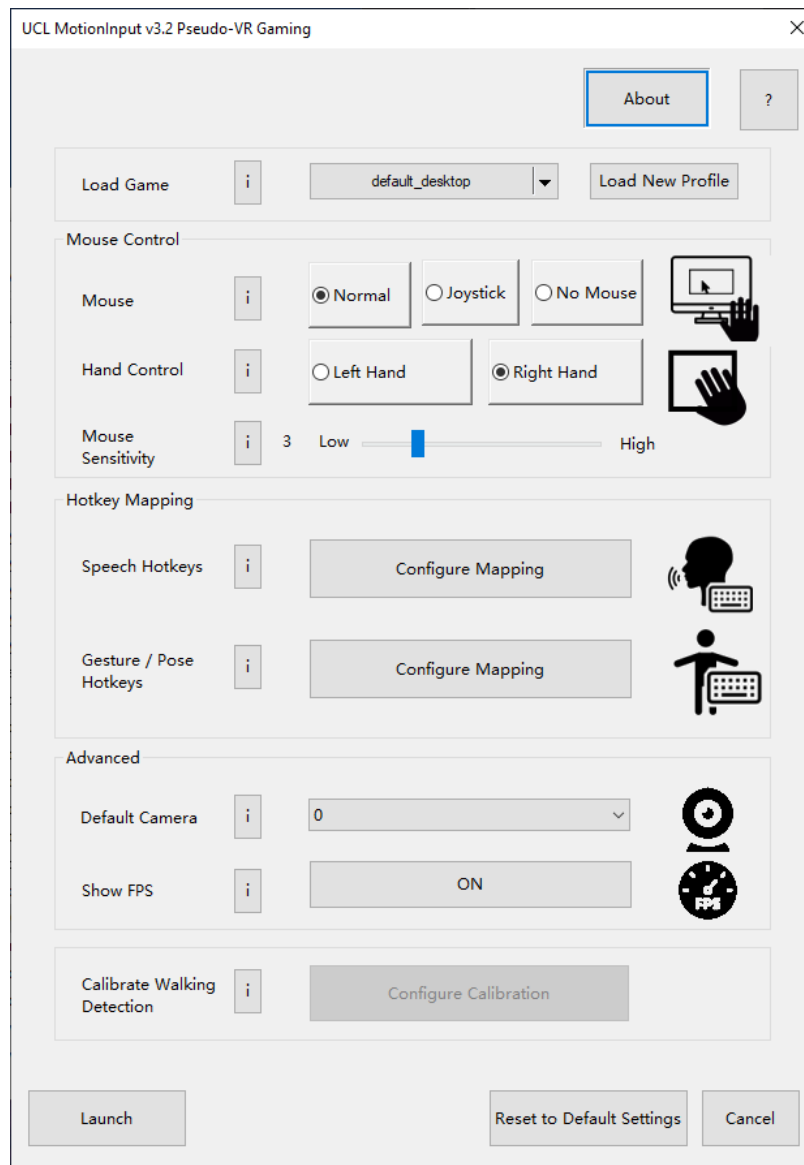
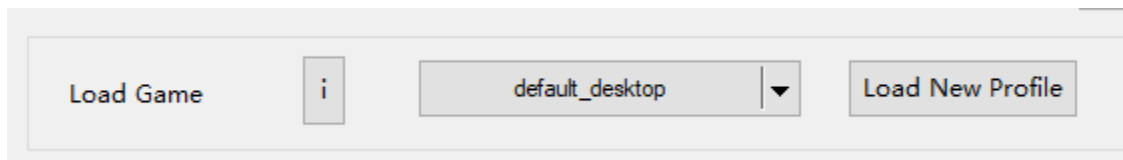


UCL MotionInput v3.2 Pseudo-VR Gaming Software requires Microsoft Visual C++ Redistributable.

This is a Windows app that lets you configure different modes of Pseudo-VR gameplay, allowing you to use your webcam to control your computer. You can configure speech commands, gestures, poses and mouse modes.



