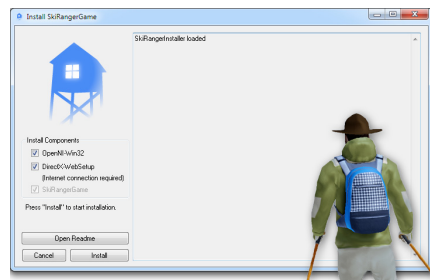## *How to install SkiRanger*

The tools which are offered by the Installer are all necessary components to play SkiRanger. Our gamepackage also includes the Kinect for Windows Runtime and the OpenNI package. Even if you are only using a Kinect, it's still recommended to install both.

If you have already installed certain components (e.g. Dev. Edition of OpenNI) you can uncheck them. Otherwise just follow the instructions.

If you want to use the Kinect XBox360 you need to install the full [Kinect SDK](#) instead of the Runtime. If you know what you are doing you will notice other configurations are working as well.

How to play SkiRanger

The game has been designed to be played with one of the depthsensing cameras like the Microsoft Kinect or the Asus XtionPRO series. But for debuggingpurposes we have also implemented a simple Keyboard and Gamepad controlscheme.

The Motioncontrols

- To notify the game that you want to play, you have to make the "psi-pose". It's used for starting the usertracking, adding or exchanging players.
- The tracking works best if your entire body is visible to the camera.
- Make sure the camera can see your hands, otherwise you won't be able to push the skidriver forward.
- Make sure you are not playing in direct sunlight. Because the sun will make you body too bright and the camera can't see the infrared light to detect your motion. The cameraoutput shows black spots on your body to indicate these overexposed areas.

- It's recommend to place the camera somewhere in the middle above or below your screen. But you don't have to. The game trys to compensate if you are not standing 100% straight to the camera. So you could actually even place the camera behind you. But this isn't working so well.
- If you notice the Ranger is not doing what you want him to do (e.g. constantly steering), particularly if everything should be fine, the only solution to fix this is to reset the tracking. You can archive this just by leaving or obscuring the sight of your camera for a moment.

The following controlschemes are starting to work if no camera is plugged in or the player isn't tracked by the camera.

The Keyboardcontrols
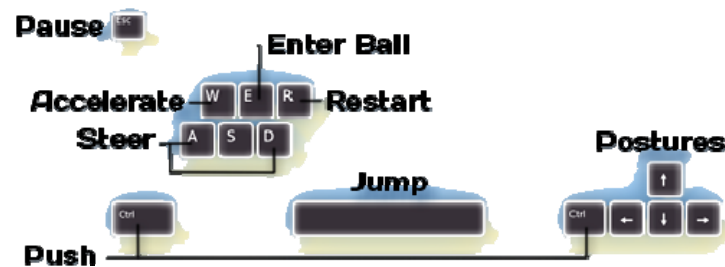
- [W] and [S] corresponds to leaning forward and backward. To push the Skidriver forward you have to tap one of the [CTRL] keys.
- Press [R] to restart the current Race.
- Press [M] to toggle the Camera-Mousecontrols.
- Press [V] to switch between first- and thirdperson view.
- postues are activated by making the right combos by using the cursor keys

The Gamepadcontrols
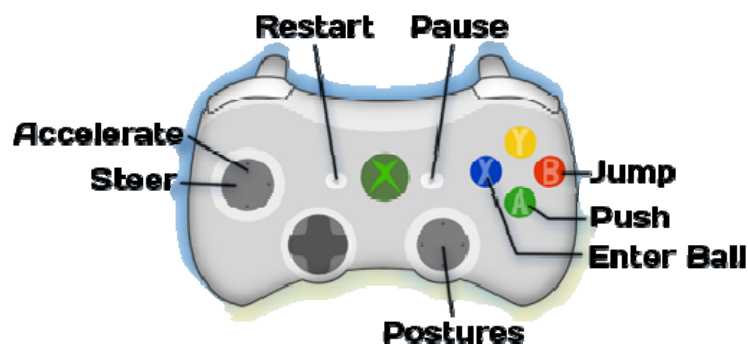
- This controlscheme works basically in the same way like the keyboard controls.

Have fun ;)

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