

GazeToMouse Toolchain

Generated by Doxygen 1.8.13

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Chapter 1

v2.1.0

New Features

- Log eye origin coordinates
 - x, y, z coordinates of the left and the right eye
 - compute distance of the left and right eye to the eyetracker
 - compute the average distance of the two eyes

Improvements

- Check the three format values and the column order individually to produce more specific log entries

v2.0.1

Bug Fix

- with SDK Pro, use system timestamp to cope with disconnected device
- fix the path in the z-tree sample file

v2.0.0

New Features

- Support for Tobii Pro SDK
 - apply license to eyetracker device at startup
 - logging of pupil diameter
 - logging of individual eye data
- Allow to configure column headers of output file

Changes

- Improved configuration options for the output file

v1.0.0

New Features

- Notify user with popup if eyetracker is not ready
- Allow to configure time interval for the software to wait for the eyetracker to become ready

Changes

- Rename default output file for data from `**<prefix>_data.txt**` to `**<prefix>_gaze.txt**`

v0.3.2

Improvements

- add header to the data log file.
- change the default value of allowed gaze data files.
- check and wait for ready state of the eye tracker before performing operations with it.

Bug Fix

- create a log file per machine to prevent concurrency conflicts.

v0.3.1

Improvements

- ignore the option "HideMouse" when "ControlMouse" is disabled.

Bug Fix

- remove double log entry of mouse hiding and restoring event.

v0.3.0

New Features

- allow to configure whether the gaze data is logged.
- allow to configure the maximum allowed amount of gaze data files in the output folder. Oldest files are deleted first.

Improvements

- limit the logfile size to 1MB. If the size is exceeded a new file is created. At any time only two log files are allowed, The older file is overwritten once both files exceed 1MB.

v0.2.0

New Features

- allow to configure whether the mouse is controlled by the gaze of the subject or not.
- allow to configure the output format of the gaze data.

v0.1.0

First release of the [GazeToMouse](#) toolset.

The toolset was tested on **Windows 7** in conjunction with **ztree v3.6.7** and Tobii **Eye Tracking Core v2.11.1.6952**.

Chapter 2

Toolset to Control Tobii Eye Tracker 4C

This repository contains the source code for multiple simple tools that allow to control a Tobii eye tracker from a 3rd party application. Specifically, this project aims at providing a set of executables that can be called from within [ztree](#) to allow eye tracker support for economic experiments. For more details please refer to the [documentation](#).

Installation

The complete toolset package can be downloaded from the [release folder](#). The package contains the following executables:

- **TobiiCalibrate.exe** launches the Tobii calibration tool
- **TobiiGuestCalibrate.exe** launches the Tobii guest calibration
- **TobiiTest.exe** launches the Tobii test application
- **GazeToMouse.exe** enables the control of the mouse with the gaze of the user
- **GazeToMouseClose.exe** terminates `GazeToMouse.exe` gracefully
- **ShowMouse.exe** restores to mouse pointer if something went wrong

In order to run the executables the following files need to be placed in the same directory as the executables:

- GazeHelper.dll
- Newtonsoft.Json.dll
- Tobii.EyeX.Client.dll
- Tobii.Interaction.Model.dll
- Tobii.Interaction.Net.dll
- blank.cur
- config.json

Further, the Tobii engine must be running and the eye tracker must be enabled. To install the Tobii engine for the **Tobii Eye Tracker 4C** download the software from [here](#).

The Tobii engine starts the following service

```
Tobii.Service
```

and the following processes

```
Tobii EyeX Engine  
Tobii.EyeX.Interaction.exe  
Tobii.EyeX.Tray.exe
```

For quick starters, a simple **ztree sample program** is available.

