Subject: Upp Idea -> MultiTouch support
Posted by captainc on Sun, 14 Sep 2008 13:21:48 GMT
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This may be a crazy idea, but with the sponsorship money, why not buy some multi-touch hardware and we can start some preliminary multi-touch screen support for UI. There are a few open source libraries we can use. Cross-platform multi-touch guis... now that would bring U++ into the spotlight! Plus, it would be damn cool to work on.

(I know, I'm a "pie in the sky" thinker)

From http://www.nuigroup.com/touchlib/:
Quote:Touchlib is a library for creating multi-touch interaction surfaces. It handles tracking blobs of infrared light, and sends your programs these multi-touch events, such as 'finger down', 'finger moved', and 'finger released'. It includes a configuration app and a few demos to get you started, and will interace with most types of webcams and video capture devices. It currently works only under Windows but efforts are being made to port it to other platforms.

http://nuigroup.com/wiki/Basic_Touchlib_Application/
Example for Visual Studio and Linux (includes vcproj files and Makefiles)
http://nuigroup.com/forums/viewthread/1380/#9652
http://www.multigesture.net/articles/touchlib-compiling-inst ructions/
http://www.multigesture.net/articles/touchlib-compiling-inst ructions-ubuntu/

Subject: Re: Upp Idea -> MultiTouch support
Posted by mirek on Sun, 14 Sep 2008 15:39:16 GMT
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Well, any HW you are aware of that works in Win32 and Linux?

Mirek

Subject: Re: Upp Idea -> MultiTouch support
Posted by captainc on Sun, 14 Sep 2008 17:32:49 GMT
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Well I think X server should have MPX support now, so any single-touch screen will work for now (newer tablet pcs).

Otherwise, laptop mouse touch pads have multi-touch, but not commercial lcd screens yet. Many laptops (ie. eeepc) can use the mouse trackpad for zooming in applications like MS picture viewer.

For multi-touch surface, check this DIY solution out:
http://www.newscientist.com/blog/technology/2008/05/build-yo ur-own-multitouch-pad.html