

# SILVERBOLT

*Gesture Recognition System*

## **README**

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Silverbolt is a gesture recognition system that uses the Nintendo Wii Remote as an input source.

### System Requirements:

Bluetooth (Only tested with the BlueSoleil bluetooth stack).

Visual Studio 2005 or Visual Studio 2005 Express

### **Instructions:**

To use our system your Wiimote must be connected to the computer via Bluetooth.

Open the Visual Studio solution file Silverbolt.sln.

Ensure that the Reference to Brian Peek's Wiimote Library 'Wiimotelib.dll' is correct.

Click the debug button to start.

### **To create a new set of gesture classes:**

Type a name in the gesture class box and then click add to create a new gesture class.

You can then add training examples to this gesture class by clicking the add button and then performing a gesture using the Wiimote.

This is done by holding down the 'B' button (trigger button), performing a gesture and then releasing it.

You can then bind actions to each gesture by typing in the keys you want the recogniser to press when the gesture is performed.

To use some keys, escape characters must be used, for example: {BACKSPACE}.

For a more complete list of these keys, refer to: <http://msdn2.microsoft.com/en-us/library/system.windows.forms.sendkeys.aspx>.

Repeat this process until you have the desired number of gesture classes.

You can then select the recogniser from the drop down list and then click on 'Wiicognise' to start recognising gestures.

Debug information is displayed to the right. For more information refer to Dean Rubine's paper 'Specifying Gestures by Example'.