PenSDKLight

Programming Guide

Version 5.1.0

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1. Overview

Pen SDK Lightallows you to develop applications that use handwritten inputs. It uses aS pen, finger, or other kinds of virtual pens to provide faster and more precise user input. This means that Pen SDK Lightoffers a richer set of features than existing input tools. Because it senses the pressure underneath its tip, Pen SDK Lightmakes it feel more like you are actually writing or drawing on the device.

Pen SDK Lightprovides functions for verifying if the Spen is activated, identifying event coordinates, sensing the pressure, verifying if the side button is pressed, processing hover events and more for your application.

You can use Pen SDK Lightto:

- draw using a finger and/or S pen
- set user preferences for pens anderasers.
- edit and save input stroke objects as a file
- manage history for undo and redo commands

1.1. Basic Knowledge

The Pen SDK Lightmotion events include touch events and hover events. Touch events occur when aS pen touches the screen and hover events occur when a S pen is within a certain range of the screen.

The SpenSimpleSurfaceView class, which inherits from Android SurfaceView, processes finger and S pen inputs to express data on the viewport. Pen SDK Lightsaves the objects drawn on an SpenSimpleSurfaceView instance in SpenPageDoc, with multiple SpenPageDocs making an SpenNoteDoc file.

The following figure shows the relationship between SpenPageDoc and SpenSimpleSurfaceView.

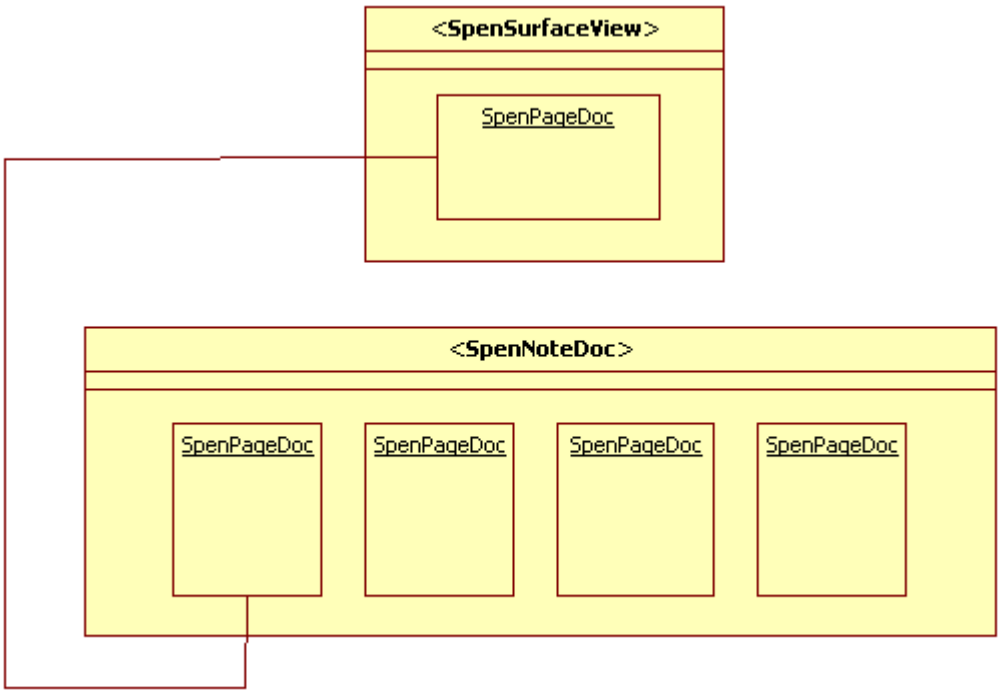


Figure 1: Relationship between SpenPageDoc and SpenSimpleSurfaceView

1.2. Architecture

The following figure shows the PenSDK Light architecture.

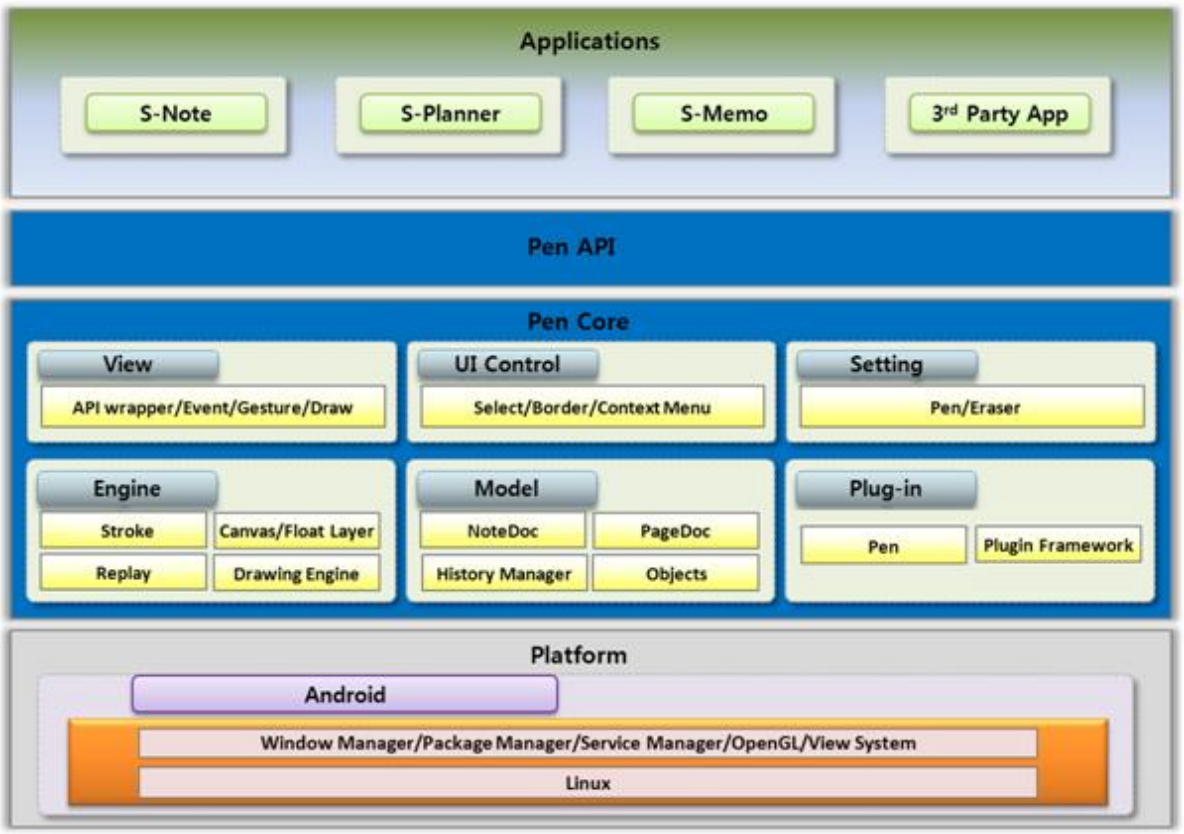


Figure 2: PenSDK Light architecture

The architecture consists of:

- **Applications:** One or more applications that use PenSDKLight.
- **View:** PenSDKLight's components for managing user input on the viewport.
- **UI Control:** PenSDK Light 's controls for objects on the viewport (scale, rotate, move, and select.)
- **Setting:** PenSDK Light 's components for managing user preferences for pens and erasers.
- **Model:** PenSDK Light 's components for adding, deleting, and saving data and for history management.
- **Plug-in:** Plug-ins for extending PenSDK Light.

1.3. Package Diagram

The following figure shows the PenSDK Light packages and classes that you can use in your application.

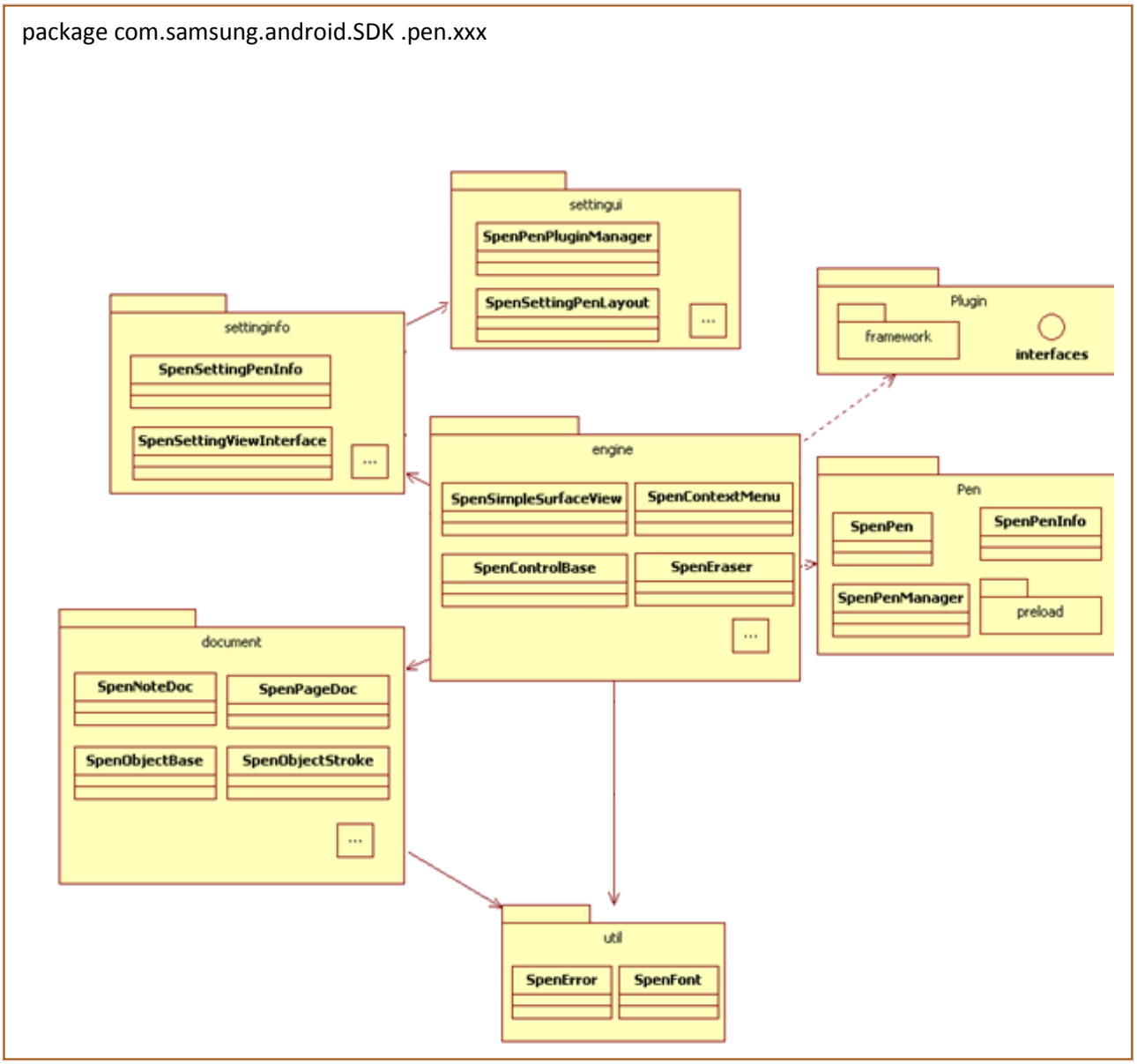


Figure 3: Pen SDK Lightpackages and classes

The Pen SDK Lightpackages and classes include:

- **SpenNoteDoc:** Manages SpenPageDocs.Corresponds to an SPD file.
- **SpenPageDoc:** Manages the Metadata, objects and layers of a page, which corresponds to a page in an SPD file.
- **SpenObjectStroke:** Manages user strokes. Each instance corresponds to a user stroke.
- **SpenSimpleSurfaceView:** Expresses data on the viewport and manages touch events and layers.
- **SpenPen:** Manages the pen strokes based on the user preferences.
- **SpenControlBase:** Provides the UI controls for scaling, rotating, moving, and selecting objects.
- **settingui:** Provides the UI controls for the pen settings View.
- **settinginfo:** Contains data on the pen settings.

Replace xxx in the image above with document, engine, pen, Plugin, recognition, settingui, settinginfo or util to get the full package name in question.

1.4. Supported Platforms

Android 4.0 (Ice Cream Sandwich API Level 14) or above support PenSDK Light.

1.5. Supported Features

Pen SDK Lightsupports the following features:

- Processing S pen touch events and hover events, sensing S pen pressure and checking if the side button is pressed.
- Zoom in and out and pan on the viewport.
- Managing user preferences for pens and erasers.
- Managing input objects and maintaining their states.
- Selecting, scaling, moving objects.
- Managing the history of an input object.
- Adding third party templates.

1.6. Components

- Components
    - pen-v5.1.x_lite.aar
    - SDK -v1.0.0.jar
- Imported PenSDK Light:
    - com.samsung.android.SDK .pen

1.7. Importing Libraries

To import PenSDK Lightlibraries to the application project:

Add the pen-v5.1.x_lite.aar and SDK -v1.0.0.jar files to the libs folder.

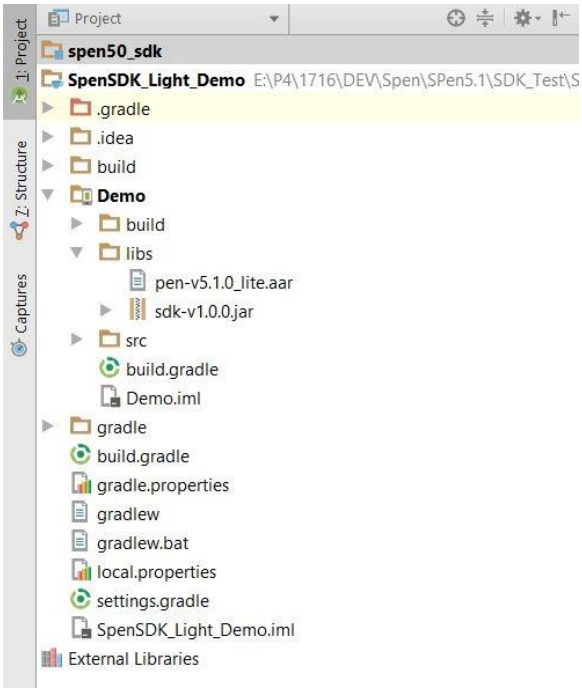


Figure 4: libs folder in Android Studio

Add lib to your build.gradle to link to Android Dependences

```
repositories {
    flatDir {
        dirs 'libs'
    }
}

dependencies {
    compile files('libs/SDK -v1.0.0.jar')
    compile(name:'pen-v5.1.x_lite', ext:'aar');
}
```

Add the following permission to your Android manifest file to access the Pen SDK Lightexternal storage.

```
<uses-permissionandroid:name="android.permission.WRITE_EXTERNAL_STORAGE"/>
```

Select Android 4.0 (Ice Cream Sandwich) or higher as a Project Build Target in your project properties.

The following permission has to be specified in the AndroidManifest.xml fileto initialize PenSDK Light.

```
<uses-permissionandroid:name=
"com.samsung.android.providers.context.permission.WRITE_USE_APP_FEATURE_SURVEY"/>
```

If you don’t add the permission,

- Android 4.4.2 (KitKat) and above: SecurityException is thrown and your application doesn’t work.
- Prior to Android 4.4.2 (KitKat): No exception. And the application works properly.

2. HelloPen

HelloPen is a simple program that:

- gets input from a S pen
- expresses drawing on the viewport

```
publicclass PenSample1_1_HelloPen extends Activity {

private Context mContext;
private SpenNoteDoc mSpenNoteDoc;
private SpenPageDoc mSpenPageDoc;
private SpenSimpleSurfaceView mSpenSimpleSurfaceView;

@Override
protectedvoid onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_hello_pen);
mContext = this;

// Initialize Spen
booleanisSpenFeatureEnabled = false;
        Spen spenPackage = new Spen();
try {
spenPackage.initialize(this);
isSpenFeatureEnabled = spenPackage.isFeatureEnabled(Spen.DEVICE_PEN);
        } catch (SSDK UnsupportedException e) {
if( processUnsupportedException(e) == true) {
return;
            }
        } catch (Exception e1) {
Toast.makeText(mContext, "Cannot initialize Spen.",
                Toast.LENGTH_SHORT).show();
e1.printStackTrace();
            finish();
        }

// Create Spen View
        RelativeLayout spenViewLayout =
            (RelativeLayout) findViewById(R.id.spenViewLayout);
mSpenSimpleSurfaceView = new SpenSimpleSurfaceView(mContext);
if (mSpenSimpleSurfaceView == null) {
Toast.makeText(mContext, "Cannot create new SpenView.",
                Toast.LENGTH_SHORT).show();
            finish();
        }
spenViewLayout.addView(mSpenSimpleSurfaceView);

// Get the dimension of the device screen.
        Display display = getWindowManager().getDefaultDisplay();
        Rect rect = new Rect();
display.getRectSize(rect);
// Create SpenNoteDoc
try {
mSpenNoteDoc =
new SpenNoteDoc(mContext, rect.width(), rect.height());
```

```
        } catch (IOException e) {
Toast.makeText(mContext, "Cannot create new NoteDoc.",
                Toast.LENGTH_SHORT).show();
e.printStackTrace();
            finish();
        } catch (Exception e) {
e.printStackTrace();
            finish();
        }
// Add a Page to NoteDoc, get an instance, and set it to the member variable.
mSpenPageDoc = mSpenNoteDoc.appendPage();
mSpenPageDoc.setBackgroundColor(0xFFD6E6F5);
mSpenPageDoc.clearHistory();
// Set PageDoc to View.
mSpenSimpleSurfaceView.setPageDoc(mSpenPageDoc, true);

if(isSpenFeatureEnabled == false) {
mSpenSimpleSurfaceView.setToolTypeAction(SpenSimpleSurfaceView.TOOL_FINGER,
SpenSimpleSurfaceView.ACTION_STROKE);
            Toast.makeText(mContext,
"Device does not support Spen. \n You can draw stroke by finger.",
                Toast.LENGTH_SHORT).show();
        }
    }

protectedvoid onDestroy() {
super.onDestroy();

if (mSpenSimpleSurfaceView != null) {
mSpenSimpleSurfaceView.close();
mSpenSimpleSurfaceView = null;
        }

if(mSpenNoteDoc != null) {
try {
mSpenNoteDoc.close();
            } catch (Exception e) {
e.printStackTrace();
            }
mSpenNoteDoc = null;
        }
    };
}
```

3. Using the Spen Class

The Spen class provides the following methods:

- `initialize()` initializes PenSDK Light. You need to initialize Pen SDK Lightbefore you can use it. If the device does not support S Pen, SSDK UnsupportedException is thrown.
- `getVersionCode()` returns the Pen SDK Lightversion number as an integer.
- `getVersionName()` returns the Pen SDK Lightversion name as a string.
- `isFeatureEnabled()`checks if a Pen SDK Lightfeature is available on the device.

```
boolean isSpenFeatureEnabled = false;
Spen spenPackage = new Spen();
try {
       spenPackage.initialize(this);
       isSpenFeatureEnabled = spenPackage.isFeatureEnabled(Spen.DEVICE_PEN);
} catch (SSDK UnsupportedException e) {
int eType = e.getType();
if (eType == SSDK UnsupportedException.VENDOR_NOT_SUPPORTED) {
// The device is not a Samsung device.
       } else if (eType == SSDK UnsupportedException.DEVICE_NOT_SUPPORTED) {
// The device does not support Pen.
       } else if (eType == SSDK UnsupportedException.LIBRARY_NOT_INSTALLED) {
// SPen SDK Light5.1 apk is not installed on the device.
       } else if (eType
                     == SSDK UnsupportedException.LIBRARY_UPDATE_IS_REQUIRED) {
// The Pen library or SPen SDK Light5.1 apk requires to be updated.
       } else if (eType
                     == SSDK UnsupportedException.LIBRARY_UPDATE_IS_RECOMMENDED) {
// It is recommended that the Pen library or SPen SDK Light5.1 apk isupdated to the
// latest version as possible.
       }
} catch (Exception e) {
Toast.makeText(this, "Cannot initialize Pen.",
                   Toast.LENGTH_SHORT).show();
         finish();
}

int versionCode = spenPackage.getVersionCode();
String versionName = spenPackage.getVersionName();
```

For more information, see `onCreate()` in PenSample1_1_HelloPen.java.

3.1. Using the initialize() method

The `Spen.initialize()` method:

- initializes PenSDK Light
- checks if the device is a Samsung device
- checks if the Samsung device supports Pen SDK Light

- checks if Pen SDK Light5.1 apkare installed on the device

```
void initialize(Context context) throws SSDK UnsupportedException
```

If initializing PenSDK Light is failed, the initialize() method throws an SSDK UnsupportedException exception. To find out the reason for the exception, check the exception message.

3.2. Handling SSDK UnsupportedException

If an SSDK UnsupportedException exception is thrown, check the exception message type using SSDK UnsupportedException.getType().

The following five types of exception messages are defined in the Spen class:

- VENDOR_NOT_SUPPORTED: The device is not a Samsung device.
- DEVICE_NOT_SUPPORTED: The device does not support PenSDK Light.
- LIBRARY_NOT_INSTALLED: SPen SDK Light5.1 apk is not installed on the device.
- LIBRARY_UPDATE_IS_REQUIRED: A necessary update for the PenSDK Light library or SPen SDK Light5.1 apk. If the library or apk is not updated, the user cannot use the application.
- LIBRARY_UPDATE_IS_RECOMMENDED: A recommendationto updatethe PenSDK Light library or SPen SDK Light5.1 apk, but it is not mandatory. The user can use the application without updatingthem.

3.3. Checking the Availability of PenSDK Light Features

You can check if a S Pen feature is supported on the device withthe isFeatureEnabled() method. The feature typesare defined in the Spen class. Pass the feature type as a parameter when calling the isFeatureEnabled() method. The method returns a boolean value that indicates the support for the feature on the device.

```
boolean isFeatureEnabled(int type)
```

To check if the device supports the use of S pen:

1. Call Spen.isFeatureEnabled(Spen.DEVICE_PEN).
2. If the method returns false (which means S pen are not supported), call SpenSimpleSurfaceView.setToolTypeAction()and set TOOL_FINGER to ACTION_STROKE to enable input with user fingers.

```
if(spenPackage.isFeatureEnabled(Spen.DEVICE_PEN) == false) {
mSpenSimpleSurfaceView.setToolTypeAction(SpenSimpleSurfaceView.TOOL_FINGER,
                SpenSimpleSurfaceView.ACTION_STROKE);
    Toast.makeText(mContext,
```

```
"Device does not support S pen. \n You can draw strokeswith yourfinger",
    Toast.LENGTH_SHORT).show();
}
```

3.4. Supporting Devices

Pen SDK Light supports both of 32 and 64 bit execution environments. Even SDK supports both of them, because it can't know what environment will be used , you need to inform the environment to SDK .

The execution environment is determined by your application's configuration.

There are 3 possible options :

- Android application without any native library
- Android application with only 32bit native library
- Android application withboth of 32 and 64bit native library

3.4.1. Android application without any native library

If it does not have any native library, the execution environment is determined by underlying system. If the system is 32 bit, application will be run on 32 bit execution environment. If it 64 bit, the execution environment will be 64 bit.

In this case, just use below default initialize method.

```
void initialize(Context context) throws SSDK UnsupportedException
```

3.4.2. Android application contains only 32bit native library

If an application contains native library and the library is built with 32 bit mode, the application will be run on 32 bit execution environment even undelying system is 64 bit.

