

## libocelli - Feature #337

### touch-move: implement threshold

12.01.2023 16:19 - Maximilian Seesslen

<b>Status:</b>	Erledigt	<b>Beginn:</b>	12.01.2023
<b>Priorität:</b>	Normal	<b>Abgabedatum:</b>	
<b>Zugewiesen an:</b>	Maximilian Seesslen	<b>% erledigt:</b>	0%
<b>Kategorie:</b>		<b>Geschätzter Aufwand:</b>	0.00 Stunde
<b>Zielversion:</b>		<b>Aufgewendete Zeit:</b>	0.00 Stunde
<b>CS Zielversion:</b>			

#### Beschreibung

As long as the touch is pressed, the coordinates are read out periodically and an event is emitted.

There is no need to send move-events to widgets when the coordinates did not change.

There can be an threshold implemented to filter out jittering between two pixels.

An more rocket-science would be to calculate the actual distance. An overkill whenn we just want to filter 1 pixel distance. But function can be prepared in "OPoint".

```
int findSqrtInt(int x)
{
    // for 0 and 1, the square roots are themselves
    if (x < 2)
        return x;

    // considering the equation values
    int y = x;
    int z = (y + (x / y)) / 2;

    // as we want to get upto 5 decimal digits, the absolute
    // difference should not exceed 0.00001
    while (abs(y - z) >= 1) {
        y = z;
        z = (y + (x / y)) / 2;
    }
    return z;
}

int main(int argc, char *argv[])
{
    printf("Distance: %d\n", (int)findSqrtInt( 4*4 + 4*4 ));
    printf("Distance: %d\n", (int)findSqrtInt( 4*4 + 0 ));
}
```

#### Historie

##### #1 - 14.01.2023 13:37 - Maximilian Seesslen

The 2 Pixel threshold is already usable.

##### #2 - 14.01.2023 13:37 - Maximilian Seesslen

- Status wurde von Neu zu Erledigt geändert