**Swinburne University of Technology**

**Leap Motion Project**

**User Manual**



**Table 1. Document Change Control**

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Author | Changes |
| 1.0 | 15/10/2013 | Minh Duc Nguyen | Create Document  Create Content Areas |

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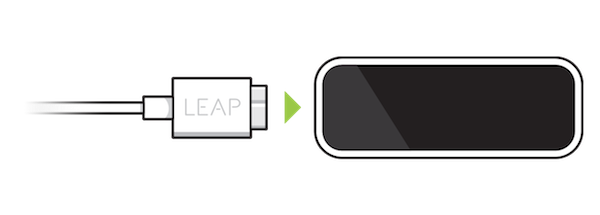
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# 

# How to start

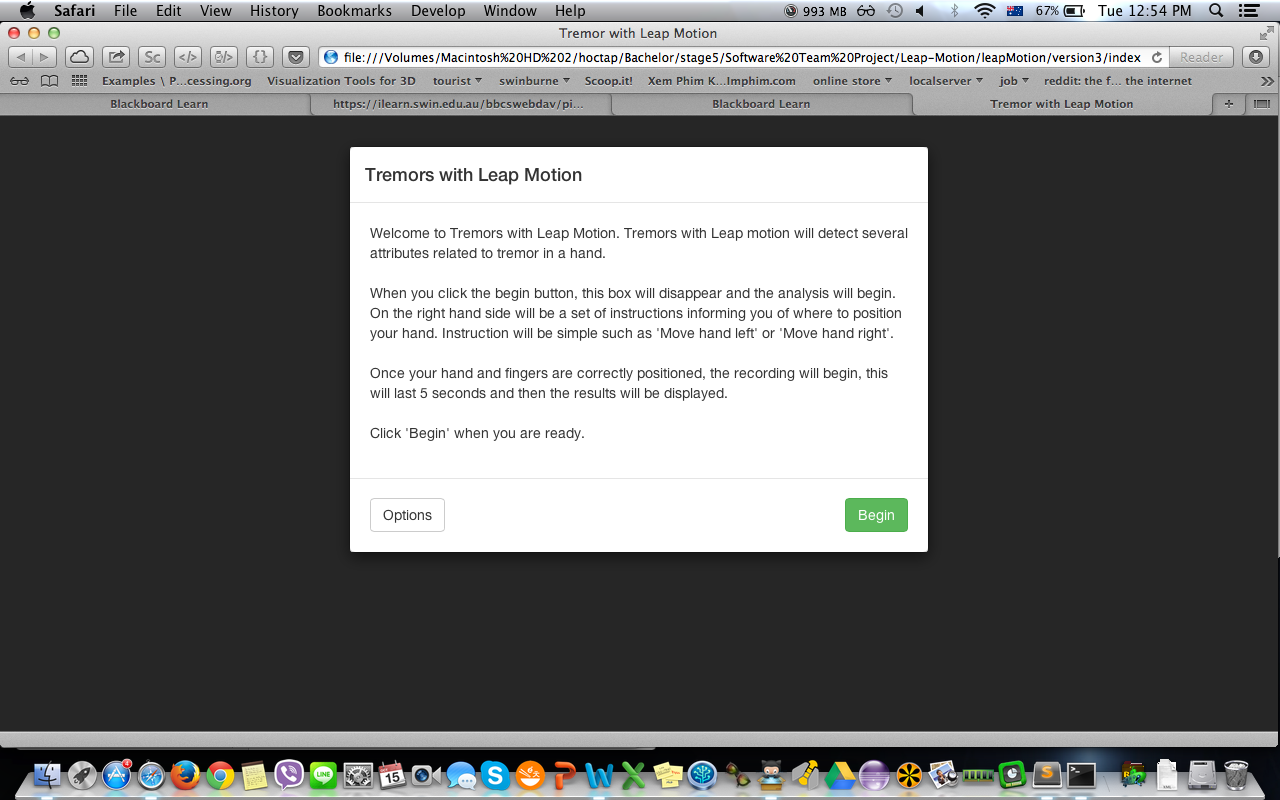
* Plug LeapMotion Device to PC via USB port



* To run the application, locate to “source\_code” folder and double click on “index.html” file to run the application

# 

* Application will be opened via default Browser on user PC



# List of Features

|  |  |  |  |
| --- | --- | --- | --- |
| No | Title | Description | Note |
| 1 | Greeting Instruction | An overview of the application and short instruction on how to operate the software appears when user opens it. |  |
| 2 | Begin Capture | This button will lead user to palm and fingers data capturing page. |  |
| 3 | Options | This setting allows user to set the amount of data capturing time, number of required fingers, and Valid Range Multiplier | Saving setting will be valid until user closing the application only. |
| 4 | Data Capturing Validation | On the data-capturing screen, users can view their hand on the virtual 3D environment. Furthermore, the validation information about hand and fingers positions is listed on the side panel. |  |
| 5 | Produce output result | Output value of following variables: Velocity, Hertz, Acceleration and Amplitude will be displayed when data capturing session is timeout |  |

# Step by Step instructions for all features

# Trouble Shooting

# Administrative support

For administrative support please contact:

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