In this case, the application has to call initialize method with "isForce32BitMode = true".

```
voidinitialize(Context context, intmaxCacheSize, intcreateMode, booleanisForce32BitMode)throws SSDK
UnsupportedException
```

Note

Pen SDK Light libraries including 32/64bit .so files. In this case 64 bit .so files is unnecessary. For saving memory of application, modify build.gradle file in Android Studio as below:
`packagingOptions {`
`exclude 'lib/arm64-v8a/libgnustl_shared.so'`
`exclude 'lib/arm64-v8a/libSPenBase.so'`
`exclude 'lib/arm64-v8a/libSPenBeautify.so'`
`exclude 'lib/arm64-v8a/libSPenBrush.so'`
`exclude 'lib/arm64-v8a/libSPenChineseBrush.so'`
`exclude 'lib/arm64-v8a/libSPenEngine.so'`

Note

```
exclude 'lib/arm64-v8a/libSPenFountainPen.so'
exclude 'lib/arm64-v8a/libSPenInit.so'
exclude 'lib/arm64-v8a/libSPenInkPen.so'
exclude 'lib/arm64-v8a/libSPenMagicPen.so'
exclude 'lib/arm64-v8a/libSPenMarker.so'
exclude 'lib/arm64-v8a/libSPenModel.so'
exclude 'lib/arm64-v8a/libSPenMontblancCalligraphyPen.so'
exclude 'lib/arm64-v8a/libSPenMontblancFountainPen.so'
exclude 'lib/arm64-v8a/libSPenObliquePen.so'
exclude 'lib/arm64-v8a/libSPenPencil.so'
exclude 'lib/arm64-v8a/libSPenPluginFW.so'
}
```

3.4.3. Android application contains 32bit/64 bit native library

If an application contains native library and the library contains both of 32 and 64 bit mode, you also don't need care what environment will be used like the applicationwithout any native library case.

Just use belowdefault initialize method.

```
void initialize(Context context) throws SSDK UnsupportedException
```

3.4.4. Prompt to install or update Pen SDK Light

If initializing PenSDK Light is failed, the `initialize()` method throws an SSDK UnsupportedException exception. Application should display a message that prompts the user to install or update `SPen SDK Light5.1` apk and open the website to download the package by following Uri:

```
Uri uri = Uri.parse("market://details?id="+ Spen.getSpenPackageName());
```

4. Using Pen SDK Light

4.1. Using PenSDKLight Views

SpenSimpleSurfaceView, which inherits from Android SurfaceView, processes finger gestures or S pen input to express drawings on the viewport.

SpenSimpleSurfaceView is the view component in the model-view-controller paradigm, and it generates a representation of the object data on the viewport. SpenSimpleSurfaceView provides controls for scaling, rotating, moving, and selecting objects.

SpenSimpleSurfaceView and SpenSettingPenLayout combine to provide methods for managing user preferences for font, font size, and font color; the size, color, or type of the pen tool; the size of the eraser tool; and options for objects.

4.1.1. Drawing on the Screen

The following simple application creates anSpenSimpleSurfaceView instance on the viewport, which allows you to draw with a S pen.

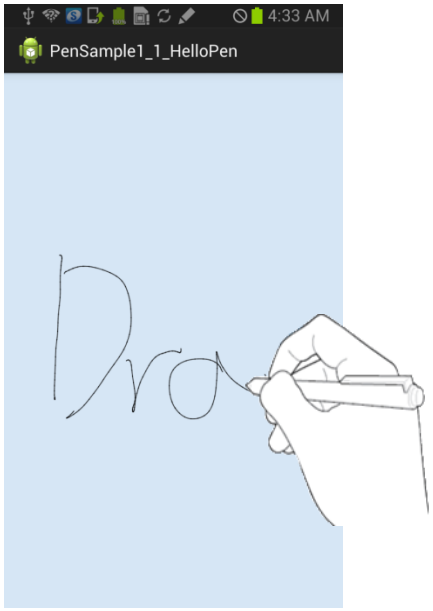


Figure 5: Basic drawing

```
publicclass PenSample1_1_HelloPen extends Activity {

private Context mContext;
private SpenNoteDoc mSpenNoteDoc;
private SpenPageDoc mSpenPageDoc;
```

```
private SpenSimpleSurfaceView mSpenSimpleSurfaceView;

@Override
protectedvoid onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_hello_pen);
mContext = this;

// Initialize Spen
booleanisSpenFeatureEnabled = false;
        Spen spenPackage = new Spen();
try {
spenPackage.initialize(this);
isSpenFeatureEnabled = spenPackage.isFeatureEnabled(Spen.DEVICE_PEN);
        } catch (SSDK UnsupportedException e) {
if( processUnsupportedException(e) == true) {
return;
            }
        } catch (Exception e1) {
Toast.makeText(mContext, "Cannot initialize Spen.",
                Toast.LENGTH_SHORT).show();
e1.printStackTrace();
            finish();
        }

// Create Spen View
        RelativeLayout spenViewLayout =
            (RelativeLayout) findViewById(R.id.spenViewLayout);
mSpenSimpleSurfaceView = new SpenSimpleSurfaceView(mContext);
if (mSpenSimpleSurfaceView == null) {
Toast.makeText(mContext, "Cannot create new SpenView.",
                Toast.LENGTH_SHORT).show();
            finish();
        }
spenViewLayout.addView(mSpenSimpleSurfaceView);

// Get the dimension of the device screen.
        Display display = getWindowManager().getDefaultDisplay();
        Rect rect = new Rect();
display.getRectSize(rect);
// Create SpenNoteDoc
try {
mSpenNoteDoc =
new SpenNoteDoc(mContext, rect.width(), rect.height());
        } catch (IOException e) {
Toast.makeText(mContext, "Cannot create new NoteDoc.",
                Toast.LENGTH_SHORT).show();
e.printStackTrace();
            finish();
        } catch (Exception e) {
e.printStackTrace();
            finish();
        }
// Add a Page to NoteDoc, get an instance, and set it to the member variable.
mSpenPageDoc = mSpenNoteDoc.appendPage();
mSpenPageDoc.setBackgroundColor(0xFFD6E6F5);
mSpenPageDoc.clearHistory();
// Set PageDoc to View.
mSpenSimpleSurfaceView.setPageDoc(mSpenPageDoc, true);
```

```
if(isSpenFeatureEnabled == false) {
mSpenSimpleSurfaceView.setToolTypeAction(SpenSimpleSurfaceView.TOOL_FINGER,
SpenSimpleSurfaceView.ACTION_STROKE);
            Toast.makeText(mContext,
"Device does not support Spen. \n You can draw stroke by finger.",
                Toast.LENGTH_SHORT).show();
        }
       }

privateboolean processUnsupportedException(SSDK UnsupportedException e) {

e.printStackTrace();
interrType = e.getType();
// If the device is not a Samsung device or if the device does not support Pen.
if (errType == SSDK UnsupportedException.VENDOR_NOT_SUPPORTED
                || errType == SSDK UnsupportedException.DEVICE_NOT_SUPPORTED) {
Toast.makeText(mContext, "This device does not support Spen.",
                    Toast.LENGTH_SHORT).show();
            finish();
        }
elseif (errType == SSDK UnsupportedException.LIBRARY_NOT_INSTALLED) {
// If SPen SDK Light APK is not installed.
            showAlertDialog( "You need to install additional Spen software"
                +" to use this application."
                + "You will be taken to the installation screen."
                + "Restart this application after the software has been installed."
                , true);
        } elseif (errType
                == SSDK UnsupportedException.LIBRARY_UPDATE_IS_REQUIRED) {
// SPen SDK Light APK must be updated.
            showAlertDialog( "You need to update your Spen software "
                + "to use this application."
                + " You will be taken to the installation screen."
                + " Restart this application after the software has been updated."
                , true);
        } elseif (errType
                == SSDK UnsupportedException.LIBRARY_UPDATE_IS_RECOMMENDED) {
// Update of SPen SDK Light APK to an available new version is recommended.
            showAlertDialog( "We recommend that you update your Spen software"
                +" before using this application."
                + " You will be taken to the installation screen."
                + " Restart this application after the software has been updated."
                , false);
returnfalse;
        }
returntrue;
       }

privatevoid showAlertDialog(String msg, finalbooleancloseActivity) {

        AlertDialog.Builder dlg = new AlertDialog.Builder(mContext);
dlg.setIcon(getResources().getDrawable(
            android.R.drawable.ic_dialog_alert));
dlg.setTitle("Upgrade Notification")
            .setMessage(msg)
            .setPositiveButton(android.R.string.yes,
new DialogInterface.OnClickListener() {
@Override
```

```
publicvoid onClick(
                        DialogInterface dialog, intwhich) {
// Go to the market website and install/update APK.
                        Uri uri = Uri.parse("market://details?id=" +
Spen.getSpenPackageName());
                        Intent intent = new Intent(Intent.ACTION_VIEW, uri);
intent.setFlags(Intent.FLAG_ACTIVITY_NEW_TASK
                            | Intent.FLAG_ACTIVITY_CLEAR_TASK);
                        startActivity(intent);

dialog.dismiss();
                        finish();
                    }
                })
            .setNegativeButton(android.R.string.no,
new DialogInterface.OnClickListener() {
@Override
publicvoid onClick(
                        DialogInterface dialog, intwhich) {
if(closeActivity == true) {
// Terminate the activity if APK is not installed.
                            finish();
                        }
dialog.dismiss();
                    }
            })
            .setOnCancelListener(new DialogInterface.OnCancelListener() {
@Override
publicvoid onCancel(DialogInterface dialog) {
if(closeActivity == true) {
// Terminate the activity if APK is not installed.
                        finish();
                    }
                }
            })
            .show();
dlg = null;
    }
@Override
protectedvoid onDestroy() {
super.onDestroy();

if (mSpenSimpleSurfaceView != null) {
mSpenSimpleSurfaceView.close();
mSpenSimpleSurfaceView = null;
        }

if(mSpenNoteDoc != null) {
try {
mSpenNoteDoc.close();
            } catch (Exception e) {
e.printStackTrace();
            }
mSpenNoteDoc = null;
        }
    };
}
```

For more information, see PenSample1_1_HelloPen.java.

The following sections provide more details on the steps involved in drawing on the screen.

4.1.1.1 Initializing PenSDK Light

To use PenSDK Light, you must initialize it as shown below before using it.

```
Spen spenPackage = new Spen();
try {
spenPackage.initialize(this);
isSpenFeatureEnabled = spenPackage.isFeatureEnabled(Spen.DEVICE_PEN);
} catch (SSDK UnsupportedException e) {
if (SDK Utils.processUnsupportedException(this, e) == true) {
return;
    }
} catch (Exception e1) {
    Toast.makeText(mContext, "Cannot initialize Spen.", Toast.LENGTH_SHORT).show();
e1.printStackTrace();
    finish();
}
```

Pen SDK Lightruns only on Samsung devices. The `Spen.initialize()` method throws an SSDK UnsupportedException exception on other devices. Handle the SSDK UnsupportedException exception as shown in the sample code below.

If the device is not a Samsung device or if the device is a Samsung device that does not support S pen:

- Display a message that the device does not support PenSDK Light.
- Call `finish()` to close the application.

If `SPen SDK Light5.1` apkis not installed or if it is not the latest version on the device:

- Display a message that prompts the user to install or update `SPen SDK Light5.1` apk and open the website to download the package.

```
privateboolean processUnsupportedException(SSDK UnsupportedException e) {

e.printStackTrace();
interrType = e.getType();
// If the device is not a Samsung device or if the device does not support Pen.
if (errType == SSDK UnsupportedException.VENDOR_NOT_SUPPORTED
            || errType == SSDK UnsupportedException.DEVICE_NOT_SUPPORTED) {
Toast.makeText(mContext, "This device does not support Spen.",
                Toast.LENGTH_SHORT).show();
        finish();
    }
elseif (errType == SSDK UnsupportedException.LIBRARY_NOT_INSTALLED) {
// If SPen SDK Light APK is not installed.
        showAlertDialog( "You need to install additional Spen software"
            +" to use this application."
            + "You will be taken to the installation screen."
            + "Restart this application after the software has been installed."
            , true);
```

```
    } elseif (errType
            == SSDK UnsupportedException.LIBRARY_UPDATE_IS_REQUIRED) {
// SPen SDK Light APK must be updated.
        showAlertDialog( "You need to update your Spen software "
            + "to use this application."
            + " You will be taken to the installation screen."
            + " Restart this application after the software has been updated."
            , true);
    } elseif (errType
            == SSDK UnsupportedException.LIBRARY_UPDATE_IS_RECOMMENDED) {
// Update of SPen SDK Light APK to an available new version is recommended.
        showAlertDialog( "We recommend that you update your Spen software"
            +" before using this application."
            + " You will be taken to the installation screen."
            + " Restart this application after the software has been updated."
            , false);
returnfalse;
    }
returntrue;
}


privatevoid showAlertDialog(String msg, finalbooleancloseActivity) {

    AlertDialog.Builder dlg = new AlertDialog.Builder(mContext);
dlg.setIcon(getResources().getDrawable(
        android.R.drawable.ic_dialog_alert));
dlg.setTitle("Upgrade Notification")
        .setMessage(msg)
        .setPositiveButton(android.R.string.yes,
new DialogInterface.OnClickListener() {
@Override
publicvoid onClick(
                    DialogInterface dialog, intwhich) {
// Go to the market website and install/update APK.
                    Uri uri = Uri.parse("market://details?id=" +
Spen.getSpenPackageName());
                    Intent intent = new Intent(Intent.ACTION_VIEW, uri);
intent.setFlags(Intent.FLAG_ACTIVITY_NEW_TASK
                        | Intent.FLAG_ACTIVITY_CLEAR_TASK);
                    startActivity(intent);

dialog.dismiss();
                    finish();
                }
            })
        .setNegativeButton(android.R.string.no,
new DialogInterface.OnClickListener() {
@Override
publicvoid onClick(
                    DialogInterface dialog, intwhich) {
if(closeActivity == true) {
// Terminate the activity if APK is not installed.
                        finish();
                    }
dialog.dismiss();
                }
        })
        .setOnCancelListener(new DialogInterface.OnCancelListener() {
```

```
@Override
publicvoid onCancel(DialogInterface dialog) {
if(closeActivity == true) {
// Terminate the activity if APK is not installed.
                    finish();
                }
            }
        })
        .show();
dlg = null;
 }
```

4.1.1.2 Checking the Availability of S pen

To check if the device supports S pen:

1. Call `Spen.isFeatureEnabled(Spen.DEVICE_PEN)`.

If the method returns false, call `SpenSimpleSurfaceView.setToolTypeAction()`and set TOOL_FINGER to ACTION_STROKE to enable users to use their finger for input.

```
boolean isSpenFeatureEnabled = false;

        .........

isSpenFeatureEnabled = spenPackage.isFeatureEnabled(Spen.DEVICE_PEN);

        .........

if(isSpenFeatureEnabled == false) {
mSpenSimpleSurfaceView.setToolTypeAction(SpenSimpleSurfaceView.TOOL_FINGER,
SpenSimpleSurfaceView.ACTION_STROKE);
        Toast.makeText(mContext,
"Device does not support S pen. \n You can draw strokeswith your finger",
                Toast.LENGTH_SHORT).show();
}
```

4.1.1.3 Creating SpenSimpleSurfaceView

To createa drawing container in your application:

1. Create anSpenSimpleSurfaceView instance by passing your application Context to the SpenSimpleSurfaceView constructor.

2. Add the SpenSimpleSurfaceView instance to the main layout.

```
RelativeLayout spenViewLayout =(RelativeLayout) findViewById(R.id.spenViewLayout);
mSpenSimpleSurfaceView = newSpenSimpleSurfaceView(mContext);
if (mSpenSimpleSurfaceView == null) {
       finish();
}
```

```
spenViewLayout.addView(mSpenSimpleSurfaceView);
```

4.1.1.4 Connecting SpenPageDoc to SpenSimpleSurfaceView

To create a container to save input data from the SpenSimpleSurfaceView instance:

1. Create an SpenNoteDoc instance by passing your application Context and the width and height of the SpenSimpleSurfaceView instance to the SpenNoteDoc constructor. If PenSDK Light fails to create a cache directory, an IOException is thrown.
2. Call `SpenPageDoc.setBackgroundColor()`to specify the background color. This method is recorded in the history stack when it is executed, and Pen SDK Lightmay not function properly when an Undo or Redo operation occurs as a result.
3. To avoid this issue, call `SpenPageDoc.clearHistory()` to clear the history stack.
4. Use the `SpenSimpleSurfaceView.setPageDoc()` method to connect the SpenPageDoc instance to your SpenSimpleSurfaceView instance.

```
try {
mSpenNoteDoc =new SpenNoteDoc(mContext, rect.width(), rect.height());
} catch (IOException e) {
     e.printStackTrace();
       finish();
} catch (Exception e) {
       e.printStackTrace();
       finish();
}
// After adding a page to NoteDoc, get an instance
// and set it as a member variable.
mSpenPageDoc = mSpenNoteDoc.appendPage();
mSpenPageDoc.setBackgroundColor(0xFFD6E6F5);
mSpenPageDoc.clearHistory();
// Set PageDoc to View.
mSpenSimpleSurfaceView.setPageDoc(mSpenPageDoc, true);
```

4.1.1.5 Preventing Memory Leaks

To prevent memory leaks:

1. Call `SpenNoteDoc.close()` and `SpenSimpleSurfaceView.close()` to close the SpenNoteDoc and SpenSimpleSurfaceView instances to prevent memory leaks when your application closes.

To discard the cache data for your SpenNoteDoc instance, call `SpenNoteDoc.close()` with the Boolean parameter set to true.

An exception is thrown if you refer to an SpenNoteDoc instance after you have closed it. You can close SpenNoteDoc and SpenSimpleSurfaceView in the `onDestroy()` method.

```
if(mSpenSimpleSurfaceView != null) {
mSpenSimpleSurfaceView.close();
mSpenSimpleSurfaceView = null;
}

if(mSpenNoteDoc != null) {
try {
mSpenNoteDoc.close();
       } catch (Exception e) {
           e.printStackTrace();
       }
mSpenNoteDoc = null;
}
```

Note

Once you create an SpenSimpleSurfaceView instance, Pen SDK Lightsets the default action of TOOL_FINGER to ACTION_GESTURE. This activates the zoom in, zoom out, and pan with finger gestures. To disable the zoom and pan features, call SpenSimpleSurfaceView.setToolTypeAction() and set TOOL_FINGER to ACTION_NONE. By default, Pen SDK Lightsets TOOL_SPEN to ACTION_STROKE, which allows the S pen to draw strokes on the screen.

```
mSpenSimpleSurfaceView.setToolTypeAction(SpenSimpleSurfaceView.TOOL_FINGER,
SpenSimpleSurfaceView.ACTION_NONE);
```

The following tables contain the available tools and actions for SpenSimpleSurfaceView.

Pen SDK Lightsupports the following tool types.

Tool type	Value	Description
TOOL_UNKNOWN	0	Unknown tool.
TOOL_FINGER	1	Human fingers.
TOOL_SPEN	2	S pen.
TOOL_MOUSE	3	Mouse.
TOOL_ERASER	4	Eraser tool.
TOOL_MULTI_TOUCH	5	Multi-touch.

Pen SDK Lightsupports the following action types.

Action type	Value	Description
ACTION_NONE	0	No action.
ACTION_GESTURE	1	Finger gesture.
ACTION_STROKE	2	Pen SDK Lightstroke.
ACTION_ERASER	3	Eraser tool.
ACTION_STROKE_REMOVER	4	Erasing pen stroke.
ACTION_COLOR_PICKER	5	Color picker.

Note		
ACTION_SELECTION	6	Selection.

4.1.2. Adding PenSDK Light Settings

You can add a pen settings button to your application for setting user preferences for the pen size, color and type.

The sample application implements the following features:

1. Pen settings button for setting user preferences.

When the button is clicked, the SpenSettingPenLayout view appears to allow the user to configure the settings for the PenSDK Light. If the button is clicked again, the window closes.

Listener to launch a color picker. When the listener is called, the sample application applies the selected color to the settings.

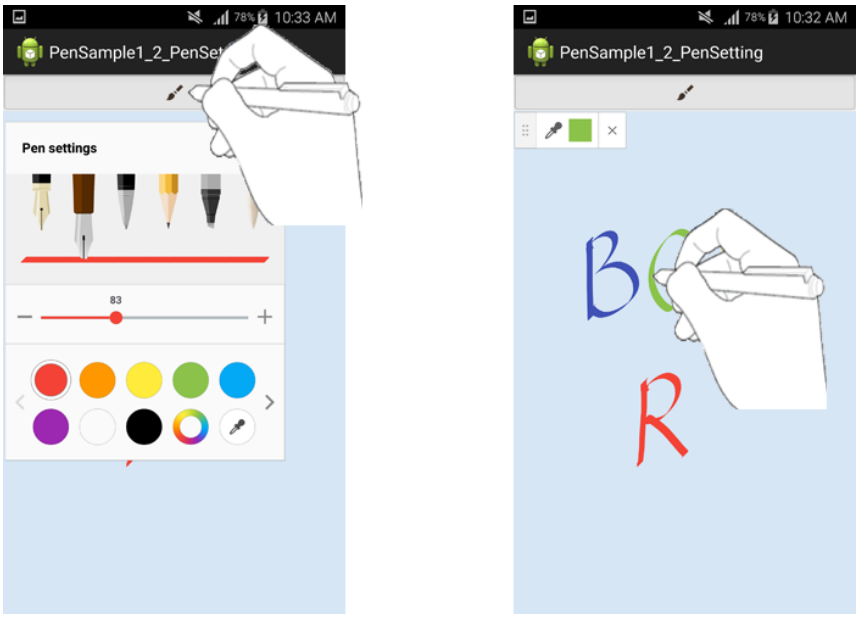


Figure 6: PenSDK Light settings and color picker

```
publicclass PenSample1_2_PenSetting extends Activity {

private Context mContext;
private SpenNoteDoc mSpenNoteDoc;
private SpenPageDoc mSpenPageDoc;
private SpenSimpleSurfaceView mSpenSimpleSurfaceView;
private SpenSettingPenLayout mPenSettingView;
private LinearLayout mLayoutPreset;
private ImageButton mBtnPreset;
```

```
private Button mBtnEditPreset;
private ImageButton mBtnAddPreset;
private ImageView mPenBtn;
privatefinalfloatSCREEN_UNIT = 360.0f;
privatestaticfinalintPRESET_MODE_VIEW = 1;
privatestaticfinalintPRESET_MODE_EDIT = 2;
privateintmPresetViewMode;

@Override
protectedvoid onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_pen_setting);
mContext = getApplicationContext();

// Initialize Spen
booleanisSpenFeatureEnabled = false;
        Spen spenPackage = new Spen();
try {
spenPackage.initialize(this);
isSpenFeatureEnabled = spenPackage.isFeatureEnabled(Spen.DEVICE_PEN);
        } catch (SSDK UnsupportedException e) {
if (SDK Utils.processUnsupportedException(this, e) == true) {
return;
            }
        } catch (Exception e1) {
            Toast.makeText(mContext, "Cannot initialize Spen.",
Toast.LENGTH_SHORT).show();
e1.printStackTrace();
            finish();
        }

        FrameLayout spenViewContainer = (FrameLayout)
findViewById(R.id.spenViewContainer);
        RelativeLayout spenViewLayout = (RelativeLayout)
findViewById(R.id.spenViewLayout);

// Create PenSettingView
mPenSettingView = new SpenSettingPenLayout(mContext, "", spenViewLayout);
spenViewContainer.addView(mPenSettingView);

// Create SpenView
mSpenSimpleSurfaceView = new SpenSimpleSurfaceView(mContext);
if (mSpenSimpleSurfaceView == null) {
            Toast.makeText(mContext, "Cannot create new SpenView.",
Toast.LENGTH_SHORT).show();
            finish();
        }
mSpenSimpleSurfaceView.setToolTipEnabled(true);
spenViewLayout.addView(mSpenSimpleSurfaceView);
mPenSettingView.setCanvasView(mSpenSimpleSurfaceView);

// Get the dimension of the device screen
        Display display = getWindowManager().getDefaultDisplay();
        Rect rect = new Rect();
display.getRectSize(rect);
try {
mSpenNoteDoc = new SpenNoteDoc(mContext, rect.width(), rect.height());
        } catch (IOException e) {
            Toast.makeText(mContext, "Cannot create new NoteDoc",
```

```
Toast.LENGTH_SHORT).show();
e.printStackTrace();
            finish();
        } catch (Exception e) {
e.printStackTrace();
            finish();
        }
// Add a Page to NoteDoc, get an instance, and set it to the member variable.
mSpenPageDoc = mSpenNoteDoc.appendPage();
mSpenPageDoc.setBackgroundColor(0xFFD6E6F5);
mSpenPageDoc.clearHistory();
// Set PageDoc to View
mSpenSimpleSurfaceView.setPageDoc(mSpenPageDoc, true);

        initPenSettingInfo();
mSpenSimpleSurfaceView.setColorPickerListener(mColorPickerListener);

mPenBtn = (ImageView) findViewById(R.id.penBtn);
   mPenBtn.setOnClickListener(mPenBtnClickListener);

   mPenBtn = (ImageView) findViewById(R.id.penBtn);
   mPenBtn.setOnClickListener(mPenBtnClickListener);

if (isSpenFeatureEnabled == false) {
mSpenSimpleSurfaceView.setToolTypeAction(SpenSimpleSurfaceView.TOOL_FINGER,
SpenSimpleSurfaceView.ACTION_STROKE);
Toast.makeText(mContext, "Device does not support Spen. \n You can draw stroke by
finger",
                    Toast.LENGTH_SHORT).show();
        } else {
mSpenSimpleSurfaceView.setToolTypeAction(SpenSimpleSurfaceView.TOOL_SPEN,
SpenSimpleSurfaceView.ACTION_STROKE);
           }

privatevoid initPenSettingInfo() {
// Initialize Pen settings
        SpenSettingPenInfo penInfo = new SpenSettingPenInfo();
penInfo.color = Color.BLUE;
penInfo.size = 10;
mSpenSimpleSurfaceView.setPenSettingInfo(penInfo);
mPenSettingView.setInfo(penInfo);
       }

   privatefinal OnClickListener mPenBtnClickListener =
   new OnClickListener() {
   @Override
   publicvoid onClick(View v) {
   // If PenSettingView is displayed, close PenSettingView.
   if (mPenSettingView.isShown()) {
   mPenSettingView.setVisibility(View.GONE);
   // If PenSettingView is not displayed, display PenSettingView.
                   } else {
   mPenSettingView
                           .setViewMode(SpenSettingPenLayout.VIEW_MODE_EXTENSION);
   mPenSettingView.setVisibility(View.VISIBLE);
                   }
               }
           };
```

```
    private SpenColorPickerListener mColorPickerListener =
    new SpenColorPickerListener() {
    @Override
    publicvoid onChanged(int color, int x, int y) {
    // Insert the color from the color picker into SettingView.
    if (mPenSettingView != null) {
                        SpenSettingPenInfo penInfo = mPenSettingView.getInfo();
                        penInfo.color = color;
    mPenSettingView.setInfo(penInfo);
                    }
                }
            };

    @Override
    protected void onDestroy() {
    super.onDestroy();

    if (mPenSettingView != null) {
    mPenSettingView.close();
            }

    if(mSpenSimpleSurfaceView != null) {
    mSpenSimpleSurfaceView.close();
    mSpenSimpleSurfaceView = null;
            }

    if(mSpenNoteDoc != null) {
    try {
    mSpenNoteDoc.close();
                } catch (Exception e) {
                    e.printStackTrace();
                }
    mSpenNoteDoc = null;
            }
        };
}
```

