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Home Java Frameworks Database Technology Web Development **Build/Test Tools** Servers PHP J2ME Canvas KeyPressed Questio Home J2me J2ME Canvas KeyPressed Share on Google+ Search .12ME **J2me Tutorials** Canvas KeyPressed J2ME Tutorial Advertisemen This tutorial is going to show you how Image Icon Using Canvas Example to handle keypressed event in J2ME J2ME Tutorial Canvas Stretching Machine using canvas class. After going Image Icon Using Canvas Example J2ME Hello World www.canvasmaster.net through the given example, you will Example Tired of hand stretching canvas? Our machines J2ME Hello World Example be able to show different output stretch up to 60/hr! J2ME Draw Triangle against different keypressed actions. J2ME Draw Triangle Simple Line Canvas Simple Line Canvas Example J2ME Canvas Example KeyPressed Arc MIDIet Example Điều tri viêm mũi di ứng Arc MIDIet Example Text MIDIet Example **Download Wallpapers** Text MIDIet Example Access URL This tutorial is going to show you how to Thiết kế mộ đá đẹp Access URL Kxml Parser Example handle keypressed event in J2ME using canvas class. After going through the Kxml Parser KXML Parse Example Example given example, you will be able to show different output against different keypressed actions. This >>>More Tutorials in this section... example illustrates you how to set different game actions on the various keypressed codes that will help KXML Parse Example you to show different actions on different key clicks. J2ME Kxml Find out these game Action used in this example within switch statement: Connection Example case UP: message = "[UP]"; break; J2ME Kxml Example case DOWN: message = "[DOWN]"; break; case LEFT: message = "[LEFT]"; break; J2ME Kxml Example case RIGHT: message = "[RIGHT]"; break; J2ME Tutorial case FIRE: message = "[FIRE]"; break; case GAME_A: message = "[LEFT_UP]"; break; J2ME Draw String case GAME_B: message = "[RIGHT_UP]"; break; Rectangle Canvas case GAME_C: message = "[LEFT_DOWN]"; break; MIDlet Example case **GAME_D**: message = "[RIGHT_DOWN]"; break; Graphics MIDlet default: message = ""; break; Example And the following methods is used to paint the screen and text: J2ME Tutorial int width = getWidth(); J2ME Servlet int height = getHeight(); Example a.setColor(255, 0, 0): J2ME Cookies g.fillRect(0, 0, width - 1, height - 1); Example g.setColor(0, 0, 255); g.drawRect(0, 0, width - 1, height - 1); J2ME Frame Animation2 a.setFont(font): int x = width / 2;J2MF Frame Animation int y = height / 2; g.drawString(message, x, y, Graphics.BASELINE | Graphics.HCENTER); J2ME RMS Read Write The Application is as follows:

J2ME Record Data

J2ME Audio Record

J2ME Record

Base

Listener

J2ME Text Box Example

J2ME Timer Animation

J2ME Vector Example

J2ME Video Control Example

J2ME Event Handling Example

J2ME HashTable Example

J2ME Icon MIDIet Example

J2ME Image Item Example

J2ME Image Example

J2ME Item State Listener Example

J2ME Key Codes Example

J2ME KeyEvent Example

J2ME Label Example

J2ME Random

J2ME Read File

J2ME RMS Sorting Example

J2ME Timer MIDlet Example

Custom Item in J2ME

Appending Image into the J2ME Form

J2ME Convert Date To String

Appending string in J2ME Form

J2ME Enumeration Example

J2ME Display Size Example

J2ME Current Date And Time

>>>More Tutorials in this section...



