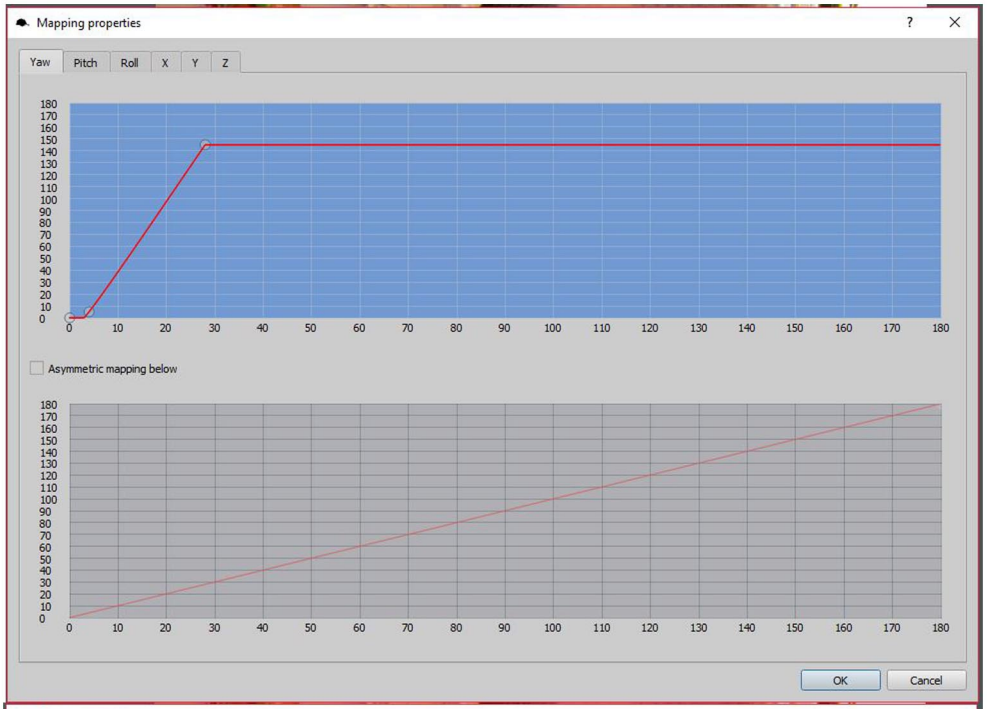
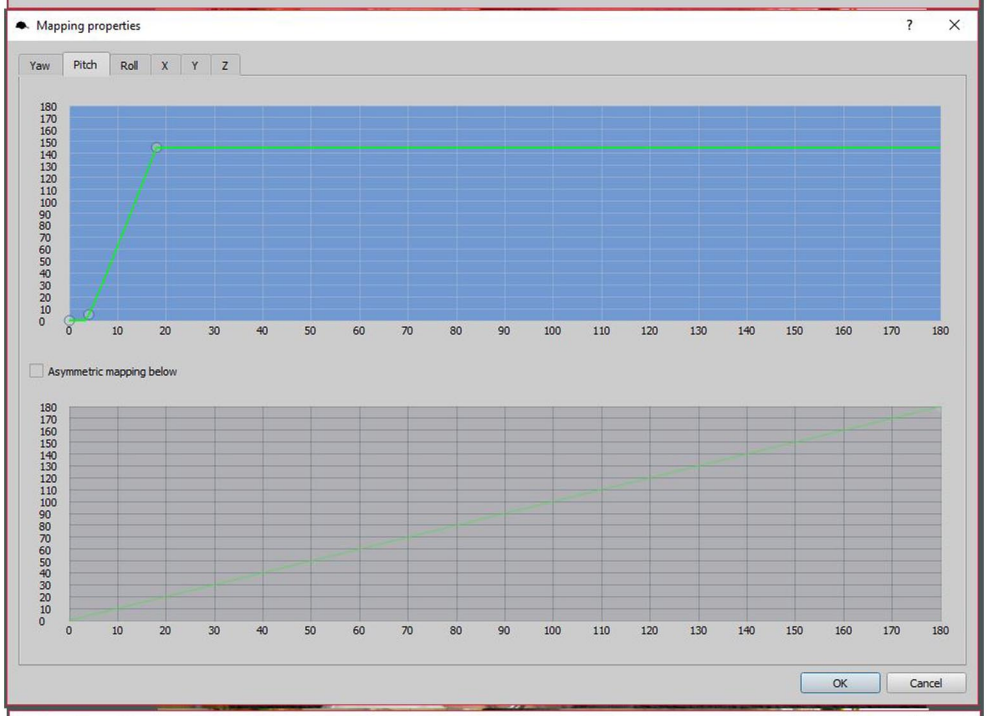