Load Game



This allows you to load a new game profile, which contains the different settings that have been configured for a game or mode. The default desktop mode has just mouse control using your hand, with the following poses:

- Index Pinch (Index Finger and Thumb)- Left Mouse Press (or just say "hold left" and then "release left" when desired)
- Middle Pinch (Middle Finger and Thumb) - Right Mouse Press (or just say "hold right" and then "release right" when desired)
- Make a fist with your hand - Double Mouse Click (or just say "double click")
- Press the index and middle finger against each other (side by side) and then tilt hand upwards/downwards to scroll up/down accordingly
- Pinky Pinch (Pinky Little Finger and Thumb) - Monitor Switch - perform this gesture once to switch to the next screen/monitor (if connected). Repeatedly perform this gesture to cycle through multiple monitors.

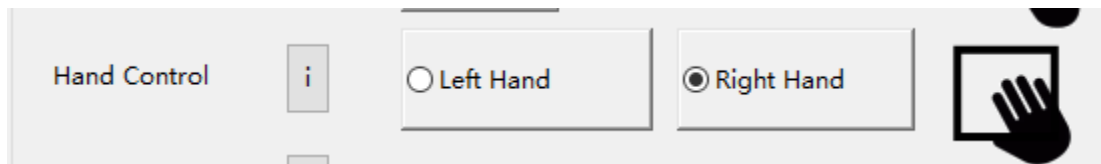
Mouse



There are three mouse modes you can choose from:

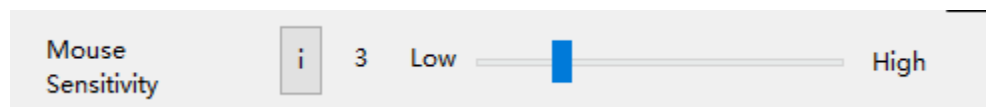
- Default - this provides a box within which the position of your hand maps to the mouse on-screen.
- Joystick - like a game joystick, the hand movement controls the mouse relative to a fixed centre point.
- None - disables hand mouse control. Good for pure-gesture games.

Hand Control



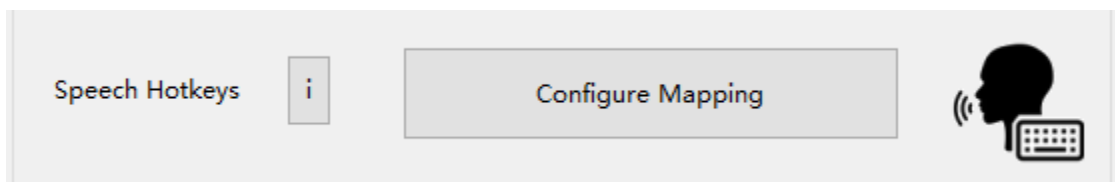
Allows you to choose whether mouse control should be done with the left or the right hand.

Mouse Sensitivity

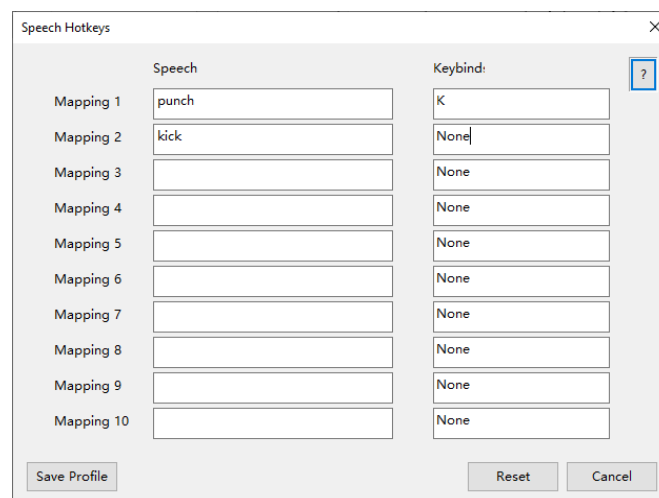


This allows you to adjust how quickly the mouse moves relative to how much you need to move your hand. A low sensitivity means you need to move your hand a lot to move the mouse a bit. A high sensitivity means you need to move your hand a bit to move the mouse a lot.

