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Touch functions of Ox Widgets

Touch property of ox widgets

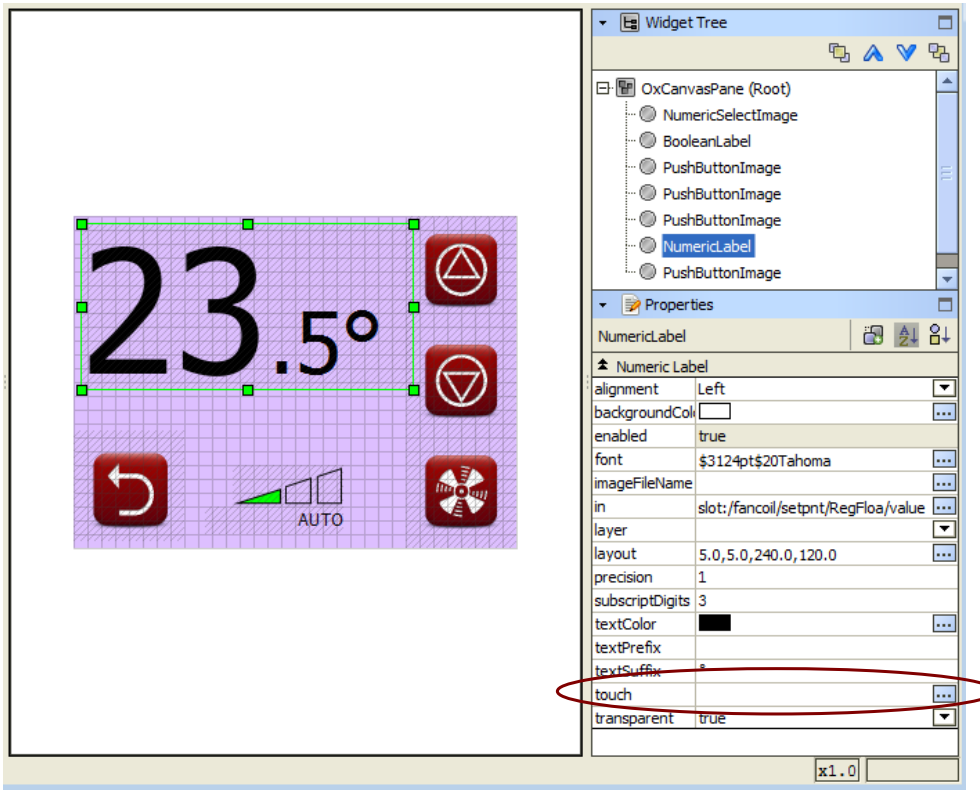
Ox widgets have an active boolean property called 'touch' :

- The '*touch*' slot value is normally false,
- The value switches to true as the widget area on the display is touched
- It remains true as long as user keeps touching the area
- Returns to false only when the user moves finger away.

Therefore, in a simple touch action, the '*touch*' slot will become true for a brief time and will switch back to false.

This value change is used to trigger other components.

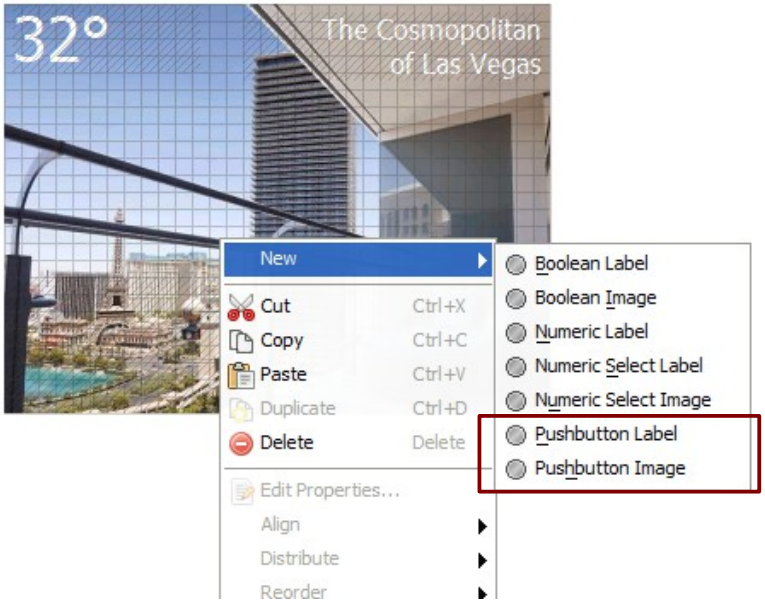
Any further functionality is achieved by linking the '*touch*' slot to other components, typically ones from the **ontrolTrigger** kit.



