

Tetris - Basic Implementation Practice for Android

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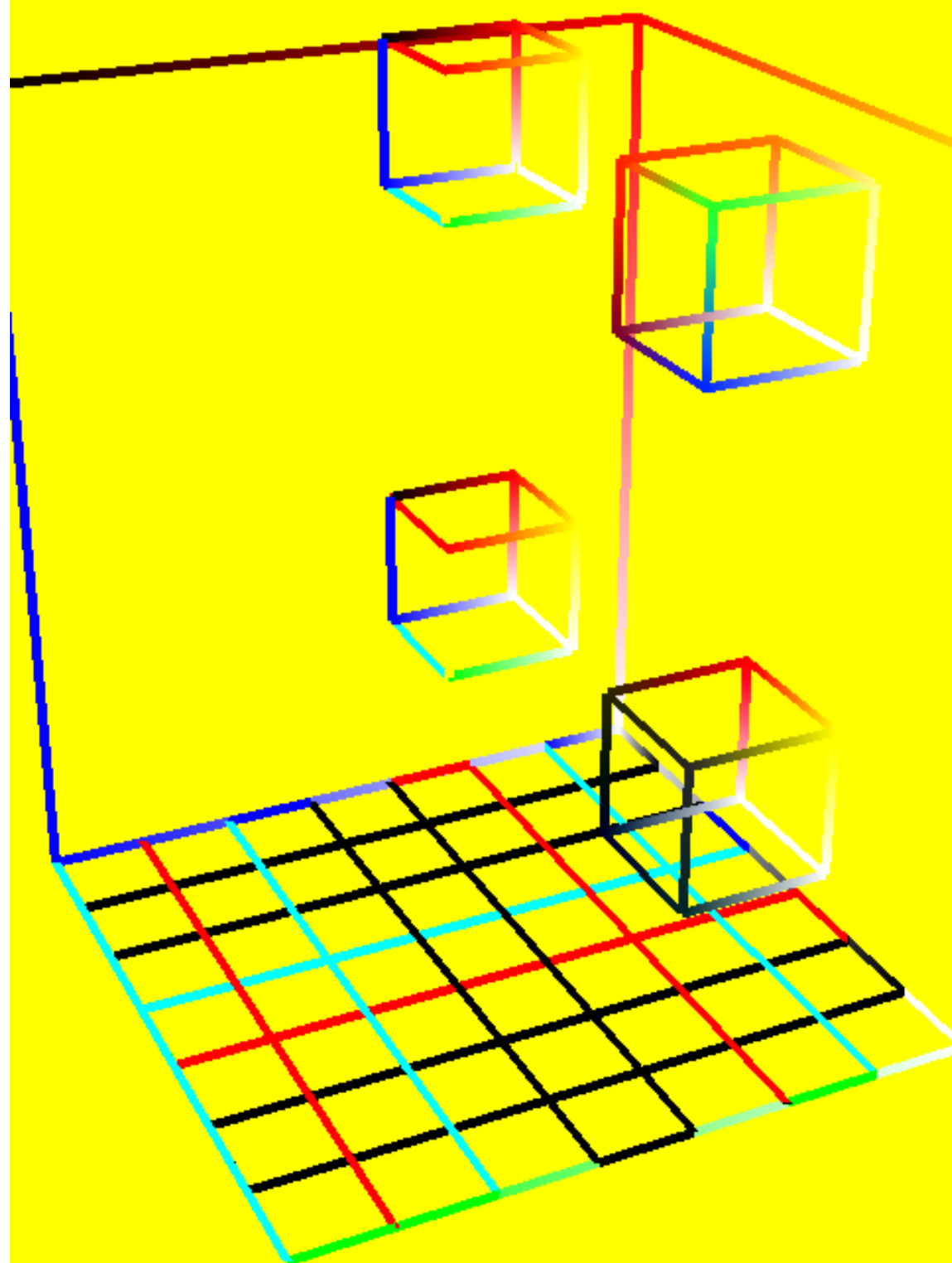
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1 Upgrading versions, pretty good

1.1 3d tetris status

- GLES20 rendering flow through, will get frame, some cubes, blocks ready in the evening, and try implement rotation for later on use as I had tried using wrong approach about two to three weeks ago.
- Will clear file for simplicity (but check in this time for later reference).
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- "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~!
- 3d game layout structure:



