G. Amador & A. Gomes

TUI (formerly TouchAll)

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

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

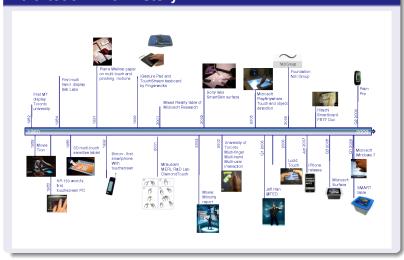
June 5, 2017

TUL

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Multi-touch Brief History ...



UI

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The Future is Interface Integration!









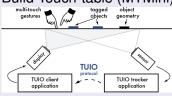




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Building an Optic Touch-table

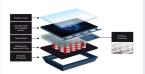
Build Touch-table (MTMini)



https://goo.gl/RvtIIv https://goo.gl/3F06jB

Add display to multi-touch table (See through LCD Screen)

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hhttps://goo.gl/RtLLIr

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Why TUI?

Before TUI



After TUI

BERRINGS

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TUI requirements



https://goo.gl/Flukmz



https://goo.gl/FZi1e6



https://goo.gl/d3Uw4N



https://goo.gl/YjS2hy



https://goo.gl/eDPr9z

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TUI architecture

Touch All API

Functions to, stage setup, tuio connections, gestures, multi-touch, and fiducials widjets for specific fiducial ids

tuio as3 library

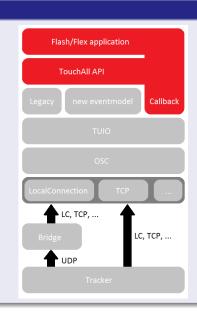
Blob, cursor, object/fiducial events LocalConnection, TCP, and UDP sockets OSC and Tuio Protocols

Flex SDK

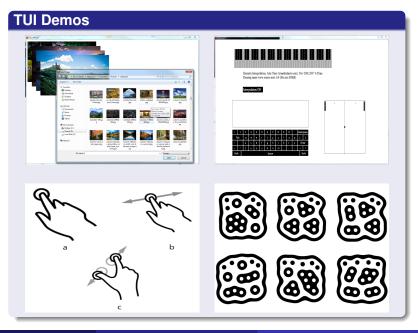
Gesture, Mouse, an Keyboard events Flash/AS3 libraries

AIR 2.* SDK

Stage additional setup options



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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.

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, Twitter twitts, Facebook like's/posts/comments???

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