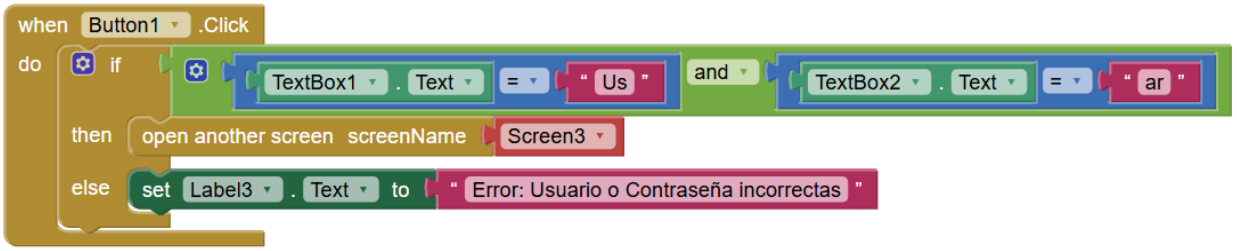
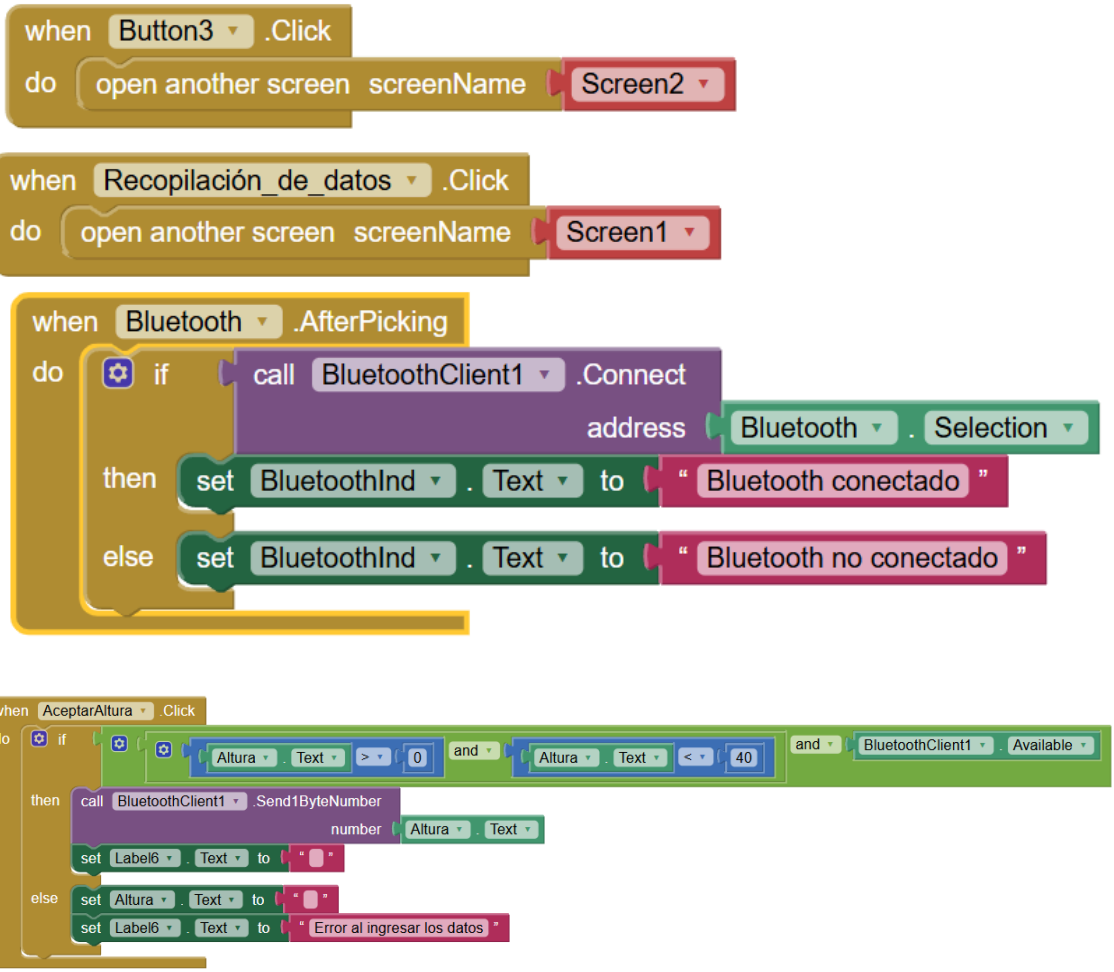
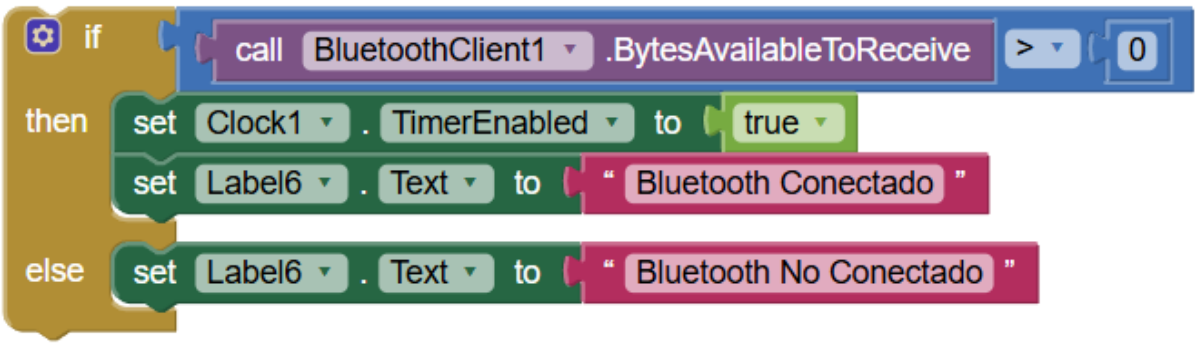
Screen de log In:

