# TODO

setText的延迟问题！！

# VideoView

setFocusable(**true**);  
setFocusableInTouchMode(**true**);  
requestFocus();

**if** (config.getLayoutDirection() == View.LAYOUT\_DIRECTION\_RTL) {  
 mAdvanceKey = KeyEvent.KEYCODE\_DPAD\_LEFT;  
 mRetreatKey = KeyEvent.KEYCODE\_DPAD\_RIGHT;  
} **else** {  
 mAdvanceKey = KeyEvent.KEYCODE\_DPAD\_RIGHT;  
 mRetreatKey = KeyEvent.KEYCODE\_DPAD\_LEFT;  
}

**else if** (selectedItem != **null** && keyCode == mRetreatKey) {  
 setSelectedPositionInt(INVALID\_POSITION);  
 setNextSelectedPositionInt(INVALID\_POSITION);  
  
 *// Close only the top-level menu.* ((MenuAdapter) getAdapter()).getAdapterMenu().close(**false** */\* closeAllMenus \*/*);  
 **return true**;  
}

HeaderViewListAdapter **implements** WrapperListAdapter

# android.widget.TimePicker

android-7.1.1\_r1/frameworks/base/core/res/res/layout/time\_picker\_header\_material.xml

<**RadioButton  
 android:id="@+id/am\_label"**

## MODE\_CLOCK

mDelegate = **new** TimePickerClockDelegate(  
 **this**, context, attrs, defStyleAttr, defStyleRes);

headerTextColor = a.getColorStateList(R.styleable.TimePicker\_headerTextColor);

# ImageSpan

String tips = getContext().getResources().getString(R.string.fn\_key\_compose\_tips);

SpannableStringBuilder builder = new SpannableStringBuilder(tips);

builder.setSpan(new ImageSpan(getContext(), R.drawable.ic\_fn\_hight) {

@Override

public int getSize(@NonNull Paint paint, CharSequence text, int start, int end, @Nullable Paint.FontMetricsInt fm) {

Drawable d = getDrawable();

Rect rect = d.getBounds();

if (fm != null) {

Paint.FontMetricsInt fmPaint = paint.getFontMetricsInt();

int fontHeight = fmPaint.bottom - fmPaint.top;

int drHeight = rect.bottom - rect.top;

int top = drHeight / 2 - fontHeight / 4;

int bottom = drHeight / 2 + fontHeight / 4;

fm.ascent = -bottom;

fm.top = -bottom;

fm.bottom = top;

fm.descent = top;

}

return rect.right;

}

@Override

public void draw(@NonNull Canvas canvas, CharSequence text, int start, int end, float x, int top, int y, int bottom, @NonNull Paint paint) {

Drawable b = getDrawable();

canvas.save();

int transY = ((bottom - top) - b.getBounds().bottom) / 2 + top;

canvas.translate(x, transY);

b.draw(canvas);

canvas.restore();

}

}, tips.indexOf("{"), tips.indexOf("}") + 1, Spanned.SPAN\_EXCLUSIVE\_EXCLUSIVE);

(TextView)(root.findViewById(R.id.fn\_tip)).setText(builder);

# TextView

## Chronometer

### 核心原理非常简单updateRunning

**private void** updateRunning() {  
 **boolean** running = mVisible && mStarted && isShown();  
 **if** (running != mRunning) {  
 **if** (running) {  
 updateText(SystemClock.elapsedRealtime());  
 dispatchChronometerTick();  
 postDelayed(mTickRunnable, 1000);  
 } **else** {  
 removeCallbacks(mTickRunnable);  
 }  
 mRunning = running;  
 }  
}  
  
**private final** Runnable mTickRunnable = **new** Runnable() {  
 @Override  
 **public void** run() {  
 **if** (mRunning) {  
 updateText(SystemClock.elapsedRealtime());  
 dispatchChronometerTick();  
 postDelayed(mTickRunnable, 1000);  
 }  
 }  
};

*Class that implements a simple timer.*

手表上有“chronometer”字样的手表,就是天文台表,是高精度的精密手表

使用方法：https://blog.csdn.net/mengweiqi33/article/details/76903986