

# Recording in Progress

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# CMSC436: Programming Handheld Systems

# Multi-Touch & Gestures

# Today's Topics

MotionEvent

Touch Handling

Gestures

# MotionEvent

Represents a movement in an input device reading

pen, trackball, mouse, finger

# MotionEvent

## Action Code

State change that occurred

## Action Values

Position and movement properties, such as time, source, location, pressure, and more

This lesson focuses on touch events read from a touch screen

# MultiTouch

MultiTouch screens emit one movement trace per touch source

Individual touch sources are called pointers

# MultiTouch

Each pointer has a unique ID for as long as it is active

MotionEvent can refer to multiple pointers

Each pointer has an index within the event, but that index may not be stable over time



# Some MotionEvent actions

ACTION\_DOWN

ACTION\_POINTER\_DOWN

ACTION\_POINTER\_UP

ACTION\_MOVE

ACTION\_UP

ACTION\_CANCEL

# Consistency Objectives

For touch events, Android *tries to guarantee* that touches

- Go down one at a time

- Move as a group

- Come up one at a time or are cancelled

Applications should be tolerant to inconsistency

# MotionEvent methods

getActionMasked()

getActionIndex()

getPointerId(int pointerIndex)

getPointerCount()

getX(int pointerIndex)

getY(int pointerIndex)

findPointerIndex (int pointerId)

# Handling Touch Events on a View

The View being touched receives

`View.onTouchEvent(MotionEvent event)`

`onTouchEvent()` should return `true` if the `MotionEvent` has been consumed; `false` otherwise

# Handling Touch Events with a Listener

`View.OnTouchListener` defines touch event callback methods

`boolean onTouch(View v, MotionEvent event)`

`View.setOnTouchListener()` registers listener for Touch callbacks

# Handling Touch Events with a Listener

`onTouch()` called when a touch event, such as pressing, releasing or dragging, occurs

`onTouch()` called before the event is delivered to the touched View

Should return `true` if it has consumed the event; `false` otherwise

# Handling Multiple Touch Events

Multiple touches can be combined to form a more complex gesture

Must identify & process the combinations of touches

For example, a double tap consists of:

`ACTION_DOWN, ACTION_UP, ACTION_DOWN, ACTION_UP` in quick succession

# Multi-touch Handling



# Multi-touch Handling Example

	<b>Action</b>	<b>IDs</b>
1 <sup>st</sup> touch →	ACTION_DOWN	0
	ACTION_MOVE ...	0
2 <sup>nd</sup> touch →	ACTION_POINTER_DOWN	1
	ACTION_MOVE ...	0,1
1 <sup>st</sup> lift →	ACTION_POINTER_UP	0
2 <sup>nd</sup> lift →	ACTION_UP	1

# Multi-touch Handling Example

	<b>Action</b>	<b>IDs</b>
1 <sup>st</sup> touch →	ACTION_DOWN	0
	ACTION_MOVE ...	0
2 <sup>nd</sup> touch →	ACTION_POINTER_DOWN	1
	ACTION_MOVE ...	0,1
2 <sup>nd</sup> lift →	ACTION_POINTER_UP	1
1 <sup>st</sup> lift →	ACTION_UP	0

# Multi-touch Handling Example

	<b>Action</b>	<b>ID</b>
1 <sup>st</sup> touch →	ACTION_DOWN	0
2 <sup>nd</sup> touch →	ACTION_POINTER_DOWN	1
3 <sup>rd</sup> touch →	ACTION_POINTER_DOWN	2
	ACTION_MOVE	0,1,2
2 <sup>nd</sup> lift →	ACTION_POINTER_UP	1
1 <sup>st</sup> lift →	ACTION_POINTER_UP	0
3 <sup>rd</sup> lift →	ACTION_UP	2

