# Multi touch listener android github

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You've signed up with another tab or window. Reboot to update the session. You subscribe to another tab or window. Reboot to update the session. We use additional third-party analytical cookies to understand how you use GitHub.com so we can create the best products. Learn more. We use additional third-party analytical cookies to understand how you use our websites so we can make them better, for example, they are used to gather information about the pages you visit and how many clicks you need to accomplish the task. Find out more is an extension of the OnTouchListener class, written to facilitate the development of Touch-tapped apps on Android. Basically, it allows a lot of tap input at one glance into translation, isotropic scaling and rotation of two fingers. The view will also be converted accordingly if it is included. This means you can make a combined drag gesture that allows you to physically twist, scale, and move the view with two touch points on the screen. It is noted that both scaling and rotating relative to the center of the pinch operation. Thus, the motion of the View looks more natural. One of its interesting features is that it is possible to perform perfectly simultaneous manipulations on certain types. In particular, if you touch your fingers on one view and the other fingers on the other View to do a drag/pinch/rotation operation (or a combination) on each, they will represent two independent manipulations, and thus both Views will be transformed separately and simultaneously. This leads to great benefits for the occasion if you are going to develop certain types of apps/games such as puzzles or collage app in which multiple users can simultaneously interact with the items on the screen. However, MultiTouchListener has its own limitations that it may not run on the Android version before Honeycomb due to the use of API 11. For example, the application of 2D conversions to views has been made by a bunch of new APIs, including setPivotX, setPivotY, setScaleX, setScaleY, and others. Moreover, the above feature of simultaneous manipulation will not work without the presence of divided propertyMotionEvents. Use copy all com.thuytrinh.multitouchlistener package in the folder src. Create a parenting look by dividingMotionEvents, enabled for all the child views you want to apply to MultiTouchListener. &lt;RelativeLayout xmlns:android= xmlns:tools= android:layout_width=match_parent android:layout_height=match_parent android:splitmotionevents=true tools:context=. MainActivity&gt; &lt;ImageView android:id=@+id/imageview_background android:layout_width=match_parent android:layout_height=match_parent android:layout_centerhorizontal=true android:layout_centervertical=true android:background=#FFD4B081&gt;&lt;/ImageView&gt; &lt;com.thuytrinh.multitouchdemo.TouchView android:id=@+id/touchview_1 android:layout_width=wrap_content android:layout_height=wrap_content android:layout_centerhorizontal=true android:layout_centervertical=true android:src=@drawable/daffodils&gt;&lt;/com.thuytrinh.multitouchdemo.TouchView&gt; &lt;com.thuytrinh.multitouchdemo.TouchView android:layout_width=wrap_content android:layout_height=wrap_content android:layout_centerhorizontal=true android:layout_centervertical=true android:src=@drawable/green&gt;&lt;/com.thuytrinh.multitouchdemo.TouchView&gt; &lt;/RelativeLayout&gt; &lt;/RelativeLayout&gt; Instant new MultiTouchListener for OnTouchListener presentation. findViewById (R.id.touchview_1.setOnTouchListener (new MultiTouchListener)) findViewById (R.id.touchview_2).setOnTouchListener (new MultiTouchListener); The defaults include translation, scaling and rotation. However, if you want the view not to be scaled, but translated or rotated only, toggling isScaleEnabled, isTranslateEnabled, isRotateEnabled will do its job appropriately. except where it complies with the License. You can obtain a copy of the license by phone If it is not required by applicable law or not agreed in writing, the software distributed under the License is covered by AS IS BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, or express or imply. Multi-Touch test app for Android Page 2 Multi-Touch test app for Android You can't perform this action at this time. You've signed up with another tab or window. Reboot to update the session. You subscribe to another tab or window. Reboot to update the session. We use additional third-party analytical cookies to understand how you use GitHub.com so we can create the best products. Learn more. We use additional third-party analytical cookies to understand how you use GitHub.com so we can create the best products. 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NONE SWIPE UP SWIPE LEFT SWIPE RIGHT HOLD_DOWN DOWN UP UP MOVE PUT RIGHT TWO TAP TAP GestureDete Object Properties holdDownDelay - (default:100) delay time (ms), after which, if the finger is -held, the state will be changed to HOLD_DOWN upDelay - (default:50) delay time (ms), then if the finger is swiped, the state will be changed to HOLD_DOWN upDelay - (default:50) delay time (ms), then if the finger is swiped, the state will be changed to UP consumeTouchEvents - (default:true) whether to consume a touch event after processing the NumberOfFingers - (default:2) the number of fingers allowed, to be detected By Finger Object Properties minDistanceSwipe - (default:10) The minimum distance the finger must travel before the wipes can be detected maxDurationSwipe - (default:400) the maximum time after which the wipes will not be detected (ms) minDistanceMove - (default:30) the minimum distance the finger must travel to travel Before moving you can detect maxDurationDoubleTap - (default:250) the maximum latency time between two-down events for a double tap (ms) maxDownDoubleTap - (default:100) The maximum time the finger can be held for two-down events (ms) slopeIntolerance - (default: