

Drawing demo

drawing.js

```
//drawing.js
var lastev = [];
lastev.action = "Up";
lastev.x = 0;
lastev.y = 0;
var img
    //Called when application is started.
function OnStart()
{
    //Create a layout with objects vertically centered.
    var lay = app.CreateLayout("Linear", "FillXY");

    //Create a blank image.
    img = app.CreateImage(null, 0.8, 0.8);
    lay.AddChild(img);
    var btn = app.CreateButton("Save");
    btn.SetOnTouch(btn_OnTouch);
    lay.AddChild(btn);
    //Add layout to app.
    app.AddLayout(lay);
    //Draw blank picture.
    DrawPicture();
}

function DrawPicture()
{
    //Fill image with solid white.
    img.SetColor("#ffffffff");
    img.SetLineWidth(10);
    img.SetPaintStyle("Line");
    img.SetPaintColor("#ff8888ff");
    img.SetOnTouch(img_OnTouch);
}

function img_OnTouch(ev)
{
    app.Debug("=>" + ev.action + "<=");
    if (ev.action == "Up")
    {
    }

    else if (ev.action == "Down")
    {
        img.DrawPoint(ev.x[0], ev.y[0]);
    }
}
```

```
else if (ev.action == "Move")
{
    if (lastev.action != "Up")
    {
        img.DrawLine(lastev.x, lastev.y, ev.x[0], ev.y[0]);
    }
}
if (ev.action != "")
{
    lastev.action = ev.action
    lastev.x = ev.x[0];
    lastev.y = ev.y[0]
}
}

function btn_OnTouch()
{
    img.Save("/sdcard/temptest.jpg");
}
```

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