



dreamTouch

User Guide

(for v1.41)

Content

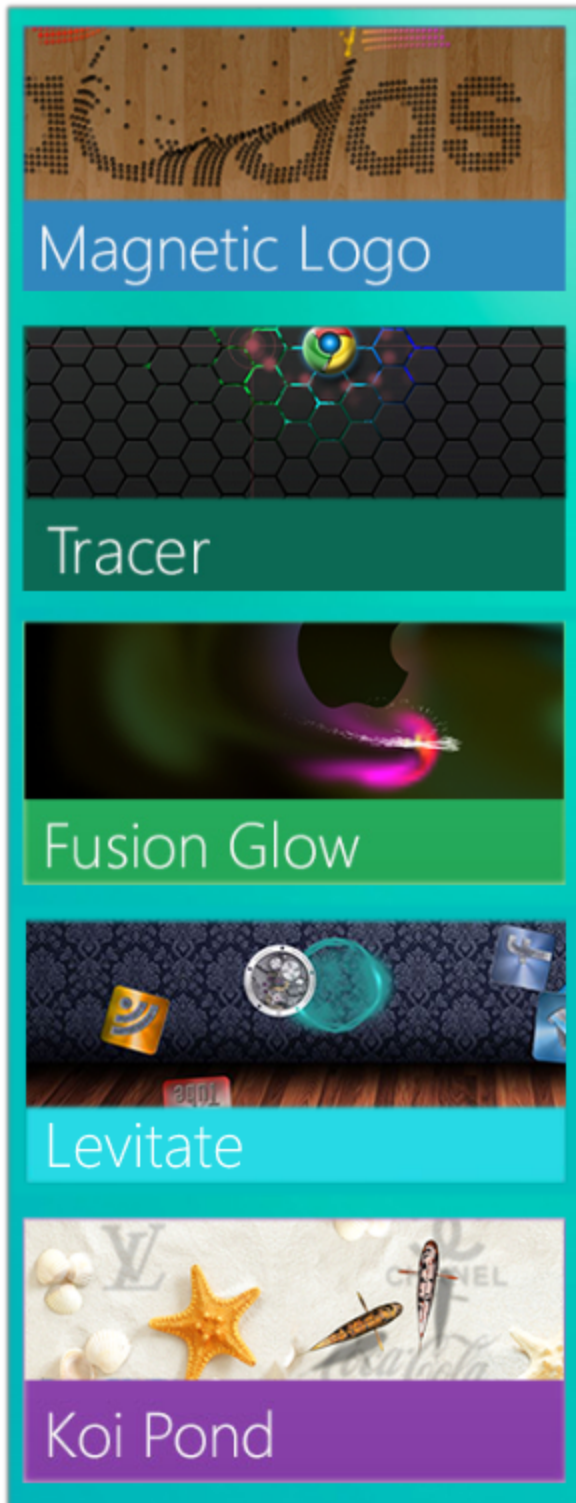
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System Compatibility



- Microsoft® Windows® 7 with Service Pack 1 (64bit), Windows 8 (64bit), or Windows 8.1 (64bit)
- Intel® Pentium® Core 2 Duo
- Intel® Core i5 or i7 *Recommended*
- 4 GB of RAM
- 8 GB of RAM *Recommended*
- 500 MB of available hard-disk space for installation; additional free space required for media (cannot install on removable storage devices)
- 1024 x 768 Display
- 1920 x 1080 Full HD Display *Recommended*
- Integrated Intel HD4000 Video RAM
- 1GB Dedicated Video RAM *Recommended*
- OpenGL 2.0 capable system
- Mouse for basic single touch testing
- Tuio/Windows gesture compatible touch frame or all-in-one interactive monitor *Recommended*
- Internet connection is required to activate/deactivate license and access to online services.

