

# Overview

438886\_paste.tiff ↗

TaskArrowSm.tiff ↗ There are many possible devices that could be supported. Many of them are too specialized so there might be no useful common interface to fit their abilities.

Currently the server is prepared to serve:

- ;3DMouseSystems.rtf;;↗ 3D mouse devices
- ;Datagloves.rtf;;↗ Datagloves
- ;3DDisplays.rtf;;↗ 3D displays (combined with shutter glasses)
- ;3DScanners.rtf;;↗ 3D scanners
- ;MotionTrackers.rtf;;↗ Motion trackers

481747\_PixelRule.tiff ↗

646995\_CheckMark.tiff ↗ In the current release only 3D mouse systems have a defined API. If you manufacture 3D hardware or own it please let me know. I could help you designing a driver or defining a device category standard API.

682506\_CheckMark.tiff ↗ The most common device is the mouse. It may ease the work with a wide range of applications.

371445\_CheckMark.tiff ↪ Displays and gloves are general purpose hardware too but more or less expensive.

483944\_CheckMark.tiff ↪ Scanners and motion trackers are very specialized and some kind of expensive.

321152\_CheckMark.tiff ↪ Some devices might need real drivers that will derive from the NeXT DriverKit (like screens).

501700\_CheckMark.tiff ↪ Other exotic 3D devices are the 'object-polymerisators'. Those boxes can create a 3D object out of liquid material (or something like that). CNC robots may also create objects out of solid metal or plastic but they are not able to create hollow objects !

Working with those devices could be done by dropping them the RIB code describing a object. The API should be easy because there is no real interaction with those machines.

53781\_PixelRule.tiff ↪

## **See also**

;../Project/FuturePlans.rtf;↪ Future plans