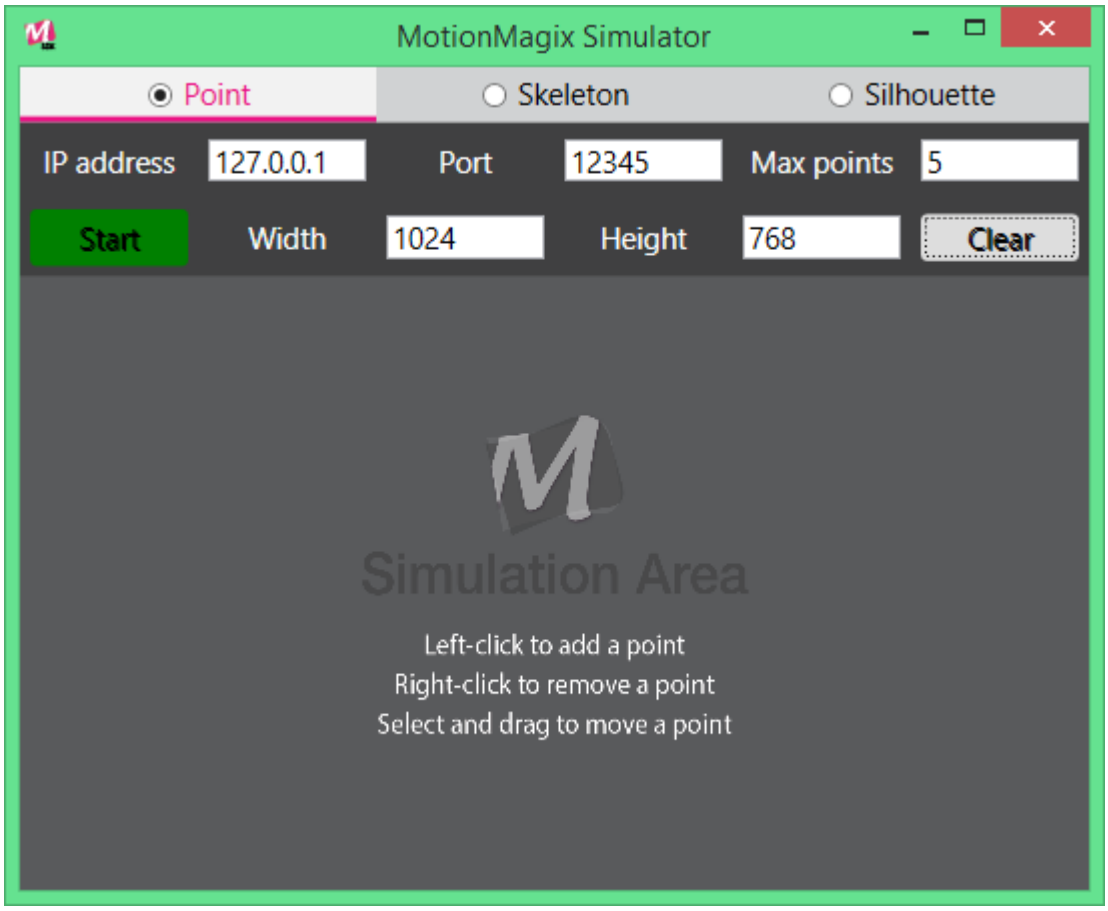
USER INSTRUCTIONS DOCUMENT

MotionMagix Simulator allows you to test your content (Unity, flash, etc) without the need of MotionMagix hardware.

Introduction

Below is the first appearance of Simulator when it launches.

