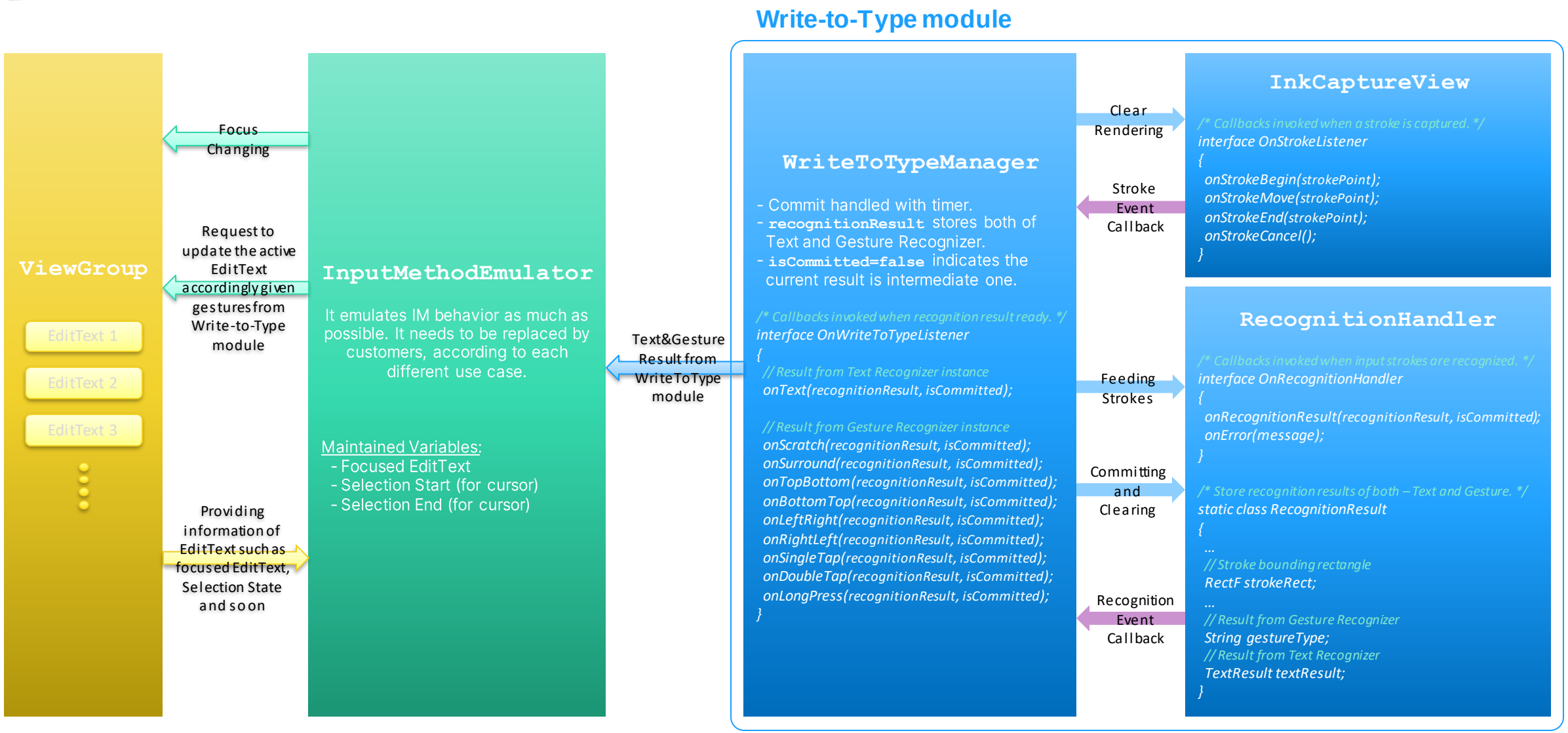
MyScript

iink SDK – additional example for Android

Write-To-Type

Architecture



MyScript

Configurations for Write-to-Type example

- Two instances of "***Recognizer***" are used for each of Text and Gesture recognition.
- Recognizer configuration
  - Common
    - Scale to convert input coordinates unit into mm must be configured like : ***`scaleX = 25.4f / screen_x_dpi`***.
  - For Text recognition
    - Recognizer instance needs to be created with type name "**Text**" – ***`Engine.createRecognizer(scaleX, scaleY, "Text")`***.
  - For Gesture recognition
    - Recognizer instance needs to be created with type name "**Gesture**" – ***`Engine.createRecognizer(scaleX, scaleY, "Gesture")`***.
- "Commit" is handled by WriteToTypeManager class (const COMMIT_TIMEOUT)
  - Default commit timeout: 500ms
  - It can be configured by calling a method ***`WriteToTypeManager.setCommitTimeout(timeout_in_millisecond)`***.
- Language can be set through ***`WriteToTypeManager.setLanguage(language_code)`***.
  - Default language: en_US
- By default, both of Pen (ActiveStylus) and Finger inputs are available.
  - By calling a method ***`WriteToTypeManager.setActiveStylusOnly(true)`***, Finger input can be disabled.

