

◆ 2.82px

◆ 2.71px

◆ 2.88px



## Raw tracker data

X	~ 10	Yaw	~ 10
Y	~ 10	Pitch	~ 10
Z	~ 10	Roll	~ 10

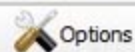
## Game data

X	□	Yaw	□
Y	□	Pitch	□
Z	□	Roll	□

## Input

## Output

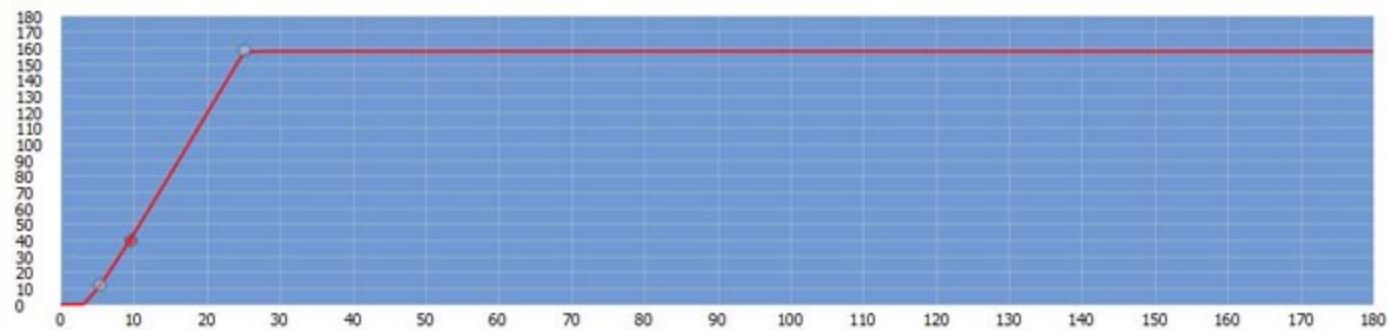
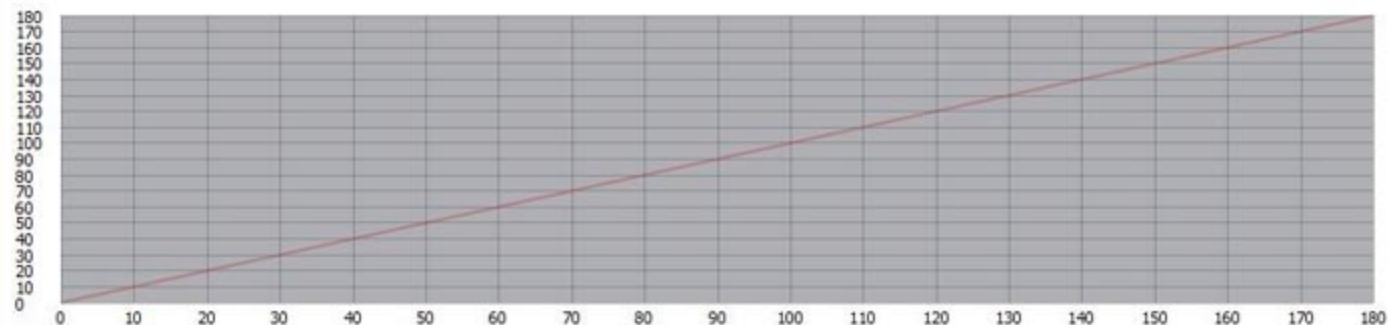
## Filter