For more information, see PenSample1_2_PenSetting.java in PenSample1_2_PenSetting.

```
publicclassSDK Utils {

publicstaticboolean processUnsupportedException(final Activity activity, SSDK
UnsupportedException e) {
e.printStackTrace();
interrType = e.getType();
// If the device is not a Samsung device or the device does not support Pen.
if (errType == SSDK UnsupportedException.VENDOR_NOT_SUPPORTED
                || errType == SSDK UnsupportedException.DEVICE_NOT_SUPPORTED) {
            Toast.makeText(activity, "This device does not support Spen.",
Toast.LENGTH_SHORT).show();
activity.finish();
        } elseif (errType == SSDK UnsupportedException.LIBRARY_NOT_INSTALLED) {
// If SPen SDK Light APK is not installed.
showAlertDialog(activity, "You need to install additional Spen software"
                    + " to use this application."
                    + "You will be taken to the installation screen."
                    + "Restart this application after the software has been
installed.", true);
```

```
        } elseif (errType == SSDK UnsupportedException.LIBRARY_UPDATE_IS_REQUIRED) {
// SPen SDK Light APK must be updated.
showAlertDialog(activity, "You need to update your Spen software to use this
application."
                    + " You will be taken to the installation screen."
                    + " Restart this application after the software has been updated.",
true);
        } elseif (errType == SSDK UnsupportedException.LIBRARY_UPDATE_IS_RECOMMENDED) {
// Recommended to update SPen SDK Light APK to a new version available.
showAlertDialog(activity, "We recommend that you update your Spen software"
                    + " before using this application." + " You will be taken to the
installation screen."
                    + " Restart this application after the software has been updated.",
false);
returnfalse; // Procceed to the normal activity process if it is not updated.
        }
returntrue;
    }

privatestaticvoidshowAlertDialog(final Activity activity, String msg,
finalbooleancloseActivity) {

        AlertDialog.Builder dlg = new AlertDialog.Builder(activity);
dlg.setIcon(activity.getResources().getDrawable(android.R.drawable.ic_dialog_alert));
dlg.setTitle("Upgrade Notification").setMessage(msg)
                .setPositiveButton(android.R.string.yes, new
DialogInterface.OnClickListener() {
@Override
publicvoid onClick(DialogInterface dialog, intwhich) {
// Go to the market site and install or update APK.
                        Uri uri = Uri.parse("market://details?id=" +
Spen.getSpenPackageName());
                        Intent intent = new Intent(Intent.ACTION_VIEW, uri);
intent.setFlags(Intent.FLAG_ACTIVITY_NEW_TASK | Intent.FLAG_ACTIVITY_CLEAR_TASK);
activity.startActivity(intent);

dialog.dismiss();
activity.finish();
                    }
                }).setNegativeButton(android.R.string.no, new
DialogInterface.OnClickListener() {
@Override
publicvoid onClick(DialogInterface dialog, intwhich) {
if (closeActivity == true) {
// Terminate the activity if APK is not installed.
activity.finish();
                        }
dialog.dismiss();
                    }
                }).setOnCancelListener(new DialogInterface.OnCancelListener() {
@Override
publicvoid onCancel(DialogInterface dialog) {
if (closeActivity == true) {
// Terminate the activity if APK is not installed.
activity.finish();
                        }
                    }
                }).show();
dlg = null;
```

```
    }
```

For more information, see SDK Utils.java.

The following sections provide more details on the steps involved in adding settings.

4.1.2.1 Creating SpenSimpleSurfaceView and SpenSettingPenLayout

To create the layout for the penand settings view in your application:

1. Create the SpenSimpleSurfaceView and SpenSettingPenLayout instances.
2. To stack the SpenSettingPenLayout view on your SpenSimpleSurfaceView instance in the viewport, call `addView()` and add your SpenSettingPenLayout instance to the SpenSimpleSurfaceView container defined in FrameLayout.

To connect the settings view to your SpenSimpleSurfaceView instance, call `SpenSettingPenLayout.setCanvasView()` and pass your SpenSimpleSurfaceView instance.

```
mPenSettingView =new SpenSettingPenLayout(mContext, new String(),
                 spenViewLayout);
if (mPenSettingView == null) {
       finish();
}
spenViewContainer.addView(mPenSettingView);

mSpenSimpleSurfaceView = newSpenSimpleSurfaceView(mContext);
if (mSpenSimpleSurfaceView == null) {
       finish();
}
spenViewLayout.addView(mSpenSimpleSurfaceView);
mPenSettingView.setCanvasView(mSpenSimpleSurfaceView);
```

4.1.2.2 Initializing Pen Settings

To initialize the pen settings:

1. Create an SpenSettingPenInfo instance with your default settings for the pen tool.
2. Call `SpenSimpleSurfaceView.setPenSettingInfo()` to save the settings modified on your SpenSimpleSurfaceView instance.

Call `setInfo()` to save the settings to your SpenSettingPenLayout instance.

```
privatevoidinitPenSettingInfo() {
// Initialize Pen settings
        SpenSettingPenInfo penInfo = new SpenSettingPenInfo();
penInfo.color = Color.BLUE;
penInfo.size = 10;
mSpenSimpleSurfaceView.setPenSettingInfo(penInfo);
mPenSettingView.setInfo(penInfo);
```

```
    }
```

4.1.2.3 Registering a Listener for the Pen Settings Button

To handle pen Settings button events in your application:

1. Create a pen Settings button.

Create an `OnClickListener` listener instance, mPenBtnClickListener in the sample, for the pen Settings button and register it by calling `setOnClickListener()` on the button.

Handle the button click events.
If you are already displaying the SpenSettingPenLayout view, call `setVisibility(View.GONE)` to close the window.
If you are not displaying the view, call `setVisibility(View. VISIBLE)` to display the window.

In the sample code, setViewMode() is called to switch to the view mode with VIEW_MODE_EXTENSION. In this mode, you can:

- configure the type, size, and color of the pen tool
- select a preset to access frequently used pen types
- preview the configurations

```
privatefinal OnClickListener mPenBtnClickListener = new OnClickListener() {
@Override
publicvoid onClick(View v) {
// If PenSettingView is open, close it.
if (mPenSettingView.isShown()) {
mPenSettingView.setVisibility(View.GONE);
// If PenSettingView is not open, open it.
            } else {
mPenSettingView.setViewMode(SpenSettingPenLayout.VIEW_MODE_NORMAL);
mPenSettingView.setVisibility(View.VISIBLE);
            }
        }
    };
```

Note

SpenSettingPenLayout provides the following view modes:

View mode	Value	Settings options for pen tool
VIEW_MODE_NORMAL	0	Type, size, and color
VIEW_MODE_MINIMUM	1	Color, size
VIEW_MODE_EXTENSION	2	Color, type, size, preset, and preview

Note

VIEW_MODE_EXTENSION_WITHOUT_PRESET	3	Color, type, size , and preview
VIEW_MODE_TYPE	4	Type of pen tool
VIEW_MODE_SIZE	5	Size
VIEW_MODE_COLOR	6	Color
VIEW_MODE_PRESET	7	Presets

4.1.2.4 Registering a Listener for Color Picking

Your application can use a color picker tool to pick a color from anywhere in the viewport and apply it to the pen color settings. The following figure shows how the color picker tool extracts a green color for insertion in the SpenSettingPenLayout view. Clicking the pen settings button displays the selection.

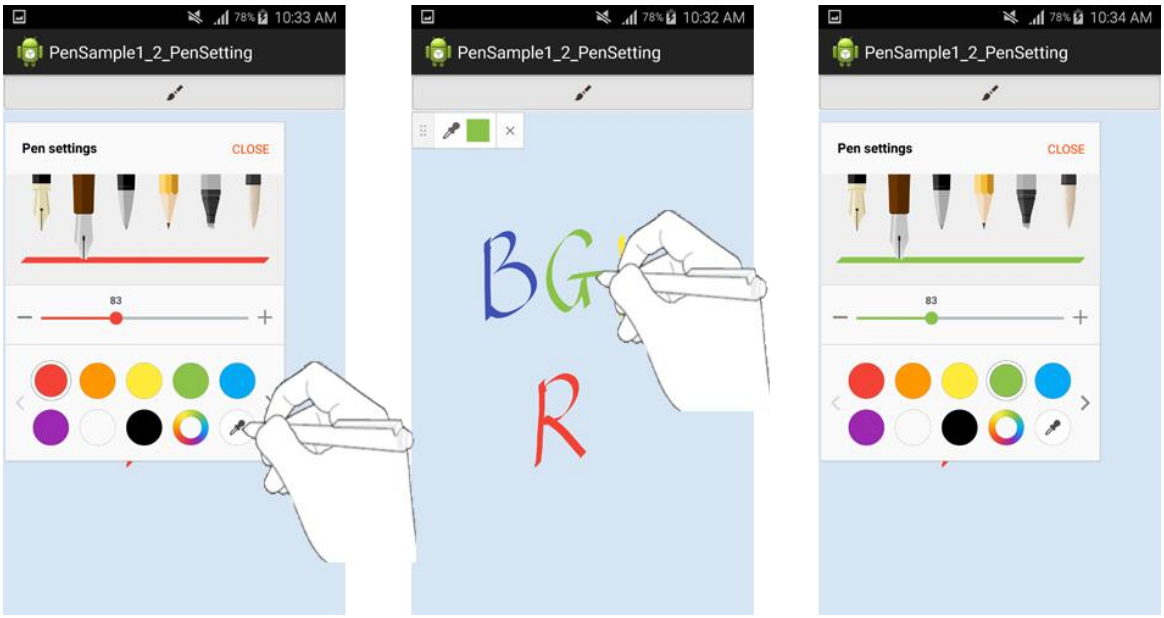


Figure 7: Color picker

To add a color picker to your application:

1. Create an`SpenColorPickerListener` listener instance, mColorPickerListener in the sample, for the color picker in the SpenSettingPenLayout view and handle the event it returns.

```
privatefinal SpenColorPickerListener mColorPickerListener = new
SpenColorPickerListener() {
@Override
publicvoid onChanged(intcolor, intx, inty) {
```

```
// Set the color from the Color Picker to the setting view.
if (mPenSettingView != null) {
                SpenSettingPenInfo penInfo = mPenSettingView.getInfo();
penInfo.color = color;
mPenSettingView.setInfo(penInfo);
            }
        }
    };
```

Register the listener by calling `SpenSimpleSurfaceView.setColorPickerListener()`.

4.1.2.5 Preventing Memory Leaks

To prevent memory leaks:

1. Call `SpenSettingPenLayout.close()` to close your SpenSettingPenLayout instance to prevent memory leaks when your application closes. You can close SpenNoteDoc in the `onDestroy()` method.

```
if (mPenSettingView != null) {
mPenSettingView.close();
}
```

Note

Instead of using the SpenSettingPenLayout class methods provided in Pen, you can customize the pen settings for your application. After creating an SpenSettingPenInfo instance, you can select the options you need and call setPenSettingInfo() to register them. For example, if you want to add a blue marker for your application, add the following code to the `onClick()` method of the button.

```
SpenSettingPenInfo penInfo = new SpenSettingPenInfo();
penInfo.color = Color.BLUE;
penInfo.alpha = 0x70;
penInfo.size = 10;
penInfo.name = "com.samsung.android.SDK .pen.pen.preload.Marker";
mSpenSimpleSurfaceView.setPenSettingInfo(penInfo);
```

4.1.3. Adding Eraser Settings

You can add an eraser settings button to your application to configure the eraser settings and save the configurations to SpenSimpleSurfaceView with the SpenSettingEraserLayout class.

The sample application implements the following features:

1. Eraser Settings button for setting eraser preferences.

When the button is clicked, the SpenSettingEraserLayout view appears to allow the user to configure the eraser tool settings. The mode switches to eraser mode.

If the Clear All button is clicked, all the objects on the viewport are removed and the eraser settings window is closed.

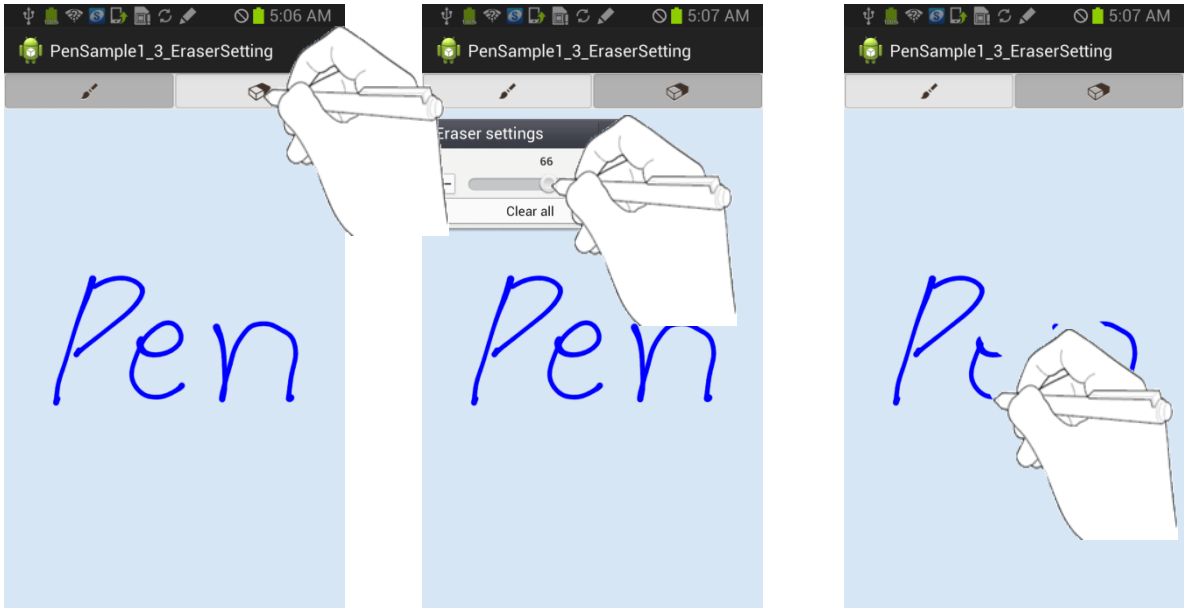


Figure 8: Eraser settings

```
   .........

privateintmToolType = SpenSimpleSurfaceView.TOOL_SPEN;

protectedvoid onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_eraser_setting);
mContext = this;

// Initialize Spen
booleanisSpenFeatureEnabled = false;
        Spen spenPackage = new Spen();
try {
spenPackage.initialize(this);
isSpenFeatureEnabled = spenPackage.isFeatureEnabled(Spen.DEVICE_PEN);
        } catch (SSDK UnsupportedException e) {
if (SDK Utils.processUnsupportedException(this, e) == true) {
return;
            }
        } catch (Exception e1) {
            Toast.makeText(mContext, "Cannot initialize Spen.",
Toast.LENGTH_SHORT).show();
e1.printStackTrace();
            finish();
        }
```

```
        FrameLayout spenViewContainer = (FrameLayout)
findViewById(R.id.spenViewContainer);
        RelativeLayout spenViewLayout = (RelativeLayout)
findViewById(R.id.spenViewLayout);

// Create PenSettingView
mPenSettingView = new SpenSettingPenLayout(getApplicationContext(), "",
spenViewLayout);

// Create EraserSettingView
mEraserSettingView = new SpenSettingEraserLayout(getApplicationContext(), "",
spenViewLayout);

spenViewContainer.addView(mPenSettingView);
spenViewContainer.addView(mEraserSettingView);

// Create SpenSimpleSurfaceView
mSpenSimpleSurfaceView = new SpenSimpleSurfaceView(mContext);
if (mSpenSimpleSurfaceView == null) {
            Toast.makeText(mContext, "Cannot create new SpenSimpleSurfaceView.",
Toast.LENGTH_SHORT).show();
            finish();
        }
mSpenSimpleSurfaceView.setToolTipEnabled(true);
spenViewLayout.addView(mSpenSimpleSurfaceView);
mPenSettingView.setCanvasView(mSpenSimpleSurfaceView);
mEraserSettingView.setCanvasView(mSpenSimpleSurfaceView);

// Get the dimension of the device screen.
        Display display = getWindowManager().getDefaultDisplay();
        Rect rect = new Rect();
display.getRectSize(rect);
// Create SpenNoteDoc
try {
mSpenNoteDoc = new SpenNoteDoc(mContext, rect.width(), rect.height());
        } catch (IOException e) {
            Toast.makeText(mContext, "Cannot create new NoteDoc",
Toast.LENGTH_SHORT).show();
e.printStackTrace();
            finish();
        } catch (Exception e) {
e.printStackTrace();
            finish();
        }
// Add a Page to NoteDoc, get an instance, and set it to the member variable.
mSpenPageDoc = mSpenNoteDoc.appendPage();
mSpenPageDoc.setBackgroundColor(0xFFD6E6F5);
mSpenPageDoc.clearHistory();
// Set PageDoc to View
mSpenSimpleSurfaceView.setPageDoc(mSpenPageDoc, true);

        initSettingInfo();
// Register the listener
mSpenSimpleSurfaceView.setColorPickerListener(mColorPickerListener);
mEraserSettingView.setEraserListener(mEraserListener);

// Set a button
mPenBtn = (ImageView) findViewById(R.id.penBtn);
mPenBtn.setOnClickListener(mPenBtnClickListener);
```

```
mEraserBtn = (ImageView) findViewById(R.id.eraserBtn);
mEraserBtn.setOnClickListener(mEraserBtnClickListener);

        selectButton(mPenBtn);

       if(isSpenFeatureEnabled == false) {
         mToolType = SpenSimpleSurfaceView.TOOL_FINGER;
mSpenSimpleSurfaceView.setToolTypeAction(mToolType,
   SpenSimpleSurfaceView.ACTION_STROKE);
           Toast.makeText(mContext,
               "Device does not support S pen. \n
                     You can draw strokeswith your finger",
           Toast.LENGTH_SHORT).show();
        }
}

privatevoid initSettingInfo() {

             .........

// Initialize Eraser settings
        SpenSettingEraserInfo eraserInfo = new SpenSettingEraserInfo();
eraserInfo.size = 30;
mSpenSimpleSurfaceView.setEraserSettingInfo(eraserInfo);
mEraserSettingView.setInfo(eraserInfo);
    }
privatefinal OnClickListener mPenBtnClickListener = new OnClickListener() {
@Override
publicvoid onClick(View v) {
// When Spen is in stroke (pen) mode
if (mSpenSimpleSurfaceView.getToolTypeAction(mToolType) ==
SpenSimpleSurfaceView.ACTION_STROKE) {
// If PenSettingView is open, close it.
if (mPenSettingView.isShown()) {
mPenSettingView.setVisibility(View.GONE);
// If PenSettingView is not open, open it.
               } else {
mPenSettingView.setViewMode(SpenSettingPenLayout.VIEW_MODE_NORMAL);
mPenSettingView.setVisibility(View.VISIBLE);
               }
// If Spen is not in stroke (pen) mode, change it to stroke mode.
           } else {
intcurAction =
mSpenSimpleSurfaceView.getToolTypeAction(SpenSimpleSurfaceView.TOOL_FINGER);
mSpenSimpleSurfaceView.setToolTypeAction(mToolType,
SpenSimpleSurfaceView.ACTION_STROKE);
intnewAction =
mSpenSimpleSurfaceView.getToolTypeAction(SpenSimpleSurfaceView.TOOL_FINGER);
if (mToolType == SpenSimpleSurfaceView.TOOL_FINGER) {
if (curAction != newAction) {
                        selectButton(mPenBtn);
                    }
               } else {
                    selectButton(mPenBtn);
               }
           }
        }
    };
```

```
privatefinal OnClickListener mEraserBtnClickListener = new OnClickListener() {
@Override
publicvoid onClick(View v) {
// When Spen is in eraser mode
if (mSpenSimpleSurfaceView.getToolTypeAction(mToolType) ==
SpenSimpleSurfaceView.ACTION_ERASER) {
// If EraserSettingView is open, close it.
if (mEraserSettingView.isShown()) {
mEraserSettingView.setVisibility(View.GONE);
// If EraserSettingView is not open, open it.
                } else {
mEraserSettingView.setVisibility(View.VISIBLE);
                }
// If Spen is not in eraser mode, change it to eraser mode.
            } else {
                selectButton(mEraserBtn);
mSpenSimpleSurfaceView.setToolTypeAction(mToolType,
SpenSimpleSurfaceView.ACTION_ERASER);
            }
        }
    };
              .........

private EventListener mEraserListener = new EventListener() {
@Override
publicvoid onClearAll() {
//Handlethe Clear All button in EraserSettingView.
mSpenPageDoc.removeAllObject();
mSpenSimpleSurfaceView.update();
        }
};

privatevoid selectButton(View v) {
// Depending on the current mode, enable or disable the button.
mPenBtn.setSelected(false);
mEraserBtn.setSelected(false);
        v.setSelected(true);

        closeSettingView();
}

privatevoid closeSettingView() {
// Close all the setting views.
mEraserSettingView.setVisibility(SpenSimpleSurfaceView.GONE);
mPenSettingView.setVisibility(SpenSimpleSurfaceView.GONE);
}

@Override
protected void onDestroy() {
super.onDestroy();

if (mPenSettingView != null) {
mPenSettingView.close();
        }
if (mEraserSettingView != null) {
mEraserSettingView.close();
        }
```

```
if(mSpenSimpleSurfaceView != null) {
mSpenSimpleSurfaceView.close();
mSpenSimpleSurfaceView = null;
        }

if(mSpenNoteDoc != null) {
try {
mSpenNoteDoc.close();
            } catch (Exception e) {
                e.printStackTrace();
            }
mSpenNoteDoc = null;
        }
}
```

For more information, see PenSample1_3_EraserSetting.java in PenSample1_3_EraserSetting.

