



GLView

Create

```
glview = app.CreateGLView( width, height, options );
```

Methods

Some controls use the same methods.
For examples of the [same methods](#) look here.

Method	Description
GLView.CreateImage(image, options)	
GLView.DrawImage(img, X, Y, width, height, angle)	
GLView.SetOnTouch(callback)	

Sample

(Sample code by Chris Hopkin taken from the DroidScript Google Group)

If you need to want to simulate OnTouch for a GLView Image, you will need to keep track of the position, width and height that it has been drawn with. Then use the GLView OnTouch event to determine if the touch coordinates are within the GLView Image yourself. Something like this:

```
glview = app.CreateGLView( 1, 1, "Fast2d" );
glview.SetOnTouch(glview_OnTouch);

glImg = glview.CreateImage( "/Sys/Img/Hello.png", StartRendering );

glImgX = 0.1;
glImgY = 0.1;
glImgW = 0.25;
glImgH = 0.25;

....

glview.DrawImage(glImg, glImgX, glImgY, glImgW, glImgH, 0);

...
```

```
function glview_OnTouch(ev)
{
    if(ev.action=="Up")
    {
        if( (ev.X >= glImgX) && (ev.X <= glImgX+glImgW) &&
            (ev.Y >= glImgY) && (ev.Y <= glImgY+glImgH) )
        {
            app.ShowPopup("glImg Touched");
        }
    }
}
```