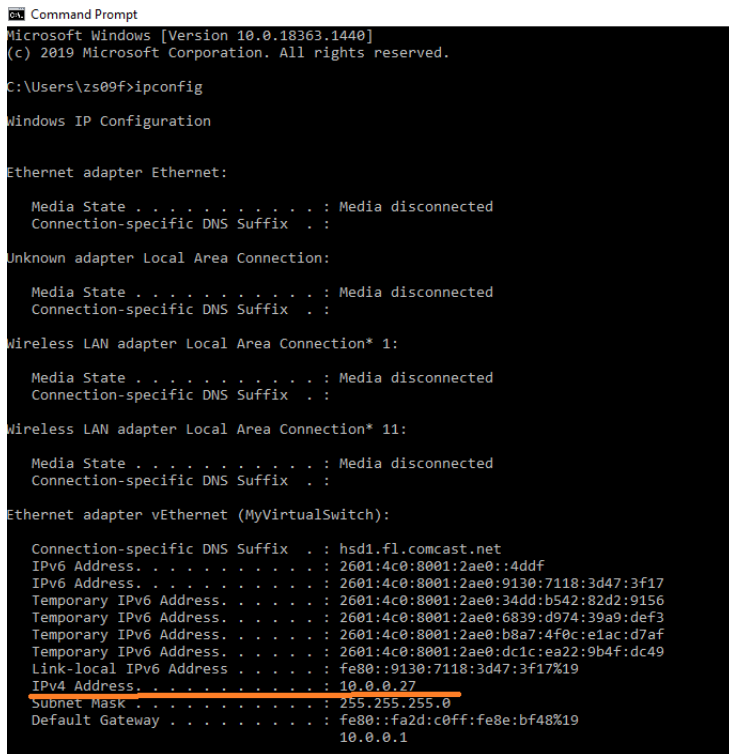# Set Up Instructions

Animation Relay Server Hosting

- In order for the Animations Puppeteer by one user to be viewed by another, one computer has to host the Animation Relay Server, which relay the Animantion sent by any of its members to all other members. The host can be one of the computers using the Kinect, or a computer viewing the animations or even a computer that is not participating in any way. Irregardlesss of the roll, setting up the Animation Relay Server is the first step in this process of Settiing Up this system.

Step 1. Hosting the Animation Relay Server1.1

Once the computer that will host that ARS has been chosen, the IPv$ address of the host need to be known. The IPv4 address can be acquired by opening a command promt window and typing in "ipconfig"


Step 2.

Download the Animation Relay Server folder and click on the Anmrs.exe application located in the following directory of the folder: *dist/Releases/Clang-Windows*. This will activate the Animation Relay Server.

Setting Up the Kinect

The computers that will use the Kinect to Puppeteer their Opensim Avatar, have to successfully join the Animation Relay Server in order for their Animations to be viewed by all other members. The process for joining the Server is the same, regardless of whether the computer is hosting the ARS.

Step 1. Configure the Program UUID.

Download the Viewer folder. Click to install the Viewer by clicking on the Phoenix-FirestromOS. Exe. Once the installation is complete, located the folder where the viewer has been installed and copy firestorm-bin(1).exe into it. Open the viewer by double-clicking firestorm-bin(1).exe and log into the Opensim account. Upload the PSI_POSE bvh file, clicking the loop settings when uploading. [As shown in the picture]
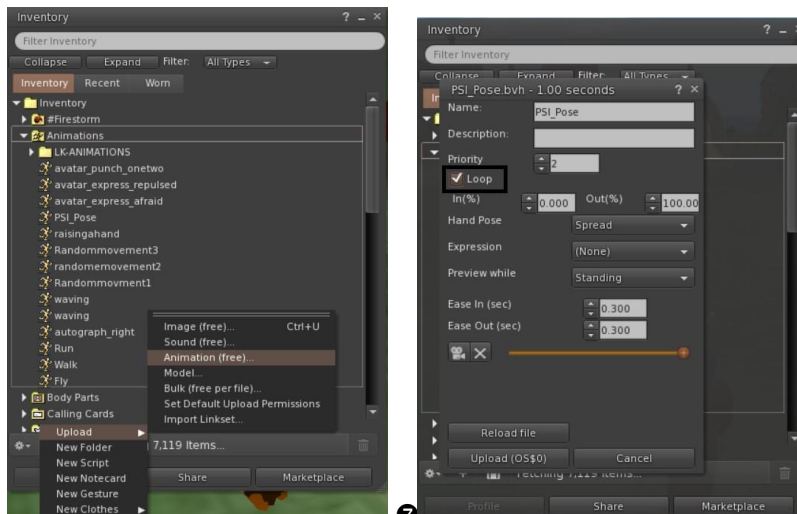
Once the animation has been uploaded, right click on the animation and click Copy Asset UUID.[Picture below]
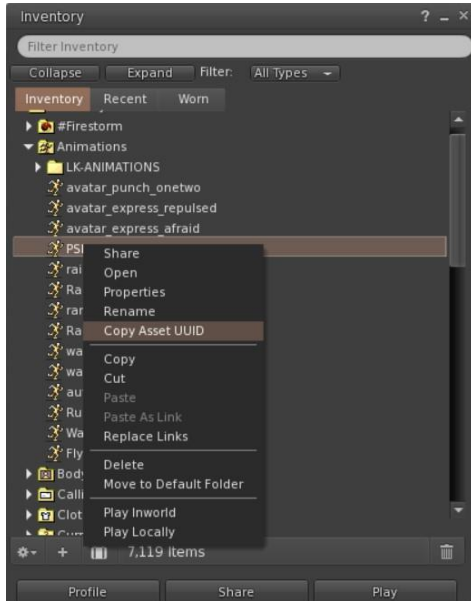
Download the Kinect-Release Version folder, and open the text file *Details.txt*. In it, copy in the UUID and the ip address of the computer hosting the Server. This has to be done in the exact order described and shown in the picture. Save the text file, make sure the Kinect has been connected to the computer and activate the program by double clicking on BodyBasics-D2D.exe.
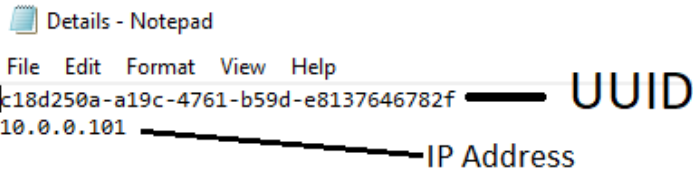
Once the program has successfully launched and the computer has joined the ARS, the ARS will display the new member along with all the other members active in the server, by their IP address and the UUID with which they joined, as demonstrated in the picture below.
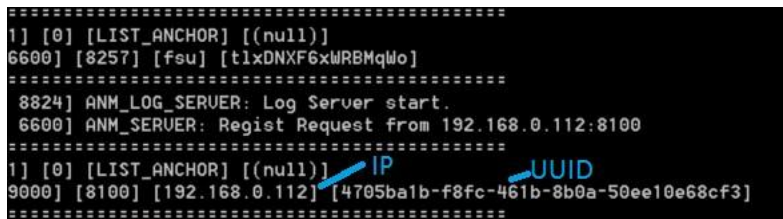
Step 2.1 and Step 2.2 need to be performed by Computers who will only view the Avatar Puppeteering, skipping the step where they connect the Kinect to the Computer.