

Tetris - Basic Implementation Practice for Android

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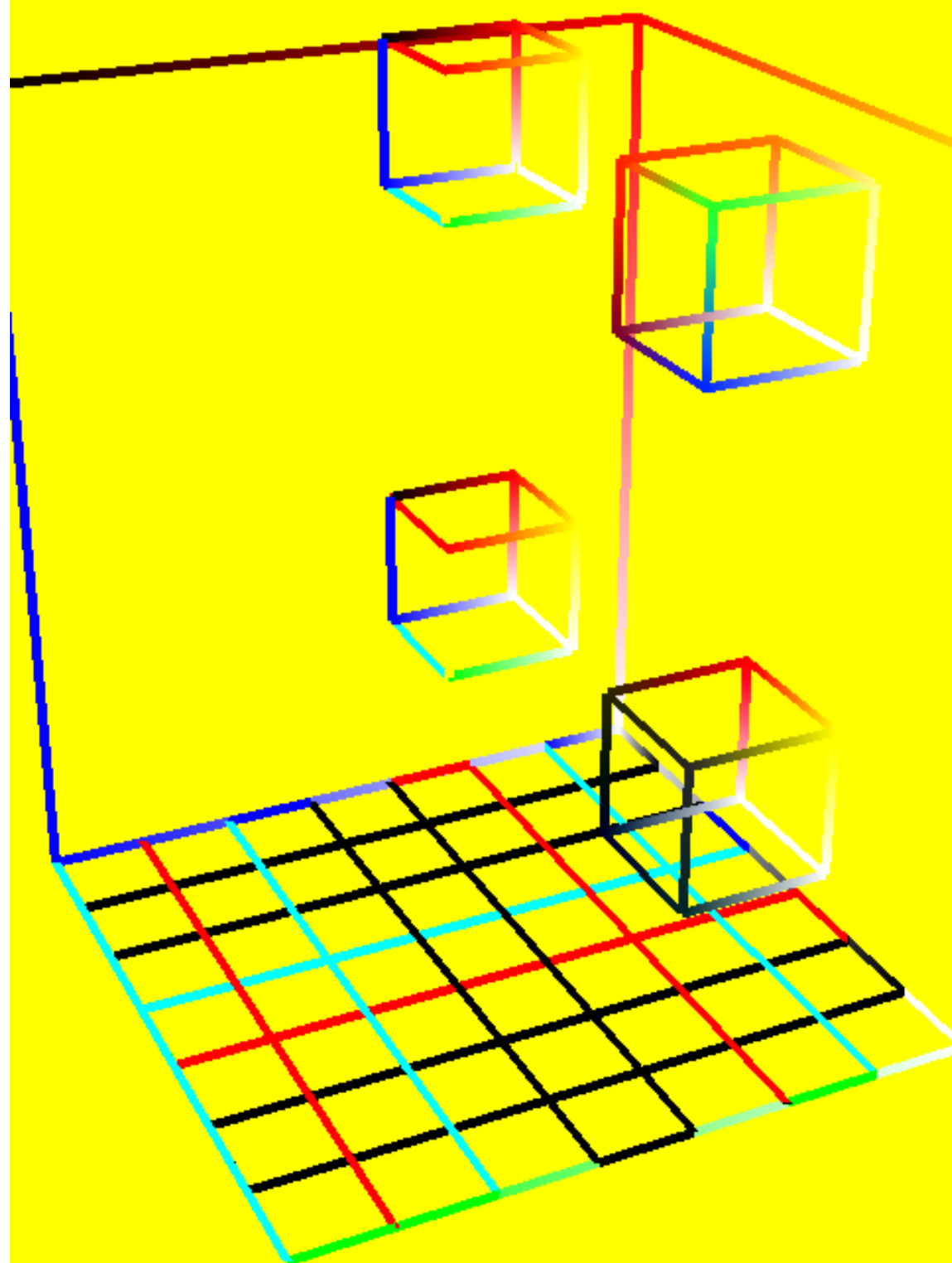
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1 Upgrading versions, pretty good

1.1 OpenGL 3d tetris status

- "Cube" was implemented using GL10, but will implement using GL20 for 3d & glar3d.
- I just has not got used to Mac "didn't-quit-from-program-yet" style. As far as I open new Emacs window I will have two speedbars, which is very convenient for me surfing files from different folders when trying to adapt codes from another repository folder. So command-based editors as powerful as Emacs is, I share the same enthusiasm and love on it as my beloved cousin does too~!
- Will work on Cube project, fix DorkyMonkey bug tonight and tomorrow. Once pass tomorrow midnight (11:55pm) which is the Cube project due time, this tetris 3d will be first priority for coming several days.
- 3d game layout structure:



- a video for this Tetris game can be directly watched at <https://www.youtube.com/watch?v=Ht4N0rEUtFk>
- A video for the previous DrawingFun Android App can be watched at <https://www.youtube.com/watch?v=YV78Tk>, or by searching deepwaterooo Wang.

1.2 folders

- lame2d: the very first version of the game.
- 2d: SurfaceView rednering 2d Implementation.
- 3d: will work on a simple opengl 3d version first. Currently working on this one, will spend a few of following days on this one as well.
- glar3d: upgraded opengl 3d version adapted from tetrisglar app with textures and music, and real 3d instead of any pseudo one, will implement this one when simple 3d version is done. (After having understood texture and lights better, tried to debug this one for a while, but still complicated design and layout still make this one to some extend difficult for me for now.)

2 References

2.1 Activity.runOnUiThread()

- <http://stackvoid.com/introduction-to-Message-Handler-in-Android/>
- <http://m.oschina.net/blog/97619>
- AssetManager: <http://m.jb51.net/article/57341.htm>
- A 3d reference: <https://github.com/kdomic/android-3d-tetris>

2.2 3D design

- c++ version: <https://github.com/matachi/tetris-cpp>
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- http://www.oschina.net/question/565065_67280
- triangle: <http://stackoverflow.com/questions/9945321/triangle-opengl-in-android>
- <https://gist.github.com/SebastianJay/3316001>
- 射线拾取: <http://itdocument.com/479827008/>
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- <http://mail.cfanz.cn/index.php?c=article&a=read&id=270244>
- one example: <http://www.apkbus.com/blog-99192-39498.html>
- ex2 for shader matrix: http://www.voidcn.com/blog/peanut__love/article/p-2891341.html
- 西蒙 iPhone-OpenGL ES 中文教程专题: <http://www.cocoachina.com/special/2010/0126/404.html>
- 运动: <http://www.cocoachina.com/bbs/read.php?tid-7601-fpage-10.html>
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2.3 GLSurfaceView

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- Graphics architecture: <https://source.android.com/devices/graphics/architecture.html>
- <http://stackoverflow.com/questions/5169338/android-deciding-between-surfaceview-and-opengl>
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- 画线: <http://www.cnblogs.com/lhxin/archive/2012/06/01/2530828.html>
- <http://bbs.9ria.com/thread-201740-1-1.html>
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- for Board c++: <http://www.jiancool.com/article/24471349949/>
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- <http://www.mobile-open.com/2015/80379.html>

2.4 eventQueue vs SurfaceView threads

- Deeper summary, android graphics architecture: <http://hukai.me/android-deeper-graphics-architecture/>
- 2 threads, load, read, <http://blog.csdn.net/hellogv/article/details/5986835>

2.5 Canvas Path subclass

- how to define drawLine to be drawShapes?

2.6 SurfaceView

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