ISO/IEC 23007-2:2012-10 (E)

Information technology - Rich media user interfaces - Part 2: Advanced user interaction (AUI) interfaces

Contents

Page

Foreword v

Introduction vi

1 Scope 1

2 Normative references 1

3 Terms, definitions, and abbreviated terms 1
3.1 Terms and definitions 1
3.2 Abbreviated terms 2

4 Overview 2
4.1 Introduction 2
4.2 Advanced user interaction devices 3

5 Interactivity patterns 4
5.1 Common types 4
5.1.1 Schema wrapper conventions 5
5.1.2 Basic data types 5
5.1.3 Reference coordinate system 7
5.2 Geometric pattern 7
5.2.1 Introduction 7
5.2.2 Syntax 8
5.2.3 Semantics 9
5.2.4 Example 11
5.3 Symbolic pattern 12
5.3.1 Introduction 12
5.3.2 Syntax 12
5.3.3 Semantics 13
5.3.4 SymbolTypeCS 13
5.3.5 Example 14
5.4 Touch pattern 14
5.4.1 Introduction 14
5.4.2 Syntax 14
5.4.3 Semantics 15
5.4.4 TouchTypeCS 16
5.4.5 Example 17
5.5 Hand posture pattern 17
5.5.1 Introduction 17
5.5.2 Syntax 17
5.5.3 Semantics 18
5.5.4 HandPostureTypeCS 18
5.5.5 Example 19
5.6 Hand gesture pattern 19
5.6.1 Introduction 19
5.6.2 Syntax 20
5.6.3 Semantics 20
5.6.4 HandGestureCS 20
5.6.5 Examples 22

Annex A (informative) Relationship between MPEG-U and MPEG-V 23

Annex B (informative) Predefined Message Interfaces of AUI for Widget Manager 25

Annex C (informative) IDL interface definition of AUI 28

Annex D (informative) Patent statements 32

Bibliography 33