 Profile ▾ 


## Tracking

Yaw Pitch Roll X Y Z

Max rotation 180°

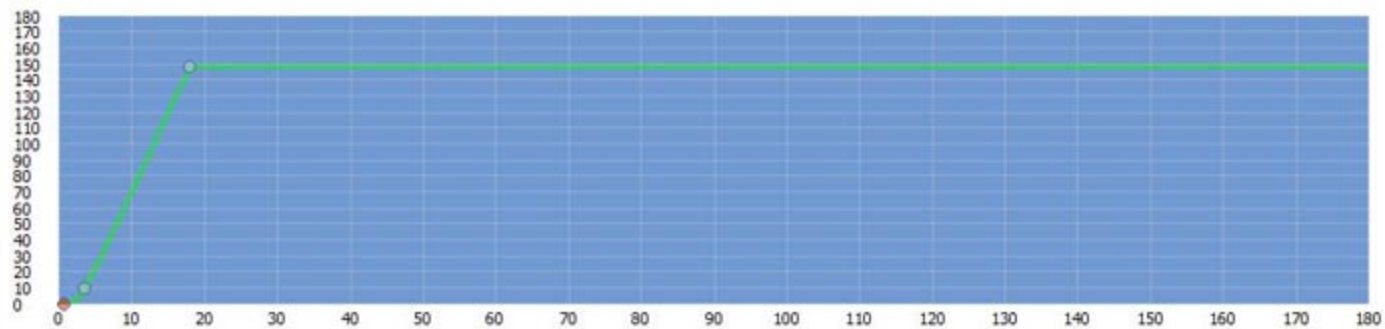
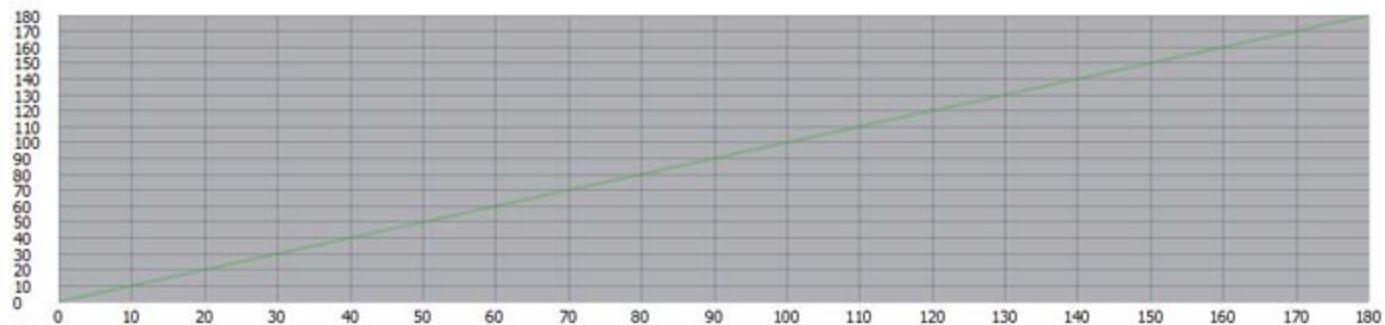
 Asymmetric mapping below

OK

Cancel

Yaw Pitch Roll X Y Z

Max rotation 180° ▾

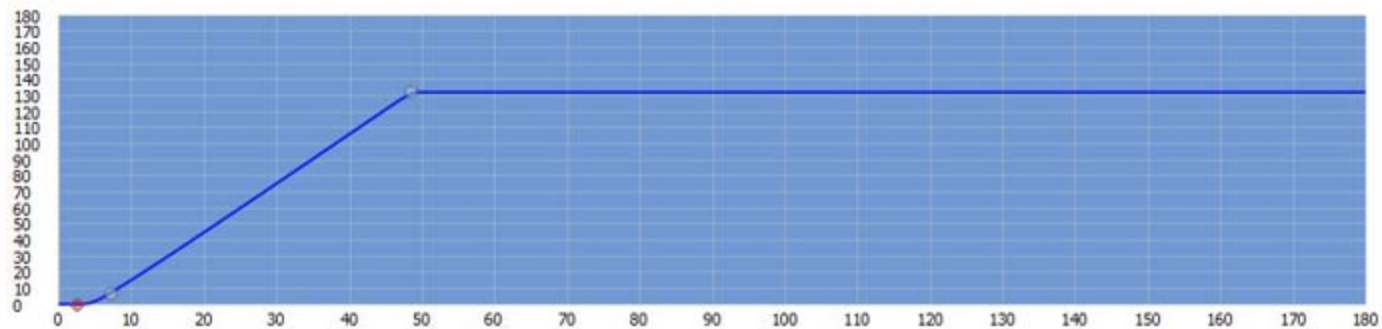
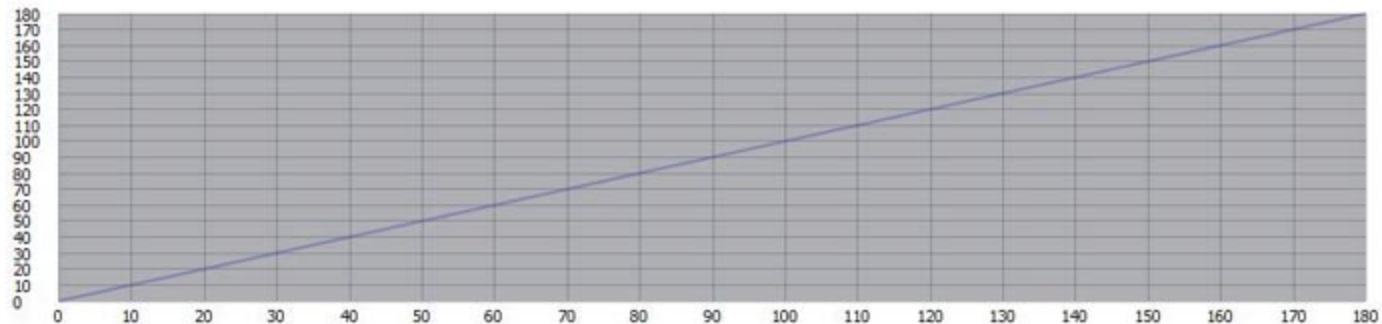
 Asymmetric mapping below

