

Simple Torch

Torch.js

```
//Called when application is started.
function OnStart()
{
    //Create a layout
    lay = app.CreateLayout( "linear", "VCenter,FillXY" );
    lay.SetBackColor("#ff999999")
    //Create Camera view
    cam = app.CreateCameraView( .003,.003 );
    cam.SetOnReady( capture )
    lay.AddChild( cam )
    //Create a text label and add it to layout.
    txt = app.CreateText( "Torch" );
    txt.SetTextColor("#ff000000")
    txt.SetTextSize( 32 );
    lay.AddChild( txt );

    //Create 'Use Flash' check box.
    chkFlash = app.CreateCheckBox( "Off" );
    chkFlash.SetMargins( 0,0.1,0,0 );
    chkFlash.SetOnTouch( chkFlash_OnTouch );
    lay.AddChild( chkFlash );
    //Add layout to app.
    app.AddLayout( lay );
}

//Start Preview
function capture()
{
    cam.StartPreview();
}

//Handle 'Use Flash' checkbox touch
function chkFlash_OnTouch(value)
{
    cam.SetFlash(value);
    if(value==true) chkFlash.SetText("On");
    else chkFlash.SetText("Off");
}
```

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