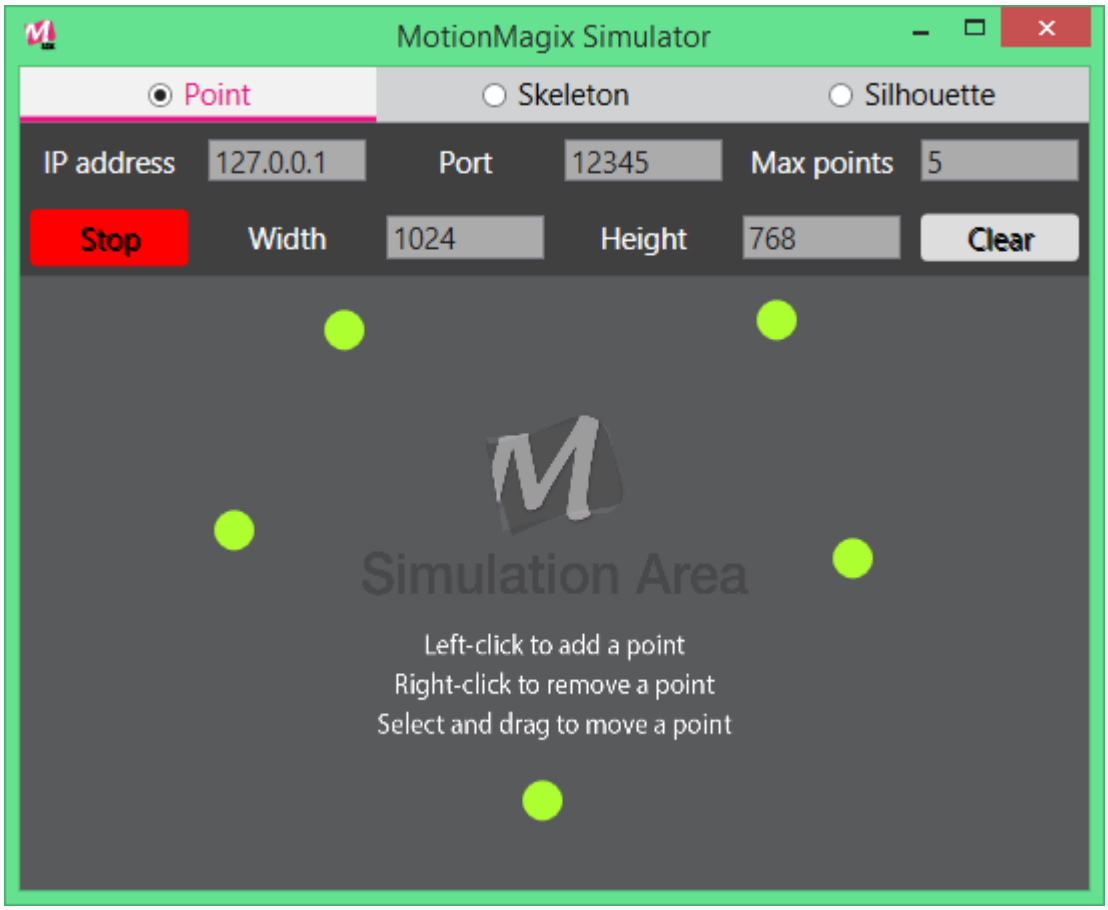


There are 3 tabs –

1. Point – Use this for simulating single point and multipoint behaviour
2. Skeleton – Use this for simulating Skeleton feed
3. Silhouette – User this for simulating Silhouette feed

Use start button to start the socket connection. The start button will change its appearance to stop button. Use stop button to stop the socket connection. When you switch between tabs when the data is being sent, the socket connection is closed safely and you can use start button in the new tab to start socket connections again. Simulator acts as server and your content acts as Client. So, you have to first start the socket connection from simulator and then run your client application. The data starts sending once the data is available AND the client is connected AND the start button is clicked.

Point tab –



Settings –

IP address – Which IP address the client application will run on.

Port – Which port the socket will send data to.

Max points – Max number of points that can be sent. Cannot be greater than 25.

Width – The width to which the points data will be scaled to. Typically the width of your client content.

