jcoola motion-tracker

jcoola motion-tracker is designed to detect motion for heavy-load games which require fantastic and optimized frame-rate and the highest response-time that makes it a good candidate to be used in heavy-weight threads and real-time applications. It can be used to emulate and map the 2D x/y vector to UP, DOWN, RIGHT and LEFT buttons of joystick, however it is mainly designed to detect motion (motion sensor).

Advantages:

- Crossplatform (PC, Android, iOS, BB, XBox, …)
- Optimized frame-rate

Applications:

- High speed Interactive Animation Effect (ex: Bee group around player's head)
- Joystick/keyboard can be simulated perfectly in fixed-camera sets like PC, XBox, …

For non-fixed sets like mobiles or tablets, the simulation can be used on one condition that the player's background should be solid color and static; because shaking mobile device would interfere with player movements.

Specifications

Platforms: Crossplatform

Version: 1.5

API Documentation

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Public Properties

RealTimeQuality

Signature:

```
public int RealTimeQuality;
```

Description:

Is a number between 1 to 100, and determines the quality of real-time processing.

Public Methods

Init

Signature:

```
public void Init(WebCamTexture webCam)
```

Description:

Sets up the motion-tracker using a camera reference.

GetXY

Signature:

```
public XY GetXY()
```

Description:

Returns the current motion point.