Data Streaming

You can stream motion capture data live to different applications and other computers in the same network. A list of supported applications with plugins can be found on the |} {|]Optitrack page.

If you want to get the streaming data as OSC - stream, you need to switch on the NatNet2OSC application.

In order to stream data, open the Streaming pane.



Enable the Streaming Engine by setting Broadcast Frame Data to on.

Now Check all the settings.



Choose on which **network interface** the data will be streamed.

If you only want to use the **data on the same machine as Motive is running**, set Local Interface to loopback. If you would like to send data to other computers, set Local Interface to 10.128.96.101.

- If you want to stream **skeleton data** (Characters), enable Skeletons.
- If you want to stream **rigid body data**, enable Rigid Body.

Check also the other settings fits the settings of your receiver. Usually, this would be:

• Bone Naming Convention: Motive

• Up Axis: Y Up

• Transmission Type: Multicast

For streaming to Unity, please refer to Unity and Optitrack Documentation

From:

https://wiki.zhdk.ch/IASpace/ - immersive art space

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Last update: 2019/08/22 08:05

