Data

public int x public int y public int z

Action Timer

private int pass
private int still
private int over

public ActionTimer(int tStill, int tOver)
public void refresh()
public bool isStill()
public bool isOver()

Axio

private int num
private float stable

public Axis(int tNum, float tStable)
public void inputData(int tData)
public int getNum()
public float getStable()

public void startAction()

Finger static private bool indexClick private bool isPowerTrigger() static private ActionTimer indexClickTimer private bool is Move() static private bool middleClick private override void isAction() static private ActionTimer middleClickTimer public Thumb() static private bool middleRollDown static private bool middleRollUp static private bool indexRollDown static private bool indexRollUp static private bool thumbRollDown Index static private bool thumbRollUp private Axis x private bool isClick() private Axis y private bool is Move() private Axis z private override void isAction() private Data data private String recordPath public Index() private String inputPath static public void initiateFingerStatus() private void updateAxis() private void setAxisFromRecord() Middle private virtual void isAction() public Finger() private bool is Click() public Data getData() private bool is Roll() public void setData(int tX, int tY, int tZ)

private override void isAction()

public Middle()