MIREVI MotionHub Developer Documentation

MIREVI MotionHub (MMH) is a middleware for merging body tracking data from different systems into one coordinate space in real-time in order to combine and use their individual benefits.

MMH offers support for several body tracking systems and encompasses a game engine plug-in that connects the MMH with Unity by means of a standardized protocol. The plug-in allows for the usage of a single type of skeleton for any body tracking system and, therefore, facilitates the switch between different body tracking systems during app development significantly.

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Content

1. Setup and Building

The CMake system is used to generate project files and for downloading all required dependencies. Please use the `CMakeLists.txt` file for generating.

- MMH is developed with Microsoft **Visual Studio 2017**. *(CMake has only been tested with this IDE version.)*

Please Note that we use Qt Framework for the UI. To build the project you need the Qt Visual Studio Tools and for editing Qt `.ui` files you need Qt Designer.

2. Class Collaboration Diagram

For a software architecture overview please see the `mmhClassCollaborationDiagram` file in the `doc` folder.

3. Tracking Loop

The main loop method named `update()` is located in the `MotionHub` class. Following order is executed by the main loop for every cycle.

1. process the user input
2. update the console
3. get skeleton pool from each Tracker
4. update the render window
5. send skeleton pool via OSC
6. update the main window
7. start a new tracking cycle

All tracker run on there own thread. After each tracking cycle the `MotionHub` class gets the skeleton pool and resets each trackers flag to start a new tracking cycle.

4. Implement a new Tracker

Follow the listed steps to implement a new tracker in the MMH.

1. create class files in the explorer under `src/TrackerManagement` *(please follow the name convention "trackerAcronym + Tracker" e.g AKTracker for Azure Kinect Tracker)*
2. run CMake to add them to the Visual Studio project
3. inherence your new class from the `Tracker` base class
4. implement the pure virtual methods `start()`, `stop()` and `destroy()` *(please see other specific tracker classes for implementation reference)*
5. include the new tracker in `TrackerManager.h`
6. add the new tracker to the UI and connect the signals for user interaction

    6.1 open `CreateTrackerWindow.ui` in `RenderManagement` with Qt Designer

    6.2 open `dropdown_tracker`

    6.3 add a new item with the tracker name at the end of the list

    6.4 note the index of the item in the list *(starting from 0 at the top)*

    6.5 save and close the `CreateTrackerWindow.ui` file

    6.6 add the tracker name with the correct index position in the `TrackerType` enum in `TrackerManager.h`

    6.7 add the tracker with the correct index position in the `createTracker()` method in `TrackerManager.cpp` and implement the logic *(please see other tracker for implementation reference)*

5. Skeleton OSC Data Structure

Follow data is send by the `NetworkManager` with the OSC protocol to localhost.

The coordinate system is right handed and all position values are in meters.

Index	Name	DataType	DataStructue
0	trackerID + skeletonID	int	eg. 1001 -> 1 is trackerID 001 is skeletonID

Index	Name	DataType	DataStructue
1 - 8	HIPS	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
9 - 16	SPINE	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
17 - 24	CHEST	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
25 - 32	NECK	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
33 - 40	SHOULDER_L	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
41 - 48	ARM_L	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
49 - 56	FOREARM_L	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
57 - 64	HAND_L	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
65 - 72	SHOULDER_R	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
73 - 80	ARM_R	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
81 - 88	FOREARM_R	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
89 - 96	HAND_R	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
97 - 104	UPLEG_L	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
105 - 112	LEG_L	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
113 - 120	FOOT_L	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
121 - 128	TOE_L	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
129 - 136	UPLEG_R	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
137 - 144	LEG_R	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
145 - 152	FOOT_R	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
153 - 160	TOE_R	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)

Index	Name	DataType	DataStructue
261 - 268	HEAD	7 float + 1 int	positionX, positionY, positionZ, quaternionX, quaternionY, quaternionZ, confidence (0 - 3)
269	skeleton posture	int	posture (0 - 5) [UNKNOWN, STAND, SIT, CROUCH, JUMP, LIE]