

# **Move.Me User's Guide**

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# 1 Introduction

The Move.Me server is a software application for the PlayStation®3 that opens an easier path to developing applications on the PlayStation®Move platform.

The PlayStation®Move is a combination of the PlayStation®3 system, the PlayStation®Eye camera, and the PlayStation®Move motion controller. The sphere at the end of the motion controller allows the camera to pinpoint your movement and position within the room.

**Figure 1 PlayStation®Move Motion Controller**



Move.Me hooks up your PC to the PlayStation®Move platform: with the Move.Me server you can use the PlayStation®Move motion controller as an input device to supply sensor data to your PC application.

The Move.Me server resides on a PlayStation®3, but Move.Me allows you to use the rich controls and processing power of the platform without the need for access to the PlayStation®3 SDK, an NDA, or Game developer license.

Move.Me provides a streamlined development system to support academic, student, and research use, lending itself particularly to in-house and prototype applications. We are excited about the possibilities for the PlayStation®Move platform to enrich projects as diverse as:

- Human-computer interaction
- Motor skills rehabilitation
- Research into game and user-interface design
- Research into augmented reality
- Interactive multimedia
- Non-commercial game development
- Other non-game applications

## Samples and libraries

Move.Me sample programs are available in C# and C from:

<http://code.google.com/p/moveme>

### C# Samples

The C# samples include a PSMoveSharp library that handles the network communication and can be reused by other C# applications. The C# samples also include an Augmented Reality demo, a diagnostic application, and a mouse driver allowing you to move the cursor by pointing the PlayStation®Move motion controller at the screen as a laser pointer.

### C Samples

The C samples include a library that handles network communication and can be reused by other C applications. These samples work both under Windows and Linux.

## Reference Materials

This documentation set includes the following Move.Me materials:

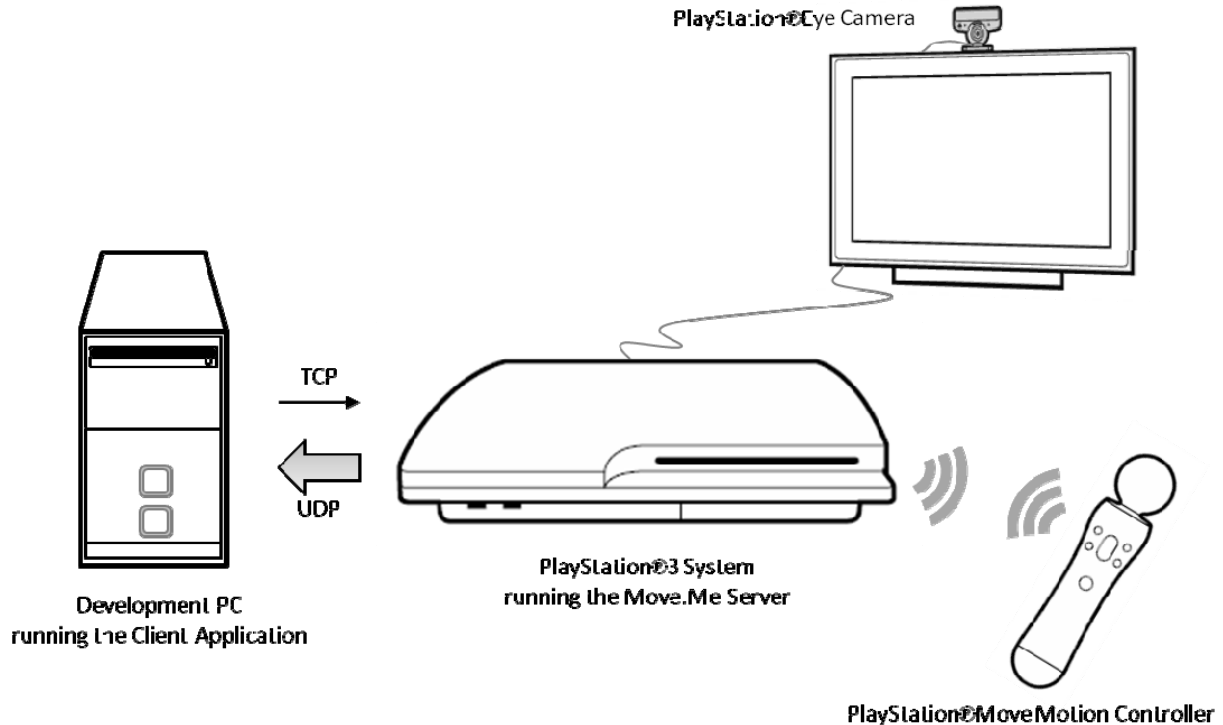
- *Move.Me User's Guide* – This document. Describes the user interface of the Move.Me server, used to configure the connection between the PlayStation®3 and the PC and to follow the status of the camera and motion controller.
- *Move.Me Network Protocols* – Describes the interface between the Move.Me system and the PC application, including the command set, the data packet contents, and other information you'll need to develop augmented reality applications.

