innovision SYSTEMS INC

MaxTRAQ Real-Time Tracking

Quick Guide

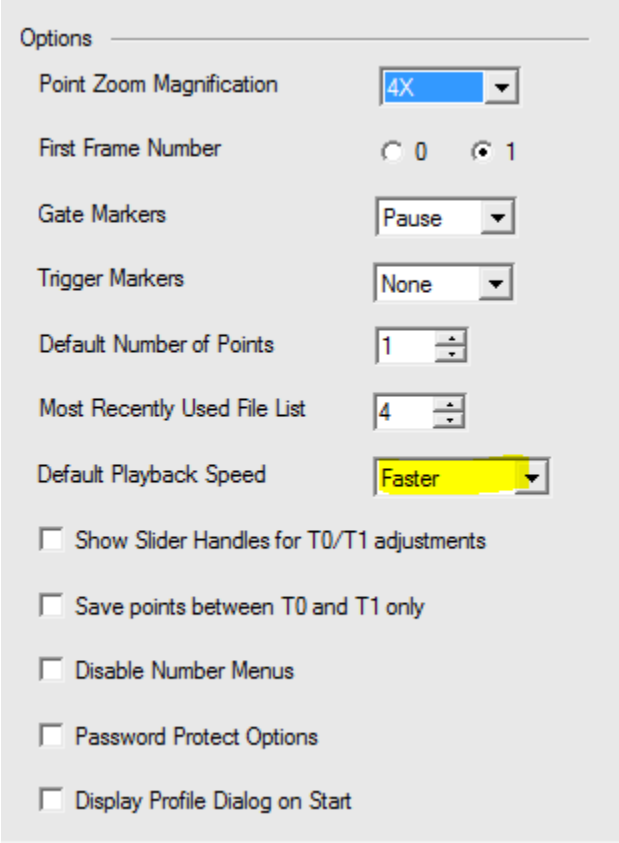
Introduction

MaxTRAQ Real-Time Tracking is using a Server-Client configuration where the server is the Recorder and the Client is the Tracker. A MaxTRAQ Raw file is used as a shared memory file where the Server writes data into the file and the client reads from the file.

This document gives you a quick introduction on how to setup MaxTRAQ for Real-Time tracking. For more in depth information please see the help files distributed with MaxTRAQ.

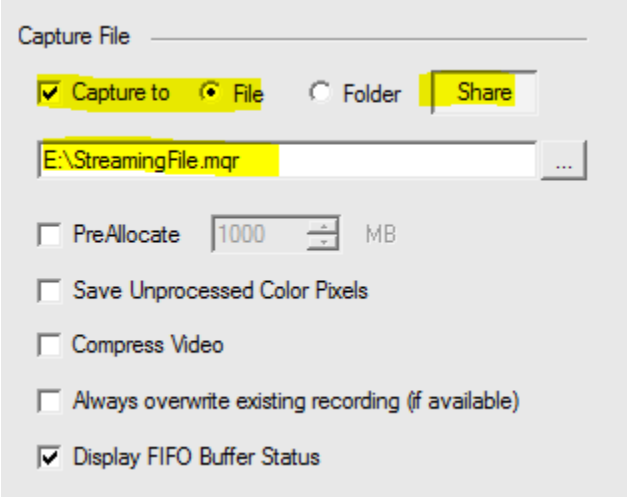
Step 1 – Configuring MaxTRAQ Real-Time Tracking Client

- Start MaxTRAQ
- Select Options and then start by selecting the General tab



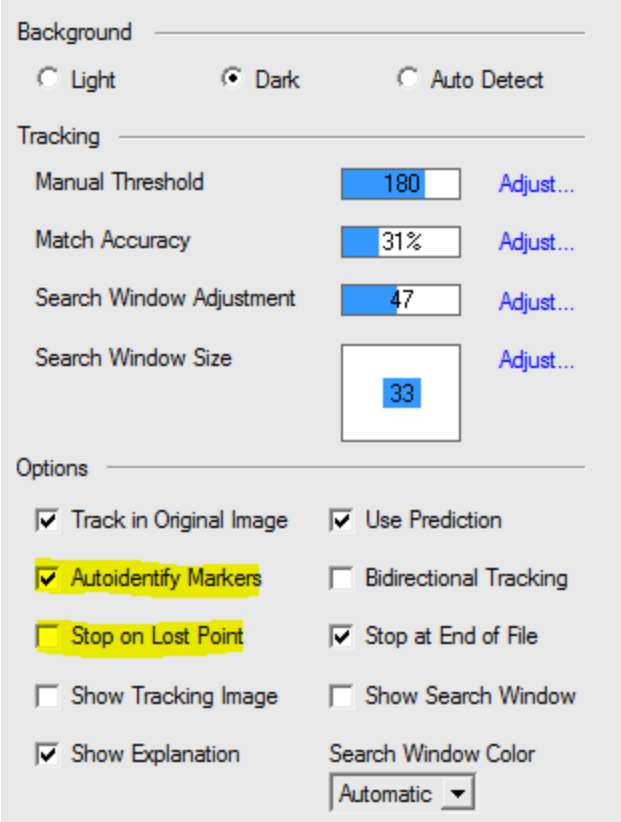
Select Default Playback as Real-Time or Faster. Faster is recommended for best performance.

