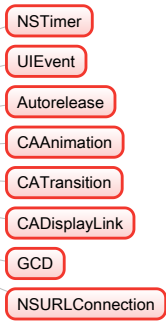


RunLoop

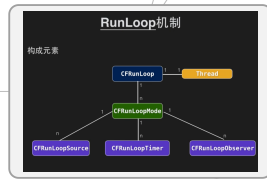
底层



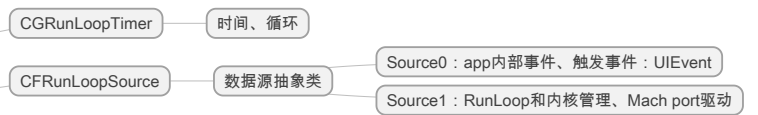
依赖



机制

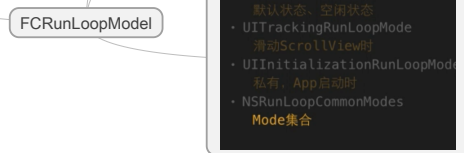


结构



Source0 : app内部事件、触发事件 : UIEvent
Source1 : RunLoop和内核管理、Mach port驱动

```
typedef CF_OPTIONS(CFRunLoopFlags, CFRunLoopActivity) {  
    CFRunLoopEntry = (1UL << 0),  
    CFRunLoopBeforeTimers = (1UL << 1),  
    CFRunLoopBeforeSources = (1UL << 2),  
    CFRunLoopBeforeWaiting = (1UL << 3),  
    CFRunLoopExiting = (1UL << 4),  
    CFRunLoopExit = (1UL << 5),  
    CFRunLoopAllActivities = 0xFFFFFFFFUL;  
};
```

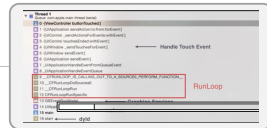


```
• NSDefaultRunLoopMode  
  默认状态、空闲状态  
• UITrackingRunLoopMode  
  滑动ScrollView时  
• UIInitializationRunLoopMode  
  私有、App启动时  
• NSRunLoopCommonModes  
  Mode集合
```

相关函数

```
主线程几乎所有函数都从以下六个之一的函数调起  
__CFRunLoop_IS_CALLING_OUT_TO_AN_OBSERVER_CALLBACK_FUNCTION__  
__CFRunLoop_IS_CALLING_OUT_TO_A_BLOCK__  
__CFRunLoop_IS_SERVING_THE_MAIN_DISPATCH_QUEUE__  
__CFRunLoop_IS_CALLING_OUT_TO_A_TIMER_CALLBACK_FUNCTION__  
__CFRunLoop_IS_CALLING_OUT_TO_A_SOURCE_PERFORM_FUNCTION__  
__CFRunLoop_IS_CALLING_OUT_TO_A_SOURCE_PERFORM_FUNCTION__
```

堆栈调试



挂起和唤醒

