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Building a J2ME sliding menu with text and images(part-2)

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In the given J2ME Menus example, we have explained to create two different buttons that is going to perform as a back and forward buttons. You can see the series of photographs one by one using these sliding menu in J2ME.

Building a J2ME sliding menu with text and images(part-2)

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In the given J2ME Menus example, we have explained to create two different buttons that is going to perform as a back and forward buttons. You can see the series of photographs one by one using these sliding menu in J2ME.

Code to create back and forward button images in J2ME

```
r_arrow = Image.createImage("/slide_arrow_right.png");

l_arrow = Image.createImage("/slide_arrow_left.png");
```

To change the image as per our next event, we have created a function as given below:

```
public void slideItem(int next){
  if(!isImage() && select_index + next >= 0
  && select_index + next < labels.length){
  back_index = select_index;
  select_index += next;
  time = System.currentTimeMillis();
  }
  }
```

The Application is as follows:

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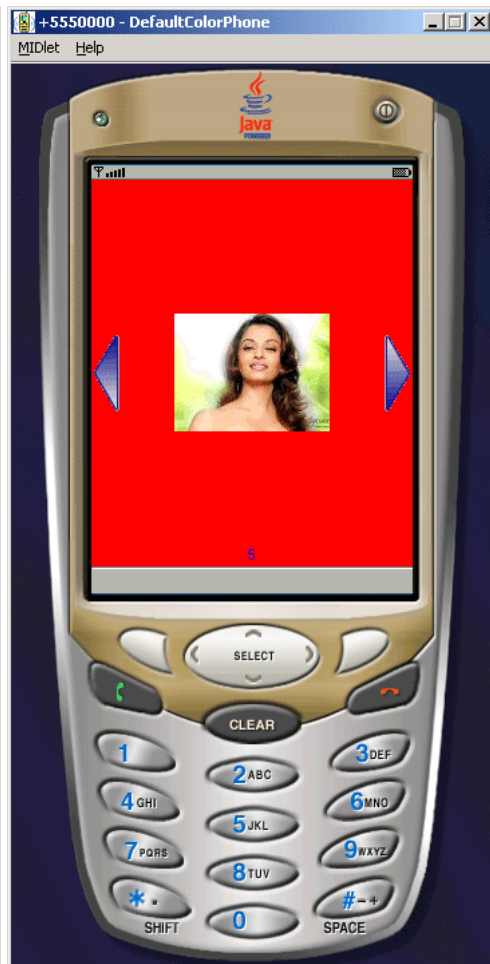
Source Code of SlideMenu.java

```java
import javax.microedition.lcdui.*;

public class SlideMenu{
  public int select_index, back_index, width, height;
  public Image r_arrow, l_arrow;
  String[] labels = null;
  Image[] icons = null;
  public int duration = 500;
  long time = 0;

  public SlideMenu(String[] labels, Image[] icons, int width,
   int height) throws Exception{
  try{
  r_arrow = Image.createImage("/slide_arrow_right.png");
  l_arrow = Image.createImage("/slide_arrow_left.png");
  }catch(Exception e){
  e.printStackTrace();
  }
  this.width = width;
  this.height = height;
  this.labels = labels;
  this.icons = icons;
  }

  public void slideItem(int next){
```

```java
if(!isImage() && select_index + next >= 0 && select_index +
next < labels.length){

back_index = select_index;
select_index += next;
time = System.currentTimeMillis();
}
}


public boolean isImage(){
return back_index != select_index;
}


public void paint(Graphics g){
g.setColor(255, 0, 0);
g.fillRect(0, 0, width, height);
g.setColor(0, 0, 255);


if(select_index > 0){
g.drawImage(l_arrow, 2, height / 2,
Graphics.LEFT | Graphics.VCENTER);
}


if(select_index < icons.length - 1){
g.drawImage(r_arrow, width - 2, height / 2,
Graphics.RIGHT | Graphics.VCENTER);
}


g.drawString(labels[select_index], width / 2,
height - 2, Graphics.BOTTOM | Graphics.HCENTER);

g.setClip(l_arrow.getWidth(), 0, width - 2 *
l_arrow.getWidth(), height);


if(select_index != back_index){
int difference = (int)(System.currentTimeMillis() - time);
if(difference > duration){
difference = duration;
}


int image_present = select_index > back_index ? 1 : - 1;
int current_image = width / 2 - image_present *
difference * width / duration;

int next_image = current_image + width * image_present;

g.drawImage(icons[back_index], current_image, height / 2,
Graphics.VCENTER | Graphics.HCENTER);

g.drawImage(icons[select_index], next_image, height / 2,
Graphics.VCENTER | Graphics.HCENTER);

if(difference >= duration){
back_index = select_index;
}
}else{
g.drawImage(icons[select_index], width / 2, height / 2,
Graphics.VCENTER | Graphics.HCENTER);
}
}
}
```

Download Source Code

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Aniket

May 31, 2011

the code throws a null pointer exception

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the code is throwing null pointer exception .here is the exact nature: TRACE: <at

java.lang.NullPointerException: 0>, Exception caught in Display class

java.lang.NullPointerException: 0 at IconsCanvas.paint(SlideImage.java:133) at

javax.microedition.lcdui.CanvasLFImpl.uCallPaint(), bci=202 at

javax.microedition.lcdui.Display$ChameleonTunnel.callPaint(), bci=33 at

com.sun.midp.chameleon.layers.BodyLayer.paintBody(), bci=12 at

com.sun.midp.chameleon.CLayer.paint(), bci=46 at

com.sun.midp.chameleon.CWindow.paintLayers(), bci=115 at

com.sun.midp.chameleon.CWindow.paint(), bci=127 at

com.sun.midp.chameleon.MIDPWindow.callPaint(), bci=45 at

javax.microedition.lcdui.Display.callPaint(), bci=227 at

javax.microedition.lcdui.Display$ForegroundEventConsumerImpl.handleDisplayForegroundI

bci=215 at com.sun.midp.lcdui.ForegroundEventListener.process(), bci=53 at

com.sun.midp.events.EventQueue.run(), bci=179 at

java.lang.Thread.run(Thread.java:619) javacall_lifecycle_state_changed() lifecycle:

event is JAVACALL_LIFECYCLE_MIDLET_SHUTDOWNstatus is JAVACALL_OK

Alex

October 27, 2011

slide menu

Please advice of how i could add different sounded names to accompany the sliding

images.

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