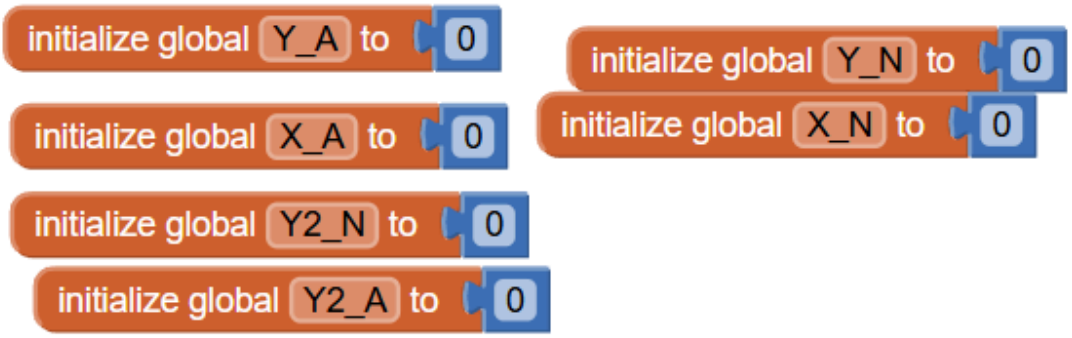


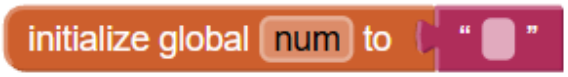
Screen de Inicio:

