MVM file (the real arrangement) This file is save in the server program

	0	1	2	3	4	5	6	7	8	9	a	b	c	d	e	f
0x 0 0 0 0																
0x 0 0 1 0																
0x 0 0 2 0																
0x 0 0 3 0																
0x 0 0 4 0																
0x 0 0 5 0																
0x 0 0 6 0																
0x 0 0 7 0																
0x 0 0 8 0																
0x 0 0 9 0																
0x 0 0 a 0																
0x 0 0 b 0																
0x 0 0 c 0																
0x 0 0 d 0																
0x 0 0 e 0																
0x 0 0 f 0																
0x 0 1 0 0																
0x 0 1 1 0																
0x 0 1 2 0																
0x 0 1 3 0																
0x 0 1 4 0																
0x 0 1 5 0																
0x 0 1 6 0																
0x 0 1 7 0																
0x 0 1 8 0																
0x 0 1 9 0																
0x 0 1 a 0																
0x 0 1 b 0																
0x 0 1 c 0																
0x 0 1 d 0																
0x 0 1 e 0																
0x 0 1 f 0																
0x 0 2 0 0																
0x 0 2 1 0																
0x 0 2 2 0																
0x 0 2 3 0																
0x 0 2 4 0																
0x 0 2 5 0																
0x 0 2 6 0																
0x 0 2 7 0																
0x 0 2 8 0																
0x 0 2 9 0																
0x 0 2 a 0																
0x 0 2 b 0																
0x 0 2 c 0																
0x 0 2 d 0																
0x 0 2 e 0																
0x 0 2 1 0																
0x 0 3 0 0																
0x 0 3 1 0																
0x 0 3 2 0																
0x 0 3 3 0																
0x 0 3 4 0																
0x 0 3 5 0																
0x 0 3 6 0																
0x 0 3 7 0																
0x 0 3 8 0																
0x 0 3 9 0																
0x 0 3 a 0																
0x 0 3 b 0																
0x 0 3 c 0																

Header
: a comment about the motion
ex) reference, ICP, open close, protrusion, lateral excusion, mastication, border movement

Header2: file directory

0x 0 3 d 0																				
0x 0 3 e 0																				
0x 0 3 f 0																				
0x 0 4 0 0	01	10	00	00	00	00	00	C8	LED1 X		LED2 X		LED3 X		LED4 X					01 = X data and Cam1
0x 0 4 1 0	LED5 X		LED6 X		LED7 X		LED8 X		LED9 X		LED10 X		LED11 X		LED12 X					10 or 00 = 16 bit data length
0x 0 4 2 0	LED13 X		LED14 X		LED15 X		LED16 X		LED17 X		LED18 X		I 1		I 2		I 3		I 4	step number
0x 0 4 3 0	I 5		I 6		I 7		I 8		I 9		I 10		I 11		I 12		I 13		I 14	0x00C8(200) = data mapping
0x 0 4 4 0	I 15		I 16		I 17		I 18													X position (calculated data)
0x 0 4 5 0																				Cam1(192.168.30.203) Intensity
0x 0 4 6 0																				
0x 0 4 7 0																				
0x 0 4 8 0																				
0x 0 4 9 0																				
0x 0 4 a 0																				
0x 0 4 b 0																				
0x 0 4 c 0																				
0x 0 4 d 0																				
0x 0 4 e 0																				
0x 0 4 f 0																				
0x 0 5 0 0	02	10	00	00	00	00	00	C8	LED1 Y		LED2 Y		LED3 Y		LED4 Y					02 = Y data and Cam2
0x 0 5 1 0	LED5 Y		LED6 Y		LED7 Y		LED8 Y		LED9 Y		LED10 Y		LED11 Y		LED12 Y					10 or 00 = 16 bit data length
0x 0 5 2 0	LED13 Y		LED14 Y		LED15 Y		LED16 Y		LED17 Y		LED18 Y		I 1		I 2		I 3		I 4	step number
0x 0 5 3 0	I 5		I 6		I 7		I 8		I 9		I 10		I 11		I 12		I 13		I 14	0x00C8(200) = data mapping
0x 0 5 4 0	I 15		I 16		I 17		I 18													Y position (calculated data)
0x 0 5 5 0																				Cam2(192.168.30.204) Intensity
0x 0 5 6 0																				
0x 0 5 7 0																				
0x 0 5 8 0																				
0x 0 5 9 0																				
0x 0 5 a 0																				
0x 0 5 b 0																				
0x 0 5 c 0																				
0x 0 5 d 0																				
0x 0 5 e 0																				
0x 0 5 f 0																				
0x 0 6 0 0	03	10	00	00	00	00	00	C8	LED1 Z		LED2 Z		LED3 Z		LED4 Z					03 = Z data and Cam3
0x 0 6 1 0	LED5 Z		LED6 Z		LED7 Z		LED8 Z		LED9 Z		LED10 Z		LED11 Z		LED12 Z					10 or 00 = 16 bit data length
0x 0 6 2 0	LED13 Z		LED14 Z		LED15 Z		LED16 Z		LED17 Z		LED18 Z		I 1		I 2		I 3		I 4	step number
0x 0 6 3 0	I 5		I 6		I 7		I 8		I 9		I 10		I 11		I 12		I 13		I 14	0x00C8(200) = data mapping
0x 0 6 4 0	I 15		I 16		I 17		I 18													Z position (calculated data)
0x 0 6 5 0																				Cam3(192.168.30.205) Intensity
0x 0 6 6 0																				
0x 0 6 7 0																				
0x 0 6 8 0																				
0x 0 6 9 0																				
0x 0 6 a 0																				
0x 0 6 b 0																				
0x 0 6 c 0																				
0x 0 6 d 0																				
0x 0 6 e 0																				
0x 0 6 f 0																				
0x 0 7 0 0	01	10	00	00	00	01	00	C8	LED1 X		LED2 X		LED3 X		LED4 X					01 = X data and Cam1
0x 0 7 1 0	LED5 X		LED6 X		LED7 X		LED8 X		LED9 X		LED10 X		LED11 X		LED12 X					10 or 00 = 16 bit data length
0x 0 7 2 0	LED13 X		LED14 X		LED15 X		LED16 X		LED17 X		LED18 X		I 1		I 2		I 3		I 4	step number
0x 0 7 3 0	I 5		I 6		I 7		I 8		I 9		I 10		I 11		I 12		I 13		I 14	0x00C8(200) = data mapping
0x 0 7 4 0	I 15		I 16		I 17		I 18													X position (calculated data)
0x 0 7 5 0																				Cam1(192.168.30.203) Intensity
0x 0 7 6 0																				
0x 0 7 7 0																				
0x 0 7 8 0																				
0x 0 7 9 0																				
0x 0 7 a 0																				
0x 0 7 b 0																				
0x 0 7 c 0																				

