

MotionGR Software Library

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Modules

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Modules

MIDDLEWARES

Modules

MOTION_GR

Detailed Description

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Modules

MOTION_GR

MIDDLEWARES

Modules

MOTION_GR_Exported_Types

MOTION_GR_Exported_Functions

Detailed Description

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MOTION_GR_Exported_Types

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Data Structures

```
struct MGR_input_t
```

Enumerations

```
enum MGR_output_t { MGR_NOGESTURE = 0x00, MGR_PICKUP  
= 0x01, MGR_GLANCE = 0x02, MGR_WAKEUP = 0x03 }
```

Detailed Description

Enumeration Type Documentation

enum MGR_output_t

Enumerator	
MGR_NOGESTURE	
MGR_PICKUP	
MGR_GLANCE	
MGR_WAKEUP	

Definition at line **71** of file **motion_gr.h**.

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MGR_input_t Struct Reference

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```
#include <motion_gr.h>
```

Data Fields

float **AccX**

float **AccY**

float **AccZ**

Detailed Description

Definition at line **64** of file **motion_gr.h**.

Field Documentation

float AccX

Definition at line **66** of file [motion_gr.h](#).

float AccY

Definition at line **67** of file [motion_gr.h](#).

float AccZ

Definition at line **68** of file [motion_gr.h](#).

The documentation for this struct was generated from the following file:

- [algorithms/Middlewares/ST/STM32_MotionGR_Library/Inc/motion_](#)

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MOTION_GR_Exported_Functions

[MIDDLEWARES](#) » [MOTION_GR](#)

Functions

void **MotionGR_Initialize** (void)
Initialize the MotionGR engine. [More...](#)

void **MotionGR_SetOrientation_Acc** (const char
*acc_orientation)
Set the MotionGR accelerometer data orientation. [More...](#)

void **MotionGR_Update** (**MGR_input_t** *data_in, **MGR_output_t**
*data_out)
Run gesture recognition algorithm. [More...](#)

uint8_t **MotionGR_GetLibVersion** (char *version)
Get the library version. [More...](#)

Detailed Description

Function Documentation

uint8_t MotionGR_GetLibVersion (char * **version)**

Get the library version.

Parameters

version pointer to an array of 35 char

Return values

Number of characters in the version string

void MotionGR_Initialize (void)

Initialize the MotionGR engine.

Parameters

none

Return values

none

**void
MotionGR_SetOrientation_Acc (const char * **acc_orientation**)**

Set the MotionGR accelerometer data orientation.

Parameters

***acc_orientation** reference system of the accelerometer raw data (for instance: south west up became "swu", north east up became "ned")

Return values

none

```
void MotionGR_Update ( MGR_input_t * data_in,  
                      MGR_output_t * data_out  
                      )
```

Run gesture recognition algorithm.

Parameters

data_in pointer to acceleration in [g]

data_out pointer to gesture index

Return values

none

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Data Structures

Here are the data structures with brief descriptions:

MGR_input_t	
-----------------------------	--

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M

M

[MGR_input_t](#)

M

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All	Variables			

Here is a list of all struct and union fields with links to the structures/unions they belong to:

- AccX : [MGR_input_t](#)
- AccY : [MGR_input_t](#)
- AccZ : [MGR_input_t](#)

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All	Variables			

- AccX : [MGR_input_t](#)
- AccY : [MGR_input_t](#)
- AccZ : [MGR_input_t](#)

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File List

Here is a list of all files with brief descriptions:

[detail level 1 2 3 4 5 6]

▼  algorithms	
▼  Middlewares	
▼  ST	
▼  STM32_MotionGR_Library	
▼  Inc	
 motion_gr.h	Header for motion_gr module

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algorithms Directory Reference

Directories

directory **Middleware**s

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Middlewares Directory Reference

Directories

directory **ST**

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ST Directory Reference

Directories

directory **STM32_MotionGR_Library**

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STM32_MotionGR_Library Directory Reference

Directories

directory **Inc**

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Inc Directory Reference

Files

file **motion_gr.h** [code]
Header for motion_gr module.

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algorithms	Middlewares	ST	STM32_MotionGR_Library	Inc

[Data Structures](#) | [Enumerations](#) | [Functions](#)

motion_gr.h File Reference

Header for motion_gr module. [More...](#)

