

# Use of the labtrainer code

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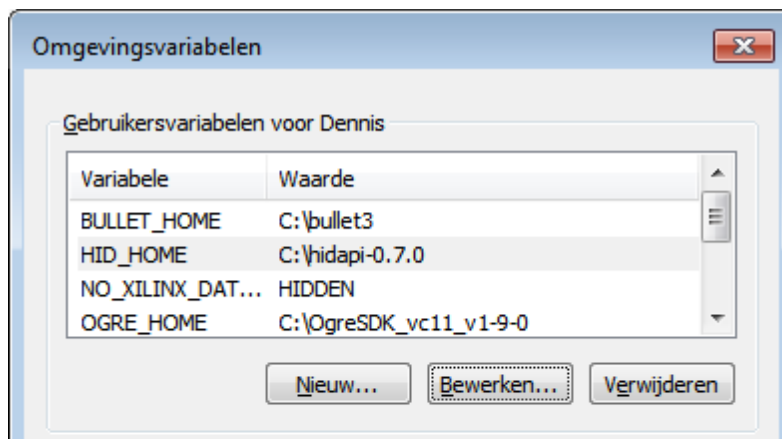
Status:  
[Draft][Ready for|Under]Review|Accepted]

## Introduction

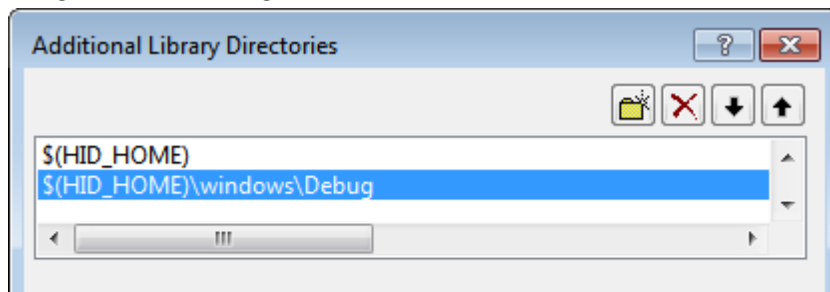
To use the program in visual studio some remarks have to be made to use it probably without understanding the whole code. The program has been changed last week so some new settings are needed before it can be compiled.

## Environment variable

To don't have to change every time the place to search for the HIDAPI you can provide the place of HIDAPI to set a environment variable. This can be set like the way you install Ogre (see the manual) the variable to be set is **HID\_HOME**

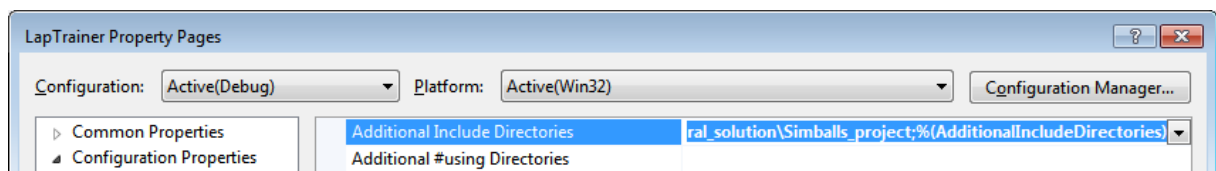


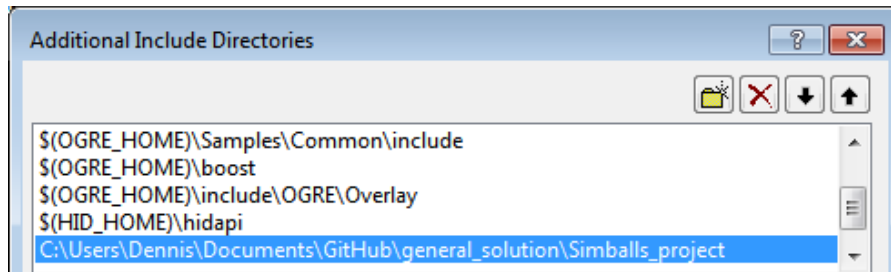
In ogre these settings look like this



## Finding files from other projects

To compile the project you the compiler needs to find the files of the other projects like the simballs project. So you've to add this, this is for everybody different so you need to set this at this location.





## Checking for simball connection

A check is added to check if the simballs are connected if not then the movement of the simballs will not be added.

## Keyboard movements

To debug the application keyboard movements are added and updated, the next movements are possible to use.

Key	Element	Action
<b>1</b>	General	Normal movement speed
<b>2</b>	General	Slower movement speed
<b>3</b>	General	Slowest movement speed
<b>a</b>	Left stick	Move left
<b>s</b>	Left stick	Move back
<b>d</b>	Left stick	Move right
<b>w</b>	Left stick	Move forward
<b>a + shift</b>	Left stick	Roll left
<b>s + shift</b>	Left stick	Pitch left
<b>d + shift</b>	Left stick	Yaw left
<b>a + alt</b>	Left stick	Roll right
<b>s + alt</b>	Left stick	Pitch right
<b>d + alt</b>	Left stick	Yaw right
<b>q</b>	Left stick	Move insertion negative
<b>e</b>	Left stick	Move insertion positive
<b>z</b>	Left stick	Move up
<b>x</b>	Left stick	Move down
<b>arrow left</b>	Right stick	Move left
<b>arrow down</b>	Right stick	Move back
<b>arrow right</b>	Right stick	Move right
<b>arrow up</b>	Right stick	Move forward
<b>arrow left + shift</b>	Right stick	Roll left

<b>arrow down + shift</b>	Right stick	Pitch left
<b>arrow right + shift</b>	Right stick	Yaw left
<b>arrow left + alt</b>	Right stick	Roll right
<b>arrow down + alt</b>	Right stick	Pitch right
<b>arrow right + alt</b>	Right stick	Yaw right
<b>n</b>	Right stick	Move insertion negative
<b>m</b>	Right stick	Move insertion positive
<b>k</b>	Right stick	Move up
<b>l</b>	Right stick	Move down

## References