Input Devices and Interaction

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1 Administrivia

Announcements

Project 1 due NOW.

Assignment

Read 3.4–8.

From Last Time

Color, projections, viewports, project lab.

Outline

1. Input devices, programming models.

2. API.

Coming Up

Display lists, menus, picking.
2 Input Devices

Physical devices: Keyboard, mouse, trackball, data tablet, light pen, touch screen, joy stick.

How do mice, light pens work?

Pointing device necessary to interact with graphics.

What about 3-D interaction? (Space ball, data gloves)

2.1 Logical Input Devices

1. String.

2. Locator: Returns (x, y). Convert window coordinates to world coordinates.

3. Pick: Select an object. Must determine what object was selected.


3 Input Device Program Interaction Models

Terminology:

1. Measure: The data — (x, y), input string, etc.

2. Trigger: User indication that the measure should be taken — “Enter” key, mouse click.

Interaction modes:
1. Request (synchronous wait) mode.
   Measure not returned until trigger.
   Advantages/disadvantages.

2. Sample (asynchronous poll) mode.
   Measure returned any time.
   Advantages/disadvantages.

3. Event mode.
   Queue of (trigger, measure) pairs. Asynchronous.
   Advantages/disadvantages.
   OpenGL, callbacks, and glutMainLoop().

4 Input Device API

1. glutMouseFunc(pointerToMouseCallbackFunction)

2. void MouseCallbackFunction(int button, int action, int x, int y)
   (a) GLUT_LEFT_BUTTON, etc.

   (b) GLUT_UP, GLUT_DOWN.

   (c) x and y are window-relative coordinates.

Example:

   // ...
   glutMouseFunc(mouse);
   // ...
   void mouse(int btn, int action, int x, int y)
```c
{  if (btn == GLUT_LEFT_BUTTON && action == GLUT_DOWN)  {
    myInit(rows, cols, 1);
    visit(1, 1);
    glutPostRedisplay();
  }
  else if (btn == GLUT_RIGHT_BUTTON && action == GLUT_UP)  
    exit(0);
}
3. glutMotionFunc(pointerToMotionFunction)
   Also, glutPassiveMotionFunc().
4. void MotionFunction(int x, int y)
   (a) Active motion — mouse button depressed.

   (b) How do we know which mouse button is depressed?

   (c) Again, window-relative coordinates.
5. glutKeyboardFunc(pointerToKeyboardFunction)
6. void KeyboardFunction(unsigned char key, int x, int y)
   (a) key is ASCII of key depressed.

   (b) Yet again, window-relative coordinates.

   (c) See glutSpecialFunc() for non-ASCII keys.

Example:

#define ESC 0x1b
// ...

    glutKeyboardFunc(keyboard);
```
void keyboard(unsigned char key, int x, int y)
{
    switch (key)
    {
        case 'w':
        case 'W':
            printf("The Clinton people took all these keys.\n");
            break;

        case ESC:
            exit(0);
            break;

        case '!':
            globalThermonuclearWar();
            // Not reached.
            break;

        // ...

        others:
            fatal("Un-recognized key.\n");
            break;
    }
}

7. glutDisplayFunc(pointerToDisplayFunction)

8. void DisplayFunction(void)

    (a) Callback generated by window system events.

    (b) Can self-generate with glutPostRedisplay().

9. glutReshapeFunc(pointerToReshapeFunction)

10. void ReshapeFunction(GLsizei w, GLsizei h)

    As previously discussed, have to reconcile clipping region aspect ratio to window aspect ratio.