Height – The height to which the points data will be scaled to

Clear button – To clear all the added points

Simulation –

To add points – Left click anywhere on the canvas

To move points – Select and drag the points

To remove points – Right click on the point

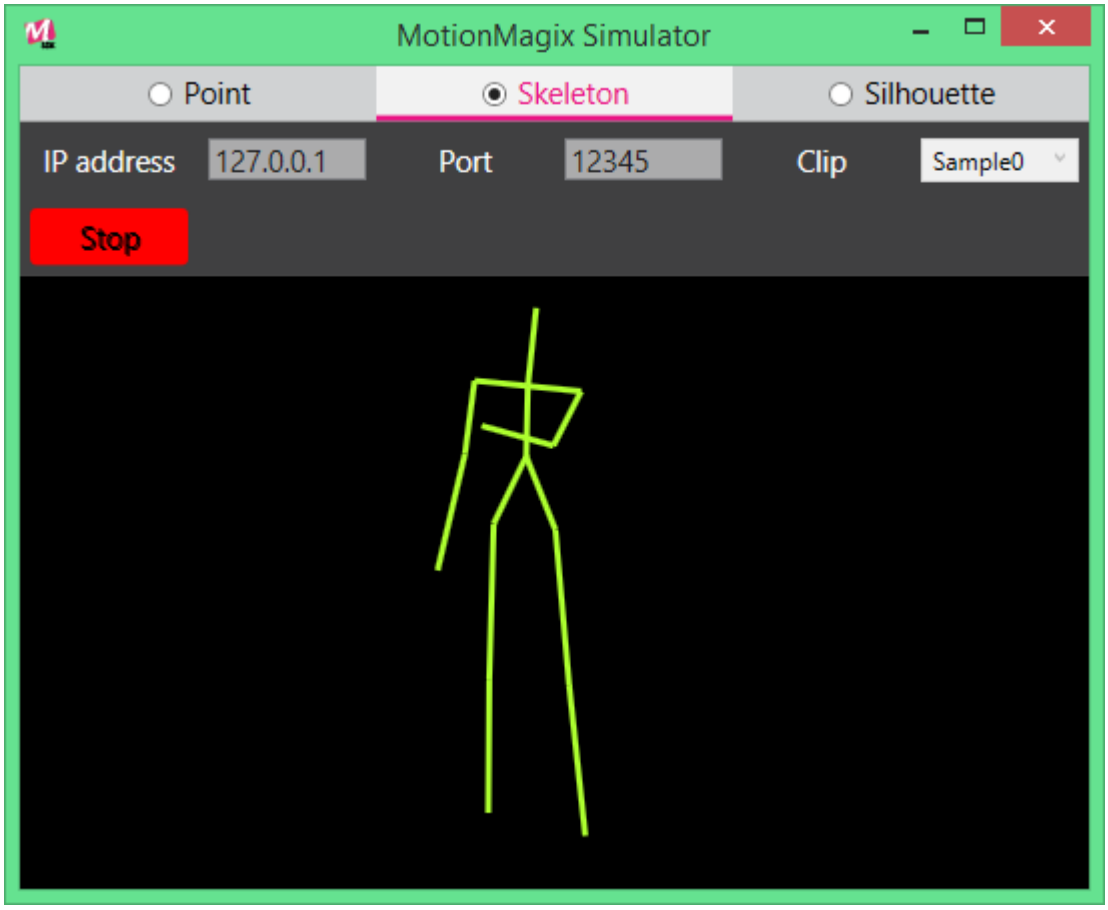
Once the max points limit is reached, first point is removed every time you add more points.

Skeleton tab –

Settings –

IP address – Which IP address the client application will run on.

Port – Which port the socket will send data to.



Clip – Select the skeleton clip to be played

Hands – Set hands mode on or off. Setting on sends only hand joints information to the client app. Rest of the joints are sent as 0.

Simulation –

Select the clip from settings and click on start.

