This version of IRSAW is highly modified which a lot of changes.

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The changes are listed below

1. Using Intel RealSense Cross Platform API (librealsense) to capture camera data instead of the DCM and the SDK, you don’t need to install anything to use the camera now.
2. Ported to Visual Studio 2013. Librealsense is not compatible with VS 2012
3. Ported to Cinder 0.9.0 from 0.8.6
4. You don’t have to build a Vibration Actuator with a button. All the Vibration Actuators are made the same, but he code uploaded to every single Vibration actuator using the Particle Web interface is different (Just one variable has a different value for every single photon for identification purposes)
5. You don’t need to save the IP addresses for the Photons in the router. You only need to save the IP Address of the Laptop running the application in the Router.
6. Using an android phone (Also compatible with an iPhone, but not tested)to control the application (For turning specific motors on/off, changing the range of detection) We use an android app called Touch OSC <http://hexler.net/software/touchosc> <https://play.google.com/store/apps/details?id=net.hexler.touchosc_a>
7. Gradual and Pulsing Vibration - using the app you can change the type of vibration feedback you get on your body. It can be gradual or pulsing based on the distance of the object.

To get started, download the project from the git repository (which you already have if you are reading this), Download OpenCV 2.4.9 and Cinder 0.9.0. Set environment Variable for Cinder and OpenCV

Set the following Environment Variables

CINDER\_ROOT = <Location of you cinder 0.9.0 directory>

OPENCV\_ROOT = <Location of your OpenCV directory>

Librealsense is added as a submodule, so don’t forget to init and update

git submodule init

git submodule update