1. HMI

协议：

Qt *mousePressEvent*事件：

TOUCH START

{

"jsonrpc":"2.0",

"method":"UI.OnTouchEvent",

"params":

{

"event":"[{"c":[{"x":473,"y":275}]",

"type":"BEGIN"

}

}

Qt *mouseMoveEvent*事件：

TOUCH END

{

"jsonrpc":"2.0",

"method":"UI.OnTouchEvent",

"params":

{

"event":"[{"c":[{"x":473,"y":275}]",

"type":"MOVE"

}

}

Qt *mouseReleaseEvent*事件：

TOUCH MOVE

{

"jsonrpc":"2.0",

"method":"UI.OnTouchEvent",

"params":

{

"event":"[{"c":[{"x":473,"y":275}]",

"type":"END"

}

}

1. Sdl

不需要做什么

1. Applink

接收协议，解析协议，按事件类型处理

考虑网络延迟等问题。