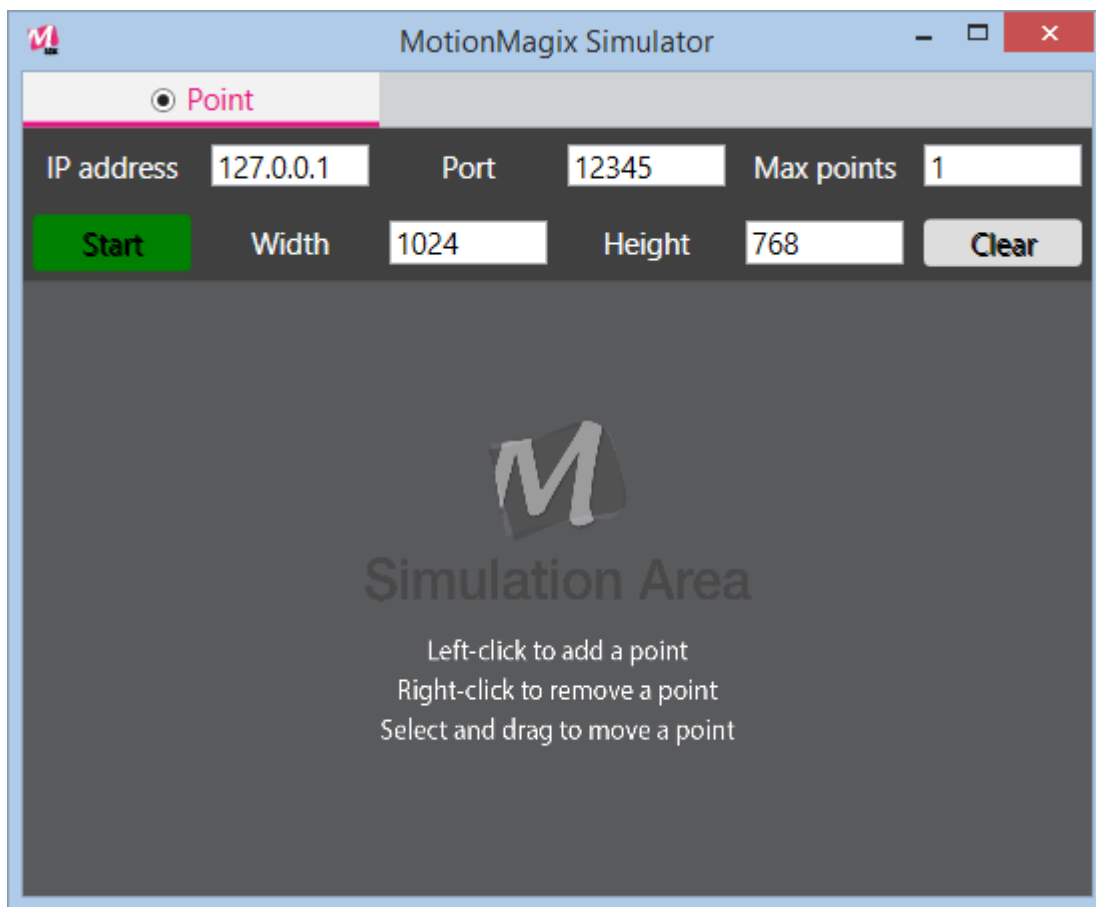


# USER INSTRUCTIONS DOCUMENT

MotionMagix Pro Simulator allows you to test your content (Unity, flash, etc) without the need of MotionMagix hardware.

## Introduction

Below is the first appearance of Simulator when it launches.

