Touch Support

Touch events are derived from generic events and are equally easy to implement.
For an example of use have a look at the **ToggleButtonWidget** and it's base class **CgiEventWidget**.

- Set EventMask. The EventMask determines which event types will be sent.

```
        const UInt cTbTouchEventExit = CgiEventWidget::TouchEventExit;
        const UInt cTbTouchEventUp = CgiEventWidget::TouchEventUp;
        const UInt cTbTouchEventDown = CgiEventWidget::TouchEventDown;


        Base::SetEventMask(cTbTouchEventExit | cTbTouchEventUp | cTbTouchEventDown);
```

- Override listener function.

```
        protected:

            virtual void OnTouchEvent(TouchEvent touchEvent, Candera::Node
* node, const CgiApplication::MouseEvent& event);
```

- Define your actions inside the listener function **OnTouchEvent**.

```
        switch(touchEvent) {
            case TouchEventDown:
                m_focus = true;
                SetOn(!IsOn());
                break;
            case TouchEventUp:
                if (m_focus) {
                    SendUiEvent(TouchEventClick, 0);
                }
                break;
            case TouchEventExit:
                m_focus = false;
                m_down = !m_down;
                SwitchTexture();
                break;
            default:
                break;
        }
```

Revision #3
Created 2023-05-01 01:26:54 UTC by Tsuyoshi.Kato
Updated 2023-06-19 05:03:50 UTC by Tsuyoshi.Kato