

Liste des actions possibles.

Voici la liste complète des actions et de événements.

Cette liste provient de la page d'accueil du logiciel FFAST.

Action Name	Type	Threshold
lean_left	skeleton	angular body lean left (degrees)
lean_right	skeleton	angular body lean right(degrees)
lean_forwards	skeleton	angualr body lean forwards (degrees)
lean_backwards	skeleton	angular body lean back (degrees)
turn_left	skeleton	angular amount of left body turn (degrees)
turn_right	skeleton	angular amount of right body turn(degrees)
left_arm_forwards	skeleton	forward distance from left hand to shoulder (inches)
left_arm_down	skeleton	downward distance from left hand to shoulder (inches)
left_arm_up	skeleton	upward distance from left hand to shoulder (inches)
left_arm_out	skeleton	sideways distance from left hand to shoulder (inches)
left_arm_across	skeleton	sideways distance from left hand across body to shoulder (inches)
right_arm_forwards	skeleton	forward distance from right hand to shoulder (inches)
right_arm_down	skeleton	downward distance from right hand to shoulder (inches)
right_arm_up	skeleton	upward distance from right hand to shoulder (inches)
right_arm_out	skeleton	sideways distance from right hand to shoulder (inches)
right_arm_across	skeleton	sideways distance from right hand across body to shoulder (inches)
left_foot_forwards	skeleton	forward distance from left hip to foot (inches)
left_foot_sideways	skeleton	sideways distance from left hip to foot (inches)
left_foot_backwards	skeleton	backwards distance from left hip to foot (inches)
left_foot_up	skeleton	height of left foot above other foot on ground (inches)
right_foot_forwards	skeleton	forward distance from right hip to foot (inches)
right_foot_sideways	skeleton	sideways distance from right hip to foot (inches)
right_foot_backwards	skeleton	backwards distance from right hip to foot (inches)
right_foot_up	skeleton	height of right foot above other foot on ground (inches)
jump	skeleton	height of both feet above ground (inches)
crouch	skeleton	crouch distance, calculated as current height subtracted from standing height (inches)
walk	skeleton	height of each step above ground when walking in place (inches)
push	NITE	velocity (inches/sec.)
swipe_up	NITE	velocity (inches/sec.)
swipe_down	NITE	velocity (inches/sec.)
swipe_left	NITE	velocity (inches/sec.)

swipe_right	NITE	velocity (inches/sec.)
circle	NITE	radius (inches)
wave	NITE	n/a (leave at 0)

Liste des événements

Virtual Event Type	Virtual Event Name
key_press	key to press when the action is first detected (either a single character or a special key from the table below)
key_hold	key to hold down while the action is performed (either a single character or a special key from the table below)
key_type	a string of characters to type into the active window (no spaces allowed)
mouse_click	mouse button to click when the action is first detected (left_button, right_button, or middle_button)
mouse_double_click	mouse button to double click when the action is first detected (left_button, right_button, or middle_button)
mouse_hold	mouse button to hold down while the action is performed (left_button, right_button, or middle_button)
faast	input emulator control event (pause, resume, or stop)