User guide

Kinect Explore

Great Sword

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1 User Interface

1.1 Kinect Camera Interface

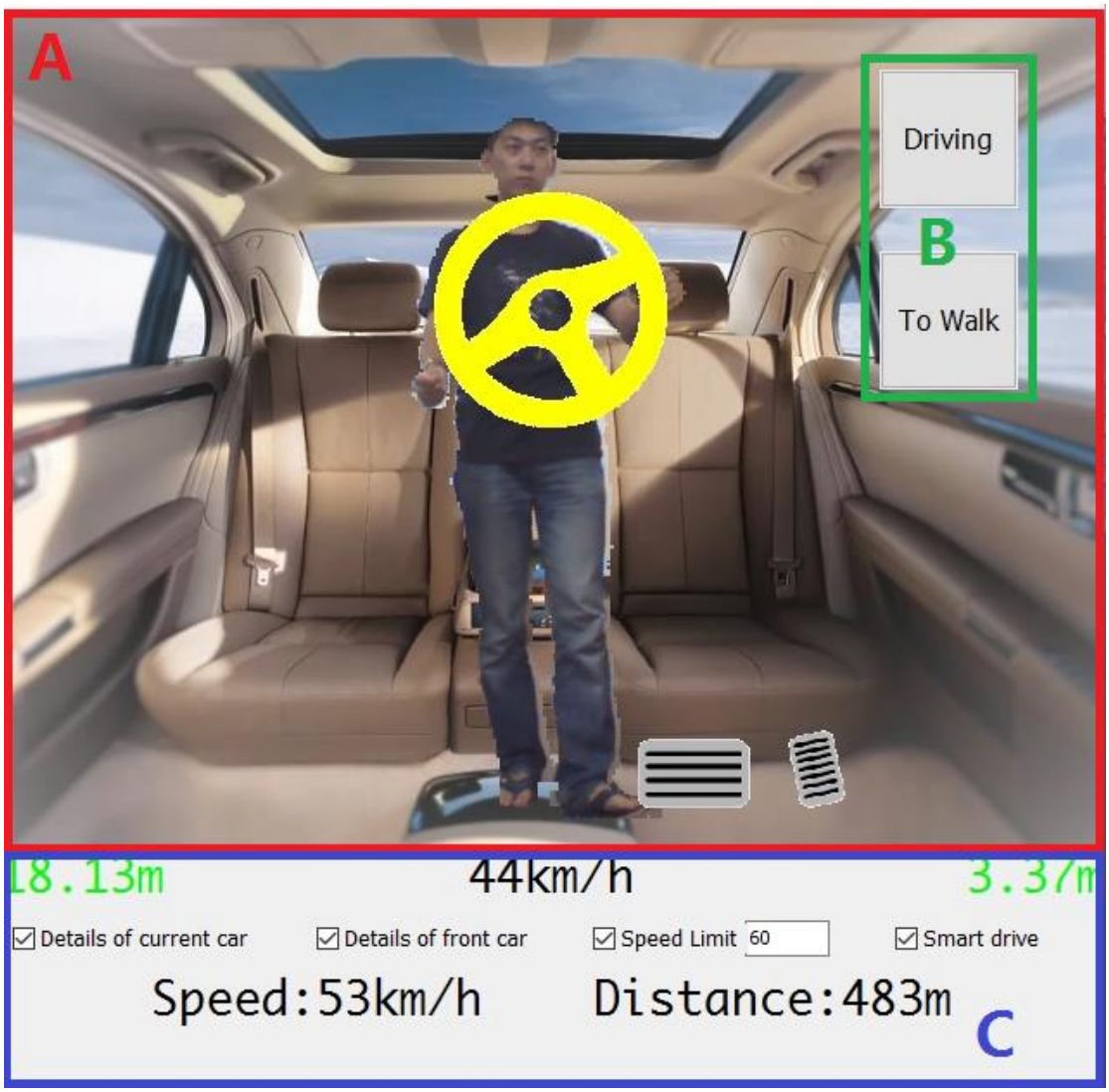

Figure 1. Kinect Camera Interface

A: Virtual screen: Background, Kinect Data Stream

B: Mode selector

C: Options and Information

2 Prepare

2.1 Hardware

Computer

Kinect for Windows 1.0

2.2 Software

UC-win/Road 10.1.1 Ultimate

Kinect for Windows Drivers

Kinect Explore Plugin

3 Getting Started

3.1 Open Kinect camera stream

Just click the icon in UC-win/Road main face which was shown in figure 2.

