**Android Zxing坚屏解决方案**

1. **修改manifest文件，将CaptureActivity设为portrait**

**android:screenOrientation="portrait"**

1. **在DecodeHandler.java文件中，找到decode(byte[],int,int)方法，在buildLuminanceSource调用前，加上如下：**

byte[] rotatedData = new byte[data.length];

for (int y = 0; y < height; y++) {

for (int x = 0; x < width; x++)

rotatedData[x \* height + height - y - 1] = data[x + y \* width];

}

int tmp = width; // Here we are swapping, that's the difference to #11

width = height;

height = tmp;

data = rotatedData;

1. **在CameraManager.java中找到getFramingRectInPreview()方法， 替换相应代码：**

**rect.left = rect.left \* cameraResolution.y / screenResolution.x;**

**rect.right = rect.right \* cameraResolution.y / screenResolution.x;**

**rect.top = rect.top \* cameraResolution.x / screenResolution.y;**

**rect.bottom = rect.bottom \* cameraResolution.x / screenResolution.y;**

1. **在CameraConfigurationManager.java里找到setDesiredCameraParameters()方法，加入代码**

**camera.setDisplayOrientation(90);**

到这里在ZXing1.6上已经可以完美的实现了，但是你用的是ZXing2.1的源码代码的话(我说的是ZXing2.1的例子项目)，你会发现取景框会在屏幕的右上角，所以我们得把其拿到中间来。且看

1. **在CameraConfigurationManager.java里找到initFromCameraParameters(Camera camera)方法，去掉如下代码**

**if (width < height) {**

**Log.i(TAG, "Display reports portrait orientation; assuming this is incorrect");**

**int temp = width;**

**width = height;**

**height = temp;**

**}**

**6、在 Log.d(TAG, "Screen resolution: " + screenResolution);这句之后增加  
Point screenResolutionForCamera = new Point();  
        screenResolutionForCamera.x = screenResolution.x;  
        screenResolutionForCamera.y = screenResolution.y;  
        // preview size is always something like 480\*320, other 320\*480  
        if (screenResolution.x < screenResolution.y) {  
        screenResolutionForCamera.x = screenResolution.y;  
        screenResolutionForCamera.y = screenResolution.x;  
        }  
再更改cameraResolution = getCameraResolution(parameters, screenResolution);为cameraResolution = getCameraResolution(parameters, screenResolutionForCamera);**

**Eg:** 5、6步**CameraConfigurationManager类**initFromCameraParameters方法

/\*\*

\* Reads, one time, values from the camera that are needed by the app.

\*/

**void** initFromCameraParameters(Camera camera) {

Camera.Parameters parameters = camera.getParameters();

WindowManager manager = (WindowManager) context.getSystemService(Context.*WINDOW\_SERVICE*);

Display display = manager.getDefaultDisplay();

**int** width = display.~~getWidth~~();

**int** height = display.~~getHeight~~();

// We're landscape-only, and have apparently seen issues with display thinking it's portrait

// when waking from sleep. If it's not landscape, assume it's mistaken and reverse them:

// if (width < height) {

// Log.i(TAG, "Display reports portrait orientation; assuming this is incorrect");

// int temp = width;

// width = height;

// height = temp;

// }

screenResolution = **new** Point(width, height);

Log.*i*(*TAG*, "Screen resolution: " + screenResolution);

Point screenResolutionForCamera = **new** Point();

screenResolutionForCamera.x = screenResolution.x;

screenResolutionForCamera.y = screenResolution.y;

// preview size is always something like 480\*320, other 320\*480

**if** (screenResolution.x < screenResolution.y) {

screenResolutionForCamera.x = screenResolution.y;

screenResolutionForCamera.y = screenResolution.x;

}

cameraResolution = findBestPreviewSizeValue(parameters, screenResolutionForCamera);

//cameraResolution = findBestPreviewSizeValue(parameters, screenResolution);

Log.*i*(*TAG*, "Camera resolution: " + cameraResolution);

}

到此就可以了，这样的话，可能你显示出来的大小不是你满意的，你可以修改CameraManager类中的如下代码:

**private static final int MIN\_FRAME\_WIDTH = 240;**

**private static final int MIN\_FRAME\_HEIGHT = 240;**

**private static final int MAX\_FRAME\_WIDTH = 400;**

**private static final int MAX\_FRAME\_HEIGHT = 600;**

**最后发现宽高不宜，这时把宽高值交换**

getFramingRect方法

**int** height = *findDesiredDimensionInRange*(screenResolution.x, *MIN\_FRAME\_WIDTH*, *MAX\_FRAME\_WIDTH*);

**int** width = *findDesiredDimensionInRange*(screenResolution.y, *MIN\_FRAME\_HEIGHT*, *MAX\_FRAME\_HEIGHT*);

你还可以根据像素进行数组选择最合适的宽高值，