

# Swipe Event Constants

The table below lists the possible swipe flags that can be used for swipe handling.

Event	Value	Check if swipe is	Usage
MATES_SWIPE_NORTH	0b0001	From bottom to top	<code>(event &amp; MATES_SWIPE_NORTH) == MATES_SWIPE_NORTH</code>
MATES_SWIPE_SOUTH	0b0010	From top to bottom	<code>(event &amp; MATES_SWIPE_SOUTH) == MATES_SWIPE_SOUTH</code>
MATES_SWIPE_EAST	0b0100	From left to right	<code>(event &amp; MATES_SWIPE_EAST) == MATES_SWIPE_EAST</code>
MATES_SWIPE_WEST	0b1000	From right to left	<code>(event &amp; MATES_SWIPE_WEST) == MATES_SWIPE_WEST</code>
MATES_SWIPE_VERT	0b0011	only done vertically	<code>(event &amp; MATES_SWIPE_VERT) != 0</code>
MATES_SWIPE_HORZ	0b1100	only done horizontally	<code>(event &amp; MATES_SWIPE_HORZ) != 0</code>
MATES_SWIPE_TLBR	0b0110	From top left to bottom right	<code>(event &amp; MATES_SWIPE_TLBR) == MATES_SWIPE_TLBR</code>
MATES_SWIPE_TRBL	0b1010	From top right to bottom left	<code>(event &amp; MATES_SWIPE_TRBL) == MATES_SWIPE_TRBL</code>
MATES_SWIPE_BLTR	0b0101	From bottom left to top right	<code>(event &amp; MATES_SWIPE_BLTR) == MATES_SWIPE_BLTR</code>
MATES_SWIPE_BRTL	0b1001	From bottom right to top left	<code>(event &amp; MATES_SWIPE_BRTL) == MATES_SWIPE_BRTL</code>