Lab 1: Introduction to MS Surface

Out: Tuesday, 24 January 2012
Due: Tuesday, 31 January 2012
Handouts: Introduction to Surface documentation package

Overview: In this lab, you will install the Surface Simulator on your own machine. This software will be used for the next labs. It will also allow you to create your final project on your own machine, which you can then load onto the Surface in Olsen 304.

What to do in this lab:
1. Read the documentation packet for this lab (Surface Overview Documents).
2. Install necessary software. Note: A screen larger than 1024x768 is required to use the Surface simulator. If you have a netbook, you can install the development software, and either use an external monitor to run the simulator, or test without the simulator (very limited functionality).
   i. Windows 7 or Vista (32 or 64 bit) is required. If choose use Vista, you need to install the .NET 3.5 SP1 update before continuing
   ii. All of the other software needed is included on the DVD. If the installer does not autorun, find the drive in your “My Computer”, and double click it… If it opens as a folder instead of running the installer, double click on Setup.bat. If you don’t have an optical drive, a self-extracting binary form is available at http://goo.gl/yn4gU, but it’s very large, and more “picky” than the optical format of the installer.
   iii. You will need to babysit and click through the installers.
   iv. If an install fails, or asks you to restart (which you should then do), just find the Setup.bat file on the DVD and re-run it to pick up where you left off. If you have issues, ask the TA.
   v. When the installer says “ALL DONE”, you are.
3. Verify installation
   i. Run the Surface Simulator tool to test that the samples are installed and run correctly. The Surface Simulator can be found under Start Menu -> All Programs -> Microsoft Surface SDK 1.0 SP1 -> Tools -> Surface Simulator. Instructions for using the Simulator can be found in your handout or in the Surface SDK documentation.
   ii. Familiarize yourself with the samples and what aspects of the SDK they are designed to expose. In the documentation, there is a section about the samples that describes the purpose of each sample. Refer back to this section as you explore the sample applications. In a later lab, you will be asked to modify an existing sample of your choice.

What to turn in: There is nothing to turn in for this lab. You will need to use the software for next week’s lab, so be sure to get it installed and working this week. If you need install assistance, ask Eric McCann (emccann@cs.uml.edu).