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Android gesture recognition

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This guide describes how to write apps that allow users to interact with an app via Gestures. Android offers a variety of boes to help you create and detect gestures. Although your app should not depend on the touch gestures for basic behavior (as gestures may not be available for all users in all users in all users), add touch-based interaction to your app can greatly increase its utility and appeal. To provide users with a coherent and intuitive experience, your app should follow Android conventions accepted for Touch gestures. The GEESTURES design guide shows you how to use common gestures in the Android apps. See also the material design guide for the material movement. For more information on this topic, read the following related guides: Input event sensors that make interactive visualization lessons Detecting common gestures learn how to detect basic touch gestures such as scrolling, throwing and double-up, using GesturesTetector. Track touch and pointer movements Find out how to monitor movement. Animation of a scroll gesture learns how to use scrollers (scroller or overscroller) to produce scrolling animation in response to a touch event. Manage Multi-Touch gestures learn how to detect multi-pointer gestures (finger). Drag and scale find out how to implement touch-based dragging and resizing. Manage touch events in a view group Learn how to manage touch events in a view group to ensure that Touch events are shipped correctly to destination views. Content and code samples on this page are subject to licenses described in the Content License. Java is a registered trademark of Oracle and / or its affiliates. Last update 2020-11-18 UTC. {{"TYPE": "thumb-down", "id": "MissingTheInformationI NEED", "Label": "The information I need") is missing, {"type": "thumb-down", "ID": "TOCOMPLICEDTOOMANYSTAILS", "Label": "Too complicated / too many passages"}, {"Type": "thumb-down", "ID": "OUTOFDATE", "Label": "Out of date"}, {"Type ":" Thumb - down "," id ":" sampleScodeissue "," label ":" emission of samples / code "}, {"Type ":" thumb-down "," id ":" OtherDown "," Label ":" Other "}}[{"Type ":" thumb-up "," id ":" EasyToundStand "," Label ":" Easy to understand "}, {"Type ":" thumb-up "," ID": "SOLVEDMYPROBLEM", "Label": "Solved my problem"}, {"type": "thumb-up", "ID": "OTHERUP", "Label": "Other"}] occurs A Touch Gesture" when a user positions one or more fingers on the touch screen and your application interprets this model of touches like a particular gesture. There are correspondingly two phases for gesture detection: collect data on Touch events. Interpret the data to see if you meet the criteria for any of the gestures supported by your app. Support library classes The examples in this lesson use the GesturiteTecTorCompat and MotioneventCompat classes. These classes are in the support library. It is necessary to use support library classes, where possible to provide compatibility with devices running Android 1.6 and higher. Note that MotioneventCompat is not a replacement for the Motionevent class. Rather, provides static utility methods to which you pass your Motionevent object in order to receive the desired action associated with that event. Collect the data when a user positions one or more fingers on the screen, this unleashes the callback onTouchEvent () on the view that has received the Touch events. For each sequence of Touch events (position, pressure, size, adding another finger, etc.) at the end identified as a gesture, onTouchevent () is shot several times. The gesture starts when the user touches before Continue as the system tracks the position of the user's fingers and ends by capturing the final event of the user's fingers that leave the screen. In all this interaction, the Motionevent delivered to onTouchevent () provides the details of each interaction. Your app can use the data provided by the Motionevent to determine if a gesture to which you take happened. Capture Touch events for activity or view to intercept Touch events in a business activity View, ignore the callback onTouchEvent (). The following snippet uses GetActionMasked () to extract the user executed by the event parameter. This gives you the raw data you need to determine if a gesture that interests you happened: MaineaTTIVITY OF THE CLASS: Activities () { ... // This example shows a business, but you would use the same approach if // you were subclassing a View. Override Fun OnTouchEvent () (Event: MotionEvent): Boolean {Val Action: int = motiveeventcompat.getActionmasked (event) Returns when (action) {motiveevent.action down -> {log.d (debug tag, "The action is decreased") True } Motionevent. Action move -> {log.d (debug tag, "action has been moved") True} motiveevent.action up -> {log.d (debug tag, "action is increased") true} motiveevent.action cancel -> {log.d (debug tag, "The action was canceled") True} motiveevent.action outside -> {log.d (debug tag, "movement has occurred