

Image button toggle

This code was written in response to a request for a Toggle Image Button.

The main body of the code is the function

```
CreateImageToggle(img1, img2)
```

The images can be passed either as file-paths or as images The sample code passes one of each.

The first image decides the size of the button.

In case it is not obvious, the actual toggling is done in the OnTouchDown handler.

You could move this to any of the OnTouch events but be aware that some of them (such as SetOnTouch) may fire more often than you expect.

The code

[toggle.js](#)

```
//Called when application is started.
function OnStart()
{
    // Create layout

    lay = app.CreateLayout( "linear", "VCenter,FillXY" );
    // Create resized first image for the button

    var pauseImg = app.CreateImage( "/Sys/Img/Droid1.png", 0.1,
-1); //Create the button with OnTouchDown event

    btn = CreateImageToggle(pauseImg, "/Sys/Img/Droid2.png" );
    btn.SetOnTouchDown(btnToggle);
    lay.AddChild( btn ); //Add layout to app.

    app.AddLayout( lay );
}

function btnToggle(ev)
{
    this.Toggle = ! this.Toggle;
    if (this.Toggle)
    {
        this.SetImage(this.imgTrue);
        app.ShowPopup("Playing");
    }
    else
```

```
{
    this.SetImage(this.imgFalse);
    app.ShowPopup("Paused");
}
}

function CreateImageToggle(img1, img2)
{ // accepts images or file-paths
  //img1 represents false, img2 true(toggled)

  if (typeof img1 == "string")
  {
    img1 = app.CreateImage(img1);
  }
  if (typeof img2 == "undefined")
  {
    img2 = img1;
  }
  else if (typeof img2 == "string")
  {
    img2 = app.CreateImage(img2, img1.GetWidth(),
img1.GetHeight());
  }
  var obj = app.CreateImage(null, img1.GetWidth(),
img1.GetHeight());
  obj.SetImage(img1);
  obj.Toggle = false;
  obj.imgFalse = img1;
  obj.imgTrue = img2;
  return obj;
}
```

Note

This code has had only rudimentary testing. You may well be able to improve it

From:
<http://sgarman.net/wiki/> - **DroidScript wiki**

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Last update: **2015/01/13 09:55**