Ox Pushbutton types are deprecated

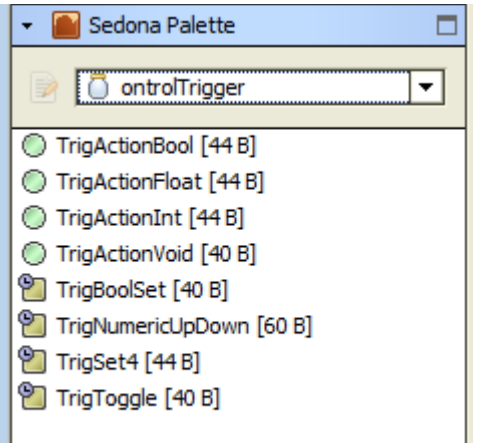
Starting from version 1.06 of the ontrolOx kit, all widgets have a touch property. Therefore, the two pushbutton widgets that were previously used are no longer needed.

- **PushbuttonLabel**
- **PushbuttonImage**



Touch functions of Ox Widgets

Components in the OntrolTrigger kit example uses



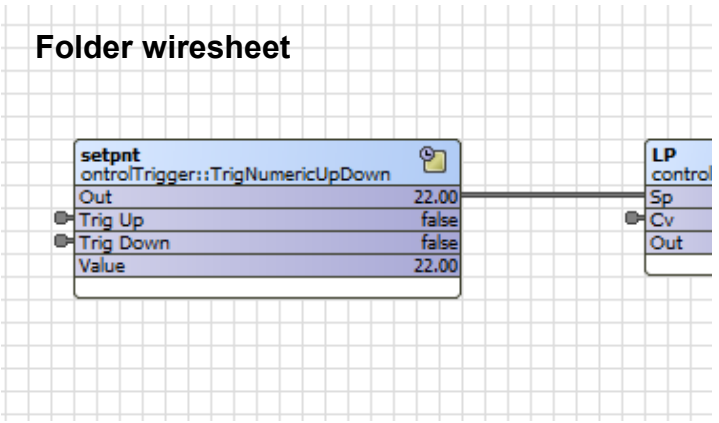
COMPONENT	EXAMPLE USE
TrigToggle	Switch a light ON/OFF every time a single button area is touched
TrigBoolSet	Switch a device ON from one touch button, OFF from another
TrigSet4	Switch a three speed fan (off, low, medium, high) from a set of four touch buttons.
TrigNumericUpDown	Increment/decrement a setpoint value on touch events from an UP and a DOWN button.
TrigAction....	Reset a counter value

Example : Setpoint adjustment with up/down buttons

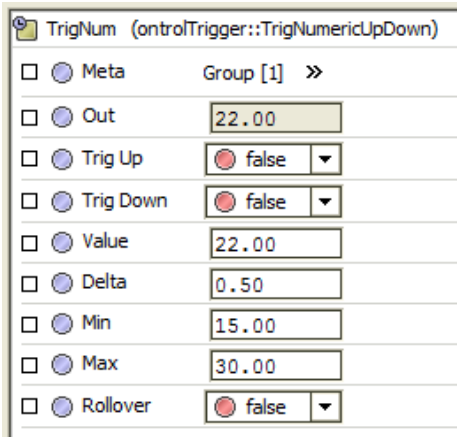
STEP 1 : In some folder,

- Add a TrigNumericUpDown component
- Set its properties (base value, min, max, increment delta)

