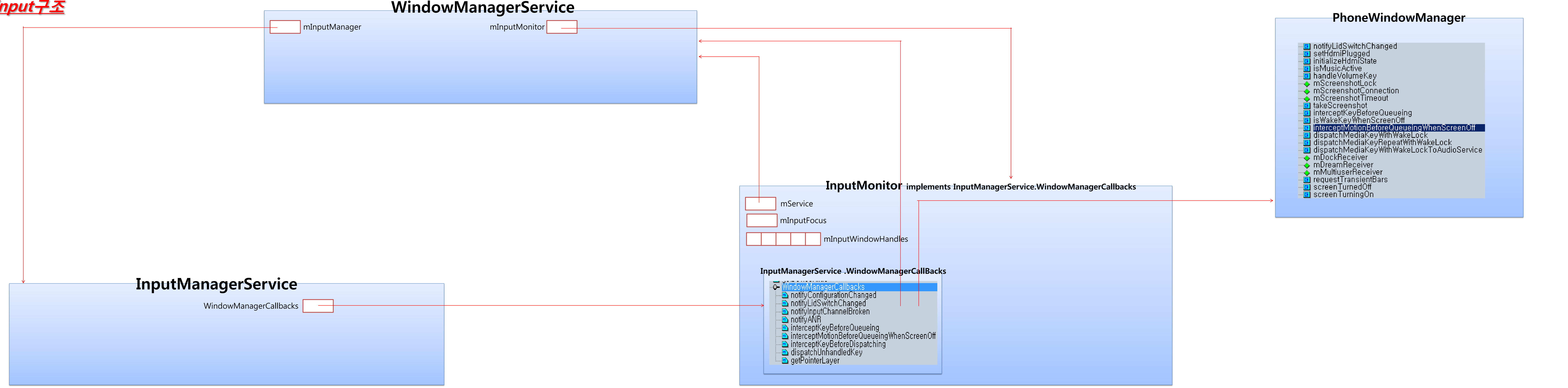
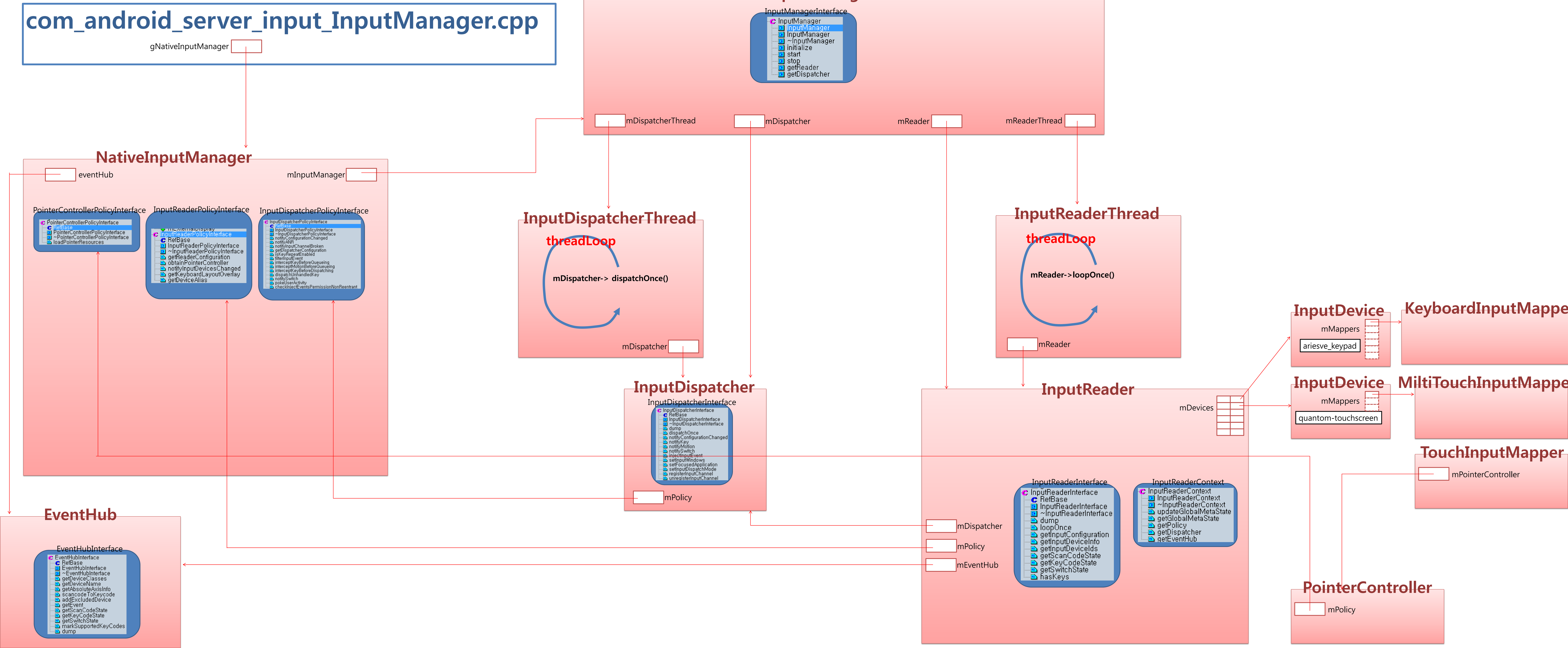
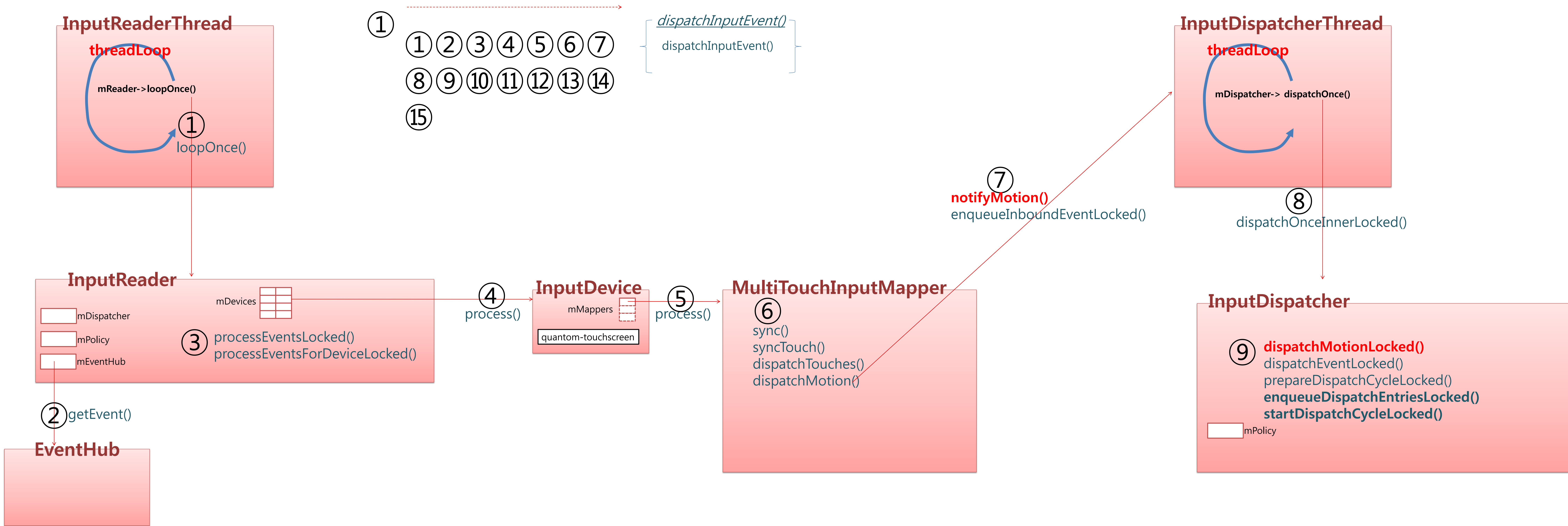