Animation Library



Downloading

Download the most current installation package:

[http://spintouch.com/software/dreamTouch/dreamTouch_\(64bit\)_Setup.exe](http://spintouch.com/software/dreamTouch/dreamTouch_(64bit)_Setup.exe)

Download the content template package:

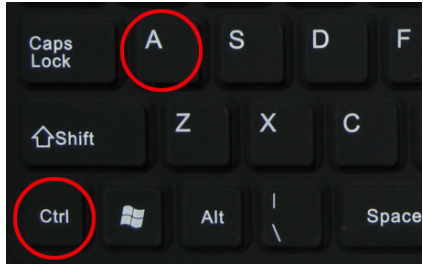
http://spintouch.com/software/dreamTouch/dreamTouch_template.zip

Note: Unzip the files before attempting access them.

Basic Keyboard Controls

Access the Admin Menu

To access the administration menu, hold *Ctrl* then press the letter *A* on your physical keyboard.



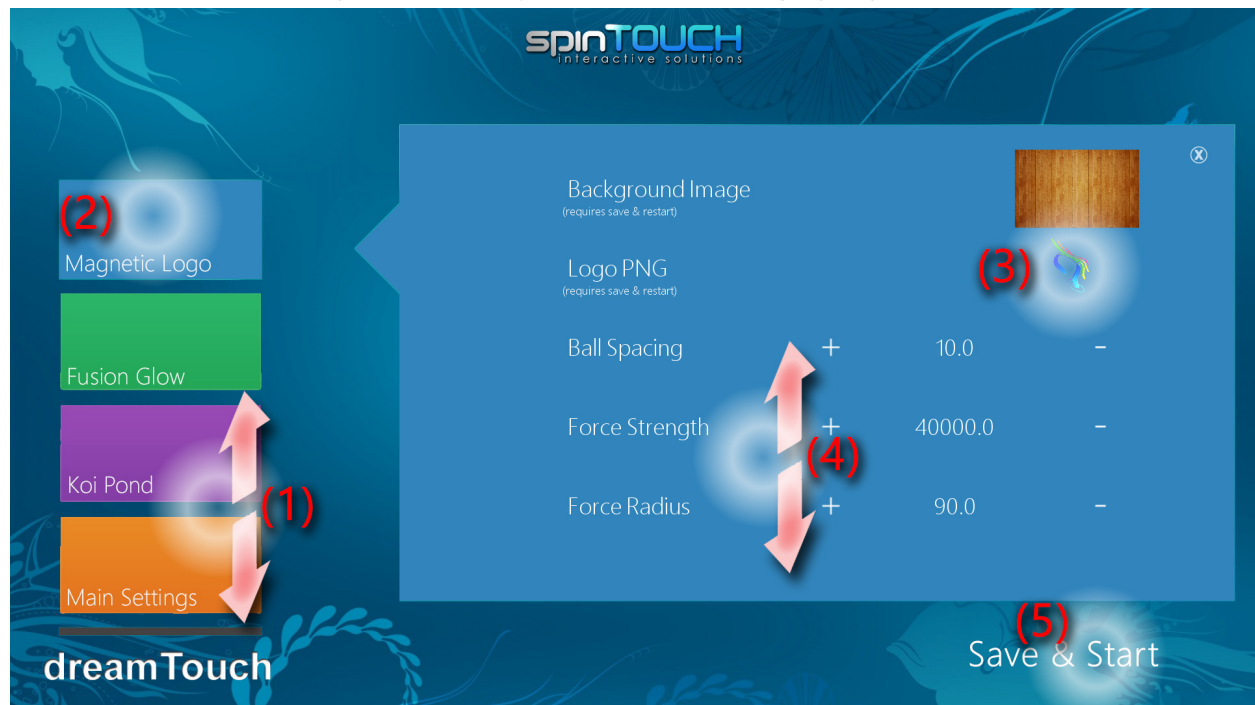
Exit the Program

To exit the software at any time, press the Esc key on your physical keyboard.