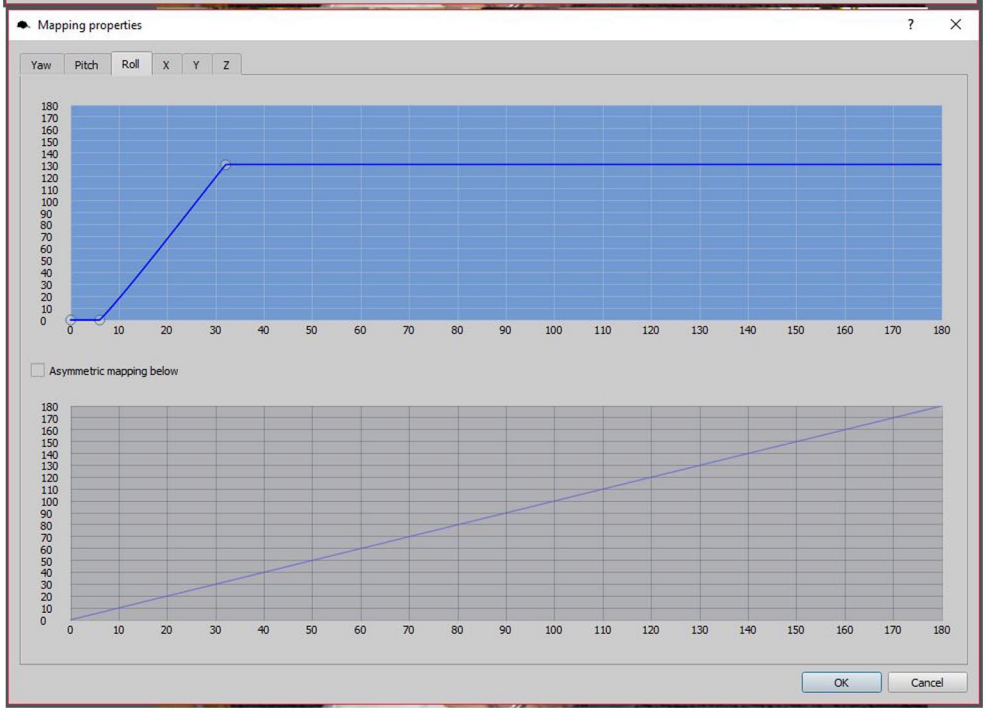