off limit of the current screen element") True} else -> Super. TouchEvent (Event) }} MainElivity of the public class extends the activity { ... // This example shows a business, but you would use the same approach if // you were subclassing a view. @Override Public Boolean onTouchEvent (Motionevent Event) {int action = motiveeventcompat.getActionmasked (event); Switch (action) {Custody (Motiveevent.action down): Log.D (debug tag, "The action has decreased"); Return true; Case (Motiveevent.action Move): Log.D (debug tag, "The action has been moved"); Return true; Case (Motiveevent.action up): Log.D (debug tag, "Action has increased"); Return true; Case (Motiveevent.action Cancel): Log.D (debug tag, "Action has been canceled"); Return true; Case (motiveevent.action outside): log.d (debug tag, "movement has occurred outside the" + "limits of the current screen element"); Return true; Default: Return Super.onTouchEvent (event); }} You can then make your processing on these events to determine if a gesture has occurred. This is the type of processing you should do for a personalized gesture. However, if your app uses common gestures like the double faucet, long printing, fling, and so on, you can take advantage of the GestureTetector class. Gestedetector makes you easy to detect common gestures without elaborating yourself the individual touch events. This is discussed below in detecting gestures. Capture the Touch events for a single view as an onTouchEvent (), you can attach a view.onTouchListener object to any viewing object using the SetotouchListener () method. This allows you to listen to the Touch events without subclassing an existing view. For example: findviewbyid (r.id.my view). setontouchlisenon {v, event -> // ... Answer Touch Events True} View MyView = FindViewbyid (r.id.my view); MyView.SetonTouchListener (new OntouchListener () {Public Boolean Ontouch (View V, Motionevent Event) {// ... Respond to Touch Events Return true;}}); Attention to the creation of a listener returning false for the action_down event. If you do, the listener will not be called for the next string action_move and action_up of events. This because action_down is the starting point for all Touch events. If you are creating a personalized view, you can ignore onTouchEvent (), as described above. Detects Android gestures provides the GestivityTector class to detect common gestures. Some of the gestures that support include ondown (), OnlonNPress (), onflo (), and so on. You can use Gestivitytector in combination with the onTouchEvent () method described above. It detects all the supported gestures when instant a GestureTecTorCompat object, one of the parameters you need is a class that implements the GestivityTector.GestureListernerer interface. Gestiventector.getetureListener starts users when a particular event has occurred To allow your GestureTetector object to receive events, it overwrites the onTouchEvent () view or activity method and pass along all the events observed at the detector instance. In the following Snippet, a return value of the true from the individual to Indicates that you have managed the Touch event. A return value of false passes the events down through the stack of sight until the touch has been successfully managed. Run the following snippet To get a feeling for how the actions are attracted when you interact with the touch screen and what the contents of the motion-modevent are for each Touch event. You will realize how many data is generated for even simple interactions. Private CONST VAL DEBUG TAG = "Gestures" Class Class Name €: Activities € (). Gestedetector.greamSteletenter, gestedetector.ondaultpletaplister (private var var mdetector: gesturetectorcompat // called when the activity was created for the first time. PUBLIC OVERRIDE FUN ONCREATE (SAVIENSTANCESTATE: BUNDLE?) {SUPER.ONCREATE (SAVIENSTANTATE) SETCONTENTVIEW (R.LAYOUT.Activity_Main) // Instance the gesture detector with the context of the application // and an implementation of // GesturesTector.Gesturalstenercompat (GestureTecorcompat (this, this) // sets the gesture detector as the double TAP // Listener. MDetector.Setoubleletaplister (this)) Override Fun OnTouchEvent (event: MotionEvent): Boolean {Return IF (MDetector.onTouchEvent (Event)) {true} else {super.onTouchEvent (Event)}} Override Fun OnDown (Event: MotionEvent): Boolean {Log.D (debug tag, "Ondown: \$ Event") Return True} Override Fun Onfling (Event1: Motionevent, Event2: Motionevent, VelocityX: Float, Velocity: Float): Boolean {Log.D (debug tag ", Onfling: \$ Event1 \$ EVENT2") Return true} Override Fun OnLonPress (event: Motionevent) {Log.D (debug tag, "OnlonNPress: \$ Event") Override Fun Siscroll (Event1: Motionevent, Event 2: Motionevent, Distance: Float, Distance: Float): Boolean {log.d (debug tag, "Onscroll: \$ Event1 \$ Event2") Return True} Override Funy Onshowpress (Event: Motonevent) {Log.D (debug tag, " ONSHOWPRESS: \$ Event ") Override fun OnsingleTapup (Event: MotionEvent): Boolean {Log.D (debug tag, " OnsingLetapup: \$ Event ") Return true} override