

HTML5 : Mobile

Extension: HTML5

This extension will not work on all browsers and not on all devices.

Most of the time this is because the browser itself doesn't implement it the way HTML5 needs it to be. I am reluctant to adapt code to work on all browsers, but if the demand is high enough I will reconsider.

This documentation will split between different parts of blocks. Most of the blocks are for the native GUI aspects which will be dealt with at the end.

General warning: All objects created will be on TOP of stencyl and not IN stencyl. So Stencyl is not aware of them. Some objects will prevent drill-down of input events so Stencyl doesn't even know about some click event on some of the HTML5 blocks!

VIBRATE



You can use a single vibration or a Stencyl-List of numbers representing the duration time for each.

This will only work on a Nexus phone. At least on my list of devices. Apple devices didn't work.

VIDEO PLAYBACK



When the URL does NOT contain a MP4 name this block will assume that it is a YouTube video. Once you have given the **name** you can use the delete block or the customization blocks to alter the appearance.

After the **duration** the object will be killed.

VIDEO/PHOTO Camera

HTML5: webcam name: type: at x: y: width: height:

To select a file or take a picture with the device you can use this block. Currently the only way to call the camera you need an input of the user. My work around for this is to make this block overlap a Stencyl button. I make the opacity of this object 0 so it will not show, but will react once clicked on it.

HTML5: getFileData from type: create object at , width: height: name object:

Use this block to display the captured photo/video. Use the **from** name to indicate the source of the captured data. The newly created object will get the '**name object**' value. You can use the GUI blocks to alter this object as well.

With these block the user needs to select between the camera and files stored on the device. I've not been able to do the selection for the user upfront. Apparently this is a security risk.

WEBCAM Stream

HTML5: webcam stream object at , width: height: name object: (HTTPS site required)


This block accesses the webcam to get a live stream of data. Unfortunately this only works when you run the site from a HTTPS location. Self-signed certification leads to a whole bunch of acceptance by the user.

Also to have the user finally access the stream they will have to accept that as well. All security-based risks.

HTML5: webcam get bitmap from name:

Get a Stencyl Image from the webcam-stream.

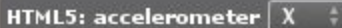
SHARE



HTML5: share to app MAIL subject text text text

The choice is currently between MAIL and WhatsApp. There is a facebook extension for HTML5 by gurigraphics which you can find on the forum.

ACCELEROMETER



HTML5: accelerometer X

Advice is to use the values from this block for your own calculations. It works differently than the Stencyl accelerometer blocks. Rather than using just -1,0 and 1 this block will give you different ranges.

WARNING: due to the rotation setting of the device you should design your game to only allow small orientation changes. Most of the devices will do autorotation and therefore this becomes frustrating for users.

MULTI TOUCH



HTML5: for each Touch as TouchEventTag

When touching the device it will react with sequential numbers which you can track. Use this block in an UPDATE event to track down all actions.



HTML5: get X from TouchEventTag: anything

Use the TouchEventTag picker from the 'for each'.

BEGIN

The block returns TRUE if the event is new.

END

The block returns TRUE if the touch hasn't been detected.

WARNING: Use with caution since the mobile gestures of the device will react on the same principles.

ORIENTATION

A dark grey rectangular block with the text "HTML5: set orientation to" in white, followed by a small white box containing the number "0", and then the word "degrees" in white.A dark grey rectangular block with the text "HTML5: get orientation" in white.

The **get orientation** block can be used to inform the user that the device is held wrongly for the game (for instance).

The default behavior of HTML5 Stencyl publication is that the canvas will be scaled according to the screen.

With **set orientation** to 0 you can force the orientation and have the game fixed to 0,0.

WARNING: When you use set orientation 90, 180 etc.. Stencyl will not orient accordingly. So expect strange Stencyl input which you need to recalculate yourself in Stencyl to accommodate.

GUI

Most of these blocks will also work with the other 'named' blocks.

A dark grey rectangular block with the text "HTML5: delete name" in white, followed by a small white box containing the word "text".

Without this block the created elements will stay behind, even when you switch scenes!



- TextInput
- ListBox
- File
- Button
- CheckBox
- Label
- TextArea
- Range
- Password

Most of the blocks need adjustment with the other blocks. For instance a Label and Button need text to be shown. (Use the **value** setting)



- X
- Y
- Width
- Height
- FontSize
- ButtonText
- ButtonOnClick
- CheckBoxState
- RangeStart
- RangeEnd
- Opacity
- TabIndex
- Value
- Visibility

Most of them are self-explanatory. The Value setting works differently for some blocks. For instance the Button, CheckBox and Label will set the caption.

Opacity will keep the object but make it transparent; Visibility setting is similar. Accepted values for Visibility are: TRUE,YES,ON,OK and for hidden: FALSE,NO,HIDDEN,HIDE



HTML5: for name `text` set property `text` to `anything`

For special properties use this text block.

On ListBox it will accept a Stencyl List for the options in the ListBox.



HTML5: create `ListBox` at `64` , `64` width: `256` height: `256` name : `List1`



set game attribute with name: `ListBox` to `create new list`



add `One` to value of game attribute with name: `ListBox`



add `Two` to value of game attribute with name: `ListBox`



add `Three` to value of game attribute with name: `ListBox`



HTML5: for name `List1` set property `options` to value of game attribute with name: `ListBox`



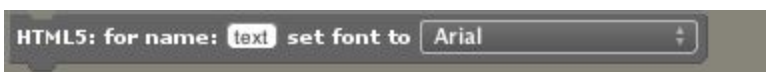
HTML5: for name: `text` get `X`



HTML5: for name `text` get property `text`

- X
- Y
- Width
- Height
- FontSize
- ButtonText
- ButtonOnClick
- CheckBoxState
- Value
- RangeStart
- RangeEnd
- Opacity
- TabIndex

Especially the `CheckBoxState` and `Value` are interesting properties to inspect.



Font availability depends on Browser implementation!!!

- Arial
- Arial Black
- Arial Narrow
- Century Gothic
- Comic Sans MS
- Courier New
- Franklin Gothic
- Georgia
- Impact
- Monotype
- Palatino
- Symbol
- Tahoma
- Times New Roman
- Trebuchet MS
- Verdana
- Webdings



For Fonts you set the Foreground color.

When you want a transparent background use the `style.backgroundColor` to transparent:



This block gives you the freedom to change whatever HTML

NATIVE JavaScript

The most powerful block in the HTML5 extension is the **native** block. It is equivalent of the code blocks in Stencyl but rather than using HaXe as the language you can code JavaScript!

You need to be aware of quotes if you insert code into this native block. Use escape \" sequence to make a double quote if you really need it!