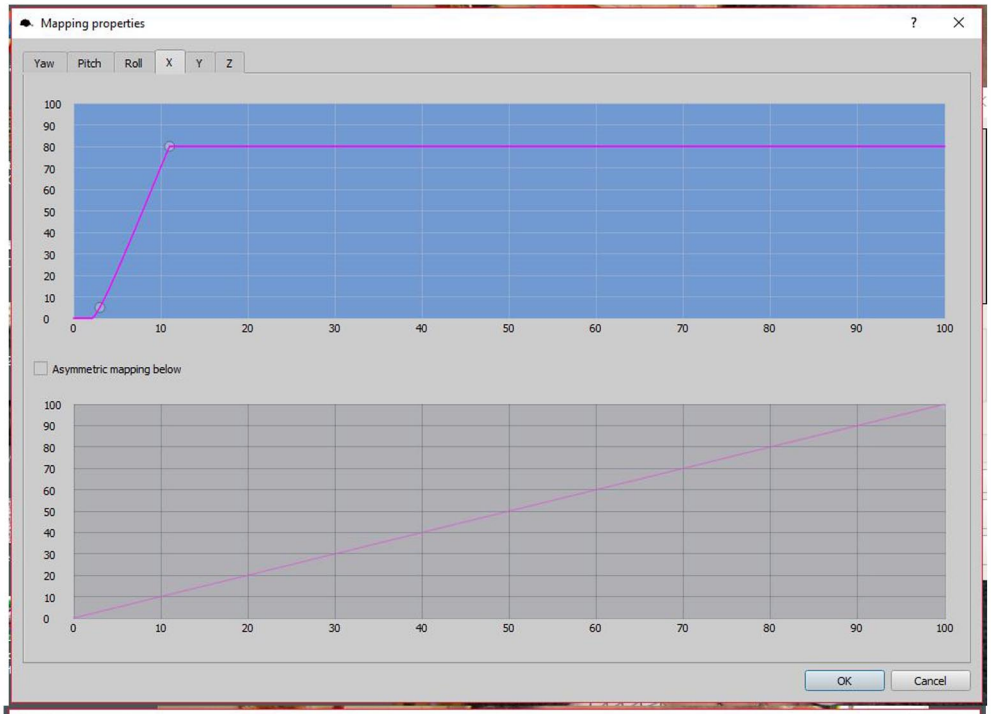
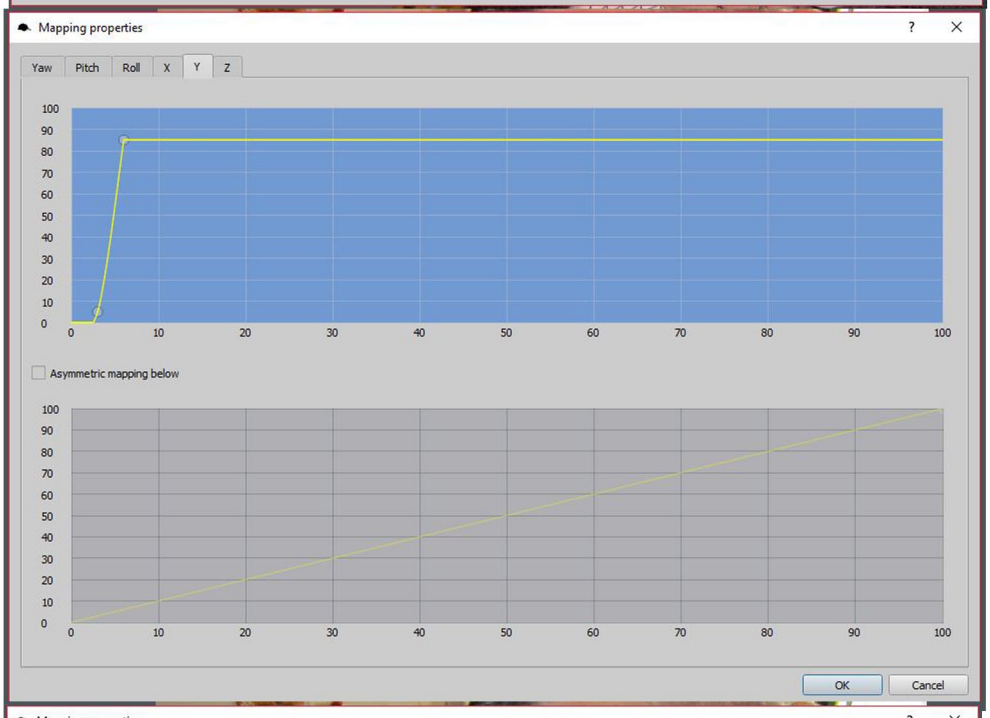
