

Paint



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AjaxMouseMoveBehavior

- ★ Extends AbstractDefaultAjaxBehavior.
- ★ Uses prototype.js to fix browser inconsistencies in mouse event handling.
- ★ Overrides getCallbackUrl(...) to add in some x & y coordinates for the AJAX GET.
- ★ Overrides renderHead(...) to hook in the event listener and prototype <link> ref.

Fragment from AjaxMouseMoveBehavior

```
@Override
public void renderHead(IHeaderResponse response) {
    super.renderHead(response);

    response.renderJavascriptReference(
        new ResourceReference(
            AjaxMouseMoveBehavior.class, "prototype.js")
    );

    response.renderOnDomReadyJavascript(
        "Event.observe('" + getComponent().getMarkupId() +
        "', 'mousemove', function (e) {" +
        getCallbackScript() + "});"
    );
}
```

Fragment from AjaxMouseMoveBehavior

```
@Override
public final CharSequence getCallbackUrl(
    final boolean onlyTargetActivePage) {
    return super.getCallbackUrl(onlyTargetActivePage) +
        "&x=" + Event.pointerX(e) + "&y=" + Event.pointerY(e) + ";
}
```

Fragment from AjaxMouseMoveBehavior

```
@Override
```

```
protected final void respond(AjaxRequestTarget target) {  
    Request request = RequestCycle.get().getRequest();  
    int x = Integer.parseInt(request.getParameter("x"));  
    int y = Integer.parseInt(request.getParameter("y"));  
    onMouseMove(target, x, y);  
}
```

```
/**
```

```
* Called when user moves their mouse over your target.
```

```
*
```

```
* @param target see {@link AjaxRequestTarget}
```

```
* @param x page X co-ordinate in pixels
```

```
* @param y page Y co-ordinate in pixels
```

```
*/
```

```
protected abstract void onMouseMove(  
    AjaxRequestTarget target, int x, int y);
```

Paint

```
BufferedImage bufferedImage = new BufferedImage(
    400, 300, BufferedImage.TYPE_INT_RGB);
Graphics2D graphics = bufferedImage.createGraphics();

// The objects above aren't serializable; we hand-wave
// that here. Code in the ZIP handles the real thing.
Image image = new NonCachingImage("image", resource);
add(image);
image.setOutputMarkupId(true);
image.add(new AjaxMouseMoveBehavior() {
    @Override
    void onMouseMove(AjaxRequestTarget t, int x, int y) {
        graphics.drawLine(previous.x, previous.y, x, y);
        previous = new Point(x, y);
        t.addComponent(image);
    }
});
```

OMGWTFBBQ

Questions?

More talks and source code are available at:

<http://londonwicket.org/>

For more information about Wicket:

<http://wicket.apache.org>