How to use the code for Intel RealSense Spatial Awareness Wearable for Particle Photons

**How it works**

It is a simple TCP client-server handshake where the client announces its identity and the server application knows which client it is. In this case the TCP Server is the laptop and the TCP Clients are Particle Photons. Every particle photon tells the server what vibration actuator it is so the server knows which connect client is which vibration actuator.

This means now the code being uploaded to every single particle photon will be different (change one variable for the Vibration Actuator ID). The particle photons are basically identified with IDs. Following are the IDs used for the specific vibration actuator.

Top Left = 1

Top Center = 2

Top Right = 3

Middle Left = 4

Middle Center = 5

Middle Right = 6

Bottom Left = 7

Bottom Right = 8

The functionality for the physical button is now removed so the physical button which was there on one vibration motor will now not be needed. You can tweak the parameters in the server application with keyboard shortcuts or with the GUI. You don’t have to build a vibration actuator with the button you can build 8 similar vibration actuators with the photons.

The best thing about this is that you now don’t have to set up the fixed IP addresses for the Vibration Actuator in the router. That being said, you still have to set up a fixed IP address for the laptop in the router.