0x 0 7 d	0																	
0x 0 7 e	0																	
0x 0 7 f	0																	
0x 0 8 0	0	02	10	00	00	00	01	00	C8	LED1 Y		LED2 Y		LED3 Y		LED4 Y		02 = Y data and Cam2
0x 0 8 1	0	LED5 Y		LED6 Y		LED7 Y		LED8 Y		LED9 Y		LED10 Y		LED11 Y		LED12 Y		10 or 00 = 16 bit data length
0x 0 8 2	0	LED13 Y		LED14 Y		LED15 Y		LED16 Y		LED17 Y		LED18 Y		I 1	I 2	I 3	I 4	step number
0x 0 8 3	0	I 5	I 6	I 7	I 8	I 9	I 10	I 11	I 12	I 13	I 14	I 15	I 16	I 17	I 18			0x00C8(200) = data mapping
0x 0 8 4	0																	Y position (calculated data)
0x 0 8 5	0																	Cam2(192.168.30.204) Intensity
0x 0 8 6	0																	
0x 0 8 7	0																	
0x 0 8 8	0																	
0x 0 8 9	0																	
0x 0 8 a	0																	
0x 0 8 b	0																	
0x 0 8 c	0																	
0x 0 8 d	0																	
0x 0 8 e	0																	
0x 0 8 f	0																	
0x 0 9 0	0	03	10	00	00	00	01	00	C8	LED1 Z		LED2 Z		LED3 Z		LED4 Z		03 = Z data and Cam3
0x 0 9 1	0	LED5 Z		LED6 Z		LED7 Z		LED8 Z		LED9 Z		LED10 Z		LED11 Z		LED12 Z		10 or 00 = 16 bit data length
0x 0 9 2	0	LED13 Z		LED14 Z		LED15 Z		LED16 Z		LED17 Z		LED18 Z		I 1	I 2	I 3	I 4	data number
0x 0 9 3	0	I 5	I 6	I 7	I 8	I 9	I 10	I 11	I 12	I 13	I 14	I 15	I 16	I 17	I 18			0x00C8(200) = data mapping
0x 0 9 4	0																	Z position (calculated data)
0x 0 9 5	0																	Cam3(192.168.30.205) Intensity
0x 0 9 6	0																	
0x 0 9 7	0																	
0x 0 9 8	0																	
0x 0 9 9	0																	
0x 0 9 a	0																	
0x 0 9 b	0																	
0x 0 9 c	0																	
0x 0 9 d	0																	
0x 0 9 e	0																	
0x 0 9 f	0																	

