Introduction to Computer Graphics with WebGL

Ed Angel

Keyboard and Sliders

Using keydown Event

```
window.addEventListener("keydown", function() {
   switch (event.keyCode) {
      case 49: // '1' key
         direction = !direction;
         break;
      case 50: // '2' key
         delay /= 2.0;
         break;
      case 51: // '3' key
         delay *= 2.0;
         break;
   }
});
```


Don't Know Unicode

```
window.onkeydown = function(event) {
   var key =
String.fromCharCode(event.keyCode);
   switch (key) {
     case '1':
       direction = !direction;
       break;
     case '2':
       delay /= 2.0;
       break;
     case '3':
       delay *= 2.0;
       break;
   }
};
```

Slider Element

- Puts slider on page
  - Give it an identifier
  - Give it minimum and maximum values
  - Give it a step size needed to generate an event
  - Give it an initial value
- Use div tag to put below canvas

```
<div>
speed 0 <input id="slide" type="range"
   min="0" max="100" step="10" value="50" />
100 </div>
```


onchange Event Listener

```
document.getElementById("slide").onchange =
   function() { delay = event.srcElement.value; };
```


Text Box

- We can enter text using a dialogue box and then manipulate this text in the JS file

```
<input type = "text" id = "testValue"
     style = "width.50px"></input>
```

- Simple event listener responds to onchange event and prints out the text entered

```
document.getElementById("testValue").onchange =
     function(){
     console.log(event.srcElement.value);
   };
```

- The input tag has many other options and usually used with HTML forms