

# SIMUOVE®

Simuove it's a little application which user plays moving own body. Through a webcam the application is able to detect the players movement and show different sequences of images.

## CODE

If you are interested in a source code of this application please, send us an email in our direction that you can find in contact section of a COMPUTER ACCESSIBILITY GROUP webpage:

<http://www.xtec.cat/dnee/udc/english/main.html>

## LINUX DEPENDENCES

If you want execute the application on a Linux platform you must be aware of some dependences.

Drivers Webcam:

For a Logitech QuickCam Pro 4000 visit <http://www.saillard.org/linux/pwc/>

Libraries:

If you want use SwitchToy® you must install an FTDI drivers from page:

<http://www.ftdichip.com/FTDrivers.htm>

OpenCV: <http://sourceforge.net/projects/opencvlibrary/>

SDL: <http://www.libsdl.org/index.php>

SDL\_image: <http://www.libsdl.org/index.php>

SDL\_mixer: <http://www.libsdl.org/index.php>

## CONFIGURATION FILE

An external editor is not available at the moment. By now you must edit file manually.

### Description:

# suppose that all resources are in the same folder which is the executable file.

# version

0.1

# first image with the application title

mou.bmp

# music for options menu

popcorn.mod

# number of different activities

2

# picture to identify each activity

joc1.bmp

joc2.bmp

# First activity

# game music

chips.mod

# number images: maximum 8

2

# SYNTAX:

# folder containing images, x position, y position, loops identifying movement to show next frame,

# loops without movement to show previous frame, code for connect with SwitchToy

boto 30 30 1 60 1

boto 400 50 1 60 2

# number of valid sequences: maximum 8, always -1

2 -1

```

# frame of first image, frame of second image, ..., image and sound to show when sequence is
#accomplished
# if want jump to another activity when sequence is acomplished, put the number of activity else -1
2 4 0 0 0 0 0 0 premi.bmp boing.wav -1
3 5 0 0 0 0 0 0 premi.bmp boing.wav -1
# Second activity
# music for 2 activity
chips.mod
# number of sprites
1
# folder containig sprite, position x, position y, loops identifying movement to show next frame,
# loops without movement to show previous frame, code for connect with SwitchToy
puzzle 1 1 1 60 1
# -1 = no sequence, when arrive latest frame shows sound and picture
# -1 no jump to other activity, else jump to activity i
-1 -1
# sound and image to show when arrive final frame
puzzle\MOLTBE.WAV
puzzle\Diapositiva9.gif
# Third activity
# music for 3 activity
chips.mod
# number of sprites
1
# folder containig sprite, position x, position y, loops identifying movement to show next frame,
# loops without movement to show previous frame, code for connect with SwitchToy
desfa 1 1 1 60 1
# -2 = all sprites must be at the same frame and this for all positions
-2 -1
# -1 no jump to other activity, else jump to activity i
# sound and image to show when all frames are equals
desfa\MOLTBE.WAV
desfa\Diapositiva1.jpg

```

### Example file:

```

0.1
title.png
popcorn.mod
3
enigma.png
quizz.png
direction.png
chips.mod
2
lletres 30 30 1 60 1
lletres 400 50 1 60 2
2 -1
1 0 0 0 0 0 0 0 lletres\pa.png pa.wav -1
2 3 0 0 0 0 0 0 lletres\vi.png vi.wav -1
chips.mod
1
umbrella 1 1 1 60 1
-1 -1
desfa\MOLTBE.WAV
umbrella\umbrella1.png
chips.mod
2
fletxa 30 30 1 60 1
fletxa 400 30 1 60 2

```

-2 -1  
desfa\MOLTBE.WAV  
space.png