The data part of MVM file

	0	1	2	3	4	5	6	7	8	9	a	b	c	d	e	f
0x0400	camera1	length of data	step number				data mapping		X-position of LED1		X-position of LED2		X-position of LED3		X-position of LED4	
0x0410	X-position of LED5		X-position of LED6		X-position of LED7		X-position of LED8		X-position of LED9		X-position of LED10		X-position of LED11		X-position of LED12	
0x0420	X-position of LED13		X-position of LED14		X-position of LED15		X-position of LED16		X-position of LED17		X-position of LED18		I-cam1 LED1	I-cam1 LED2	I-cam1 LED3	I-cam1 LED4
0x0430	I-cam1 LED5	I-cam1 LED6	I-cam1 LED7	I-cam1 LED8	I-cam1 LED9	I-cam1 LED10	I-cam1 LED11	I-cam1 LED12	I-cam1 LED13	I-cam1 LED14	I-cam1 LED15	I-cam1 LED16	I-cam1 LED17	I-cam1 LED18		
0x0440																

...

	0	1	2	3	4	5	6	7	8	9	a	b	c	d	e	f
0x0500	camera2	length of data	step number				data mapping		Y-position of LED1		Y-position of LED2		Y-position of LED3		Y-position of LED4	
0x0510	Y-position of LED5		Y-position of LED6		Y-position of LED7		Y-position of LED8		Y-position of LED9		Y-position of LED10		Y-position of LED11		Y-position of LED12	
0x0520	Y-position of LED13		Y-position of LED14		Y-position of LED15		Y-position of LED16		Y-position of LED17		Y-position of LED18		I-cam2 LED1	I-cam2 LED2	I-cam2 LED3	I-cam2 LED4
0x0530	I-cam2 LED5	I-cam2 LED6	I-cam2 LED7	I-cam2 LED8	I-cam2 LED9	I-cam2 LED10	I-cam2 LED11	I-cam2 LED12	I-cam2 LED13	I-cam2 LED14	I-cam2 LED15	I-cam2 LED16	I-cam2 LED17	I-cam2 LED18		
0x0540																

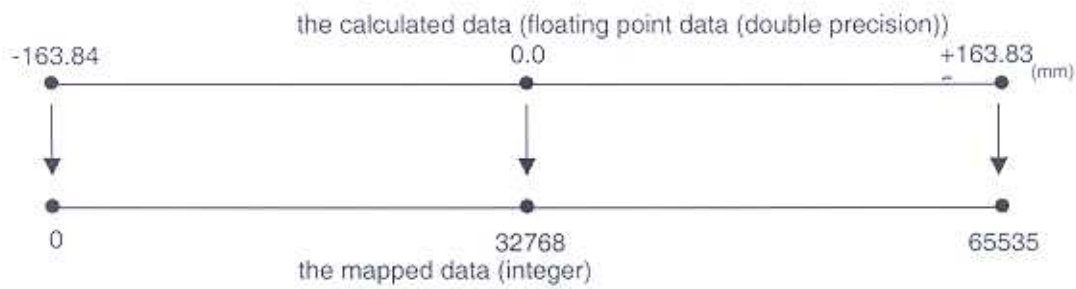
...

	0	1	2	3	4	5	6	7	8	9	a	b	c	d	e	f
0x0500	camera3	length of data	step number				data mapping		Z-position of LED1		Z-position of LED2		Z-position of LED3		Z-position of LED4	
0x0510	Z-position of LED5		Z-position of LED6		Z-position of LED7		Z-position of LED8		Z-position of LED9		Z-position of LED10		Z-position of LED11		Z-position of LED12	
0x0520	Z-position of LED13		Z-position of LED14		Z-position of LED15		Z-position of LED16		Z-position of LED17		Z-position of LED18		I-cam3 LED1	I-cam3 LED2	I-cam3 LED3	I-cam3 LED4
0x0530	I-cam3 LED5	I-cam3 LED6	I-cam3 LED7	I-cam3 LED8	I-cam3 LED9	I-cam3 LED10	I-cam3 LED11	I-cam3 LED12	I-cam3 LED13	I-cam3 LED14	I-cam3 LED15	I-cam3 LED16	I-cam3 LED17	I-cam3 LED18		

[description]

Length of data 16 (0x10) is written. Because the saved data is 16 bit length

Data mapping (the coordinates of LED position)



The mapping number is 200 (0x00C8) in the current system.
"-163.84 ~ +163.835 mm" data is mapped to "0 ~ 65535".

X-position, Y-position, Z-position

The mapped interger number is saved (0 ~ 65535).

I-cam1 LED1 ~ I-cam3 LED18

The intensity of each camera.

* cam1 = the camera which has "192.168.30.203"address
* cam2 = the camera which has "192.168.30.204"address
* cam3 = the camera which has "192.168.30.205"address