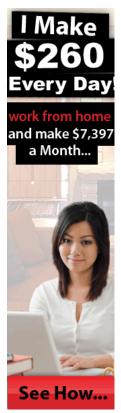












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Source Code of KeyCanvas.java

```
import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;
public class KeyCanvas extends MIDlet{
 private Display display;
 public void startApp() {
 Canvas canvas = new CanvasKey();
 display = Display.getDisplay(this);
  display.setCurrent(canvas);
 public void pauseApp(){}
  public void destroyApp(boolean unconditional){}
class CanvasKey extends Canvas{
 private Font font;
 private String message = "[PRESS KEY]";
 public CanvasKey() {
  font = Font.getFont(Font.FACE_PROPORTIONAL,
   Font.STYLE PLAIN, Font.SIZE MEDIUM);
```

```
public void paint(Graphics g) {
int width = getWidth();
int height = getHeight();
g.setColor(255, 0, 0);
g.fillRect(0, 0, width - 1, height - 1);
g.setColor(0, 0, 255);
g.drawRect(0, 0, width - 1, height - 1);
g.setFont(font);
int x = width / 2;
int y = height / 2;
g.drawString(message, x, y, Graphics.BASELINE | Graphics.HCENTER);
}
protected void keyPressed(int keyCode) {
int gameAction = getGameAction(keyCode);
switch (gameAction) {
case UP:
message = "[UP]";
case DOWN:
message = "[DOWN]";
break;
case LEFT:
message = "[LEFT]";
break;
case RIGHT:
message = "[RIGHT]";
case FIRE:
message = "[FIRE]";
break;
case GAME_A:
message = "[LEFT_UP]";
break;
case GAME_B:
message = "[RIGHT_UP]";
break;
case GAME_C:
message = "[LEFT DOWN]";
break;
case GAME D:
message = "[RIGHT_DOWN]";
break;
default:
message = "";
break;
repaint();
}
```

Download Source Code

Canvas Stretching Machine

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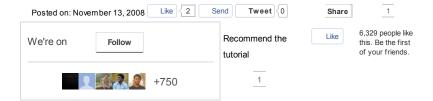
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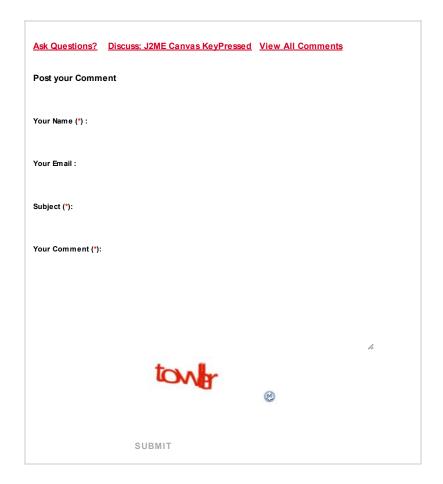
Tired of hand stretching canvas? Our machines stretch up to 60/hr!



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COMMENTS



ashutosh

March 20, 2011

how to handle Display.GAME_UP message in j2me

i m using htmlcomponent... i overridded the keyPressed menthod and handled the msgs Dislay.GAME_LEFT,Dislay.GAME_RIGHT but due to this my scrollbar in htmlComponent is not working what to do? how to move scrollbar down on Dislay.GAME_DOWN message



adelard

June 1, 2012 keypressed() in j2me

i'm having a problem in using the keypressed() function.i want if i pressed a key(KEY_NUM1), an integer a increment this integer is displayed on a label. here are $my\ codes: import\ javax.microedition.midlet.^*;\ import\ javax.microedition.lcdui.Canvas;$ import javax.microedition.lcdui.Graphics; import com.sun.lwuit.*; import com.sun.lwuit.events.*; import com.sun.lwuit.layouts.BorderLayout; import com.sun.lwuit.layouts.GridLayout; import com.sun.lwuit.Container; import com.sun.lwuit.Form; import com.sun.lwuit.Label; import com.sun.lwuit.Command; import com.sun.lwuit.events.ActionListener: import com.sun.lwuit.animations.CommonTransitions; import com.sun.lwuit.animations.Transition3D; import com.sun.lwuit.util.Resources; import com.sun.lwuit.plaf.UIManager; public class TESTMidlet extends MIDlet implements ActionListener { private Form Main, Main2 ,f; int a = 0; int b = 0; // static int c = 0; // static int d = 0; // static int e = 0; // static int g = 0; // static int h = 0; // static int i = 0; // static int j = 0; // static int k = 0; // static int I = 0; // static int m = 0; // static int n = 0; // static int o = 0; public void startApp() { Display.init(this); try { Resources r = Resources.open("/a.res"); UIManager.getInstance().setThemeProps(r.getTheme(r.getThemeResourceNames() [0])); } catch (java.io.IOException ioe) { // Do something here. } f= new Form("instruction!!!!"); f.addCommand(new Command("BACK",2)); f.setCommandListener(this); f.setLayout(new BorderLayout()); Container formContainer3 = new Container(new BorderLayout()); Label instructionLabel = new Label("instuctions will be here"); formContainer3.addComponent(BorderLayout.CENTER, instructionLabel); f.addComponent(BorderLayout.CENTER, formContainer3); f.show(); //SECOND FORM Main2 = new Form("MOBSCOB VERSION 1"); Main2.addCommand(new Command("BACK",2)); Main2.setCommandListener(this); Main2.setLayout(new GridLayout(8,3)); Label home1 = new Label("Home"); Label home2 = new Label(); Label home3 = new Label("Away"); Label home4 = new Label(""); home4.setText(Integer.toString(a)); Label home5 = new Label("Q1"); Label home6 = new Label(""); home6.setText(Integer.toString(b)); Label home7 = new Label(""); home7.setText(Integer.toString(a)); Label home8 = new Label("Q2"); Label home9 = new Label(""); home9.setText(Integer.toString(b)); Label home10 = new Label(""); home10.setText(Integer.toString(a)); Label home11 = new Label("Q3"); Label home12 = new Label(""); home12.setText(Integer.toString(b)); Label home13 = new Label(""); home13.setText(Integer.toString(a)); Label home14 = new Label("Q4"); Label home15 = new Label(""); home15.setText(Integer.toString(b)); Label home16 = new Label(""); home16.setText(Integer.toString(a)); Label home17 = new Label("OT1"); Label home18 = new Label(""); home18.setText(Integer.toString(b)); Label home19 = new Label(""); home19.setText(Integer.toString(a)); Label home20 = new Label("OT2"); Label home21 = new Label(""); home21.setText(Integer.toString(b)); Label home22 = new Label(""); home22.setText(Integer.toString(a)); Label home23 = new Label("FS"); Label home24 = new Label(""); home24.setText(Integer.toString(b)); Main2.addComponent(home1); Main2.addComponent(home2); Main2.addComponent(home3); Main2.addComponent(home4); Main2.addComponent(home5); Main2.addComponent(home6); Main2.addComponent(home7); Main2.addComponent(home8); Main2.addComponent(home9); Main2.addComponent(home10); Main2.addComponent(home11); Main2.addComponent(home12); Main2.addComponent(home13); Main2.addComponent(home14); Main2.addComponent(home15); Main2.addComponent(home16); Main2.addComponent(home17); Main2.addComponent(home18); Main2.addComponent(home19); Main2.addComponent(home20); Main2.addComponent(home21);