The following sections provide more details on the steps involved in adding eraser settings.

4.1.3.1 Creating SpenSimpleSurfaceView and SpenSettingEraserLayout

To create a pen and eraser settings layout for your application:

1. Create anSpenSimpleSurfaceView instance and an SpenSettingEraserLayout instance. For more details, see the previous sections.

To stack the SpenSettingEraserLayout view on your SpenSimpleSurfaceView instance in the viewport, call `addView()` and add your SpenSettingEraserLayout view to the SpenSimpleSurfaceView container defined in FrameLayout.

To connect the eraser settings view to your SpenSimpleSurfaceView instance, call `SpenSettingEraserLayout.setCanvasView()` and pass your SpenSimpleSurfaceView instance.

```
mEraserSettingView =new SpenSettingEraserLayout(mContext, new String(),
                spenViewLayout);
if (mEraserSettingView == null) {
Toast.makeText(mContext, "Cannot create new EraserSettingView.",
                Toast.LENGTH_SHORT).show();
     finish();
}
spenViewContainer.addView(mEraserSettingView);

.........

mEraserSettingView.setCanvasView(mSpenSimpleSurfaceView);
```

4.1.3.2 Initializing Eraser Settings

To initialize the eraser settings:

1. Create an SpenSettingEraserInfo instance with a default size for the eraser tool.
2. Call `SpenSimpleSurfaceView.setEraserSettingInfo()` to save the settings to your SpenSimpleSurfaceView instance.

Call `EraserSettingView.setInfo()` to save the settings to your SpenSettingEraserLayout instance.

```
SpenSettingEraserInfo eraserInfo = new SpenSettingEraserInfo();
eraserInfo.size = 30;
mSpenSimpleSurfaceView.setEraserSettingInfo(eraserInfo);
mEraserSettingView.setInfo(eraserInfo);
```

4.1.3.3 Registering a Listener for the Eraser Settings Button

To handle Eraser Settings button events:

1. Create an Eraser Settings button.
2. Create an `OnClickListener` listener instance for the Eraser Settings button, mEraserBtnClickListener in the sample, and register it by calling `setOnClickListener()` on the button.

Handle the button click events.
If you are already displaying the SpenSettingEraserLayout window, call `setVisibility(View.GONE)` to close the window.
If you are not displaying the window, call `setVisibility(View.VISIBLE)` to display the window.

```
privatefinal OnClickListener mEraserBtnClickListener = new OnClickListener() {
@Override
publicvoid onClick(View v) {
// When Spen is in eraser mode
if (mSpenSimpleSurfaceView.getToolTypeAction(mToolType) ==
SpenSimpleSurfaceView.ACTION_ERASER) {
// If EraserSettingView is open, close it.
if (mEraserSettingView.isShown()) {
mEraserSettingView.setVisibility(View.GONE);
// If EraserSettingView is not open, open it.
            } else {
mEraserSettingView.setVisibility(View.VISIBLE);
            }
// If Spen is not in eraser mode, change it to eraser mode.
        } else {
            selectButton(mEraserBtn);
mSpenSimpleSurfaceView.setToolTypeAction(mToolType,
SpenSimpleSurfaceView.ACTION_ERASER);
        }
    }
};
              .........

privatevoid selectButton(View v) {
```

```
// Enable or disable the button according to the current mode.
mPenBtn.setSelected(false);
mEraserBtn.setSelected(false);
v.setSelected(true);

    closeSettingView();
}
```

You can set the view mode by calling `setViewMode()` and passing VIEW_MODE_NORMAL. This allows you to configure the size of the eraser tool and to click the Clear All button.

Note

SpenSettingPenLayout offers you the following eraser view modes:

View mode	Value	View options
VIEW_MODE_NORMAL	0	Size slider and Clear All button
VIEW_MODE_TYPE	1	Eraser type option: Pen type for erasing objects
VIEW_MODE_SIZE	2	Size slider only

If your mToolType in your application is set to any action other than ACTION_ERASER,call`setToolTypeAction()`to change it to ACTION_ERASER. This changes the pen mode to eraser mode and the Eraser Tool button is displayed as selected. Initialize your mToolType variable toSpenSimpleSurfaceView.TOOL_SPEN on devices that support S pen or toSpenSimpleSurfaceView.TOOL_FINGER on the devices that do not support S pen.

4.1.3.4 Registering a Listener for ClearAll Events

When the Clear All button is clicked in the SpenSettingEraserLayout view, remove all the objects on the SpenSimpleSurfaceView instance and close the SpenSettingEraserLayout view.

To handle a Clear All event:

1. Create an `EventListener` instance, mEraserListener in the sample.
2. Handle the Clear All button event.

```
publicvoid onClearAll() {
// Handle the ClearAll button inEraserSettingView.
mSpenPageDoc.removeAllObject();
mSpenSimpleSurfaceView.update();
}
```

Register the listener by calling `SpenSettingEraserLayout.setEraserListener()`.

4.1.3.5 Preventing Memory Leaks

To prevent memory leaks:

1. Call `SpenSettingEraserLayout.closeto` close your SpenSettingEraserLayout instance in the `onDestroy()` method when your application closes.

```
if (mEraserSettingView != null) {
mEraserSettingView.close();
}
```

4.1.4. Adding Undo and Redo Commands

PenSDK Light generates a history for each user action. History management lets you add undo or redo features to your application.

The sample application implements the following features:

- Undo and Redo buttons to go back or forward in the history stack.
- Listeners for the buttons to check if a state is available to execute the undo or redo commands, which results in the buttons being enabled or disabled.
- If the user clicks an Undo or Redo button, `SpenPageDoc.undo()` or `SpenPageDoc.redo()` retrieve the data and `SpenSimpleSurfaceView.updateUndo()` or `SpenSimpleSurfaceView.updateRedo()` update the SpenSimpleSurfaceViewinstance.
- History listener for receiving history state events.

Figure 9: Undo/Redo function

```
protectedvoid onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_undo_redo);
mContext = this;

              .........

// Register the listeners.
mSpenSimpleSurfaceView.setColorPickerListener(mColorPickerListener);
mSpenPageDoc.setHistoryListener(mHistoryListener);
mEraserSettingView.setEraserListener(mEraserListener);

// Define the buttons.

              .........

mUndoBtn = (ImageView) findViewById(R.id.undoBtn);
mUndoBtn.setOnClickListener(undoNredoBtnClickListener);
mUndoBtn.setEnabled(mSpenPageDoc.isUndoable());

mRedoBtn = (ImageView) findViewById(R.id.redoBtn);
mRedoBtn.setOnClickListener(undoNredoBtnClickListener);
mRedoBtn.setEnabled(mSpenPageDoc.isRedoable());

        selectButton(mPenBtn);
}

              .........

privatefinal OnClickListener undoNredoBtnClickListener =
new OnClickListener() {
@Override
publicvoid onClick(View v) {
if (mSpenPageDoc == null) {
return;
                }
// Undo button is clicked.
if (v.equals(mUndoBtn)) {
if (mSpenPageDoc.isUndoable()) {
                        HistoryUpdateInfo[] userData = mSpenPageDoc.undo();
mSpenSimpleSurfaceView.updateUndo(userData);
                    }
// Redo button is clicked.
                } else if (v.equals(mRedoBtn)) {
if (mSpenPageDoc.isRedoable()) {
                        HistoryUpdateInfo[] userData = mSpenPageDoc.redo();
mSpenSimpleSurfaceView.updateRedo(userData);
                    }
                }
            }
};

            .........
```

```
private HistoryListener mHistoryListener = new HistoryListener() {
@Override
publicvoid onCommit(SpenPageDoc page) {
        }

@Override
publicvoid onUndoable(SpenPageDoc page, boolean undoable) {
// Enable or disable Undo button depending on its availability.
mUndoBtn.setEnabled(undoable);
        }

@Override
publicvoid onRedoable(SpenPageDoc page, boolean redoable) {
// Enable or disable Redo button depending on its availability.
mRedoBtn.setEnabled(redoable);
        }
};

    .........
```

For more information, see PenSample1_4_UndoRedo.java in PenSample1_4_UndoRedo.

The following sections provide more details on the steps involved in adding undo and redo features.

4.1.4.1 Registering Listeners for the Undo and Redo Buttons

To handle Undo and Redo buttons events in your application:

1. Create Undo and Redo buttons.

Create an `OnClickListener` instance for the Undo and Redo buttons, undoNredoBtnClickListener in the sample, and register it by calling `setOnClickListener()`on each button.

In the Undo or Redo button click events, call `SpenPageDoc.isUndoable()` or `SpenPageDoc.isRedoable()` to check if data is available for the command.

Refresh the data of the SpenPageDoc instance by calling its `Undo()` or `Redo()` methods and refresh the viewport by calling `SpenSimpleSurfaceView.updateUndo()` or `SpenSimpleSurfaceView.updateRedo()`.

```
publicvoid onClick(View v) {
if (mSpenPageDoc == null) {
return;
            }
// Undo button is clicked.
if (v.equals(mUndoBtn)) {
if (mSpenPageDoc.isUndoable()) {
                    HistoryUpdateInfo[] userData = mSpenPageDoc.undo();
mSpenSimpleSurfaceView.updateUndo(userData);
                }
// Redo button is clicked.
            } else if (v.equals(mRedoBtn)) {
if (mSpenPageDoc.isRedoable()) {
                    HistoryUpdateInfo[] userData = mSpenPageDoc.redo();
```

```
mSpenSimpleSurfaceView.updateRedo(userData);
            }
}
```

4.1.4.2 Registering a Listener for History

To handle history events in your application:

1. Create a `HistoryListener` instance, mHistoryListener in the sample, and register it by calling `SpenPageDoc.setHistoryListener()`.

2. Enable the Undo button when the `onUndoable()` method is called.

Enable the Redo button when the `onRedoable()` method is called.

```
private HistoryListener mHistoryListener = new HistoryListener() {
@Override
publicvoid onCommit(SpenPageDoc page) {
        }

@Override
publicvoid onUndoable(SpenPageDoc page, boolean undoable) {
// Enable or Disable Undo button depending on its availability.
mUndoBtn.setEnabled(undoable);
        }

@Override
publicvoid onRedoable(SpenPageDoc page, boolean redoable) {
// Enable or Disable Redo button depending on its availability.
mRedoBtn.setEnabled(redoable);
        }
};
```

Note

Pen SDK Lightlimits the number of undoable states to 50. When the fifty first state is added to the history stack, the oldest state is removed. You can edit the limit by calling `SpenPageDoc.setUndoLimit()`.

Pen provides you the following undo and redo options:

- `undo()` and `redo()`: Undo and redo on a state-by-state basis.
- `undoAll()` and `redoAll()`: Undo and redo all the states in history.
- `undoToTag()` : Undo until the user-selected state.

To use `undoToTag()`, you need to tag the selected state by calling `SpenPageDoc.setHistoryTag()`. When you use `undoToTag()`,PenSDK Light executes the undo operation up until the tagged state and you cannot redo the states. You can delete the tag using `clearTag()`.

The `undoToTag()` method undoes the data in SpenPageDoc. To refresh the viewport, call `SpenSimpleSurfaceView.updateUndoAll()`.

Note

```
HistoryUpdateInfo[] userDataList = mSpenPageDoc.undoToTag();
mSpenSimpleSurfaceView.updateUndoAll(userDataList);
```

4.1.5. Setting Backgrounds

You can select an image from the gallery and use it as the background for your application by using `SpenPageDoc.setBackgroundImage()`.

The sample application implements the following features:

- Background Setting button to select a background from the gallery.
- Listener for the button and an intent to call `startActivityForResult()` to allow selection of an image from the gallery.
- On image selection, it uses `SpenPageDoc.setBackgroundImage()`in the `onActivityResult()`callback method to set the background.

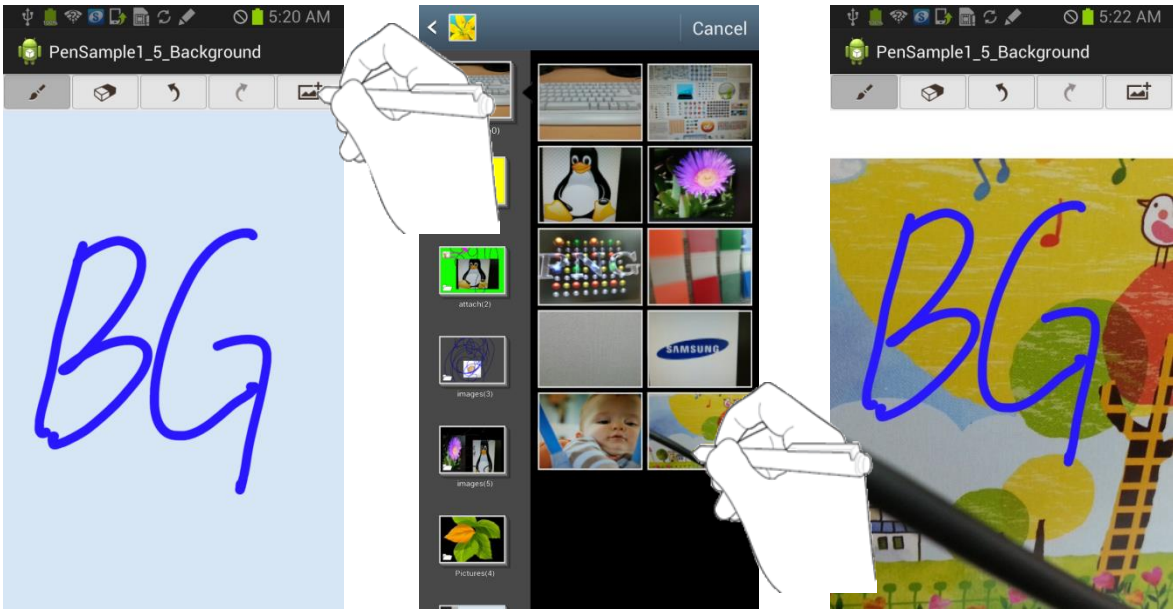


Figure 10: Background settings

```
protectedvoid onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_background);
mContext = this;

              .........

mBgImgBtn = (ImageView) findViewById(R.id.bgImgBtn);
```

```
mBgImgBtn.setOnClickListener(mBgImgBtnClickListener);

        selectButton(mPenBtn);

            .........

privatefinal OnClickListener mBgImgBtnClickListener =
new OnClickListener() {
@Override
publicvoid onClick(View v) {
                closeSettingView();

                callGalleryForInputImage(REQUEST_CODE_SELECT_IMAGE_BACKGROUND);
            }
};

              .........

privatevoid callGalleryForInputImage(int nRequestCode) {
// Get an image from the gallery.
try {
            Intent galleryIntent = new Intent(Intent.ACTION_GET_CONTENT);
            galleryIntent.setType("image/*");
            startActivityForResult(galleryIntent, nRequestCode);
        } catch (ActivityNotFoundException e) {
Toast.makeText(mContext, "Cannot find gallery.",
                Toast.LENGTH_SHORT).show();
            e.printStackTrace();
        }
}

@Override
protectedvoid Activity(int requestCode, int resultCode,
        Intent data) {
super.onActivityResult(requestCode, resultCode, data);

if (resultCode == RESULT_OK) {
if (data == null) {
                Toast.makeText(mContext, "Cannot find the image",
                    Toast.LENGTH_SHORT).show();
return;
            }

// Process image request for the background.
if (requestCode == REQUEST_CODE_SELECT_IMAGE_BACKGROUND) {
// Get the image's URI and use the location for background image.
                Uri imageFileUri = data.getData();
                Cursor cursor =
                    getContentResolver().query(
                        Uri.parse(imageFileUri.toString()), null, null,
null, null);
                cursor.moveToNext();
                String imagePath =
                    cursor.getString(cursor
                        .getColumnIndex(MediaStore.MediaColumns.DATA));

mSpenPageDoc.setBackgroundImage(imagePath);
mSpenSimpleSurfaceView.update();
            }
```

```
        }
}

              .........
```

For more information, see PenSample1_5_Background.java in PenSample1_5_Background.

The following sections provide more details on the steps involved in setting a background.

4.1.5.1 Registering a Listener for the Background Setting Button

To handle background settings events in your application:

1. Create a Background Setting button.
2. Create an `OnClickListener` instance for the Background Setting button, mBgImgBtnClickListener in the sample, and register it by calling `setOnClickListener()` on the button.

If you are displaying the Background Settings view when the button is clicked, close the window and call the private class that fetches the image.

```
publicvoid onClick(View v) {
            closeSettingView();
            callGalleryForInputImage(REQUEST_CODE_SELECT_IMAGE_BACKGROUND);
}
```

To allow image selection from the gallery, create an intent to call `startActivityForResult()` in your private class.

```
Intent galleryIntent = new Intent(Intent.ACTION_GET_CONTENT);
galleryIntent.setType("image/*");
startActivityForResult(galleryIntent, nRequestCode);
```

4.1.5.2 Registering a Callback Function for Image Selection

To handle the callback function after an image is selected:

1. Use the `onActivityResult()`callback methodfor the image selection for the background.

Get the URI of the image file from the intent after checking if the resultCode is RESULT_OK.

Call `SpenPageDoc.setBackgroundImage()` to set the background image.

To refresh the background on the viewport, call `SpenSimpleSurfaceView.update()`.

```
if (requestCode == REQUEST_CODE_SELECT_IMAGE_BACKGROUND) {
// Get the image's URI and use the location for background image.
            Uri imageFileUri = data.getData();
            Cursor cursor =getContentResolver().query(
                    Uri.parse(imageFileUri.toString()), null, null, null, null);
            cursor.moveToNext();
            String imagePath =cursor.getString(cursor
                        .getColumnIndex(MediaStore.MediaColumns.DATA));

mSpenPageDoc.setBackgroundImage(imagePath);
mSpenSimpleSurfaceView.update();
}
```

Note

PenSDK Light registers all the background image setting actions in history. You can undo both the background image from the application startup and the one set by the user. To prevent any unintentional background image changes, clear the history states by calling `clearHistory()`.

4.1.6. Capturing Screen Shots

Pen SDK Lightallows you to take a screen shot and save it as an image file.

You can implement this function in your application using `SpenSimpleSurfaceView.captureCurrentView()`, which creates a bitmap from SpenSimpleSurfaceView.

The sample application implements the following features:

- Screen Capture button to take a screen shot.
- Listener for the button to allow the application to save the bitmap from `captureCurrentView()` as CaptureImg.png in the SPen/images folder in external memory.

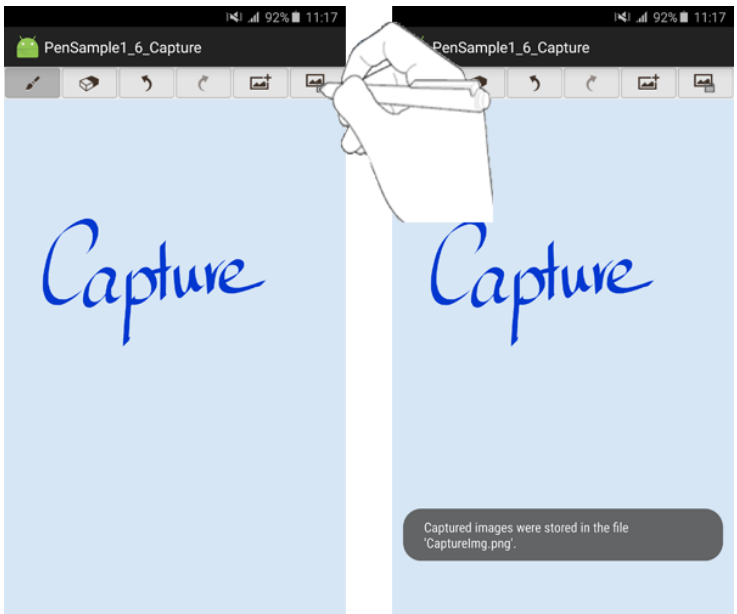


Figure 11: Capture function

```
protectedvoid onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_capture);
mContext = this;

             .........

mCaptureBtn = (ImageView) findViewById(R.id.captureBtn);
mCaptureBtn.setOnClickListener(mCaptureBtnClickListener);

        selectButton(mPenBtn);

mSpenPageDoc.startRecord();


          .........

privatefinal OnClickListener mCaptureBtnClickListener =
new OnClickListener() {
@Override
publicvoid onClick(View v) {
                closeSettingView();
                captureSpenSimpleSurfaceView();
            }
};

              .........

privatevoid captureSpenSimpleSurfaceView() {
// Select the location to save the image.
        String filePath = Environment.getExternalStorageDirectory()
            .getAbsolutePath() + "/SPen/images";
        File fileCacheItem = new File(filePath);
if (!fileCacheItem.exists()) {
if (!fileCacheItem.mkdirs()) {
                Toast.makeText(mContext, "Save Path Creation Error",
                    Toast.LENGTH_SHORT).show();
return;
            }
        }
        filePath = fileCacheItem.getPath() + "/CaptureImg.png";

// Save the screen shot as a Bitmap.
        Bitmap imgBitmap = mSpenSimpleSurfaceView.captureCurrentView(true);

        OutputStream out = null;
try {
// Save the Bitmap in the selected location.
            out = new FileOutputStream(filePath);
            imgBitmap.compress(CompressFormat.PNG, 100, out);
            Toast
                .makeText(
mContext,
"Captured images were stored in the file \'CaptureImg.png\'.",
```

```
                    Toast.LENGTH_SHORT).show();
        } catch (Exception e) {
Toast
                .makeText(mContext, "Capture failed.", Toast.LENGTH_SHORT)
                .show();
            e.printStackTrace();
        } finally {
try {
if(out!= null) {
                    out.close();
                }
                sendBroadcast(new Intent(Intent.ACTION_MEDIA_MOUNTED,
Uri.parse("file://"
                        + Environment.getExternalStorageDirectory())));
            } catch (IOException e) {
                e.printStackTrace();
            }
        }
        imgBitmap.recycle();
}

.........
```

For more information, see PenSample1_6_Capture.java in PenSample1_6_Capture.

The following sections provide more details on the steps involved in taking a screen shot.

4.1.6.1 Registering a Listener for the Screen Capture Button

To handle Screen Capture button events in your application:

1. Create a Screen Capture button.
2. Create an `OnClickListener` instance for the Screen Capture button, mCaptureBtnClickListener in the sample, and register it by calling `setOnClickListener()` on the button.
3. Specify the file name and path for the screen shot.

Call `SpenSimpleSurfaceView.captureCurrentView()` to take the screens shot.

Save the resulting Bitmap.

To register the saved file with the gallery, call `sendBroadcast()` Intent.ACTION_MEDIA_MOUNTED.