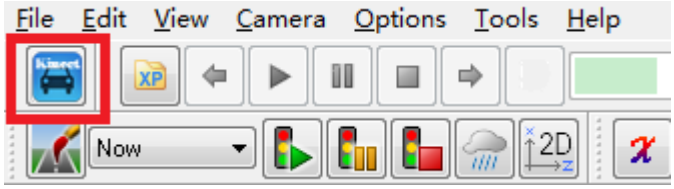

Figure 2 Icon in main face

After clicked, the Kinect Camera Interface (as Figure 3) will display on the screen.

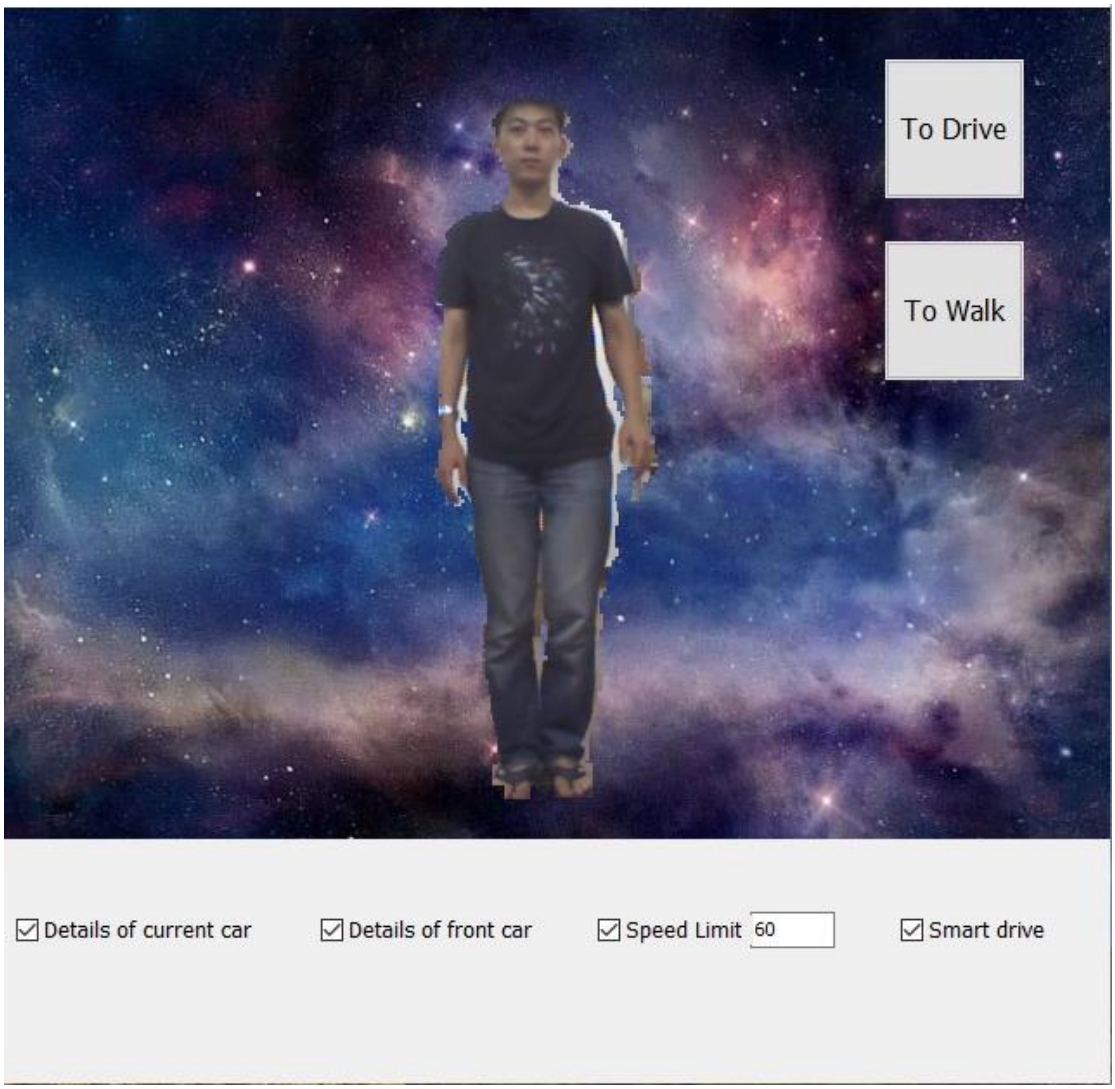

Figure 3 Kinect Camera Interface (Initial stage)

In this version, the color data of the player is shown in the screen.