Main2.addComponent(home22); Main2.addComponent(home23); Main2.addComponent(home24); Main2.show(); //COMMANDS FOR FORM2 Command QUATER1 CMD = new Command("Q1",6); Command QUATER2 CMD = new Command("Q2",4); Command QUATER3_CMD = new Command("Q3",5); Command QUATER4_CMD = new Command("Q4"); Command OT1_CMD = new Command("OT1"); Command OT2_CMD = new Command("OT2"); Main2.addCommand(OT2 CMD); Main2.addCommand(OT1 CMD); Main2.addCommand(QUATER4 CMD); Main2.addCommand(QUATER3 CMD); Main2.addCommand(QUATER2_CMD); Main2.addCommand(QUATER1_CMD); Main2.addCommandListener(this); Main2.setTransitionOutAnimator(CommonTransitions.createSlide(CommonTransitions.SLIDE_HORIZONTAL, false, 500)); //FIRST FORM Main = new Form("MOBSCOB VERSION 1"); Main.show(); Main.addCommand(new Command("Exit", 0)); Main.setCommandListener(this); Main.setLayout(new BorderLayout()); Container formContainer = new Container(new BorderLayout()); Label welcome = new Label("Welcome to MOBSCOB version 1"); $form Container. add Component (Border Layout. CENTER, \ welcome);$ Main.addComponent(BorderLayout.CENTER, formContainer); Command PLAY_CMD = new Command("BEGIN",1); Command INSTRUCTIONS_CMD = new Command("INSTRUCTIONS",3); Main.addCommand(INSTRUCTIONS CMD); Main.addCommand(PLAY_CMD); Main.addCommandListener(this); Button button = new Button("Push me!");

 $\label{lem:main:setTransitionOutAnimator(Transition3D.createRotation(500, true)); //exercise on output } public void pauseApp(){} public void destroyApp(boolean unconditional) {} public void actionPerformed(ActionEvent ae) { Command cmd = ae.getCommand(); switch (cmd.getId()) { //'Exit' command case 0: notifyDestroyed(); break; case 1: Main2.show(); break; case 2: Main.show(); break; case 3: f.show(); break; case 6: Main2.show(); break; } } class canvas extends Canvas implements Runnable{ public void keypressed(int keyCode){ int key = getKeyCode(keyCode); if(key == KEY_NUM1) { a=a+1; } } protected void paint() { } public void run() { } protected void paint(Graphics g) { throw new UnsupportedOperationException("Not supported yet."); } } } i need some help!!!thank you!!!$



Senthil

July 9, 2012

this canvas game programs

this canvas game programs - It return errors

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