Call `recycle()`to prevent memory leaks.

```
privatevoid captureSpenSimpleSurfaceView() {
// Select the location to save the image.

String filePath = Environment.getExternalStorageDirectory()
            .getAbsolutePath() + "/SPen/images";
        File fileCacheItem = new File(filePath);
if (!fileCacheItem.exists()) {
```

```
if (!fileCacheItem.mkdirs()) {
                Toast.makeText(mContext, "Save Path Creation Error",
                    Toast.LENGTH_SHORT).show();
return;
            }
        }
        filePath = fileCacheItem.getPath() + "/CaptureImg.png";

// Save the screen shot as a Bitmap.
        Bitmap imgBitmap = mSpenSimpleSurfaceView.captureCurrentView(true);

        OutputStream out = null;
try {
// Save the Bitmap in the selected location.
            out = new FileOutputStream(filePath);
            imgBitmap.compress(CompressFormat.PNG, 100, out);
        } catch (Exception e) {
            e.printStackTrace();
        } finally {
try {
if(out!= null) {
                    out.close();
}
sendBroadcast(new Intent(Intent.ACTION_MEDIA_MOUNTED,
Uri.parse("file://"
                        + Environment.getExternalStorageDirectory())));
            } catch (IOException e) {
                e.printStackTrace();
            }
        }
        imgBitmap.recycle();
}
```

Note

You can also take screen shots of SpenPageDoc instances that are not connected to a SpenSimpleSurfaceView instance. Use the SpenCapturePage class to capture screens that do not have a View.

Call SpenCapturePage.setPageDoc()to specify which SpenPageDoc to capture and then call compressPage() with the file name. The screen shot of the SpenPageDoc is saved in PNG format. To prevent memory leaks, call close() after completion.

Do not use the SpenPageDoc instance connected to your SpenSimpleSurfaceView instance with the SpenCapturePage class methods.

4.2. Using Pen SDK LightDocuments

A document is a Pen SDK Lightcomponent that:

- adds and deletes an object
- saves and opens a file
- manages history

Using the document methods, your application can offer the following features:

- add, delete, or save strokes objects as files
- add extra data or a file when saving an object
- open and edit a saved file
- manage history for undo and redo commands

Note that you cannot save history states as a file

4.2.1. Inserting Stroke Objects

Pen SDK Lightoffers you features to create stroke objects in your application.

The sample application implements the following features:

- Insert Stroke button to add a stroke each time the pen touches the viewport.
- Custom mode to add pen strokes.
- Listener for touch events.
- Stroke insertion and SpenPageDoc and viewport update.

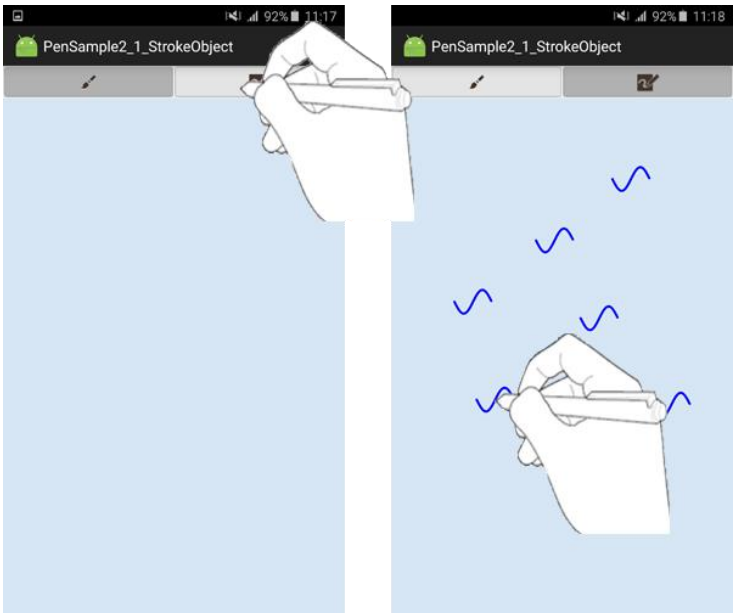


Figure 12: Stroke object

```
protectedvoid onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_stroke_object);
```

```
mContext = this;

                .........

mSpenSimpleSurfaceView.setTouchListener(mPenTouchListener);

                .........

mStrokeObjBtn = (ImageView) findViewById(R.id.strokeObjBtn);
mStrokeObjBtn.setOnClickListener(mStrokeObjBtnClickListener);

        selectButton(mPenBtn);
}

                .........

privatefinal SpenTouchListener mPenTouchListener = new SpenTouchListener() {

@Override
publicboolean onTouch(View view, MotionEvent event) {
if (event.getAction() == MotionEvent.ACTION_UP&&event.getToolType(0) == mToolType) {
// Check if the control is created.
            SpenControlBase control = mSpenSimpleSurfaceView.getControl();
if (control == null) {
if (mMode == MODE_STROKE_OBJ) {
// Set the location to insert ObjectStroke and add it to PageDoc.
                    PointF canvasPos = getCanvasPoint(event);
floatposX = canvasPos.x;
intpointSize = 157;

                    PointF[] points = new PointF[pointSize];
float[] pressures = newfloat[pointSize];
int[] timestamps = newint[pointSize];

for (inti = 0; i<pointSize; i++) {
points[i] = new PointF();
points[i].x = posX++;
points[i].y = (float) (canvasPos.y + Math.sin(.04 * i) * 50);
pressures[i] = 1;
timestamps[i] = (int) android.os.SystemClock.uptimeMillis();
                    }

                    SpenObjectStroke strokeObj = new
SpenObjectStroke(mPenSettingView.getInfo().name, points,
pressures, timestamps);
strokeObj.setPenSize(mPenSettingView.getInfo().size);
strokeObj.setColor(mPenSettingView.getInfo().color);
mSpenPageDoc.appendObject(strokeObj);
mSpenSimpleSurfaceView.update();
                }
            }
        }
returnfalse;
    }
};              .........

privatefinal OnClickListener mStrokeObjBtnClickListener = new OnClickListener() {
@Override
publicvoid onClick(View v) {
```

```
mSpenSimpleSurfaceView.closeControl();

mMode = MODE_STROKE_OBJ;
        selectButton(mStrokeObjBtn);
mSpenSimpleSurfaceView.setToolTypeAction(mToolType, SpenSimpleSurfaceView.ACTION_NONE);
    }
};
              .........

privatevoid selectButton(View v) {
// Enable or disable the button according to the current mode.
mPenBtn.setSelected(false);
mStrokeObjBtn.setSelected(false);

v.setSelected(true);
    closeSettingView();
}
          .........
```

For more information, see PenSample2_3_StrokeObject.java in PenSample2_3_StrokeObject.

The following sections provide more details on the steps involved in adding strokes in your application.

4.2.1.1 Registering a Listener for the Insert Stroke Button

To handle Insert Stroke button events:

1. Create an Insert Stroke button.
2. Create an `OnClickListener` listener instance for the Insert Stroke button, mStrokeObjBtnClickListener in the sample, and register it by calling `setOnClickListener()` on the button.

In the `onClick()` method, set`mToolType`to ACTION_NONE, use the internal application stroke mode, and indicate that the Insert Stroke button is selected.

```
mMode = MODE_STROKE_OBJ;
selectButton(mStrokeObjBtn);
mSpenSimpleSurfaceView.setToolTypeAction(mToolType,
SpenSimpleSurfaceView.ACTION_NONE);
```

4.2.1.2 Creating and Registering a Touch Event Listener

To handle touch events in your application in stroke mode:

1. Create an `SpenTouchListener` listener instance, mPenTouchListener in the sample, and implement the `onTouch()` callback method for pen touch events in the View area.
2. Call `SpenSimpleSurfaceView.setTouchListener()` to register the listener.

In the onTouch () method,if the SpenSimpleSurfaceView tool type is S pen and the application internal mode is Insert Stroke, implement the following:

- Calculate the coordinates of the stroke based on the location where the event took place.
- Set the time stamp with the system clock and set Pressure to 1.
- Get the pen name from the settings information for use as an input variable to call SpenObjectStroke().
- Call SpenObjectStroke() to create a stroke object. In this case, the size of an array of 'points' and 'pressures' must always be same; otherwise, an exception will be thrown.
- From the setting information, get the pen size and color for the new object and call setPenSize() and setColor() to set them.
- Call SpenPageDoc.appendObject() to insert the stroke object.
- Call SpenSimpleSurfaceView.update() to refresh the screen.

```
if (mMode == MODE_STROKE_OBJ) {
// Set the location to insert ObjectStroke and add it to PageDoc.
                        PointF canvasPos = getCanvasPoint(event);
floatposX = canvasPos.x;
intpointSize = 157;

                        PointF[] points = new PointF[pointSize];
float[] pressures = newfloat[pointSize];
int[] timestamps = newint[pointSize];

for (inti = 0; i<pointSize; i++) {
points[i] = new PointF();
points[i].x = posX++;
points[i].y = (float) (canvasPos.y + Math.sin(.04 * i) * 50);
pressures[i] = 1;
timestamps[i] = (int) android.os.SystemClock.uptimeMillis();
                        }

                        SpenObjectStroke strokeObj = new
SpenObjectStroke(mPenSettingView.getInfo().name, points,
pressures, timestamps);
strokeObj.setPenSize(mPenSettingView.getInfo().size);
strokeObj.setColor(mPenSettingView.getInfo().color);
mSpenPageDoc.appendObject(strokeObj);
mSpenSimpleSurfaceView.update();
                    }
```

Note

If ToolTypeAction is set to ACTION_NONE, ACTION_GESTURE, ACTION_SELECTION, or ACTION_TEXT, a touch-to-zoom animation will be performed by GestureDetector.OnDoubleTapListener.onDoubleTap() method when a double-tap gesture occurs

Refer to the tips below if you don't want a touch-to-zoom animation.

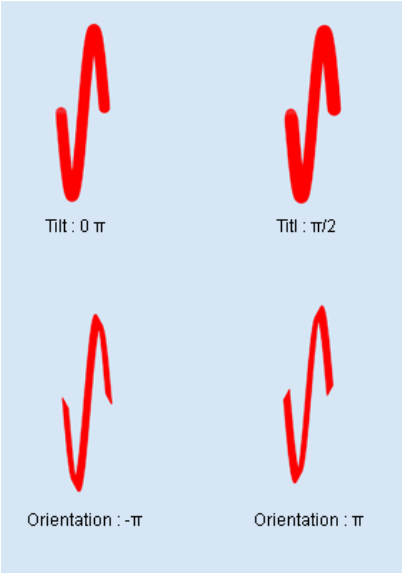
- Do not set ToolTypeAction to ACTION_NONE, ACTION_GESTURE, ACTION_SELECTION, or ACTION_TEXT.

Note

- Or, use `SpenSimpleSurfaceView.setPreTouchListener()` method to receive and consume pre-touch events.

If the current used pen type is foutain pen, you can use the following API to add tilt/orientation infomation to the stroke to customize stroke's style:

```
publicSpenObjectStroke(String penName, PointF[] points, float[]
pressures, int[] timestamps, float[] tilts,float[] orientations)
```



4.2.2. Saving Files

The sample application saves the data created with PenSDK Light in a file. The application supports the SPD format for Pen SDK Lightdata files and the +SPD data format (image file with added SPD data) for general image files.

Typical drawing applications display files saved in an image format as images but applications using Pen SDK Lightcan read them in the SPD data format. When the image data is modified with common editing tools, Pen SDK Lightapplications can no longer open them because these modifications remove the SPD data from the image data.

The sample application implements the following features:

- Save File button for saving files.
- When this button is clicked, a view allows users to name the file and select a format - SPD or PNG.
- When the file is saved in SPD format, it is saved with the provided file name.

- When the file is saved in PNG, a Bitmap is generated first and then it is saved. The SPD data behind the image is then added.

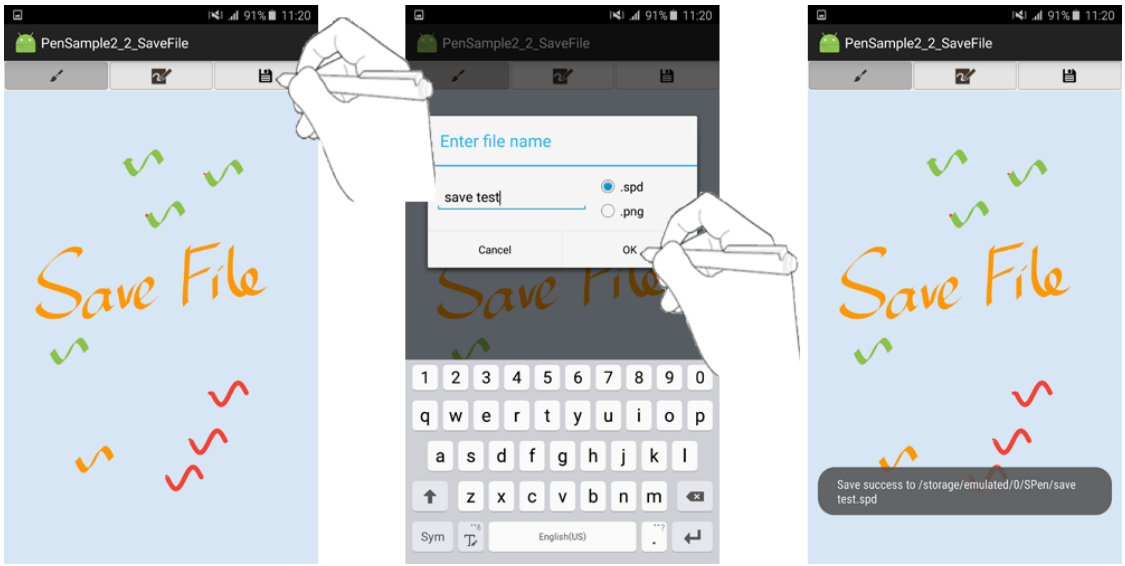


Figure 13: File save function

```
publicclass PenSample2_2_SaveFile extends Activity {
                .........

privatebooleanisDiscard = false;

protectedvoid onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_save_file);
mContext = this;
                .........

mSaveFileBtn = (ImageView) findViewById(R.id.saveFileBtn);
mSaveFileBtn.setOnClickListener(mSaveFileBtnClickListener);

        selectButton(mPenBtn);
    }

                .........

privatefinal OnClickListener mSaveFileBtnClickListener = new OnClickListener() {
@Override
publicvoid onClick(View v) {
mSpenSimpleSurfaceView.closeControl();
        closeSettingView();
        saveNoteFile(false);
    }
};
privateboolean saveNoteFile(finalbooleanisClose) {
// Prompt Save File dialog to get the file name
// and get its save format option (note file or image).
    LayoutInflater inflater = (LayoutInflater)
mContext.getSystemService(LAYOUT_INFLATER_SERVICE);
```

```
final View layout = inflater.inflate(R.layout.save_file_dialog, (ViewGroup)
findViewById(R.id.layout_root));

    AlertDialog.Builder builderSave = new AlertDialog.Builder(mContext);
builderSave.setTitle("Enter file name");
builderSave.setView(layout);

final EditText inputPath = (EditText) layout.findViewById(R.id.input_path);
inputPath.setText("Note");

builderSave.setPositiveButton("OK", new DialogInterface.OnClickListener() {
@Override
publicvoid onClick(DialogInterface dialog, intwhich) {

final RadioGroup selectFileExt = (RadioGroup) layout.findViewById(R.id.radioGroup);

// Set the save directory for the file.
            File filePath = new
File(Environment.getExternalStorageDirectory().getAbsolutePath() + "/SPen/");
if (!filePath.exists()) {
if (!filePath.mkdirs()) {
                    Toast.makeText(mContext, "Save Path Creation Error",
Toast.LENGTH_SHORT).show();
return;
                }
            }
            String saveFilePath = filePath.getPath() + '/';
            String fileName = inputPath.getText().toString();
if (!fileName.equals("")) {
saveFilePath += fileName;
intcheckedRadioButtonId = selectFileExt.getCheckedRadioButtonId();
if (checkedRadioButtonId == R.id.radioNote) {
saveFilePath += ".spd";
                    saveNoteFile(saveFilePath);
                } elseif (checkedRadioButtonId == R.id.radioImage) {
saveFilePath += ".png";
                    captureSpenSimpleSurfaceView(saveFilePath);
                }
if (isClose) {
                    finish();
                }
            } else {
                Toast.makeText(mContext, "Invalid filename !!!",
Toast.LENGTH_LONG).show();
            }
        }
    });
builderSave.setNegativeButton("Cancel", new DialogInterface.OnClickListener() {
@Override
publicvoid onClick(DialogInterface dialog, intwhich) {
if (isClose) {
                finish();
            }
        }
    });

    AlertDialog dlgSave = builderSave.create();
dlgSave.show();
```

```
returntrue;
}
privateboolean saveNoteFile(String strFileName) {
try {
// Save NoteDoc
mSpenNoteDoc.save(strFileName, false);
        Toast.makeText(mContext, "Save success to " + strFileName,
Toast.LENGTH_SHORT).show();
    } catch (IOException e) {
        Toast.makeText(mContext, "Cannot save NoteDoc file.",
Toast.LENGTH_SHORT).show();
e.printStackTrace();
returnfalse;
    } catch (Exception e) {
e.printStackTrace();
returnfalse;
    }
returntrue;
}
privatevoid captureSpenSimpleSurfaceView(String strFileName) {

// Capture the view
    Bitmap imgBitmap = mSpenSimpleSurfaceView.captureCurrentView(true);
if (imgBitmap == null) {
Toast.makeText(mContext, "Capture failed." + strFileName, Toast.LENGTH_SHORT).show();
return;
    }

    OutputStream out = null;
try {
// Create FileOutputStream and save the captured image.
out = new FileOutputStream(strFileName);
imgBitmap.compress(CompressFormat.PNG, 100, out);
// Save the note information.
mSpenNoteDoc.save(out, false);
out.close();
        Toast.makeText(mContext, "Captured images were stored in the file" +
strFileName, Toast.LENGTH_SHORT)
                .show();
    } catch (IOException e) {
        File tmpFile = new File(strFileName);
if (tmpFile.exists()) {
tmpFile.delete();
        }
        Toast.makeText(mContext, "Failed to save the file.",
Toast.LENGTH_SHORT).show();
e.printStackTrace();
    } catch (Exception e) {
        File tmpFile = new File(strFileName);
if (tmpFile.exists()) {
tmpFile.delete();
        }
        Toast.makeText(mContext, "Failed to save the file.",
Toast.LENGTH_SHORT).show();
e.printStackTrace();
    }
imgBitmap.recycle();
}
```

```
            .....

@Override
publicvoidonBackPressed() {
if (mSpenPageDoc.getObjectCount(true) > 0 &&mSpenPageDoc.isChanged()) {
        AlertDialog.Builder dlg = new AlertDialog.Builder(mContext);
dlg.setIcon(mContext.getResources().getDrawable(android.R.drawable.ic_dialog_alert));
dlg.setTitle(mContext.getResources().getString(R.string.app_name))
                .setMessage("Do you want to exit after save?")
                .setPositiveButton("Yes", new DialogInterface.OnClickListener() {
@Override
publicvoid onClick(DialogInterface dialog, intwhich) {
                        saveNoteFile(true);
dialog.dismiss();
                    }
                }).setNeutralButton("No", new DialogInterface.OnClickListener() {
@Override
publicvoid onClick(DialogInterface dialog, intwhich) {
dialog.dismiss();
mIsDiscard = true;
                        finish();
                    }
                }).setNegativeButton("Cancel", new DialogInterface.OnClickListener() {
@Override
publicvoid onClick(DialogInterface dialog, intwhich) {
dialog.dismiss();
                    }
                }).show();
    } else {
super.onBackPressed();
    }
}
@Override
protectedvoid onDestroy() {
super.onDestroy();

if (mPenSettingView != null) {
mPenSettingView.close();
    }

if (mSpenSimpleSurfaceView != null) {
mSpenSimpleSurfaceView.closeControl();
mSpenSimpleSurfaceView.close();
mSpenSimpleSurfaceView = null;
    }

if (mSpenNoteDoc != null) {
try {
if (mIsDiscard) {
mSpenNoteDoc.discard();
            } else {
mSpenNoteDoc.close();
            }
        } catch (Exception e) {
e.printStackTrace();
        }
mSpenNoteDoc = null;
    }
```

```
};
```

For more information, see PenSample2_4_SaveFile.java in PenSample2_4_SaveFile.

The following sections provide more details on the steps involved in saving a file.

Note

From SPen SDK Light 4.0, we support compatibleMode for saving notedoc and saving pagedoc. And the performance will be bad if compatibleMode of saving notedoc and saving pagedoc are different. Because the default compatibleMode for both save notedoc data and save pagedoc data is true so if you want to save the notedoc without compatibleMode, you should use:

```
SpenPageDoc.setDefaultSaveOption(false);
```

4.2.2.1 Registering a Listener for the Save File Button

To handle Save File button events in your application:

1. Create a Save File button.
2. Create an`OnClickListener` listener instance for the Save File button, mSaveFileBtnClickListener in the sample, and register it by calling `setOnClickListener()`onthe button.

In the `onClick`method for the Save File button, close the properties view in the viewport, and call the `saveNoteFile()`method to generate a dialog to allow the user to save the files. Pass the Boolean value false to not close the application after files are saved. In the dialog, the user specifies the name and the extension (SPD or PNG) for the file.

```
closeSettingView();
saveNoteFile(false);
```

To savea file in SPD format, pass the file name to the `SpenNoteDoc.save()` method. PenSDK Light stores the file in the “SPen/” folder in external storage.

```
privateboolean saveNoteFile(String strFileName) {
try {
// Save NoteDoc
mSpenNoteDoc.save(strFileName, false);
        Toast.makeText(mContext, "Save success to " + strFileName,
Toast.LENGTH_SHORT).show();
    } catch (IOException e) {
        Toast.makeText(mContext, "Cannot save NoteDoc file.",
Toast.LENGTH_SHORT).show();
e.printStackTrace();
returnfalse;
    } catch (Exception e) {
e.printStackTrace();
```

```
returnfalse;
    }
returntrue;
}
```

To saveafile in PNG format:

- Call `SpenSimpleSurfaceView.captureCurrentView()` to get the SpenSimpleSurfaceViewbitmap.
- Encode it in an image format.
- Create a FileOuputStream with the file name.
- Save the encoded image to this stream.
- Pass this stream to the `SpenNoteDoc.save()` method to add the SPD data behind the image.

Call `recycle()` to avoid possible memory leaks.

```
privatevoidcaptureSpenSimpleSurfaceView(String strFileName) {

// Capture the view
    Bitmap imgBitmap = mSpenSimpleSurfaceView.captureCurrentView(true);
if (imgBitmap == null) {
Toast.makeText(mContext, "Capture failed." + strFileName, Toast.LENGTH_SHORT).show();
return;
    }

    OutputStream out = null;
try {
// Create FileOutputStream and save the captured image.
out = new FileOutputStream(strFileName);
imgBitmap.compress(CompressFormat.PNG, 100, out);
// Save the note information.
mSpenNoteDoc.save(out, false);
out.close();
        Toast.makeText(mContext, "Captured images were stored in the file" +
strFileName, Toast.LENGTH_SHORT)
                .show();
    } catch (IOException e) {
        File tmpFile = new File(strFileName);
if (tmpFile.exists()) {
tmpFile.delete();
        }
        Toast.makeText(mContext, "Failed to save the file.",
Toast.LENGTH_SHORT).show();
e.printStackTrace();
    } catch (Exception e) {
        File tmpFile = new File(strFileName);
if (tmpFile.exists()) {
tmpFile.delete();
        }
        Toast.makeText(mContext, "Failed to save the file.",
Toast.LENGTH_SHORT).show();
e.printStackTrace();
    }
imgBitmap.recycle();
}
```

Note

If you have a image file in sdcard/gallery, you can easily save notedoc to this file by using the notedoc API

```
publicvoid attachToFile(String filePath)
```

Or:

```
publicvoid attachToFile(String filePath, booleancompatibleMode)
```

4.2.2.2 Handling Back Key Events

To handle Back key events:

1. In the method handling Back key presses, if `SpenPageDoc.getObjectCount()` returns a value greater than 0 and `SpenPageDoc.isChanged()` returns true, create a dialog prompting the user to confirm the saving of the file.

