1. InitPose

Service Call:

```
{
        "aniName":"dummy.bvh",
        "targetAvatarURI":"resources/models/male/male.xml",
        "configString":"update,0,Spine,y,0"
}
```

Static service call which puts the avatar in its idle position.

2. AddMarker

```
{
   "targetMarkerURI":"resources/models/marker/marker.xml",
   "targetAvatarURI":"resources/models/male/male.xml",
   "jointName":"Neck",
   "diameter":"4 4 4",
   "color":"red"
}
```

Service adds a marker to the respective joint.

jointName: Hips, RightForeArm

diameter: Anything from "1 1 1" to "5 5 5"

color: green, yellow, orange, red

3. DeleteMarker

```
{
"targetAvatarURI":"resources/models/male/male.xml"
}
```

Static service call which deletes all(!) markers from the avatar.

4. Update

```
{
        "aniName":"dummy.bvh",
        "targetAvatarURI":"resources/models/male/male.xml",
        "configString":"update,10,Spine,y,-50"
}
```

Service call to update the pose of the avatar.

The interesting line is: "configString":"update,10,Spine,y,-50"

For this line, we can have the following combinations:

Spine, y: Bend forward (-) and backward (+)

   Examples:

"configString":"update,10,Spine,y,30"

"configString":"update",10,Spine,y,-40"

Spine, z: Bend sidewise left (-) and right (+)

Examples:

"configString":"update,10,Spine,z,30"

"configString":"update,10,Spine,z,-40"

RightForeArm: Bend elbow (+)

Example:

"configString":"update,10,RightForeArm,y,30"