- Next select the Recorder-Advanced tab



Make sure that the above is selected and select a file name to be used as the shared memory file.

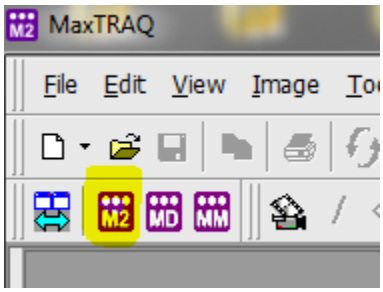
- Then select the Tracking-Settings tab



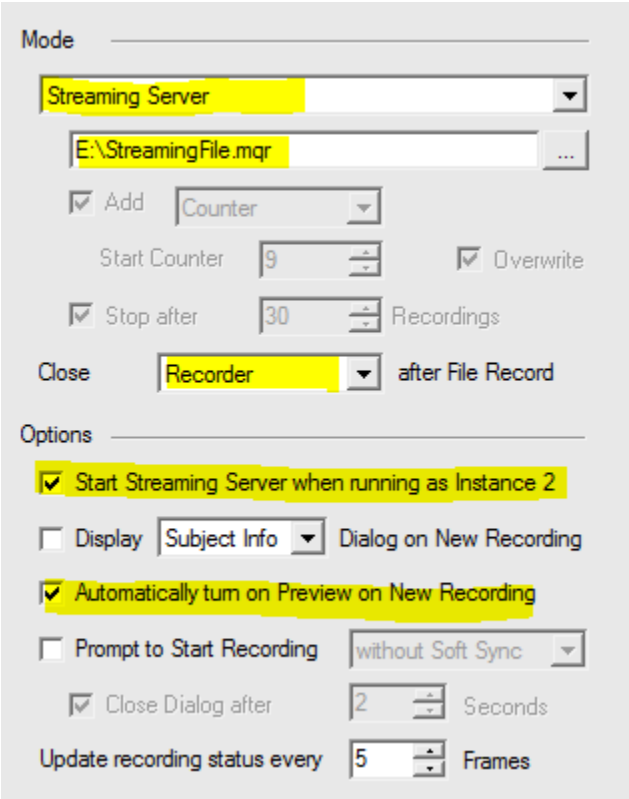
Here make sure you have Stop on lost point deselected. Depending on your application, you may want to use Autoidentify Markers, The Tracking options will also depend on your applications. You may want to record some files and adjust accordingly for best performance.

Step 2 – Configuring MaxTRAQ Real-Time Streaming Server

- Start the Streaming Server from your opened MaxTRAQ by clicking on the M2 icon. The icon is available after you select to view the Multiview Toolbar from the View menu



- After the second instance, the Streaming Server, has started, select Options and then the Recorder Settings tab.

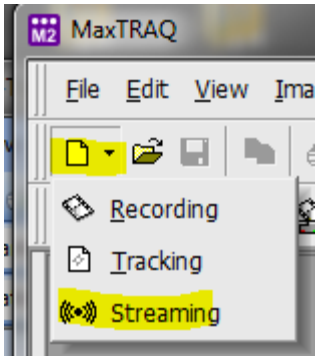


Make sure to select the same file name as you did in step 1.

- Next, close and restart the Streaming Server. It should start in preview mode.

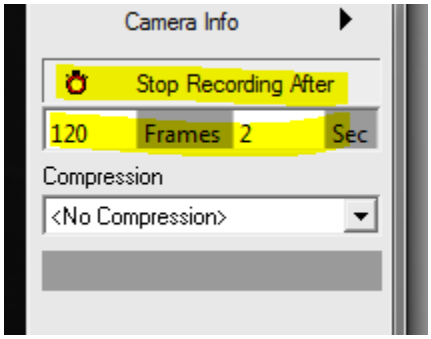
Step 3 – Recording Real-Time data

- Next, close and restart the Streaming Server. It should start in preview mode.
- Click on the New Toolbar button and select Streaming

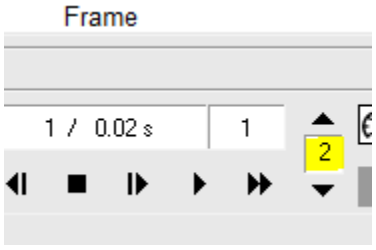


This should give you a live image from the Streaming Server. You can now start the tracking by clicking on Digitize and Auto-tracking. Select the markers as you usually do or if you have Autoidentify on, the markers will be automatically identified by a top left to bottom right order.

- Start recording from the Streaming Server by clicking on Record as you normally do. Make sure to have stop after a number of frames selected.



- The Streaming client should now start tracking. If you have the graph displayed, then the graph will be updated.
- If your computer can't handle the tracking the selected frame rate, you can select to track only every nth point.



- Once the recording has stopped, you can save the file. You can also retrack with every frame if needed.
- Note that you can use tools in real-time
- After you're done. Close the recorded file. You can now start a new Recording on the Streaming Server and a new Streaming File on the Client.

  Note; It is important that you save data before starting a new file because the real-time data will be overwritten each time (unless you change in Recorder Options).