Release Notes

Information about the releases can be found in the http://tpf.fluido.as:10012/TBI/TBI-tobii_eye_tracker_↔gaze/blob/master/CHANGELOG.md "CHANGELOG"

Chapter 3

Hierarchical Index

3.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Application	
GazeToMouse.GazeToMouse	24
GazeHelper.ConfigItem	11
EventArgs	
GazeHelper.GazeDataArgs	22
IDisposable	
GazeHelper.EyeTrackerHandler	14
GazeHelper.EyeTrackerCore	12
GazeHelper.EyeTrackerPro	21
INotifyPropertyChanged	
GazeHelper.EyeTrackerHandler	14
GazeHelper.JsonConfigParser	25
GazeHelper.MouseHider	26
GazeHelper.TrackerLogger	28
Window	
GazeHelper.TrackerMessageBox	30

Chapter 4

Class Index

4.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

GazeHelper.ConfigItem	configuration file class	11
GazeHelper.EyeTrackerCore	Interface to the Tobii SDK Core engine	12
GazeHelper.EyeTrackerHandler	The common interface for the Tobii eyetracker Engines Core and Pro	14
GazeHelper.EyeTrackerPro	Interface to the Tobii SDK Pro engine	21
GazeHelper.GazeDataArgs	The event argument class for Tobii eyetracker data	22
GazeToMouse.GazeToMouse	Converts gaze data to mouse coordinates	24
GazeHelper.JsonConfigParser	The config file "config.json" is parsed and its values are attributed to the ConfigItem class.	25
GazeHelper.MouseHider	hide standard mouse pointer and restore it	26
GazeHelper.TrackerLogger	Simple logger class.	28
GazeHelper.TrackerMessageBox	Interaction logic for TrackerMessageBox.xaml	30

Chapter 5

Class Documentation

5.1 GazeHelper.ConfigItem Class Reference

configuration file class

Properties

- string **DataLogColumnOrder** [get, set]
- string[] **DataLogColumnTitle** [get, set]
- int **DataLogCount** [get, set]
- string **DataLogFormatDiameter** [get, set]
- string **DataLogFormatOrigin** [get, set]
- string **DataLogFormatTimeStamp** [get, set]
- string **DataLogPath** [get, set]
- bool **DataLogWriteOutput** [get, set]
- int **GazeFilterCore** [get, set]
- string **LicensePath** [get, set]
- bool **MouseControl** [get, set]
- bool **MouseHide** [get, set]
- string **MouseStandardIconPath** [get, set]
- int **ReadyTimer** [get, set]
- int **TobiiSDK** [get, set]
- string **TobiiApplicationPath** [get, set]
- string **TobiiCalibrate** [get, set]
- string **TobiiCalibrateArguments** [get, set]
- string **TobiiGuestCalibrate** [get, set]
- string **TobiiGuestCalibrateArguments** [get, set]
- string **TobiiTest** [get, set]

5.1.1 Detailed Description

configuration file class

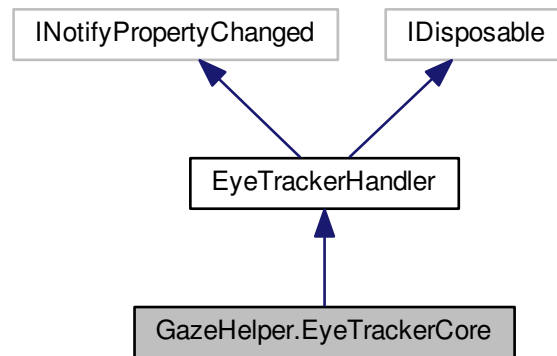
The documentation for this class was generated from the following file:

- GazeHelper/JsonConfigParser.cs

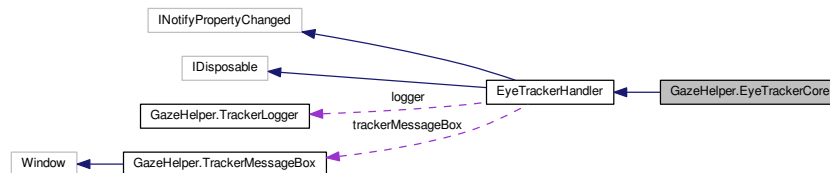
5.2 GazeHelper.EyeTrackerCore Class Reference