3.2 Select Explore Mode

Without any mouse click, you can just hold your right hand on the button for a few seconds, then you can drive or walk.

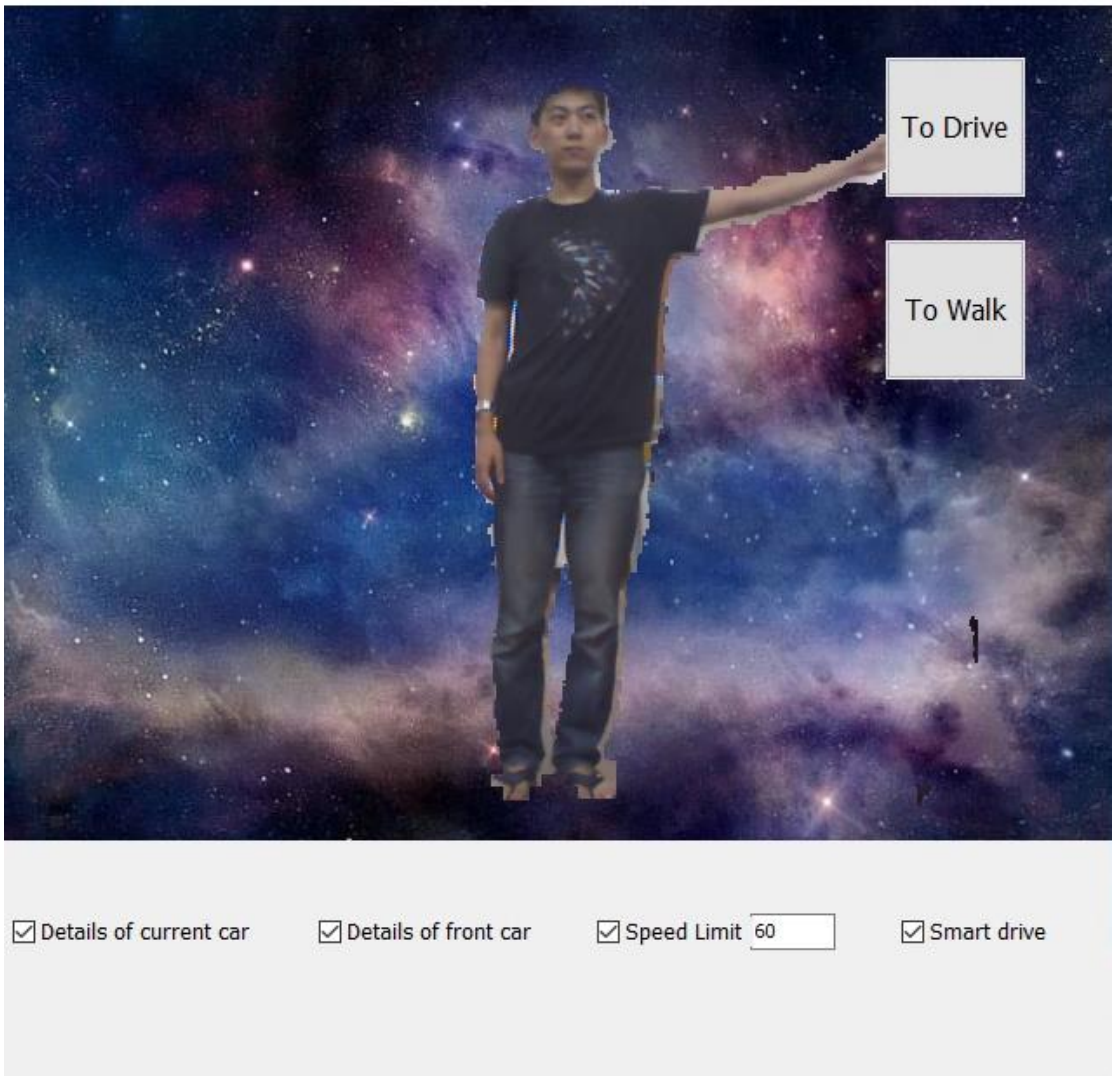

Figure 4 Hold right hand on button for a few seconds

3.3 Kinect Drive Mode

3.3.1 Air Drive

Users need to stand in front of the Kinect, waiting for the Kinect to capture the information of human bodies. According to the Skeleton Information, the software can automatically draw a steering wheel and two pedals on the screen matching the position of users' hands and feet. The left pedal is the brake and the right pedal is the accelerator. The size of them can

also be adjusted automatically.

