

Readme

To get started, please follow the steps below:

1. Download and install the latest version of the Processing App from www.processing.org/download
2. Open Processing, navigate to Sketch > Import Library > Add Library.
Install the following libraries:
 - JavaFX
 - Video Library for Processing 4
 - Game Control Plus
 - Sound
3. Enable access to the camera and keyboard by navigating to System Settings > Privacy & Security > Privacy:
 - Scroll down to 'Camera' and turn on the access.
 - Scroll down to 'Input monitoring' and turn on the access.
4. Connect your controller to your computer via Bluetooth
(press the PS and Create buttons simultaneously to pair).
5. Open the test file named 'testSketch.pde' in Processing and run the sketch ('cmd + R')
6. A new window will pop up.
You should now see a live camera session, hear sound and the eyes need to react to the gamepad.

Troubleshooting

Sometimes other connected Bluetooth devices are blocking the program. If the program freezes and the console shows the error 'Failed to enumerate device' even if the controller is connected, try to disconnect all the other devices (keyboard, airpods, etc.) and run the sketch again.