Eye gaze

**August 2020** There was an issue when changing screens/pages that while the next page/screen was loading, eye gaze would accidentally select the cell under the cursor. This is particularly an issue on less powerful computers where changing screens may take a little time.

To prevent accidental selection a delay has been added.

The solution ended up being a bit of a bodge, but seems to work under most conditions. I had to use a global variable as I didn’t know else this could be achieved.

The affected code files are:

mainly

* ImageButton.cpp

but also:

* AssembleActivity.cpp
* ~~EditMenuActivity.cpp~~

Basically, when a button is selected (using eye gaze) that will cause a screen change, a flag is set to indicate that eye gaze is paused (pauseEyegaze in ImageButton.cpp).

All buttons then check pauseEyegaze (in HandleEvent) and if true ignore mouse over events until the pause period has passed.

Q for me: Does eyeGazePaused and IsEyegazePaused do anything?