

SDG Toolkit - The Video

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Abstract

This video illustrates SDGToolkit, a toolkit for rapidly prototyping Single-Display Groupware. SDGToolkit automatically captures and manages multiple mice and keyboards, and presents them to the programmer as uniquely identified input events relative to either the whole screen or a particular window. It transparently provides multiple cursors, one for each mouse. To handle orientation issues for tabletop displays (i.e., people seated across from one another), programmers can specify a participant's seating angle, which automatically rotates the cursor and translates input coordinates so the mouse behaves correctly. It also provides an SDG-aware widget class layer that significantly eases how programmers create novel graphical components that recognize and respond to multiple inputs. The video shows examples of how simple SDG applications can be built, and demonstrates several applications and widgets that were developed by ourselves and others in a relatively short amount of time.