



CYBERITH SDK

Native Python – Integration Guideline

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Prerequisites

Window 7 or newer

Python IDE

Recommended: Visual Studio Community 2017

<https://www.visualstudio.com/en-us/downloads/download-visual-studio-vs.aspx>

Setup

Modules

CybSDK comes with a python module consisting multiple classes represented by the folder **cybsdk**. This respective folder should be either placed next to your executing script or in your python installation folder.

[Python 2.x vs Python 3.x](#)

For Python 3.x the module **cybsdk** should be imported, while programmers using Python 2.x should use the module **cybsdk2**.

Native Libraries

CybSDK uses two native C++ libraries located in **/x86/CybSDK_Native.dll** and **/x64/CybSDK_Native.dll**. All that is left to do is to make sure these are places next to your executing script in their respective folders.

SDK Documentation

For full documentation of the Python SDK take a look into the online [Doxygen Documentation](#). All classes and functions are documented in their respective source file and should show up in your Visual Studio IntelliSense.

Example usage

Python 3.x

```
import sys
from distutils.dir_util import copy_tree
# Copy the module and dlls next to this script
copy_tree("../CybSDK", ".")

try:
    from cybsdk import *
    version = Virt.GetNativeSDKVersion()
except OSError:
    print("[Fatal] Couldn't load CybSDK.dll!", file=sys.stderr)
    input()
    exit(-1)

device = Virt.FindDevice()
if device == None:
    print("[Fatal] No Virtualizer connected!", file=sys.stderr)
    input()
    exit(-2)

info = device.GetDeviceInfo()
product_name = info.ProductName

if device.Open() == False:
    print("[Fatal] Unable to connect to Virtualizer!", file=sys.stderr)
    input()
    exit(-3)

ring_height = device.GetPlayerHeight()
ring_angle = device.GetPlayerOrientation() * 360
movement_direction = device.GetMovementDirection() * 180
movement_speed = device.GetMovementSpeed()

print("Connection successful!")
input()
```

Python 2.x

```
import sys
from distutils.dir_util import copy_tree
# Copy the module and dlls next to this script
copy_tree("../CybSDK", ".")

try:
    from cybsdk2 import *
    version = Virt.GetNativeSDKVersion()
except OSError:
    sys.stderr.write("[Fatal] Couldn't load CybSDK.dll!\r\n")
    raw_input()
    exit(-1)

device = Virt.FindDevice()
if device == None:
    sys.stderr.write("[Fatal] No Virtualizer connected!\r\n")
    raw_input()
    exit(-2)

info = device.GetDeviceInfo()
product_name = info.ProductName

if device.Open() == False:
    sys.stderr.write("[Fatal] Unable to connect to Virtualizer!\r\n")
    raw_input()
    exit(-3)

ring_height = device.GetPlayerHeight()
ring_angle = device.GetPlayerOrientation() * 360
movement_direction = device.GetMovementDirection() * 180
movement_speed = device.GetMovementSpeed()

print("Connection successful!")
raw_input()
```