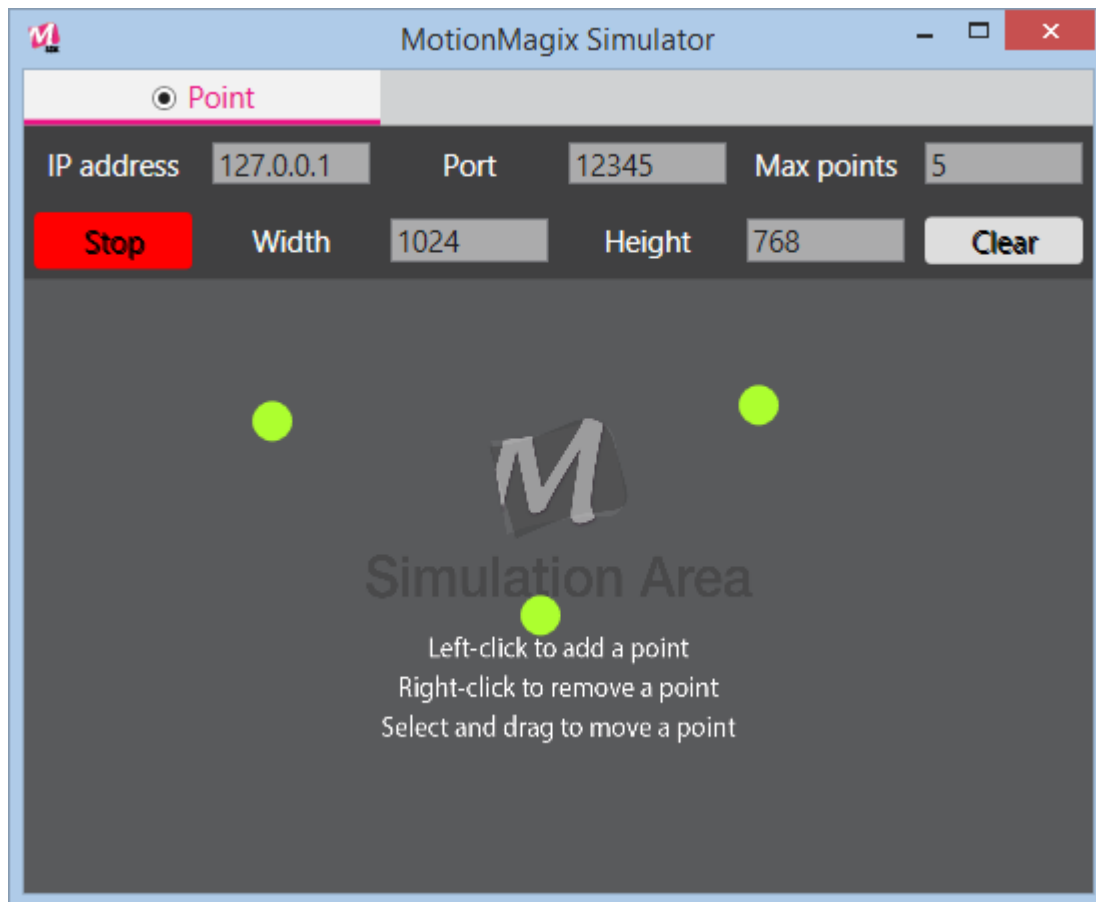


There is 1 tabs –

1. [Point](#) – Use this for simulating single point and multipoint behaviour

Use start button to start the socket connection. The start button will change its appearance to stop button. Use stop button to stop the socket connection. When you switch between tabs when the data is being sent, the socket connection is closed safely and you can use start button in the new tab to start socket connections again. Simulator acts as server and your content acts as Client. So, you have to first start the socket connection from simulator and then run your client application. The data starts sending once the data is available AND the client is connected AND the start button is clicked.

## Point tab –



### Settings –

IP address – Which IP address the client application will run on.

Port – Which port the socket will send data to.

Max points – Max number of points that can be sent. Cannot be greater than 25.

Width – The width to which the points data will be scaled to. Typically the width of your client content.

Height – The height to which the points data will be scaled to

Clear button – To clear all the added points

### Simulation –

*To add points* – Left click anywhere on the canvas

*To move points* – Select and drag the points

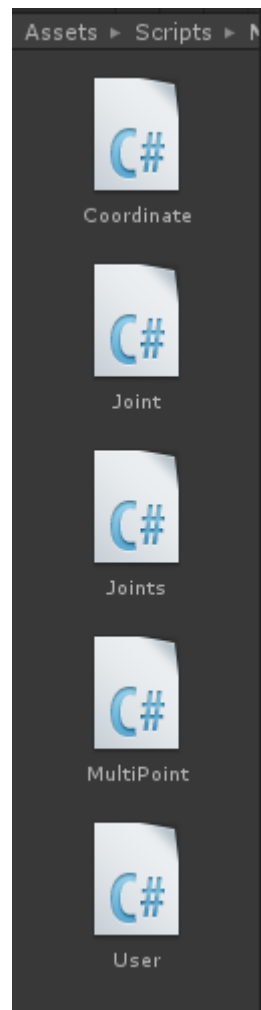
*To remove points* – Right click on the point

Once the max points limit is reached, first point is removed every time you add more points.

