SoftInput Mode

//visible mask

public static final int SOFT\_INPUT\_MASK\_STATE = 0x0f;

public static final int SOFT\_INPUT\_STATE\_UNSPECIFIED = 0;

public static final int SOFT\_INPUT\_STATE\_UNCHANGED = 1;

public static final int SOFT\_INPUT\_STATE\_HIDDEN = 2;

public static final int SOFT\_INPUT\_STATE\_ALWAYS\_HIDDEN = 3;

public static final int SOFT\_INPUT\_STATE\_VISIBLE = 4;

public static final int SOFT\_INPUT\_STATE\_ALWAYS\_VISIBLE = 5;

//how to accommodate input window mask

public static final int SOFT\_INPUT\_MASK\_ADJUST = 0xf0;

public static final int SOFT\_INPUT\_ADJUST\_UNSPECIFIED = 0x00;

public static final int SOFT\_INPUT\_ADJUST\_RESIZE = 0x10;

public static final int SOFT\_INPUT\_ADJUST\_PAN = 0x20;

public static final int SOFT\_INPUT\_ADJUST\_NOTHING = 0x30;

public static final int SOFT\_INPUT\_IS\_FORWARD\_NAVIGATION = 0x100;

LayoutParams.type属性速查表

public static final int FIRST\_APPLICATION\_WINDOW = 1;

public static final int TYPE\_BASE\_APPLICATION = 1;

public static final int TYPE\_APPLICATION = 2;

public static final int TYPE\_APPLICATION\_STARTING = 3;

public static final int LAST\_APPLICATION\_WINDOW = 99;

public static final int FIRST\_SUB\_WINDOW = 1000;

public static final int TYPE\_APPLICATION\_PANEL = FIRST\_SUB\_WINDOW;

public static final int TYPE\_APPLICATION\_MEDIA = FIRST\_SUB\_WINDOW+1;

public static final int TYPE\_APPLICATION\_SUB\_PANEL = FIRST\_SUB\_WINDOW+2;

public static final int TYPE\_APPLICATION\_ATTACHED\_DIALOG = FIRST\_SUB\_WINDOW+3;

public static final int TYPE\_APPLICATION\_MEDIA\_OVERLAY = FIRST\_SUB\_WINDOW+4;

public static final int LAST\_SUB\_WINDOW = 1999;

public static final int FIRST\_SYSTEM\_WINDOW = 2000;

public static final int TYPE\_STATUS\_BAR = FIRST\_SYSTEM\_WINDOW;

public static final int TYPE\_SEARCH\_BAR = FIRST\_SYSTEM\_WINDOW+1;

public static final int TYPE\_PHONE = FIRST\_SYSTEM\_WINDOW+2;

public static final int TYPE\_SYSTEM\_ALERT = FIRST\_SYSTEM\_WINDOW+3;

public static final int TYPE\_KEYGUARD = FIRST\_SYSTEM\_WINDOW+4;

public static final int TYPE\_TOAST = FIRST\_SYSTEM\_WINDOW+5;

public static final int TYPE\_SYSTEM\_OVERLAY = FIRST\_SYSTEM\_WINDOW+6;

public static final int TYPE\_PRIORITY\_PHONE = FIRST\_SYSTEM\_WINDOW+7;

public static final int TYPE\_SYSTEM\_DIALOG = FIRST\_SYSTEM\_WINDOW+8;

public static final int TYPE\_KEYGUARD\_DIALOG = FIRST\_SYSTEM\_WINDOW+9;

public static final int TYPE\_SYSTEM\_ERROR = FIRST\_SYSTEM\_WINDOW+10;

public static final int TYPE\_INPUT\_METHOD = FIRST\_SYSTEM\_WINDOW+11;

public static final int TYPE\_INPUT\_METHOD\_DIALOG= FIRST\_SYSTEM\_WINDOW+12;

