

SeeTestAutomation - Swipe



Description

Swipe the screen in a given direction

Parameters

SeeTestAutomation - Direction: Direction of the swipe motion.

SeeTestAutomation - Offset: Swipe offset (in pixels).

Time: Overall swipe time

Usage

To swipe the screen, you can add the command 'Swipe', provide the direction, offset and action time.

As a visible aid, an arrow will be drawn on the reflection showing the swipe motion. It will start according the swipe value and will point the opposite of the swipe direction.

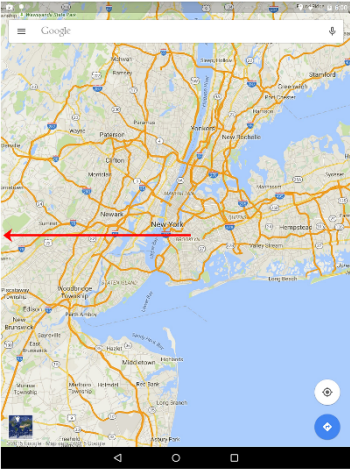
For example, for the Right direction, the swipe arrow will point to the Left.

Swipe 'Right'

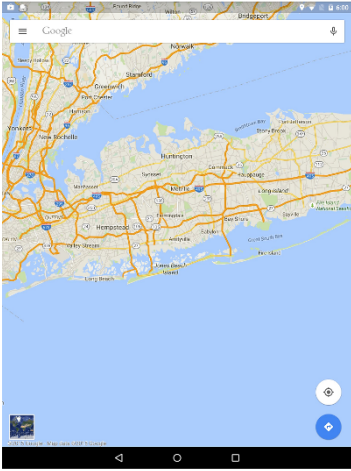
✓ Passed

Total Time: 1.064 Seconds

Result Screenshot open



Result Post Screenshot

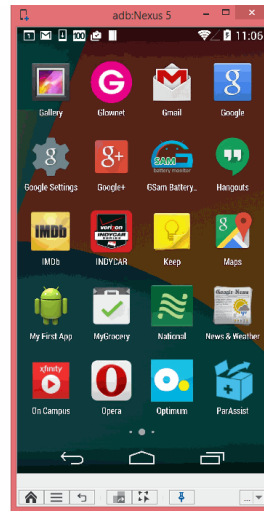
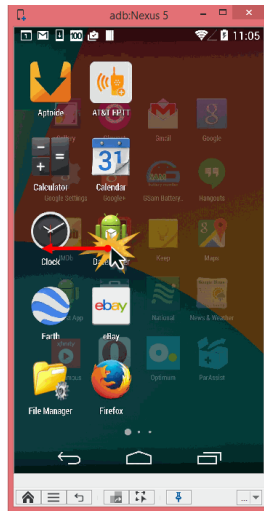
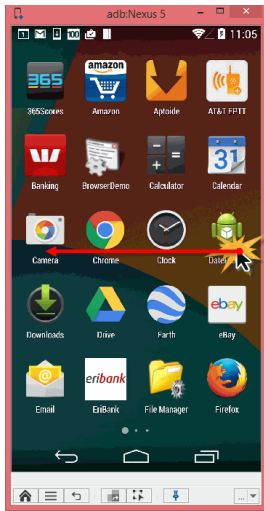


Example

Scenario: In the following example, we will swipe to the screen to the right in order to get to an application.

Parameters:

- Direction: Direction to swipe – will be set to RIGHT
- Offset: Swipe offset – will be set to 20 (more then 0) so it will not start from the reflection border.
- Time: Swipe overall time – will be set to 500



Code Examples

Java Example

```
client.swipe("Right", 20, 500);
```

C# Example

```
client.Swipe("Right", 20, 500);
```

VBScript

```
client.Swipe "Right", 20, 500
```

Python Example

```
self.client.swipe2("Right", 20, 500)
```

Perl Example

```
$client->swipe2("Right", 20, 500);
```