SensorWorks Tutorial

Sensor works allows the user to apply realistic sensor effects to a Vega observer with or without a Sensor!!!
This tutorial will take you through the steps of configuring the sensor effects. If you want to see an IR view with the Sensor Effects please complete the SensorVision tutorial.

There are five basic steps:
Invoke LynX
Create an object
Put it in the scene
Configure your sensor effects
Run Active Preview

Step one: Invoke LynX.
On the command line type 'lynx'

Step two: Create an object
From the Icon Column, select the 'object' icon
From the object's pull down menu select 'New'
When prompted name the object 'town'
Assign /usr/local/PSI/demo/town.flt as the geometry file.

Step three: Add the object to the scene
From the Icon Column, select the 'scene' icon
Left mouse click on the left facing arrow of the 'Object' list widget. This will display a list of available objects to add to the scene. In this case, you only have one object, 'town'.
Select the 'town' and select 'ok' which will complete the process.

Step four: Configure your sensor effects
From the Icon column select the 'SensorWorks' icon.
From the Sensor Effects's pull down menu select 'New'.
When prompted, name the sensor effect 'noise'.
Associate the sensor effect to the Default observer.
Change the color of the sensor effect to something obvious (green, blue, red, violet etc..)
In the section labeled Visual Parameters Enable the Multiplicative Fixed Pattern Noise option by left mouse clicking in the checkbox.
Assign /usr/local/PSI/data/sw/temp_noise_line.int as the noise pattern file.
(NT users assign : c:\program files\Paradigm\Data\vgSW\ temp_noise_line.int).
Enable the platform Jitter.
Set the X to 10. This will cause a horizontal jitter with a displacement of 10.
Save your ADF as SensorWorksTutorial.adf

Run Active preview. Note: The SensorWorks initialization takes a little longer than the average program so please be patient. When your simulation window appears it should look grainy (the noise), and jump from side to side (jitter in X value).

If you want to add a little more jitter this can be done adjusting the jitter value after active preview has started.

If you want to combine this tutorial with the SensorVision tutorial, you will have a sensored view complete with sensor effects.