

ROHDemoCollection User Guide

Introduction

This dexterous hand demo collection program is designed to provide a convenient demonstration method for showcasing the dexterous hand, eliminating the need to download various environments and packages. It helps users shorten the learning cycle and become familiar with the dexterous hand product more quickly.

Introduction to the demos

The following example demos are designed around the core functional development needs of the OYMotion dexterous hand. Users can quickly adapt them to their own usage scenarios based on the sample demo.

Gesture Control

Use the camera to capture the scene, calculate hand movements within the frame to control the dexterous hand, with position degrees of freedom 0 and 1.

Glove Control

Use wired or wireless gloves to control the dexterous hand, with unlimited degrees of freedom 0 to 1. After click the 'Start' button, keep making a fist and spreading movements as quickly as possible to complete calibration action

gForce Control

Use gForce to control the dexterous hand. Before running the program, please ensure your gForce has been trained in the APP

Loop Test

A simple example of controlling a dexterous hand to perform gestures in a loop

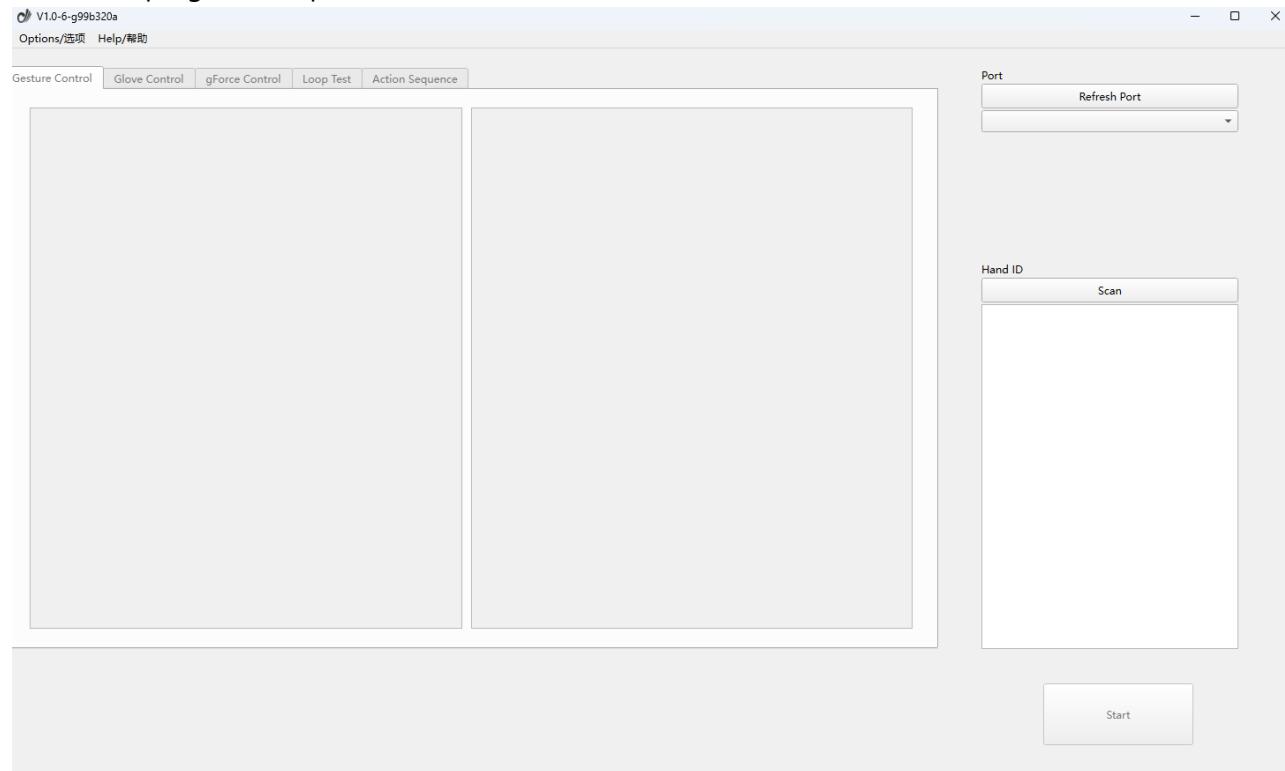
Notes

- The first-generation dexterous hand does not have force capability.
- When using this software with the second-generation dexterous hand, please ensure the firmware version is V3.1-151 or above.
- When running the Glove Control example with a wireless glove, the heatmap will not be displayed
- When using the Gesture Control demo, please ensure the computer camera is functioning properly
- When using wireless devices to control the dexterous hand, please first ensure that the computer's Bluetooth is turned on.
- The action buttons in the action sequence example will only control the dexterous hand after clicking the Start button (in single-point mode, gestures are executed one-to-one; in loop mode, they are

