Was linked sprite window applications V1.0

category	content
Keywords was linked sprite window	
Summary Sub-picture screen can be used to switch a window area on the current page, the screen does not Change the place remains the same, only the screen is switched to a zone	

revise history

version	date	the reason	prepared by	Examine
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1. Scope

Documentation for the new object linking serial screen products.

2. Development environment

2.1 ViaualTFT Software version: V3.0.0.850 And above;

View version: (1) Open the software, the software version number displayed in the lower right corner. (2) turn on VisualTFT Click Help ->

About VisualTFT You can view the current software version number. The latest version can be found at www.gz-dc.com Download

2.2 Serial screen hardware version: 3.0.149.XXX And above.

View version:

(1) Check the version number sticker on the back screen.

(2) VisualTFT After the success of the online screen, the version number displayed in the lower right corner.

3. Sub-picture window feature

Sprite window may be implemented when a user switches a screen, may maintain the same position, only need to change the region (sprite window to define the position and size) of the need to switch the screen. For example: mobile phone interface, the status bar icon and following contacts remain the same, just switch the user interface to switch during the middle of the main screen area.

3. Sub-picture window feature

4. Technical realization

4.1 Properties window

4.1.1. Basic

The basic attribute refers to the name and number of the control is provided, as 4-1 Fig.

□ 基本	
名称	ScreenContainer1
编号	1

Map 4-1 The basic properties

1. Name: The name of the sub-picture window, the default is ScreenContainer1.

2. ID: sprite window controls ID .

4.1.2 position

It refers to a location attribute and coordinate attributes control the size of the display, as shown in 4-2 Fig.

□ 位置	
x坐标	0
y坐标	65
宽度	800
高度	353

Map 4-2 Property location

1.x Coordinates: Controls the upper left x coordinate.

2.y Coordinates: Controls the upper left y coordinate.

3. Width: the control interface display.

4. The height of the interface display controls: height.

4.2 Sprite Window

Sprite window is a configuration gesture recognition, the switching effect picture start, end attribute configuration screen, the slide background, FIG. 4-3 Fig.

□ 子画面窗口	
手势识别	启用
切换效果	左右滑动
开始画面	界面一
结束画面	界面三
滑动背景	是

Map 4-3 Sprite Window

1. Gesture recognition: select "Enable", "Disable";

   A) Enable: means to support the user slides the switch the screen;

   B) Disable: To prohibit the user slides the switch the screen;

2. Switching effect: When two screen transition effect to each other; select "Direct slide", "left flick", "slide up and down."

   A) Slides directly: can be slid around, but no animation slider switch;

B) Sliding around: it can be slid around, when the handover has animation effects;

C) Slide up and down: can slide up and down, when the handover has animation effects;

3. Start Screen: Start sub picture screen, the switchover from the start to the end of the interface interface.

4. End Screen: sprite end screen switching, switching the interface from the beginning to the end of the interface.

5. BACKGROUND slide: select "YES", "NO";

A) Are: allows change screen with background;

B) No: prohibit screen switching with background;

4.3 Routine Operation

1. A new interface, the sprite window is inserted in the interface, as shown in 4-4 Fig.
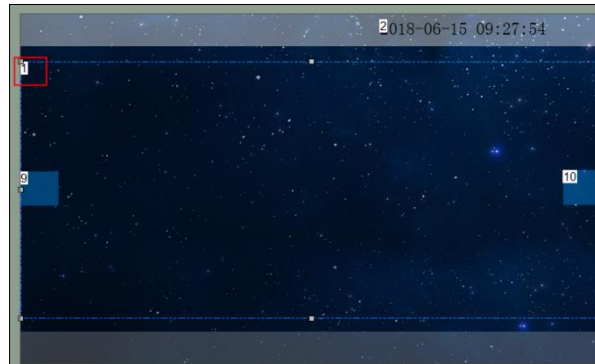
Map 4-4 Inserts the picture window

2. Sprite window property, gesture recognition → Enabled, transitions → Sliding around the start screen → A screen, ending screen → Three interfaces, as shown in 4-5 Fig.

Map 4-5 Set the properties window

3. After compiling correct, run the virtual screen test results. Sprite can slide switch, such as **error! Reference source not found.** Fig.

Map 4-6 Virtual screen operation