public static final int TYPE\_WALLPAPER = FIRST\_SYSTEM\_WINDOW+13;

public static final int TYPE\_STATUS\_BAR\_PANEL = FIRST\_SYSTEM\_WINDOW+14;

public static final int TYPE\_SECURE\_SYSTEM\_OVERLAY = FIRST\_SYSTEM\_WINDOW+15;

public static final int TYPE\_DRAG = FIRST\_SYSTEM\_WINDOW+16;

public static final int TYPE\_STATUS\_BAR\_SUB\_PANEL = FIRST\_SYSTEM\_WINDOW+17;

public static final int TYPE\_POINTER = FIRST\_SYSTEM\_WINDOW+18;

public static final int TYPE\_NAVIGATION\_BAR = FIRST\_SYSTEM\_WINDOW+19;

public static final int TYPE\_VOLUME\_OVERLAY = FIRST\_SYSTEM\_WINDOW+20;

public static final int TYPE\_BOOT\_PROGRESS = FIRST\_SYSTEM\_WINDOW+21;

public static final int TYPE\_HIDDEN\_NAV\_CONSUMER = FIRST\_SYSTEM\_WINDOW+22;

public static final int TYPE\_DREAM = FIRST\_SYSTEM\_WINDOW+23;

public static final int TYPE\_NAVIGATION\_BAR\_PANEL = FIRST\_SYSTEM\_WINDOW+24;

public static final int TYPE\_UNIVERSE\_BACKGROUND = FIRST\_SYSTEM\_WINDOW+25;

public static final int TYPE\_DISPLAY\_OVERLAY = FIRST\_SYSTEM\_WINDOW+26;

public static final int TYPE\_MAGNIFICATION\_OVERLAY = FIRST\_SYSTEM\_WINDOW+27;

public static final int TYPE\_KEYGUARD\_SCRIM = FIRST\_SYSTEM\_WINDOW+29;

public static final int TYPE\_PRIVATE\_PRESENTATION = FIRST\_SYSTEM\_WINDOW+30;

public static final int TYPE\_VOICE\_INTERACTION = FIRST\_SYSTEM\_WINDOW+31;

public static final int TYPE\_ACCESSIBILITY\_OVERLAY = FIRST\_SYSTEM\_WINDOW+32;

public static final int TYPE\_MULTIWINDOW\_CONTROLLER = FIRST\_SYSTEM\_WINDOW+33;

public static final int TYPE\_MULTIMODE\_BUTTON = FIRST\_SYSTEM\_WINDOW+34;

public static final int TYPE\_MULTI\_BACK\_WINDOW = FIRST\_SYSTEM\_WINDOW+35;

public static final int TYPE\_MULTIWINDOW\_FOURSCREEN\_CENTER\_BUTTON = FIRST\_SYSTEM\_WINDOW+36;

public static final int TYPE\_MULTIWINDOW\_TOP\_WINDOW = FIRST\_SYSTEM\_WINDOW+37;

public static final int LAST\_SYSTEM\_WINDOW = 2999;

LayoutParams.flag属性速查表

public static final int FLAG\_ALLOW\_LOCK\_WHILE\_SCREEN\_ON = 0x00000001;

public static final int FLAG\_DIM\_BEHIND = 0x00000002;

public static final int FLAG\_BLUR\_BEHIND = 0x00000004;

public static final int FLAG\_NOT\_FOCUSABLE = 0x00000008;

public static final int FLAG\_NOT\_TOUCHABLE = 0x00000010;

public static final int FLAG\_NOT\_TOUCH\_MODAL = 0x00000020;

public static final int FLAG\_TOUCHABLE\_WHEN\_WAKING = 0x00000040;

public static final int FLAG\_KEEP\_SCREEN\_ON = 0x00000080;

public static final int FLAG\_LAYOUT\_IN\_SCREEN = 0x00000100;

public static final int FLAG\_LAYOUT\_NO\_LIMITS = 0x00000200;

