

Referências Bibliográficas

- [1] CELES, W.; DE FIGUEIREDO, L. H. ; GATTASS, M. Edg: uma ferramenta para criação de interfaces gráficas interativas, **Proceedings of SIBGRAPI '95 (Brazilian Symposium on Computer Graphics and Image Processing)**, p. 241–248, 1995.
- [2] CORONA LABS. **Develop cross platform mobile apps and games**. <http://www.coronalabs.com/products/corona-sdk/>. acessado em Agosto, 2012.
- [3] ECHTLER, F.; KLINKER, G. **A multitouch software architecture**. Em: **PROCEEDINGS OF THE 5TH NORDIC CONFERENCE ON HUMAN-COMPUTER INTERACTION: BUILDING BRIDGES, NordiCHI '08**, p. 463–466, New York, NY, USA, 2008. ACM.
- [4] GAIKAI INC. **Gaikai open cloud gaming platform**. <http://www.gaikai.com/>. acessado em Agosto, 2012.
- [5] GIDEROS MOBILE. **Access and play games remotely via local/home network**. <http://www.giderosmobile.com/>. acessado em Agosto, 2012.
- [6] KALTENBRUNNER, M.; BOVERMANN, T.; BENCINA, R. ; COSTANZA, E. **Tuio: A protocol for table-top tangible user interfaces**. Em: **6TH INTERNATIONAL GESTURE WORKSHOP**, 2005.
- [7] KIN, K.; HARTMANN, B.; DEROSE, T. ; AGRAWALA, M. **Proton: multitouch gestures as regular expressions**. Em: **PROCEEDINGS OF THE 2012 ACM ANNUAL CONFERENCE ON HUMAN FACTORS IN COMPUTING SYSTEMS, CHI '12**, p. 2885–2894, New York, NY, USA, 2012. ACM.
- [8] LAMBERTI, F.; SANNA, A. A streaming-based solution for remote visualization of 3d graphics on mobile devices, **Visualization and Computer Graphics, IEEE Transactions on**, v.13, n.2, p. 247 –260, march-april 2007.
- [9] MOAI SDK. **The mobile platform for pro game developers**. <http://getmoai.com/>. acessado em Agosto, 2012.

- [10] OBERHUMER, M. F. X. J. **oberhumer.com: LZO data compression library**. <http://www.oberhumer.com/opensource/lzo/>, Jul 2002. acessado em Agosto, 2012.
- [11] ONLIVE INC. **Play on-demand video games over the internet**. <http://www.onlive.com/>.
- [12] OTOY INC. **Streaming the best games, movies & applications to any device**. <http://www.otoy.com/>. acessado em Agosto, 2012.
- [13] SHU SHI. **Building low-latency remote rendering systems for interactive 3d graphics rendering on mobile devices**. Em: PROCEEDINGS OF THE 19TH ACM INTERNATIONAL CONFERENCE ON MULTIMEDIA, MM '11, p. 859–860, New York, NY, USA, 2011. ACM.
- [14] STREAMMYGAME. **Access and play games remotely via local/home network**. <http://www.streammygame.com/>. acessado em Agosto, 2012.
- [15] YMOBE. **Your mobile playground**. <http://ymobe.com/>. acessado em Agosto, 2012.
- [16] ZIV, J.; LEMPEL, A. A universal algorithm for sequential data compression, **IEEE Transactions on Information Theory**, v.23, p. 337–343, 1977.
- [17] ZIV, J.; LEMPEL, A. Compression of individual sequences via variable-rate coding, **Information Theory, IEEE Transactions on**, v.24, n.5, p. 530–536, Set. 1978.

A

Geresim - Arquivo de Interface

```
local renderScreen = background{
    name = "renderScreen",
    source = "network",
    style="stretch",
    notify = {
        tap = true,
        doubleTap = true,
        freeMove = true,
        freeMove3Fingers = true,
        pinchZoom = true,
        rotate = true
    }
}

local rightArrowButton = button{
    name = "rightArrowButton",
    imageSrc = "arrow_button.png",
    width = 50,
    height = 50,
    x = config.width - 70,
    y = 20,
    notify = { release = true }
}

local leftArrowButton = button{
    name = "leftArrowButton",
    imageSrc = "arrow_button.png",
    width = 50,
    height = 50,
    x = config.width - 140,
    y = 20,
    flip = "horizontal",
    notify = { release = true }
}

local tbButton1 = button{
    name = "tbButton1",
    imageSrc = "btPlusLayerSeparation.png",
    width = 150,
    height = 132,
    params = { overImageSrc="btPlusLayerSeparation-down.png",
        overImageWidth = 150,
        overImageHeight = 132,
    },
    notify = { release = true }
}

local tbButton2 = button{
    name = "tbButton2",
    imageSrc = "btMinusLayerSeparation.png",
    width = 150,
    height = 132,
    params = { overImageSrc="btMinusLayerSeparation-down.png",
        overImageWidth = 150,
```

```
        overImageHeight = 132,  
        },  
        notify = { release = true }  
    }  
  
    local toolbarLeft = toolbar{  
        name = "toolbarLeft",  
        width = 189,  
        height = 500,  
        color = { 1.0, 0.0, 0.0, 0.5 },  
        dockAt = "left",  
        maxButtons = 3,  
        buttons = { tbButton1, tbButton2 }  
    }  
  
    local resources = { "arrow_button.png",  
        "btPlusLayerSeparation.png",  
        "btPlusLayerSeparation-down.png" ,  
        "btMinusLayerSeparation.png",  
        "btMinusLayerSeparation-down.png"  
    }  
  
    local interface = { resources = resources,  
        objects = { renderScreen,  
            rightArrowButton,  
            leftArrowButton,  
            tbButton1,  
            tbButton2,  
            toolbarLeft  
        }  
    }  
  
    return interface
```

B

3DReplay - Arquivo de Interface

```
local renderScreen = background{
    name = "renderScreen",
    source = "network",
    style="stretch",
    notify = {
        tap = true,
        doubleTap = true,
        freeMove = true,
    }
}

local tbPlayButton = button{
    name = "tbPlayButton",
    imageSrc = "play.png",
    width = 128,
    height = 128,
    notify = { press = false, release = true }
}

local tbUndoButton = button{
    name = "tbUndoButton",
    imageSrc = "undo.png",
    width = 128,
    height = 128,
    notify = { press = false, release = true }
}

local tbTopViewButton = button{
    name = "tbTopViewButton",
    imageSrc = "topview.png",
    width = 128,
    height = 128,
    notify = { press = false, release = true }
}

local toolbarRight = toolbar{
    name = "toolbarRight",
    width = 148,
    height = 500,
    color = { 0.1, 0.1, 0.1, 0.1 },
    dockAt = "right",
    maxButtons = 3,
    buttons = { tbPlayButton, tbUndoButton, tbTopViewButton
    }
}

local resources = { "play.png", "undo.png", "topview.png" }
local interface = { resources = resources,
    objects = { renderScreen,
        tbPlayButton,
        tbUndoButton,
        tbTopViewButton,
        toolbarRight
    }
}

return interface
```