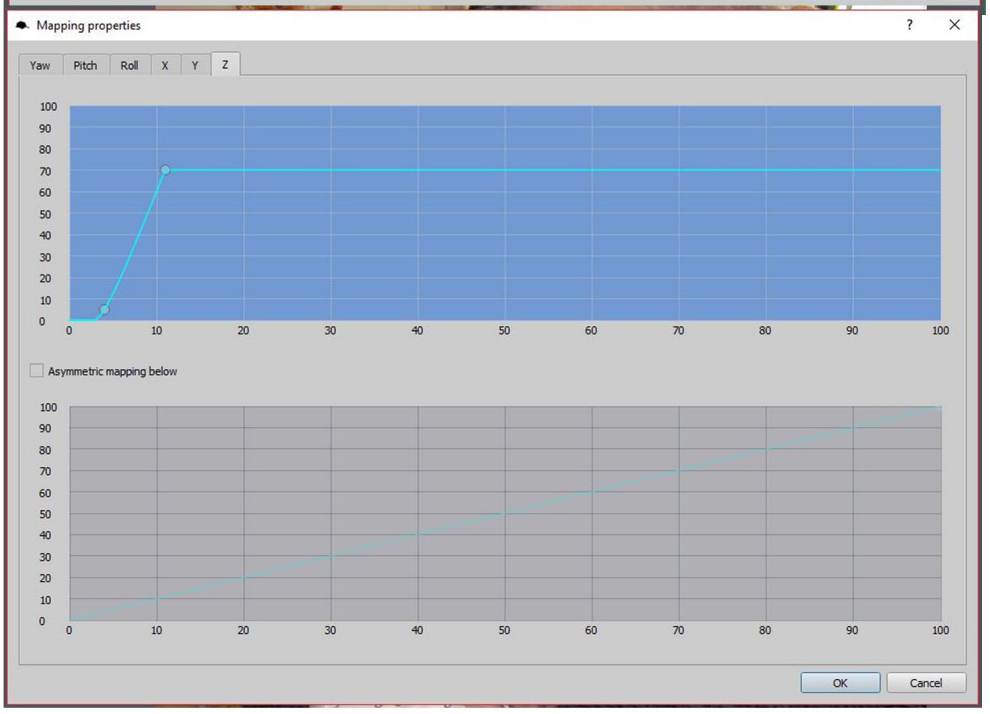