# TouchIndicateTouchLocation

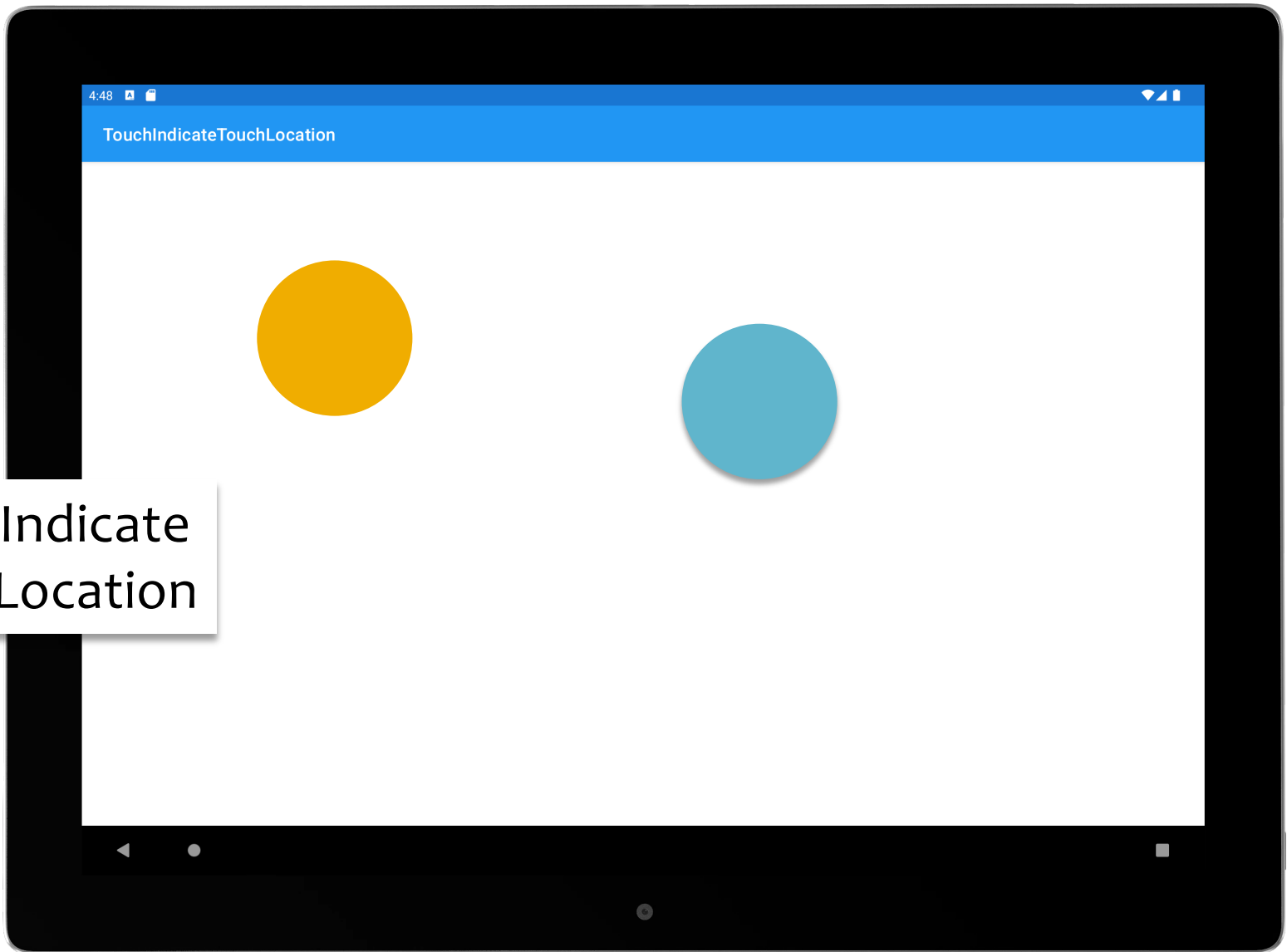
Application draws a circle wherever the users touches the screen

Circle's color is randomly selected

Redraws circles as user drags across the screen

# TouchIndicateTouchLocation

The size of the circles are proportional to the number of currently active touches



TouchIndicate  
TouchLocation

# GestureDetector

A class that recognizes common touch gestures

Some built-in gestures include confirmed single tap, double tap, fling

# GestureDetector

Activity creates a GestureDetector that implements GestureDetector.