Interface to the Tobii SDK Core engine

Inheritance diagram for GazeHelper.EyeTrackerCore:



Collaboration diagram for GazeHelper.EyeTrackerCore:



Public Member Functions

- `EyeTrackerCore` (`TrackerLogger` `logger`, `int` `ready_timer`)
Initializes a new instance of the `EyeTrackerCore` class.
- `EyeTrackerCore` (`TrackerLogger` `logger`, `int` `ready_timer`, `int` `gaze_filter_mode`)
Initializes a new instance of the `EyeTrackerCore` class.

Protected Member Functions

- override void `Dispose` (`bool` `disposing`)
Releases unmanaged and - optionally - managed resources.

Additional Inherited Members

5.2.1 Detailed Description

Interface to the Tobii SDK Core engine

See also

[GazeHelper.EyeTrackerHandler](#)

5.2.2 Constructor & Destructor Documentation

5.2.2.1 EyeTrackerCore() [1/2]

```
GazeHelper.EyeTrackerCore.EyeTrackerCore (
    TrackerLogger logger,
    int ready_timer ) [inline]
```

Initializes a new instance of the [EyeTrackerCore](#) class.

Parameters

<i>logger</i>	The logger.
<i>ready_timer</i>	The ready timer.

5.2.2.2 EyeTrackerCore() [2/2]

```
GazeHelper.EyeTrackerCore.EyeTrackerCore (
    TrackerLogger logger,
    int ready_timer,
    int gaze_filter_mode ) [inline]
```

Initializes a new instance of the [EyeTrackerCore](#) class.

Parameters

<i>logger</i>	The logger.
<i>ready_timer</i>	The ready timer.
<i>gaze_filter_mode</i>	The gaze filter mode.

5.2.3 Member Function Documentation

5.2.3.1 Dispose()

```
override void GazeHelper.EyeTrackerCore.Dispose (
    bool disposing ) [inline], [protected], [virtual]
```

Releases unmanaged and - optionally - managed resources.

Parameters

<i>disposing</i>	<code>true</code> to release both managed and unmanaged resources; <code>false</code> to release only unmanaged resources.
------------------	--

Reimplemented from [GazeHelper.EyeTrackerHandler](#).

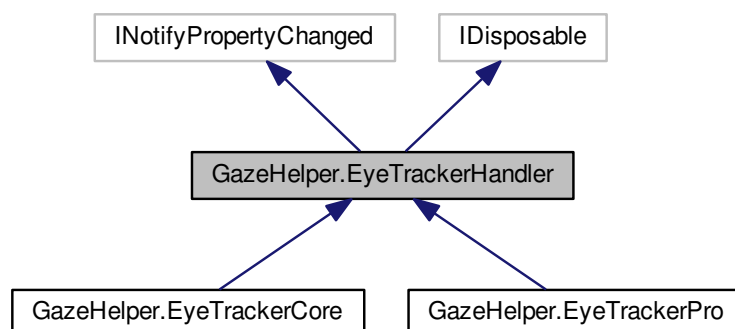
The documentation for this class was generated from the following file:

- GazeHelper/EyeTrackerCore.cs

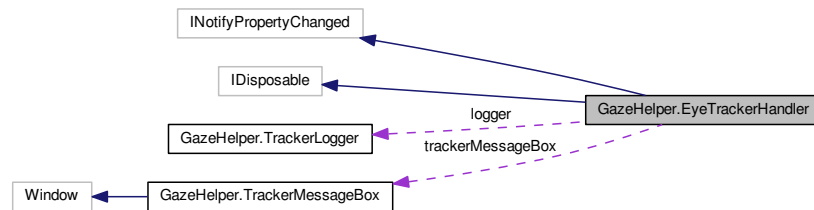
5.3 GazeHelper.EyeTrackerHandler Class Reference