## 2 Using the Move.Me Server

### System Configuration

The Move.Me application environment includes the PlayStation®3 system, the PlayStation®Move motion controller, the PlayStation®Eye camera, a television display connected to the PlayStation®3 system, and a development PC running Windows or Linux. The Move.Me server runs on the PlayStation®3 system and includes an interface that displays connection and status information for each of the system components.

Figure 2 Move.Me Client/Server Environment



The Move.Me client application running on the development PC sends requests to the Move.Me server running on the PlayStation®3 system. The requests are sent via TCP over a local network or the Internet; the Move.Me server responds with data via UDP.

## Startup

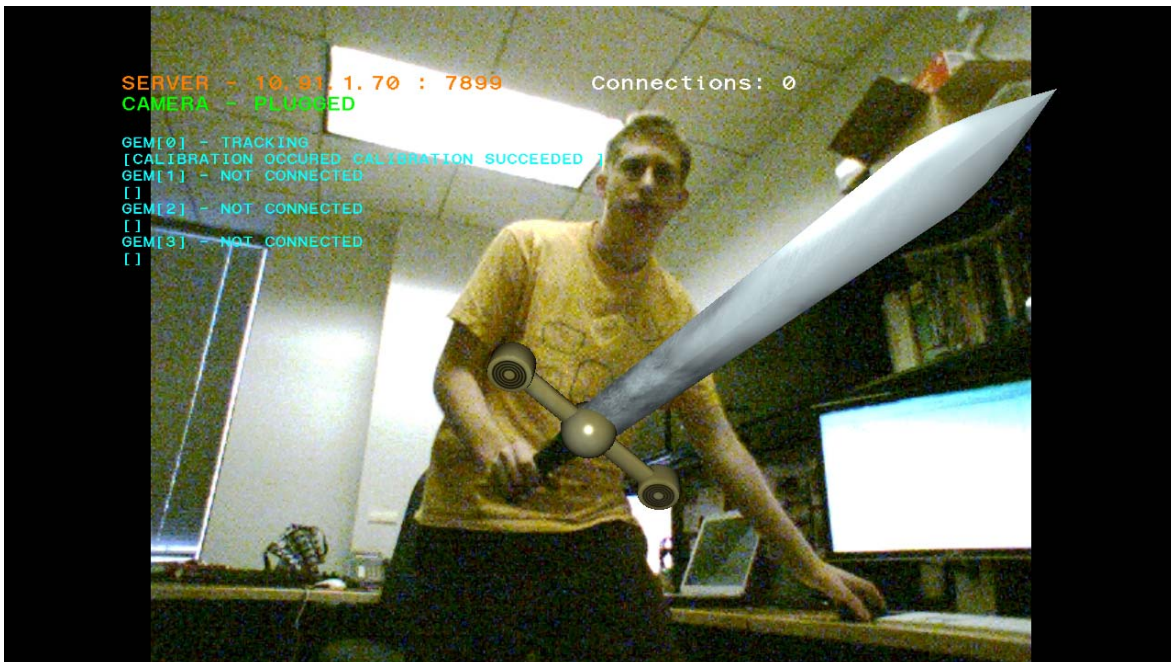
When you first startup Move.Me and after dismissing the Intro screen you will see something like this on your display:

Figure 3 Initial Setup Screen



When no clients are connected, you can point the Move controller at the camera and calibrate the controller by pressing the Move button. Once calibrated, a sword will appear in your hand.

Figure 4 Screen Displayed After Calibration



After a client connects, the screen will update to display the connected clients IP address.

Figure 5 Client Connection Information



## Display Elements

The Move.Me Control application shows the following configuration status:

- **IP Address and Port Information:** Displays the IP address and port number on which the server listens for connections.
- **Camera Status:** Displays the status of the camera: Unplugged or Plugged.
- **Motion Controller Status:** Displays the overall status and any status flags for each PlayStation®Move motion controller.
- **Connection Count:** Displays the active number of clients connected. The platform supports a maximum of four.
- **Connection List:** Displays the current list of clients connected, including the connection IP address and port number and the client's refresh rate.
- **Server Log:** Displays the last 10 lines of the server log. Server log events are emitted when a client connects or disconnects or sends a request.

## User input

When no clients are connected, the server captures and processes button presses on the motion controller. When at least one client is connected all user input is passed through to the connected clients and button presses are not processed by the server.

Use buttons on the motion controller to perform the operations listed in Table 1:

**Table 1 Motion Controller Button Functions**

Operation	Button	Description
Calibration	Move button	This must be done while pointing the controller at the camera.
Reset	SELECT button	
Exit	PS button	To quit the server, press and hold the PS button until the menu appears. Select 'Quit Game' to quit. This works regardless of whether or not a client is connected.