

## Skull Output Plugin for Vixen 2.1

Installation:

This plugin requires that .Net 3.5 sp1 is installed. Once that is installed you'll need to copy SkullOutput.dll and SkullWPFFControl.dll to your Vixen-Plugins-Output folder.

Setup:

Here's an example of the setup screen:

The screenshot shows a Windows-style dialog box titled "SetupDialog". It contains four sections, each representing a different axis of movement:

- Rotate:** Direction: Positive Right. Skull: Left (-45), Right (45). Vixen: Left (0), Center (128), Right (255). Channel: Channel 5.
- Tilt:** Direction: Positive Right. Skull: Left (-45), Rights (45). Vixen: Left (0), Center (128), Right (255). Channel: Channel 6.
- Nod:** Direction: Positive Up. Skull: Down (-45), Up (45). Vixen: Down (0), Center (128), Up (255). Channel: Channel 7.
- Jaw:** Direction: Positive Up (Closed). Skull: Open (-45), Closed (0). Vixen: Open (0), Closed (128). Channel: Channel 8.

At the bottom right, there are "Cancel" and "Ok" buttons.

There are 4 sections: Rotate, Tilt, Nod and Jaw. These are the 4 axes for your skull. Within these sections there are 3 basic elements that the plugin needs information for: The capabilities of your actual skull, the Vixen values that correspond to those skull values and the channel for that axis.

The Skull area is the information for your actual skull. All values are in degrees with 0 being the center(or in the case of the Jaw, 0 is closed).

The Vixen area are the values which correspond to the Skull values. Let's take the Rotate section as an example. Rotate is positive right meaning the skull moves from left to right(-45 to 45). The "left" Vixen is the value which corresponds to the left skull setting(-45). The "right" setting corresponds to the right skull setting(45). The center is (wait for it...wait for it...) the center.

Inputting these values also sets up directionality of the skull. For example, your skull may rotate left to right when the values in Vixen go to from 255 to 0. In this case 255 will be your "left" Vixen value and 0 would be your "right" Vixen value.

The last setting you need is what channel you want to assign to each axis. Simple select this from the dropdown box.