PhotoFlags 1.0

User manual

Installation guide

To run this software, you must have a Java compiler, the Java Advanced Imaging package, the Java Media Framework and a webcam. Assuming you have a webcam, the simplest steps would be as follows:

- Visit http://www.elicpse.org and download the Eclipse IDE for Java Developers.
- Install Eclipse
- Download the Java Advanced Imaging (JAI) package from https://jai.dev.java.net/binary-builds.html#Stable-builds-1.1.4
- Install the JAI by following the instructions in the readme file it will give you
- Download the Java Media Framework (JMF) from http://java.sun.com/javase/technologies/desktop/media/jmf/2.1.1/download.html
- Install the JMF
- Open Eclipse
- Import the project (File -> Import.. -> General /File System -> Next -> browse to the folder named Flags)
- Press Run (the green button with the white triangle). Run as a Java Application, not an Applet.

Running the program

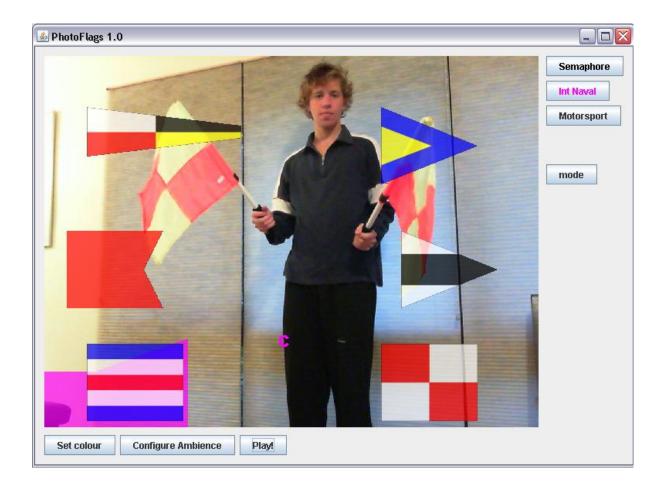
Upon entering the program, you'll be presented with a welcome screen. Press OK and you'll get to the main program screen. Hold up the flag and press "Set Colour". This will cause a window to pop up where you'll need to click a few points on the flag, just so the program knows what colour to look for.

Hide the flags from the camera and press "Configure Ambience" so the program can block out any objects in your room that might be the same colour as your flag.

You might now want to choose your game from the list on the right. The games will be explained later in the manual. Click Play! now to start playing Semaphore (the default choice) or whichever game you might've clicked.

Game Modes

The flag communication methods offered are the Semaphore flags, International Naval flags or Motorsport flags. The "mode" button allows you to switch within International Naval flags to having 1 letter per flag or 1 message per flag. The flags themselves stay the same.



screenshot of the program with the International Naval flags