Input 구조



J - N - I





ViewRootImpl 에 전달된 Event 의 deliver 과정

J - N - I

android_view_InputEventReceiver.cpp

NativeInputEventReceiver

```
handleEvent()-> consumeEvents()
env->CallVoidMethod(receiverObj.get(),
gInputEventReceiverClassInfo.dispatchInputEvent,
seq, inputEventObj);
```

ViewRootImpl

mQueuedInputEventPool

mPendingInputEventHead

mPendingInputEventTail

```
enqueueInputEvent()
if (processImmediately) {
doProcessInputEvents();
} else {
scheduleProcessInputEvents();
}

doProcessInputEvents()
deliverInputEvent(q);

deliverInputEvent()
stage.deliver(q);
```

Message처리방식으로할지 여부를 결정 by processImmediately

QueuedInputEvent InputStage pipeline에 따라 처리(deliver or finish...)

mSyntheticInputStage

mFirstInputStage

mFirstPostImeInputStage

WindowInputEventReceiver

```
onInputEvent()
enqueueInputEvent(event, this, 0, true);
```

10개

mFlags

mFlags

mFlags

QueuedInputEvent deliver순서

NativePreImeInputStage

ViewPreImeInputStage

ImeInputStage

EarlyPostImeInputStage

NativePostImeInputStage

ViewPostImeInputStage

SyntheticInputStage

Looper

Loop()

mQueue

MessageQueue

mMessages

When=0

When=1256

When=2342

When=4542

next()

nativePollOnce()

android_os_MessageQueue.cpp

nativeMessageQueue

```
android_os_MessageQueue nativePollOnce()
nativeMessageQueue->pollOnce(env, timeoutMillis);
```

NativeMessageQueue

```
pollOnce()
mLooper->pollOnce()
```

Looper.cpp

```
pollOnce() -> pollInner()
response.request.callback->handleEvent(fd, events, data);
```