

# Universal Computer Project

The Universal Computer project defines a set of protocols and standards by which a computer can interact with various hardware.

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## Communication

### Wired

Wired connection for a docked setup.

### Wireless

Direct device-to-device communication for portable use.

### Wi-Fi

Wi-Fi support for devices on the same network.

## Setup

### Pairing

## Input

### Audio

Microphone support.

## **Video**

Camera support.

### **Capture mode**

Transfers high quality image data to be saved to the device.

### **Streaming mode**

Transfers low latency image data for realtime streaming.

## **Ambient light level**

## **Touch**

## **Pen input**

## **Motion, gyro, orientation sensors**

## **Biometrics**

## **Battery**

Current charge, status (charging or discharging)

## **Keyboard, mouse, controller**

May not be necessary with bluetooth support

## **Output**

### **Audio**

Support up to 24/96.

### **Video**

Support up to 4k/120fps.

Resolution, fixed or variable framerate options, bit depth, real-world size

## **Haptics**

## **Flashlight**