STROMOHAB INTERNAL MEMO

DATE: 27/04/09

TO: PHIL JEPSON, M ZHAO

CC: ADAR PELAH

FROM: MAT GILBERT

RE: RUNNING THE VISUALISER ON APLAP01

Running the Visualiser on APLAP01
- Mat Gilbert 27/04/09

The server should be running before starting the Visualiser – see *Stromohab Internal Memo_MatG_20-Mar-09_Running_The_Motion_Server_On_APLAP01.doc* for details on this.

1)   To start the Visualiser, simply run the Visual Studio solution, located on the desktop of the Stromohab user area. On execution, the Visualiser will attempt to connect to the server – if the server is not running, this connection will fail, and the Visualiser must be restarted, to establish the connection.

2)   The Visualiser will start in windowed mode, in landscape format. Pressing *F1* will switch to full screen mode, and move the format to portrait. The application will go full screen on the primary Windows desktop – if this is the incorrect one, you must change the primary desktop. To do this, right-click anywhere on the desktop, and select *Properties*. Then choose the *Settings* tab. From here you will see two monitors (if connected) – extend the desktop onto both monitors, and choose the tick box that selects your primary monitor.

3)   When running, various keys are used to control the Visualiser. These are listed below:

        Escape: Quits the application.

        F1: Toggle fullscreen/windowed mode.

        F2: Toggle backface culling (slightly enhances performance, used mostly for debug). Also removes the rear view of the walls, floor and ceiling – useful when viewing the avatar from a rotated/zoomed viewpoint.

        F3: Toggle walkbounce – adds/removes an up/down motion to forwards/backwards movement.

        F4: Toggle draw collision models – draws solid shapes indicating collision boundaries. Used exclusively for debug.

Backspace: Reset scene. Moves the avatar back to the start, and replaces all interactive objects. Switches collision model drawing off. Resets viewpoint. Mainly used at end of demo.

Up/Down arrows: Move Visualiser forwards/backwards, at high speed. Used for debug.

A/D keys: Rotate view left/right.

W/S keys: Rotate view up/down.

Z/X keys: Zoom view in/out.

The Visualiser is fairly robust, and is not liable to crashing – once it is running, and receiving data, it will happily run all day, providing the server remains stable. The key point to remember is that if the visualiser stops receiving marker data, it will be because the server has stopped working – resetting the Server **and** the Visualiser will allow normal operation to be resumed.