If the user chooses to save the file, save the file and call `saveNoteFile()`with the Boolean value set to true to close the application.

```
@Override
publicvoid onBackPressed() {
if (mSpenPageDoc.getObjectCount(true) > 0 &&mSpenPageDoc.isChanged()) {
        AlertDialog.Builder dlg = new AlertDialog.Builder(mContext);
dlg.setIcon(mContext.getResources().getDrawable(android.R.drawable.ic_dialog_alert));
dlg.setTitle(mContext.getResources().getString(R.string.app_name))
                .setMessage("Do you want to exit after save?")
                .setPositiveButton("Yes", new DialogInterface.OnClickListener() {
@Override
publicvoid onClick(DialogInterface dialog, intwhich) {
                        saveNoteFile(true);
dialog.dismiss();
                    }
```

If the user chooses not to save the file, call the following methods:

- The `onDestroy()` callback method to cancel the change in the SpenNoteDoc.
- `SpenNoteDoc.discard()` to close the SpenNoteDoc without saving the file.
- `finish()` to close the application.

```
.setNeutralButton("No", new DialogInterface.OnClickListener() {
@Override
publicvoid onClick(DialogInterface dialog, intwhich) {
dialog.dismiss();
mIsDiscard = true;
 finish();
}
                })
```

If the user selects Cancel in the dialog, close the dialog and return the application to its previous state.

```
.setNegativeButton("Cancel", new DialogInterface.OnClickListener() {
@Override
publicvoid onClick(DialogInterface dialog, intwhich) {
dialog.dismiss();
                    }
}).show();
dlg = null;
```

If the user selects No in the dialog:

- Check if `isDiscard` is set to true.
- If it is set to true, call `SpenNoteDoc.discard()` to cancel the change in the SpenNoteDoc stored in the cache and close the dialog.

```
protectedvoid onDestroy() {
              .........

if (mSpenNoteDoc != null) {
try {
if (mIsDiscard) {
mSpenNoteDoc.discard();
            } else {
mSpenNoteDoc.close();
            }
        } catch (Exception e) {
e.printStackTrace();
        }
mSpenNoteDoc = null;
    }
};
```

4.2.3. Loading SPD and +SPD Files

You can use Pen SDK Lightto load files saved in SPD (Pen SDK Lightdata files) and +SPD formats (image fileswith added SPD data).

The sample application implements the following features:

- Load File button for loading files.
- When this button is clicked, it saves the active note (the one the user is working with) as “tempNote.spd”.

- Displays a view that shows a list of the SPD and PNG files located in the “SPen/” folder in external storage.
- Createsan SpenNoteDoc instance with the selected file to refresh the screen with the loaded SpenPageDoc.

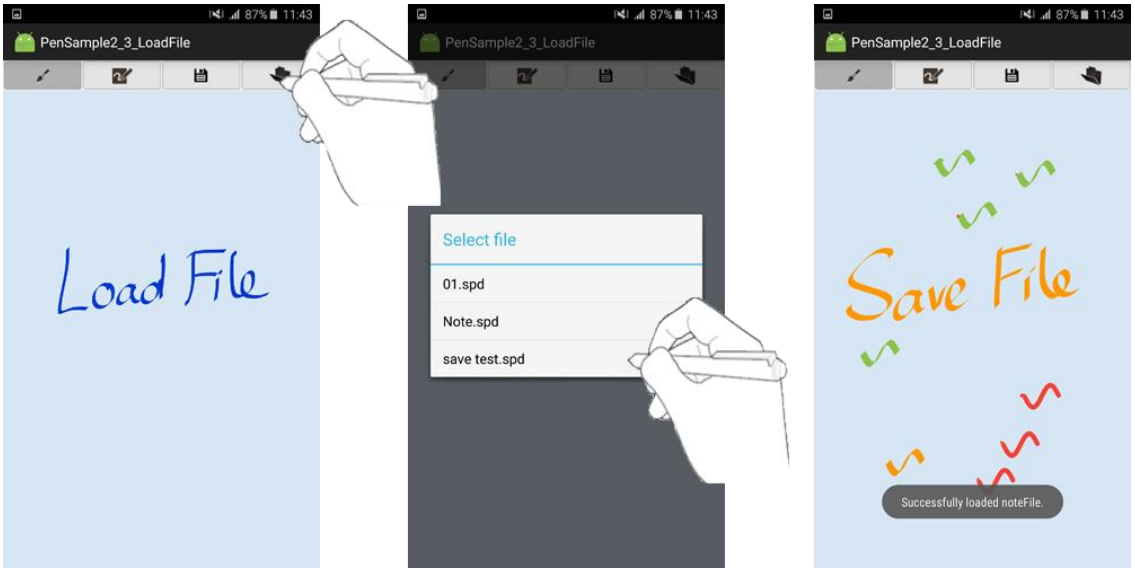


Figure 14: File load function

```
protectedvoid onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_load_file);
mContext = this;
              .........

mLoadFileBtn = (ImageView) findViewById(R.id.loadFileBtn);
mLoadFileBtn.setOnClickListener(mLoadFileBtnClickListener);
    selectButton(mPenBtn);
    initShapeSelectionDialog();

    String filePath = Environment.getExternalStorageDirectory().getAbsolutePath() +
"/SPen/";
mFilePath = new File(filePath);
if (!mFilePath.exists()) {
if (!mFilePath.mkdirs()) {
            Toast.makeText(mContext, "Save Path Creation Error",
                                              Toast.LENGTH_SHORT).show();
return;
        }
    }
              .........

privatefinal OnClickListener mLoadFileBtnClickListener = new OnClickListener() {
@Override
publicvoid onClick(View v) {
mSpenSimpleSurfaceView.closeControl();

        closeSettingView();
```

```
        loadNoteFile();
    }
};
              .........

privatevoid loadNoteFile() {
// Load the file list.
final String fileList[] = setFileList();
if (fileList == null) {
return;
    }

// Prompt Load File dialog.
new AlertDialog.Builder(mContext).setTitle("Select file")
            .setItems(fileList, new DialogInterface.OnClickListener() {
@Override
publicvoid onClick(DialogInterface dialog, intwhich) {
                    String strFilePath = mFilePath.getPath() + '/' + fileList[which];

try {  SpenObjectTextBox.setInitialCursorPos(SpenObjectTextBox.CURSOR_POS_END);
// Create NoteDoc with the selected file.
                        SpenNoteDoc tmpSpenNoteDoc = new SpenNoteDoc(mContext,
strFilePath, mScreenRect.width(),
                                SpenNoteDoc.MODE_WRITABLE, true);
mSpenNoteDoc.close();
mSpenNoteDoc = tmpSpenNoteDoc;
if (mSpenNoteDoc.getPageCount() == 0) {
mSpenPageDoc = mSpenNoteDoc.appendPage();
                        } else {
mSpenPageDoc = mSpenNoteDoc.getPage(mSpenNoteDoc.getLastEditedPageIndex());
                        }
mSpenSimpleSurfaceView.setPageDoc(mSpenPageDoc, true);
mSpenSimpleSurfaceView.update();
                        Toast.makeText(mContext, "Successfully loaded noteFile.",
Toast.LENGTH_SHORT).show();
                    } catch (IOException e) {
                        Toast.makeText(mContext, "Cannot open this file.",
Toast.LENGTH_LONG).show();
                    } catch (SpenUnsupportedTypeException e) {
                        Toast.makeText(mContext, "This file is not supported.",
Toast.LENGTH_LONG).show();
                    } catch (SpenInvalidPasswordException e) {
                        Toast.makeText(mContext, "This file is locked by a password.",
Toast.LENGTH_LONG).show();
                    } catch (SpenUnsupportedVersionException e) {
Toast.makeText(mContext, "This file is the version that does not support.",
                                Toast.LENGTH_LONG).show();
                    } catch (Exception e) {
                        Toast.makeText(mContext, "Failed to load noteDoc.",
Toast.LENGTH_LONG).show();
                    }
                }
            }).show();
}
private String[] setFileList() {
// Call the file list under the directory in mFilePath.
if (!mFilePath.exists()) {
if (!mFilePath.mkdirs()) {
            Toast.makeText(mContext, "Save Path Creation Error",
```

```
Toast.LENGTH_SHORT).show();
returnnull;
        }
    }
// Filter in spd and png files.
    File[] fileList = mFilePath.listFiles(new txtFileFilter());
if (fileList == null) {
        Toast.makeText(mContext, "File does not exist.", Toast.LENGTH_SHORT).show();
returnnull;
    }

inti = 0;
    String[] strFileList = new String[fileList.length];
for (File file : fileList) {
strFileList[i++] = file.getName();
    }

returnstrFileList;
}

class txtFileFilter implements FilenameFilter {
@Override
publicboolean accept(File dir, String name) {
return (name.endsWith(".spd") || name.endsWith(".png"));
        }
}

              .........
```

For more information, see PenSample2_5_LoadFile in PenSample2_5_LoadFile.java

The following sections provide more details on the steps involved in loading SPD and +SPD (image file with added SPD data) files.

4.2.3.1 Adding a Listener for the Load File Button

To handle Load File button events:

1. Create a Load File button.
2. Create an`OnClickListener`listener instance for the Load File button, mLoadFileBtnClickListener in the sample, and register it by calling `setOnClickListener()` on the button.

In the `onClick()` method, close all the open settingsview and call the file selection view.

```
closeSettingView();
loadNoteFile();
```

In the file selection view, create a window to display a list of theSPD and PNG files in the “SPen/” folder in external storage to allow users to select a file.

```
try {
// Create NoteDoc with the selected file.
          SpenNoteDoc tmpSpenNoteDoc = new SpenNoteDoc(mContext,
                    strFilePath, mScreenRect.width(), SpenNoteDoc.MODE_WRITABLE, true);
mSpenNoteDoc.close();
mSpenNoteDoc = tmpSpenNoteDoc;
if (mSpenNoteDoc.getPageCount() == 0) {
mSpenPageDoc = mSpenNoteDoc.appendPage();
          } else {
mSpenPageDoc = mSpenNoteDoc.getPage(
mSpenNoteDoc.getLastEditedPageIndex());
          }
mSpenSimpleSurfaceView.setPageDoc(mSpenPageDoc, true);
mSpenSimpleSurfaceView.update();
} catch (IOException e) {
Toast.makeText(mContext,"Cannot open this file.",
              Toast.LENGTH_LONG).show();
} catch (SpenUnsupportedTypeException e) {
Toast.makeText(mContext,"This file is not supported.",
              Toast.LENGTH_LONG).show();
} catch (SpenInvalidPasswordException e) {
Toast.makeText(mContext,"This file is locked by a password.",
              Toast.LENGTH_LONG).show();
} catch (SpenUnsupportedVersionException e) {
Toast.makeText(mContext, "This file is a version that is not supported.",
              Toast.LENGTH_LONG).show();
} catch (Exception e) {
Toast.makeText(mContext, "Failed to load noteDoc.",
              Toast.LENGTH_LONG).show();
}
```

When a new SpenNoteDoc instance is successfully created with the selected file, call `close()`to close the old SpenNoteDoc. Specify the new SpenNoteDoc instance as a member variable of mSpenNoteDoc.

If the new SpenNoteDoc instance does not have a page, call `SpenNoteDoc.appendPage()` to create a new SpenPageDoc instance; otherwise, use the value returned by `getLastEditedPageIndex()` to call `SpenNoteDoc.getPage()`for getting the last edited page.

Call `SpenSimpleSurfaceView.setPageDoc()` to link the page information and yourSpenSimpleSurfaceView instance.

Call `SpenSimpleSurfaceView.update()`to refresh the screen with the loaded file data.

- SpenUnsupportedTypeException is thrown if Pen SDK Lightcannot read the format of the selected file.
- SpenInvalidPasswordException is thrown if an invalid password is entered for an encrypted file.
- SpenUnsupportedVersionException is thrown if Pen SDK Lightdoes not support the SPD file format version.

4.2.4. Adding Pages

You can use PenSDK Light to create an application that can add multiple pages to a note.

You can use `SpenNoteDoc.insertPage()` to insert new pages at a specified indexand`SpenNoteDoc.appendPage()` to append a new page as the last page of the note.

The sample application implements the following features:

- Add Page button for adding pages.
- Listener for the Add Page button.
- When the Add Page button is clicked,the`onClick()` callback method for the Add Page buttoncalls`SpenNoteDoc.appendPage()` to add a page.
- Listener for flick events in the View area.
- When a Flick event occurs, the sample application calls`SpenNoteDoc.getPage()` to get either the previous or the next page, depending on the flick direction.

Figure 15: Page Add function

```
protectedvoid onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_attach_file);
mContext = this;
              .........

mSpenSimpleSurfaceView.setFlickListener(mFlickListener);

              .........

mAddPageBtn = (ImageView) findViewById(R.id.addPageBtn);
mAddPageBtn.setOnClickListener(mAddPageBtnClickListener);
```

```
            .........

}

            .........

privatefinal OnClickListener mAddPageBtnClickListener = new OnClickListener() {
@Override
publicvoid onClick(View v) {
mSpenSimpleSurfaceView.closeControl();

        closeSettingView();
// Create a page next to the current page.
intpageIndex = mSpenNoteDoc.getPageIndexById(mSpenPageDoc.getId()) + 1;
mSpenPageDoc = mSpenNoteDoc.insertPage(pageIndex);
mSpenPageDoc.setBackgroundColor(0xFFD6E6F5);
mSpenPageDoc.clearHistory();

v.setClickable(false);
mSpenSimpleSurfaceView.setPageDoc(mSpenPageDoc, true);
v.setClickable(true);

        updatePageButton(pageIndex);
    }
};
            .........

privatefinal OnClickListener mNextPageBtnClickListener = new OnClickListener() {
@Override
publicvoid onClick(View v) {
intindex = mSpenNoteDoc.getPageIndexById(mSpenPageDoc.getId()) + 1;
mSpenPageDoc = mSpenNoteDoc.getPage(index);
mSpenSimpleSurfaceView.setPageDoc(mSpenPageDoc, true);
        updatePageButton(index);
    }
};

privatefinal OnClickListener mPrevPageBtnClickListener = new OnClickListener() {
@Override
publicvoid onClick(View v) {
intindex = mSpenNoteDoc.getPageIndexById(mSpenPageDoc.getId()) - 1;
mSpenPageDoc = mSpenNoteDoc.getPage(index);
mSpenSimpleSurfaceView.setPageDoc(mSpenPageDoc, true);
        updatePageButton(index);
    }
};

privatevoid updatePageButton(intpageIndex){
mPrevPageBtn.setEnabled(true);
mNextPageBtn.setEnabled(true);

if(pageIndex == 0)
        {
mPrevPageBtn.setEnabled(false);
        }

if(pageIndex == mSpenNoteDoc.getPageCount() - 1)
```

```
        {
mNextPageBtn.setEnabled(false);
        }

mPageIndexText.setText(pageIndex + 1 + "/" + mSpenNoteDoc.getPageCount());
    }               .........
```

For more information, see PenSample2_7_AddPage.java in PenSample2_7_AddPage.

The following sections provide more details on the steps involved in adding a page.

4.2.4.1 Registering a Listener for the Add Page Button

To handle Add Page button events in your application:

1. Create an Add Page button.
2. Create an `OnClickListener` listener instance for the Add Page button, mAddPageBtnClickListener in the sample,and register it by calling `setOnClickListener()` on the button.

In the `onClick()` method:

- Close any open settingsviews.
- Call `SpenNoteDoc.insertPage()`to add a new page after the current page and get the instance returned for the new page.
- Use `SpenPageDoc.getId()` and `SpenPageDoc.getPageIndexById()`to get the index of the current page.
- Pass this to `SpenSimpleSurfaceView.setPageDoc()` to set the new page in your SpenSimpleSurfaceView instance, and print a text that shows the index of the current page in the View area.
- If the user taps or clicks the Add New Page button multiple times quickly, a new page might be added before the page effect of the previous `SpenSimpleSurfaceView.setPageDoc()` is completed. This can cause problems in your application. To prevent this:
    - Disable the Add New Page button before calling `SpenSimpleSurfaceView.setPageDoc()`.
    - Register an SpenPageEffectListener instance.
    - In the `onFinish()` callback method, which is called on completion of a page effect, enable the button.
-

```
privatefinal OnClickListener mAddPageBtnClickListener = new OnClickListener() {
@Override
publicvoid onClick(View v) {
mSpenSimpleSurfaceView.closeControl();

        closeSettingView();
// Create a page next to the current page.
intpageIndex = mSpenNoteDoc.getPageIndexById(mSpenPageDoc.getId()) + 1;
```

```
mSpenPageDoc = mSpenNoteDoc.insertPage(pageIndex);
mSpenPageDoc.setBackgroundColor(0xFFD6E6F5);
mSpenPageDoc.clearHistory();

v.setClickable(false);
mSpenSimpleSurfaceView.setPageDoc(mSpenPageDoc, true);
v.setClickable(true);

        updatePageButton(pageIndex);
    }
};
```

4.2.4.2 Registering a Listener for Next and Previous Button

To handle Next and Previousevents in the View area in your application:

- Add Next and Previous button for next and previous pages.
- Listener for the these buttons.
- When the Next and Previous button is clicked,theonClick() callback method for the Add Page buttoncallsmSpenSimpleSurfaceView.setPageDoc() to next and previous.

When the number of pages in the note is greater than 1 and a next or previousevent occurs, call SpenNoteDoc.getPage() to get either the previous or next page depending on next or previous button.

Call SpenSimpleSurfaceView.setPageDoc() to set the page as the current page of the SpenSimpleSurfaceView instance.

Display a text that shows the index of the current page in the View area.

```
privatevoid updatePageButton(intpageIndex){
mPrevPageBtn.setEnabled(true);
mNextPageBtn.setEnabled(true);

if(pageIndex == 0)
    {
mPrevPageBtn.setEnabled(false);
    }

if(pageIndex == mSpenNoteDoc.getPageCount() - 1)
    {
mNextPageBtn.setEnabled(false);
    }

mPageIndexText.setText(pageIndex + 1 + "/" + mSpenNoteDoc.getPageCount());
}
privatefinal OnClickListener mNextPageBtnClickListener = new OnClickListener() {
@Override
publicvoid onClick(View v) {
intindex = mSpenNoteDoc.getPageIndexById(mSpenPageDoc.getId()) + 1;
mSpenPageDoc = mSpenNoteDoc.getPage(index);
mSpenSimpleSurfaceView.setPageDoc(mSpenPageDoc, true);
        updatePageButton(index);
    }
```

```
};

privatefinal OnClickListener mPrevPageBtnClickListener = new OnClickListener() {
@Override
publicvoid onClick(View v) {
intindex = mSpenNoteDoc.getPageIndexById(mSpenPageDoc.getId()) - 1;
mSpenPageDoc = mSpenNoteDoc.getPage(index);
mSpenSimpleSurfaceView.setPageDoc(mSpenPageDoc, true);
        updatePageButton(index);
    }
};
```

4.2.5. Using Extra Data

Pen SDK Lightprovides methods to save any additional data required by your applications. As shown in the following sample code, Pen SDK Lightlinks a user-defined key value to the data, which enablesPenSDK to load the data corresponding to the key.

```
note.setExtraDataString("STRING_KEY", "String Data");

              .........

if (note.hasExtraDataString("STRING_KEY")) {
        String str = note.getExtraDataString("STRING_KEY");
}
```

You can use the methods listed in the following table in the SpenNoteDoc, SpenPageDoc, and SpenObjectBase classes to save extra data in a note, page, or object. Pen SDK Lightdoes not record changes made to set up extra data in the historystack. You cannot restore extra data with the Undo command.

Method	Description
setExtraDataString setExtraDataInt setExtraDataStringArray setExtraDataByteArray	Sets extra data for the specified key.
getExtraDataString getExtraDataInt getExtraDataStringArray getExtraDataByteArray	Returns extra data that corresponds to the specified key.
hasExtraDataString hasExtraDataInt hasExtraDataStringArray hasExtraDataByteArray	Checks whether there is extra data that corresponds to the specified key.

Method	Description

`removeExtraDataString`
`removeExtraDataInt`
`removeExtraDataStringArray`
`removeExtraDataByteArray`
	Removes extra data thatcorresponds to the specified key.

4.3. Selecting Objects

Pen SDK Lightallows you to resize, relocate, or rotate objects added to theSpenSimpleSurfaceView instance. You can use `SpenPageDoc.moveObjectIndex()` to edit the order of objects in the SpenPageDoc instance.

4.3.1. Using the Rectangle and Lasso Selection Tool

You can use PenSDK Light to create a tool for selecting an object on theSpenSimpleSurfaceView instance.

PenSDK Light offers SpenSettingSelectionLayout, which enables you to set up the following two types of object selections:

- Lasso selection, which allows you to draw a selection border to select the object enclosed in the shape you draw.
- Rectangle selection,which allows you to draw a rectangle to select the object enclosed by the rectangle.

The sample application implements the following features:

- Adds SpenSettingSelectionLayout to the sample application created in the Selecting Top Objects section.
- When the Selection Tool button is clicked, the `onClick()` callback method displays the SpenSettingSelectionLayout viewtolet users specify the selection type: Lasso or Rectangle.
- One or multiple object selection.

