

SF BLUR Poring Guide v0.1

目前仅适用于 Android M on Mediatek。

1 目标清单

```
# Reference:
"svn://192.168.0.230/mt6753/branches/ALPS-MP-M0.MP1-V2.84_DROI6737M_65_M0/freemeos7_dev"

# 1
# Keyword: "Gauss Blur"
[WindowManager.java]
[SurfaceControl.java]
[Window.java]
    frameworks/base/core/java/android/view/

# 2
# Keyword: "Gauss Blur"
[Android.mk]
[android_view_SurfaceControl.cpp]
    frameworks/base/core/jni

# 3
# Keyword: "Gauss Blur"
[TaskStack.java]
[DisplayContent.java]
[WindowAnimator.java]
[WindowManagerService.java]
[WindowStateAnimator.java]
[BlurLayer.java]
    frameworks/base/services/core/java/com/android/server/

# 4
# Keyword: "Gauss Blur"
[ISurfaceComposerClient.h]
[SurfaceComposerClient.h]
[SurfaceControl.h]
    frameworks/native/include/gui/
[LayerState.h]
    frameworks/native/include/private/gui/

# 5
# Keyword: "Gauss Blur"
[Android.mk]
[LayerState.cpp]
[SurfaceComposerClient.cpp]
[SurfaceControl.cpp]
    frameworks/native/libs/gui/

# 6
# Keyword: "Gauss Blur"
[Android.mk]
[Layer.cpp]
[Layer.h]
[LayerBlur.cpp]
[LayerBlur.h]
[LayerDim.cpp]
[LayerDim.h]
[SurfaceFlinger.cpp]
[SurfaceFlinger.h]
    frameworks/native/services/surfaceflinger/
[GLS20RenderEngine.cpp]
```

```

[GLS20RenderEngine.h]
[RenderEngine.h]
    frameworks/native/services/surfaceflinger/
# 7
# Keyword: "Gauss Blur"
[FeatureOption.java]

    vendor/droi/freeme/frameworks/base/core-export/java/com/droi/feature/FeatureOption.java
# 8
# Keyword: "Gauss Blur"
[Android.mk]
[LayerState.cpp]
[libuiblur_32bit.so]
[libuiblur_64bit.so]

    vendor/droi/freeme/external/libuiblur/
# 9
# Code: "
#   # Freeme common device init files
#   FREEME_SF_BLUR_SUPPORT=yes"
# "
[ProjectConfig.mk]
    device/droi/common/
# 10
# Code: "
#   # Freeme common device init files
#   ifeq ($(strip $(FREEME_SF_BLUR_SUPPORT)),yes)
#     PRODUCT_PROPERTY_OVERRIDES += ro.freeme.sf.blur_support=1
#   Endif
# "
[droi_device.mk]
    device/mediatek/common/

```

Keycode 用于 revision diff 时，找到相关修改的代码的特征便签。

2 注意事项