Behaviors defined in *InputMethodEmulator* class (1/3)

- Auto focus changing
  - When something is written on an EditText which is not the active one, the focus is changed to the EditText.
- Text (***onText***)
  - ***Text Input***: when a text is written on an empty area of an EditText, or out of active EditText, the text is inserted into the EditText.
  - ***Scratch-Out (Erase)***: when a stroke is written over an existing digital text, it erases the existing text.
- Scratch Gesture (***onScratch***)
  - ***Scratch-Out (Erase)***: when it is written over an existing digital text, it erases the existing text.
  - ***Text Input***: when it doesn't overlap any existing digital text, the Text Recognition result is added to an active EditText.
- Surround Gesture (***onSurround***)
  - ***Select Area***: when it is written over an existing digital text, it selects the existing text (partial-word selection available).
  - ***Text Input***: when it doesn't overlap any existing digital text, the Text Recognition result is added to an active EditText.

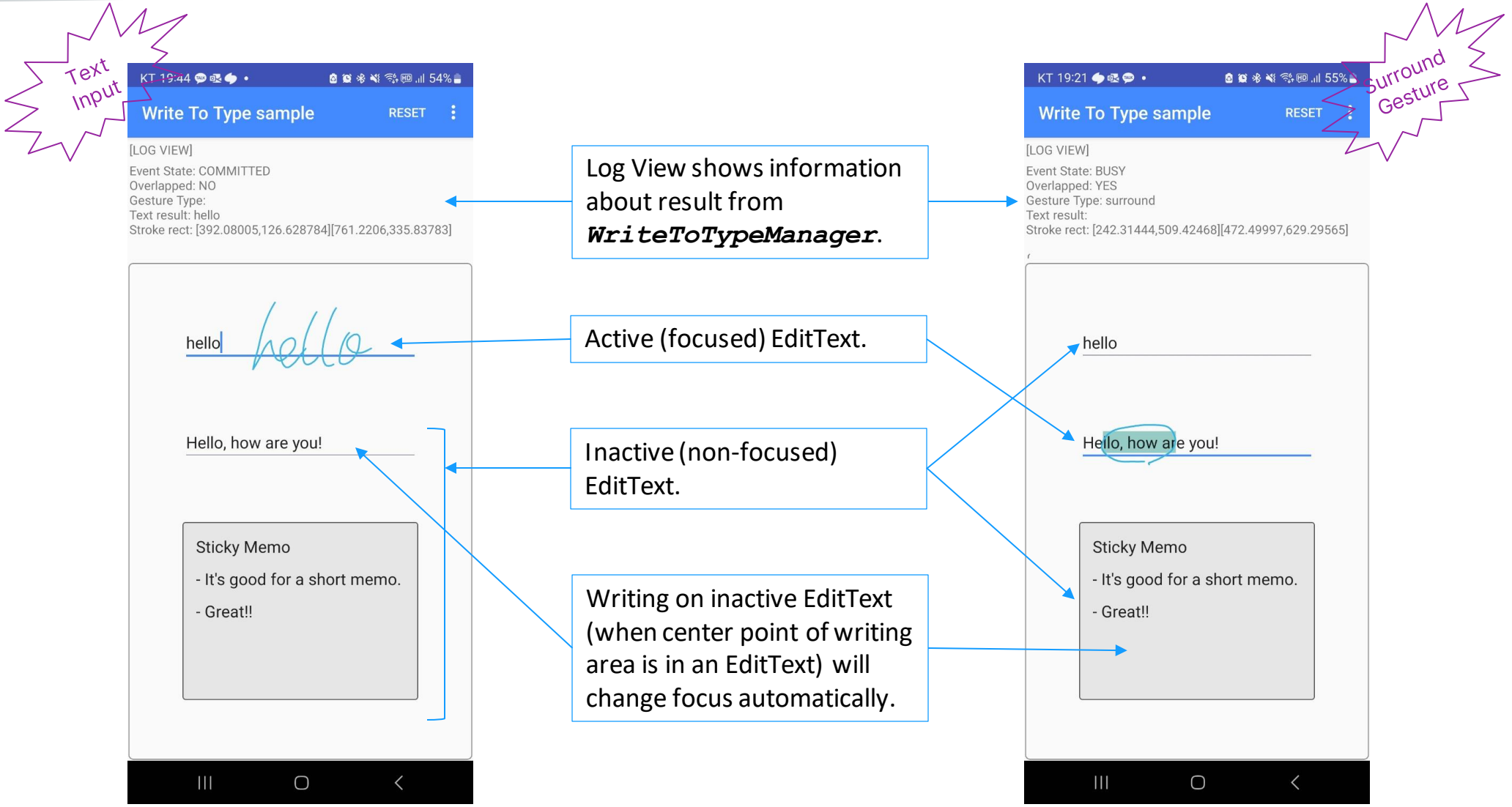
Behaviors defined in *InputMethodEmulator* class (2/3)

