

Surface to TUIO Documentation

The SurfaceToTUIO program accepts contact events from a Surface Table (or simulator) and translates them into TUIO messages.

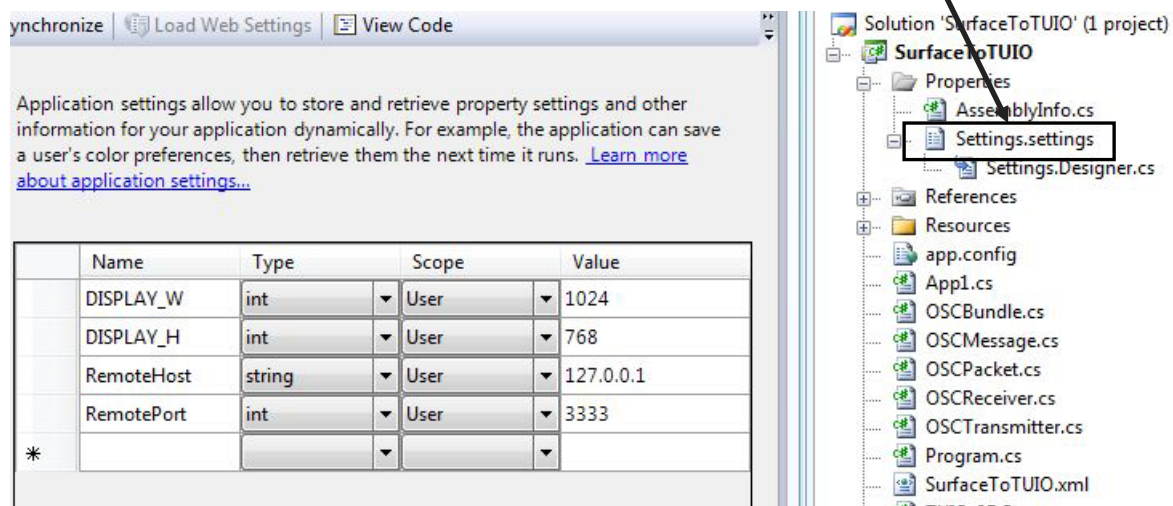
We use the TUIO protocol as defined on <http://www.tuio.org/?specification>

Starting procedure:

1. Start SurfacelInput / Simulator
2. Start SurfaceToTUIO

Our program has to run on the Surface Table, or the machine running the Simulator. We use the SurfaceCore layer and XNA framework for capturing Surface events. A window is created, however, this window can be minimized during operation. The main application logic is in App1.cs.

Host and Port of the TUIO Client can be configured via Visual Studio Settings:



A Surface Finger event is translated into a /tuio/2Dcur message. We fill the following TUIO parameters:

s	ID
x	X-position
y	Y-position

A Surface Byte Tag is translated into a /tuio/2Dobj message. We fill the following TUIO parameters:

s	Temporary ID
i	Unique Byte-Tag identifier
x	X-position
y	Y-position
a	Orientation