OK

Cancel

Yaw Pitch Roll X Y Z

Max rotation 180° ▾

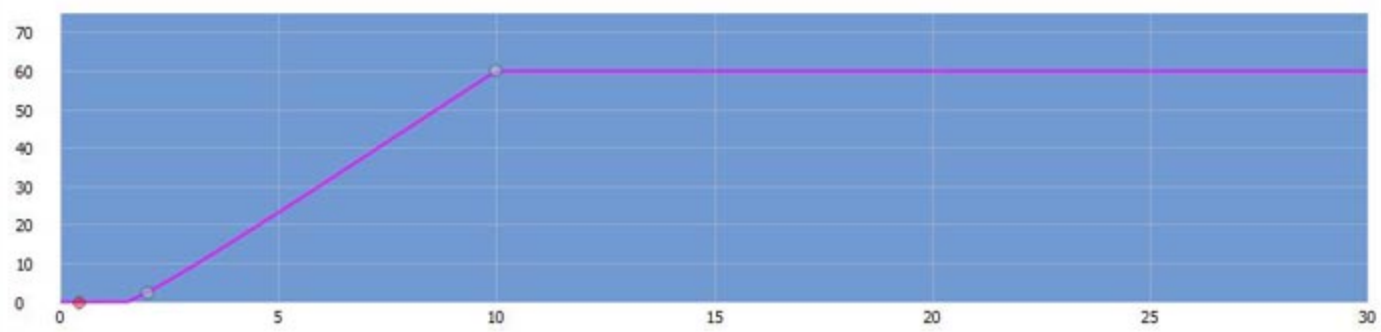
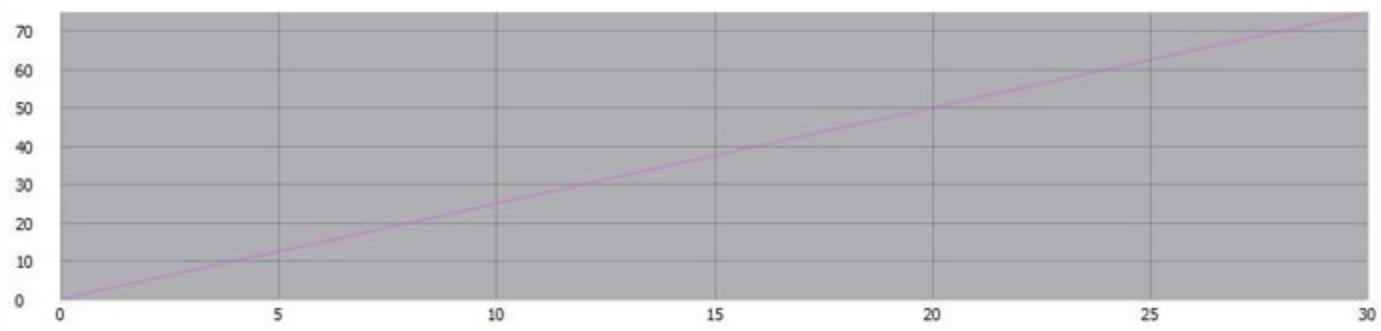
 Asymmetric mapping below