Customizing the Animation Settings

Access the admin menu (see Basic Keyboard Controls on page 6)



- (1) Scroll through the different animations by dragging the left menu up and down.
- (2) Select the animation you would like to customize by selecting the associated box.
- (3) To change the Background or Logo image for any of the animations select the image thumbnail. From there a browser will appear and you can then select a new image.
- (4) Scroll through the multiple options for each of the animations by dragging the center of the page up and down. From here, you can modify the values for each of the animations to change their overall behavior. (restart not needed for changes to take effect)
- (5) If a new image is selected and appears in the thumbnail, select the “Save & Start” button on the bottom right corner. Then exit the application by pressing the Esc button on your physical keyboard. When you relaunch the application, the new image will be loaded for the animation.

Default Animation Values

<i>Magnetic Logo</i>	<u>Default</u>	<u>Low Range</u>	<u>High Range</u>
Ball Spacing	14	6	22
Touch Strength	40,000	6,000	100,000
Touch Radius	90	10	250
Gravity	0	-5	5
Return Strength	0.025	0.0	0.5
Reduce Spring Factor	0.0	0.0	0.5
Repulsion/Attraction	-1	-1	1
Auto Interaction	1	0	1
Auto Interaction Time	5,000	1,000	20,000
<i>Tracer</i>	<u>Default</u>	<u>Low Range</u>	<u>High Range</u>
Logo	1	-1	1
Crosshair	1	-1	1
Coordinates	1	-1	1
<i>Fusion Glow</i>	<u>Default</u>	<u>Low Range</u>	<u>High Range</u>
Logo	1	-1	1
Smoke	1	-1	1
Spark	1	-1	1
Smooth Spark	1	-1	1
<i>Levitation</i>	<u>Default</u>	<u>Low Range</u>	<u>High Range</u>
Glowing Item	1	0	1
Trail Length	7	0	15
Numbers of Items	4	1	10
Item Scaling	100	1	100
Social Icons	1	0	1
Social Icons Scaling	100	1	100
Touch Force Strength	7	1	25
Gravity Strength	10	1	25
Gravity Position	0	0	3
<i>Koi Pond</i>	<u>Default</u>	<u>Low Range</u>	<u>High Range</u>
Number of Fish	2.0	0.0	6.0
Water Ripple Pressure	4.0	1.0	10.0
Fish Reaction Area	200	0.0	400
<i>Main Settings</i>	<u>Default</u>	<u>Low Range</u>	<u>High Range</u>
Magnetic Logo Timer	0.25	0.25	10000.0
Fusion Glow Timer	0.25	0.25	10000.0
Koi Pond Timer	0.25	0.25	10000.0

Alternative method to reset the application values to default:

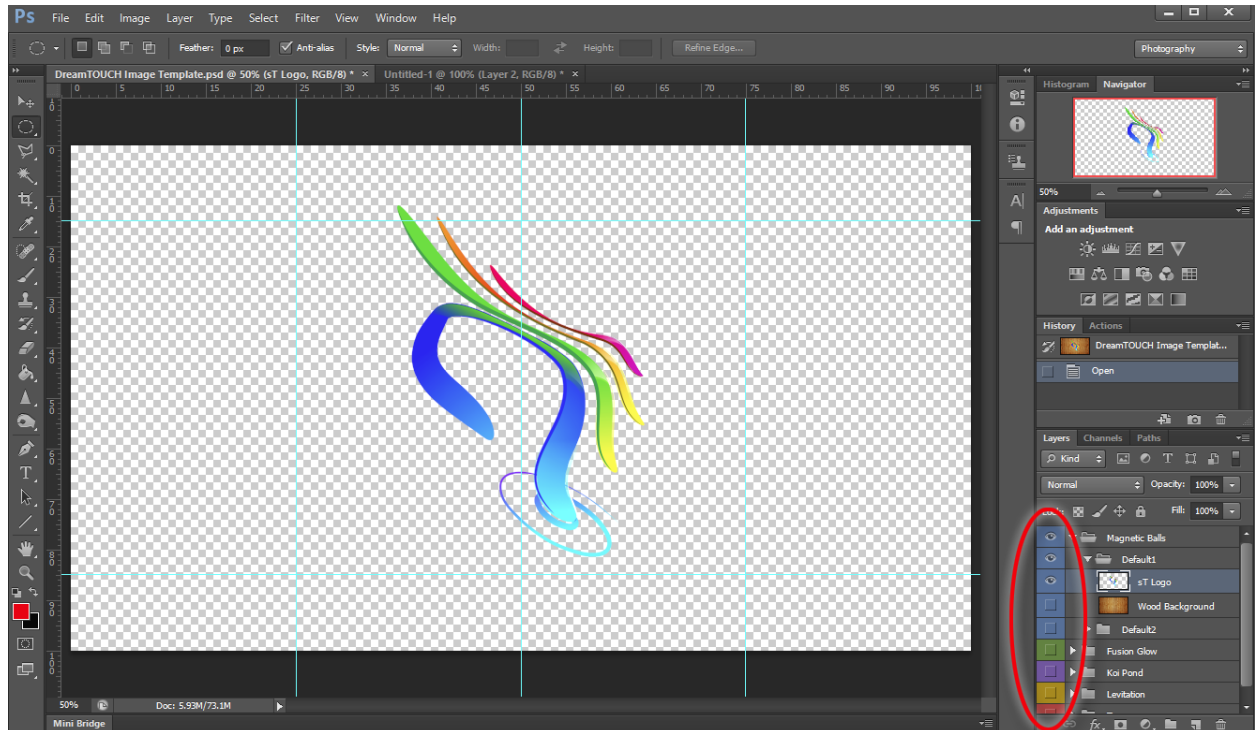
Replace the appsettings.txt file found on your PC C:\SpinTOUCH\DreamTOUCH with appsettings.txt file located in this [compressed folder](#).

Customizing Your Media

DreamTOUCH_template.psd can be accessed by downloading the following zip file:

http://spintouch.com/software/dreamTouch/dreamTouch_template.zip

Note: Adobe Photoshop required to edit the file.



Each of the animations are in categorized folders in editable layered format. This allows you to copy and replace the images, styles and effects with ease. This template also helps with alignment and sizing of custom backgrounds, logos and other images.

For best results use transparent png for the Logo images (foreground image). Be sure to save the logos separate from the background to preserve transparency.

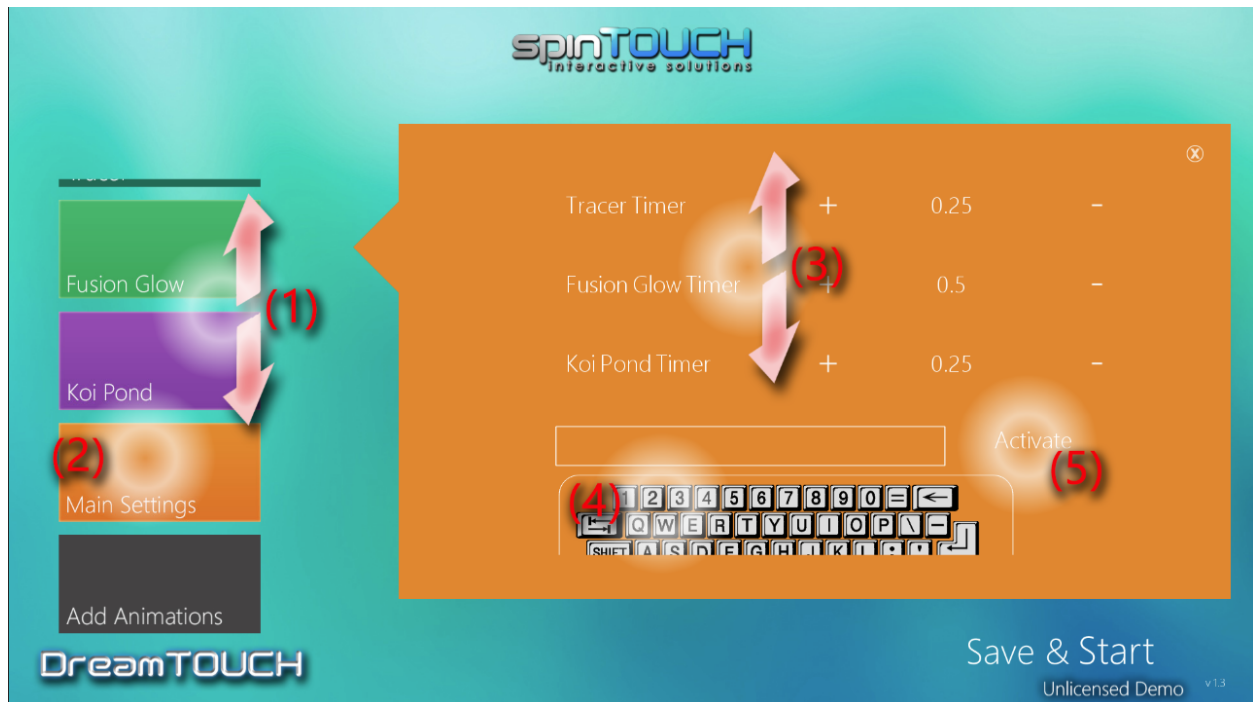
So that the images and backgrounds are centered in the application, they need to be saved with a 1920 x 1080 resolution, either png or jpeg format.