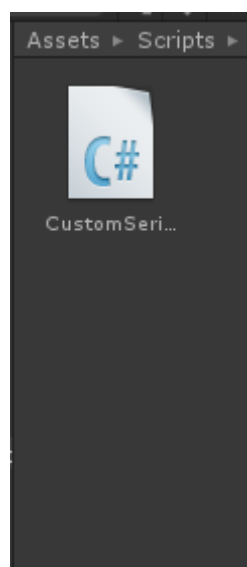
## Unity client libraries –

Import MMLibrary.unitypackage in to your Unity project. It will contain following scripts –

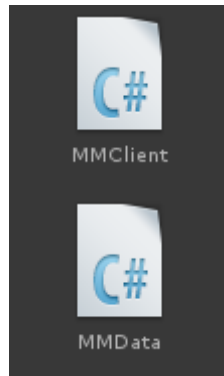
1. Model folder – Contains data structures required for deserialization



2. Utility folder – Script that deserializes data from socket



3. Scripts folder – Scripts that receive data from socket connection and raise events.



Attach MMClient to main camera in the scene. In the inspector -

Set the feed type that you want – POINT

Set the width and height to scale the data

In your game logic, you can subscribe to following events –

MMData.PointDataReceived += ...

You can also access following static variables for data –

MMData.MultiPointObject

[Additional details –](#)

[MotionMagixSimulator folder –](#)

MM Pro SDK > MotionMagix Pro Simulator > MotionMagixSimulator			
Name	Date modified	Type	Size
logfile.txt	10-02-2016 12:33 ...	TXT File	269 KB
Settings.xml	10-02-2016 12:29 ...	XML File	1 KB

This folder contains important information that Simulator needs.

[Logfile.txt](#) – Contains date and time wise log of exceptions raised. Can be useful in case of crash.

[Settings.xml](#) – Contains all the settings of the simulator.

## AS3 Flash libraries –

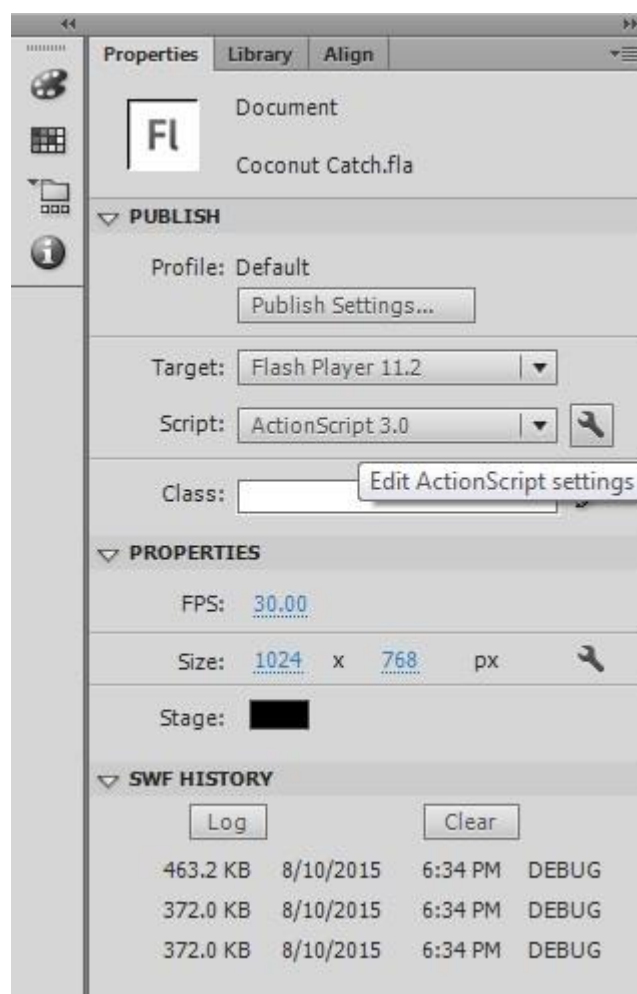
### Introduction

MotionMagix Pro AS3 Flash SDK allows you to learn how to code compatible application for MotionMagix Pro Platform.

