TuioDemo

Class diagram
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TuioDemo is an example TUIO client.

Source code at http://mtg.upf.edu/reactable/?software
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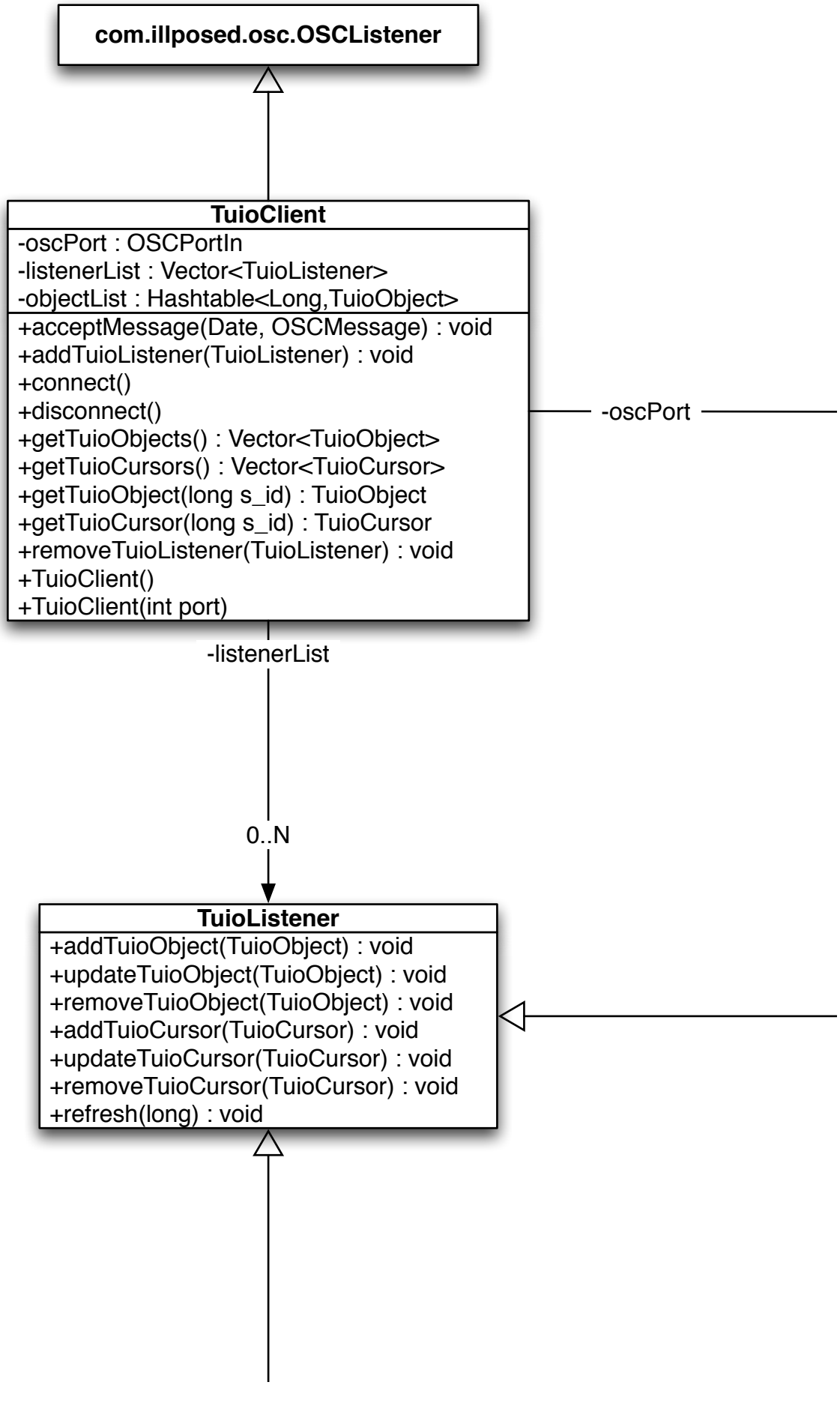
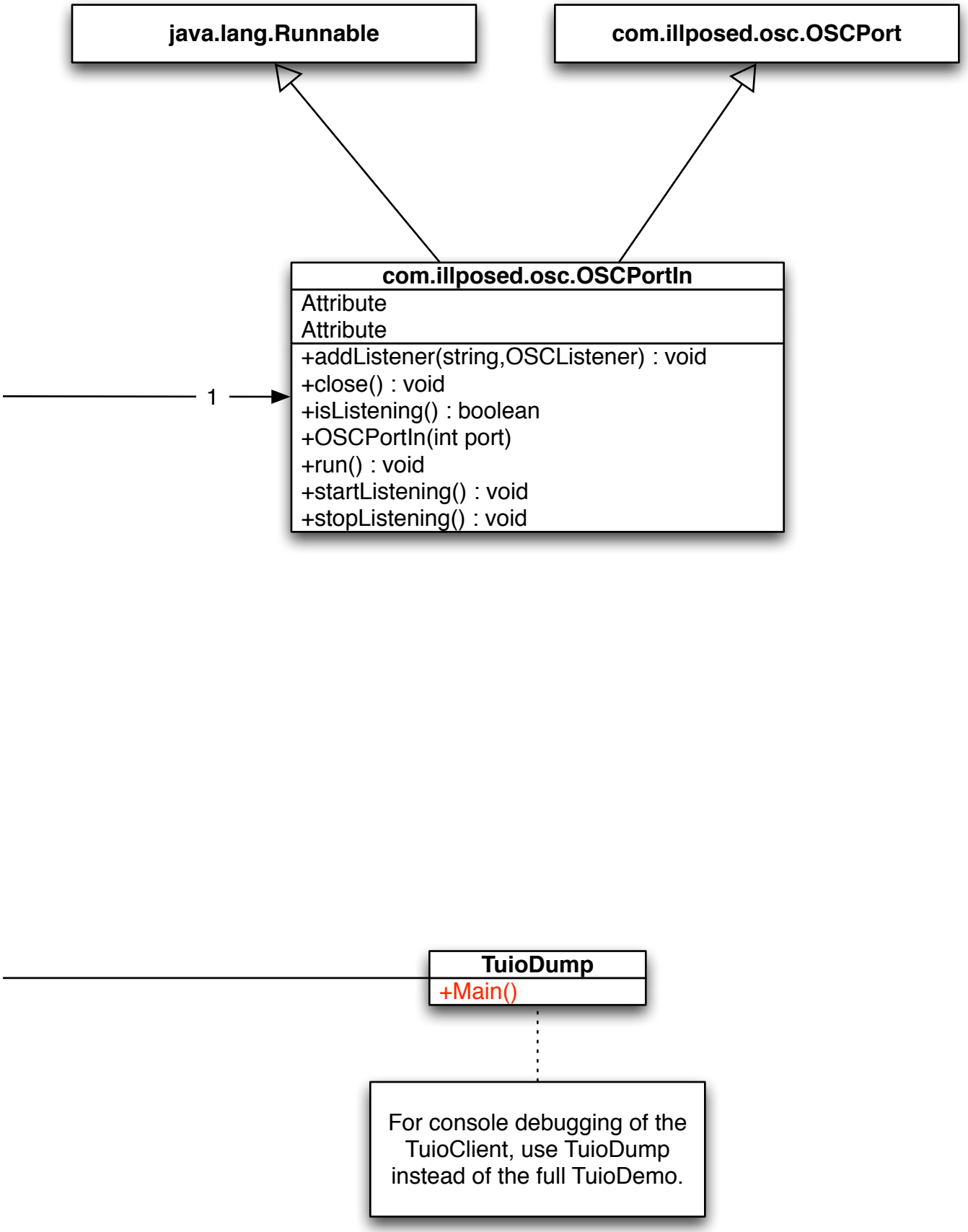
Class diagram by Jared Beck <jared@jaredbeck.com>