```
#include <stdint.h>
```

[Go to the source code of this file.](#)

Data Structures

```
struct MGR_input_t
```

Enumerations

```
enum MGR_output_t { MGR_NOGESTURE = 0x00, MGR_PICKUP  
= 0x01, MGR_GLANCE = 0x02, MGR_WAKEUP = 0x03 }
```

Functions

void **MotionGR_Initialize** (void)
Initialize the MotionGR engine. [More...](#)

void **MotionGR_SetOrientation_Acc** (const char
*acc_orientation)
Set the MotionGR accelerometer data orientation. [More...](#)

void **MotionGR_Update** (**MGR_input_t** *data_in, **MGR_output_t**
*data_out)
Run gesture recognition algorithm. [More...](#)

uint8_t **MotionGR_GetLibVersion** (char *version)
Get the library version. [More...](#)

Detailed Description

Header for motion_gr module.

Author

MEMS Application Team

Version

V2.0.0

Date

01-May-2017

| Attention

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Definition in file [motion_gr.h](#).

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Here is a list of all functions, variables, defines, enums, and typedefs with links to the files they belong to:

- MGR_GLANCE : [motion_gr.h](#)
- MGR_NOGESTURE : [motion_gr.h](#)
- MGR_output_t : [motion_gr.h](#)
- MGR_PICKUP : [motion_gr.h](#)
- MGR_WAKEUP : [motion_gr.h](#)
- MotionGR_GetLibVersion() : [motion_gr.h](#)
- MotionGR_Initialize() : [motion_gr.h](#)
- MotionGR_SetOrientation_Acc() : [motion_gr.h](#)
- MotionGR_Update() : [motion_gr.h](#)

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- [MotionGR_GetLibVersion\(\)](#) : [motion_gr.h](#)
- [MotionGR_Initialize\(\)](#) : [motion_gr.h](#)
- [MotionGR_SetOrientation_Acc\(\)](#) : [motion_gr.h](#)
- [MotionGR_Update\(\)](#) : [motion_gr.h](#)

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- MGR_output_t : [motion_gr.h](#)

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- MGR_GLANCE : [motion_gr.h](#)
- MGR_NOGESTURE : [motion_gr.h](#)
- MGR_PICKUP : [motion_gr.h](#)
- MGR_WAKEUP : [motion_gr.h](#)

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motion_gr.h

[Go to the documentation of this file.](#)

```
1
38 /* Define to prevent recursive inclusion ---
   ----- */
39 #ifndef _MOTION_GR_H_
40 #define _MOTION_GR_H_
41
42 #ifdef __cplusplus
43 extern "C" {
44 #endif
45
46 /* Includes -----
   ----- */
47 #include <stdint.h>
48
61 /* Exported constants -----
   ----- */
62
63 /* Exported types -----
   ----- */
64 typedef struct
65 {
66     float AccX;           /* Acceleration in X
   axis in [g] */
67     float AccY;           /* Acceleration in Y
   axis in [g] */
```

```

68     float AccZ;                /* Acceleration in Z
    axis in [g] */
69 } MGR_input_t;
70
71 typedef enum
72 {
73     MGR_NOGESTURE             = 0x00,
74     MGR_PICKUP                = 0x01,
75     MGR_GLANCE                = 0x02,
76     MGR_WAKEUP                = 0x03
77 } MGR_output_t;
78
83 /* Exported variables -----
    ----- */
84 /* Exported macro -----
    ----- */
85
90 /* Exported functions -----
    ----- */
91
97 void MotionGR_Initialize(void);
98
104 void MotionGR_SetOrientation_Acc(const char
    *acc_orientation);
105
112 void MotionGR_Update(MGR_input_t *data_in,
    MGR_output_t *data_out);
113
119 uint8_t MotionGR_GetLibVersion(char
    *version);
120
121
134 #ifdef __cplusplus
135 }
136 #endif
137
138 #endif /* _MOTION_GR_H_ */

```

139

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