

01/11/10 - Mouse Trail

To improve the feedback of the turntable, especially for the plate, a bit I wrote a simple [DrawableGameComponent](#) which draw's a mouse trail. Simply call it in your game via:

1	Cursor c = new Cursor(this);
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The component will register itself. You may need to adjust the **elasticity**, **friction** and the **scaling** of each Trail Point in the component to fit your needs.

Download: [MouseTrail 1.0](#)

Screenshots: [MouseTrail in Curltable](#), [Standalone](#)

In addition I setup a little multitouch device like the one from [here](#) and used the [TUIO library](#) and the [TUIO C# Client](#) to have multiple Cursors. You will need to download the [CCV](#) from the NUIGroup too.

Download: [MouseTrail MultiTouch](#)

Feel free to use it in your Game.