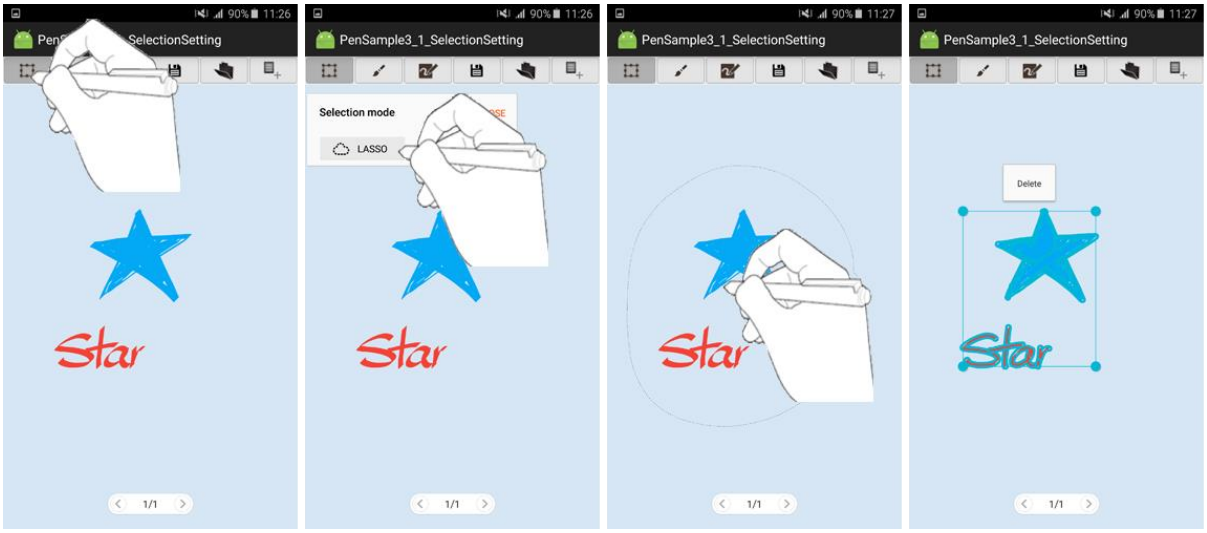


Figure 16: Selection settings

```
protectedvoid onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_selection_setting);
mContext = this;
                .........

// Create SelectionSettingView
mSelectionSettingView = new SpenSettingSelectionLayout(mContext, "", spenViewLayout);
if (mSelectionSettingView == null) {
    Toast.makeText(mContext, "Cannot create new SelectionSettingView.",
Toast.LENGTH_SHORT).show();
    finish();
}
mSettingView = (FrameLayout) findViewById(R.id.settingView);
mSettingView.addView(mPenSettingView);
mSettingView.addView(mSelectionSettingView);

// Create SpenSimpleSurfaceView
mSpenSimpleSurfaceView = newSpenSimpleSurfaceView(mContext);
if (mSpenSimpleSurfaceView == null) {
    Toast.makeText(mContext, "Cannot create new SpenSimpleSurfaceView.",
Toast.LENGTH_SHORT).show();
    finish();
}
mSpenSimpleSurfaceView.setToolTipEnabled(true);
spenViewLayout.addView(mSpenSimpleSurfaceView);
mPenSettingView.setCanvasView(mSpenSimpleSurfaceView);
mTextSettingView.setCanvasView(mSpenSimpleSurfaceView);
mSelectionSettingView.setCanvasView(mSpenSimpleSurfaceView);
                .........

mSpenSimpleSurfaceView.setSelectionChangeListener(mSelectionListener);

// Set the button.
mSelectionBtn = (ImageView) findViewById(R.id.selectionBtn);
mSelectionBtn.setOnClickListener(mSelectionBtnClickListener);

                .........

}

                .........

privatefinal OnClickListener mSelectionBtnClickListener = new OnClickListener() {
@Override
publicvoid onClick(View v) {
mSpenSimpleSurfaceView.closeControl();

// When Spen is in selection mode
if (mSpenSimpleSurfaceView.getToolTypeAction(mToolType) ==
SpenSimpleSurfaceView.ACTION_SELECTION) {
// If SelectionSettingView is open, close it.
if (mSelectionSettingView.isShown()) {
mSelectionSettingView.setVisibility(View.GONE);
```

```
// If SelectionSettingView is not open, open it.
            } else {
mSelectionSettingView.setVisibility(View.VISIBLE);
            }
// If Spen is not in selection mode, change it to selection mode.
        } else {
mMode = MODE_SELECTION;
            selectButton(mSelectionBtn);
mSpenSimpleSurfaceView.setToolTypeAction(mToolType,
SpenSimpleSurfaceView.ACTION_SELECTION);
        }
    }
};
              .........

privatefinal SpenSelectionChangeListener mSelectionListener = new
SpenSelectionChangeListener() {

@Override
publicvoid onChanged(SpenSettingSelectionInfo info) {
// Close Setting view if selection type is changed.
mSelectionSettingView.setVisibility(SpenSimpleSurfaceView.GONE);
    }
};

privatevoid selectButton(View v) {
// Enable or disable the button according to the current mode.
mSelectionBtn.setSelected(false);
mPenBtn.setSelected(false);
mStrokeObjBtn.setSelected(false);

v.setSelected(true);
    closeSettingView();
}
privatevoid closeSettingView() {
// Close all the setting views.
mPenSettingView.setVisibility(SpenSimpleSurfaceView.GONE);
mSelectionSettingView.setVisibility(SpenSimpleSurfaceView.GONE);
}
protectedvoidonDestroy() {
super.onDestroy();

if (mPenSettingView != null) {
mPenSettingView.close();
    }

if (mSelectionSettingView != null) {
mSelectionSettingView.close();
    }

if (mSpenSimpleSurfaceView != null) {
mSpenSimpleSurfaceView.closeControl();
mSpenSimpleSurfaceView.close();
mSpenSimpleSurfaceView = null;
    }

if (mSpenNoteDoc != null) {
try {
if (mIsDiscard) {
```

```
mSpenNoteDoc.discard();
            } else {
mSpenNoteDoc.close();
            }
        } catch (Exception e) {
e.printStackTrace();
        }
mSpenNoteDoc = null;
    }
}
```

For more information, see PenSample3_1_SelectionSetting.java in PenSample3_1_SelectionSetting.

The following sections provide more details on the steps involved in using the Rectangle and Lasso selection tools.

4.3.1.1 Creating SpenSettingSelectionLayout

To add SpenSettingSelectionLayout to your application:

1. Create an instance of `SpenSettingSlectionLayout`, mSelectionSettingView in the sample.

In the `onClick()` method,handle the selection of the Selection Tool button:

- To stack the SpenSettingSelectionLayout view on your SpenSimpleSurfaceView instance in the viewport, call `addView()` and add your SpenSettingSelectionLayout instance to the SpenSimpleSurfaceView container defined in FrameLayout.
- Pass the SpenSimpleSurfaceView instance when calling`SpenSettingSelectionLayout.setCanvasView()` to link the selection tool functionality to SpenSimpleSurfaceView.

```
mSelectionSettingView =
new SpenSettingSelectionLayout(mContext, new String(),
                spenViewLayout);
if (mSelectionSettingView == null) {
       finish();
}
spenViewContainer.addView(mSelectionSettingView);

              .........

mSelectionSettingView.setCanvasView(mSpenSimpleSurfaceView);
```

4.3.1.2 Registering a Listener for the Selection Tool Button

To handle Selection Tool button events:

1. Create a Selection Tool button.
2. Create an `OnClickListener` listener instance for the Selection Tool button and register it by calling `setOnClickListener()`onthe button.

In the onClick() method, if mToolType is set to ACTION_SELECTION and the Selection Tool button is clicked again., add the following:

- Close the SpenSettingSelectionLayout view if it is open.
- If the SpenSettingSelectionLayout view is not open, display it
- In the view, let the user select a selection tool: Lasso or Rectangle.

```
if (mSpenSimpleSurfaceView.getToolTypeAction(mToolType) ==
SpenSimpleSurfaceView.ACTION_SELECTION) {
// If SelectionSettingView is open, close it.
if (mSelectionSettingView.isShown()) {
mSelectionSettingView.setVisibility(View.GONE);
// If SelectionSettingView is not open, open it.
    } else {
mSelectionSettingView.setVisibility(View.VISIBLE);
    }
```

4.3.1.3 Creating and Registering a Selection Change Event Listener

To handle selection change events:

1. Create anSpenSelectionChangeListener listener instance to handle selection change events.
2. Add the onChanged() callback method, which is called when selection settings change
3. Call SpenSimpleSurfaceView.setSelectionChangeListener() to register the listener.

In the onChanged() method, close the SpenSettingSelectionLayout window.

```
publicvoid onChanged(SpenSettingSelectionInfo info) {
// Close Setting view if selection type is changed.
mSelectionSettingView.setVisibility(SpenSimpleSurfaceView.GONE);
    }
};
```

4.3.1.4 Preventing Memory Leaks

To prevent memory leaks:

1. Call onDestroy()to close the SpenSettingSelectionLayout instance.

```
if (mSelectionSettingView != null) {
mSelectionSettingView.close();
}
```

4.3.2. Bringing Objects Forward and Backward

You can use PenSDK Light to change the placement of objects in your application by bringing them forward and backward.

The sample application implements the following features:

- Adds the following menu items to the control selected objects:
  - “Move to bottom” to send the selected object to the bottom of a group of stacked objects.
  - "Move backward" to send the selected object back one level.
  - "Move forward" to bring the selected object forward one level.
  - "Move to top" to bring the selected object to the top of a group of stacked objects.

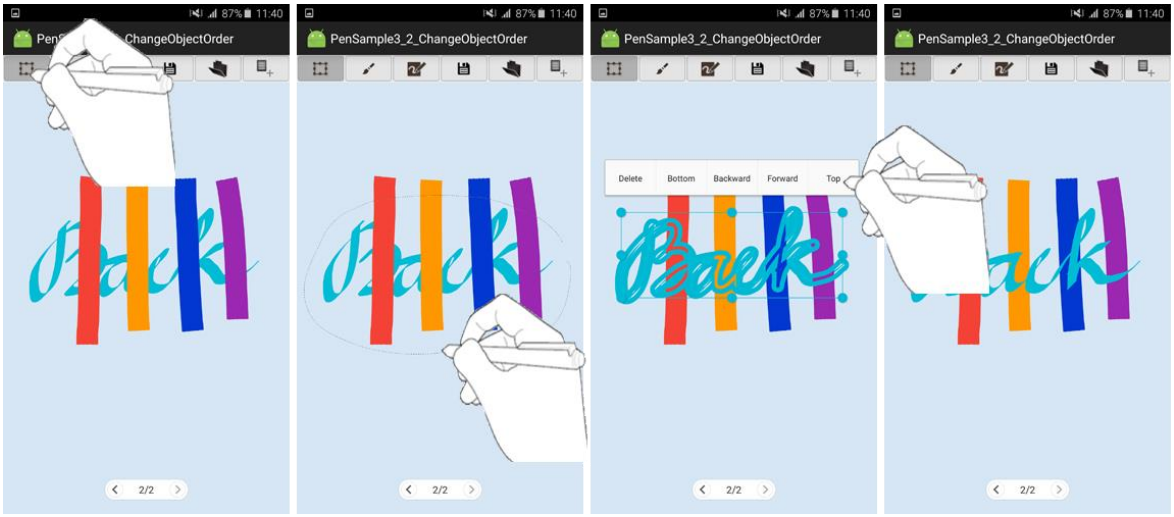


Figure 17: Moving an object

```
publicclass PenSample3_2_ChangeObjectOrder extends Activity {
privatefinalintCONTEXT_MENU_PROPERTIES_ID = 0;
privatefinalintCONTEXT_MENU_DELETE_ID = 10;
privatefinalintCONTEXT_MENU_GROUP_ID = 20;
privatefinalintCONTEXT_MENU_UNGROUP_ID = 21;
privatefinalintCONTEXT_MENU_MOVE_TO_BOTTOM_ID = 30;
privatefinalintCONTEXT_MENU_MOVE_TO_BACKWARD_ID = 31;
privatefinalintCONTEXT_MENU_MOVE_TO_FORWARD_ID = 32;
privatefinalintCONTEXT_MENU_MOVE_TO_TOP_ID = 33;
                .........

protectedvoid onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_change_object_order);
mContext = this;
                .........

mSpenSimpleSurfaceView.setControlListener(mControlListener);
mSpenSimpleSurfaceView.setSelectionChangeListener(mSelectionListener);
// Set the button.
```

```
mSelectionBtn = (ImageView) findViewById(R.id.selectionBtn);
mSelectionBtn.setOnClickListener(mSelectionBtnClickListener);
                .........

addImgObject(mScreenRect.width() / 2, mScreenRect.height() / 2, 3);
addTextObject(mScreenRect.width() / 2, mScreenRect.height() / 2,
"test").setFontSize(100);
addStrokeObject(mScreenRect.width() / 2, mScreenRect.height() / 2);
addShapeObject(mScreenRect.width() / 2, mScreenRect.width() / 2,
SpenObjectShape.TYPE_HEART, "LIKE");
addLineObject(mScreenRect.width()      /      2,      mScreenRect.width()      /      2,
SpenObjectLine.TYPE_STRAIGHT);
                .........

    }

                .........

privatefinal SpenControlListener mControlListener = new SpenControlListener() {

@Override
publicvoid onRotationChanged(floatarg0, SpenObjectBase arg1) {
    }

@Override
publicvoid onRectChanged(RectF arg0, SpenObjectBase arg1) {
    }

@Override
publicvoid onObjectChanged(ArrayList<SpenObjectBase>arg0) {
    }

@Override
publicboolean onMenuSelected(ArrayList<SpenObjectBase>objectList, intitemId) {
        SpenObjectContainer objContainer;
        SpenObjectBase object = objectList.get(0);
switch (itemId) {
// Properties of object shape/line
caseCONTEXT_MENU_PROPERTIES_ID:
            shapeProperties();
mSpenSimpleSurfaceView.closeControl();
break;

// Remove the selected object.
caseCONTEXT_MENU_DELETE_ID:
// mSpenPageDoc.removeSelectedObject();
for (SpenObjectBase obj : objectList) {
mSpenPageDoc.removeObject(obj);
            }
mSpenSimpleSurfaceView.closeControl();
mSpenSimpleSurfaceView.update();
break;

// Send the selected object to the back.
caseCONTEXT_MENU_MOVE_TO_BOTTOM_ID:
mSpenPageDoc.moveObjectIndex(object, -mSpenPageDoc.getObjectIndex(object), true);
mSpenSimpleSurfaceView.update();
break;
```

```
// Send the selected object backward by an index.
caseCONTEXT_MENU_MOVE_TO_BACKWARD_ID:
if (mSpenPageDoc.getObjectIndex(object) > 0) {
mSpenPageDoc.moveObjectIndex(object, -1, true);
mSpenSimpleSurfaceView.update();
            }
break;

// Bring the selected object forward by an index.
caseCONTEXT_MENU_MOVE_TO_FORWARD_ID:
if (mSpenPageDoc.getObjectIndex(object) <mSpenPageDoc.getObjectCount(true) - 1) {
mSpenPageDoc.moveObjectIndex(object, 1, true);
mSpenSimpleSurfaceView.update();
            }
break;

// Bring the selected object to the front.
caseCONTEXT_MENU_MOVE_TO_TOP_ID:
mSpenPageDoc.moveObjectIndex(object,
mSpenPageDoc.getObjectCount(true) - 1 - mSpenPageDoc.getObjectIndex(object), true);
mSpenSimpleSurfaceView.update();
break;
default:
break;
        }

returntrue;
    }

@Override
publicboolean onCreated(ArrayList<SpenObjectBase>objectList,
ArrayList<Rect>relativeRectList,
            ArrayList<SpenContextMenuItemInfo>menu, ArrayList<Integer>styleList,
intpressType, PointF point) {

// Set the Context menu
if (objectList.size() == 1
&& (objectList.get(0).getType() == SpenObjectBase.TYPE_SHAPE ||
objectList.get(0).getType() == SpenObjectBase.TYPE_LINE)) {
menu.add(new SpenContextMenuItemInfo(CONTEXT_MENU_PROPERTIES_ID, "Properties", true));
        }
menu.add(new SpenContextMenuItemInfo(CONTEXT_MENU_DELETE_ID, "Delete", true));

// Display Arrange menu if only one object is selected.
if (objectList.size() == 1) {
menu.add(new SpenContextMenuItemInfo(CONTEXT_MENU_MOVE_TO_BOTTOM_ID, "Bottom", true));
menu.add(new SpenContextMenuItemInfo(CONTEXT_MENU_MOVE_TO_BACKWARD_ID, "Backward",
true));
menu.add(new SpenContextMenuItemInfo(CONTEXT_MENU_MOVE_TO_FORWARD_ID, "Forward",
true));
menu.add(new SpenContextMenuItemInfo(CONTEXT_MENU_MOVE_TO_TOP_ID, "Top", true));
returntrue;
        }
// Attach an individual control for each object.
        SpenControlList controlList = new SpenControlList(mContext, mSpenPageDoc);
controlList.setObject(objectList);
controlList.setGroup(false);
mSpenSimpleSurfaceView.setControl(controlList);
controlList.setContextMenu(menu);
```

```
returnfalse;
    }

@Override
publicboolean onClosed(ArrayList<SpenObjectBase>arg0) {
returnfalse;
    }
   };
          ……
```

For more information, see PenSample3_2_MoveObject.java in PenSample3_2_MoveObject.

The following sections provide more details on the steps involved in moving objects forward and backward.

4.3.2.1 Creating a Context Menu in a Control

To create a context menu for control eventsin your application:

1. Create an`SpenControlListener` listener instance.
2. Call `SpenSimpleSurfaceView.setControlListener()`to register the listener.

In the `onCreated()` callback method,which is called when there is a control in the View area, create a context menu:

- Create an SpenContextMenuItemInfo instance to add the menu items that appear in the context menu when users select a single object:
    - “Bottom” to move the selected object to the bottom
    - "Backward" to move the object one level back
    - "Forward" to move the object one level forward
    - "Top" to move the object to the top.
- Create SpenContextMenuItemInfo to register these commands in the context menu.

```
publicbooleanonCreated(ArrayList<SpenObjectBase>objectList,
ArrayList<Rect>relativeRectList,                ArrayList<SpenContextMenuItemInfo>menu,
ArrayList<Integer>styleList, intpressType, PointF point) {
              .........

// Display Arrange menu if only one object is selected.
if (objectList.size() == 1) {
menu.add(new SpenContextMenuItemInfo(CONTEXT_MENU_MOVE_TO_BOTTOM_ID, "Bottom", true));
menu.add(new SpenContextMenuItemInfo(CONTEXT_MENU_MOVE_TO_BACKWARD_ID, "Backward",
true));
menu.add(new SpenContextMenuItemInfo(CONTEXT_MENU_MOVE_TO_FORWARD_ID, "Forward",
true));
menu.add(new SpenContextMenuItemInfo(CONTEXT_MENU_MOVE_TO_TOP_ID, "Top", true));
returntrue;
}
              .........
```

4.3.2.2 Handling Context Menu Events in a Control

To handle context menu events in your application:

1. In the `onMenuSelected()` callback method, which is called when a menu item is selected from the context menu on a control, execute the menu items using their menu IDs.

When the “Bottom” menu item is selected from the context menu, do the following:

- Calculate the step that makes the index of the selected object zero. This is the return value of `SpenPageDoc.getObjectIndex(object)` with a leading minus sign.
- Call `SpenPageDoc.moveObjectIndex()`and pass the step that was calculated as the second parameter. If the step is a negative integer, change the index to the start of the object list. If the step is a positive integer, change the index to the end of the object list.
    - Call `SpenPageDoc.getObjectIndex()`to get the current index of the selected object.
    - Call `SpenPageDoc.getObjectCount()`to get the number of objects in SpenPageDoc.
- Call `SpenPageDoc.moveObjectIndex()`using the calculated step to move the object to the bottom in SpenPageDoc.
- Call `SpenSimpleSurfaceView.update()` to refresh the screen.

```
publicbooleanonMenuSelected(ArrayList<SpenObjectBase>objectList, intitemId) {
    SpenObjectContainer objContainer;
    SpenObjectBase object = objectList.get(0);
switch (itemId) {
              .........

// Send the selected object to the back.
caseCONTEXT_MENU_MOVE_TO_BOTTOM_ID:
mSpenPageDoc.moveObjectIndex(object, -mSpenPageDoc.getObjectIndex(object), true);
mSpenSimpleSurfaceView.update();
    break;
```

When the "Backward" menu item is selected, do the following::

- Set the step to-1 if the object is not located at the bottom of the stack.Call `SpenPageDoc.moveObjectIndex()` to send the object back one level in SpenPageDoc.
- Call `SpenSimpleSurfaceView.update()` to refresh the screen.

```
caseCONTEXT_MENU_MOVE_TO_BACKWARD_ID:
if (mSpenPageDoc.getObjectIndex(object) > 0) {
mSpenPageDoc.moveObjectIndex(object, -1, true);
mSpenSimpleSurfaceView.update();
    }
break;
```

When the "Forward" menu item is selected, do the following::

- Set the step to 1 if the object is not located at the top of the stack. Call `SpenPageDoc.moveObjectIndex()` to bring the object forward one level in SpenPageDoc.
- Call `SpenSimpleSurfaceView.update()` to refresh the screen.

```
// Bring the selected object forward one index.
caseCONTEXT_MENU_MOVE_TO_FORWARD_ID:
if (mSpenPageDoc.getObjectIndex(object) <
mSpenPageDoc.getObjectCount(true) - 1) {
mSpenPageDoc.moveObjectIndex(object, 1, true);
mSpenSimpleSurfaceView.update();
      }
    break;
```

When the “Top” menu item is selected from the context menu, do the following:

- Calculate the step that makes the index of the selected object -1 subtracted from the count of all objects.Call `SpenPageDoc.moveObjectIndex()`to bring the object to the top in SpenPageDoc.
- Call `SpenSimpleSurfaceView.update()` to refresh the screen.

```
// Bring the selected object to the front.
caseCONTEXT_MENU_MOVE_TO_TOP_ID:
mSpenPageDoc.moveObjectIndex(object,
mSpenPageDoc.getObjectCount(true) - 1 - mSpenPageDoc.getObjectIndex(object), true);
mSpenSimpleSurfaceView.update();
    break;
```

4.4. Using Advanced Pen SDK LightFeatures

PenSDK Light also offers you the following advanced features for your applications:

- Smart Scroll
- Smart Zoom
- Translucent View

4.4.1. Displaying Translucent PenSDK LightViews

You can use PenSDK Lightto provide a Simple View in your application. Simple View creates memos with SpenObjectStroke by inserting anSpenSimpleView instance over the main SpenSimpleSurfaceView instance.

The sample application implements the following features:

- Simple View button for creating anSpenSimpleView instance with a transparent background.
- Stroke creation andsavingin an image file with a specified name.

