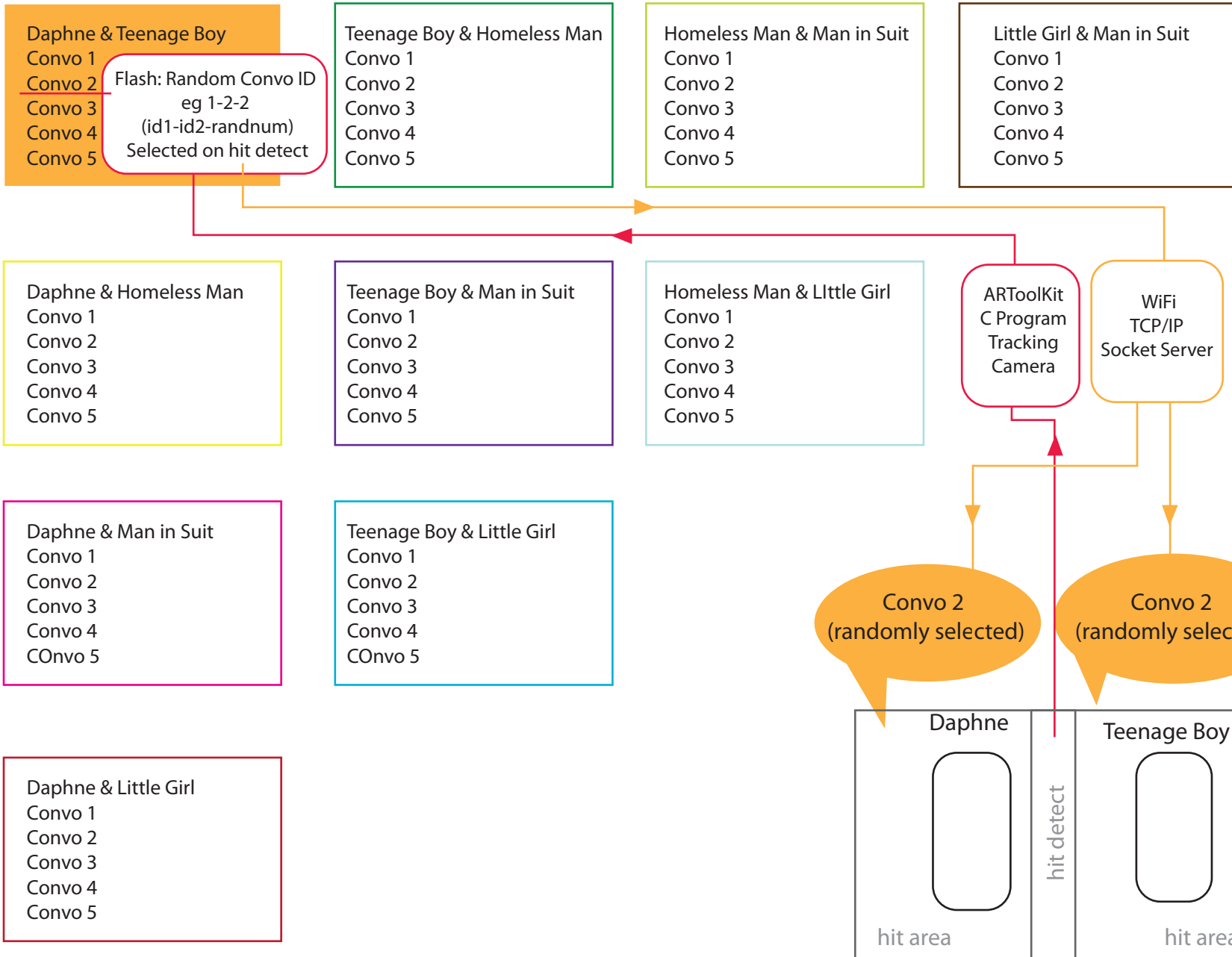


Heard Conversations Manager Diagram

By Rhys Turner 7/2/09

Above: Each coloured box represents 5 conversations with each character which there are 5 of totaling 50 conversations. Each conversation goes for 5 exchanges or 3 mins approx.



PROCESS:

1. Each characters location is tracked through C Program ARToolKit with unique symbol on paper or light box
2. XYZ Transformation binary data sent to Flash app via Socket Sever for each character in XML data set
3. Flash interprets the XYZ transform for each character and moves 3D characters accordingly in Papervision3D
4. Flash hit detect handles ids and generates random num then sends it via socket server as XML
5. WiFi TCP/IP socket server broadcasts messages continuously
6. iPod Touch Cocoa app listens for dedicated id message and triggers appropriate sound to iPod Touch pair
7. iPod Touch loops binaural sound until message set to 0 i.e. stop hit detect no-longer broadcast.
8. on stop iPod touch plays ambient sound
9. Loop continues