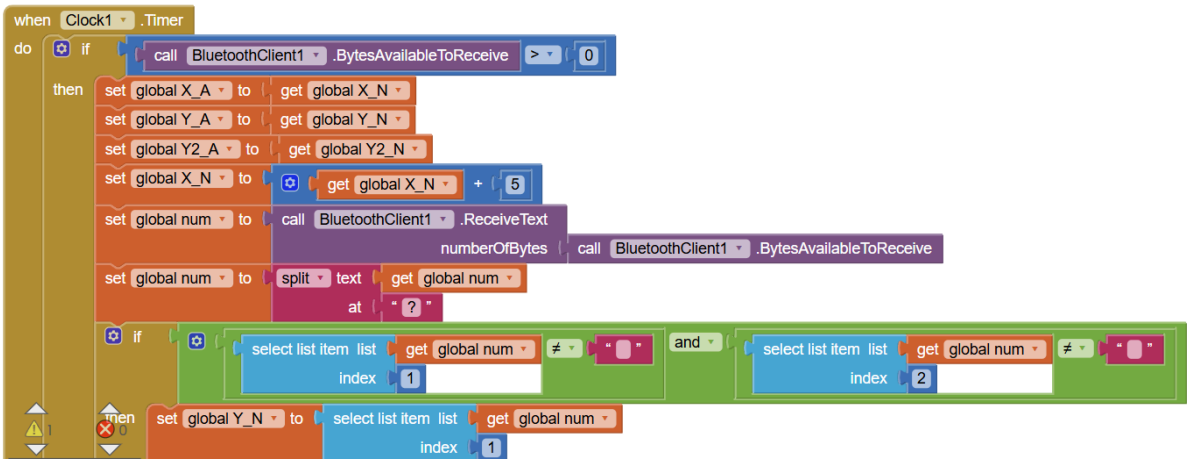


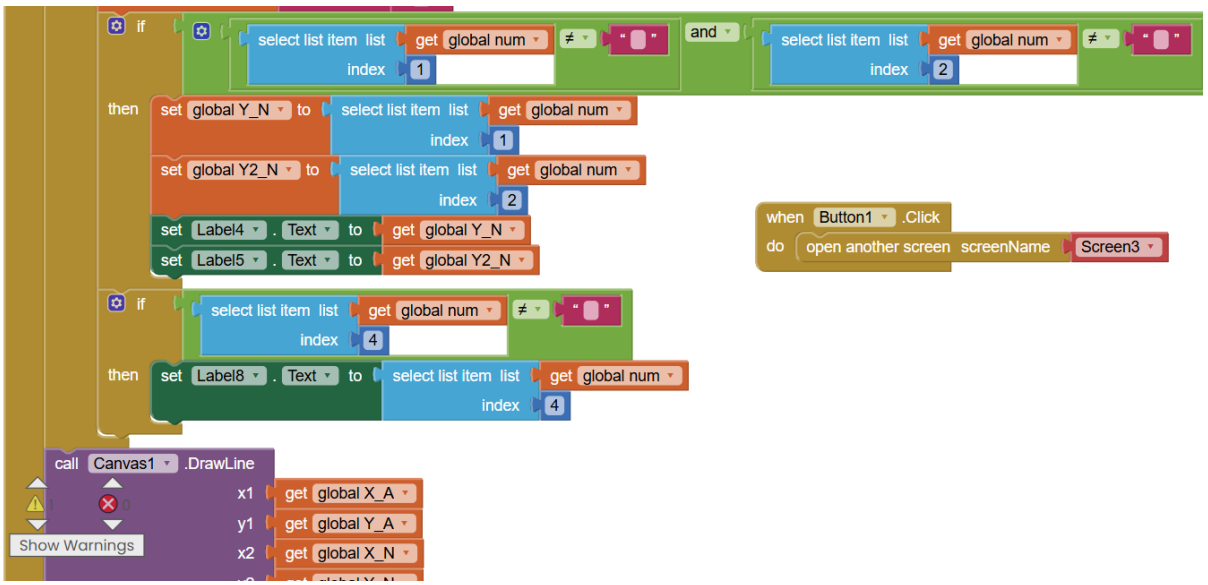
Screen de datos:


if
call BluetoothClient1 .BytesAvailableToReceive > 0
then
set Clock1 . TimerEnabled to true
set Label6 . Text to " Bluetooth Conectado "
else
set Label6 . Text to " Bluetooth No Conectado "


initialize global Y_A to 0
initialize global Y_N to 0
initialize global X_A to 0
initialize global X_N to 0
initialize global Y2_N to 0
initialize global Y2_A to 0


initialize global num to " "


when Clock1 .Timer
do if call BluetoothClient1 .BytesAvailableToReceive > 0
then set global X_A to get global X_N
set global Y_A to get global Y_N
set global Y2_A to get global Y2_N
set global X_N to get global X_N + 5
set global num to call BluetoothClient1 .ReceiveText
numberOfBytes call BluetoothClient1 .BytesAvailableToReceive
set global num to split text get global num
at " ? "
if select list item list get global num ≠ " " index 1
and select list item list get global num ≠ " " index 2
then set global Y_N to select list item list get global num
index 1


if
select list item list get global num ≠ " "
index 1
and
select list item list get global num ≠ " "
index 2
then
set global Y_N to select list item list get global num
index 1
set global Y2_N to select list item list get global num
index 2
set Label4 . Text to get global Y_N
set Label5 . Text to get global Y2_N
when Button1 .Click
do open another screen screenName Screen3
if
select list item list get global num ≠ " "
index 4
then
set Label8 . Text to select list item list get global num
index 4
call Canvas1 .DrawLine
x1 get global X_A
y1 get global Y_A
x2 get global X_N
Show Warnings

call Canvas1 .DrawLine
x1 get global X_A
y1 get global Y_A
x2 get global X_N
y2 get global Y_N
call Canvas2 .DrawLine
x1 get global X_A
y1 get global Y2_A
x2 get global X_N
y2 get global Y2_N
set Canvas2 . PaintColor to
call Canvas2 .DrawLine
x1 get global X_A
y1 180
x2 get global X_N
y2 180
set Canvas2 . PaintColor to
Show Warnings
get global X_A ≥ Canvas1 . Width
then

if get global X_A ≥ Canvas1 . Width
then
call Canvas1 .Clear
call Canvas2 .Clear
set global X_A to 0
set global X_N to 0