Actions

click   : mouse left click
right_click   : mouse right click

Keyboard Actions

a-z,0-9   :
enter   : Enter key
space   : Space key
left   : left key
right   : right key
up   : up key
down   : down key
pageup   : Page Up key
pagedown   : Page Down key
insert   : Insert key
delete   : Delete key
pause   : Pause key
scrolllock   : Scroll Lock key
backspace   : Back Space key
ctrl   : left Ctrl key
rightctrl   : right Ctrl key
alt   : left alt key
rightalt   : right alt key
tab   : tab key
capslock   : Caps Lock key
shift   : left shift key
rightshift   : right shift key
esc   : esc key
F1-F12   : Function key

ETC

none   : empty action
emergency   : play alarm sound
play%   : % is a number
                (play pre-defined sound
                clip)

Config List

- Portion of margins of the screen (default: 0.2)
marginHorizontal   : horizontal
marginVertical   : vertical

- Screen rotation threshold in Fps mode (default: 0.25)
fpsMarginHorizontal   : horizontal
fpsMarginVertical   : vertical

- Sensitivity in Fps mode
fpsSensitifityX   : horizontal
fpsSensitifityY   : vertical

- Registering Sound Clip (Starts from number 0)
<tone%>file_path</tone%>
example: <tone0>audio/alarm.wav</tone0>

Prefix

@ : Repeat until next action call
example)

        `<click>@x</click>` : repeatedly input 'x' key

warning)

        make it sure to cancel by defining 'following' key event

~ : Slow (100ms) button click
example)

        `<click>~x</click>` : push 'x' key, then release it after 100ms

warning)

        Too many 'slow button clicks' in the same event will slow the eyeCan application

Postfix

_ : Key Down event
example)
   <click>x_</click>   : 'x' key pushed down

^ : Key Up event
example)
   <click>x^</click> : 'x' key pushed up

warning)
   Always make both event occur in 'balanced' manner
   cannot be used together with '~' prefix

Link

, : Burst Key input
example)
        `<click>a,b,c</click>`   : press a, b, c, at a time
warning)
        To make keys pushed in the same time, down/up will be used in sequential manner: (a_,b_,c_,c^,b^,a^)

- : Sequential Key input (
example)
        `<click>a-b-c</click>`   : press a, b, c in a round-robin manner