







































Opti	ons					
	Destination for a gizmo					
	Gizmo	Device	Message	Venue	Adhac	
	Device	Find a friend of mine	?	Navigation System	?	
	Message		Follow me	Marketplace		
	Venue	?	?	?	?	
	Adhac					
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publi {	ic class PingPong	Pina Pona
F	<pre>public PingPong(GecGo.IMiddleware middleware)</pre>	
{	<pre>view = new PingPongView(this);</pre>	Implementation
	view.Show();	
	<pre>me = middleware.devInfo.DeviceNumber;</pre>	
	<pre>ArrayList 1 = middleware.gd.getGizmos(typeof(DeviceGizmo).FullNam</pre>	ne);
	<pre>for (int i=0;i<1.Count; i++) { /* add current neighbor devices */</pre>	};
	middleware.gd.registerEvent(new gizmoEnteredEventHandler(newPingFc middleware.gd.registerEvent(new gizmoEnteredEventHandler(newID),ty riger_wNweber_Text = TWW.Nweber_Text = Text	<pre>ong),typeof(PingPongGizmo).FullName); ypeof(DeviceGizmo).FullName);</pre>
}	<pre>view.myNumber.lext = "My Number: " + me; }</pre>	
ŗ	<pre>public void newPingPong(object source,GizmoEventArgs args)</pre>	
{	{	
	view.BackColor=System.Drawing.Color.Red;	
	<pre>if (view.target.SelectedIndex>=0) view.sendButton.Enabled = true; .</pre>	
,	8	
F	public static void run(Middleware.Middleware middleware)	
1	i peu BingBong (middleumre) :	
}	<pre>iew ringrong (middleware); }</pre>	
	public void newID(object source,GizmoEventArgs args)	
Ĩ	{	
	<pre>view.addTarget(args.gizmo.deviceNr);</pre>	
}	ł	
p	public void send()	
{	{	
	GIZMOIA 1A = New GIZMOIA();	
	<pre>middleware.sendGizmo(new_PingPongGizmo(id).UInt32.Parse(view.targe</pre>	et.SelectedItem.ToString())):
	view.sendButton.Enabled = false;	
}	}	
1		





