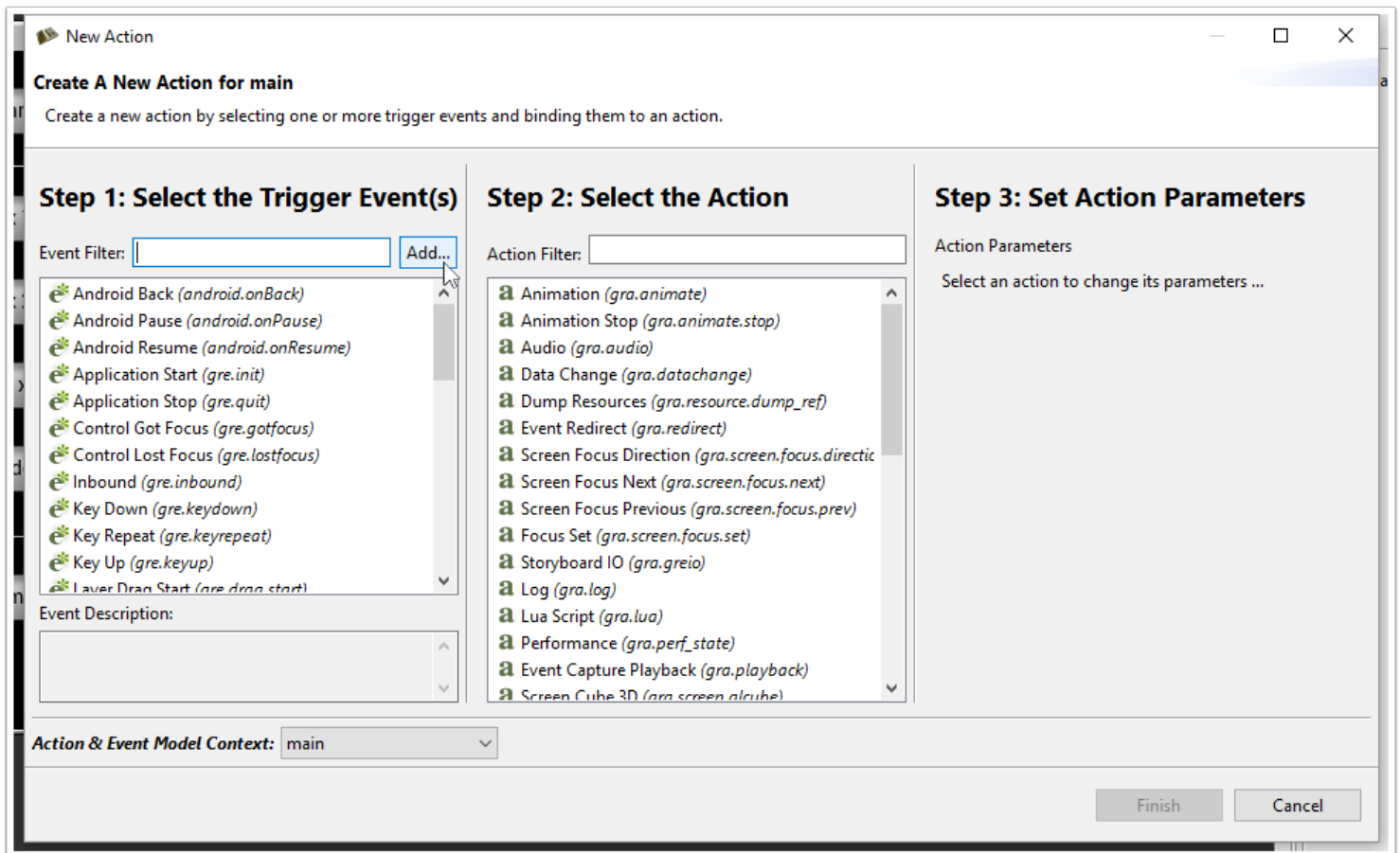


A quick HowTo for getting gestures up and running in Storyboard Suite.