fun onbletap (Event: Motionevent): Boolean {log.d (debug tag "Ubletap ward: \$ Event") True True} Override Fun OnDobletApevent (event: MotionEvent): Boolean {Log.D (debug tag, "wondoubletapevent: \$ Event") Return true} Override Funn OnsingLetapConfirmed (Event: Motionevent): Boolean {log .d. Private MDetector GestureTectorCompat: // called when the activity was created for the first time. @Override Public Void Oncreate (SaviDinstancestate bundle) {SUPER.ONCREATE (SAVIENSTANSTANCESTATE): setcontentview (r.layout.Activity_main); // Instance the gesture detector with the context of the application // and an implementation of // GesturesTector.getetureListernerer MDetector = New GesturesTecTercompat (this, this); // Set the gesture detector as the double cap // listener. mdetector.setoubleletaplister (this): } @Override Public Boolean onTouchEvent (Motionevent Event) {if.mdetector.onTouchEvent (event)) {Return True; } Return Super.onTouchEvent (event); } @Override Public Boolean Ondown (Motionevent Event) {Log.D (debug tag ", Ondown:" + Event.toString (); Return true; } @Override Boolean public Boolean onfling (motiveevent event1, motiveevent event2, float velocityx, float velocityy) {log.d (debug tag, "onflo:" + event1.toString () + event2.toString (); Return true; } @Override Public Void OnLonPONSS (Motionevent Event) {Log.D (debug tag ", OnlonPONSS:" + Event.ToString (); } } @Override Boolean Public Onscroll (Motionevent Event1, Motionevent Event2, floating Desto 2, floating) {Log.D (debug tag, "Onscroll:" + Event1.ToString () + Event2.ToString (); Return true; @Override Public Void onShowpress (MotionEvent Event1) {log.d (debug tag ", onshowpress:" + event1.toString (); } } @Override Public Boolean OnsingleTapup (MotionEvent Event) {log.d (debug tag ", onsingleTapup:" + event1.toString (); Return true; } @ Override Public Boolean OnDobletap (MotionEvent Event) {LOG.D (Debug tag, "OnDobletap:" + event1.toString (); Return true; } @ Override Public Boolean OndobletaPevent (MotionEvent Event) {log.d (Debug tag, "OnDobletaPevent:" + event1.toString (); Return true; } @ Override Public Boolean OnsingleTapConfirmed (MotionEvent Event) {LOG.D (Debug tag, "OnsingleTapConfirmed:" + event1.toString (); Return true; }} If you want to process only certain gestures, you can extend Gesturetector.SimplelongStureListenerNe instead of implementing the Gesturetector.GestureListernerer interface. Gesturetector.simplelongstureListernerer provides an implementation for all methods of returning false for all of them. So you can overwrite only the methods to which you are interested. For example, the snippet below creates a class that extends gesturetector.simplelonggesturelisternerer and replaces the block () and ondown (). If you use or not Gesturetector.GestureListernerer, it is the best practice to implement a ondown () method returns true. © This is because all actions begin with a Ondown () message. If you return false from ondown (), as Gesturetector.SimpleongestureSturentener.SimplelongStureListener is default, the system assumes you want to ignore the rest of the act and other methods Gesturetector.GestureListerner is never called. This has the potential to cause unexpected problems in your app. The only time you should return false from ondown () is if you really want to ignore an entire gesture. Private Cont Val Debug tag = "Gestures" MainActivity Class: Activity () {var Private Lateinit mDetector: Override public GestetectorCompat Fun OnCreate (SavedInstancestate: Bundle?) {Super.onCreate (SavedInstantate) setContentView (R.Layout.Activity_main) MDetector GesturereteTectorCompat = (This, MyGestureListener ()) Override Fun Ontouchevent (event: MotionEvent): Boolean {mDetector.onTouchEvent (event) return super.on Touchevent (event1) private class Mygesturelister: Gesturetector.simpleongestureRisternerer () {Override Fun onDown (event: MotionEvent) : boolean {log.d (debug tag, "ondown: \$ event") return true} override fun onfling (event1: MotionEvent, Event2: MotionEvent, Velocityx: floating, Velocity: float): boolean {log.d (debug tag "onfling : \$ event1 \$ Event2 ") return true}} public class extends the MainaattivitÄ Activity {private GesturetectorCompat mDetector: @Override Public Void Oncreate (SaviDinstancestate bundle) {SUPER.ONCREATE (SAVIENSTANSTANCESTATE): setcontentview (r.layout.Activity_main); mDetector = new gesturetectorcompat (this, new mygesturelister (); } } @ Override Public Boolean Ontouchevent (MotionEvent Event) {this.mdetector.onTouchevent (Event); super.onTouchevent return (event); } Class MyGestureListerner extends GESTEDETECTOR.SimpleongStureListener tank {String String Static Final Debug tag = "Gestures"; @ Override Public Boolean Ondown (MotionEvent Event) {log.d (Debug tag "ondown:" + event1.toString (); Return true; } @ Override PUBLIC BOOLEAN ONFLLING (MotionEvent Event1, MotionEvent Event2, VelocityX Float, Float Velocity) {log.d (debug tag, "onfling:" event1.toString + () + event2.toString (); Return true; }}}}

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