

# Shake Motion & Remote control

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# As an introduction...

## Detection of a «shake» in the device

- Could be handled using CMMotionManager
  - ▶ But complex

## Handled in UIResponder

- Shakes
  - ▶ Presented + example
- Remote control
  - ▶ Presented
- Contacts on the screen
  - ▶ Presented later

## Principle

- Integrated protocol
  - ▶ In UIView, UIViewController, UIApplication (inherit from UIResponder)
- Propagation of unlatched events



# Capturing events

## Become first responder

- `becomeFirstResponder()`
  - ▶ Possible if the current firstResponder can drop
- `resignFirstResponder()`
  - ▶ When overloaded, always ask to «super»
- Useful properties
  - ▶ `canBecomeFirstResponder`, `isFirstResponder`, `canResignFirstResponder`

## Three methods

```
func motionBegan(_ motion: UIEvent.EventSubtype,
                 with event: UIEvent?)

func motionEnded(_ motion: UIEvent.EventSubtype,
                 with event: UIEvent?)

func motionCancelled(_ motion: UIEvent.EventSubtype,
                     with event: UIEvent?)
```



# UIEvent.EventSubtype

- none
- motionShake
  - ▶ shaking the device
- remoteControlPlay
  - ▶ Remote-control event for playing audio or video
- remoteControlPause
  - ▶ Remote-control event for pausing audio or video
- remoteControlStop
  - ▶ Remote-control event for stopping audio or video from playing
- remoteControlTogglePlayPause
  - ▶ Remote-control event for toggling audio or video between play and pause
- remoteControlNextTrack
  - ▶ Remote-control event for skipping to the next audio or video track.
- remoteControlPreviousTrack
  - ▶ Remote-control event for skipping to the previous audio or video track.
- remoteControlBeginSeekingBackward
  - ▶ Remote-control event to start seeking backward through the audio or video medium
- remoteControlEndSeekingBackward
  - ▶ Remote-control event to end seeking backward through the audio or video medium
- remoteControlBeginSeekingForward
  - ▶ Remote-control event to start seeking forward through the audio or video medium.
- remoteControlEndSeekingForward
  - ▶ Remote-control event to end seeking forward through the audio or video medium.



# As a conclusion...



 **Super easy!!!**

 **Allows you to deal with remote control too**

 I never tried

- ▶ Need for a compatible remote command
- ▶ The one of the headphones possibly

 But you have all in hands to try and play



 **Also used for contact management**

 Presented in a future video