

# Double click button

You may wish to detect 'double-click' or 'triple-click' on buttons. This would be useful for showing special menus (layers) - or sending commands that need a little more security.

To detect 'multiple-clicks' we use 'Event handler - preprocessor'.

In this simple guide we want to control a variable called "ShowMenu". It has just two options: off / on.

We create a behavior on a button - It must be double-clicked in order to set "ShowMenu" to 'on'

## Create button behavior

- right-click desired button and select 'Create behavior'
  - Parameter: Var:ShowMenu
  - Settings template: [leave blank]

## Create Event handler

- click 'Show more' > locate Event handler section > enter name "DbIPress" and click 'Create' > click new Event handler to open it
  - Handler type: Binary
  - Set values: 'on'

## Inspector

Behavior A6

Layer: [Boot Screen](#)

Parameter:

*IO Reference*

Var:ShowMenu

Change



Settings Template:

*MasterBehavior*



Hide More

Clear All Settings

Feedback:

> Default Feedback

Textline1:

(x) {Var:ShowMenu}



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Create new

Insert At End

Event Handlers:

> Event handler DbIPress



Handler Type:

Binary (Button)



Set Values:

on



Event Preprocessor:

*Advanced*

From binary



From absolute



From pulsed



From speed



## Create preprocessor (from binary)

- Locate the Event Preprocessor section > next to From binary > click '+' to create > click it to edit
- select 'Default' > click '+' to create > click 'ActDown' to open settings

- Repeat: Delayed <-- start a timer
- Repeat delay: 300 <-- timer lenght in milleseconds
- Burst count: 2 <-- number of required button presses to proceed with output

trigger

- Output trigger: ActDown

The screenshot displays the configuration interface for the Event Preprocessor. On the left, under 'Routes: InputEdge', the 'Default' route is selected. The 'Pass Through' checkbox is unchecked. Below this, there is a 'Create new...' button and a '+' icon. On the right, the 'Route: Default.ActDown' settings are shown. The 'Repeat settings' section includes: 'Repeat' set to 'Delayed', 'Repeat Frequency' (empty), 'Repeat Delay' set to '300', 'Max Repetitions' (empty), 'Block Leading Triggers' (empty), 'Time Window To Prev Trigger' (empty), and 'Burst Count' set to '2'. The 'For Binary Outputs' section includes: 'Output Trigger' set to 'ActDown' and 'Output Edge' (empty).

With the above, you must press button 2 times within 300ms for the action to proceed (ie. set ShowMenu to 'on')

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