RT_Plugin_CEN_File

Overview

The CEN File Plugin is used in Visual3D Server™. It connects to .cen files that have 2D marker data.

Plugin Interface

The CEN File text box at the top of the plugin interface has the file path and the file name of the .cen file that you are streaming. In the screen shot it reads XXXXXXXX.cen. The .cenfile is selected or changed using the Browse button to the right of the text box.

The “Plugin Help” button leads to this web page should you need to reference this page in the future.

The “About Plugin” button has details on the plugin being used including version, release date, copyright information, support contact information and the hardware SDK version.

Frame Info

Current frame The current frame number on the top left hand side on the screen (where it currently reads XXXXX) keeps a count of the current frame which is assigned by the hardware or software system. Since the CEN file plugin is reading a file that has been recorded the frame numbers will start at 1 and continue to count upwards until disconnected.

Missed frames The missed frames number is on the bottom left (where it currently reads 000000). Whenever there is a gap in frames sent by the hardware of software system a blank frame is inserted. The dropped frames count keeps a record of both the number of frames which are blank.

Hardware time The hardware time number is on the top, in the centre (where it currently reads XXXXX). This is how long, in milliseconds, the hardware has been running.

Server time The server time number is on the bottom, in the centre (where it currently reads XXXXXX). This is how long, in milliseconds, the server has been connected to the hardware or software which is streaming to it.

Hardware latency The hardware latency is on the top right hand side (where it currently reads 000.0 ms).

Server latency The hardware latency is on the top right hand side (where it currently reads 000.0 ms).

Signals

3-D View

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