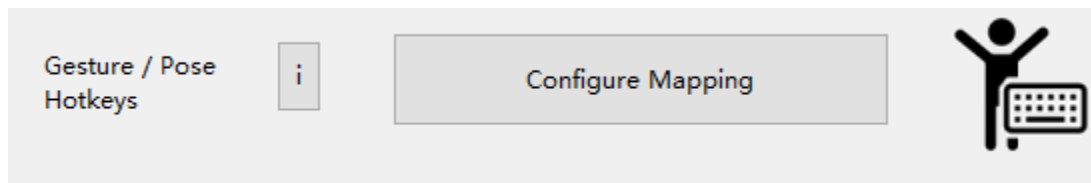
Speech Hotkeys



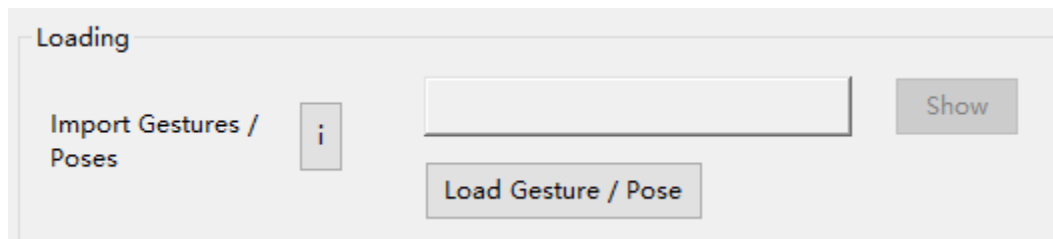
Clicking “Configure Mapping” presents a new window that lets you add phrases that, when spoken, trigger the selected keybinds.



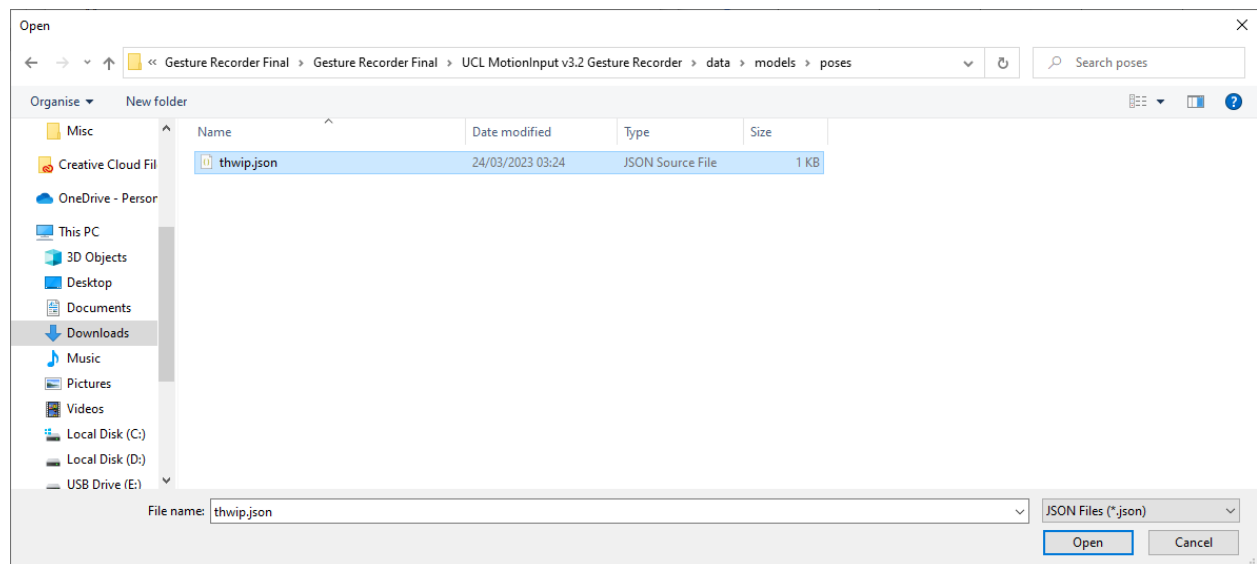
Gesture / Pose Hotkeys



Clicking “Configure Mapping” opens up the gesture & pose mapping window. Here, you can import and bind gestures / poses.