OnGestureListener interface

Activity receives calls to onTouchEvent() when Activity is touched

onTouchEvent should delegate call to GestureDetector.OnGestureListener



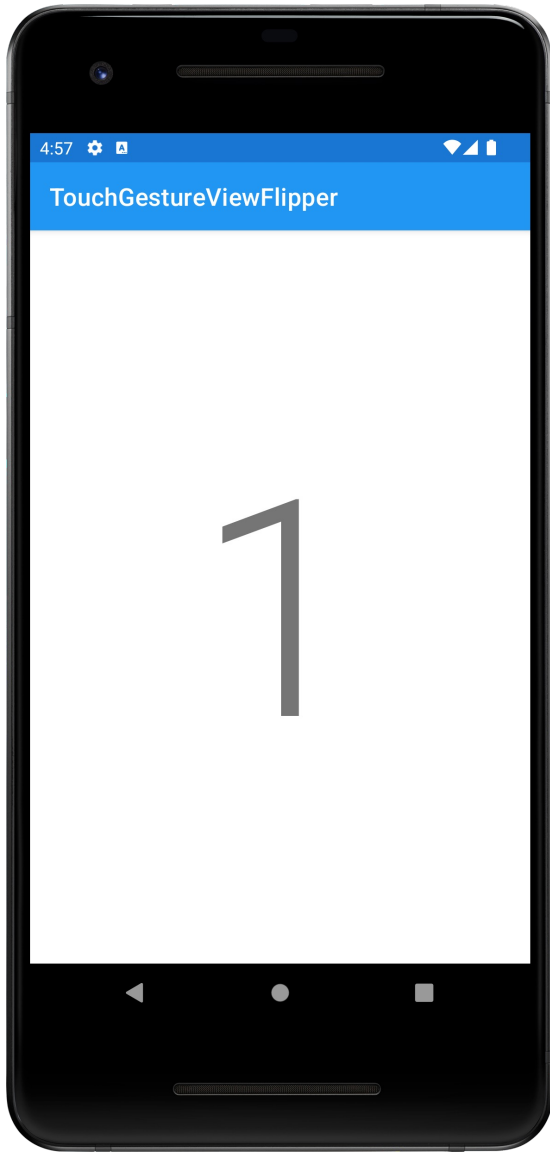
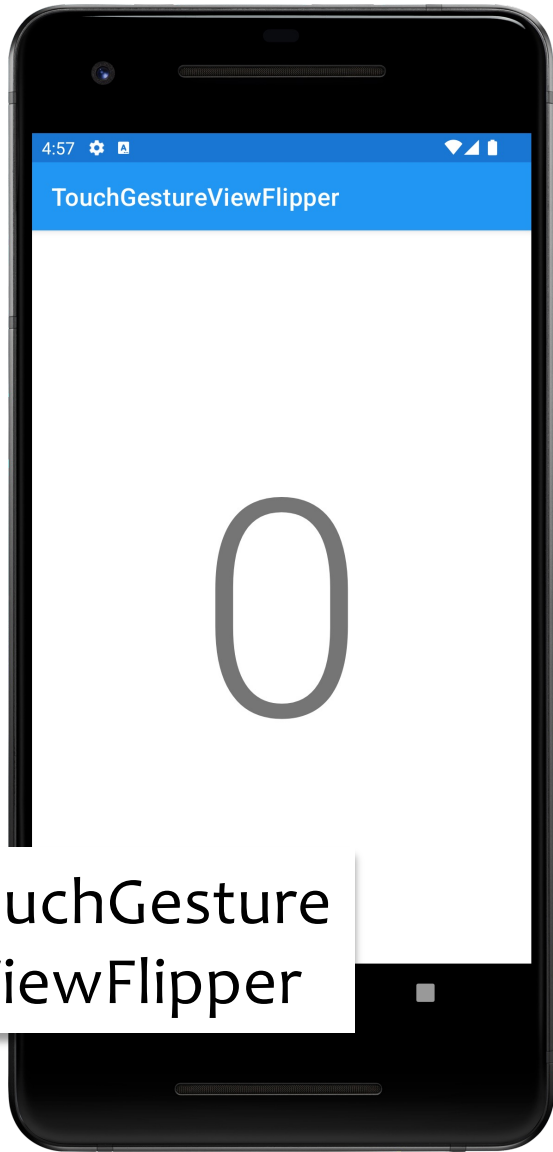
# TouchGestureViewFlipper

