

Getting Started

MotionNode Version 1.4

<http://www.motionnode.com/>

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1 System Requirements

- PC with Wi-Fi or USB port
- Microsoft Windows 7, Vista, XP, Mac OS 10.4+, or Linux (x86)
- Web browser with Javascript enabled (Firefox, Internet Explorer, Chrome, Opera)
- CD-ROM drive
- Internet connection recommended for set up

2 Quick Start

Step 1: Install the Software

Insert the MotionNode CD-ROM into your computer and install the MotionNode software. Run the installer named “MotionNode.msi” and follow the step-by-step instructions. The installer adds all of the necessary drivers and software to your system.

Mac Users: Mount the “MotionNode.dmg” disk image from the Mac folder on the MotionNode CD-ROM. Open the “Install.pdf” manual for complete instructions.

Linux Users: Extract the “MotionNode_x86.tar.gz” archive from the Linux folder to your local disk. Refer to the “INSTALL.txt” file on the MotionNode CD-ROM for more details.

64-bit Users: The Windows and Linux installers have separate packages for 64-bit operating systems. The Mac installer is Universal.

Step 2: Connect the MotionNode

Connect the MotionNode USB device to your computer using the included cable. The first time you plug in the MotionNode, Windows automatically installs drivers for the device. A small “Found New Hardware” box may pop up indicating that Windows is installing the device.

If you are using the MotionNode Bus wireless device simply plug in its battery. The first time you connect to the MotionNode Bus you will need to manually join its network named `node` with the network key 2062012708. Refer to the **Wireless Network** manual for more details.

Step 3: Run the MotionNode User Interface

At the heart of the MotionNode system is a Windows service. The service starts every time you boot your Windows PC and runs in the background. The MotionNode service is responsible for reading data streams from MotionNode devices, filtering the data, and logging the data to disk. One way to control the MotionNode service is through the web browser based user interface.

To start the MotionNode user interface open the Windows Start Menu, go to the MotionNode program group, and click on the MotionNode User Interface shortcut. This opens a browser window with the web address of the MotionNode service, **http://127.0.0.1:32080/**. Alternatively, manually open this URL in any web browser with Javascript support.”

The first time you run the MotionNode user interface it will prompt you for some preferences. Double-click on the preference field to edit it. Hit enter, tab, or click outside of the field to validate the value. After all fields have valid values, save the current preferences to continue. Choose the **File > Save** command to save the preferences to a file.

Mac Users: The MotionNode service is configured to run as a daemon. Double click the MotionNode application bundle to launch the daemon and start the **User Interface**.

Linux Users: The MotionNode service is configured to run as a Linux daemon. Double click the application, launch it from a console, or add it to your startup scripts to run the service.

Step 4: Configure the MotionNode

The MotionNode system operates on a set of devices called the configuration. To record data from a MotionNode device it must first be a member of the current configuration set. The current configuration is displayed as the main table in the user interface.

The MotionNode may already be in the current configuration. If not, you will need to add it manually. Run the **Node > Scan** command to insert all available devices into the configuration set. You are now ready to record data from your MotionNode.

Step 5: Record a Take

The MotionNode system organizes a session of recorded data into an entity called a take. A take consists of the take definition file, the associated configuration, and the binary data stream files from each configured MotionNode.

Takes are stored in the user data folder.

To record a take run the **Node > Start Take** command. This command may take a few seconds because it does not return until all configured MotionNode devices are streaming data to disk. When the MotionNode system is recording data the message “Take in progress...” will appear in the take status section of the user interface.

After recording enough data run the **Node > Stop Take** command. This will stop recording data and save the take definition file. At this point the take is finished and is no longer writable by the MotionNode system. The current take is available for export to external file formats.

The current take is linked to from the take status section of the user interface. Data export operates on the current take, whether it was just recorded or loaded from a take definition file.

Step 6: Export a Take

The MotionNode system provides export to the industry standard file formats Autodesk FBX and COLLADA. This allows for integration with external Digital Content Creation (DCC) applications such as Autodesk Maya, Autodesk 3ds Max, and SOFTIMAGE|XSI.

Run the **File > Export** command to export the current take. A dialog box will prompt you to enter the name of the output file. The output file type is determined by the file extension. For example, “take.fbx” is an FBX file and “take.dae” is a COLLADA file. The output file is saved in the user data folder. The MotionNode system does not allow you to write files that are not in the user data folder.

The MotionNode user data folder contains all of your take and exported data. The default location of this folder varies by platform.

- **Windows Vista-7** C:\Users*username*\Documents\MotionNode
- **Windows XP**
C:\Documents and Settings*username*\My Documents\MotionNode
- **Mac** /Users/*username*/MotionNode
- **Linux** /home/*username*/MotionNode
- **MotionNode Bus** \\node\data (Network Share)