

Shows how to use the SimulateTouch method

Code from the DroidScript-Beta forum posted by Dave Smart.

Here is an example which automatically keeps pressing a button forever (Note you can simulate "Up", "Down" and "Move" events)

[Simulattouch.js](#)

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

    //Create image 1/5 of screen width and correct aspect ratio.
    img = app.CreateImage( "/Sys/Img/Hello.png", 0.2, -1 );
    lay.AddChild( img );

    //Create a button 1/3 of screen width and 1/10 screen height.
    btn = app.CreateButton( "Press Me", 0.3, 0.1 );
    btn.SetMargins( 0, 0.05, 0, 0 );
    lay.AddChild( btn );

    //Set function to call when button pressed.
    btn.SetOnTouch( btn_OnTouch );

    //Add layout to app.
    app.AddLayout( lay );
}

//Called when user touches our button.
function btn_OnTouch()
{
    app.Vibrate( "0,100,30,100,50,300" );
    setTimeout( SimTouch, 1000 );
}

function SimTouch()
{
    //Method1
    app.SimulateTouch( btn );

    //Method2
    /*
    app.SimulateTouch( btn, 0.5, 0.5, "Down" );
    app.Wait( 0.1 );
    app.SimulateTouch( btn, 0.5, 0.5, "Up" );
    */
}
```

```
}
```

From:

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

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