iHart Quick Start Guide

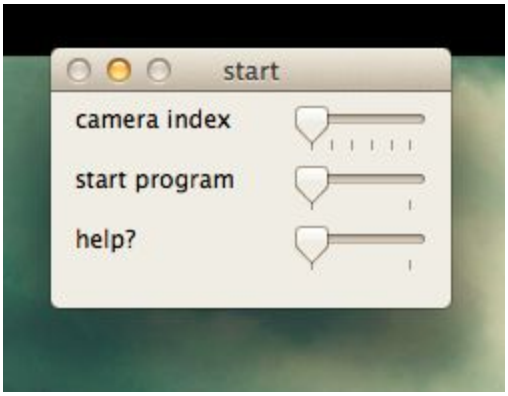
Part 1: Set up the server

1. **Download** the iHart library from ihart-mhc.github.io/ihart and locate them on your computer.

2. Go to **server** → **dist** → **mac** or **windows** and run **cvServer.app** or **cvServer.exe** (depending on your operating system).

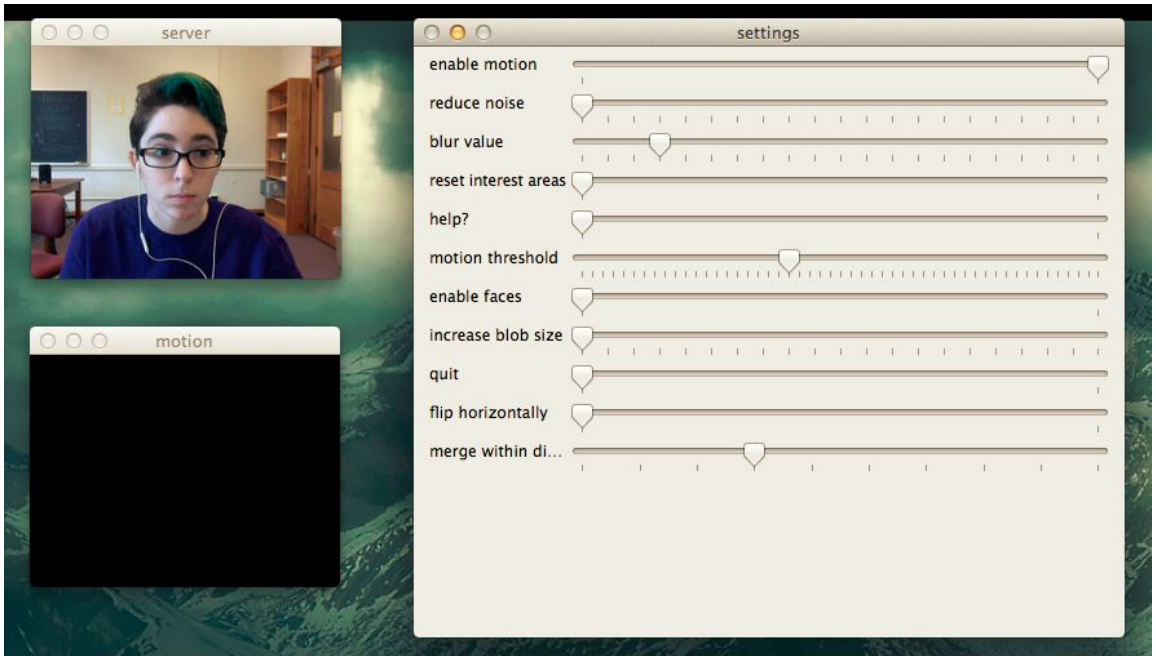
    Click “OK” if you get an error that says “WARNING: file already exists but should not.” The error does not affect the server when running.

3. The server should look something like the below image. Drag the **start slider** over to the right to begin the main



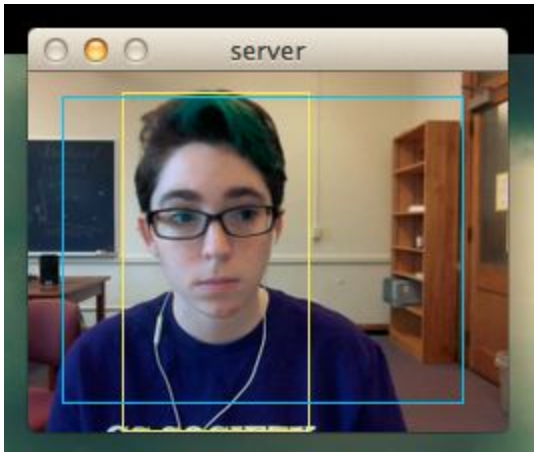
    The camera index slider matters if you have more than one web camera attached to a computer (for example, one that’s built in and one that’s connected via USB). If you choose the wrong index, restart iHart and try again with a different one.

4. When the program opens, the **controls window** will appear on top of two other windows. One shows the detected motion in black and white (white is motion), and the other shows the video feed. The **motion window** may also appear on top of the **video window**.



Some of the slider labels may be cut off; see ihart-mhc.github.io/software or the help window to learn about what each one does.

5. You need to create a **region of interest** so that the server sends motion to the client application(s). To do so, click on a starting point in the video window, and drag your mouse across the window until you are satisfied, then release the mouse button. Areas of interest appear in blue; motion is yellow.



Part 2: Set up the application

1. Go to **client** → **apps** and choose an application, for example Fireworks.

2. Run the **.app** or **.exe** file if it's there, or the **.swf** file if you have Flash Player. The application should respond to motion.

    Some applications haven't been exported to a format that can be run without Flash Player; if you choose one of these and cannot run it, you can request that it be exported by creating an issue on the GitHub page.