TUI (formerly TouchAll)

A Multi-Touch, Gestures, and fiducials Framework for ActionScript 3.0

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A. Gomes
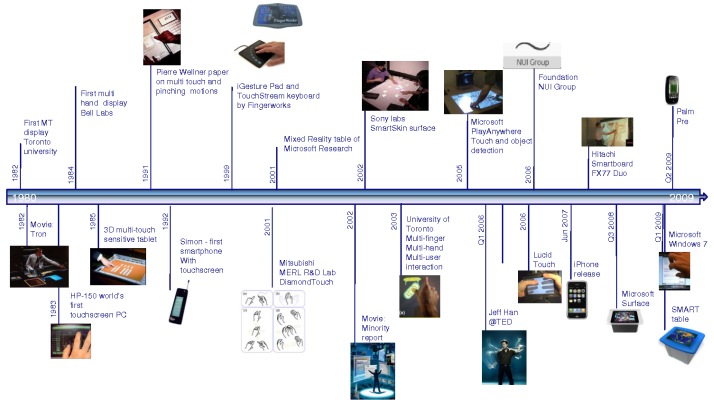agomes@di.ubi.pt

Videos: https://goo.gl/eZ90NI
Source code: https://goo.gl/Ue2ICZ

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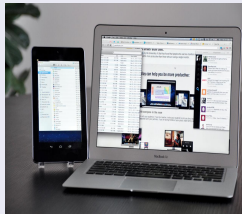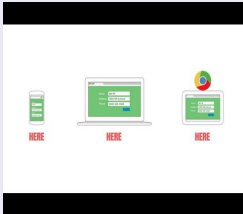## Multi-touch Brief History ...

The Future is Interface Integration!

Building an Optic Touch-table

1. Build Touch-table (MTMini)

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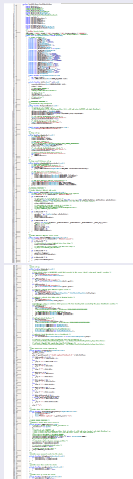https://goo.gl/3FO6jB
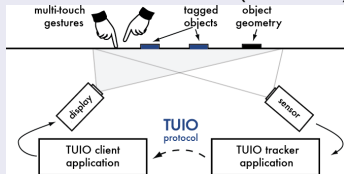
2. Add display to multi-touch table (See through LCD Screen)

hhttps://goo.gl/RtLLIr

Why TUI?

Before TUI

After TUI

TUI requirements
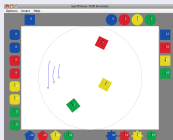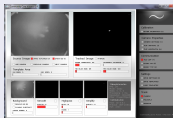
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TUI architecture

TUI Demos

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Conclusions

- The time required in developing applications for multi-touch devices can be shortened using TUI.

- TUI allows to use fiducials and multi-touch through UDP, TCP, flash LocalConnection all in once.

- ActionbScript-based non-free software alternatives exist, but not with native fiducial support.

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Future work

- Development of tools that allow device emulation, for multi-touch, multi-mouse pointer, and platform independent application testing.

- Include in the TUI more native widgets for specific fiducials.

- Include in the TUI support for 3D object loading and gesture based manipulation.

- Integrate the TUI as a module of an 2D/3D Action-Script 3.0 game engine.

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Questions, Comments, Observations,
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