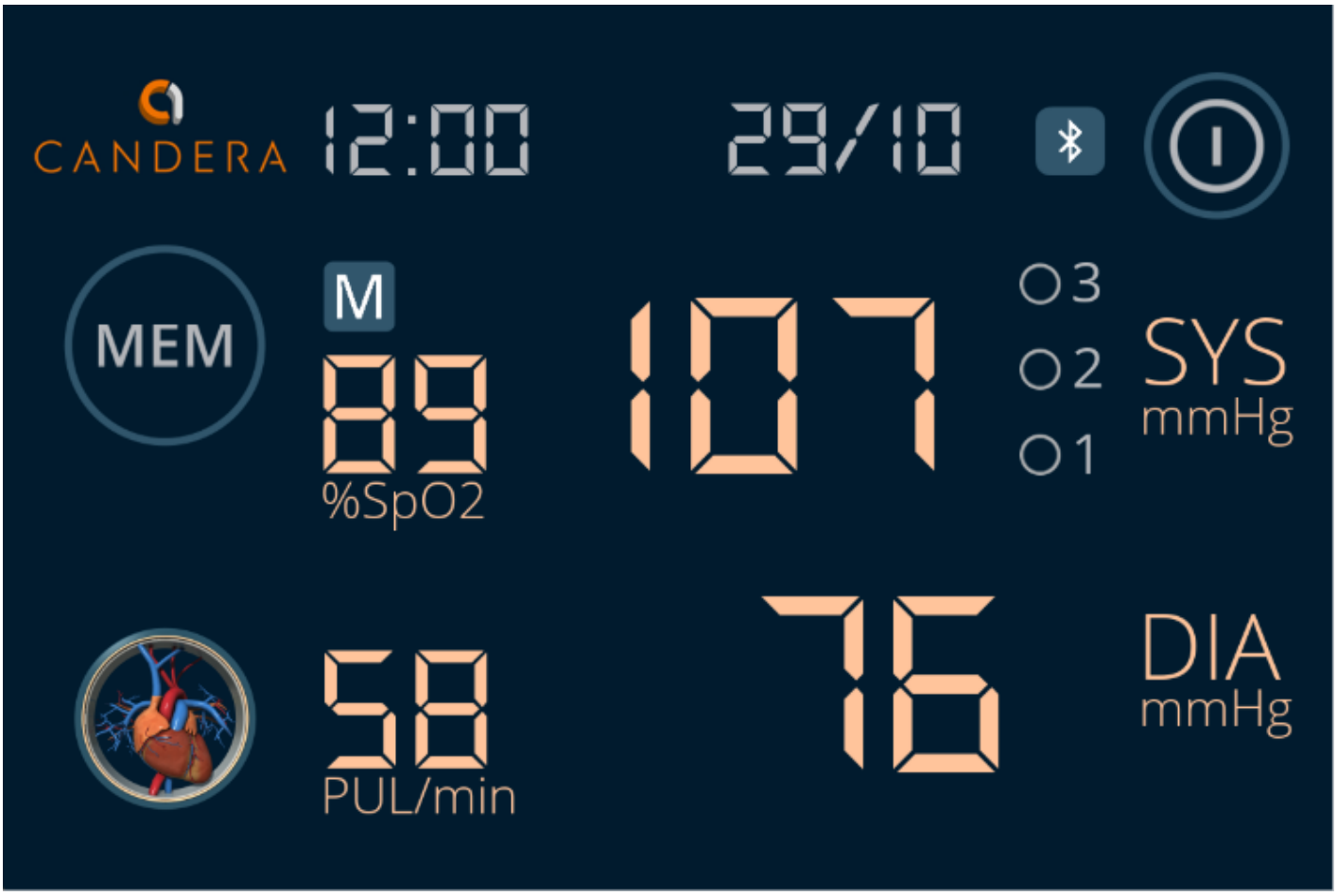
Blood Pressure Solution

Summary

The solution shows a blood pressure measurement device using 2D and various animations. To play the sample asset, open it in Scene Composer, save it to your disk and press the "Generate and Play" Button in the tool bar at the top of the Scene Composer.

The samples starts with a flip book animation that transforms to a beating heart and transitions to the measurement scene displayed below. The measurement scene starts a value animation that increases measurement values like oxygen saturation or heart rate gradually. An exemplary MEM button demonstrates a potential saving function of last measurements.



When the value animation has finished, the GlobalStateMachine resets the sample and starts again with the intro animation followed by the value animation.

> If the player was build with `CGIAPP_SAMPLE_SOUNDHOUND_ENABLED = ON`, the sample looks and behaves differently, as documented in the Professional Edition Blood Pressure Sample documentation. The global state machine has one branch that start the sample normally as

described above, if `CGIAPP_SAMPLE_SOUNDHOUND_ENABLED` is `OFF`. If `CGIAPP_SAMPLE_SOUNDHOUND_ENABLED` is `ON` the state machine will start another branch that includes a demo with voice activation, as described in the documentation mentioned earlier.

Revision #12
Created 2024-10-30 10:49:46 UTC by David.Aberl
Updated 2025-01-14 22:51:38 UTC by Kanai Tomoaki