

































































































































































```
: TouchImageView
1: sharedConstructing(context : Context) : void
                                            1.1: setClickable(true)
                                                          mScaleDetector : android.view.ScaleGestureDetector
                                                                             1.3:
                                                                                                                          matrix : android.graphics.Matrix
                                             1.4: setImageMatrix(matrix)
                                             1.5: setScaleType(ScaleType.MATRIX)
                                                       1.6: setOnTouchListener(new OnTouchListener() {
                                                                          @Override
                                                     public boolean onTouch(View v, MotionEvent event) {
         ____ 1.7: ____
                                                            mScaleDetector.onTouchEvent(event);
                                                      PointF\ curr = new\ PointF(event.getX(),\ event.getY());
                                                                  switch (event.getAction()) {
                                                              case MotionEvent.ACTION_DOWN:
                                                                         last.set(curr);
                                                                         start.set(last);
                                                                       mode = DRAG;
                                                                            break;
                                                              case MotionEvent.ACTION_MOVE:
                                                                     if (mode == DRAG) {
                                                                  float deltaX = curr.x - last.x;
                                                                  float deltaY = curr.y - last.y;
                                                     float fixTransX = getFixDragTrans(deltaX, viewWidth,
                                                                   origWidth * saveScale);
                                                     float fixTransY = getFixDragTrans(deltaY, viewHeight,
                                                                   origHeight * saveScale);
                                                          matrix.postTranslate(fixTransX, fixTransY);
                                                                          fixTrans();
                                                                    last.set(curr.x, curr.y);
                                                                               }
                                                                            break:
                                                               case MotionEvent.ACTION_UP:
                                                                       mode = NONE;
                                                            int xDiff = (int) Math.abs(curr.x - start.x);
                                                            int yDiff = (int) Math.abs(curr.y - start.y);
                                                              if (xDiff < CLICK && yDiff < CLICK)
                                                                        performClick();
                                                                            break;
                                                          case MotionEvent.ACTION_POINTER_UP:
                                                                       mode = NONE;
                                                                            break;
                                                                               }
                                                                    setImageMatrix(matrix);
                                                                         invalidate();
                                                           return true; // indicate event was handled
                                                                               }
                                                                                                          Powered By Visual Paradigm Community Edition 😵
                                                                              })
```



























