

NAME

hev-tracker

SYNOPSIS

hev-tracker *command* [*parameter*]

DESCRIPTION

hev-tracker manages the dtk tracker and wand services. It requires a single *command*, which specifies the action to take. Some of the commands can take optional *parameters*.

In the command descriptions below, a *server* is a computer which is actually reading the tracker and wand hardware, and the *client* is a computer that reads this data via dtk remote shared memory. These commands are designed to be run from the client computer unless otherwise noted. used.

The *commands* are:

start [*server*]

starts a dtk server on the both the server and client computers, creates the shared memory files used by the tracker and wand, and connects the client's shared memory to the server.

stop [*server*]

stops the dtk server on the both the server and client computers and deletes the shared memory files used by the tracker and wand.

status [*server*]

prints to standard output the status of the server and client dtk servers, and the shared memory files used by the tracker and wand.

pause sends a *STOP* signal to the running dtk server. For this command to work, you need to be the owner of the dtk server process. This can be done by stopping and starting the server, preferably using the **stopClient** and **startClient** commands. The **pause** command is handy for freezing the tracker and wand in order to take better screenshots.

resume sends a *CONT* signal to the running dtk server. As with the **pause** command, you need to be the owner of the dtk server process. This can be done by stopping and starting the server, preferably using the **stopClient** and **startClient** commands. The **resume** command is handy for unfreezing the tracker and wand between screenshots.

startClient

starts a dtk server on client computer, creates the shared memory files used by the tracker and wand, and connects the client's shared memory to the server. This command should only be run on the client computer.

stopClient

stops the dtk server on the client computer and deletes the shared memory files used by the tracker and wand. This command should only be run on the client computer.

statusClient

prints to standard output the status of the client dtk server, and the shared memory files used by the tracker and wand. This command should only be run on the client computer.

startServer

starts a dtk server on the server computer, creates the shared memory files used by the tracker and wand, and loads the *fob* and *wanda* serices. This command should only be run on the server computer.

stopServer

stops the dtk server on the server computer and deletes the shared memory files used by the tracker and wand. This command should only be run on the server computer.

statusServer

prints to standard output the status of the server dtk server, and the shared memory files used by the tracker and wand. This command should only be run on the server computer.

NOTES

If the *server* parameter is not specified, a remote hostname of "tracker" is used. This might be a cname to another system. For example, on the RAVE, "tracker" is a cname for "slush.cam.nist.gov".

The name of the configuration file loaded by the dtk server on the remote host is of the format *host.config*, where *host* is the actual hostname of the server, minus its domain. For example, the name of the configuration file on the RAVE, being driven by "slush.cam.nist.gov", is "slush.config".

The dtk shared memory segments used by the tracker and wand are: *head*, *wand*, *joystick*, and *buttons*.

BUGS

The name of the configuration file is presently hard-coded to be /usr/local/HEV-beta/savg/dtk/etc/hev-tracker/data/slush.config. This needs to be fixed when the dtk-server supports configuration files via colon-separated search paths in envvars.

AUTHOR

John Kelso, kelso@nist.gov
NIST Scientific Applications & Visualization Group
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www.nist.gov/mcsd/savg/