

libocelli - Feature #337

touch-move: implement threshold

12.01.2023 16:19 - Maximilian Seesslen

Status:	Erledigt	Beginn:	12.01.2023
Priorität:	Normal	Abgabedatum:	
Zugewiesen an:	Maximilian Seesslen	% erledigt:	0%
Kategorie:		Geschätzter Aufwand:	0.00 Stunde
Zielversion:		Aufgewendete Zeit:	0.00 Stunde
CS Zielversion:			
Beschreibung			
As long as the touch is pressed, the coordinates are read out periodically and an event is emitted.			
There is no need to send move-events to widgets when the coordinates did not change.			
There can be an threshold implemented to filter out jittering between two pixels.			
An more rocket-science would be to calculate the actual distance. An overkill whenn we just want to filter 1 pixel distance. But function can be prepared in "OPoint".			
<pre>int findSqrtInt(int x) { // for 0 and 1, the square roots are themselves if (x < 2) return x; // considering the equation values int y = x; int z = (y + (x / y)) / 2; // as we want to get upto 5 decimal digits, the absolute // difference should not exceed 0.00001 while (abs(y - z) >= 1) { y = z; z = (y + (x / y)) / 2; } return z; } int main(int argc, char *argv[]) { printf("Distance: %d\n", (int)findSqrtInt(4*4 + 4*4)); printf("Distance: %d\n", (int)findSqrtInt(4*4 + 0)); }</pre>			

Historie

#1 - 14.01.2023 13:37 - Maximilian Seesslen

The 2 Pixel threshold is already usable.

#2 - 14.01.2023 13:37 - Maximilian Seesslen

- Status wurde von Neu zu Erledigt geändert