Why?

Oh, well I'm going to reuse large parts of TuioDemo for my own ReacTable project, and it will be helpful to have a class diagram to start from.

-Jared


com.illposed.osc.OSCListener
TuioClient
-oscPort : OSCPortIn
-listenerList : Vector<TuioListener>
-objectList : Hashtable<Long,TuioObject>
+acceptMessage(Date, OSCMessage) : void
+addTuioListener(TuioListener) : void
+connect()
+disconnect()
+getTuioObjects() : Vector<TuioObject>
+getTuioCursors() : Vector<TuioCursor>
+getTuioObject(long s_id) : TuioObject
+getTuioCursor(long s_id) : TuioCursor
+removeTuioListener(TuioListener) : void
+TuioClient()
+TuioClient(int port)
-oscPort
-listenerList
0..N
TuioListener
+addTuioObject(TuioObject) : void
+updateTuioObject(TuioObject) : void
+removeTuioObject(TuioObject) : void
+addTuioCursor(TuioCursor) : void
+updateTuioCursor(TuioCursor) : void
+removeTuioCursor(TuioCursor) : void
+refresh(long) : void


java.lang.Runnable
com.illposed.osc.OSCPort
com.illposed.osc.OSCPortIn
Attribute
Attribute
+addListener(string,OSCListener) : void
+close() : void
+isListening() : boolean
+OSCPortIn(int port)
+run() : void
+startListening() : void
+stopListening() : void
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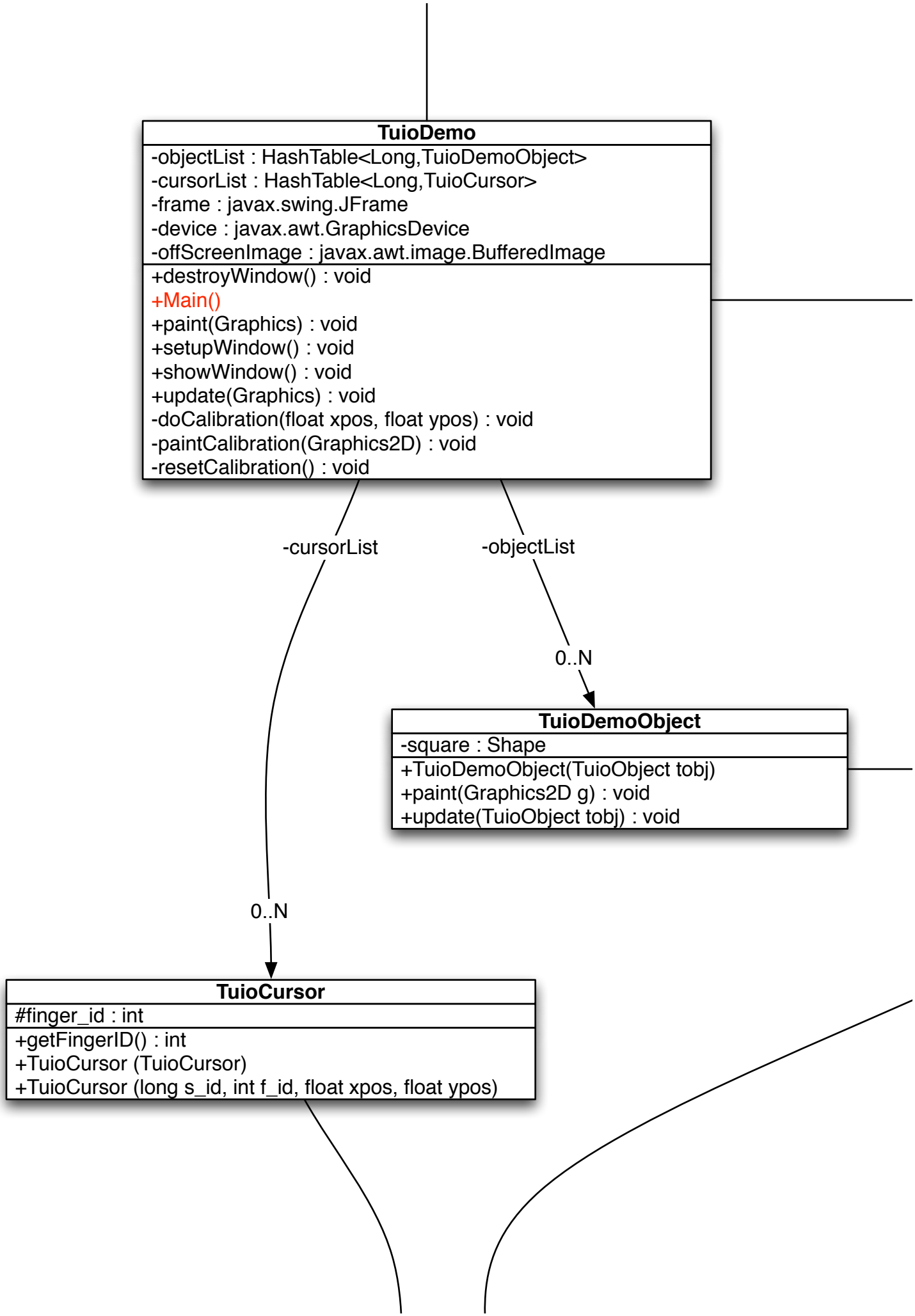
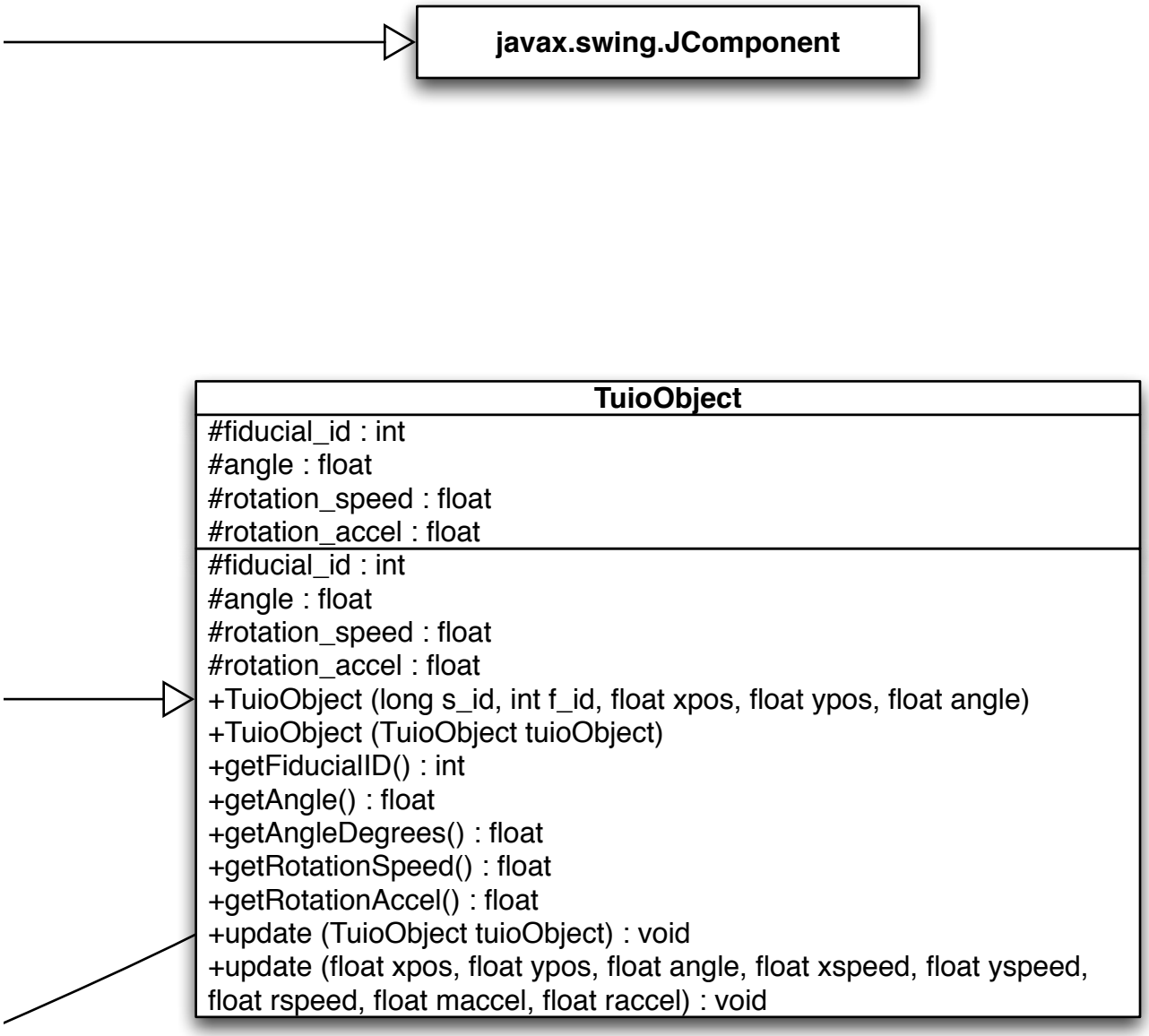
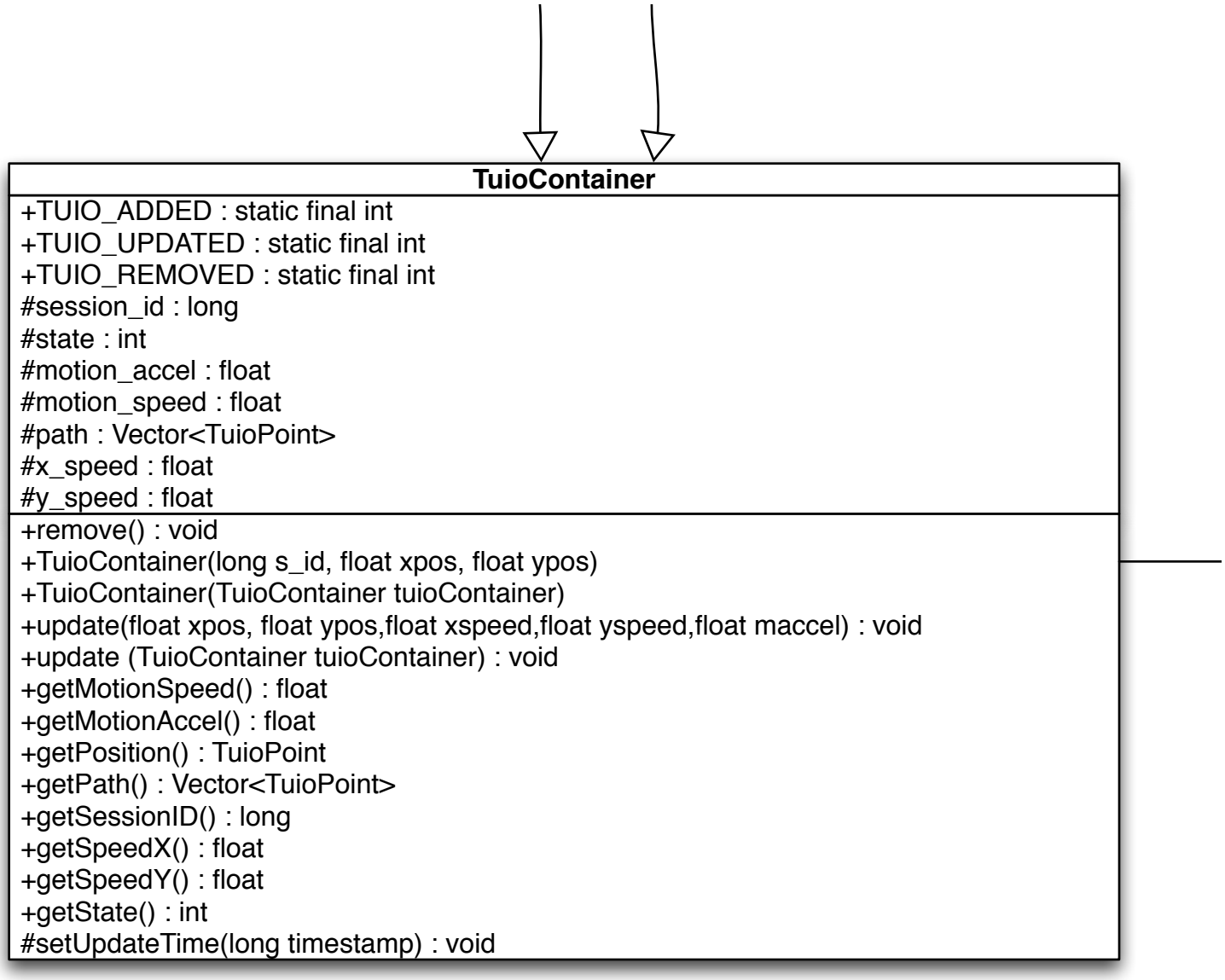
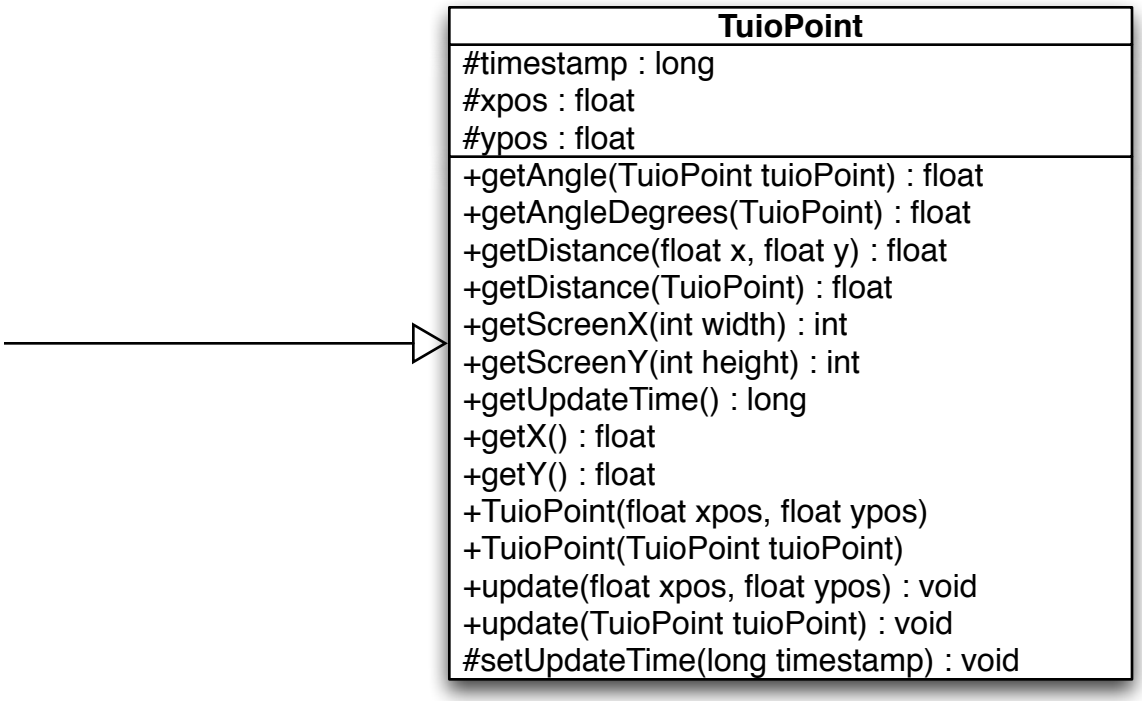
TuioDump
+Main()
For console debugging of the TuioClient, use TuioDump instead of the full TuioDemo.