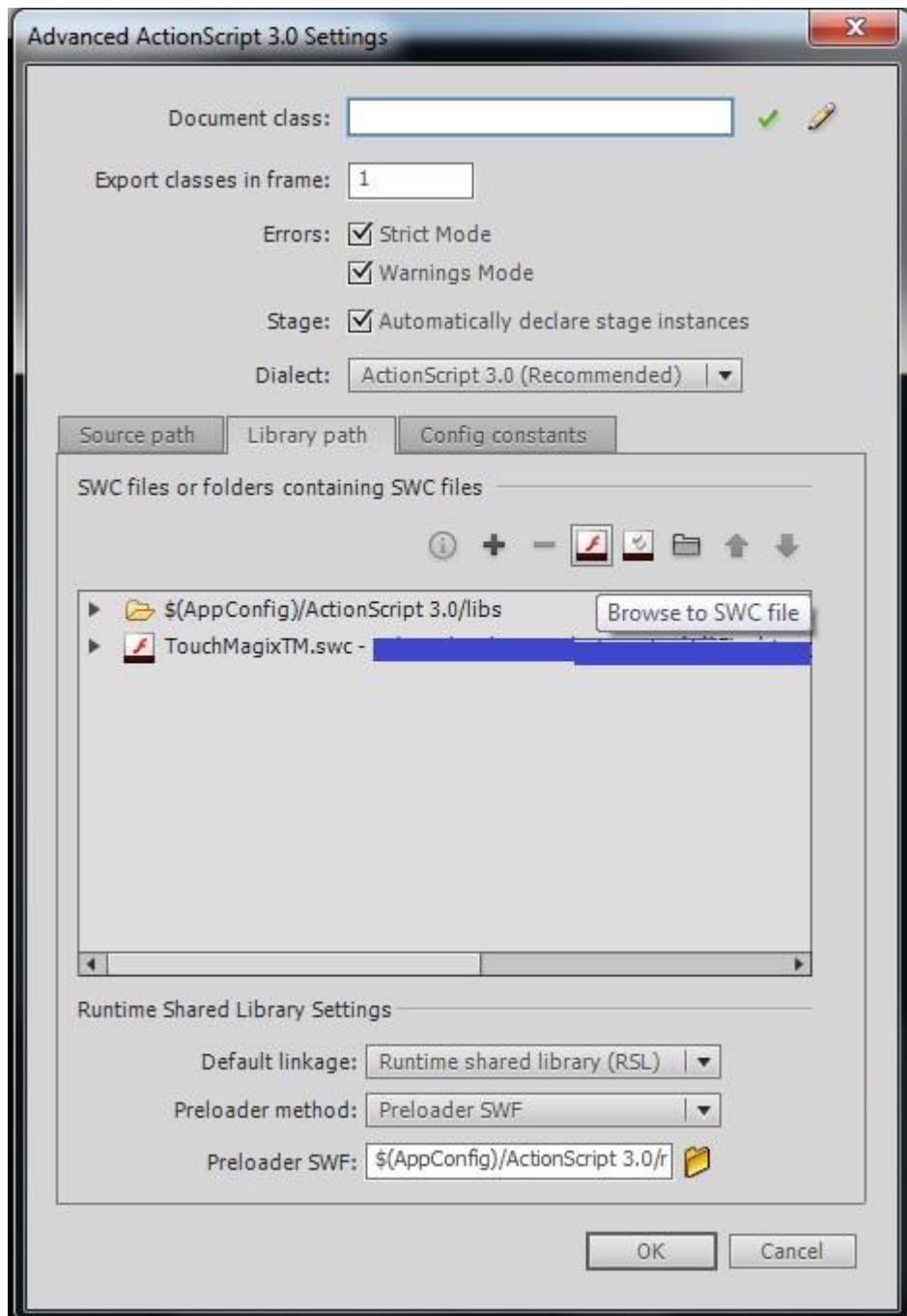
This AS3 SDK contain Coconut Catch game as sample.

Import “TouchMagixTM.swc “in to your AS3 flash project as follows,

1. Go to Edit ActionScript Settings :



2. Browse for SWC file.



3. After importing SWC file in your code add following statement,  
`import com.touchMagix.*;`

## Library Structure

Each content uses 3 base classes which handles communication between MotionMagix System and Content. They are:

- a) Multipoint: Multipoint class written to handle Multi-Point gaming scenario. It accepts data from socket sent by MotionMagix system and creates object from available points. Depending upon stability of interaction points, it will decide object (blob) should exists or not in content.
- b) Single Point: It handle single object (blob) life cycle.
- c) TMDDataObject: It holds object structure and handle its local function calls.

## System Requirements

1. Target: Flash player 11.2 (or Latest Adobe Flash Player)
2. Platform Used: Adobe Flash CS6
3. Programming Language: ActionScript 3.0

**\*\*Note:** You need to download and install latest version of Adobe Flash Player in order to run these contents.