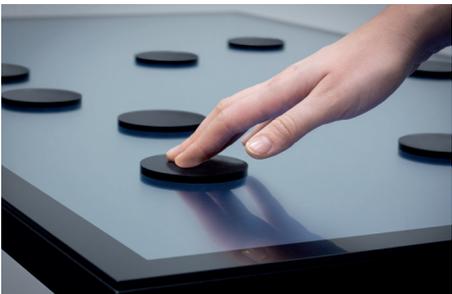# TOR

Tangible Object Recognition

TOR

powered by eyefactive

- up to 10 different TOR objects with unique ID for fluxTOUCH gen3
- passive objects, no battery required
- compatible with all operating systems (using TOR Box) via TUIO protocol

TOR combines real life tangible objects with digital components. The so called TOR objects can be placed by the user on the interactive screen surface. The TOR software running on TOR Box recognises the objects and identifies each one by analysing several parameter. It will assign an ID to each object and determine its position and the rotation angle on the screen. Those information will be then forwarded to the final application. Due to this, a new way of interaction design can be realised by using a stable and robust touch screen like fluxTOUCH gen3 or primeTOUCH[1] in combination with the TOR system.

[1]   not on all models, maximum unique ID´s approx. 30

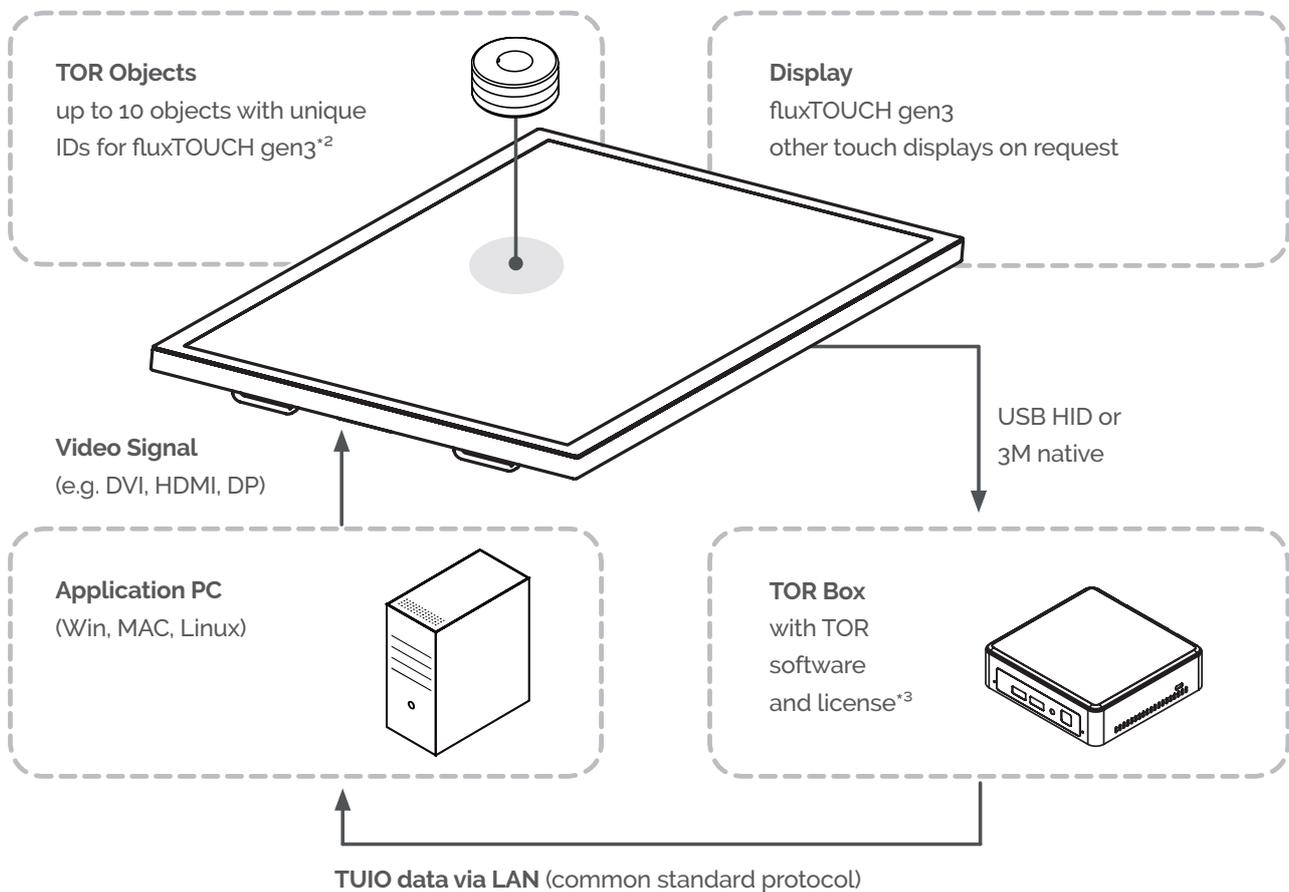# SOLUTIONS4AV

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DIMENSIONS & TOUCH DATA

TOR chip	75 mm (diameter) minimum, approx 6 mm height
TOR object	78mm (diameter), 36 mm height
TOR box	115 x 111 x 35 mm (W x H x D)
Touch input	USB HID, TUIO, native 3M
Touch output	TUIO (via ethernet)

TOR Objects
up to 10 objects with unique
IDs for fluxTOUCH gen3*²

Display
fluxTOUCH gen3
other touch displays on request

Video Signal
(e.g. DVI, HDMI, DP)

USB HID or
3M native

Application PC
(Win, MAC, Linux)

TOR Box
with TOR
software
and license*³

TUIO data via LAN (common standard protocol)

when fingers are detected:
- ID, X&Y position etc. via TUIO/2dcur
when objects are detected:
- ID, X&Y position, rotation angle etc. via TUIO/2dobj

*² long time static TOR objects may cause malfunctions depending on the used PCAP sensor
*³ also available without TOR Box, just license on application PC (Windows 10 only)