Folder wiresheet



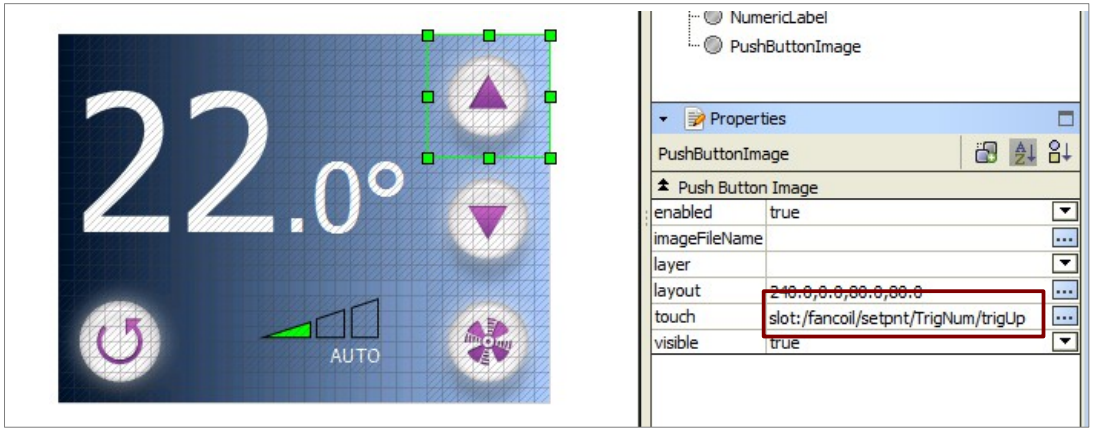
TrigNumericUpDown Property sheet :



STEP 2 : On your oxPage,

- Add two widgets for up&down
- Edit their *touch* properties to link them to the trigNumericUpDown component's trigUp & trigDown slots.

OxPage (oxEditor view)



