

# EB GUIDE tutorial

Modeling a path gesture

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# 1. Tutorial: Modeling a path gesture

**NOTE****Default window layout**

All instructions and screenshots use the default window layout. If you want to follow the instructions, we recommend to set the EB GUIDE Studio window to default layout by selecting **Layout > Reset to default layout**.

Path gestures are shapes drawn by a finger on a touch screen or entered by some other input device.

The following instructions guide you through the process of modeling a path gesture.

Approximate duration: 10 minutes



Adding widgets and configuring default widget properties

Prerequisite:

- The **Main** state machine contains an initial state and a view state.
- The initial state has a transition to the view state.
- The content area displays a view.

Step 1

Drag a rectangle from the **Toolbox** into the view.

Step 2

Drag a label from the **Toolbox** into the rectangle.

The label is added as a child widget to the rectangle.

The **Properties** component displays the properties of the label.

Step 3

In the **Properties** component, enter 500 in the `width` text box.

Step 4

Select the rectangle.

The **Properties** component displays the properties of the rectangle.

Step 5

Enter 500 in the `width` text box.

Step 6

In the **Properties** component, go to **fillColor**, and select red.

You added two widgets and configured default widget properties.



## Adding widget features to a rectangle

To enable the user to enter a shape starting on the widget, you add the widget feature **Path gesture** to the rectangle. The shape is matched against a set of known shapes and, if a match is found, a gesture is recognized.

Prerequisite:

- You completed the previous instruction.

### Step 1

Select the rectangle.

The **Properties** component displays the properties of the rectangle.

### Step 2

In the **Properties** component, go to **Widget feature properties**, and click **Add/Remove**.

The **Widget features** dialog is displayed.

### Step 3

Under **Available widget features**, expand the **Gestures** category, and select `Path gestures`.

The **Touched** widget feature is automatically selected, as it is required for the **Gestures** widget feature.

### Step 4

Click **Accept**.

The related widget feature properties are added to the rectangle and displayed in the **Properties** component.

### Step 5

For the **Path gestures** widget feature edit the following properties:

#### Step 5.1

Next to the `onPath` property, select the **Value** column and click `{}`.

An EB GUIDE Script editor opens.

#### Step 5.2

Enter the following EB GUIDE Script:

```
function (v:gestureId::int)
{
  v:this->"Label 1".text = "recognized path gesture #"
  + f:int2string(v:gestureId);
}
```

#### Step 5.3

Click **Accept**.

#### Step 5.4

Next to the `onPathStart` property, select the **Value** column and click `{}` .

An EB GUIDE Script editor opens.

#### Step 5.5

Enter the following EB GUIDE Script:

```
function()
{
  v:this->"Label 1".text = "path gesture start";
}
```

#### Step 5.6

Click **Accept**.

#### Step 5.7

Next to the `onPathNotRecognized` property, select the **Value** column and click `{}` .

An EB GUIDE Script editor opens.

#### Step 5.8

Enter the following EB GUIDE Script:

```
function()
{
  v:this->"Label 1".text = "shape not recognized";
}
```

#### Step 5.9

Click **Accept**.

#### Step 6

To start the simulation, click `▷` in the command area.

The simulation and EB GUIDE Monitor start. To see a reaction, draw a shape with the mouse inside the rectangle.