

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;
}
```

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