

SkeletonApp for the HP Prime Calculator: Event Driven Framework for Applications based on:

Message Loop derived and adapted originally from WaitLab jfs 2014-06-04

<http://www.hpcalc.org/details.php?id=7530>

Personally I struggled alot with the not very well documented keyboard and mouse interactions for the HP Prime (at least it appeared to me, it may that I have a deficit in grasping & understanding)

After I few attempts on some interactive applications I always had troubles to have a clear method and structure for processing keystrokes and mouse (touch screen) clicks. It grew to very rough unreadable & unmaintainable code which did not behave very well.

I used WAIT() and WAIT (-1) and WAIT (0) and FREEZE and GETKEY and MOUSE and ISKEYDOWN in various patterns and order. This was fine until side effects and unwanted behaviours started to fade in. By adding more and more of those I had a pillar made of toothpicks which eventually all of them fell down once I removed or changed something.

Fast forward I found on Erich Rechlin's HP Calculators Home Page (<http://www.hpcalc.org>) a nice sample of how to intercept mouse and keystrokes.

I started to analyse how this messages are received and came up with a generic message loop which fires events on various interactions. An application based on this message loop may intercept the messages and act & react accordingly.