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TWiki Tip of the Day

Server side include

To include the contents of a web page or TWiki topic, use

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```

. Examples:

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r7 - 27 Jul 2007 - 21:40:55 - AaronMeldrum

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Some Good News, Some Bad News - July 27th, 2007

The tracker now works (the cable was messed up...a week lost to a stinkin cable...), but we've learned that the custom driver that juggler uses only supports a single tracking device. This means we either cant do head tracking or can't do hand tracking. Seeing that head tracking already sortof works, we'll probably end up just refining that. The animations for the hand are done so we may just load that in and try and get it to work. Perhaps if we have time we'll be able to get the glove to animate the hand, but that's uncertain.

-Aaron

Lots of updates - July 25th, 2007

Lots of updates. We now have a tracker, though we are having trouble getting it to communicate with anything. The model is now fully loaded into a seperate open gl app, and the method of animation has been 'figured out' and we've tested it on a single finger and it works well. We simply need to replace the looping variable with the value of finger curvature sent by the glove and then we will be able to animate from the glove. -Aaron

Now running 4 screens - July 18th, 2007

Magic box is running 4 screens all sync'd up now. Still haven't been able to get in touch with Abhi to see about borrowing the tracker from him.

Working Timeline - July 11, 2007

July 13th – (provided we can get ahold of the tracking equipment) implement basic headtracking into juggler. Support structure for screens
 July 18th – 4 screens running July 20th – 4 screens with tracking July 25th-

have hand model loaded into the box July 27th-first interactive prototype
Final week-bug testing, refining, polishing

-- [AaronMeldrum](#) - 26 Jun 2007

Status Update - July 2, 2007

Here is a rough summary of the project status before I, Tyler, left on vacation (June 23-30).

Milestones Completed

- Compile and run a VR Juggler sample application in Windows

Tasks

- Research lots of input devices, in case there's something out there we don't know about yet
- Learn as much as possible about the Polhemus Patriot desktop magnetic tracking system
- Modify a sample VR Juggler application to use an input device, e.g., just print out the input data values
- Modify a sample VR Juggler application to use the tracking system, e.g., just print out the position/orientation values

Other Notes


- Monitors: 4 [StarBoard?](#) screens w/ touch input; we're not sure how easy it will be to use the touch capability
- Computers: probably need one machine per monitor
- Other Tracking Devices (besides the Polhemus Patriot)
 - Motionstar: magnetic (in Glen's office)
 - Microtrack?: (talk to Kevin Teske)
- Input devices
 - Game pad
 - 5DT wireless gloves (check C4 area, talk to Abishek); probably just need one glove w/ receiver
- Application Ideas
 - X-ray machine w/ glove input
 - Fish tank w/ glove input and/or screen touch input
 - Video games! (A really fun game would make great public demos... maybe even something to put out in the Howe lobby. And it would be a lot of fun to make.) Game applications would probably use gamepads for input.
 - Enclosed racing game (like the old [Off Road](#) games)
 - Sports games, e.g., Super Techno Bowl

-- [TylerStreeter](#) - 02 Jul 2007

June 26, 2007

This is the Magic Box Blog.

-- [AaronMeldrum](#) - 26 Jun 2007

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