2.2 Activity.runOnUiThread()

- <http://stackoverflow.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>

2.3 3D design

- c++ version: <https://github.com/matachi/tetris-cpp>
- refer 6 http://www.oschina.net/question/614942_62370
- 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/>
- 旋转及手势: <http://vaero.blog.51cto.com/4350852/790620>
- 2 <http://vaero.blog.51cto.com/4350852/790637>
- <http://www.lai18.com/content/951343.html>
- opengl 选择与反馈: <http://zhidao.baidu.com/question/496046750245095004.html>
- <http://wenku.baidu.com/view/58190d1efad6195f312ba6f7.html>
- c++ <http://blog.csdn.net/u010223072/article/details/45369075>
- <http://codercdy.com/2015/06/17/openglxue-xi-bi-ji-xuan-ze-he-fan-kui/>
- https://books.google.com/books?id=u6EHM_0zaFQC&pg=PA1987&lpg=PA1987&dq=opengl%E9%80%89%E6%8A9%E4%B8%8E%E5%8F%8D%E9%A6%88&source=bl&ots=L9Y66QSEhu&sig=f1h_RadXRDFsa9L5IY430HGTG34&hl=es&sa=X&ved=0ahUKEwjA6vTRo_jLAhVH3mMKHQIXBxYQ6AEIPDAE#v=onepage&q=opengl%E9%80%89%E6%8B%A9%E4%B8%8E%E5%8F%8D%E9%A6%88&f=false
- c++ codes: <http://dev.gameres.com/program/Visual/3D/Selection.htm>
- 画线: c++ <http://www.programgo.com/article/43724048060/>
- draw line: <http://www.linuxidc.com/Linux/2011-09/42307p3.htm>
- <http://stackoverflow.com/questions/9217702/open-gl-es-2-0-drawing-a-simple-line>
- 距阵变换: <http://www.cnblogs.com/caster99/p/4780984.html>
- <http://www.flakor.cn/2014-05-15-384.html>
- shader util: <http://blog.csdn.net/shulianghan/article/details/17020359>
- 详解距阵变换: http://www.cnblogs.com/kesalin/archive/2012/12/06/3D_math.html
- <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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- 矩阵: <http://blog.csdn.net/wangdingqiaoit/article/details/39010077>
- <http://blog.csdn.net/poppy007/article/details/5120158> UNV
- <http://www.tqcto.com/article/mobile/23873.html> eye
- <http://blog.csdn.net/wangdingqiaoit/article/details/39937019>
- https://developer.apple.com/library/ios/documentation/3DDrawing/Conceptual/OpenGLES_ProgrammingIntroduction/Introduction.html
- <http://blog.csdn.net/shulianghan/article/details/46680803>
- rotation: <http://stackoverflow.com/questions/13480043/opengl-es-android-matrix-transformation>
- glsl example: <http://cse.csusb.edu/tongyu/courses/cs520/notes/android-es2.php>
- shader parser: <http://stackoverflow.com/questions/19452240/opengl-glsl-void-parse-error-on-ver>
- separate file: <http://stackoverflow.com/questions/30345816/splitting-a-text-file-into-multiple->
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2.4 GLSurfaceView

- opengl: <http://androidblog.reindustries.com/a-real-open-gl-es-2-0-2d-tutorial-part-1/>
- Graphics architecture: <https://source.android.com/devices/graphics/architecture.html>
- <http://stackoverflow.com/questions/5169338/android-deciding-between-surfaceview-and-opengl>
- 引路蜂 better: <http://blog.csdn.net/mapdigit/article/details/7526556>
- 真正的 3D 图形: <http://www.imobilebbs.com/wordpress/archives/1554>
- a Cube: http://www.oschina.net/question/4873_28325
- modification: <https://github.com/googleglass/gdk-apidemo-sample/blob/master/app/src/main/java/com/google/android/glass/sample/apidemo/opengl/Cube.java>
- Android OpenGL ES 简明开发教程小结: <http://www.imobilebbs.com/wordpress/archives/1583>
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- <http://hellosure.github.io/android/2015/06/01/android-glsurfaceview/>
- <http://ju.outofmemory.cn/entry/172850>
- 画图: <http://www.mobile-open.com/2015/81568.html>
- <http://tangzm.com/blog/?p=20>
- <http://www.apkbus.com/blog-99192-39584.html>
- onDrawFrame intro: <http://www.jayway.com/2009/12/03/opengl-es-tutorial-for-android-part-i/>
- failed: <http://stackoverflow.com/questions/28711850/android-opengl-how-to-draw-a-rectangle>