Add Action

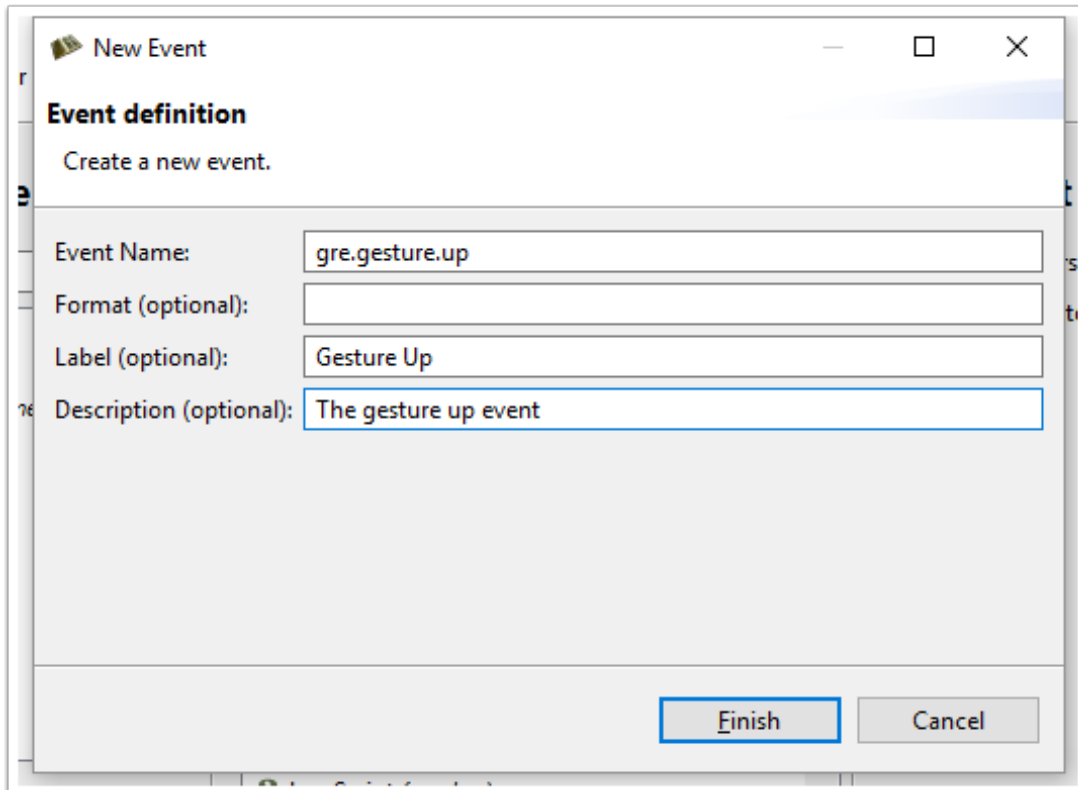
By default the gesture events are not included in the available **Events** list. You will need to add them manually.

Right-click the control you want to add the action to, and select **Add -> Action**. Then click the **Add** button to the right of the **Event Filter** text box.