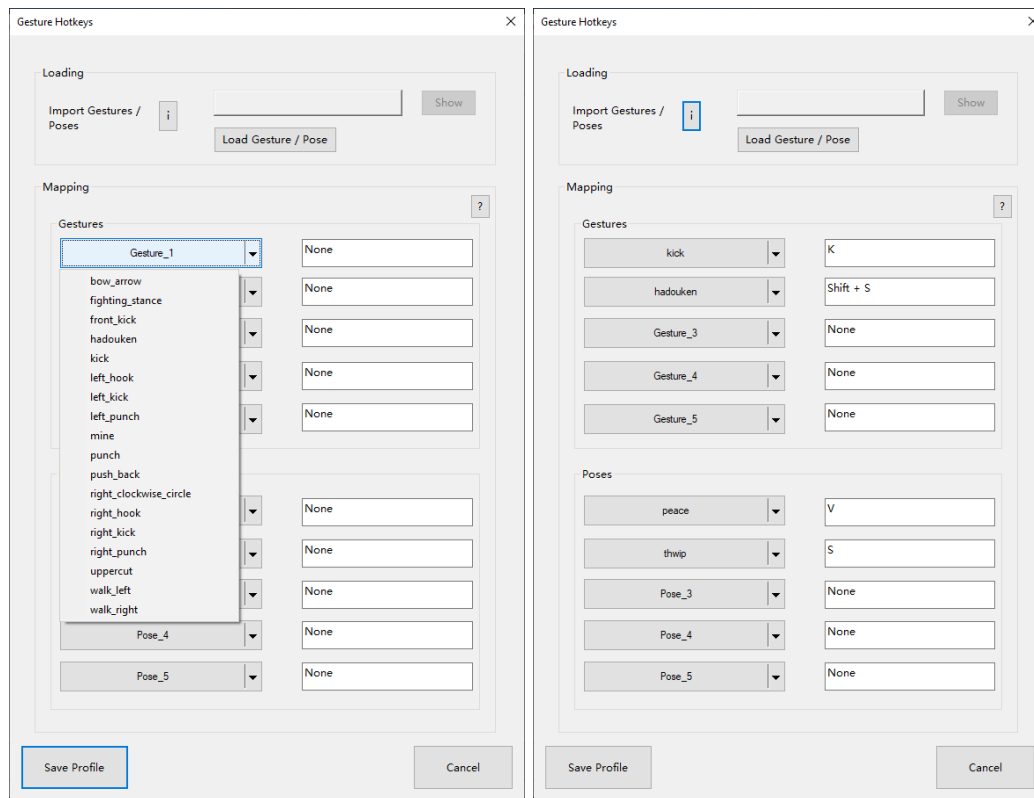


If you have recorded a gesture or pose using the **UCL MotionInput v3.2 Gesture Recorder Software**, you can click “Load Gesture / Pose” to navigate to the directory for it and import the gesture / pose file.



This will allow the gesture / pose to be used for any game profile. Clicking “Show” will show a picture of the pose or a GIF of the gesture selected for import.

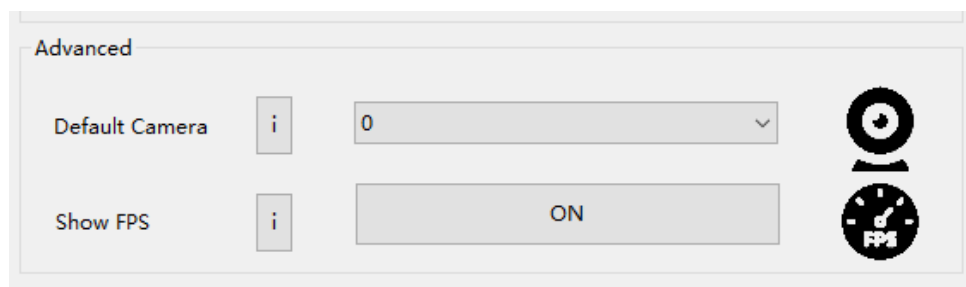
Mapping



Clicking the dropdown arrow shows all the options for gestures / poses that can be mapped. Simply click on the one you want to use for the current profile and click the white box to the right. You can now press any key on your keyboard to choose what the gesture / pose should be bound to.

