CyberGlove Systems to Release VirtualHand Software v3.1.0

The Current Release Will Support the Following Windows 7 Software Components: VirtualHand Drivers, VirtualHand SDK, and VirtualHand for MotionBuilder 2012.

San Jose, CA (PRWEB) January 31, 2012 -- CyberGlove Systems is proud to announce the official release of its VirtualHand Software v3.1.0. This release will include Windows 7 support for VirtualHand Drivers, VirtualHand SDK, and VirtualHand for MotionBuilder on both 32-bit and 64-bit platforms. In addition, VirtualHand for MotionBuilder will now support multiple gloves and the recently developed CyberGlove III Mocap Glove will be supported by all VH software, along with the rest of CyberGlove products. “Our partners and the development community have been asking for Windows 7 compatibility for both 32-bit and 64-bit platforms, and we have made it our focus to make this available to them as soon as possible,” said Faisal Yazadi, CEO of CyberGlove Systems. "And now it is."

CyberGlove Systems is the worldwide leader in data glove technology and offers the most sophisticated hand-centric 3D motion capture solutions in the marketplace. CyberGlove Systems' products include four different data glove solutions and its VirtualHand Software Development Kit (SDK). All CyberGlove hardware ships with basic software to help users’ access devices. However, purchasing the Virtual Hand SDK offers significant additional functionality, including the complete set of libraries included in the SDK. The goal of SDK is to help developers easily integrate real-time 3D hand interaction into their software applications thus minimizing development efforts. Complex 3D simulated worlds are not easy to implement, and programmers can’t afford to spend the time required to understand all the inner workings of advanced input/output devices such as the CyberGlove™, CyberTouch™ and CyberGrasp™. Nor can they waste time on other complex issues such as collision-detection, haptic scene graphs, event models and global system response.

In a conventional application development environment, with an integrated graphical user interface, programmers are provided with implicit operation of the mouse, windows, document containers and various widgets. The SDK takes a similar approach, offering automatic management of virtual hands, a simulated world with graphical representation and an expandable model for handling interactions between world entities.

The SDK is transparent to the programmer’s work, as its core is based on a multi-threaded architecture backed with event-based synchronization. This is similar to GUI-based applications where the programmer need not manage the mouse or service GUI events. The application development process should focus on application-specific functionality, not low-level details. To develop an application that makes use of CyberGlove Systems’ whole-hand input devices, the software designer is provided with an application model that consists of three major components: Virtual human hand, Object manipulation and interaction, and Rendering.

For more information on Virtual Hand SDK and any other hardware or software in the CyberGlove portfolio, please visit our website at www.cyberglovesystems.com or contact Faisal Yazadi at fyazadi@cyberglovesystems.com or (408) 451-9463.

About CyberGlove Systems, LLC

CyberGlove Systems is the worldwide leader in data glove technology and offers the most sophisticated hand-centric 3D motion capture solutions in the marketplace. CyberGlove Systems' products include four different data glove solutions (CyberGlove®, CyberTouch®, CyberGrasp® and CyberForce®) and its VirtualHand
Software Development Kit (SDK). Its products allow users to capture detailed finger, hand, and arm movement in virtual reality, allowing users to interact with digital objects in virtual reality.

CyberGlove Systems technology benefits customers by allowing them to more quickly prototype and animate in virtual reality thereby saving them both time and money. Furthermore, CGS is the only data glove solution offering both kinesthetic force and vibrotactile feedback. This haptic technology benefits customers by simulating realistic physical forces such as gravity and touch for industrial engineering, military, and academic research applications. CGS customers include Fortune 500/Global 500 corporations, government agencies, and universities in the U.S., Europe, Asia, Middle East and South America.

Established in 1990, the CyberGlove® Systems family of products remains the most trusted and widely used data glove solution today with the very best customer support.

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