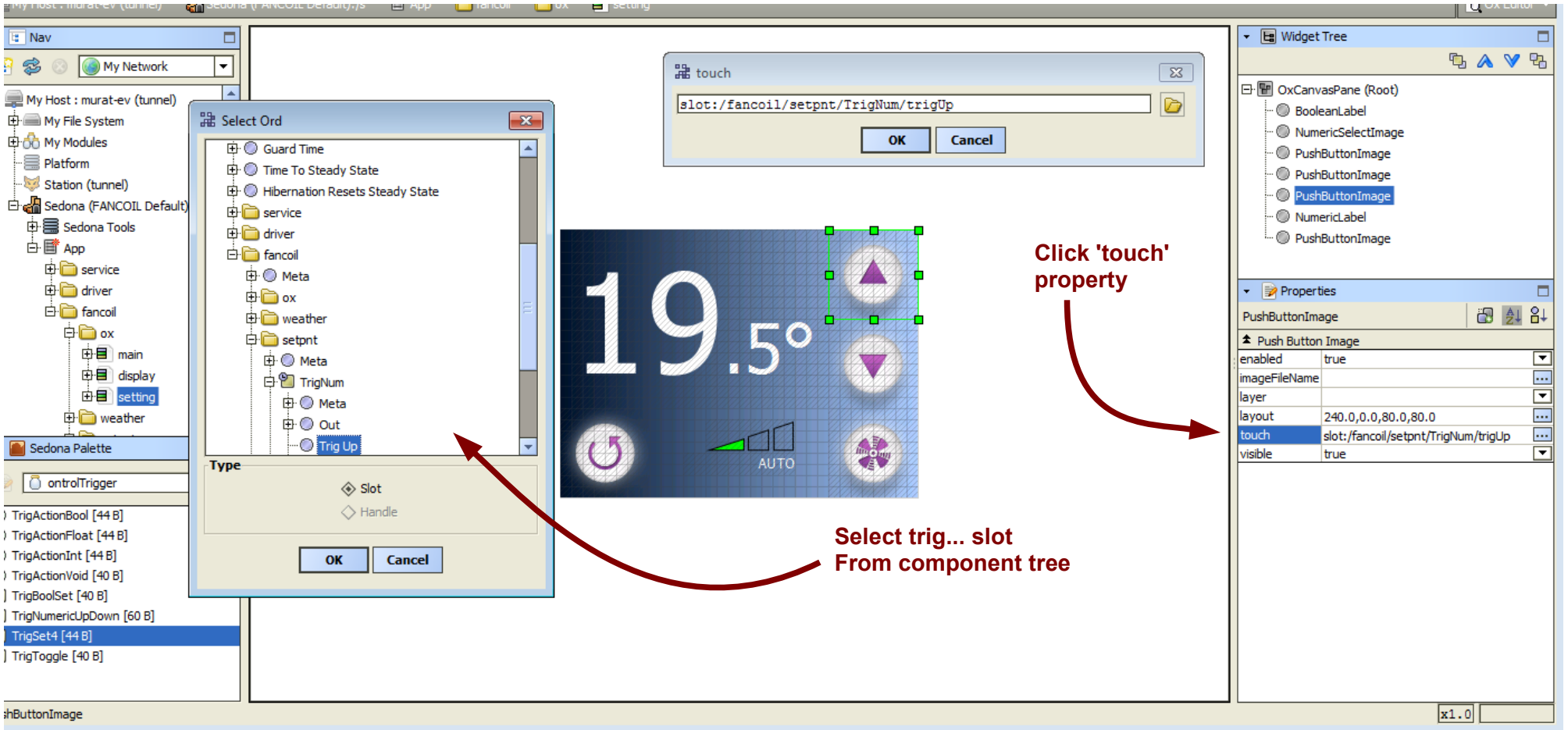
Touch functions of Ox Widgets

Linking ox widgets to trig components

Simply edit the touch property of the pushbutton widget in oxEditor.

This will allow you to select a slot from the component tree of the app.

OxEditor takes care of the linking for you.



Note on location of Ontrol Trig... components

You can add Trig... type components anywhere in your App using standard drag&drop or copy/paste methods.

However, never place any kind of logic under an oxPage.
(including trig... components)

Components under an oxPage do not execute unless that particular oxPage is on the RION display. At all other times, such child components remain idle.

Using registers for non-volatile data

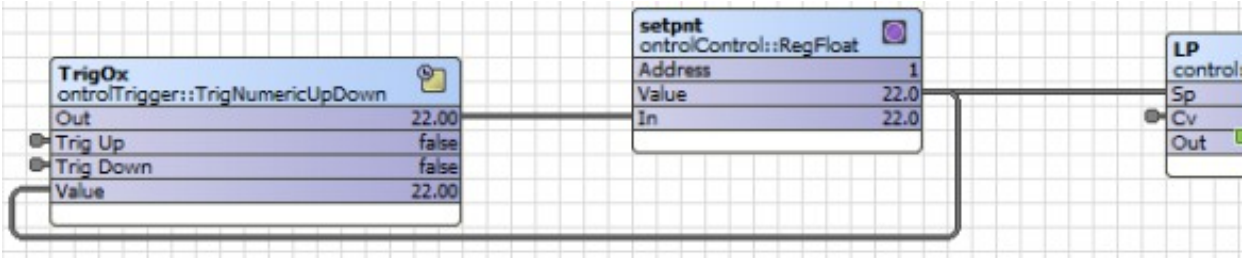
In a power interruption, Trig.. type components would return to values of the last App save.
Therefore, the most recent user changes to values like setpoint etc. may be lost.
You can prevent this by using register components.

