:/vendor/etc $ cat public.libraries.txt

libGLES\_mali.so

libdpad\_jni.so

06-12 11:29:32.125 4118-4118/com.android.inputmethod.latin E/linker: library "/system/lib64/libjni\_latinime.so" ("/system/lib64/libjni\_latinime.so") needed or dlopened by "/system/lib64/libnativeloader.so" is not accessible for the namespace: [name="classloader-namespace", ld\_library\_paths="", default\_library\_paths="", permitted\_paths="/data:/mnt/expand:/data/user\_de/0/com.android.inputmethod.latin"]

在public.libraries.txt添加了这个库之后，可以拉。。。

# frameworks\native\include\android\input.h

/\*\*

\* Input source masks.

\*

\* Refer to the documentation on android.view.InputDevice for more details about input sources

\* and their correct interpretation.

\*/

enum {

/\*\* mask \*/

AINPUT\_SOURCE\_CLASS\_MASK = 0x000000ff,

/\*\* none \*/

AINPUT\_SOURCE\_CLASS\_NONE = 0x00000000,

/\*\* button \*/

AINPUT\_SOURCE\_CLASS\_BUTTON = 0x00000001,

/\*\* pointer \*/

AINPUT\_SOURCE\_CLASS\_POINTER = 0x00000002,

/\*\* navigation \*/

AINPUT\_SOURCE\_CLASS\_NAVIGATION = 0x00000004,

/\*\* position \*/

AINPUT\_SOURCE\_CLASS\_POSITION = 0x00000008,

/\*\* joystick \*/

AINPUT\_SOURCE\_CLASS\_JOYSTICK = 0x00000010,

};

/\*\*

\* Input sources.

\*/

enum {

/\*\* unknown \*/

AINPUT\_SOURCE\_UNKNOWN = 0x00000000,

/\*\* keyboard \*/

AINPUT\_SOURCE\_KEYBOARD = 0x00000100 | AINPUT\_SOURCE\_CLASS\_BUTTON,

/\*\* dpad \*/

AINPUT\_SOURCE\_DPAD = 0x00000200 | AINPUT\_SOURCE\_CLASS\_BUTTON,

/\*\* gamepad \*/

AINPUT\_SOURCE\_GAMEPAD = 0x00000400 | AINPUT\_SOURCE\_CLASS\_BUTTON,

/\*\* touchscreen \*/

AINPUT\_SOURCE\_TOUCHSCREEN = 0x00001000 | AINPUT\_SOURCE\_CLASS\_POINTER,

/\*\* mouse \*/

AINPUT\_SOURCE\_MOUSE = 0x00002000 | AINPUT\_SOURCE\_CLASS\_POINTER,

/\*\* stylus \*/

AINPUT\_SOURCE\_STYLUS = 0x00004000 | AINPUT\_SOURCE\_CLASS\_POINTER,

/\*\* bluetooth stylus \*/

AINPUT\_SOURCE\_BLUETOOTH\_STYLUS = 0x00008000 | AINPUT\_SOURCE\_STYLUS,

/\*\* trackball \*/

AINPUT\_SOURCE\_TRACKBALL = 0x00010000 | AINPUT\_SOURCE\_CLASS\_NAVIGATION,

/\*\* touchpad \*/

AINPUT\_SOURCE\_TOUCHPAD = 0x00100000 | AINPUT\_SOURCE\_CLASS\_POSITION,

/\*\* navigation \*/

AINPUT\_SOURCE\_TOUCH\_NAVIGATION = 0x00200000 | AINPUT\_SOURCE\_CLASS\_NONE,

/\*\* joystick \*/

AINPUT\_SOURCE\_JOYSTICK = 0x01000000 | AINPUT\_SOURCE\_CLASS\_JOYSTICK,

/\*\* rotary encoder \*/

AINPUT\_SOURCE\_ROTARY\_ENCODER = 0x00400000 | AINPUT\_SOURCE\_CLASS\_NONE,

/\*\* any \*/

AINPUT\_SOURCE\_ANY = 0xffffff00,

};

# Keys defined by HID usages

key usage 0x0c006F BRIGHTNESS\_UP

key usage 0x0c0070 BRIGHTNESS\_DOWN

# Joystick and game controller axes.

# Axes that are not mapped will be assigned generic axis numbers by the input subsystem.

axis 0x00 X

axis 0x01 Y

axis 0x02 Z

axis 0x03 RX

axis 0x04 RY

axis 0x05 RZ

axis 0x06 THROTTLE

axis 0x07 RUDDER

axis 0x08 WHEEL

axis 0x09 GAS

axis 0x0a BRAKE

axis 0x10 HAT\_X

axis 0x11 HAT\_Y\

# Include

android\_runtime

so加载原理

http://www.cnblogs.com/dasusu/archive/2018/10/18/9810673.html