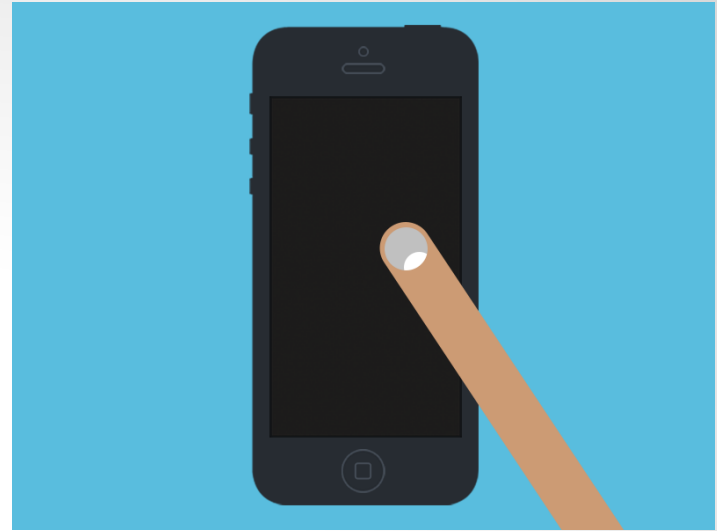# Introducing SkyTouch

Remote control of Aladin via SAMP

WHY ?

- Multitouch gesture

- Remote control

- New possibilities
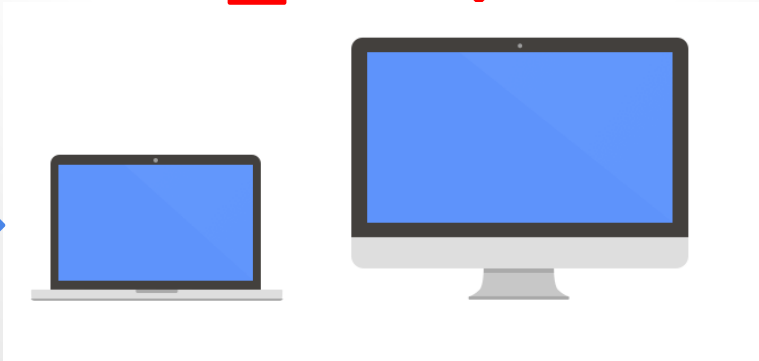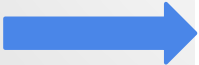
HOW ?

SAMP

Aladin

TECHNOLOGIES

- SAMP (Simple Application Message Protocol)

- SAMPJS

- HammerJS

- PhoneGap

SAMPJS

- "**Sampjs** is a small JavaScript library for using the SAMP Web Profile from within web pages"

- http://github.com/astrojs/sampjs/

- Developed by Mark Taylor

EXAMPLE

```
connector = new samp.Connector("SkyTouch", meta, subs);
```

MTYPE   Params

```
var select = function(item){
    var id = $(item).attr("id");
    var message = new samp.Message("script.aladin.send",
                        {"script": "select " + id.toString()});
    connector.connection.callAll(["script.aladin.send", message]);
};
```
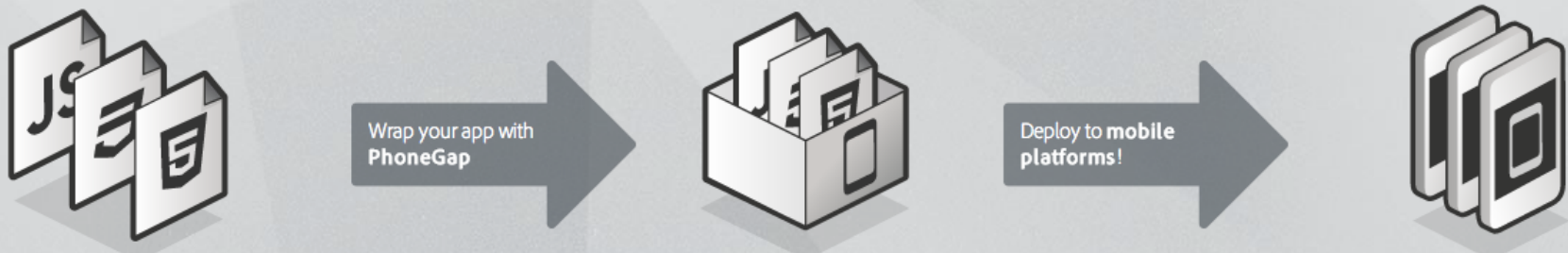
Initiate a connection

Message type

HammerJS

- HammerJS is a small JavaScript library for multi-touch gestures

- Multi-touch Trackpad in SkyTouch

- Maybe more multi-touch gestures in further releases

```
timestamp     {Number}      time the event occurred
target        {HTMLElement} target element
touches       {Array}       touches (fingers, mouse) on the screen
pointerType   {String}      kind of pointer that was used. matches Hammer.POINTER_MOUSE|TOUCH
center        {Object}      center position of the touches. contains pageX and pageY
deltaTime     {Number}      the total time of the touches in the screen
deltaX        {Number}      the delta on x axis we haved moved
deltaY        {Number}      the delta on y axis we haved moved
velocityX     {Number}      the velocity on the x
velocityY     {Number}      the velocity on y
angle         {Number}      the angle we are moving
direction     {String}      the direction we are moving. matches Hammer.DIRECTION_UP|DOWN|LEFT|RIGHT
distance      {Number}      the distance we haved moved
scale         {Number}      scaling of the touches, needs 2 touches
rotation      {Number}      rotation of the touches, needs 2 touches *
eventType     {String}      matches Hammer.EVENT_START|MOVE|END
srcEvent      {Object}      the source event, like TouchStart or MouseDown *
startEvent    {Object}      contains the same properties as above,
                            but from the first touch. this is used to calculate
                            distances, deltaTime, scaling etc
```

PhoneGap

- Use Web standards to develop native applications

- Building applications for each device : iPhone Android Phone, Windows Phone

Difficulties

- Web-native apps are slow

- SAMP hub restrictions (mType, non local device)

SkyTouch v0.9

Features

- Connection to the hub
- Display Sky
- Manage views (up to 9 views)
- Multi-touch trackpad
- Zoom
- Search bar
- Customizable buttons (Macro)
- Manage Colorations

DEMO

Thank you for your attention