

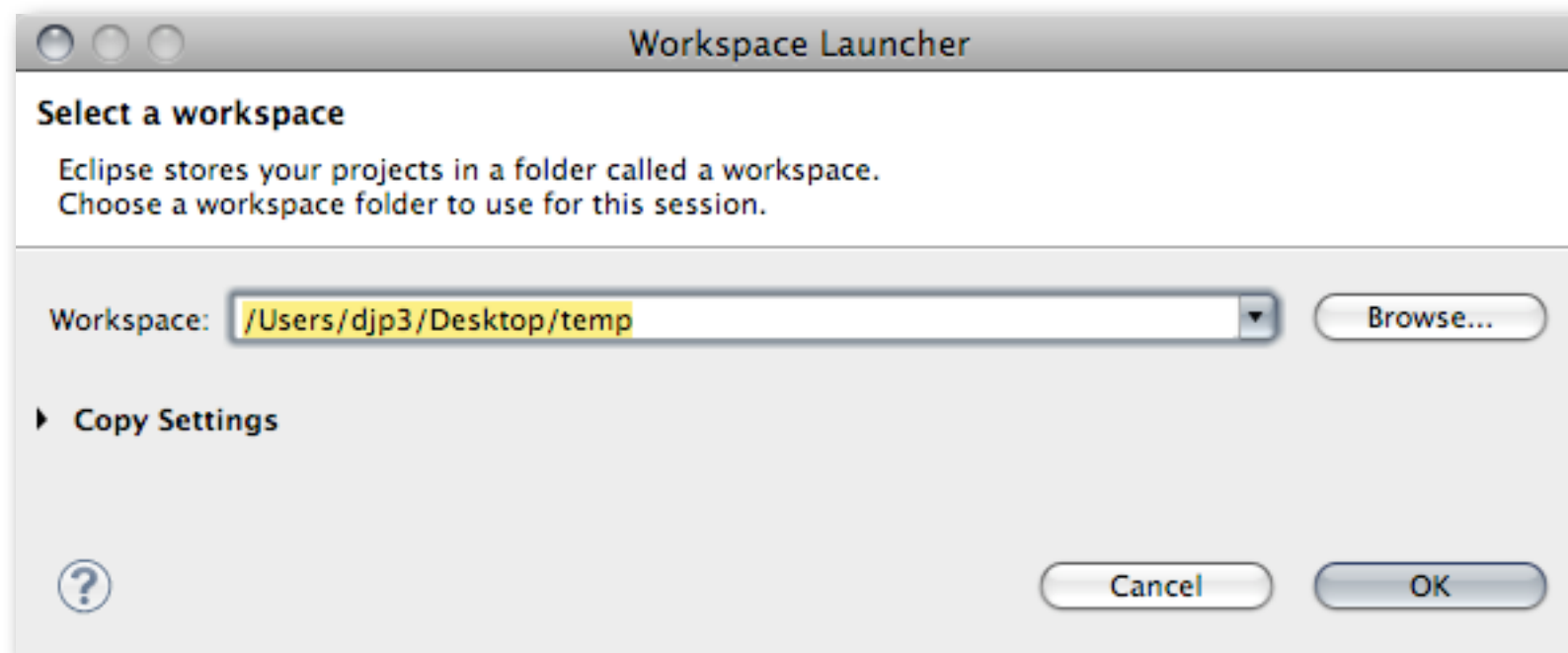
# User Interaction: Software for MT

Asst. Professor Donald J. Patterson  
INF 133 Fall 2010



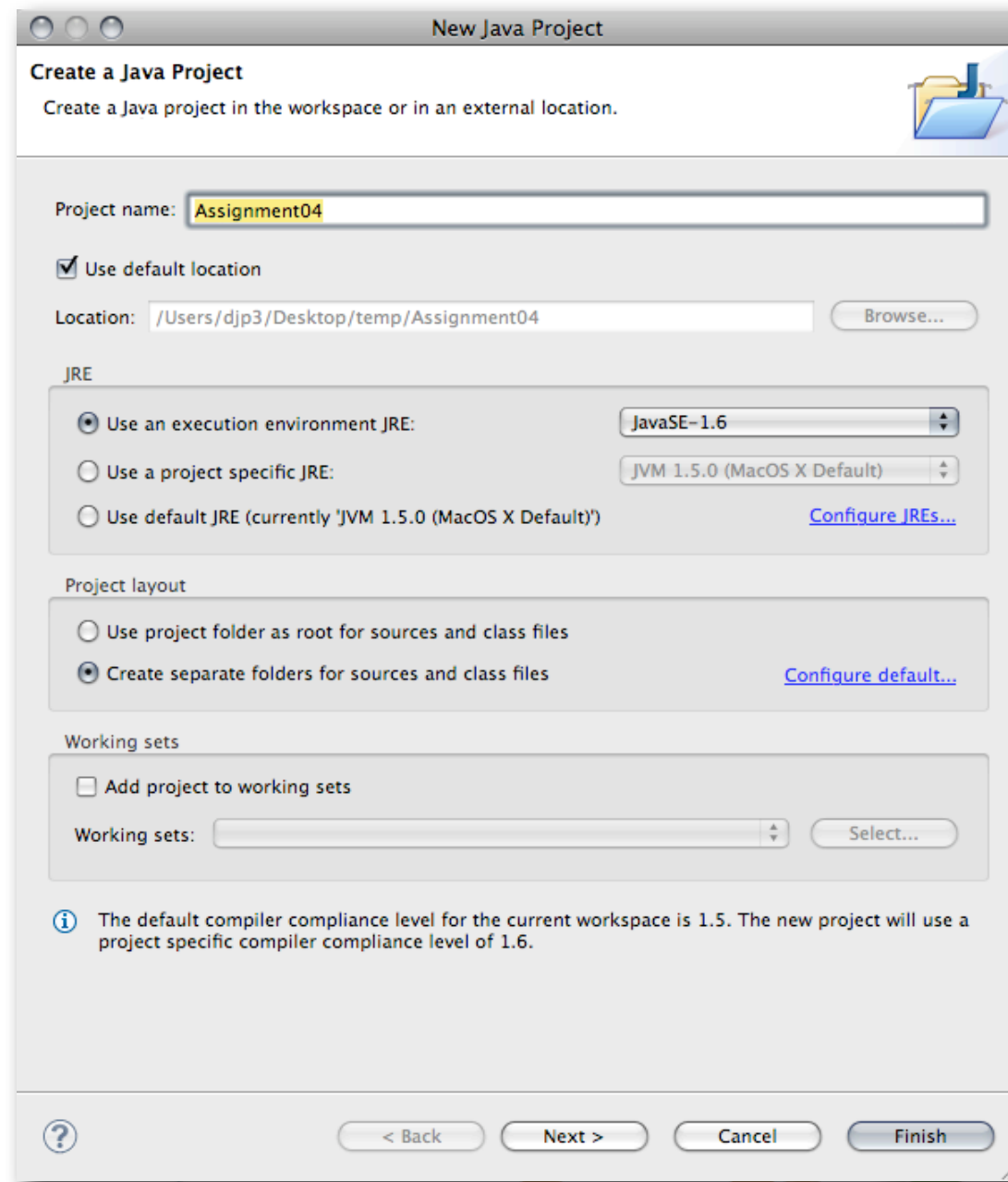
# Getting the software going

- Download and Install Eclipse
  - <http://www.eclipse.org/>
- Download MT4J
  - <http://www.mt4j.org/mediawiki/index.php/Downloads>
- Pick a directory and create a new workspace in Eclipse



