

# Contents

- [1 DOWNLOAD: Example of a project](#)
- [2 IR.AddRecognizer](#)
- [3 IR.RemoveRecognizer](#)
- [4 IR.EVENT\\_GESTURE\\_BEGIN](#)
- [5 DOWNLOAD: Example of a project](#)

## [DOWNLOAD: Example of a project](#)

---

### **IR.AddRecognizer**

This function is used for gesture activating.

Syntax: IR.AddRecognizer(Gesture\_Type);

```
IR.AddListener(IR.EVENT_START,0,function()  
// Event is activated at the application launch  
{  
    IR.AddRecognizer(IR.GESTURE_SWIPE_LEFT); // Activate gesture SWIPE_LEFT  
    IR.AddRecognizer(IR.GESTURE_SWIPE_RIGHT); // Activate gesture SWIPE_RIGHT  
    IR.AddRecognizer(IR.GESTURE_SWIPE_UP); // Activate gesture SWIPE_UP  
    IR.AddRecognizer(IR.GESTURE_SWIPE_DOWN); // Activate gesture SWIPE_DOWN  
});
```

---

### **IR.RemoveRecognizer**

This function is used for gesture deactivating.

Syntax: IR.RemoveRecognizer(Gesture\_Type);

```
IR.AddListener(IR.EVENT_EXIT,0,function() // Event is activated when exiting  
the application  
{  
    IR.RemoveRecognizer(IR.GESTURE_SWIPE_LEFT); // Deactivate gesture  
SWIPE_LEFT  
    IR.RemoveRecognizer(IR.GESTURE_SWIPE_RIGHT); // Deactivate gesture  
SWIPE_RIGHT  
    IR.RemoveRecognizer(IR.GESTURE_SWIPE_UP); // Deactivate gesture  
SWIPE_UP  
    IR.RemoveRecognizer(IR.GESTURE_SWIPE_DOWN); // Deactivate gesture  
SWIPE_DOWN  
});
```

---

## IR.EVENT\_GESTURE\_BEGIN

Event is activated when beginning a gesture.

Syntax: IR.AddListener(IR.EVENT\_GESTURE\_BEGIN, Page\_Name, function(gesture, x, y){Function\_Body});

- **gesture** - the variable stores the gesture type;
- **x** - the variable stores x-coordinate of gesture beginning;
- **y** - the variable stores y-coordinate of gesture beginning;

```
var button;
IR.AddListener(IR.EVENT_START, 0, function()
// Event is activated at the application launch
{
    // Create a button for switching pages
    var button = IR.CreateItem(IR.ITEM_BUTTON, "text", 10, 10);
    button.Text = "";

    // Activating gestures
    IR.AddRecognizer(IR.GESTURE_SWIPE_LEFT); // Activate gesture SWIPE_LEFT
    IR.AddRecognizer(IR.GESTURE_SWIPE_RIGHT); // Activate gesture SWIPE_RIGHT
    IR.AddRecognizer(IR.GESTURE_SWIPE_UP); // Activate gesture SWIPE_UP
    IR.AddRecognizer(IR.GESTURE_SWIPE_DOWN); // Activate gesture SWIPE_DOWN

    // Connect Listener, send the current page and the function with
parameters. IR.AddListener(IR.EVENT_GESTURE_BEGIN, IR.CurrentPage,
function(gesture, x, y)
{

    // Choice structure
    switch(gesture)
    {
    case IR.GESTURE_SWIPE_LEFT:
        button.Text = "Left"; // If you begin a gesture SWIPE_LEFT you
see the sign "Left"
        break;
    case IR.GESTURE_SWIPE_RIGHT:
        button.Text = "Right"; // If you begin a gesture SWIPE_RIGHT you
see the sign "Right"
        break;
    case IR.GESTURE_SWIPE_UP:
        button.Text = "Up"; // If you begin a gesture SWIPE_UP you
see the sign "Up"
        break;
    case IR.GESTURE_SWIPE_DOWN:
```

```
        button.Text = "Down";    // If you begin a gesture SWIPE_DOWN you
see the sign "Down"
        break;
    }
});
});
```

---

**[DOWNLOAD: Example of a project](#)**

---