Log Function of Rinions

- 1. When you want a local log.
- 1) Open "Setting of Save" dialog. (Setting Menu -> Save)
- 2) Check "Save a Log at Local" Check Box.
- 3) Click "**Refer**" Button to select save folder.

	Setting of Save	
	File Format OpenNI (.oni) Joints Text	
	 BVH File Format QAvimator FPS 30 Div Time (sec) 0 Scale (for inch) 1.000 	
check here	Not Save	
	Log File A Log is Send to the Server Save a Log at Local Preservation Folder ¥Log Refer	select folder
	OK Cancel	

- 4) Open the Sensor Window, click the yellow play button and red Record button.
- 5) You will get log file in "*specified folder*¥Rinions_User¥" folder. Attention: "Rinions_User" can be changed at "User Name" Text Box in "Setting of Network" dialog.
- 6) For example, file name is **2013.02.11_12.13.14.txt**. Here 2013 is year, 02 is month, 11 is day, 12 is hour, 13 is minut and 14 is second.

2. When you want remote logs.

You can get log files from remote Rinionss



2-1. Rinions

- 1) Open "Setting of Save" dialog. (Setting Menu -> Save)
- 2) Check "A Log is send to the Server " Check Box.

	Setting of Save				
	File Format OpenNI (oni)				
	Joints Text				
	O BVH File				
	Format QAvimator 👻				
	FPS 30 -				
	Div Time (sec)				
	Scale (for inch) 1.000				
check here	Not Save				
Log File A Log is Send to the Server Save a Log at Local Preservation Folder					
	¥Log Befer				
	OK Cancel				

- 3) Open "Setting of Network" dialog. (Setting Menu -> Network)
- 4) Input your name in "User Name" Text Box.
- 5) Select output mode. If you do not want to send Animation Data to another Rinionss, I recommend to select "Network and Local" Radio Button and check "Send Only Log Data to Network" Check Box.
- Input IP address or domain name of anm_server in "Animation Relay Server" Text Box.
- 7) To login the anm_server, select "Login" from File" menu.
- 8) Open the Sensor Window, click the yellow play button and red Record button.

input vour name	Setting of Network	x
input your name	User Name Rinions_User	
select output mode input IP address or domain name of anm_server	Output of Data Network only Send Olny Log Data to Network Receive Data Receive Port 8100 Max Bandwidth (kbps) 300	
	Animation Relay Server Port 192.168.20.1 8200	Num.)
	Group Key NSL_TEST	
	OK	el

2-2. anm_server

1) If your computer is in Firewall, please open 8200 UDP port on Firewall.

2) Double click **anm_server.exe**

3) You will get log files at ".¥datalog¥Group Key¥User Name¥" folder.

4) File name's format is same as local log.

3. Data Structure

Data structure of log file is Joint Text File Format + Joint Angle (degree unit). About Joint Angle, please see below fig.