RegFloat and RegBool

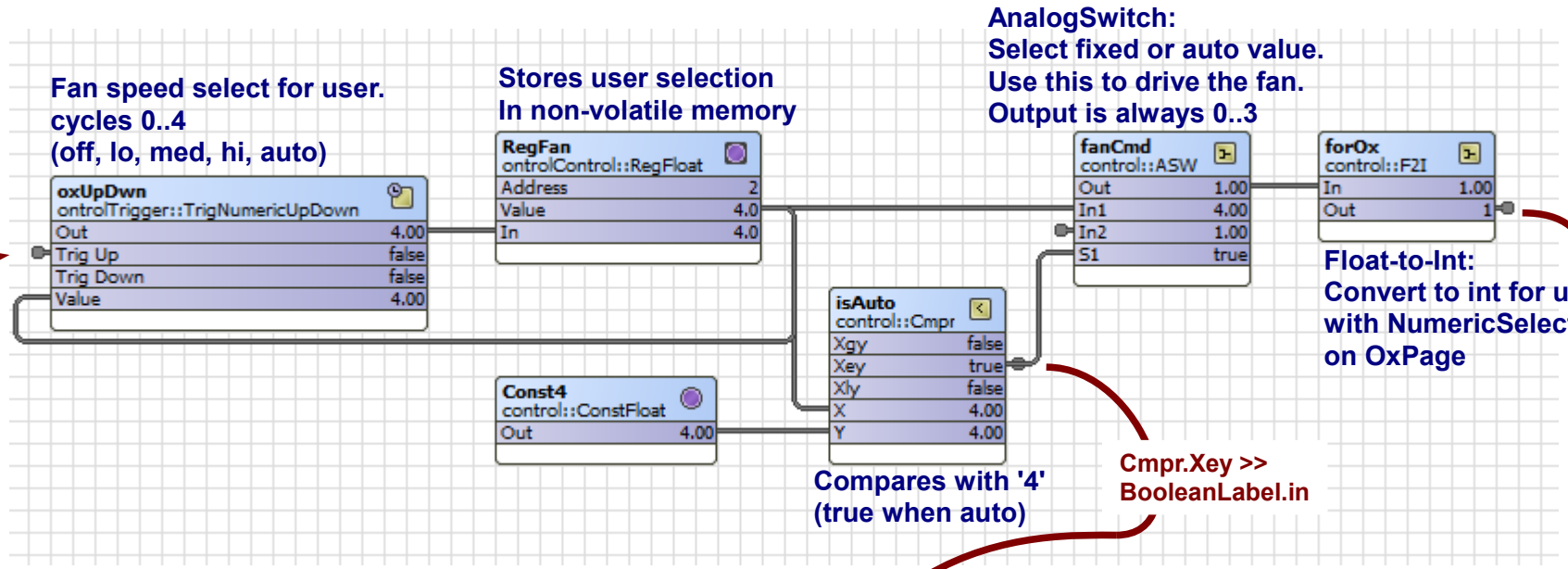
- These two components (in the kit ontrolControl) store values in non-volatile memory.
- Their values are retained across power-interruptions without requiring an App save.

Best practice use

- Link 'out' slot of Trig.. component to 'in' slot of register component
  (This will enable latest changes to be stored in non-volatile memory)
- Link 'value' slot of register, back to 'value' slot of Trig.. component
  (This will ensure syncronization, for example, if the setpoint is changed from a supervisory system)
- Use 'out' slot of register component in further logic