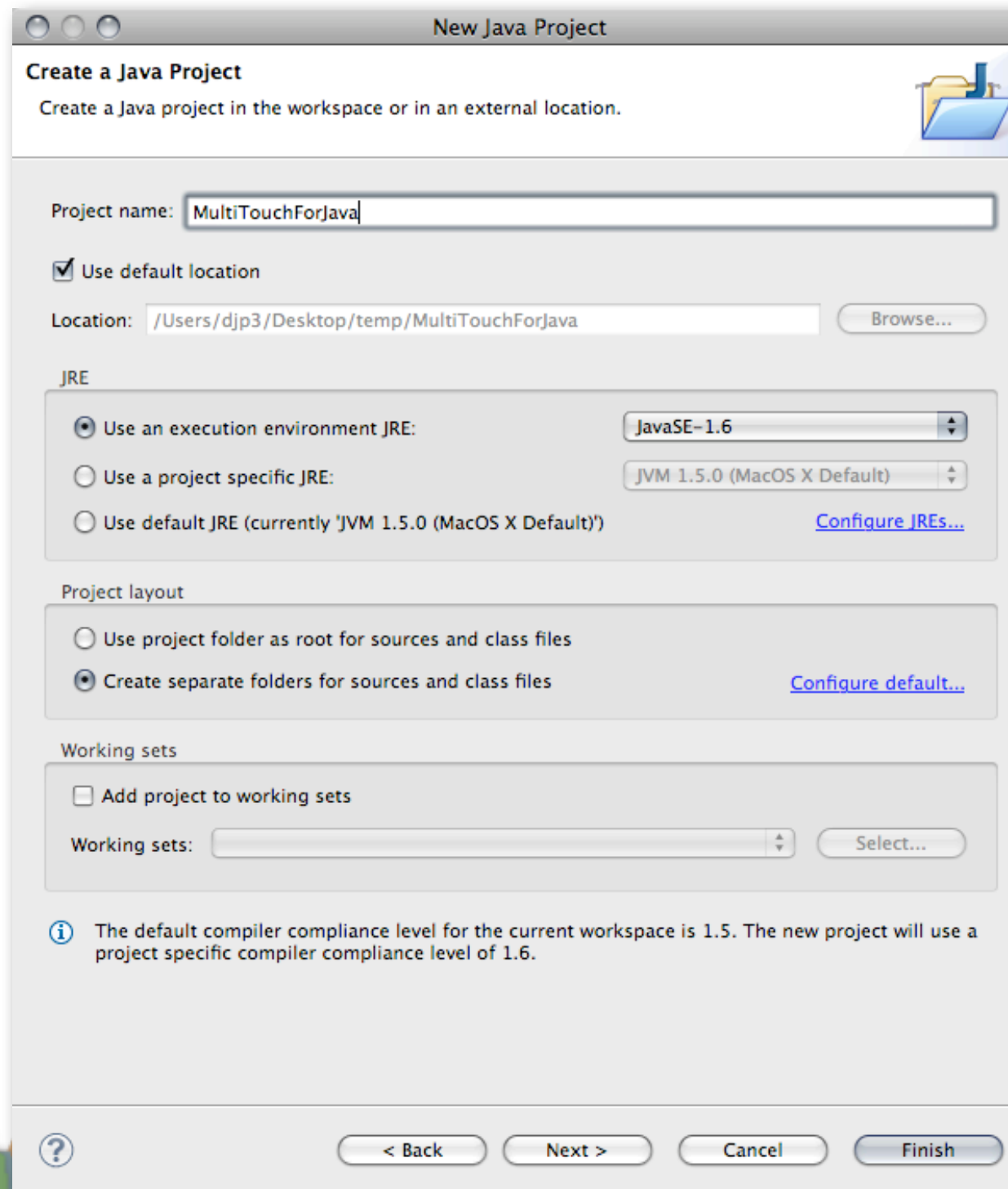
# Getting the software going

- Create a new Java Project in Eclipse



# Getting the software going

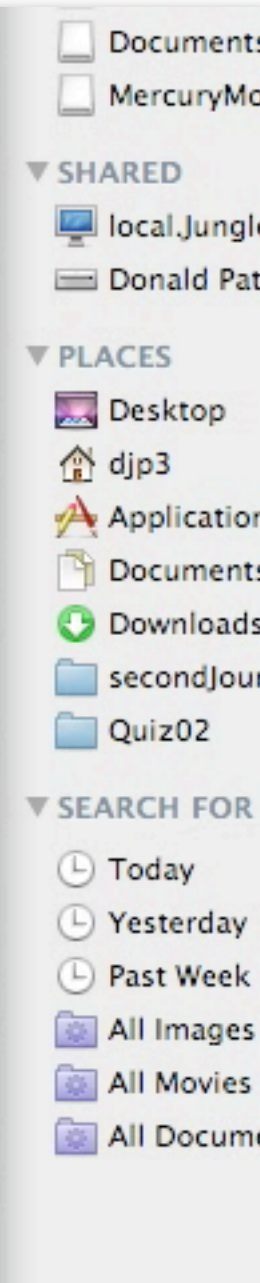
- Create a new Java Project in Eclipse for MT4J