public static final int FLAG\_FULLSCREEN = 0x00000400;

public static final int FLAG\_FORCE\_NOT\_FULLSCREEN = 0x00000800;

public static final int FLAG\_DITHER = 0x00001000;

public static final int FLAG\_SECURE = 0x00002000;

public static final int FLAG\_SCALED = 0x00004000;

public static final int FLAG\_IGNORE\_CHEEK\_PRESSES = 0x00008000;

public static final int FLAG\_LAYOUT\_INSET\_DECOR = 0x00010000;

public static final int FLAG\_ALT\_FOCUSABLE\_IM = 0x00020000;

public static final int FLAG\_WATCH\_OUTSIDE\_TOUCH = 0x00040000;

public static final int FLAG\_SHOW\_WHEN\_LOCKED = 0x00080000;

public static final int FLAG\_SHOW\_WALLPAPER = 0x00100000;

public static final int FLAG\_TURN\_SCREEN\_ON = 0x00200000;

public static final int FLAG\_DISMISS\_KEYGUARD = 0x00400000;

public static final int FLAG\_SPLIT\_TOUCH = 0x00800000;

public static final int FLAG\_HARDWARE\_ACCELERATED = 0x01000000;

public static final int FLAG\_LAYOUT\_IN\_OVERSCAN = 0x02000000;

public static final int FLAG\_TRANSLUCENT\_STATUS = 0x04000000;

public static final int FLAG\_TRANSLUCENT\_NAVIGATION = 0x08000000;

public static final int FLAG\_LOCAL\_FOCUS\_MODE = 0x10000000;

public static final int FLAG\_SLIPPERY = 0x20000000;

public static final int FLAG\_LAYOUT\_ATTACHED\_IN\_DECOR = 0x40000000;

public static final int FLAG\_DRAWS\_SYSTEM\_BAR\_BACKGROUNDS = 0x80000000;

public static final int FLAG\_HALF\_SCREEN\_WINDOW = 0x10000000;

inputFeatures

//在pad上使用，取消掉鼠标事件

public static final int INPUT\_FEATURE\_DISABLE\_POINTER\_GESTURES = 0x00000001;

//此window不接收事件

public static final int INPUT\_FEATURE\_NO\_INPUT\_CHANNEL = 0x00000002;

//此window的事件全部由activity管理，只有拨号以及锁屏应该使用这种模式

public static final int INPUT\_FEATURE\_DISABLE\_USER\_ACTIVITY = 0x00000004;

Orientation

public static final int SCREEN\_ORIENTATION\_UNSPECIFIED = -1;

public static final int SCREEN\_ORIENTATION\_LANDSCAPE = 0;

public static final int SCREEN\_ORIENTATION\_PORTRAIT = 1;

public static final int SCREEN\_ORIENTATION\_USER = 2;

public static final int SCREEN\_ORIENTATION\_BEHIND = 3;

public static final int SCREEN\_ORIENTATION\_SENSOR = 4;

public static final int SCREEN\_ORIENTATION\_NOSENSOR = 5;

public static final int SCREEN\_ORIENTATION\_SENSOR\_LANDSCAPE = 6;

public static final int SCREEN\_ORIENTATION\_SENSOR\_PORTRAIT = 7;

public static final int SCREEN\_ORIENTATION\_REVERSE\_LANDSCAPE = 8;

public static final int SCREEN\_ORIENTATION\_REVERSE\_PORTRAIT = 9;

public static final int SCREEN\_ORIENTATION\_FULL\_SENSOR = 10;

public static final int SCREEN\_ORIENTATION\_USER\_LANDSCAPE = 11;

public static final int SCREEN\_ORIENTATION\_USER\_PORTRAIT = 12;

public static final int SCREEN\_ORIENTATION\_FULL\_USER = 13;

public static final int SCREEN\_ORIENTATION\_LOCKED = 14;