

Image array

Click part of the image to store a number in a 2d array representing the rectangles of the image.

Click a rectangle multiple times and it will toggle between 1 and 2.

A colour-coded rectangle appears on the image to show what value was in the array before it was updated.

This is intended as a demo of one way to treat an image as a grid.

[imageArray.js](#)

```
var cellData=[];
//Called when application is started.
function OnStart()
{
    //Create a layout with objects vertically centered.
    var lay = app.CreateLayout( "linear", "VCenter,FillXY" );

    //Create a text label and add it to layout.
    var img = app.CreateImage( null, 0.9, 0.5 );
    img.SetColor("#ff999999")
    img.SetOnTouch(imgOnTouch);

    lay.AddChild( img );
    var btnSave=app.CreateButton("Save");
    btnSave.SetOnTouch(btnSaveOnTouch);
    lay.AddChild(btnSave);
    //Add layout to app.
    app.AddLayout( lay );
}

function imgOnTouch(ev)
{
    var row,col,val,x1,y1,x2,y2
    var cellWidth=0.1,cellHeight=0.1;
    if(ev.action==="Down")
    {
        row = Math.floor(ev.Y/cellHeight);
        col = Math.floor(ev.X/cellWidth);
        x1 = col*cellWidth;
        y1 = row*cellHeight;
        x2 = x1 + cellWidth;
        y2 = y1 + cellHeight;
        val = getData(row,col);
        this.SetLineWidth(1);
        this.SetPaintStyle("Fill")
        setData(row,col,(val+1)%2);
    }
}
```

```
        if(val < 0)
        {
            this.SetPaintColor("#ffff0000");
            this.SetPaintStyle("Line");
            this.DrawRectangle(x1,y1,x2,y2);
        }
        else if(val === 0)
        {
            this.SetPaintColor("#ff00ff00");
            this.DrawRectangle(x1,y1,x2,y2);
        }
        else if(val === 1)
        {
            this.SetPaintColor("#ff0000ff");
            this.DrawRectangle(x1,y1,x2,y2);
        }
        app.ShowPopup(val);
    }
}

function getData(row,col)
{
    var ret;
    if (cellData.length < row +1)
        return -1; // represents unset
    ret = cellData[row][col];
    if(ret===undefined)
        return -1;
    return ret;
}

function setData(row,col,value)
{
    while (cellData.length < row +1)
    {
        cellData.push([]);
    }
    cellData[row][col]=value;
}

function btnSaveOnTouch()
{
    var data = JSON.stringify(cellData);
    app.WriteFile("/sdcard/picData",data)
}
```

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