

# Urbi C++ Module

For a general presentation of Urbi and Urbi module development refer to [Urbi sdk](#) documentation.

All samples below are preinstalled in your Reeti in `/home/reeti/Devel/Samples/`

To recompile samples, refer to README in each sample.

To use IDE (Qcreator) refer to [Use pre installed IDEs](#)

If you don't have a Reeti you can download samples for Reeti V2 from Bitbucket git repository : <https://bitbucket.org/reeti>

## UModule Basic Sample

- Sample to create a Cpp module to be started directly in Urbi.
- located on your Reeti in `/home/reeti/Devel/Samples/Urbi/ClasseCPP-UModule/`
- Bitbucket source repository : [basic UModule sample](#)
- If you want to start your module at Reeti Launch, follow instructions here : [Run your module at Reeti Launch](#)

## UModule Using Video

- Sample that reads the Reeti camera stream, detects movements, and run a sequence randomly from a given directory.
- This sample is the module UExhibitor already installed in your Reeti. It is utilized by RExhibitor.
- Located on your Reeti in `/home/reeti/Devel/Samples/Urbi/UExhibitor`
- Bitbucket source repository : [UExhibitor sample](#)
- If you want to start your module at Reeti Launch, follow instructions here : [Run your module at Reeti Launch](#)

For examples and instructions about video streams refer to this page : [Use Reeti Video](#)

You can also refer to UCamera Reeti Urbi module source code here : [UCamera source code](#)