

trackd® simulator ReadMe

October 2013

The trackd simulator is a developer tool for interactively emulating the presence of 6DOF tracker sensors and a gamepad controller. It does not support device modules or other connectors. If you require connectivity for physical trackers or controllers, please contact Mechdyne to obtain the full version of trackd.

Simulator GUI

The simulator's GUI presents several graphical user interface elements representing the 6DOF sensor positions and orientations as well as controller buttons and valuators.

Controller

The Controller presents 11 buttons and two joysticks containing two valuators each. The Toggle Mode checkbox may be used to lock button presses, easily simulating holding a controller button. The Left and Right arrows represent valuators 1-4 as reported through trackd. Expanding the Valuators controls reveals boxes to manually enter specific values.

Sensors

The Sensors section presents controls for two 6DOF sensors. The arcballs control orientation rotations, and the arrows control positions along each of the three axes. Expanding the More... controls reveals boxes to manually enter specific values.

Options Panel

Configuration

The simulator creates its own automatic configuration if none is provided. This file goes into %TEMP%\trackdsim_auto.conf. The default provides two sensors and a single controller with six valuators and twelve buttons. The default shared memory outputs are 4126 and 4127 for tracker and controller values, respectively.

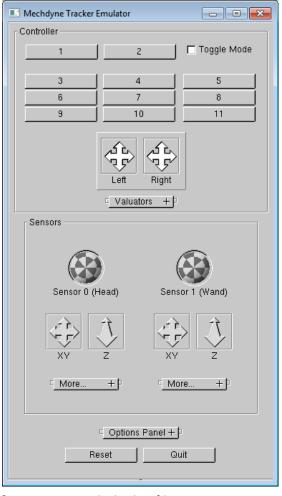
Configuration keywords

GUI_Type NeoWand

Type of GUI to present, currently NeoWand is the only valid value.

NumSensors < num>

Number of tracking sensors to present, the default is 2.





UseController On Off

Toggle whether to present the controller for simulating a gamepad.

ValuatorAbsoluteMode On Off

Set the units for angles as reported by trackd.

PosScaleFactor <scale>

Scale the reported sensor positions by this value.

AngScaleFactor <scale>

Scale the reported sensor rotations by this value.

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