Candera Behaviors

Event Handler Behaviors

Classes have been added to support Event Handling. The TriggerBehavior references a ConditionBehavior and an array of ActionBehavior. ConditionBehavior and ActionBehavior are base classes. Any input event is processed by a TriggerBehavior, which evaluates a condition (ConditionBehavior). If the condition evaluates to true, then the TriggerBehavior invokes one or more ActionBehaviors. A filter on event type can be achieved by a specialized ConditionBehavior class for such an event.

Value Processing Behaviors

The ValueBehavior provides a Variant data type which is bindable. A value change results in a processing of that value by sending a ProcessValueEvent to a referenced ProcessValueBehavior.

The ProcessValueBehavior base class has been added. Derived classes can be chained to realize a data flow processing from input to an according (visual) output. Example: from a changed "speed" value to a mapped rotation value and further to an animated rotation of a needle node.

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