# Getting the software going

- Move MT4J to the new project and refresh in Eclipse

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## To get the examples running

- Add all the .jar files in the mt4jLibs directory into your build path.
- Right click -> Build path -> "Add to Build Path"
- Make sure "examples" is in your build path as a source directory. (Look at the project properties)



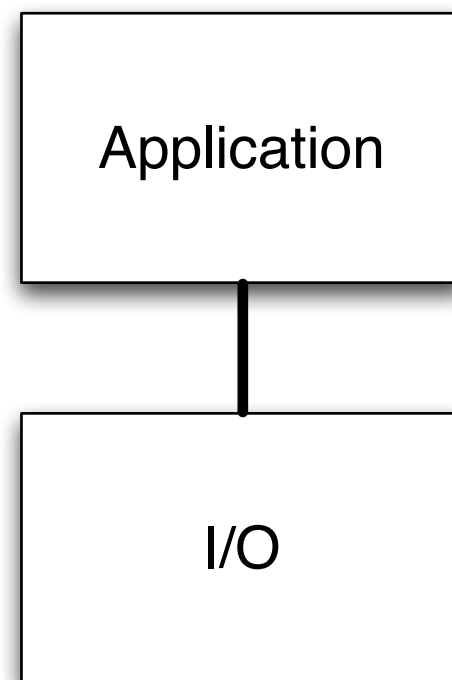
# Getting the software going

- When you run an MT4J program the TUIO server is built in
  - Hello World
  - Test Scene
  - MTGestures
  - Space Scene
  - Fluid Simulator



# How to go about doing Assignment #4

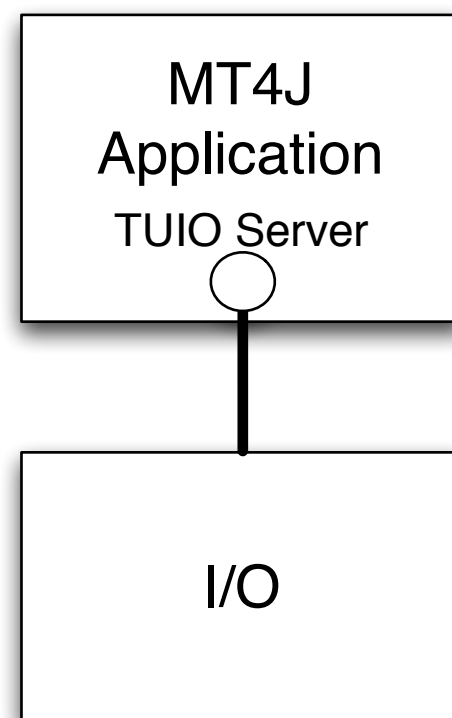
- Get an end-to-end demo running with off the shelf stuff
- Then slowly replace the pieces with your implementations