The common interface for the Tobii eyetracker Engines Core and Pro

Inheritance diagram for GazeHelper.EyeTrackerHandler:



Collaboration diagram for GazeHelper.EyeTrackerHandler:



Public Member Functions

- delegate void [GazeDataHandler](#) (Object sender, [GazeDataArgs](#) e)
Event handler for gaze data events of the eyetracker
- [EyeTrackerHandler](#) ([TrackerLogger](#) logger, int ready_timer)
Initializes a new instance of the [EyeTrackerHandler](#) class.
- void [Dispose](#) ()
Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources.

Protected Member Functions

- virtual void [Dispose](#) (bool disposing)
Releases unmanaged and - optionally - managed resources.
- bool [IsReady](#) ()
Determines whether this eye tracker is ready.
- virtual void [OnGazeDataReceived](#) ([GazeDataArgs](#) e)
Called when [gaze data received].
- virtual void [OnPropertyChanged](#) (string property_name)
Called when when the state property of EyeTracker is changing.
- virtual void [OnTrackerDisabled](#) (EventArgs e)
Raises the E:TrackerDisabled event.
- void [OnTrackerDisabledTimeout](#) (Object source, System.Timers.ElapsedEventArgs e)
Called after a specified amount of time of the eyetracker not being ready.
- virtual void [OnTrackerEnabled](#) (EventArgs e)
Raises the E:TrackerEnabled event.

Protected Attributes

- Timer [dialogBoxTimer](#)
Timer to control the apperance of the dialog box
- [TrackerLogger](#) logger
The logger
- [TrackerMessageBox](#) trackerMessageBox
The dialog box taht is controlled by the dialogBoxTimer

Properties

- EyeTrackingDeviceStatus [State](#) [get, set]
Gets or sets the state of the eyetracker device.

Events

- EventHandler [TrackerEnabled](#)
Occurs when [tracker enabled].
- EventHandler [TrackerDisabled](#)
Occurs when [tracker disabled].
- PropertyChangedEventHandler [PropertyChanged](#)
Occurs when a property value changes.
- [GazeDataHandler](#) [GazeDataReceived](#)
Occurs when [gaze data received].

5.3.1 Detailed Description

The common interface for the Tobii eyetracker Engines Core and Pro

See also

System.ComponentModel.INotifyPropertyChanged, System.IDisposable

5.3.2 Constructor & Destructor Documentation

5.3.2.1 EyeTrackerHandler()

```
GazeHelper.EyeTrackerHandler.EyeTrackerHandler (
    TrackerLogger logger,
    int ready_timer ) [inline]
```

Initializes a new instance of the [EyeTrackerHandler](#) class.

Parameters

<i>logger</i>	The logger.
<i>ready_timer</i>	The ready timer.

5.3.3 Member Function Documentation

5.3.3.1 Dispose() [1/2]

```
void GazeHelper.EyeTrackerHandler.Dispose ( ) [inline]
```

Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources.

5.3.3.2 Dispose() [2/2]

```
virtual void GazeHelper.EyeTrackerHandler.Dispose (
    bool disposing ) [inline], [protected], [virtual]
```

Releases unmanaged and - optionally - managed resources.

Parameters

<i>disposing</i>	true to release both managed and unmanaged resources; false to release only unmanaged resources.
------------------	--

Reimplemented in [GazeHelper.EyeTrackerCore](#).

5.3.3.3 GazeDataHandler()

```
delegate void GazeHelper.EyeTrackerHandler.GazeDataHandler (
    Object sender,
    GazeDataArgs e )
```

Event handler for gaze data events of the eyetracker

Parameters

<i>sender</i>	The sender.
<i>e</i>	The e.

5.3.3.4 IsReady()

```
bool GazeHelper.EyeTrackerHandler.IsReady ( ) [inline], [protected]
```

Determines whether this eye tracker is ready.

Returns

true if this instance is ready; otherwise, false.