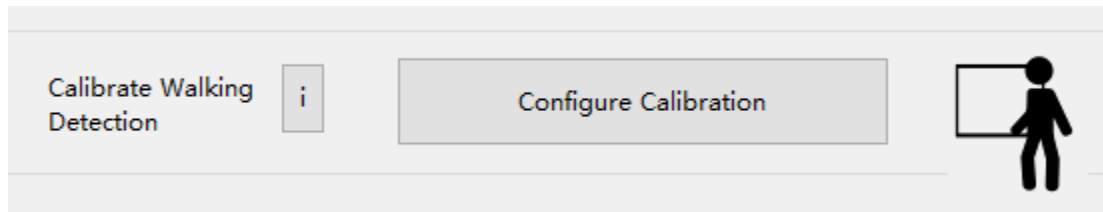
When you're finished, press "Save Profile" to save and close the window.

Advanced

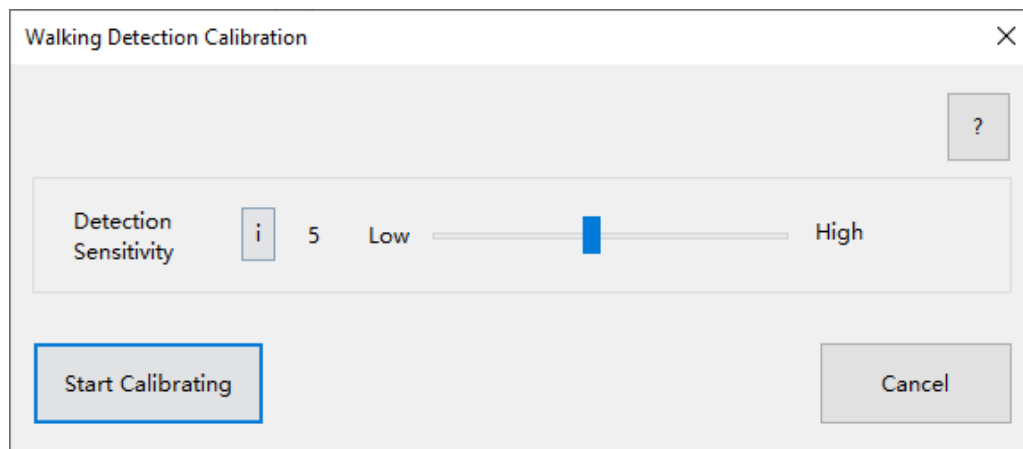


If you have only a webcam, use camera 0. If you have more cameras connected, choose the one you want by changing the camera to 1-5. You can also choose to enable or disable the FPS displayed on the MotionInput window.

Calibrate Walking Detection



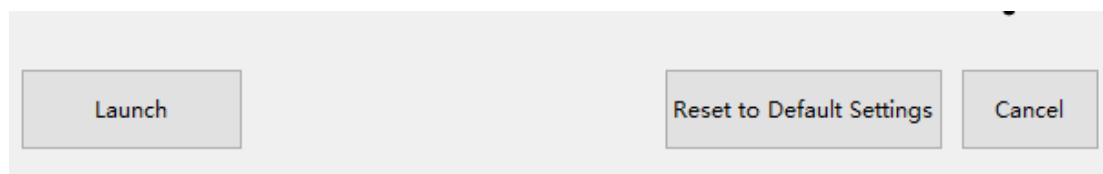
For the standing modes, walking in-game is triggered by walking on-the-spot in real life. To make this more accurate, you can press “Configure Calibration” to change some settings.



Here, you can adjust the “Detection Sensitivity”. This determines how easy it is to recognise that you are walking. A low sensitivity means you must exaggerate your walk a lot for it to be recognised. A high sensitivity means you can make small walking movements for it to be recognised.

If you press “Start Calibrating”, a new window will appear that guides you through a calibration process. The window will close automatically when it is finished.

Launch



When you are done configuring all your settings, you can press “Launch” to open the MotionInput application. If you are unhappy with the changes you’ve made, press “Reset to Default Settings” to reset all changes on the currently selected profile back to their defaults. If you want to close the app, you can also press “Cancel”.