

## SeekBar SetOnTouchUp

(Sample Code posted by Steve Garman taken from the DroidScript Google Group)

Is something like that possible? There is no built-in way of doing this at present. But with this workaround you can simulate this.

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

    //Create a text label and add it to layout.
    skb = app.CreateSeekBar( 0.8 );
    skb.SetPosition(0.1, 0.4, 0.8, 0.1);
    img = app.CreateImage(null, 0.8, 0.1);
    setTimeout(imgSetup,0);
    lay.AddChild( skb );
    lay.AddChild(img);

    //Add layout to app.
    app.AddLayout( lay );
}
function imgSetup()
{
    img.SetColor("#00000000");
    img.SetPosition(0.1, 0.4, 0.8, 0.1);
    img.SetOnTouch(imgOnTouch);
}
function imgOnTouch(ev)
{
    app.SimulateTouch(skb, ev.X, ev.Y, ev.action);
    if(ev.action == "Up") skbOnTouchUp(ev);
}
function skbOnTouchUp(ev)
{
    app.ShowPopup( "Up\n"+skb.GetValue());
}
```

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

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Last update: **2015/03/03 17:25**



