



# API

## GestureHandler

- [Constructor](#)
- [Methods](#)
- [Events](#)
- [Examples](#)
- [Useful repositories](#)

This object allows you to connect to the QuantumLeap framework and call functions based on events from QuantumLeap.

```
import GestureHandler from 'quantumleapjs';
```

### Constructor

```
new GestureHandler([options]);
```

### Options

Options can be passed as a parameter at instantiation:

```
let gestureHandler = new GestureHandler({ timeout: 5000, requireRegistration: false });
```

- **timeout** - **integer** - *Default: 10000* - The maximum time in milliseconds to wait for a connection to succeed before closing and retrying.
- **interval** - **boolean** - *Default: 3000* - The number of milliseconds between two reconnection attempts.
- **requireRegistration** - **boolean** - *Default: true* - If set to *true*, *gesture* events are only triggered for recognized gesture that have been registered using the *registerGesture* method. If set to *false*, *gesture* events are triggered for any recognized gestures.

### Methods

#### addListener(eventName, listener)

Attach the handler function to the event. The function will be triggered each time the event occurs. Any number of listeners can be attached to an event.

- **eventName** - **string** - The name of [event](#)