WEBCOLORTOY®

WebColorToy it's a little application which user plays moving own body. This is a configurable game which users makes desired applications through a configuration file. Only with a webcam the application is able to detect the players movement and responds as is programmed in the configuration file. Also you can use mouse device to play it.

CODE

If you are interested in a source code of this application please, send us an email in our direction that you can find in contact section of a COMPUTER ACCESSIBILITY GROUP webpage:
http://www.xtec.cat/dnee/udc/english/main.html

LINUX DEPENDENCES

If you want execute the application on a Linux platform you must be awared of some dependences.

Drivers Webcam:
  For a Logitech QuickCam Pro 4000 visit http://www.saillard.org/linux/pwc/
Libraries:

  OpenCV: http://sourceforge.net/projects/opencvlibrary/
  SDL: http://www.libsdl.org/index.php
  SDL_image: http://www.libsdl.org/index.php
  SDL_mixer: http://www.libsdl.org/index.php

CONFIGURATION FILE

An external editor is not available at the moment. By now you must edit file manually.

Description:

```
# Name of activity creator. can not have white spaces
ComputerAccessibilityGroup
# image presenting the activity
title.jpg
# music plays during menu
popcorn.mod
# number of levels
1
# level duration: minutes part
0
# level duration: seconds part
30
# music played during game
popcorn.mod
# elements to kill to finalize level. if elemets are 0
# the level finishes when time is over
20
# how many elements are displayed in the screen simultaneously
2
# time in millisecons must past to add new element onto screen
1000
# number of elements
2
# folder containing the element
```

abellad
sound associated to element
loser.wav
type of element: up-down, right-left, random
2
initial position x
0
initial position y
0
velocity of element. sign decides sense
14
action taken: flip screen, lose life, increment counter, ..
0
second element description. same fields as firsts elements
abellae
loser.wav
1
0
0
-4
0

Example file:

```
ComputerAccessibilityGroup
title.jpg
popcorn.mod
1
0
30
popcorn.mod
20
2
1000
2
abellad
loser.wav
2
0
0
14
0
abellae
loser.wav
1
0
0
-4
0
```