TuioDemo
-objectList : HashTable<Long,TuioDemoObject>
-cursorList : HashTable<Long,TuioCursor>
-frame : javax.swing.JFrame
-device : javax.awt.GraphicsDevice
-offScreenImage : javax.awt.image.BufferedImage
+destroyWindow() : void
+Main()
+paint(Graphics) : void
+setupWindow() : void
+showWindow() : void
+update(Graphics) : void
-doCalibration(float xpos, float ypos) : void
-paintCalibration(Graphics2D) : void
-resetCalibration() : void
-cursorList
-objectList
0..N
TuioDemoObject
-square : Shape
+TuioDemoObject(TuioObject tobj)
+paint(Graphics2D g) : void
+update(TuioObject tobj) : void
0..N
TuioCursor
#finger_id : int
+getFingerID() : int
+TuioCursor (TuioCursor)
+TuioCursor (long s_id, int f_id, float xpos, float ypos)


javax.swing.JComponent
TuioObject
#fiducial_id : int
#angle : float
#rotation_speed : float
#rotation_accel : float
#fiducial_id : int
#angle : float
#rotation_speed : float
#rotation_accel : float
+TuioObject (long s_id, int f_id, float xpos, float ypos, float angle)
+TuioObject (TuioObject tuioObject)
+getFiducialID() : int
+getAngle() : float
+getAngleDegrees() : float
+getRotationSpeed() : float
+getRotationAccel() : float
+update (TuioObject tuioObject) : void
+update (float xpos, float ypos, float angle, float xspeed, float yspeed,
float rspeed, float maccel, float raccel) : void


