**Unity IMU Impact & Rotation Manual**

**Connect Tab:**

Device List and Device list Refresh button.

* Once your Shimmer is paired with your PC the device list will populate with any available devices.

Connect

* Connects the program to your selected device and readies streaming option.

Disconnect

* Disconnects your current connected device.

Start Streaming

* Starts streaming data from the device.

Stop Streaming

* Stops streaming data from device.

General Guidelines for use:

* Pair your Shimmer(s) with your PC.
* Launch Project.
* Select your paired device from the list, refresh if not visible.
* Connect Device.
* Start/Stop Streaming as desired.

**Record Tab:**

Start Recording Session

* Records data from Shimmer device and stores in memory (local to machine only. Unless saved to file, this session is [lost or over written or extended..?] when a new session is started or the program is terminated.)
* Device must be connected and streaming to perform any recording.

Stop Recording Session

* Stops the current recording session.

Enter Text

* Hard coded Shimmer

Save to File

* Opens File Picker Window to select your save location
* Saves the session to a csv file

**Playback Tab:**

Playback Session

* Plays back the current session, or the session you loaded from a file.

Load Session

* Opens File Picker Window to select a saved file
* Loads the saved file for Playback

Slider to set playback speed..?

* [This does something too]

**UI Info:**

**Not Paired Label**

* Red while no device is paired
* Green while device is paired

**Not Streaming Label**

* Red while not Streaming
* Green while Streaming

**Device Live Data Feedback**

* Accelerometer Low Noise - X, Y, Z
* Accelerometer Wide Range - X, Y, Z
* Gyroscope Rotation X, Y, Z

**Static Image of Device Axes for Reference**