Shows a TextView displaying a number

If the user performs a right to left “fling” gesture,

The TextView will scroll off the screen

A new TextView will scroll in behind it



TouchGesture  
ViewFlipper

# Creating Custom Gestures

GestureBuilder applications let you create & save custom gestures

Search in Google Plat Store

# Creating Custom Gestures

GestureLibraries supports loading custom gestures & then recognizing them at runtime

# Creating Custom Gestures

Include a `GestureOverlayView` in your layout

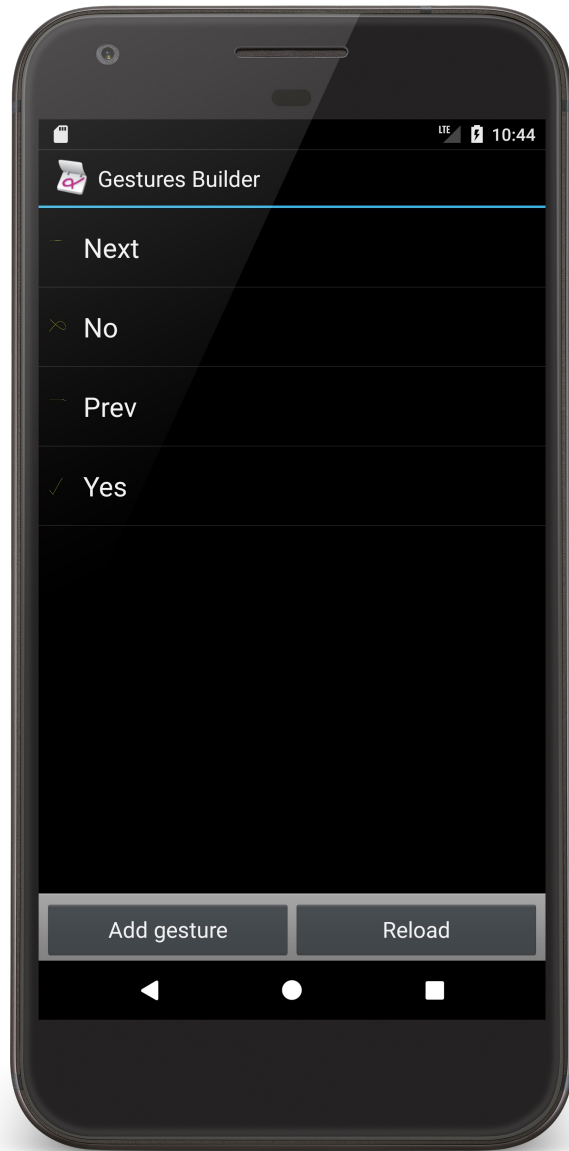
The Overlay intercepts user gestures and invokes your application code to handle them

