Motion Controls

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Motion Events

- Generated when user moves, shakes or tilts the device
- Detected by accelerometer:
  - One in each axis (X, Y, Z)
  - Measures velocity over time along a linear path
- And gyroscope:
  - Measures rate of rotation around three axes (X, Y, Z)
Device Orientation

- Basic physical orientations available in UIDevice class
  - UIDeviceOrientationLandscapeLeft
  - UIDeviceOrientationLandscapeRight
  - UIDeviceOrientationPortrait
  - UIDeviceOrientationPortraitUpsideDown
  - UIDeviceOrientationFaceUp
  - UIDeviceOrientationFaceDown
  - UIDeviceOrientationUnknown
Device vs Interface Orientations

- Device orientation is related to the physical orientation of the device
- Interface orientation is related to the interface display’s orientation for the viewer:
  - `UIInterfaceOrientationPortrait`
  - `UIInterfaceOrientationPortraitUpsideDown`
  - `UIInterfaceOrientationLandscapeLeft`
  - `UIInterfaceOrientationLandscapeRight`
- Use device orientation for motion events, use interface orientation for designing displays
Shake Gesture

- Accelerometer determines that shake gesture occurred
- Operating system creates `UIEvent` to pass to active apps
- Event includes:
  - Motion start
  - Motion stop
  - Timestamp
- Object in app designated the “first responder” handles this event
Motion Event Handling

- Appropriate view controller made first responder:

```swift
func canBecomeFirstResponder() -> Bool { return true }
```

- Implement motion handling:

```swift
func motionBegan(motion: UIEventSubtype, withEvent: UIEvent event)

func motionEnded(motion: UIEventSubtype, withEvent: UIEvent event)

func motionCancelled(motion: UIEventSubtype, withEvent: UIEvent event)
```
Core Motion

• Framework for handling more generalized motion inputs

• Supports access to both raw and processed accelerometer data

• Wide range of sources

  • Accelerometer, pedometer, magnetometer, altitude, attitude, motion activity etc

• Not available to test in simulator — must use a device
Euler Angles

- Pitch (rotation around the X-axis)
- Roll (rotation around the Y-axis)
- Yaw (rotation around the Z-axis)
CMMotionManager

- Shared instance throughout app to handle motion data
- Provides interface for four motion data types:
  - Accelerometer
  - Gyro
  - Magnetometer
  - deviceMotion
Motion Types

- Accelerometer
  - Instantaneous acceleration in 3 dimensions

- Gyroscope
  - Instantaneous rotation in 3 dimensions

- Magnetometer
  - Device orientation relative to Earth’s magnetic field

- Device-motion
  - Processed motion inputs (acceleration, rotation, orientation, etc) for device
Using CMMotionManager

1. Declare import CoreMotion

2. Instantiate CMMotionManager as a property within the necessary view controller
   ✤ let manager = CMMotionManager()

3. Check for data on given operation queue
   ✤ Uses closure functionality
Checking for Accelerometer Data

if manager.isAccelerometerAvailable {

    manager.accelerometerUpdateInterval = 0.1

    manager.startAccelerometerUpdates(to: main) {

        [weak self] (data, error) in

            guard let data = data, error != nil else {

                /* guard ensure nil values caught so handle nil values here */

            }

    }

}
Accelometer Data

- Closure with accelerometer data called based on update interval
- `CMAccelerometerData` includes x, y and z
  - Represents amount of acceleration in G-forces
- Can process these values as angles
  - Angle of acceleration vector along x, y, and z axes respectively
Gyroscope Data

- Similar to retrieving accelerometer data
- `startGyroUpdates` to start
- `gyroUpdateInterval` sets polling interval
- `gyroData` contains rotation information along x, y, z axes
- Measured in radians per second
Magnetometer Data

- Same concept as accelerometer and gyroscope but with data on surrounding magnetic field
- Provides data along x, y, and z axes
- To measure changes in magnetic field, must store previously polled data to current data
- Aids detection of orientation and position in world
- Used in conjunction with GPS data for navigation
Device Motion Data

- Provides unified access to device’s motion data
- Similar start up to other modes of data
- Previously discussed data stored in accelerometerData, gyroData, and magnetometerData respectively
- Provides access to attitude or device orientation using CMAttitude
CMAAttitude Data

- Provides 3 representations of data:
  - Euler angles (standard yaw, pitch and roll)
  - Quaternion (avoids gimbal lock)
  - Rotation matrix (representation used in graphics)

- Data exists within a frame of reference based on the device’s resting orientation

- Developer picks reference based on needs
CMAAttitude Frame of Reference

- CMAAttitudeReferenceFrameXArbitraryZVertical
  - X axis aligned with orientation during first call to motion

- CMAAttitudeReferenceFrameXArbitraryCorrectedZVertical
  - Corrects orientation over time using magnetometer

- CMAAttitudeReferenceFrameXMagneticNorthZVertical
  - X axis oriented toward magnetic north

- CMAAttitudeReferenceFrameXTrueNorthZVertical
  - Corrects orientation for true north using GPS and magnetometer
Optimizing Motion Data

- Retrieve motion data on its own thread and dispatch results asynchronously to main thread:

```swift
let queue = DispatchQueue(label: "motion")
manager.startDeviceMotionUpdates(to: queue) {
    [weak self] (data, error) in
    /* motion processing here */
    DispatchQueue.main.async {
        /*update main thread here*/
    }
}
```
Using Motion Data

- What are some applications that use motion data?
- How can the data we discussed help us achieve those results?
Quiz Question!

What does gyroData contain?

A. 3 floats that represent x, y and z position

B. 3 floats that represent x, y and z velocity

C. 3 floats that represent x, y and z acceleration

D. 3 floats that represent angular velocity around x, y and z

E. Rotation data represented by Euler angles, a quaternion and a matrix
References

- Code examples from http://nshipster.com/cmdevicemotion/