Silhouette tab –

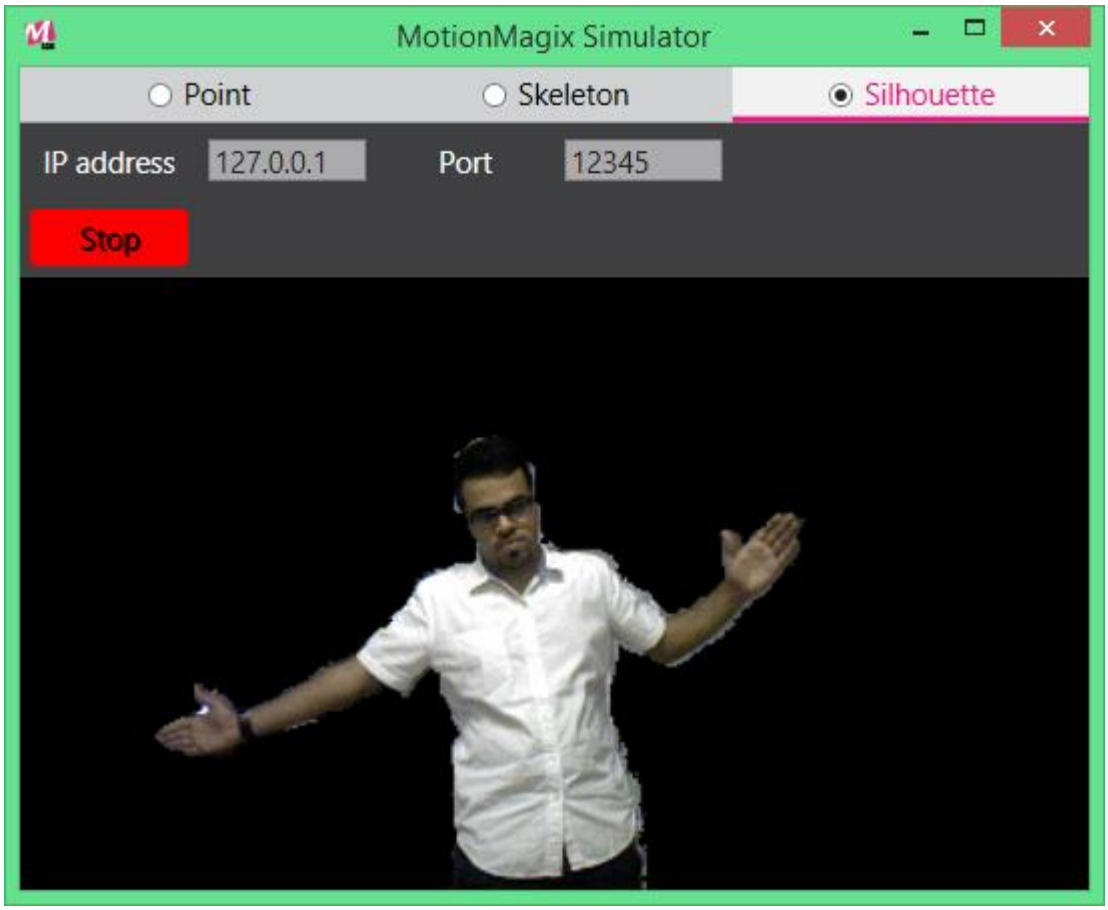
Settings –

IP address – Which IP address the client application will run on.

Port – Which port the socket will send data to.

Simulation –

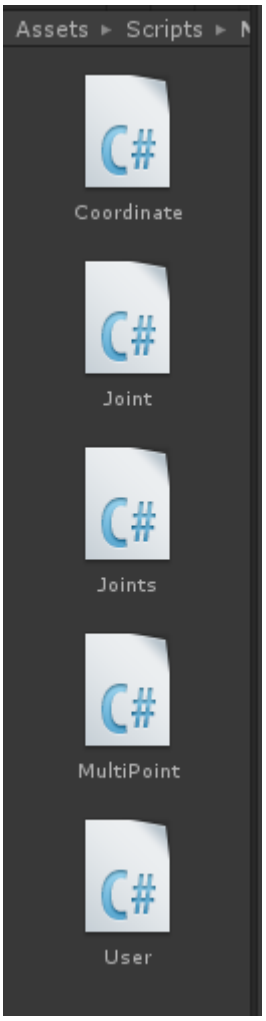
Click on start. The silhouette images from MotionMagixSimulator->Silhouette folder start sending.