# GestureBuilder

Can find Gesture Builder tool in Google Play Store

Stores gestures to `/mnt/sdcard/gestures`

Copy this file to `/res/raw` directory



# Touch Gestures

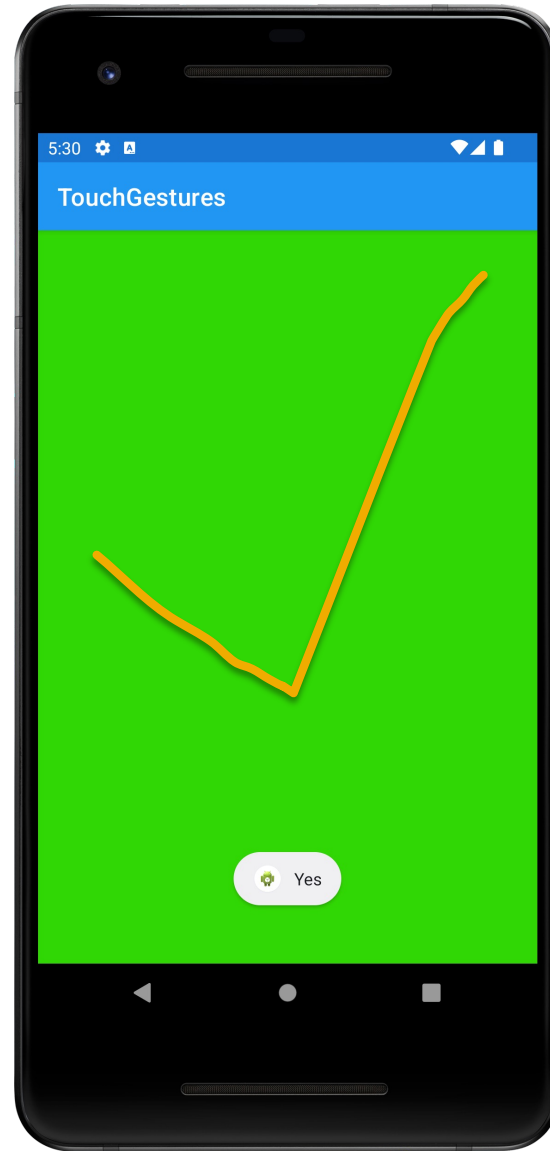
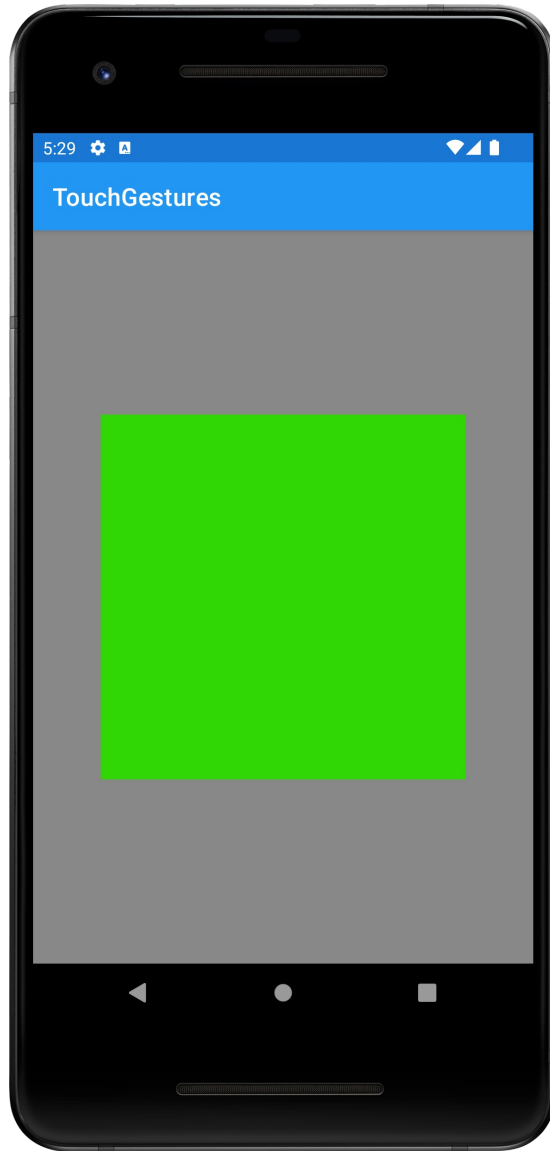
Application displays a small View with a colored background

User can swipe left and right to cycle between different candidate background colors

Can make a “check” or “X-like gesture” to set or cancel the application’s current background color



# Touch Gestures



# Next Time

## MultiMedia

# Example Applications

TouchIndicateTouchLocation

TouchGestureViewFlipper

TouchGestures