

WIIMOTE IN RICH INTERNET APPLICATIONS

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1 Introduction

- onderzoeksonderwerp
- importantie
- opzet verslag

2 The Nintendo WiiMote

- nintendo wii
- hardware/functions
- buttons / IR
- Wii Sensor Bar
- possible IR setups (normal (pointing device)/ inverted (tracking IR-source(s)))
- software
- bluetooth
- bluesoleil
- wiiflash (needs .NET!)

3 ActionScript3

- flex/air/flex builder etc
- wiiflash
- server
- api

4 Animations

- modelling the laws of nature

5 The WiiMote in ActionScript3

theory –> practice
praktische ervaringen

6 Conclusion

A Guide on using the WiiMote in ActionScript 3

stapsgewijs