We have a staff of expert designers that can create that perfect image you're trying to obtain. Contact us for a quote: graphics@spinTOUCH.com

All product and company names are trademarks™ or registered® trademarks of their respective holders. Use of them does not imply any affiliation with or endorsement by them.

Activating the License

To remove the watermarks and disable the trial notifications that are present on the demo version, you will need to activate using a license key. Contact us at license@spinTOUCH.com to purchase a unique license key.



- (1) Scroll down the left menu by dragging it up
- (2) Select the “Main Settings” box
- (3) Scroll down the options by dragging the center of the page up.
- (4) At the bottom of the page you can input your unique license key using the on screen keyboard. The physical keyboard keys are disabled.
- (5) Selecting “Activate”. If successful the Watermark on the lower right of the screen, “Unlicensed Demo” will disappear.

Note: Requires internet connection for Activation and Deactivation.

To deactivate the license, simply select the “Deactivate” and the watermark on the lower right corner will return. Your license key is now available to activate on another system. You are only permitted to use your key on one system at one time.

Note: Each license key can only be activated a maximum of 3 times at which time it locks on the system and will no longer allow for it to deactivate.

Adding New Animations

DreamTOUCH is an interactive suite that allows for additional animations and applications to be added to the portfolio. Create your own DreamTOUCH animation that is specifically tailored to your message, utilizing advanced Java & Processing.



Java Application Developers

The application must be compatible with [MT4j](#) (the svn link). Review the MT4j basic examples to get a better understanding of the codes. Developers new to MT4j but familiar with Processing can also use code similar to Processing. Download the helper classes and additional dev instructions from this [link](#).

e.g.

(The main scene has to be extended from AbstractScene)

```
class abc extends AbstractScene
{

    @Override
    void drawAndUpdate(PGraphics g)
    {
        g.fill(0,0,0);
        g.line(0,0,100,100);
    }
}
```

The *drawAndUpdate(PGraphics g)* can be in one function which can contain both *draw(...)* and *update(...)* code. The “g” is the Processing PGraphics reference.

If you are using a component and adding it, it does have its own *draw(PGraphics g)* and *update(long timeDelta)* functions. Have a look at the basic examples included in the package.

Be sure to separate your package into a different folder.

Such as - *com.SpinTOUCH.myNewApp* (com/SpinTOUCH/myNewApp) , have the assets , data , images , etc inside this folder , say (*com.SpinTOUCH.myNewApp.data*)

Keep the config as separate file , and name the file “AppConfig.java” maintained. Have all the variables and controls in that file. In comments keep the max and min values etc.

If you have any questions on developing your apps or for custom software development, please contact us via email (software@spinTOUCH.com) or via skype (spinTOUCH)