5.3.3.5 OnGazeDataReceived()

```
virtual void GazeHelper.EyeTrackerHandler.OnGazeDataReceived (
    GazeDataArgs e ) [inline], [protected], [virtual]
```

Called when [gaze data received].

Parameters

<i>e</i>	The gaze data event data.
----------	---------------------------

5.3.3.6 OnPropertyChanged()

```
virtual void GazeHelper.EyeTrackerHandler.OnPropertyChanged (
    string property_name ) [inline], [protected], [virtual]
```

Called when when the state property of EyeTracker is changing.

Parameters

<i>property_name</i>	Name of the property in WPF.
----------------------	------------------------------

5.3.3.7 OnTrackerDisabled()

```
virtual void GazeHelper.EyeTrackerHandler.OnTrackerDisabled (
    EventArgs e ) [inline], [protected], [virtual]
```

Raises the E:TrackerDisabled event.

Parameters

<i>e</i>	The EventArgs instance containing the event data.
----------	---

5.3.3.8 OnTrackerDisabledTimeout()

```
void GazeHelper.EyeTrackerHandler.OnTrackerDisabledTimeout (
    Object source,
    System.Timers.ElapsedEventArgs e ) [inline], [protected]
```

Called after a specified amount of time of the eyetracker not being ready.

Parameters

<i>tracker</i>	The eyetracker.
----------------	-----------------

5.3.3.9 OnTrackerEnabled()

```
virtual void GazeHelper.EyeTrackerHandler.OnTrackerEnabled (
    EventArgs e ) [inline], [protected], [virtual]
```

Raises the E:TrackerEnabled event.

Parameters

<i>e</i>	The EventArgs instance containing the event data.
----------	---

5.3.4 Member Data Documentation

5.3.4.1 dialogBoxTimer

```
Timer GazeHelper.EyeTrackerHandler.dialogBoxTimer [protected]
```

Timer to control the apperance of the dialog box

5.3.4.2 logger

```
TrackerLogger GazeHelper.EyeTrackerHandler.logger [protected]
```

The logger

5.3.4.3 trackerMessageBox

```
TrackerMessageBox GazeHelper.EyeTrackerHandler.trackerMessageBox [protected]
```

The dialog box taht is controlled by the dialogBoxTimer

5.3.5 Property Documentation

5.3.5.1 State

`EyeTrackingDeviceStatus GazeHelper.EyeTrackerHandler.State [get], [set]`

Gets or sets the state of the eyetracker device.

The state.

5.3.6 Event Documentation

5.3.6.1 GazeDataReceived

`GazeDataHandler GazeHelper.EyeTrackerHandler.GazeDataReceived`

Occurs when [gaze data received].

5.3.6.2 PropertyChanged

`PropertyChangedEventHandler GazeHelper.EyeTrackerHandler.PropertyChanged`

Occurs when a property value changes.

5.3.6.3 TrackerDisabled

`EventHandler GazeHelper.EyeTrackerHandler.TrackerDisabled`

Occurs when [tracker disabled].

5.3.6.4 TrackerEnabled

`EventHandler GazeHelper.EyeTrackerHandler.TrackerEnabled`

Occurs when [tracker enabled].

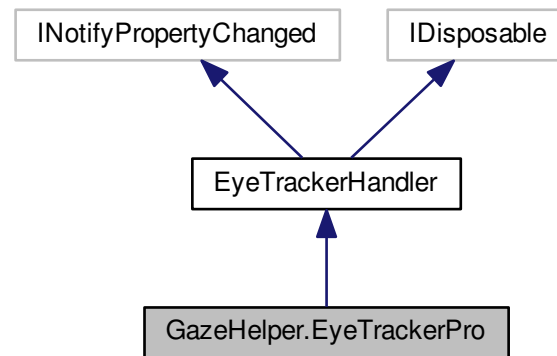
The documentation for this class was generated from the following file:

- GazeHelper/EyeTrackerHandler.cs

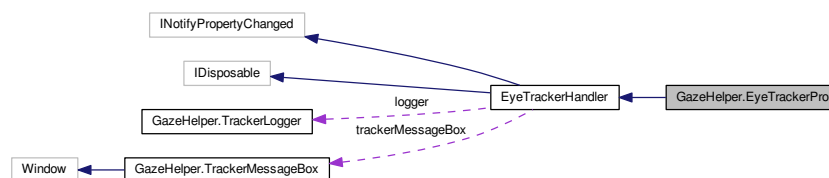
5.4 GazeHelper.EyeTrackerPro Class Reference

Interface to the Tobii SDK Pro engine

Inheritance diagram for GazeHelper.EyeTrackerPro:



Collaboration diagram for GazeHelper.EyeTrackerPro:



Public Member Functions

- [EyeTrackerPro](#) ([TrackerLogger](#) logger, int ready_timer, string license_path)
Initializes a new instance of the [EyeTrackerPro](#) class.

Additional Inherited Members

5.4.1 Detailed Description

Interface to the Tobii SDK Pro engine

See also

[GazeHelper.EyeTrackerHandler](#)

5.4.2 Constructor & Destructor Documentation

5.4.2.1 EyeTrackerPro()

```
GazeHelper.EyeTrackerPro.EyeTrackerPro (
    TrackerLogger logger,
    int ready_timer,
    string license_path ) [inline]
```

Initializes a new instance of the [EyeTrackerPro](#) class.

Parameters

<i>logger</i>	The logger.
<i>ready_timer</i>	The ready timer.
<i>license_path</i>	The license path.

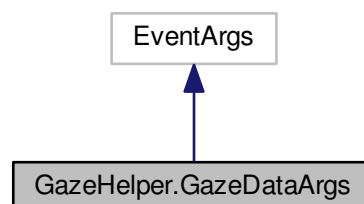
The documentation for this class was generated from the following file:

- GazeHelper/EyeTrackerPro.cs

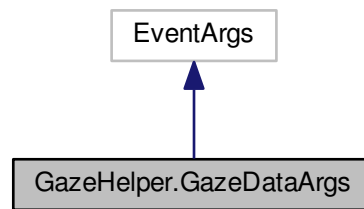
5.5 GazeHelper.GazeDataArgs Class Reference

The event argument class for Tobii eyetracker data

Inheritance diagram for GazeHelper.GazeDataArgs:



Collaboration diagram for GazeHelper.GazeDataArgs:



Public Member Functions

- **GazeDataArgs** (TimeSpan timestamp, double xCoord, double yCoord)
- **GazeDataArgs** (TimeSpan timestamp, double xCoord, double xCoordLeft, double xCoordRight, double yCoord, double yCoordLeft, double yCoordRight, bool isValidCoordLeft, bool isValidCoordRight, double dia, double diaLeft, double diaRight, bool isValidDiaLeft, bool isValidDiaRight, double xOriginLeft, double yOriginLeft, double zOriginLeft, double xOriginRight, double yOriginRight, double zOriginRight, double distOrigin, double distOriginLeft, double distOriginRight, bool isValidOriginLeft, bool isValidOriginRight)

Properties

- TimeSpan **Timestamp** [get]
- double **XCoord** [get]
- double **XCoordLeft** [get]
- double **XCoordRight** [get]
- double **YCoord** [get]
- double **YCoordLeft** [get]
- double **YCoordRight** [get]
- bool **IsValidCoordLeft** [get]
- bool **IsValidCoordRight** [get]
- double **Dia** [get]
- double **DiaLeft** [get]
- double **DiaRight** [get]
- bool **IsValidDiaLeft** [get]
- bool **IsValidDiaRight** [get]
- double **XOriginLeft** [get]
- double **XOriginRight** [get]
- double **YOriginLeft** [get]
- double **YOriginRight** [get]
- double **ZOriginLeft** [get]
- double **ZOriginRight** [get]
- double **DistOrigin** [get]
- double **DistOriginLeft** [get]
- double **DistOriginRight** [get]
- bool **IsValidOriginLeft** [get]
- bool **IsValidOriginRight** [get]