- Top to Bottom Gesture (***onTopBottom***)
  - ***Add Space***: when it passes through an existing digital text, and there is no space near the line, it adds a space.
  - ***Text Input***: when it doesn't pass through an existing digital text, a Text Recognition result ("|", "1", "l", ...) is set to a focused EditText.
- Bottom to Top Gesture (***onBottomTop***)
  - ***Remove Space***: when it passes through an existing digital text, and there is a space near the line, it removes the space.
  - Otherwise, it is ignored.
- Left to Right Gesture (***onLeftRight***)
  - ***Select Area***: when it is written over or bottom of an existing digital text, it selects characters of the stroke area.
  - ***Forward Cursor***: when it doesn't overlap an existing digital text, it moves the cursor one letter forward.
- Right to Left Gesture (***onRightLeft***)
  - ***Select Area***: when it is written over or bottom of an existing digital text, it selects characters of the stroke area.
  - ***Backward Delete***: when it doesn't overlap an existing digital text, it deletes one character backward from current cursor.

Behaviors defined in *InputMethodEmulator* class (3/3)

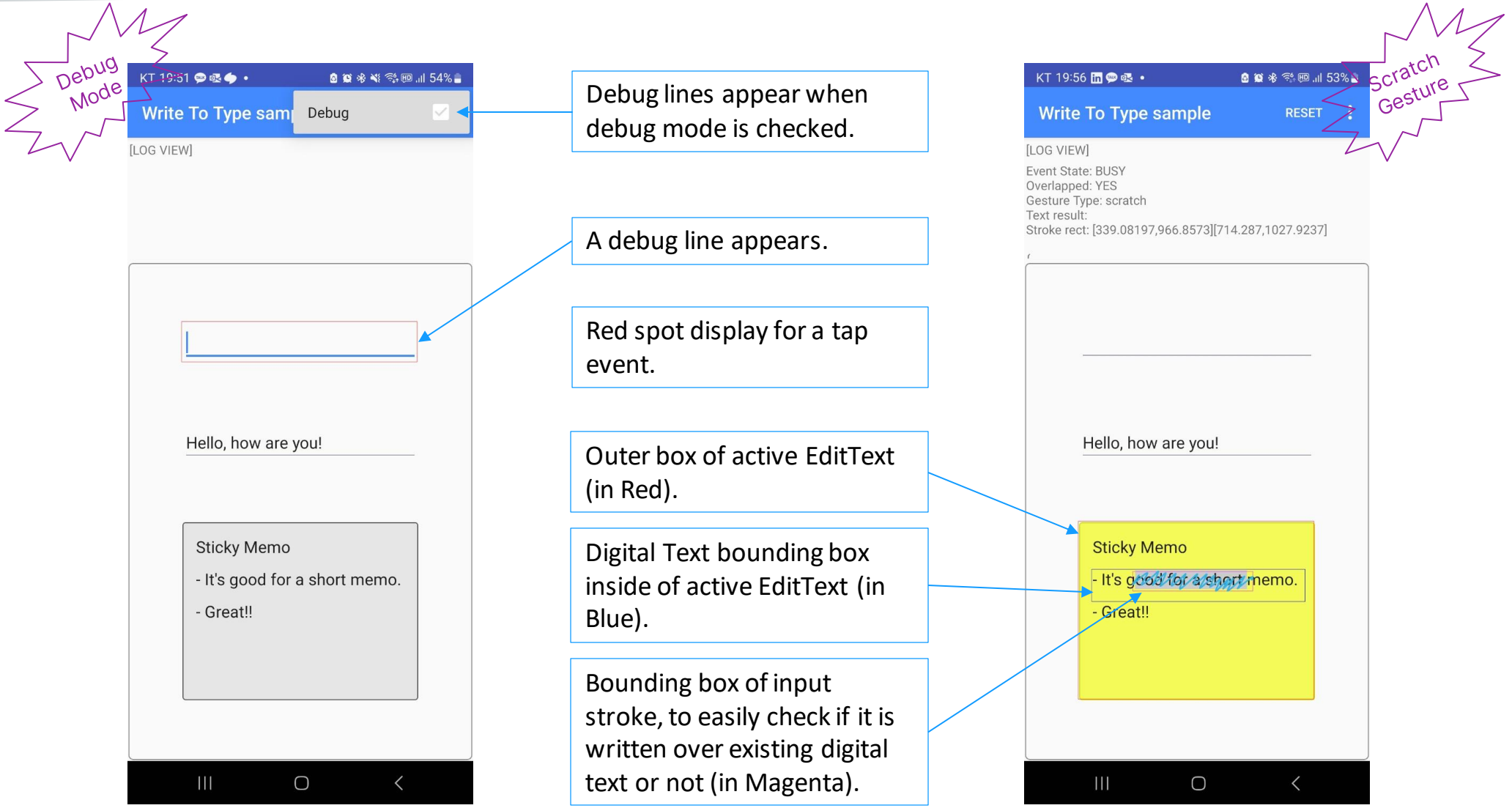
- Single Tap Gesture (***onSingleTap***)
  - On an EditText
    - Already active EditText (which means it already has the focus)
      - ***Change Cursor Position***: when it happens over an existing digital text, it changes the cursor position to the tapped position.
      - ***Text Input***: when it happens on empty area of the EditText, the Text Recognition result is inserted to current cursor position.
    - Non-activated EditText
      - ***Change Focus***: when it happens over an empty area of the EditText, it changes the focus to the EditText.
  - Out of EditText
    - ***Text Input***: when it happens out of an EditText, a Text Recognition result (“.”, “,”, ...) is inserted to current cursor position of the focused EditText.
- Double Tap Gesture (***onDoubleTap***)
  - On an EditText
    - ***Change Focus and Cursor Position***: when it happens on an existing digital text, it changes focus and select the word nearest the double tap.
  - When it happens out of EditText, it is just ignored.
- Long Press Gesture (***onLongPress***)
  - On an EditText
    - ***Change Focus and Cursor Position***: when it happens on an existing digital text, it changes focus and selects the word nearest the long press.
  - When it happens out of EditText, it is just ignored.

Example Screen (1/2)



MyScript

Example Screen (2/2)



MyScript

MyScript