OK

Cancel

Yaw Pitch Roll X Y Z

Max translation 30 cm

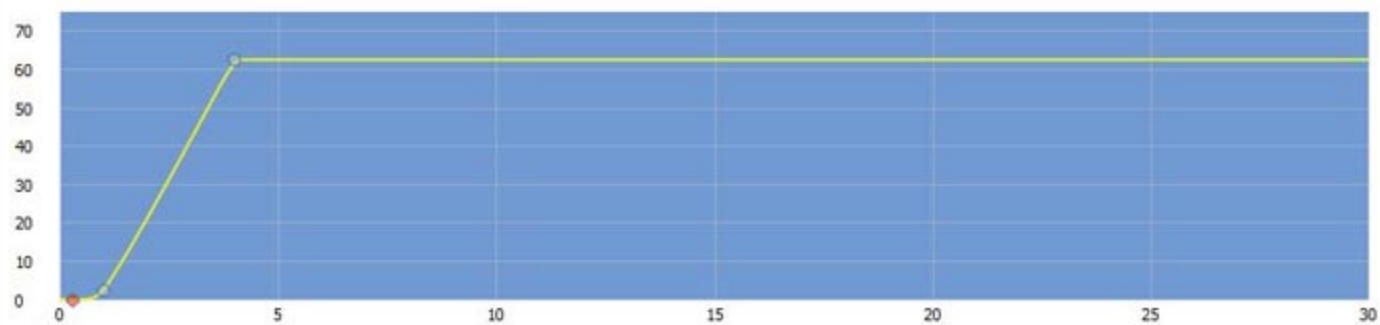
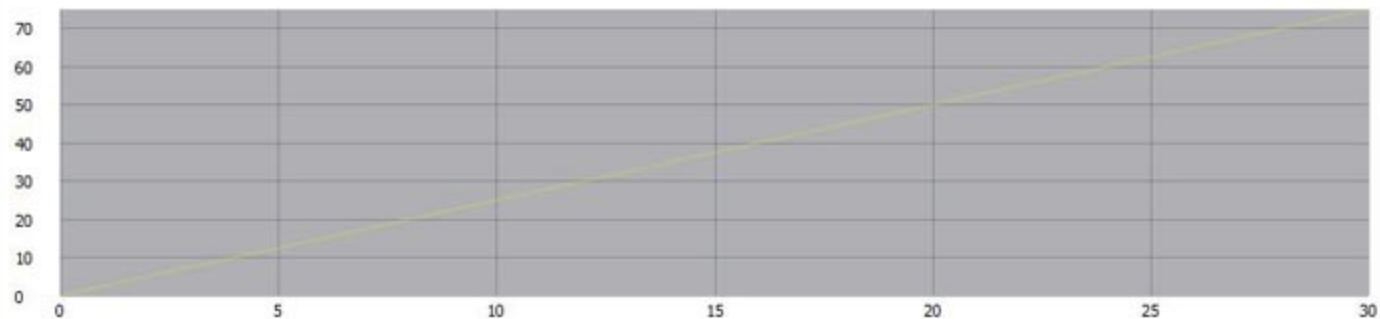
 Asymmetric mapping below