5.5.1 Detailed Description

The event argument class for Tobii eyetracker data

See also

`System.EventArgs`

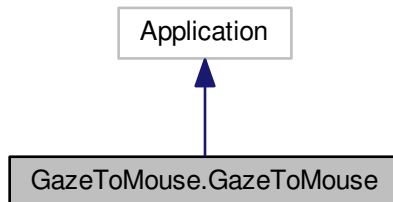
The documentation for this class was generated from the following file:

- `GazeHelper/EyeTrackerHandler.cs`

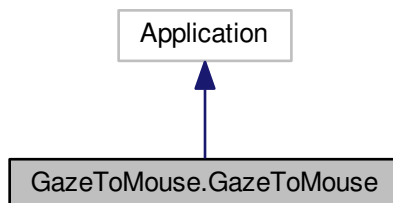
5.6 GazeToMouse.GazeToMouse Class Reference

Converts gaze data to mouse coordinates

Inheritance diagram for `GazeToMouse.GazeToMouse`:



Collaboration diagram for `GazeToMouse.GazeToMouse`:



Static Public Member Functions

- static void [Main](#) ()
Defines the entry point of the application.

5.6.1 Detailed Description

Converts gaze data to mouse coordinates

See also

[System.Windows.Application](#)

5.6.2 Member Function Documentation

5.6.2.1 Main()

```
static void GazeToMouse.GazeToMouse.Main ( ) [inline], [static]
```

Defines the entry point of the application.

The documentation for this class was generated from the following file:

- [GazeToMouse/GazeToMouse.cs](#)

5.7 GazeHelper.JsonConfigParser Class Reference

The config file "config.json" is parsed and its values are attributed to the [ConfigItem](#) class.

Public Member Functions

- [JsonConfigParser](#) ([TrackerLogger](#) logger)
Initializes a new instance of the [JsonConfigParser](#) class.
- [ConfigItem ParseJsonConfig](#) ()
Parses the json configuration.
- [ConfigItem GetDefaultConfig](#) ()
Gets the default configuration values.

5.7.1 Detailed Description

The config file "config.json" is parsed and its values are attributed to the [ConfigItem](#) class.

5.7.2 Constructor & Destructor Documentation

5.7.2.1 JsonConfigParser()

```
GazeHelper.JsonConfigParser.JsonConfigParser (  
    TrackerLogger logger ) [inline]
```

Initializes a new instance of the [JsonConfigParser](#) class.

Parameters

<i>logger</i>	The logger.
---------------	-------------

5.7.3 Member Function Documentation

5.7.3.1 GetDefaultConfig()

`ConfigItem GazeHelper.JsonConfigParser.GetDefaultConfig () [inline]`

Gets the default configuration values.

Returns

the default configuration values.

5.7.3.2 ParseJsonConfig()

`ConfigItem GazeHelper.JsonConfigParser.ParseJsonConfig () [inline]`

Parses the json configuration.

Returns

the updated `ConfigItem` class.

The documentation for this class was generated from the following file:

- GazeHelper/JsonConfigParser.cs

5.8 GazeHelper.MouseHider Class Reference

hide standard mouse pointer and restore it

Public Member Functions

- `MouseHider (TrackerLogger logger)`
Initializes a new instance of the `MouseHider` class.
- `void HideCursor ()`
Hides the cursor.
- `void ShowCursor (string pathToCur)`
Shows the cursor.

5.8.1 Detailed Description

hide standard mouse pointer and resore it

5.8.2 Constructor & Destructor Documentation

5.8.2.1 MouseHider()

```
GazeHelper.MouseHider.MouseHider (
    TrackerLogger logger ) [inline]
```

Initializes a new instance of the [MouseHider](#) class.

