Visu Event Handler

1 General information

Order number: 000039	Supplier information
Version: 1.0.0.1	3S-Smart Software Solutions GmbH Memminger Straße 151 87439 Kempten Germany
Short description Three example projects show how events of visualizations can be handled by a program and how to implement the necessary interfaces.	Support: Tel: +49 831 54031 66 support@codesys.com

2 Requirements and restrictions

Programming system	CODESYS Development System Version 3.5.3.0 or higher
Target system	CODESYS Control Version 3.5.3.0
Supported Platforms / Devices	Notice: Use the project 'Device Reader' to find out the supported features of your device. 'Device Reader' is available for free in the CODESYS Store.
Additional requirements	-
Restrictions	-

3 Price

This example is for free.

4 Product description

This example package shows how events of visualizations can be caught in a program. Three example projects demonstrate the usage of the `Key Event Handler`, the `Mouse Event Handler` and the `Editbox Event Handler`.

5 Technical description

`EditboxHandler.project:`

This example implements the interface `VisuElems.IEditBoxInputHandler`. The method `VariableWritten` is called by the event handler if a value is written in a textbox.

`KeyEventHandler.project:`

This example implements the interface `VisuElems.IEditBoxInputHandler`. The method `HandleKeyEvent` is called by the event handler if a key is pressed.

`MouseHandler.project:`

This example implements the interface `VisuElems.VisuElemBase.IMouseEventHandler`.

The method `HandleMouseBtnEvent` is called by the event handler if a mouse button is pressed or released.

The method `HandleMouseMoveEvent` is called by the event handler if the mouse is moved.

6 Screenshots

Move	Down	Up
iX: 406	iX: 530	iX: 530
iY: 412	iY: 5	iY: 5
Events: 28	Events: 1	Events: 1

Mode: VisuEventMgr

Increment: 0

Start Disable Inputs