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Category:Software development kits Category:GIS softwareQ: Problems with my device.js file I am working with webmvvm and I am having a bit of trouble getting my device.js file to run correctly. When I bind the event to the button click and click to run, nothing happens. This is my JS file function DeviceClick(device){ var controller = new DeviceController(); controller.DeviceSelected += new EventHandler(device_Selected); this.device = device; Device.Current.Start(); } private void device_Selected(DeviceEventArgs e) { if (Device.Current.IsOn) { Device.Current.PowerOff(); } else { Device.Current.PowerOn(); } } A: It's a bit unreadable. Sorry. First, you shouldn't use that form of EventHandler. The second thing to note is that you didn't bind the event to anything, you are actually calling device_Selected directly from Device.Current.Start(), which I don't think is what you want to do. What I would do in your case, is to create a new DeviceController class and add a method like this: void BringToLife() { if (Device.Current.IsOn) { Device.Current.PowerOff(); } else { Device.Current.PowerOn(); } } Now, in your viewmodel (3ef4e8ef8d

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