WheelView的成员变量

SCROLLING\_DURATION 滑动的时间 400

MIN\_DELTA\_FOR\_SCROLLING = 1

VALUE\_TEXT\_COLOR 字的颜色

ITEMS\_TEXT\_COLOR 条目文本的颜色

SHADOWS\_COLORS 底部阴影的颜色

ADDITIONAL\_ITEM\_HEIGHT = 15 可添加的Item的高度

/\*\* 文字字号 \*/

public int TEXT\_SIZE;

/\*\* 顶部和底部项目抵�?隐藏) \*/

private final int ITEM\_OFFSET = TEXT\_SIZE / 5;

/\*\* 额外的宽度项目布�?\*/

private static final int ADDITIONAL\_ITEMS\_SPACE = 10;

/\*\* 标签抵消 \*/

private static final int LABEL\_OFFSET = 8;

/\*\* 左和右填充的�?\*/

private static final int PADDING = 10;

/\*\* 默认的可见的物品 \*/

private static final int DEF\_VISIBLE\_ITEMS = 5;

// Wheel Values

private WheelAdapter adapter = null;

private int currentItem = 0;

// Widths

private int itemsWidth = 0;

private int labelWidth = 0;

// Count of visible items

private int visibleItems = DEF\_VISIBLE\_ITEMS;

// Item height

private int itemHeight = 0;

// Text paints

private TextPaint itemsPaint;

private TextPaint valuePaint;

// Layouts

private StaticLayout itemsLayout;

private StaticLayout labelLayout;

private StaticLayout valueLayout;

// Label & background

private String label;

private Drawable centerDrawable;

// Shadows drawables

private GradientDrawable topShadow;

private GradientDrawable bottomShadow;

// Scrolling

private boolean isScrollingPerformed;

private int scrollingOffset;

// Scrolling animation

private GestureDetector gestureDetector;

private Scroller scroller;

private int lastScrollY;

// Cyclic

boolean isCyclic = false;

// Listeners

private List<OnWheelChangedListener> changingListeners = new LinkedList<OnWheelChangedListener>();

private List<OnWheelScrollListener> scrollingListeners = new LinkedList<OnWheelScrollListener>();

private GradientDrawable centerShadow;

StaticLayout

public void onDraw(Canvas canvas){

super.onDraw(canvas);

TextPaint tp = new TextPaint();

tp.setColor(Color.BLUE);

tp.setStyle(Style.FILL);

tp.setTextSize(50);

String message = "paint,draw paint指用颜色画,如油画颜料、水彩或者水墨画, 而draw 通常指用铅笔、钢笔或者粉笔画,后者一般并不涂上颜料。两动词的相 应名词分别为p";

StaticLayout myStaticLayout = new StaticLayout(message, tp, canvas.getWidth(), Alignment.ALIGN\_NORMAL, 1.0f, 0.0f, false);

myStaticLayout.draw(canvas);

canvas.restore();

}

**android StaticLayout参数解释**

StaticLayout(CharSequence source, int bufstart, int bufend,  
           TextPaint paint, int outerwidth,  
           Alignment align,  
           float spacingmult, float spacingadd,  
           boolean includepad,  
           TextUtils.TruncateAt ellipsize, int ellipsizedWidth)

1.需要分行的字符串

2.需要分行的字符串从第几的位置开始

3.需要分行的字符串到哪里结束

4.画笔对象

5.layout的宽度，字符串超出宽度时自动换行。

6.layout的对其方式，有ALIGN\_CENTER， ALIGN\_NORMAL， ALIGN\_OPPOSITE 三种。

7.相对行间距，相对字体大小，1.5f表示行间距为1.5倍的字体高度。

8.在基础行距上添加多少

实际行间距等于这两者的和。

9.参数未知

10.从什么位置开始省略

11.超过多少开始省略

需要指出的是这个layout是默认画在Canvas的(0,0)点的，如果需要调整位置只能在draw之前移Canvas的起始坐标  
canvas.translate(x,y);

WheelView构造方法

public WheelView(Context context, AttributeSet attrs, int defStyle)

public WheelView(Context context, AttributeSet attrs)

public WheelView(Context context)

构造方法里面包含一个initData(context)方法。

private void initData(Context context) {

gestureDetector = new GestureDetector(context, gestureListener);

gestureDetector.setIsLongpressEnabled(false);

scroller = new Scroller(context);

}

WheelAdapter 接口

public int getItemsCount();

public String getItem(int index);

public int getMaximumLength();