- onTouchEvent: http://blog.csdn.net/niu_gao/article/details/8673662
- volatile <http://www.voidcn.com/blog/fanfanxiaoze/article/p-3668133.html>
- <http://mobile.51cto.com/aengine-437172.htm>
- OpenGL ES related: <http://stackoverflow.com/questions/9945321/triangle-opengl-in-android>
- OpenGL ES 2.0 Sample Code: <http://androidbook.com/item/4254>
- intros: 详解 http://blog.csdn.net/niu_gao/article/details/7566297
- 画线: <http://www.cnblogs.com/lhxin/archive/2012/06/01/2530828.html>
- <http://bbs.9ria.com/thread-201740-1-1.html>
- <http://imgtec.eetrend.com/blog/5078>
- draw a ball http://shikezhi.com/html/2015/android_1022/561912.html
- for Board c++: <http://www.jiancool.com/article/24471349949/>
- possible? http://code1.okbase.net/codefile/CCFormatter.java_2015072733469_393.htm
- <http://www.mobile-open.com/2015/80379.html>

2.5 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>

2.6 Canvas Path subclass

- how to define drawLine to be drawShapes?

2.7 SurfaceView

- Surface runnable <http://android.okhelp.cz/surfaceview-implements-runnable-android-code/>
- Example: <http://technicalsearch.iteye.com/blog/1967616>
- <http://www.jcodecraeer.com/a/anzhuokaifa/androidkaifa/2012/1201/656.html>
- Event Queue: <http://www.leestorm.com/post/17.html>
- lockCanvas(Rect 小矩形) http://blog.csdn.net/alexander_xfl/article/details/13000347
- example: <http://fanli7.net/a/JAVAbiancheng/ANT/20120424/160203.html>
- MotionEvent: <http://android.jobbole.com/82072/>
- surfaceview 双缓冲: <http://blog.csdn.net/cnblogger/article/details/7404485>
- sth worth try: <http://www.lxway.com/969295592.htm>
- Dont Understand: http://blog.sina.com.cn/s/blog_5a6f39cf01012rtv.html
- tried: <http://bbs.csdn.net/topics/370074255> drawBitmap 2 canvas
- slightly complicated: <http://www.lxway.com/148606691.htm>
- slightly complicated: <http://www.lxway.com/186948856.htm>

- <http://www.cnblogs.com/akira90/archive/2013/03/10/2952886.html>
- Android 触摸手势基础官方文档概览: <http://www.lxway.com/445554926.htm>
- 手势: <http://wiki.jikexueyuan.com/project/material-design/patterns/gestures.html>
- <http://www.lxway.com/601620614.htm>
- <http://www.lxway.com/282219004.htm>
- <http://www.lxway.com/906451412.htm>
- <http://www.lxway.com/146619692.htm>
- <http://www.lxway.com/4420294641.htm>
- <http://www.lxway.com/155059816.htm>
- <http://www.lxway.com/4019928952.htm>
- 例子: <http://bbs.chinaunix.net/thread-3634477-1-1.html>
- 例子: <http://www.bestappsmarket.com/p/app?appId=1192877&title=tetris-%E4%BF%84%E7%BD%97%E6%96%AF%E6%96%B9%E5%9D%97>
- 例子: <http://bbs.chinaunix.net/thread-3634477-1-1.html>
- iTetris: <http://searchapp.soft4fun.net/article/information/iTetris%20%E4%BF%84%E7%BD%97%E6%96%AF%E6%96%B9%E5%9D%97/313319>
- left right: <http://www.jb51.net/article/77028.htm>
- AI: <http://www.cnblogs.com/youngshall/archive/2009/03/24/1420682.html>
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- 3/11/2016 Friday
- <https://github.com/Almeros/android-gesture-detectors> mac
- <http://www.jcodecraeer.com/a/anzhuokaifa/androidkaifa/2015/0211/2467.html>
- <http://www.hejun.biz/81.html>
- <http://www.jb51.net/article/38166.htm>
- <http://www.jb51.net/article/37717.htm>
- <http://mobile.51cto.com/aprogram-394841.htm>
- TetrisBattle 特殊轉入教學 (Z S J L I)
 - https://www.youtube.com/watch?v=zW6Gp_7jl9I
- 推箱子: 第 11 章 Android 游戏开发视频教程益智游戏——推箱子
 - <https://www.youtube.com/watch?v=glzxII1-P0A> 2.5D
- 祖码游戏的设计与实现