

# Masking Infrared Interference for Calibration

Masking is a function in Motive where an area of the BTSensor's vision is masked (blocked from view). This tells the system to ignore the masked section when looking for infrared sources. This is used primarily to mask outside infrared interference that can confuse the system during BTSensor calibration.

Excessive masking may limit a BTSensor field of view, as a masked area makes a BTSensor blind to tracking in that area. You can reposition BTSensors to improve fields of view, rather than masking in extreme cases of infrared interference.

**Attention:** Calibration will be successful if you mask infrared interference before calibration. Masking differs if Motive is configured for active or passive markers.

## To automatically mask all visible infrared sources from all BTSensors

**Attention:** Automatic masking will remove all previous masks from the BTSensor.

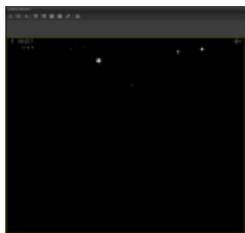
1. In Motive, go to the *Camera Preview* window.
2. On the *Camera Preview* toolbar, click the *Mask Visible Markers* button.
  -  The *Mask Visible Markers* button.
  - **Result:** All currently visible infrared sources are masked. Any previously created masks are removed. If additional sections need to be masked, use manual masking techniques.

## To clear all masks from all BTSensors

1. In Motive, go to the *Camera Preview* window.
2. On the *Camera Preview* toolbar, click the *Clear Masking* button.
  -  The *Clear Masking* button.
  - **Result:** All masking are cleared from all BTSensors.

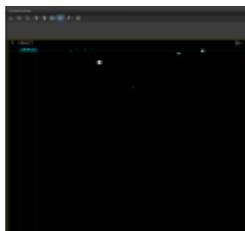
## To manually mask a BTSensor view

1. In Motive, go to the *Camera Preview* window.
  - **Result:** What each connected BTSensor sees is displayed as a 2D image in the *Camera View* window. If BTSensors are configured to see infrared sources, they appear as white objects.



- *Camera View* window with infrared interference.

2. On the *Camera Preview* toolbar, select the shape of the mask, either *Draw Rectangular Mask* or *Draw Circular Mask* from the toolbar.
  -  The *Draw Rectangular Mask* button.
  - **Result:** You will create masks in the selected shape.

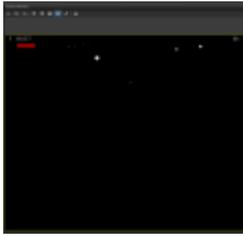


- *Camera View* window with rectangular mask.

3. To mask the infrared interference areas inside the *Camera View* window of a BTSensor, click on one

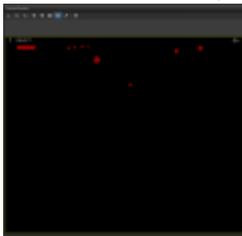
corner of the interference while holding the left mouse button down and drag the mask to cover the infrared interference.

- **Result:** The infrared object (white object) is covered by a mask (red object). The infrared source will not interfere with tracking when masked.



- *Camera View* window with partial IR masking.

4. Repeat the above steps for each instance of infrared interference.



- *Camera View* window with full IR masking.

### To toggle additive or subtractive masking

The *Toggle Additive/Subtractive Masking* button makes all the draw masking buttons remove the masking instead. For example, if you click the *Toggle Additive/Subtractive Masking* button to subtractive and then draw a rectangle, the individual masking where the rectangle was drawn will be removed.

1. In Motive, go to the *Camera Preview* window.
2. On the *Camera Preview* toolbar, click the *Toggle Additive/Subtractive Masking* button.
  -  The *Toggle Additive/Subtractive Masking* button.
  - **Result:** Toggle subtractive makes all draw masking buttons remove the masking when applied. Toggle additive makes all draw masking buttons add the masking when applied.
3. Draw the mask.
  - **Result:** The mask is removed if toggle subtractive is selected. The mask is added if toggle additive is selected.