Parameters

<i>logger</i>	The logger.
---------------	-------------

5.8.3 Member Function Documentation

5.8.3.1 HideCursor()

```
void GazeHelper.MouseHider.HideCursor ( ) [inline]
```

Hides the cursor.

Hides the standard mouse pointer by replacing the current icon with a transparent icon.

5.8.3.2 ShowCursor()

```
void GazeHelper.MouseHider.ShowCursor (
    string pathToCur ) [inline]
```

Shows the cursor.

the standard mouse pointer by replacing the current icon with the standard mouse pointer icon

Parameters

<i>pathToCur</i>	The path to the standard mouse pointer icon.
------------------	--

The documentation for this class was generated from the following file:

- GazeHelper/MouseHider.cs

5.9 GazeHelper.TrackerLogger Class Reference

Simple logger class.

Public Member Functions

- [TrackerLogger](#) ()
Initializes a new instance of the [TrackerLogger](#) class.
- void [DumpFatal](#) (Exception e)
Dumps exception to a new file if it is not possible to write to the main log file.
- void [Debug](#) (string message)
wrapper function for debug level logging.
- void [Info](#) (string message)
wrapper function for info level logging
- void [Warning](#) (string message)
wrapper function for warning level logging
- void [Error](#) (string message)
wrapper function for error level logging

5.9.1 Detailed Description

Simple logger class.

5.9.2 Constructor & Destructor Documentation

5.9.2.1 TrackerLogger()

```
GazeHelper.TrackerLogger.TrackerLogger ( ) [inline]
```

Initializes a new instance of the [TrackerLogger](#) class.

5.9.3 Member Function Documentation

5.9.3.1 Debug()

```
void GazeHelper.TrackerLogger.Debug (
    string message ) [inline]
```

wrapper function for debug level logging.

Parameters

<i>message</i>	The message.
----------------	--------------

5.9.3.2 DumpFatal()

```
void GazeHelper.TrackerLogger.DumpFatal (
    Exception e ) [inline]
```

Dumps exception to a new file if it is not possible to write to the main log file.

Parameters

<i>e</i>	The exception.
----------	----------------

5.9.3.3 Error()

```
void GazeHelper.TrackerLogger.Error (
    string message ) [inline]
```

wrapper function for error level logging

Parameters

<i>message</i>	The message.
----------------	--------------

5.9.3.4 Info()

```
void GazeHelper.TrackerLogger.Info (
    string message ) [inline]
```

wrapper function for info level logging

Parameters

<i>message</i>	The message.
----------------	--------------

5.9.3.5 Warning()

```
void GazeHelper.TrackerLogger.Warning (
    string message ) [inline]
```

wrapper function for warning level logging

Parameters

<i>message</i>	The message.
----------------	--------------

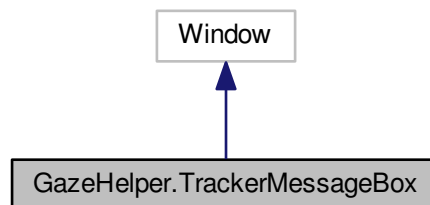
The documentation for this class was generated from the following file:

- GazeHelper/Logger.cs

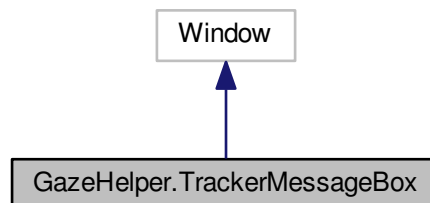
5.10 GazeHelper.TrackerMessageBox Class Reference

Interaction logic for TrackerMessageBox.xaml

Inheritance diagram for GazeHelper.TrackerMessageBox:



Collaboration diagram for GazeHelper.TrackerMessageBox:



5.10.1 Detailed Description

Interaction logic for TrackerMessageBox.xaml

The documentation for this class was generated from the following file:

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