TuioContainer
+TUIO_ADDED : static final int
+TUIO_UPDATED : static final int
+TUIO_REMOVED : static final int
#session_id : long
#state : int
#motion_accel : float
#motion_speed : float
#path : Vector<TuioPoint>
#x_speed : float
#y_speed : float
+remove() : void
+TuioContainer(long s_id, float xpos, float ypos)
+TuioContainer(TuioContainer tuioContainer)
+update(float xpos, float ypos,float xspeed,float yspeed,float maccel) : void
+update (TuioContainer tuioContainer) : void
+getMotionSpeed() : float
+getMotionAccel() : float
+getPosition() : TuioPoint
+getPath() : Vector<TuioPoint>
+getSessionID() : long
+getSpeedX() : float
+getSpeedY() : float
+getState() : int
#setUpdateTime(long timestamp) : void


TuioPoint
#timestamp : long
#xpos : float
#ypos : float
+getAngle(TuioPoint tuioPoint) : float
+getAngleDegrees(TuioPoint) : float
+getDistance(float x, float y) : float
+getDistance(TuioPoint) : float
+getScreenX(int width) : int
+getScreenY(int height) : int
+getUpdateTime() : long
+getX() : float
+getY() : float
+TuioPoint(float xpos, float ypos)
+TuioPoint(TuioPoint tuioPoint)
+update(float xpos, float ypos) : void
+update(TuioPoint tuioPoint) : void
#setUpdateTime(long timestamp) : void