New Event

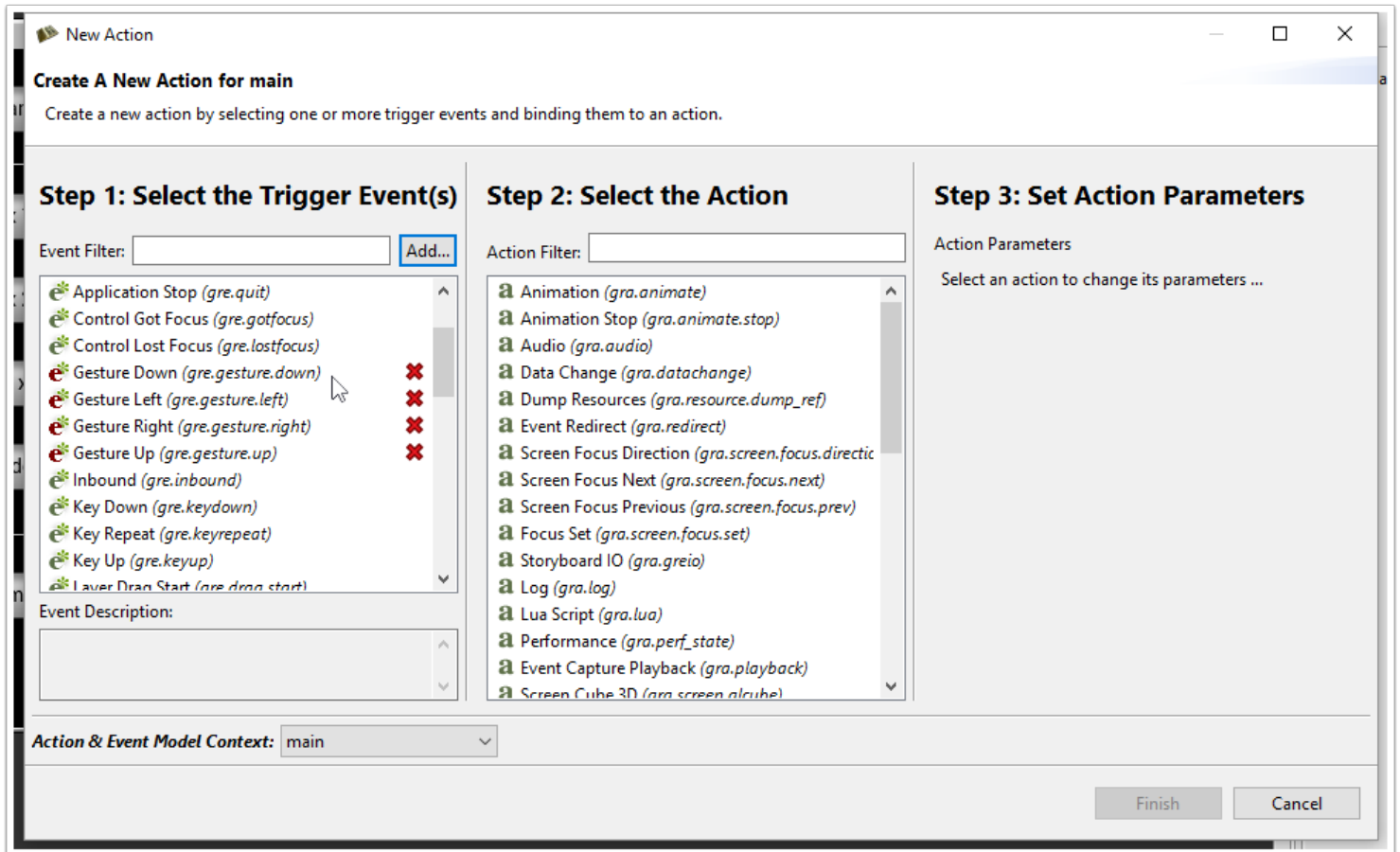
You will see the **New Event** dialog box. This is where you add the gesture events to the list. You will need to do this for all the gesture events you want to use in your application, including gre.gesture.up, gre.gesture.down, gre.gesture.left, and gre.gesture.right



The image shows a screenshot of a 'New Event' dialog box. The dialog has a title bar with a gear icon and the text 'New Event'. Below the title bar is the section 'Event definition' with the instruction 'Create a new event.'. There are four input fields: 'Event Name:' with the value 'gre.gesture.up', 'Format (optional):' which is empty, 'Label (optional):' with the value 'Gesture Up', and 'Description (optional):' with the value 'The gesture up event'. At the bottom right, there are two buttons: 'Finish' and 'Cancel'.

Gesture Events

Now that you have added the gesture events you will be able to select them in the **Events** list to trigger actions.



Command-Line Options

By default both single and multi touch gestures are disabled so we need to pass the `-gesture,mode=single` option to `sbengine`. (**single** allows for single touch gestures. **multi** allows for both single and multi-touch gestures)

Once you have added the command-line option to `sbengine`, click **Apply** then **Run** and you now have gestures enabled in your Storyboard Application.