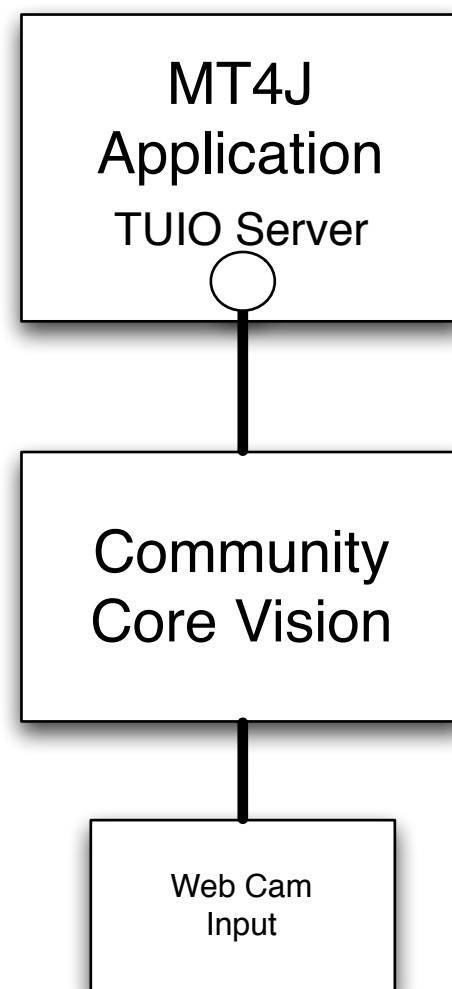
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- Get an end-to-end demo running with off the shelf stuff
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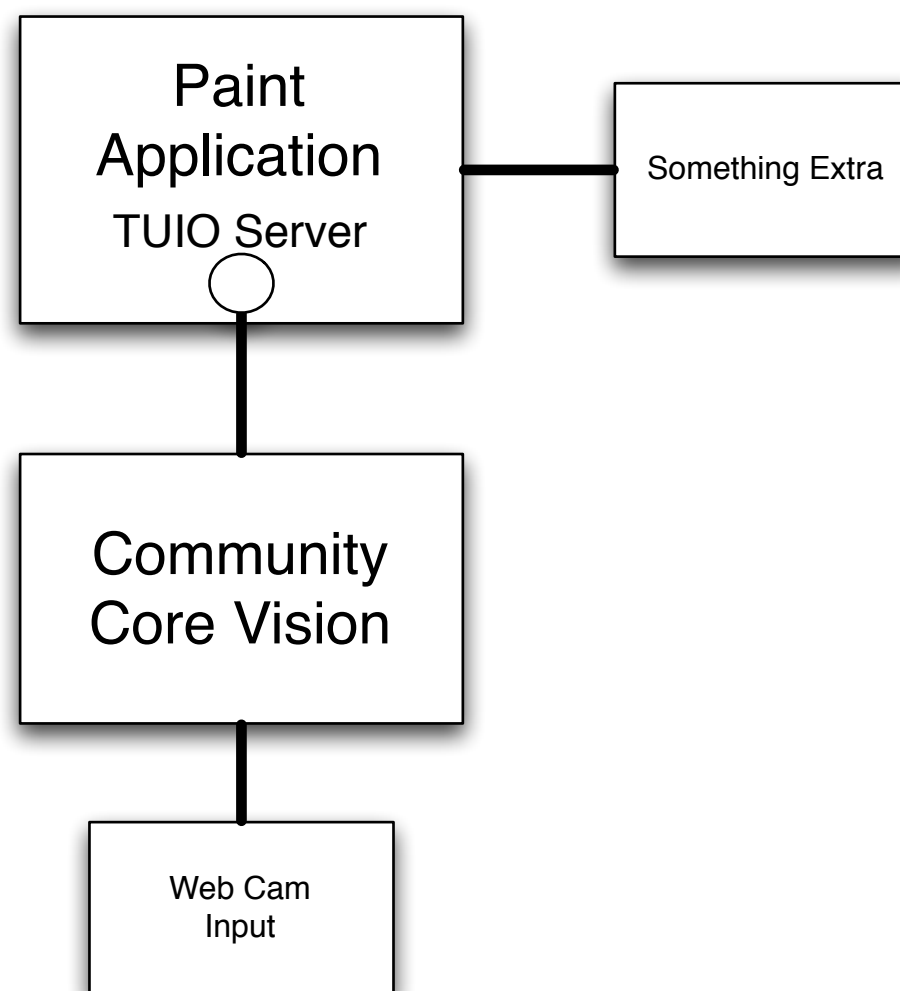
