

# Slide Menu

You can swipe left to close this menu.

[swipeMenu.js](#)

```
var layMenu,txe;
//Called when application is started.
function OnStart()
{
    app.SetOrientation("Portrait");
    app.EnableBackKey(false);

    //container layout
    var layApp=app.CreateLayout("Absolute");
    layApp.SetBackColor("#ff224422");
    layApp.SetPosition(0,0,1,1);
    app.AddLayout(layApp);

    //home layout
    var layHome=app.CreateLayout("Linear","Left,FillXY");
    var btnMnu;
    btnMnu=app.CreateButton("[fa-bars]", -1, -1, "fontawesome,alum");
    btnMnu.SetOnTouch(mnuAnimate);
    layHome.AddChild(btnMnu);
    txe =app.CreateTextEdit("aaaaa\nbbbb",0.9,0.8);
    txe.SetMargins(0.05,0.02,0,0)
    txe.SetBackColor("#ff888888");
    layHome.AddChild(txe);
    layApp.AddChild(layHome);

    //Create menu layout
    layMenu = getSlideMenu(menu_OnTouch, menu_SwipeTest);
    layMenu.SetPosition(0,0.08);
    //Populate menu list
    layMenu.AddItem("Hello","World","/Sys/Img/Add.png");
    layMenu.AddItem("Another","Item","/Sys/Img/Bulb.png");
    layMenu.AddItem("Three","","video");
    layMenu.AddItem("Four","","audio");

    //Add layout to app.
    layApp.AddChild( layMenu );
}

function mnuAnimate()
{
    if(layMenu.GetVisibility()=="Hide")
        layMenu.Show();
    else
```

```
        layMenu.Hide();
    }

    function OnBack()
    {
        if(layMenu.GetVisibility()=== "Show")
            layMenu.Animate("SlideToLeft");
        else app.Exit();
    }

    //catch hardware menu button
    function OnMenu( item )
    {
        if(item===null) mnuAnimate();
    }

    function getSlideMenu(onTouch, swipeTest)
    {
        //Create menu layout
        var lst
        var layMenu = app.CreateLayout( "Absolute", "" );
        layMenu.SetPosition(0,0.08);
        layMenu.SetBackColor("#ff66aa66");
        layMenu.SetVisibility("Hide")
        //Create menu list
        lst = app.CreateList( "" ,0.8,0.8);
        if(onTouch) lst.SetOnTouch(onTouch);
        lst.SetList(null);
        layMenu.AddChild( lst );
        //create swiper image
        var img=app.CreateImage(null,0.8,0.8);
        img.menu=lst;
        img.downX=0;
        if(swipeTest) img.SetOnTouch(swipeTest);
        layMenu.AddChild(img);

        //public methods
        img.Hide=function()
        {
            layMenu.Hide();
        }
        layMenu.Show=function()
        {
            this.Animate("SlideFromLeft");
        }
        layMenu.Hide=function()
        {
            this.Animate("SlidetoLeft");
        }
        layMenu.AddItem=function( title,body,image )
```

```
    {
        lst.AddItem( title,body,image );
    }
    layMenu.Setlist=function( list,delim )
    {
        lst.SetList( list,delim )
    }
    return layMenu
}

// callback function for menu selection
function menu_OnTouch( title, body, image, index )
{
    var s = txe.GetText()+"\n"+title;
    txe.SetText(s);
    app.ShowPopup(title+" added")
}

// callback function to swipe close menu
function menu_SwipeTest(ev)
{
    if(ev.action==="Down")
    {
        this.downX=ev.X;
    }
    if(ev.action==="Up")
    {
        if(ev.X-this.downX < -0.1)
            this.Hide();
        else
            app.SimulateTouch(this.menu, ev.X, ev.Y);
    }
}
```

From:  
<https://wiki.droidsript.me.uk/> - **DroidScript wiki**

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