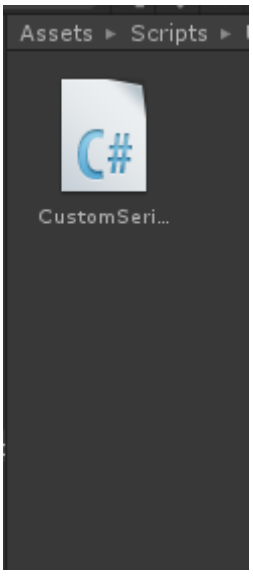
Unity client libraries –

Import MMLibrary.unitypackage in to your Unity project. It will contain following scripts –

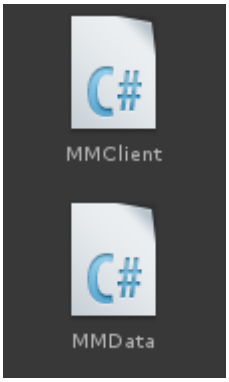
1. Model folder – Contains data structures required for deserialization



2. Utility folder – Script that deserializes data from socket



3. Scripts folder – Scripts that receive data from socket connection and raise events.



Attach MMClient to main camera in the scene. In the inspector -

Set the feed type that you want – SILHOUETTE, POINT or SKELETON

Set the width and height to scale the data

Set IsSinglePoint to true if you want to receive just single point data (Enable this only when you are sending single point from simulator)

In your game logic, you can subscribe to following events –

MMData.SkeletonDataReceived += …

MMData.PointDataReceived += …

MMData.SilhouetteDataReceived += …

You can also access following static variables for data -

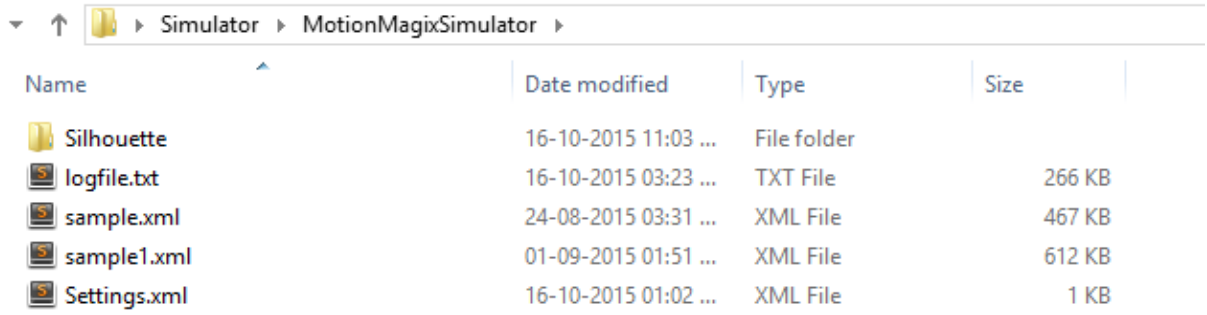
MMData.SilhouetteTexture

MMData.MultiPointObject

MMData.SkeletonObject

Additional details –

MotionMagixSimulator folder –



This folder contains important information that Simulator needs.

Silhouette folder – Contains images to be sent as silhouette images. These images are sent in loop. Make sure that the images in this folder are **300*220** in size

Logfile.txt – Contains date and time wise log of exceptions raised. Can be useful in case of crash.

sample.xml and sample1.xml – These files are the skeleton clip samples that appear in the drop down list. These files need to be added in the Settings.xml under <SkeletonClips> tag to be included in the project.

Settings.xml – Contains all the settings of the simulator.