Jeremy GallagherToday at 4:44 PM

Hello!

HaileyToday at 4:44 PM

Hi, trying to get the app running on my phone

Just tried it, were you able to submit a word Jeremy?

Jeremy GallagherToday at 4:45 PM

yeah with a double click

HaileyToday at 4:46 PM

Ok, double click in the word box to submit, that works

Jeremy GallagherToday at 4:47 PM

I assign a listener to the buttons and the layout frame

so should work anywhere but a disabled button

JonErikToday at 4:48 PM

Hi

Jeremy GallagherToday at 4:48 PM

Hello

HaileyToday at 4:48 PM

If I can find the screenshot button for my phone I will share

JonErikToday at 4:49 PM

I can get it to run on my emulator. The word loads into the fram but nothing happens on double-tap

HaileyToday at 4:49 PM

I have to double tap in the frame to submit, haven't got it to work anywhere else

JonErikToday at 4:50 PM

Oh you can double-tap in the frame? We need to save that action for back-space

Jeremy GallagherToday at 4:50 PM

have the most recent version?

JonErikToday at 4:51 PM

When did you load it up?

Jeremy GallagherToday at 4:51 PM

some last night

JonErikToday at 4:51 PM

Yes, I think I have that, with the new buttons and frame

HaileyToday at 4:51 PM

I pulled it just before I installed it.

JonErikToday at 4:52 PM

So it is doing the validations

Jeremy GallagherToday at 4:52 PM

okay, the buttons have a listener and so does the layout, listener wont work on the disabled buttons

I will have to look at it, I just found a bug also

a single click in the frame crashes the game

HaileyToday at 4:53 PM

I think having this much functionality is pretty good for this point.

JonErikToday at 4:53 PM

So the listener listen for a touch?

Jeremy GallagherToday at 4:53 PM

yeah a single or double

HaileyToday at 4:53 PM

It seems to be acting like a back button on mine, takes me back to start screen

Jeremy GallagherToday at 4:54 PM

onclick listeners

JonErikToday at 4:54 PM

Okay. What does the function do when it hear the tap?

Okay so onclick the function changes the color of the background slightly but doesn't switch out the a and b version of the tile?

And also loads the letter selected into the frame, right?

Jeremy GallagherToday at 5:00 PM

onclick just adds the letter to the word string and displays it to the currentWord Textview

double click sends the word to the API check

JonErikToday at 5:02 PM

There's actually the way it should work, so good there.

Jeremy GallagherToday at 5:02 PM

modifying the click with tap

JonErikToday at 5:03 PM

So do we have all the documents we need for the assignment turn in?

Jeremy GallagherToday at 5:04 PM

Got them here

JonErikToday at 5:05 PM

Okay. I think I have everything I need. How about you Hailey?

HaileyToday at 5:05 PM

I believe so

JonErikToday at 5:06 PM

One thing that I found with Azure today was that it doesn't seem to register done items in the burn-down chart. You all seeing the same thing?

Jeremy GallagherToday at 5:07 PM

maybe it will once the day is done?

Sprint one still says 1 work day remeaining

HaileyToday at 5:08 PM

the burndown is showing today through the 23rd

JonErikToday at 5:09 PM

It should still display done items. It looks like we haven't done anything. I wonder if there is some button to push see

\*I don't see

Well anyway, I just put a screenshot of the done boards in the doc

HaileyToday at 5:10 PM

refresh it now

I have it on my dashboard, so not sure it will update on yours

I had to mess with the configuration to get it to show right

JonErikToday at 5:12 PM

Still shows "completed 0% here, lol

Jeremy GallagherToday at 5:12 PM

screenshot your configurations

HaileyToday at 5:13 PM

Jeremy GallagherToday at 5:13 PM

mine isnt working either

that did it

JonErikToday at 5:14 PM

Where do you find the configurations?

Jeremy GallagherToday at 5:15 PM

JonErikToday at 5:17 PM

Thanks. I did all the settings but didn't work here...

HaileyToday at 5:18 PM

I went into Sprints > Analytics > and changed it to sprint 1 and issues and it changed there, not sure it will change for everyone or if it is user specific

JonErikToday at 5:19 PM

Okay thanks, I'll try that

HaileyToday at 5:20 PM

anything else? we are way over 15 minutes

JonErikToday at 5:20 PM

That one worked, thanks