ErgoPoint 3D

Revolutionary Input Device for 3D Navigation and Control

ErgoPoint 3D Provides Touch-Sensitive 3D and 2D Input for Responsive, Intuitive Performance

The ErgoPoint 3D is the first desktop device to provide 3D input via a system of touch-sensitive sensors that may be activated individually or in any combination by multiple finger gestures.

The ErgoPoint 3D provides 3D input via four sensors arranged around an ergonomically shaped body. Accurate, responsive 3D control is achieved simply by touching the fingers upon any combination of the four sensors. The firmware resolves any combination of position input from multiple sensors simultaneously - which allows for intuitive, multi-fingered use. One of sensors on the device provides 2D input for conventional mouse functions when selected by the 2D/3D switch.

Furthermore, the ErgoPoint 3D's sensors can be custom-defined by users to generate unique 3D commands for any application.

It's programmability, plus its recognition of touch-sensitive input from multiple sensors provide accurate, responsive and intuitive manipulation of computer generated and/or real objects in three dimensions.

The ErgoPoint 3D attaches to computers via the serial port, and is compatible with existing 3D applications on Window 95/98/2000, Windows NT and UNIX platforms.

Significant Ergonomic, Functional Advantages

The ErgoPoint 3D is far more comfortable and easy to use than other 3D input devices. Because ‘glove’-, ‘ball’- and ‘joystick’- type devices require continuous wrist movement to operate, they can quickly cause fatigue. Furthermore, none of these devices provide standard 2D controls, thus requiring a separate input device for normal mouse functions.

By contrast, the ErgoPoint 3D's sensors are activated by the slightest movement of just the fingertips, thus requiring far less effort to operate. It may easily be positioned in a right, left or central orientation to accommodate right-, left- or two- handed use. The top sensor also provides convenient, standard 2D input by 2D/3D switch, thus eliminating the need for a separate mouse.

The ErgoPoint 3D’s ergonomic advantages and unique, powerful capabilities represent substantial price-performance improvements over existing 3D input devices.

A Breakthrough for 3D Applications

The ErgoPoint 3D's powerful, customizable capabilities and ease of use represent a significant breakthrough for 3D applications, including CAD/CAM, Multimedia, Robotics, Computer Games, Virtual Reality, Education/ Training, Aerospace/Military and an unlimited range of personal, business and industrial uses.

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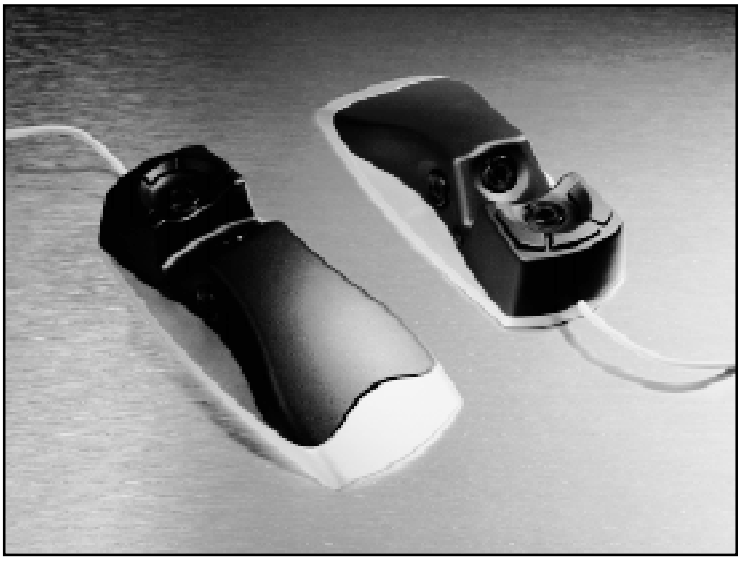

Unique, Intuitive Approach

With the ErgoPoint 3D, users can achieve high-precision 3D input via multiple finger movements. This unique, intuitive approach makes it ideal for a wide range of 3D applications within digital or physical environments - such as building and assembling CAD objects, navigating virtual reality spaces, or controlling remote-operation industrial equipment.

Unparalleled Ease of Use

The ErgoPoint 3D is exceptionally easy to use and requires minimal physical effort. It's sensors are activated by the slightest pressure or movement of just the fingertips, thus requiring far less effort to operate than other 3D input devices. The wrist and hand are comfortably supported by the base, and the device may be positioned in a right, left or central orientation for right-, left- or two-handed use.

Independent control of Multiple Points/States

The user can manipulate up to four 3D points or states independently and simultaneously.

User-Programmable 3D Commands

Users can easily customize the ErgoPoint 3D sensor signals to generate any kind of 3D manipulation command - such as the movement of virtual fingers, the activation of tools, weapons or objects within a game environment, control of 3D sound, or the manipulation of multiple-joint robotic elements.

Product Specifications

Preliminary Dimensions:

7.4 in. x 3.35 in. x 1.61 in.
(18.8 cm x 8.5 cm x 4.1 cm)

Physical Interface:

RS232 serial port (9-pin D connector) at 19200 baud.

Device Drivers:

Windows 95/98/2000, Windows NT, and UNIX platform (available in 2001).

Application Interface:

ErgoPoint 3D SDK: C/C++ library function package for user applications.

Interface Software for Existing 3D applications:

ErgoPoint 3D will provide proprietary interface software (middleware) which connects it with any existing 3D application software products.

Patented Technology:

The design concepts of hardware and interface software of the ErgoPoint 3D are patented in the United States. International patents pending.
The sensor of the ErgoPoint 3D is patented in the United States, Japan and Europe.
Note: Contents are preliminary, please contact us for the most current information:

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