

Shake

This sample offers an OnShake function using the accelerometer.

OnShake.js

```
var lastx,lasty,lastz,lastms
function OnStart()
{
    var lay = app.CreateLayout( "Linear", "VCenter,FillXY" );
    var txt = app.CreateText( "Shake test" );
    lay.AddChild( txt );
    app.AddLayout( lay );

    var sns = app.CreateSensor( "Accelerometer" );
    sns.SetOnChange( sns_OnChange );
    sns.Start();
}

function sns_OnChange( x, y, z, time )
{
    try
    {
        var diffms,speed;
        if(lastx!==undefined)
        {
            diffms=time-lastms;
            speed = Math.abs(x+y+z-lastx-lasty-lastz) / diffms * 10000;
            if(speed>800) OnShake(speed/800);
        }
        lastx=x;
        lasty=y;
        lastz=z;
        lastms=time;
    }
    catch(e) {}
}

function OnShake(speed)
{
    var msg = "Shake\n"+speed.toFixed(2);
    app.ShowPopup(msg, "Short");
}
```

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