

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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