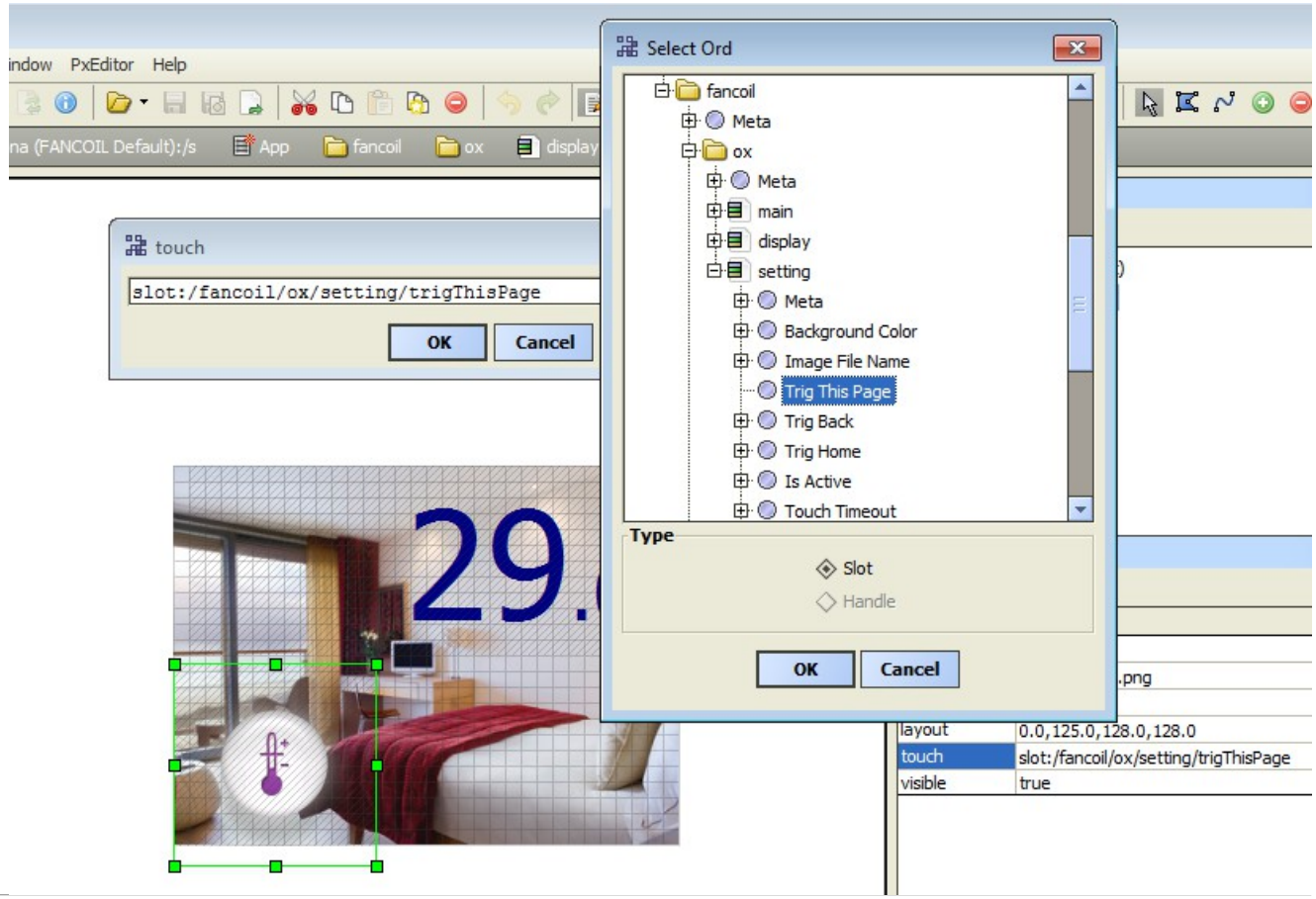
An example for three-speed fan control with auto mode selection



Hyperlinking between pages

Simply associate the *touch* slot of the button to the target oxPage's 'trigThisPage' slot

trigThisPage == “make this page active”



Configuring Back and Home buttons

The mechanism for configuring BACK and HOME buttons is also very similar.

Simply associate the *touch* slot of the button to its own oxPage's *trigBack* or *trigHome* slot.