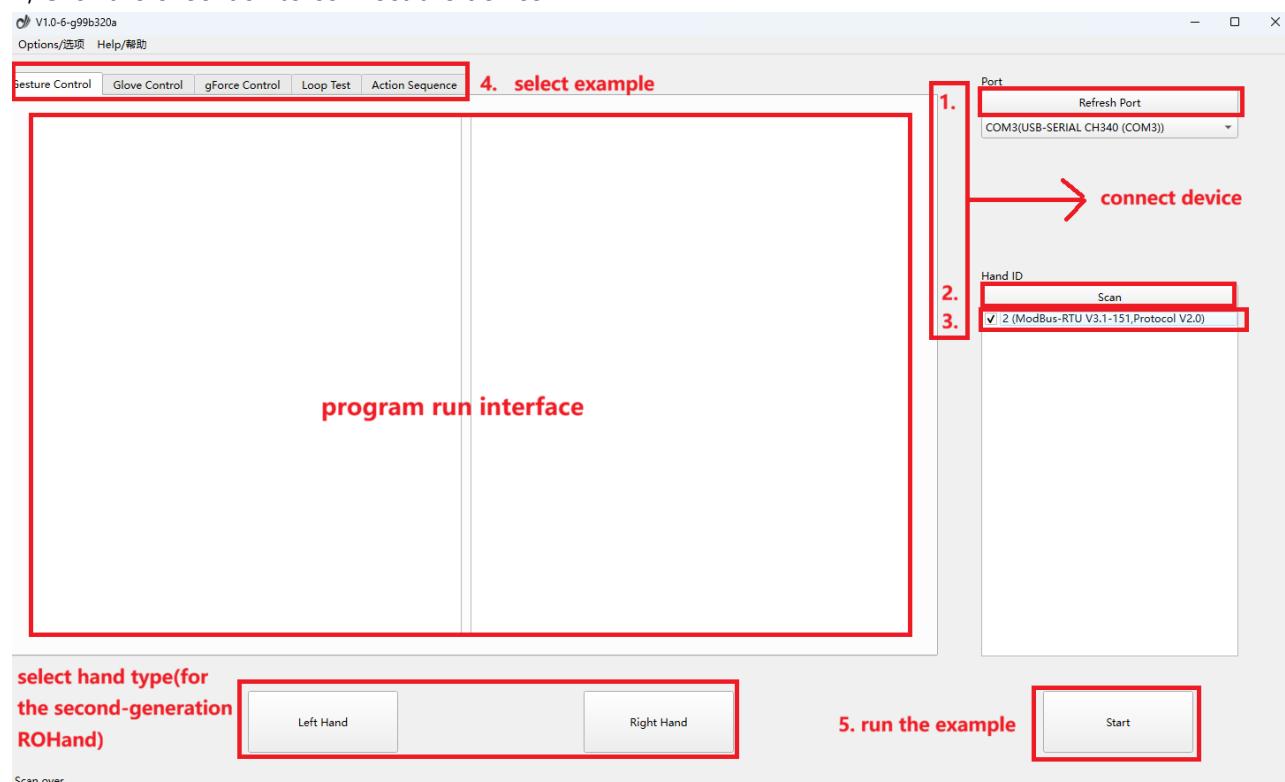
executed cyclically based on the entered loop count and the gesture edit box).

Usage Tutorial

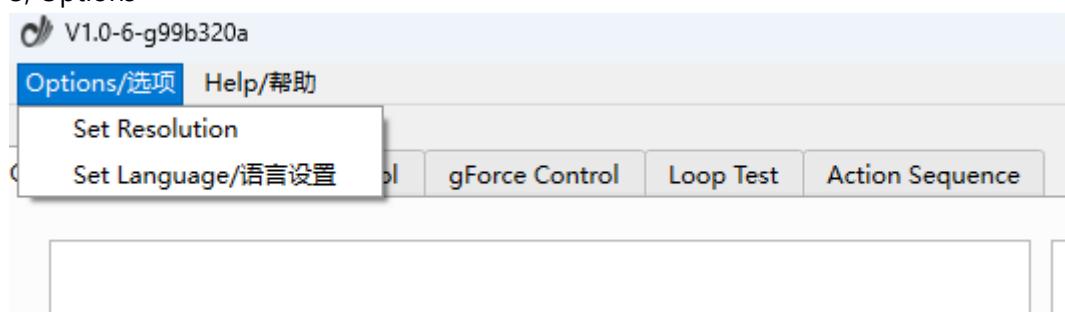
- 1, Run the program to open the interface



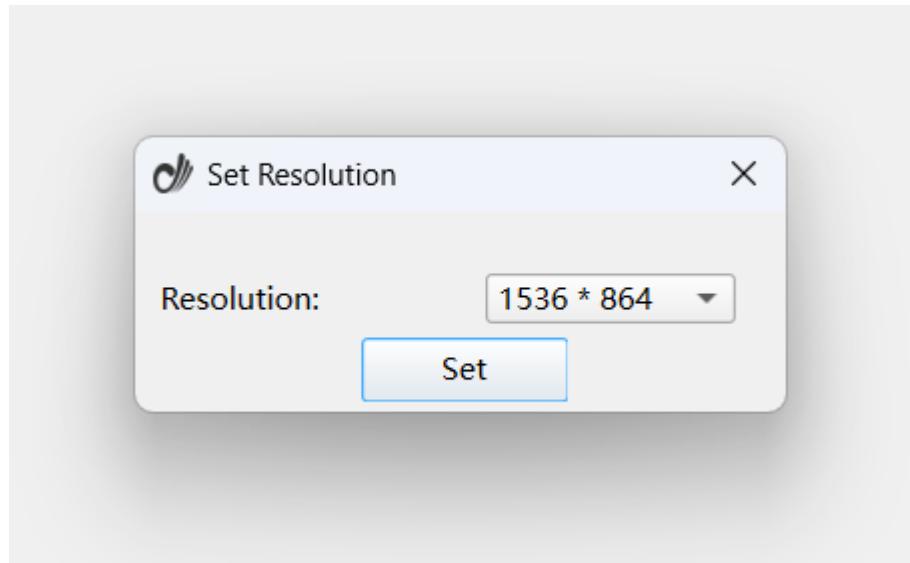
- 2, Click the checkbox to connect the device



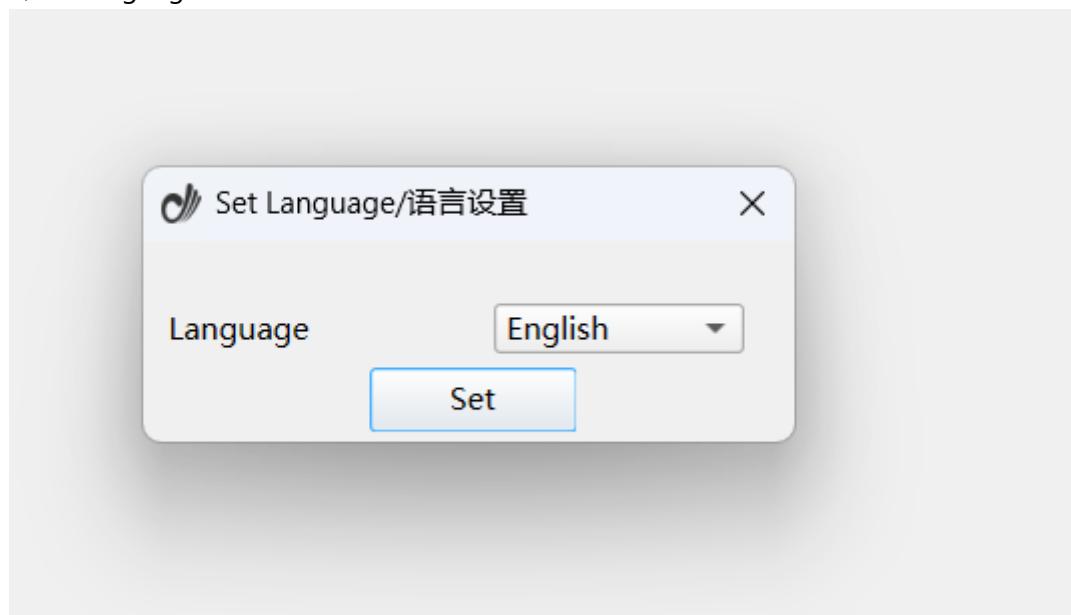
- 3, Options



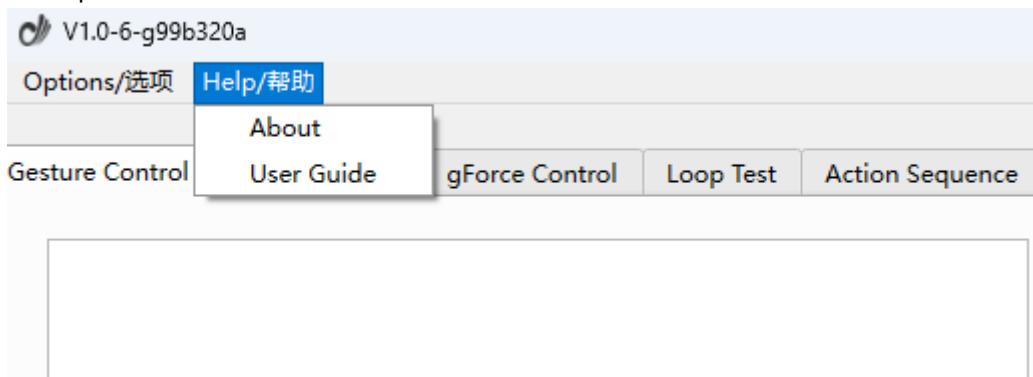
- 4, Set resolution



- 5, Set language



- 6, Help



- 7, About