Mapping properties
Yaw
Pitch
Roll
X
Y
Z
Asymmetric mapping below
OK
Cancel

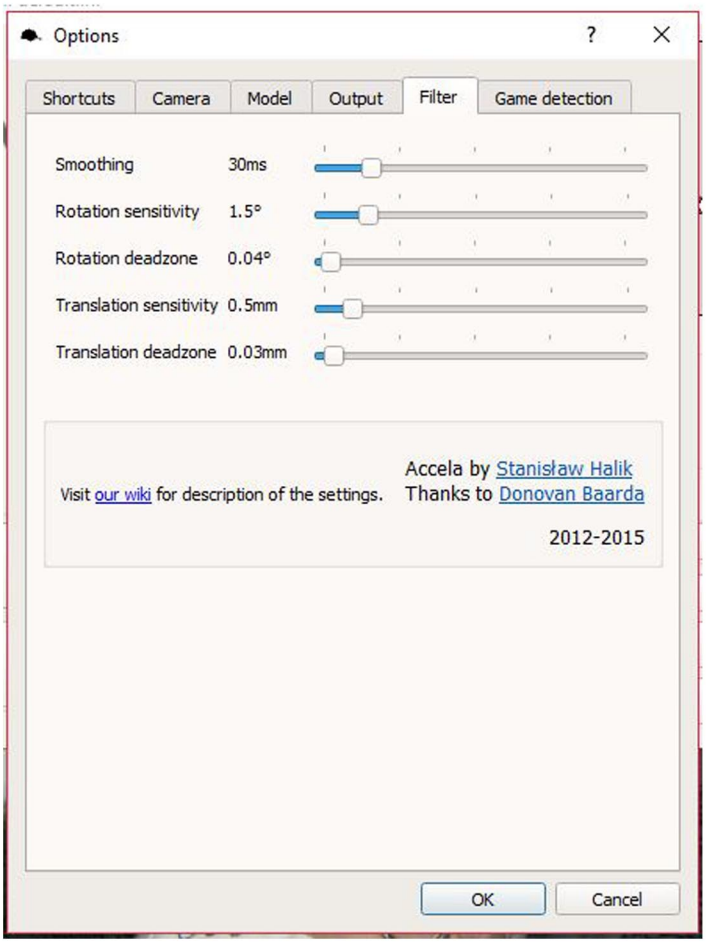

Mapping properties
Yaw
Pitch
Roll
X
Y
Z
Asymmetric mapping below
OK
Cancel

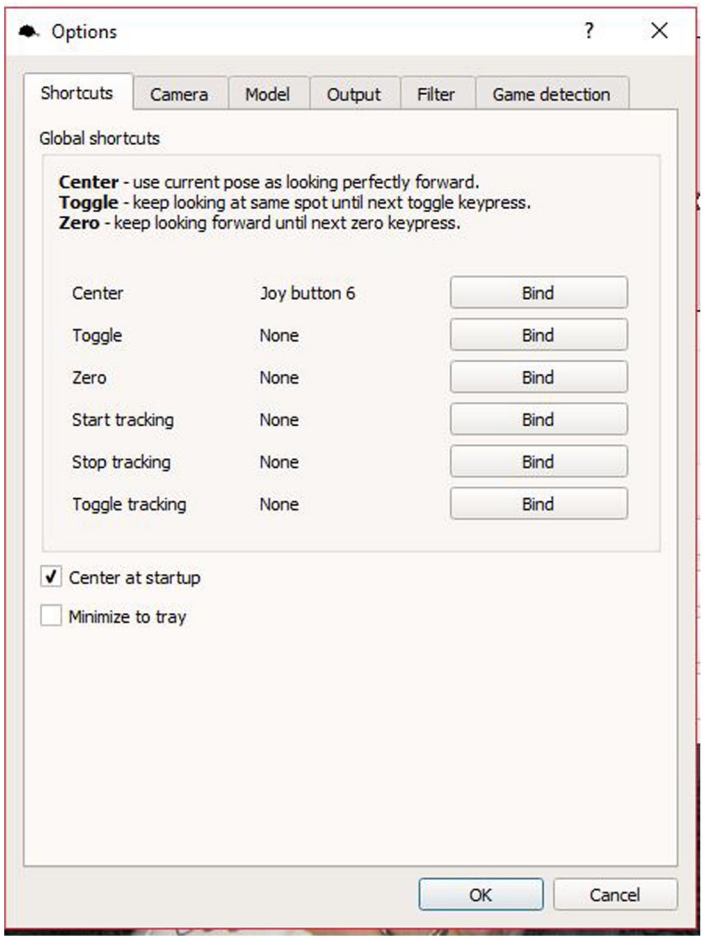

Mapping properties
Yaw
Pitch
Roll
X
Y
Z
Asymmetric mapping below
OK
Cancel


Mapping properties
Yaw
Pitch
Roll
X
Y
Z
Asymmetric mapping below
OK
Cancel


Mapping properties
Yaw
Pitch
Roll
X
Y
Z
Asymmetric mapping below
OK
Cancel


Mapping properties
Yaw
Pitch
Roll
X
Y
Z
Asymmetric mapping below
OK
Cancel


Options
Shortcuts
Camera
Model
Output
Filter
Game detection
Smoothing 30ms
Rotation sensitivity 1.5°
Rotation deadzone 0.04°
Translation sensitivity 0.5mm
Translation deadzone 0.03mm
Visit our wiki for description of the settings.
Accela by Stanisław Halik
Thanks to Donovan Baarda
2012-2015
OK
Cancel


Options
Shortcuts
Camera
Model
Output
Filter
Game detection
Global shortcuts
Center - use current pose as looking perfectly forward.
Toggle - keep looking at same spot until next toggle keypress.
Zero - keep looking forward until next zero keypress.
Center Joy button 6 Bind
Toggle None Bind
Zero None Bind
Start tracking None Bind
Stop tracking None Bind
Toggle tracking None Bind
Center at startup
Minimize to tray
OK
Cancel