Session Control Tool

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Категория:	Polygon::Administrators (EN)	**Голоса:**	0
Состояние:	общедоступное (всем)	**Результат:**	0.00 %
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Симптомы (общедоступное)

Проблема (общедоступное)

Решение (общедоступное)

Session Control Tool
Session Control Tool - developed in Polygon VR. Is an intermediary between the game client and Motive: provides data reception and transmission.

At the top left you will see three tabs:

Motion Capture

Controllers

Session

Motion Capture.

In this tab you can see all created Riga, which are " included” in the program Motive.

On how to collect the skeleton of the player will be described below in the section “Creating skeletons”

Controllers

Here you will see a list of all available weapons - it must also be included in the program Motive

Session

The tab is needed for network games between several sites - in agreement with the site Manager. In order for players on different platforms to see each other, you need to go to the tab "Sessions" and click on the "tick" in front of the site in the list from which the network game is planned. "Tick" should be white. This need to do in SCT all sites participating in network game.