Watching the screen while driving the virtual car. Turn the steering wheel to the left or right and use your right foot to push the pedals in order to drive along the road. Then enjoy your journey!

3.3.2 Smart Drive

When user click on ‘Details of current car’, block C will show the details of the car including speed and the distance from the left and right road. Click on ‘Details of front car’, block C will show you the speed and distance with the front car. Open ‘Speed Limit’ to give a limitation of the speed of your car. And you can change the highest speed of the car as you like. Once the speed of the car is higher than the limitation, the car will automatically slow down to the limitation. Clicking on ‘Smart Drive’ will entry the smart assist drive mode. If the car is too close to the front car, it will choose to slow down to avoid crash. Also, if the car is too close to the left or right side of the road, it will correct its direction.

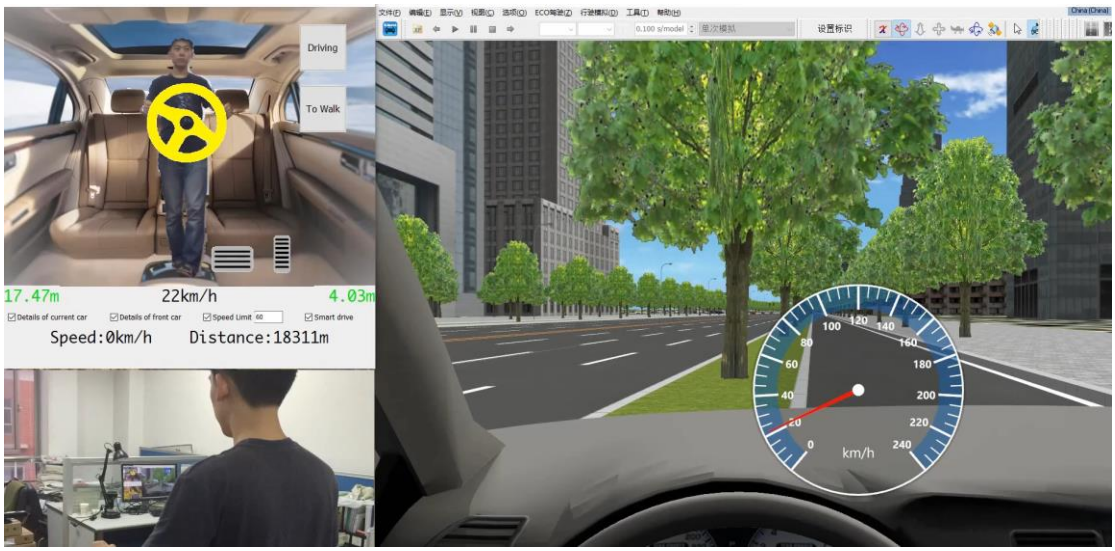

Figure 5 In drive mode

3.4 Kinect Walk Mode

3.4.1 Air Walk

Like walk in the street. You can virtually walk in front of the Kinect. Kinect will help you walk through the city.

Figure 6 Air walk

3.4.2 Turn Left or Right

You can turn your body to left or right a little, Kinect will capture the direction you have changed and accordingly change the view. In this way, you can go everywhere in the software without any movement.

3.4.3 Look Up and Down

You can raise your head up or bend your head down to explore the city in 360-degree panoramic. You'd better look forward when you are walking since it will keep you safe in real life.

4 History

4.1 Change form Kinect Smart Drive to Kinect Explore

Last year, we release the "Kinect Smart Drive". It was amazing work but still have some little bug.

This year, we improve it and add more interesting and useful functions.

- Fix the steering wheel and pedal blink in last version.
- Draw the color data of the player.
- Add virtual button on the screen. You don't need to do any mouse action.
- Automatically start driving simulation. You don't need to start simulation first then open the Kinect which are required in last version.

In this version, once you start the Kinect, everything you can do in front of Kinect.

- Add Walking mode. You can virtually explore the city in 360-degree panoramic.
- Add colorful background images.
- Name changed. We not only provide Kinect smart drive but also free walk. You can explore the city in your style.

5 Contact us

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