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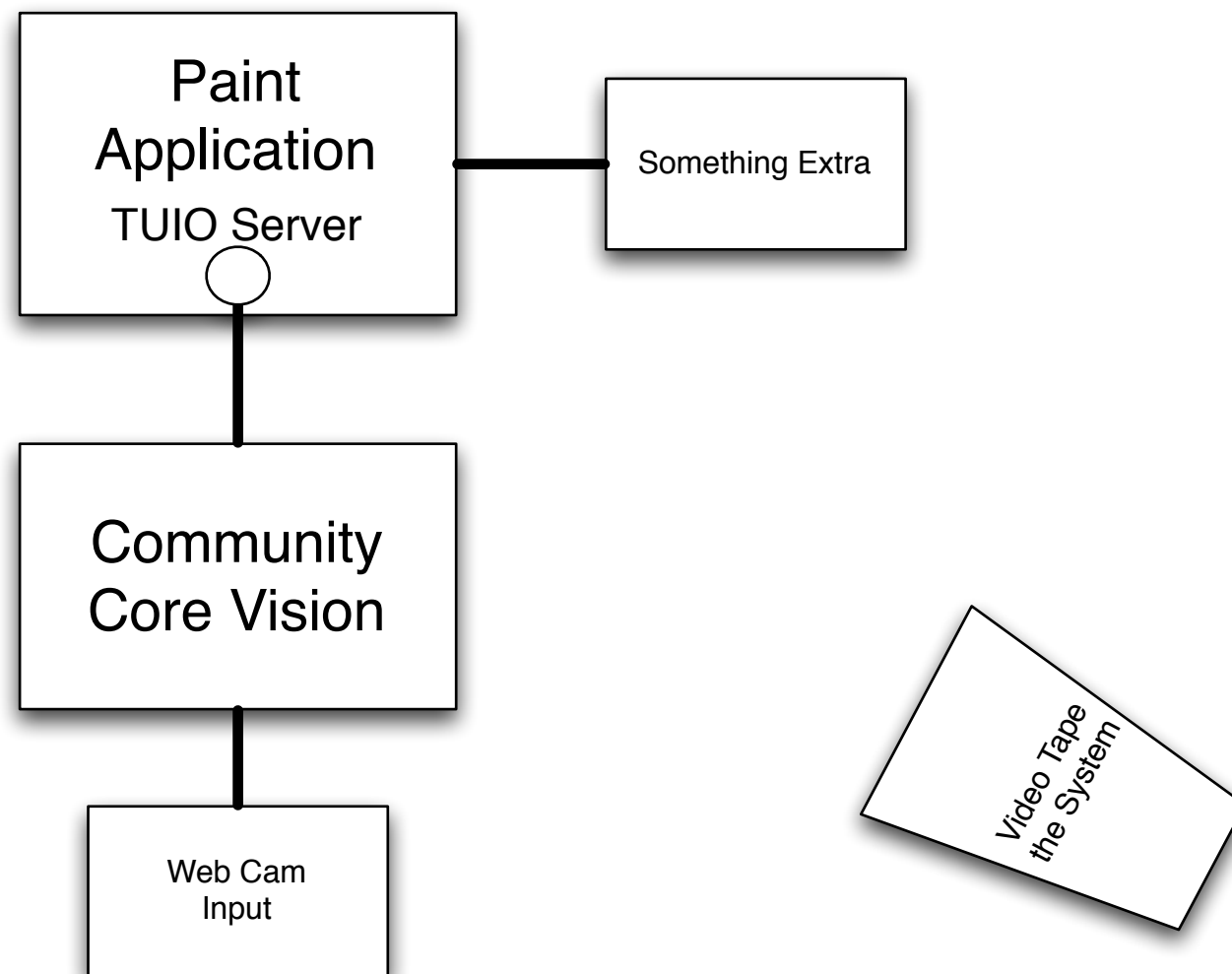
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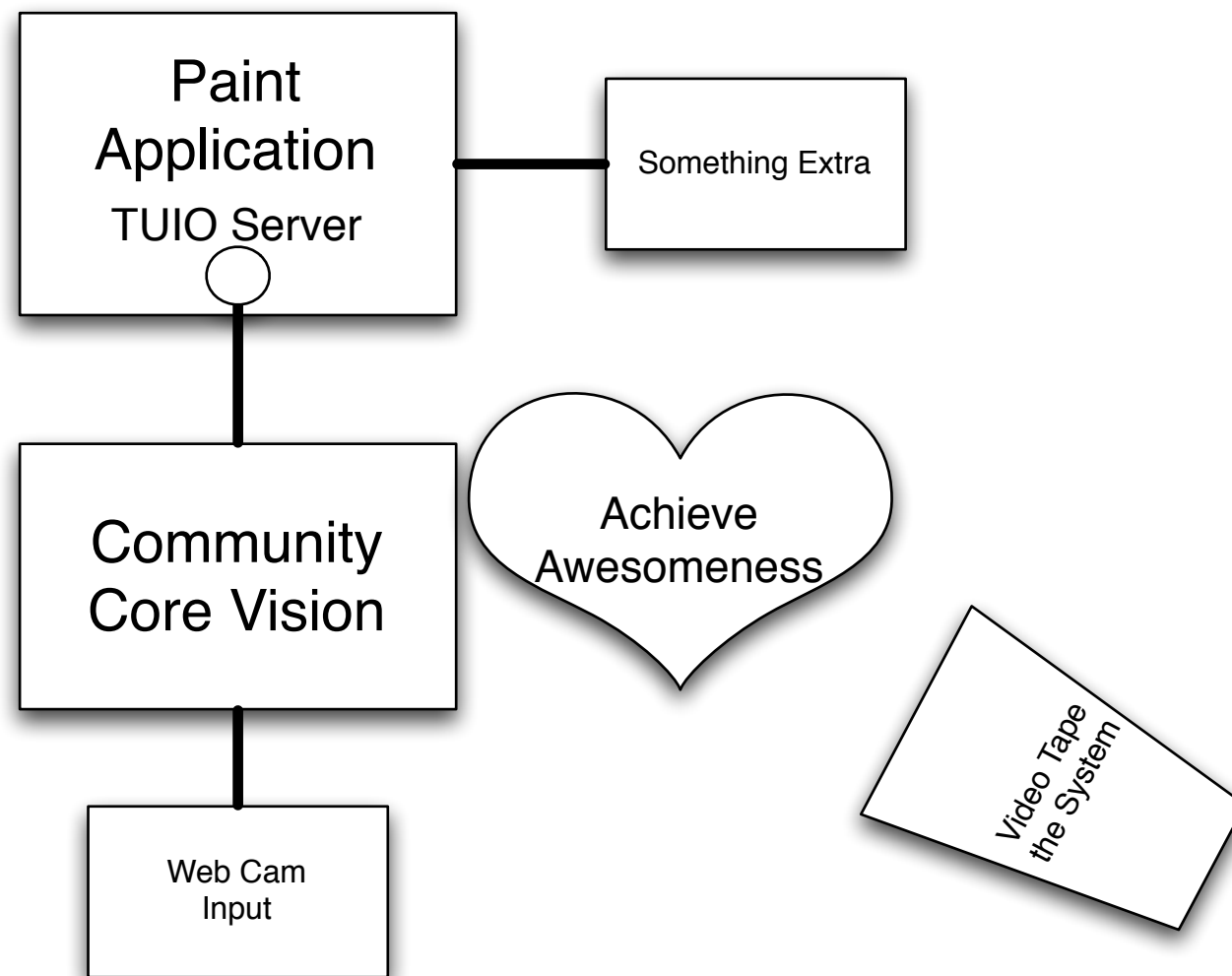
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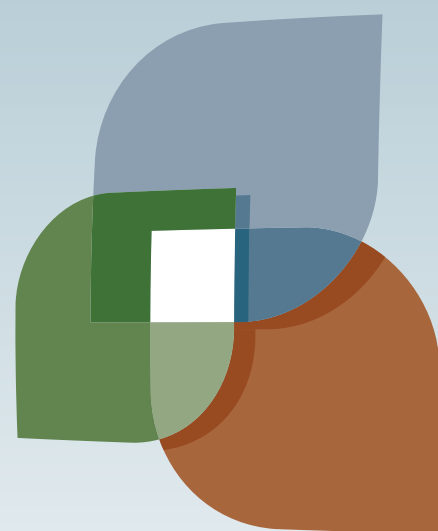


# How to go about doing Assignment #4

- Options
  - Do a different application than a paint program
    - Make sure it needs multi-touch (talk to prof.)
  - Do a different input than a webcam
    - Make sure it is more than just a download (talk to prof.)







L U C I