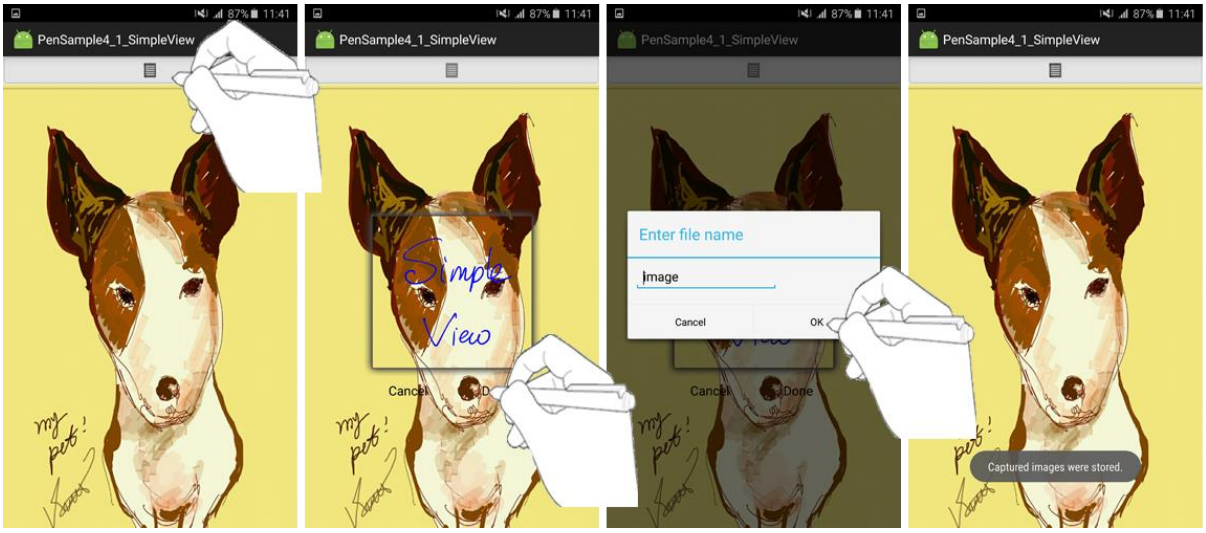


Figure 18: Simple View

```
publicclass PenSample4_1_SimpleView extends Activity {

   private Context mContext;
   private SpenNoteDoc mSpenNoteDoc;
   private SpenPageDoc mSpenPageDoc;
   privateSpenSimpleSurfaceViewmSpenSimpleSurfaceView;
   private SpenSimpleView mSpenSimpleView;
   private RelativeLayout mSpenSimpleViewContainer;

   private ImageView mSmartScrollBtn;
   private ImageView mSmartZoomBtn;
   private ImageView mSimpleViewBtn;

   private AlertDialog dlgSave;

   @Override
   protectedvoid onCreate(Bundle savedInstanceState) {
   super.onCreate(savedInstanceState);
           setContentView(R.layout.activity_simple_view);
   mContext = this;

                .........

   // Set the background.
           String path = mContext.getFilesDir().getPath();
           Bitmap bitmap = BitmapFactory.decodeResource(getResources(),
                   R.drawable.smemo_bg);
   saveBitmapToFileCache(bitmap, path + "/smemo_bg.jpg");
   mSpenPageDoc.setBackgroundImageMode(
   SpenPageDoc.BACKGROUND_IMAGE_MODE_STRETCH);
   mSpenPageDoc.setBackgroundImage(path + "/smemo_bg.jpg");
   mSpenPageDoc.clearHistory();

                .........

   mSimpleViewBtn = (ImageView) findViewById(R.id.simpleViewBtn);
```

```
mSimpleViewBtn.setOnClickListener(mSimpleViewBtnClickListener);
    }

staticpublicvoid saveBitmapToFileCache(Bitmap bitmap, String strFilePath) {
// Save the resource in a file to set this as a background image.
        File file = new File(strFilePath);
        OutputStream out = null;

if (file.exists() == true) {
return;
        }
try {
            file.createNewFile();
            out = new FileOutputStream(file);

if (strFilePath.endsWith(".jpg")) {
                bitmap.compress(CompressFormat.JPEG, 100, out);
            } else {
                bitmap.compress(CompressFormat.PNG, 100, out);
            }
        } catch (Exception e) {
            e.printStackTrace();
        } finally {
try {
if(out!= null) {
                    out.close();
}
            } catch (IOException e) {
                e.printStackTrace();
            }
        }
    }

              .........

privatefinal OnClickListener mSimpleViewBtnClickListener =
new OnClickListener() {
@Override
publicvoid onClick(View v) {
// Disable Simple View button to avoid any repeated action.
mSimpleViewBtn.setEnabled(false);

mSpenSimpleViewContainer =
                    (RelativeLayout) findViewById(R.id.spenSimpleViewContainer);

mSpenSimpleViewContainer.setVisibility(View.VISIBLE);

                RelativeLayout spenSimpleViewLayout =
                    (RelativeLayout) findViewById(R.id.spenSimpleViewLayout);

                FrameLayout.LayoutParams simpleViewContainerParams =
                    (FrameLayout.LayoutParams)
mSpenSimpleViewContainer.getLayoutParams();
                FrameLayout.LayoutParams simpleViewLayoutParams =
                    (FrameLayout.LayoutParams)
spenSimpleViewLayout.getLayoutParams();

// Get the dimensions of the screen of the device.
                Display display = getWindowManager().getDefaultDisplay();
```

```
                    Rect rect = new Rect();
                    display.getRectSize(rect);
    int btnHeight = 100;
    // Resize SimpleView to the width of the screen at a random ratio.
    if (rect.width() > rect.height()) {
                        simpleViewContainerParams.width = (int) (rect.height() * .6);
                        simpleViewContainerParams.height =
                          (int) (rect.height() * .6) + btnHeight;
                    } else {
                        simpleViewContainerParams.width = (int) (rect.width() * .6);
                        simpleViewContainerParams.height =
                          (int) (rect.width() * .6) + btnHeight;
                    }
                    simpleViewLayoutParams.width =
                          (int) (simpleViewContainerParams.width * .9);
                    simpleViewLayoutParams.height =
                          (int) ((simpleViewContainerParams.height)
                            - (simpleViewContainerParams.width * .1) - btnHeight);
    mSpenSimpleViewContainer.setLayoutParams(simpleViewContainerParams);
                    spenSimpleViewLayout.setLayoutParams(simpleViewLayoutParams);

    int screenWidth = simpleViewLayoutParams.width;
    int screenHeight = simpleViewLayoutParams.height;
    // Create SimpleView.
    mSpenSimpleView = new SpenSimpleView(mContext, screenWidth,
    screenHeight);
                    spenSimpleViewLayout.addView(mSpenSimpleView);

                    initSimpleViewPenSettingInfo();

    // Define the button.
                    Button doneBtn = (Button) findViewById(R.id.done_btn);
                    doneBtn.setOnClickListener(new OnClickListener() {
    @Override
    publicvoid onClick(View v) {
if(mSpenSimpleView != null) {
                         inputFileName();
                         }
                        }
                    });

                    Button cancelBtn = (Button) findViewById(R.id.cancel_btn);
                    cancelBtn.setOnClickListener(new OnClickListener() {
    @Override
    publicvoid onClick(View v) {
                            if(dlgSave != null&&dlgSave.isShowing()) {
return;
                            }
                            closeSimpleView();
    return;
                        }
                    });
                }
        };

    privatevoid initSimpleViewPenSettingInfo() {
    // Initialize settings for the pen for use in Simple View.
            SpenSettingPenInfo penInfo = new SpenSettingPenInfo();
            penInfo.color = Color.BLUE;
```

```
        penInfo.size = 10;
mSpenSimpleView.setPenSettingInfo(penInfo);
    }

private void inputFileName() {
// Display the File Save dialog to prompt users to enter file names.
        LayoutInflater inflater =
            (LayoutInflater) mContext
                .getSystemService(LAYOUT_INFLATER_SERVICE);
final View layout =
            inflater.inflate(R.layout.save_image_dialog,
                (ViewGroup) findViewById(R.id.layout_root));

        AlertDialog.Builder builderSave =
new AlertDialog.Builder(mContext);
        builderSave.setTitle("Enter file name");
        builderSave.setView(layout);

final EditText inputPath =
            (EditText) layout.findViewById(R.id.input_path);
        inputPath.setText("image");

        builderSave.setPositiveButton("OK",
new DialogInterface.OnClickListener() {
@Override
public void onClick(DialogInterface dialog, int which) {

// Specify the path to the location where files are saved.
                    File filePath =
new File(Environment.getExternalStorageDirectory()
                            .getAbsolutePath() + "/SPen/images");
if (!filePath.exists()) {
if (!filePath.mkdirs()) {
                            Toast.makeText(mContext, "Save Path Creation Error",
                                Toast.LENGTH_SHORT).show();
return;
                        }
                    }
                    String saveFilePath = filePath.getPath() + '/';
                    String fileName = inputPath.getText().toString();
if (!fileName.equals("")) {
                        saveFilePath += fileName + ".png";
                        saveImageFile(saveFilePath);

                        closeSimpleView();
                    }
                }
            });
        builderSave.setNegativeButton("Cancel",
new DialogInterface.OnClickListener() {
@Override
public void onClick(DialogInterface dialog, int which) {
                }
            });
dlgSave = builderSave.create();
        dlgSave.show();
    }

privatevoid saveImageFile(String strFileName) {
```

```
// Specify the name of the file to be captured.
        File fileCacheItem = new File(strFileName);
// Capture and save Bitmap.
        Bitmap imgBitmap = mSpenSimpleView.captureCurrentView();

        OutputStream out = null;
try {
// Save the captured Bitmap in the specified location.
            fileCacheItem.createNewFile();
            out = new FileOutputStream(fileCacheItem);
            imgBitmap.compress(CompressFormat.PNG, 100, out);
Toast.makeText(mContext, "Captured images were stored.",
                Toast.LENGTH_SHORT).show();
        } catch (Exception e) {
            Toast
                .makeText(mContext, "Capture failed.", Toast.LENGTH_SHORT)
                .show();
            e.printStackTrace();
        } finally {
try {
if(out!= null) {
                    out.close();
                }
                sendBroadcast(new Intent(Intent.ACTION_MEDIA_MOUNTED,
Uri.parse("file://"
                        + Environment.getExternalStorageDirectory())));
            } catch (IOException e) {
                e.printStackTrace();
            }
        }
        imgBitmap.recycle();
    }

privatevoid closeSimpleView() {
// Close SimpleView.
mSimpleViewBtn.setEnabled(true);
mSpenSimpleViewContainer.setVisibility(View.GONE);
mSpenSimpleView.setVisibility(View.GONE);
mSpenSimpleView.close();
mSpenSimpleView = null;
    }

@Override
protectedvoid onDestroy() {
super.onDestroy();

if(mSpenSimpleView != null) {
mSpenSimpleView.close();
mSpenSimpleView = null;
        }

if(mSpenSimpleSurfaceView != null) {
mSpenSimpleSurfaceView.close();
mSpenSimpleSurfaceView = null;
        }

if(mSpenNoteDoc != null) {
try {
mSpenNoteDoc.close();
```

```
                } catch (Exception e) {
                    e.printStackTrace();
                }
    mSpenNoteDoc = null;
            }
        }
}
```

For more information, see PenSample4_1_SimpleView.java in PenSample4_1_SimpleView.

The following sections provide more details on the steps involved in adding Simple View to your application.

4.4.1.1 Setting Background Images

To set a background image in your application:

1. Specify the background image of the main SpenSimpleSurfaceViewinstance to make it easier to understand the SimpleView functionality.
2. Decode the resource file 'smemo_bg.jpg' and save it into the file folder of the application.
3. Call `SpenPageDoc.setBackgroundImage()`.
4. Use the BACKGROUND_IMAGE_MODE_STRETCH option to stretch the background image to the full size of the screen when calling `setBackgroundImageMode()`.

```
String path = mContext.getFilesDir().getPath();
Bitmap bitmap = BitmapFactory.decodeResource(getResources(),
                R.drawable.smemo_bg);
saveBitmapToFileCache(bitmap, path + "/smemo_bg.jpg");
mSpenPageDoc.setBackgroundImageMode(SpenPageDoc.BACKGROUND_IMAGE_MODE_STRETCH);
mSpenPageDoc.setBackgroundImage(path + "/smemo_bg.jpg");
```

Note

Pen SDK Lightsupports the following background image modes:

Image mode	Value	Description
BACKGROUND_IMAGE_MODE_CENTER	0	Draws the original image in the center.
BACKGROUND_IMAGE_MODE_STRETCH	1	Stretches the image to fit the screen.
BACKGROUND_IMAGE_MODE_FIT	2	Stretches the image to fit the screen and keeps the aspect ratio.
BACKGROUND_IMAGE_MODE_TILE	3	Repeats the original image to make it a tiling image.

4.4.1.2 Setting Up Simple View

To handle Simple View button events in your application:

1. Create a Simple View button.
2. Create an `OnClickListener` listener instance for the Simple View button, mSimpleViewBtnClickListener in the sample, and register it by calling `setOnClickListener()` onthe button
3. In the `onClick ()` method, disable the Simple View button to avoid repeated actions.
4. Display SimpleViewLayout, which is created with the active_simple_view.xml resource. The spenSimpleViewLayout view is a SimpleView area where users can enter stroke data, while mSpenSimpleViewContainer is an area that contains spenSimpleViewLayout and the button.

```
mSimpleViewBtn.setEnabled(false);
mSpenSimpleViewContainer = (RelativeLayout) findViewById(R.id.spenSimpleViewContainer);
mSpenSimpleViewContainer.setVisibility(View.VISIBLE);
RelativeLayout spenSimpleViewLayout = (RelativeLayout)
                                            findViewById(R.id.spenSimpleViewLayout);
```

Use `getLayoutParams()` to get information on the Simple View Layout.

Calculate the size of Simple View Layout at a specific ratio.

Call `setLayoutParams()` to set the size of SimpleViewLayout.

```
FrameLayout.LayoutParams simpleViewContainerParams =
(FrameLayout.LayoutParams) mSpenSimpleViewContainer.getLayoutParams();
FrameLayout.LayoutParams simpleViewLayoutParams =
                (FrameLayout.LayoutParams) spenSimpleViewLayout.getLayoutParams();

// Get the dimension of the screen of the device.
Display display = getWindowManager().getDefaultDisplay();
Rect rect = new Rect();
display.getRectSize(rect);
int btnHeight = 100;
// Resize SimpleView to the width of the screen at a random ratio.
if (rect.width() > rect.height()) {
          simpleViewContainerParams.width = (int) (rect.height() * .6);
          simpleViewContainerParams.height = (int) (rect.height() * .6) + btnHeight;
} else {
          simpleViewContainerParams.width = (int) (rect.width() * .6);
          simpleViewContainerParams.height = (int) (rect.width() * .6) + btnHeight;
}
simpleViewLayoutParams.width = (int) (simpleViewContainerParams.width * .9);
simpleViewLayoutParams.height = (int) ((simpleViewContainerParams.height)
- (simpleViewContainerParams.width * .1) - btnHeight);
mSpenSimpleViewContainer.setLayoutParams(simpleViewContainerParams);
spenSimpleViewLayout.setLayoutParams(simpleViewLayoutParams);
```

Create an SpenSimpleView instance with these dimensions and pass it when calling`addView()` to connect the instance with the SimpleViewLayout view and set up the pen for use in SpenSimpleView.

```
int screenWidth = simpleViewLayoutParams.width;
int screenHeight = simpleViewLayoutParams.height;
// Create SimpleView.
mSpenSimpleView = new SpenSimpleView(mContext, screenWidth, screenHeight);
spenSimpleViewLayout.addView(mSpenSimpleView);

initSimpleViewPenSettingInfo();
```

4.4.1.3 Registering a Listener for the Done Button in SimpleViewLayout

To handle Done button events in your application:

1. Create a Done button.

Create an`OnClickListener`listener for the Done button in the SpenSimpleView instance.

In the `onClick` method, save the image to the “SPen/images” folder in external storage under the user-defined name.

Call `SpenSimpleView.captureCurrentView()`to get the image of the current SpenSimpleView in Bitmap format.

Save the bitmap in PNG format and call `sendBroadcast()` with Intent.ACTION_MEDIA_MOUNTED to register the new image file in the gallery application.

Call `recycle()` to clear instances of SpenSimpleView to avoid memory leaks.

```
Button doneBtn = (Button) findViewById(R.id.done_btn);
doneBtn.setOnClickListener(new OnClickListener() {
@Override
publicvoid onClick(View v) {
                inputFileName();
        }
});

              .........

privatevoid inputFileName() {

              .........

        builderSave.setPositiveButton("OK",
new DialogInterface.OnClickListener() {
@Override
publicvoid onClick(DialogInterface dialog, int which) {
```

```
            .........

if (!fileName.equals("")) {
                        saveFilePath += fileName + ".png";
                        saveImageFile(saveFilePath);

                        closeSimpleView();
                    }

            .........

}

privatevoid saveImageFile(String strFileName) {
// Specify the path to the file to be captured.
        File fileCacheItem = new File(strFileName);
// Capture and save the image in Bitmap format.
        Bitmap imgBitmap = mSpenSimpleView.captureCurrentView();

        OutputStream out = null;
try {
// Specify the path to the location of the captured Bitmap.
            fileCacheItem.createNewFile();
            out = new FileOutputStream(fileCacheItem);
            imgBitmap.compress(CompressFormat.PNG, 100, out);
        } catch (Exception e) {
            e.printStackTrace();
        } finally {
try {
if(out!= null) {
                    out.close();
                }

                sendBroadcast(new Intent(Intent.ACTION_MEDIA_MOUNTED,
Uri.parse("file://"
                        + Environment.getExternalStorageDirectory())));
            } catch (IOException e) {
                e.printStackTrace();
            }
        }
        imgBitmap.recycle();
}
```

4.4.1.4 Registering a Listener for the Cancel Button in SimpleViewLayout

To handle Cancel button events in your application:

1. Create a Cancel button
2. Create an `OnClickListener`instance for the Cancel button in SpenSimpleView.

In`theonClick()` method, enable the Simple View button, hide SimpleViewLayout, and clear the instances of SpenSimpleView to avoid memory leaks.

```
Button cancelBtn = (Button) findViewById(R.id.cancel_btn);
cancelBtn.setOnClickListener(new OnClickListener() {
@Override
publicvoid onClick(View v) {
                closeSimpleView();
return;
        }
});

              .........

privatevoid closeSimpleView() {
// Close SimpleView.
mSimpleViewBtn.setEnabled(true);
mSpenSimpleViewContainer.setVisibility(View.GONE);
mSpenSimpleView.setVisibility(View.GONE);
mSpenSimpleView.close();
mSpenSimpleView = null;
}
```

4.4.2. Working Only with PenSDK Light

If you are running your application using PenSDK Light on the common Android View instead of PenSDK Light-provided SpenView or SpenSimpleSurfaceView, you can only use SpenPen.

The sample application implements the following features:

- It creates a PenSDK Light instance and a Bitmap sized for the viewport.
- It links the Pen SDK Lightand the view.

Figure 19: Pen SDK Lightdrawing on Android View

```
publicclass PenSample4_2_OnlyPen extends Activity {

private SpenPen mPen;
private SpenPenManager mPenManager;
private Bitmap mBitmap;

@Override
protectedvoid onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
        Context context = this;

// Initialize Pen.
        Spen spenPackage = new Spen();
try {
spenPackage.initialize(this);
        } catch (SSDK UnsupportedException e) {
if( SDK Utils.processUnsupportedException(this, e) == true) {
return;
            }
        } catch (Exception e1) {
Toast.makeText(context, "Cannot initialize Pen.",
Toast.LENGTH_SHORT).show();
            e1.printStackTrace();
            finish();
        }

        setRequestedOrientation(ActivityInfo.SCREEN_ORIENTATION_PORTRAIT);

// The pen manager gets the configurations for the pen to set up the pen.
mPenManager = new SpenPenManager(context);
        SpenPenInfo penInfo = new SpenPenInfo();
        List<SpenPenInfo> penInfoList = mPenManager.getPenInfoList();
for (SpenPenInfo info : penInfoList) {
if(info.name.equalsIgnoreCase("Brush")) {
                penInfo = info;
break;
            }
        }
try {
mPen = mPenManager.createPen(penInfo);
        } catch (ClassNotFoundException e) {
Toast.makeText(context, "SpenPenManager class not found.",
                Toast.LENGTH_SHORT).show();
            e.printStackTrace();
        } catch (InstantiationException e) {
            Toast.makeText(context,
               "Failed to access the SpenPenManager constructor.",
                Toast.LENGTH_SHORT).show();
            e.printStackTrace();
        } catch (IllegalAccessException e) {
            Toast.makeText(context,
```

```
                "Failed to access the SpenPenManager field or method.",
                  Toast.LENGTH_SHORT).show();
              e.printStackTrace();
          } catch (Exception e) {
              e.printStackTrace();
Toast.makeText(context, "SpenPenManager is not loaded.",
                  Toast.LENGTH_SHORT).show();
          }
mPen.setSize(10);
mPen.setColor(Color.BLUE);

// Get the dimensions of the screen and set the View.
          Display display = getWindowManager().getDefaultDisplay();
          Rect mScreenSize = new Rect();
          display.getRectSize(mScreenSize);

          View view = new MyView(context, mScreenSize.width(), mScreenSize.height());
          setContentView(view);
      }

protectedclass MyView extends View {

private RectF bitmapRect = new RectF();

public MyView(Context context, int w, int h) {
super(context);
              createBitmap(w, h);
          }

@Override
public booleanonTouchEvent(MotionEvent event) {
              RectF tempRect = new RectF();
// Get the touch event to draw as the pen draws
if (mBitmap != null) {
mBitmap.setPixel(0, 0, 0);
              }
mPen.draw(event, tempRect);
              invalidate(convertRect(tempRect));

return true;
          }

@Override
protected void onDraw(Canvas canvas) {
// Display the bitmap that the pen draws on the canvas.
              canvas.drawBitmap(mBitmap, null, bitmapRect, null);
super.onDraw(canvas);
          }

private void createBitmap(int w, int h) {
// Create a new bitmap and set it to the pen to enablepen drawing.
mBitmap = Bitmap.createBitmap(w, h, Config.ARGB_8888);
bitmapRect.set(0, 0, mBitmap.getWidth(), mBitmap.getHeight());
mPen.setBitmap(mBitmap);
          }

private Rect convertRect(RectF src) {
// Convert the RectF of the bitmap to be updated into Rect.
              Rect dst = new Rect();
```

```
            dst.left = (int) src.left;
            dst.right = (int) src.right;
            dst.top = (int) src.top;
            dst.bottom = (int) src.bottom;

return dst;
        }
    }

@Override
protected void onDestroy() {
super.onDestroy();

mPenManager.destroyPen(mPen);
mBitmap.recycle();
    }
}
```

For more information, seePenSample4_2_OnlyPen.java in PenSample4_2_OnlyPen.

4.4.2.1 Loading PenSDK Light Plug-ins

To load a PenSDK Light plug-in:

1. Create an SpenPenManager instance.

Call `SpenPenManager.getPenInfoList()` to get the list of pen information objects on the available PenSDK Light plug-ins.

Select an appropriate PenSDK Light plug-in from the list and call `SpenPenManager.createPen()`with the associated pen information object. The sample uses the name “Brush” to create a “Brush” SpenPen instance.

```
mPenManager = new SpenPenManager(context);
SpenPenInfo penInfo = new SpenPenInfo();
List<SpenPenInfo> penInfoList = mPenManager.getPenInfoList();
for (SpenPenInfo info : penInfoList) {
if(info.name.equalsIgnoreCase("Brush")) {
           penInfo = info;
break;
       }
}
try {
mPen = mPenManager.createPen(penInfo);
} catch (ClassNotFoundException e) {
} catch (InstantiationException e) {
} catch (IllegalAccessException e) {
} catch (Exception e) {
}
mPen.setSize(10);
mPen.setColor(Color.BLUE);
```

If you know the class name, you can use the full class name to create a pen instance without getting the pen information. The preloaded class names that you can use are listed below:

Note

Pen SDK Lightsupports the following pre-loadedpen plug-ins:

Name	Value	Class Name
InkPen	SPEN_INK_PEN	com.samsung.android.SDK .pen.pen.preload.InkPen
Pencil	SPEN_PENCIL	com.samsung.android.SDK .pen.pen.preload.Pencil
Marker	SPEN_MARKER	com.samsung.android.SDK .pen.pen.preload.Marker
Brush	SPEN_BRUSH	com.samsung.android.SDK .pen.pen.preload.Brush
ChineseBrush	SPEN_CHINESE_BRUSH	com.samsung.android.SDK .pen.pen.preload.ChineseBrush

The following sample code shows how to create a pen instance with a class name defined as a static variable:

```
SpenPenManager mPenManager = new SpenPenManager(context);
SpenPen mPen = mPenManager.createPen(SpenPenManager.SPEN_BRUSH);
```

4.4.2.2 Linking the PenSDK LightPlug-in and Viewport

To link the pen plug-in and the viewport:

1. Inherit the Android View class to create a view that displays the object data drawn with finger or with S pen input.

Create a bitmap of the viewport.

Call `SpenPen.setBitmap()` to link the pen plug-in and viewport to enable users to draw objects.

```
protectedclass MyView extends View {
private RectF bitmapRect = new RectF();

public MyView(Context context, int w, int h) {
super(context);
            createBitmap(w, h);
        }

private void createBitmap(int w, int h) {
// Create a new bitmap and set it to the pen instance to enable pen drawing
mBitmap = Bitmap.createBitmap(w, h, Config.ARGB_8888);
bitmapRect.set(0, 0, mBitmap.getWidth(), mBitmap.getHeight());
mPen.setBitmap(mBitmap);
        }
```

4.4.2.3 Handling Drawing

To handle touch events:

1. In the `onTouchEvent()`method, call `SpenPen.draw()` and pass the event.The SpenPen instance drawsthe objects and getsthe RectF values representing the area where the objects are drawn.

To convert the RectF values to Rect, call `invalidate()`.

In the `onDraw()` method, call `canvas.drawBitmap()` to display the bitmap drawn by the pen on the canvas.

```
public booleanonTouchEvent(MotionEvent event) {
            RectF tempRect = new RectF();
// Get the touch event to draw as the pen draws
if (mBitmap != null) {
mBitmap.setPixel(0, 0, 0);
            }
mPen.draw(event, tempRect);
            invalidate(convertRect(tempRect));

return true;
}

@Override
protected void onDraw(Canvas canvas) {
// Display the bitmap that the pen draws on the canvas.
            canvas.drawBitmap(mBitmap, null, bitmapRect, null);
super.onDraw(canvas);
}

private Rect convertRect(RectF src) {
// RectF of the Bitmap to be updated is converted into Rect.
            Rect dst = new Rect();
            dst.left = (int) src.left;
            dst.right = (int) src.right;
            dst.top = (int) src.top;
            dst.bottom = (int) src.bottom;

return dst;
}
```

4.4.2.4 Preventing Memory Leaks

To prevent memory leaks:

Call `SpenPenManager.destroyPen()` to unload the SpenPen plug-in. After that, call `Bitmap.recycle()` to release the resources.

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