iOS simulator

The iOS simulator allows applications built for iOS (such as the iPhone, iPad) to be developed and tested on an iMac system.

To test gestures in this environment you normally hold down the alt/apple key on the keyboard and use a mouse.

For users wishing to test touch gestures with a dual/multi touch touch screen we have introduced an option in the gesture engine to run in 'iOS simulation mode'. This option can be enabled in the gesture settings, other dialog.

When running in iOS simulator mode please note the following:

1. Important note: There's a setting in Mac OS X that allows applications to use "accessibility" features for interacting with windows and other elements on the screen and it must be enabled for the gestures to work in an iOS Simulator mode. Here's how you turn it on:

   o In the Apple menu, pick System Preferences

   o In the System Preferences window, pick "Universal Access"

   o Make sure the button labeled "Enable access for assistive devices" is checked

2. When starting a two finger gesture, it was necessary to send an event releasing the first finger before sending an event to press both fingers down. This didn't have any noticeable effect in our tests with iOS apps.

   At the start of a two finger gesture there will be a little visual "blip". This is because the mouse is being re-positioned so that the touches in the iOS Simulator match the touches on the touch-screen

3. It is difficult to send the exact movement of both fingers into the simulator, so it's possible for the touches in the simulator to diverge slightly from the touches on the touch screen. However, performing individual pinch, rotate, and two finger drag gestures works as expected and this didn't have a noticeable effect in the tests we performed.

Touch-Base Support

iOS simulator

http://support.touch-base.com/Documentation/50199/iOS-simulator