TouchHandler

By Joshua Ellis

The TouchHandler interfaces with the touch screen of the android device being used. Allowing other modules to be able locate screen touches.

**Public Interface:**

TouchHandler(View view, float scaleX, float scaleY)

This is the classes’ constructor. It takes the view that is being rendered so that it knows where to look for touch events, and X and Y scalars that are used to convert the coordinates from the screen into the coordinates being used by the game.

<These scalars will at a later date be moved into the game class to cut down on storage needs.>

boolean isTouchDown()

This method informs the caller if there is a finger on the screen.

Point getTouch()

This method returns the point at which the screen was lasts touched. This method will continue to return the location after the finger has been removed from the screen.

boolean isNewTouch()

This method informs the caller if wither or not the finger currently on the screen has been recognized in an earlier touch event.

resetNewTouch()

This method is used to acknowledge that the finger on the screen has been recognized. After calling this method isNewTouch will return false until a new finger is put on the screen.

**Less than public Interface:**

onTouch(View view, MotionEvent event)

This method is called internally whenever an event is detected by the touch screen. This method saves information about the event allowing other modules to be able to interface with the touch screen.

**Update log:**

File was created 11/7/2013