

M2Touch Gateway and Plugins



Multi-touch devices mean presenters can engage with the graphics, the data and their audiences in new and persuasive ways.

Molden Media's plugins enable easy and powerful implementation of multi-touch devices within Vizrt.

M2Touch Gateway is a real-time multi-touch protocol converter. Data are received from the multi-touch device, using one of the following standard or proprietary protocols: TUIO, NextWindows, EIT, Digitizer USB, Evolve, dreamTouch native, PQ-Labs native or screen

grabbing. Data is bi-directionally exchanged with Viz Engine using viz3 multi-touch protocol.

The M2iPad App enables the user to load any Vizrt scene and control it with the iPad. The M2Touch Gateway supports the simultaneous use of multiple devices at the same time.

The plugins generalize the interface so the Vizrt scenes can be device agnostic.

M2Touch plugins expand the functionality of Viz Artist. The plugins help to handle mouse and multi-touch events in Viz Artist more effectively and without extensive scripting. The plugins unify handling multi-touch and mouse events. This enables the designer to prepare and test scenes without having the multi-touch device available.

Plugins



MT6DOF simplifies implementing Viz Artist object dragging in 6 degrees of freedom (6DOF) space. The object can be dragged, scaled and rotated within defined bounds. When the object is released the script button is fired.



MTGesture detects simple single touch gestures (mouse or multi-touch device) from a library defined by the user, and fires a Viz Script button.



MTPZR implements Viz Artist object dragging and scaling in 2D space, then fires a Viz Script button.



MTUI Element provides a number of common user interface elements: push button, check box, group of radio buttons, menu and a "rub" button (press and move).



MTSlider simplifies creating and implementing slider UI elements, which can be assigned to any property in the scene.