In Depth: Real Time Stylus

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RealTimeStylus

- Object Model that provides direct access to stylus input even before it is rendered
- Allows for the creation of new Real Time components
  - Custom dynamic rendering, gesture recognition, disabled regions, etc.
- Allows for the creation of Ink Collection components
  - Build your own InkOverlay or InkCollector

RealTimeStylus (RTS)

- Routes incoming data into StylusSyncPlugin objects
- Data then routed into output queue

Architecture (Overview)

StylusSyncPlugin

- Lightweight object processes incoming data in real time
- Provided in the framework:
  - DynamicRenderer
  - GestureRecognizer
- Can modify data
  - Downstream sync and async plugins see modified data
- Build your own:
  - Examples: Rendering, Recognition, Filtering, Smoothing

StylusAsyncPlugin
RealTimeQueue
- Fixed size ~10 second capacity
- Accumulates data to be reported asynchronously to AsyncStylusPlugin objects
- Allows for custom data to be added

Real Time Stylus Demo
- Shows how the pieces are wired together
- Components Demonstrated
  - Real-time data manipulation
  - Use of Gesture Recognizer and Dynamic Renderer
  - Creation of an Ink Collecting Object

Feature Benefits
- Smoothly flowing ink
- Custom rendering of ink (e.g. hardware accelerated)
- Custom gesture recognition (e.g. more/different gestures)

Questions?