OK

Cancel

Yaw Pitch Roll X Y Z

Max translation 30 cm

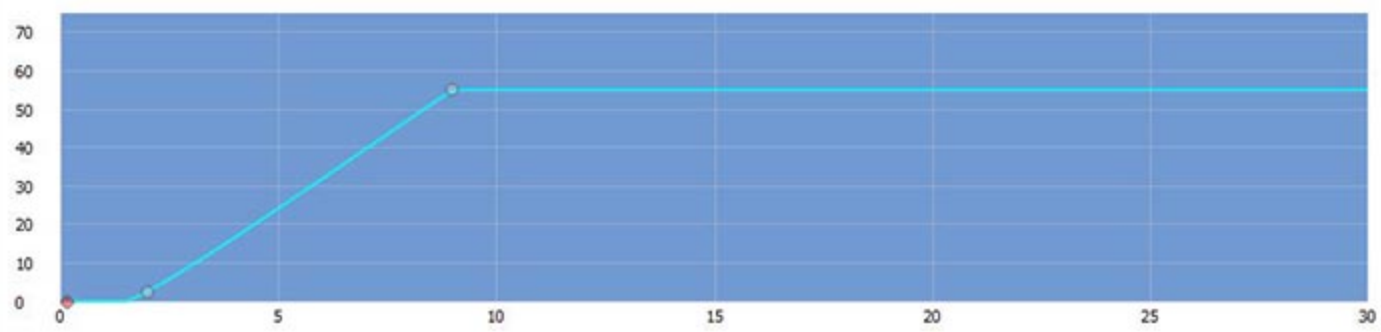
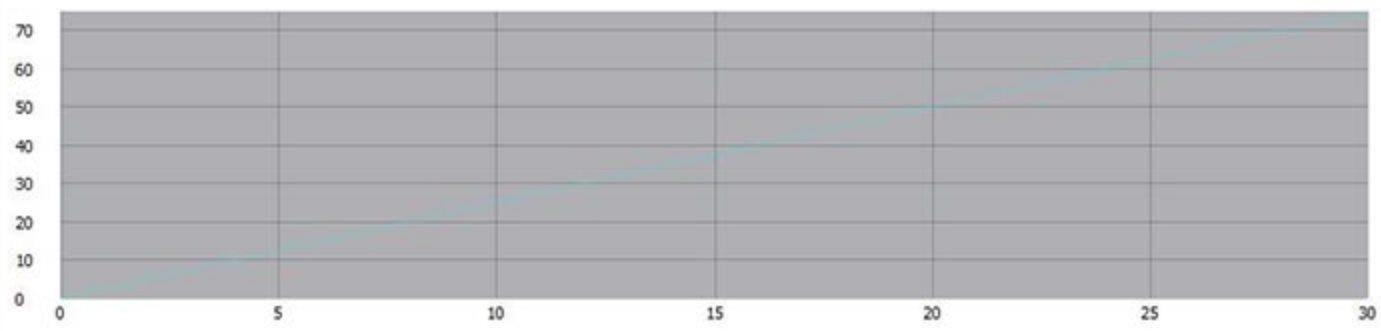
 Asymmetric mapping below

OK

Cancel

Yaw Pitch Roll X Y Z

Max translation 30 cm

 Asymmetric mapping below

OK

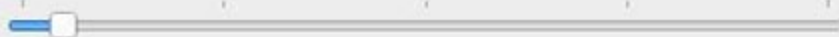
Cancel

# Filter settings



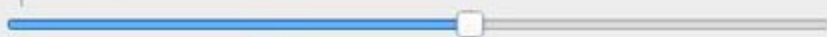
## General

Smoothing 10ms

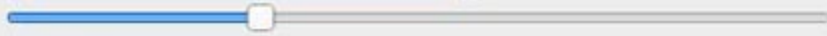


## Rotation filtering (Yaw, pitch, and roll)

Sensitivity 1.5°

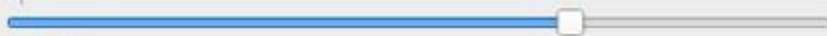


Deadzone 0.03°

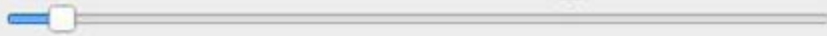


## Position filtering (X, Y, Z - translation)

Sensitivity 1.05mm



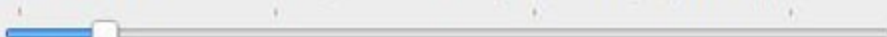
Deadzone 0.05mm



## Rotation nonlinearity

Setting it higher will filter out rotation noise but may cause sudden jumps on very high settings.

Value  $X^{1.05}$



Accela by [Stanisław Halik](#)  
Thanks to [Donovan Baarda](#)

2012-2015

Visit [our wiki](#) for description of the settings.

OK

Cancel

## Camera Settings

Gain



Auto



Exposure



Auto



White Balance

Red



Green



Auto



Blue



Color Bar



Enable Color Bar

Reset to Default

OK

Cancel

Apply

Camera

Model

About

## Camera settings

Device

PS3Eye Camera ▾

Width

640 px ▾

Height

480 px ▾

FPS

100 Hz ▾

Diagonal field of view

56° ▾

Dynamic pose (for caps only, never clips)

Dynamic pose timeout

250 ms ▾

Camera settings (when available)

Open

## Point extraction

Automatic threshold  Enable, slider sets point size

Threshold

Min size

1.5 px ▾

Max size

50.0 px ▾

## Status

Camera Info:

Tracker offline

Extracted Points:

OK

Cancel