Tracker: Quick Start Guide

Click to load a file or video.

Before collecting data you need to adjust the frame rate information, scale, and set up a coordinate system.

Change frame rate to read the amount of fps setting of the camera and make the step size 5.

Click to set up the **calibration stick**. This is the relative scale of the video. In the yellow box type the scale.

Click this to set up your coordinate system. The origin (0,0) is where the lines cross.

You are almost ready to collect data!

Next hit "create" and select point mass. When you click on the track control you should change its name to represent the object you are tracking.

Now, hold the shift key. The mouse cursor will turn into a square with a cross-hairs in it. Move it to the point you want to track and click the left mouse button. The program will automatically skip to the next frame. Repeat the process to track the same point on the object as it moves in the video.

Your data will automatically be stored and displayed in a graph. Note that when first started you may see your raw data displayed in a table below your graph.

In the image above it is graphing the objects velocity as a function of time. By default you will see distance vs. time. Using the data from this video we get the graph to the right:

Clicking on the "x" or "t" allows you to change the data displayed in the graph. Each graph can be printed, copied, or saved as a separate image to include in reports. The raw data can also be exported to a spreadsheet program like Microsoft Excel.