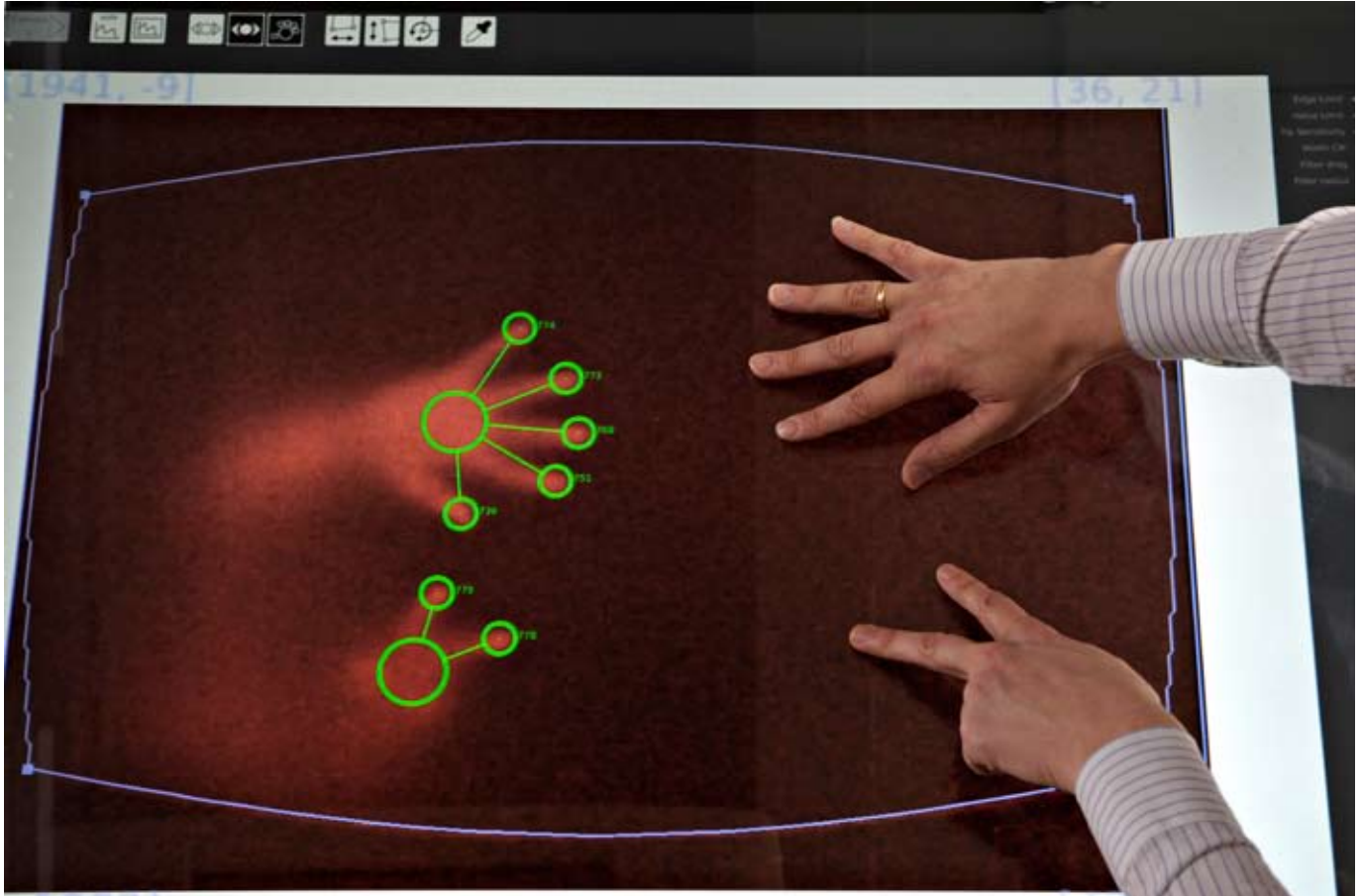




MultiTouch Cornerstone

Software for multitouch interaction and object tracking
High-performance tracking engine and SDK



MultiTouch Cornerstone software offers a powerful engine for multitouch and object tracking. It tracks unlimited numbers of fingers, hands and objects.

The MultiTouch Software Development Kit (SDK) is your tool to create new applications that rely on multitouch interaction. You can also use the SDK for integrating a multitouch functionality to existing applications.

MultiTouch Cornerstone

- Computer vision tracks unlimited numbers of fingers, hands and objects
- Uses rear diffuse infrared technology
- Scalability up to 14 Full HD displays
- Fast tracking, up to 120fps
- Supports Windows, Mac and Linux operating systems
- Supports multiple programming languages and protocols
- Runtime libraries included with MultiTouch Cell and MultiTouch Box products

MultiTouch Cornerstone SDK

- Tool for creating interaction-rich multitouch applications
- High performance C++/OpenGL development environment
- Flash/ActionScript 3 development environment
- Multitouch emulator for developer use
- API documentation in HTML format
- Online video tutorials
- Example applications as source code
- Supports wide range of development environments

/// Unlimited

You can track as many fingers, hands and objects on display as you need.

/// Scalable

You can drive up to 14 displays concurrently.

/// Flexible

MultiTouch Cornerstone supports a range of operating systems and development environments.



MultiTouch Cornerstone

C++ apps	Cornerstone apps	Flash apps	Apps that receive XML stream	Apps that receive TUIO stream	Windows 7 applications with touch extensions
	Cornerstone GUI libs	Flash AS3 SDK			
	Multitude utilities <ul style="list-style-type: none"> Luminous Radiant Screen-Play Valuable Nimble 		XML Stream	TUIO Stream	Windows 7 Touch
MultiTouch (finger/hand/object tracking)					
Hardware & operating system					

MultiTouch Cornerstone software stack supports multiple development environments and methods.



Computer vision tracks fiducial markers.



The SDK includes an emulator for code testing.



MultiTouch Cornerstone includes ready-to-use applications.

/// Environments, protocols

MultiTouch Cornerstone supports an array of programming languages, developing environments and protocols: C++/OpenGL, Adobe Flash/Flex/Air, C#, .NET, Microsoft Visual Studio, Windows Presentation Foundation, Silverlight, MT4Java, Max/MSP, Qt-Creator, XCode, GNU Make, TUIO, XML stream.

/// Rich set of information

MultiTouch Cornerstone produces a rich set of information:
 The location of the fingertip (2D vector), Direction from the fingertip towards the palm (2D vector), Age of the tip (integer), Unique identifier of the fingertip (integer), Unique identifier of the hand where this finger belongs (integer), Fingers that are part of the hand (list of finger identifiers), Palm location (2D vector), Age of the hand (2D vector), Unique identifier of the hand (integer), Marker center(2D vector), Rotation of the marker (floating-point value), Age of the marker (2D vector), Unique identifier of the marker (integer), Marker code value (integer).

/// Sample applications

MultiTouch Cornerstone Includes a set of customizable sample applications: HelloWorld, HelloImages, CustomWidget, DonutWidget, Demo3D, PluginsSample, Canvas, TimeLine, Present, CSSSample, ImageGrid, Circles, TouchBrowser, FingerPhysics, ViewExample, AutoRotate, VirtualKeyboard, Flow, ClassicPong, WildPong, Collisions, Draw, FallingSpheres, LightBeings, MarkerMenu, Mapper, MissileCommander, SlideShow, SpringField, VideoList, AudioSamples, BookWidget, PrintHands, TUIO, Twinkle, ViewBasic and MTServer.