RecycleView滑动监听

```
获取RecyclerView滑动时显示的Item的相关信息
1.可显示de第一个item位置
2.可完全显示de第一个item位置
3. 可完全显示de第一个item位置
4.可显示de最后item位置
mRecyclerView.addOnScrollListener(new RecyclerView.OnScrollListener()
    @Override
    public void on Scrolled (final Recycler View recycler View, final int dx, final int dy)
         //可显示de第一个item位置
         \textbf{int} \ First Visible I tem Position = ((Linear Layout Manager) \ recycler View. get Layout Manager()). find First Visible I tem Position(); \\
         Logi("zw", "FirstVisibleItemPosition: "+FirstVisibleItemPosition+"位置");
         //可完全显示de第一个item位置
         int FirstCompletely VisibleItemPosition = ((LinearLayoutManager) recyclerView.getLayoutManager()).findFirstCompletely VisibleItemPosition();
         Logi("zw", "FirstCompletelyVisibleItemPosition: "+FirstCompletelyVisibleItemPosition+"位置");
         //可完全显示de第一个item位置
         int LastCompletely VisibleItemPosition = ((LinearLay outManager) recyclerView.getLayoutManager()).findLastCompletely VisibleItemPosition();
         Logi("zw", "LastCompletelyVisibleItemPosition: "+LastCompletelyVisibleItemPosition+"位置");
         /可显示de最后item位置
         \textbf{int} \ Last \ V is ible I tem Position = ((Linear Lay out Manager) \ recycler \ View.get Lay out Manager()). find Last \ V is ible I tem Position();
         Logi("zw", "LastVisibleItemPosition: "+LastVisibleItemPosition+"位置");
    }
});
滑动监听的工具类RecycleViewScrollHelper
package com.taro.headerrecycle.helper;
import android.support.annotation.IntRange;
import \ and roid. support. v7. widget. Linear Layout Manager;
import android.support.v7.widget.RecyclerView;
import android.view.View;
 * Created by taro on 16/5/10.
public class RecycleViewScrollHelper extends RecyclerView.OnScrollListener {
    private RecyclerView mRvScroll = null;
    \label{lem:private} \textbf{Private} \ \textbf{OnScrollDirectionChangedListener} = \textbf{null}; \\ \textbf{Private} \ \textbf{OnScrollDirectionChangedListener} = \textbf{null}; \\ \textbf{Private} \ \textbf{
    //滑动位置变动的监听事件
    private OnScrollPositionChangedListener mScrollPositionChangedListener = null;
    //是否同时检测滑动到顶部及底部
    private boolean mIsCheckTopBottomTogether = false;
    //检测滑动顶部/底部的优先顺序,默认先检测滑动到底部
    private boolean mlsCheckTopFirstBottomAfter = false;
    //检测底部滑动时是否检测满屏状态
    private boolean mIsCheckBottomFullRecycle = false;
     //检测顶部滑动时是否检测满屏状态
    private boolean mlsCheckTopFullRecycle = false;
    //顶部满屏检测时允许的容差值
    private int mTopOffsetFaultTolerance = 0;
    //底部满屏检测时允许的容差值
    private int mBottomOffsetFaultTolerance = 0;
    private int mScrollDx = 0;
    private int mScrollDy = 0;
      *recycleView的滑动监听事件,用于检测是否滑动到顶部或者滑动到底部.
       * @param listener { @link OnScrollPositionChangedListener } 滑动位置变动监听事件
```

```
\textbf{public} \ Recycle View Scroll Helper (On Scroll Position Changed Listener\ listener)\ \{
  mScrollPositionChangedListener = listener;
@Override
public void on Scroll State Changed (Recycler View recycler View,
                  int newState) {
  if (mScrollPositionChangedListener = null || recyclerView.getAdapter() = null || recyclerView.getChildCount() <= 0) {
  RecyclerView.LayoutManager layoutManager = recyclerView.getLayoutManager();
  if (layoutManager instanceof LinearLayoutManager) {
    Linear Layout Manager\ linear Manager = (Linear Layout Manager)\ layout Manager;
    int lastItemPosition = linearManager.findLastVisibleItemPosition();
    int \ first Item Position = linear Manager. find First Visible Item Position (); \\
    RecyclerView.Adapter adapter = recyclerView.getAdapter();
    if (newState == RecyclerView.SCROLL_STATE_IDLE) {
       /判断顶部/底部检测的优先顺序
      if (!mlsCheckTopFirstBottomAfter) {
         // 先检测底部
         if (this.checkIfScrollToBottom(recyclerView, lastItemPosition, adapter.getItemCount())) {
           //若检测滑动到底部时,判断是否需要同时检测滑动到顶部
           if (mIsCheckTopBottomTogether) \ \{\\
             /检测是否滑动到顶部
             this.checkIfScrollToTop(recyclerView, firstItemPosition);
             //不管是否滑动到顶部,已经触发了滑动到底部,所以直接返回,否则会调用滑动到未知位置的
             return:
           } else {
             /若不需要同时检测,直接返回
             return:
         } else if (this.checkIfScrollToTop(recyclerView, firstItemPosition)) {
           // 当未检测滑动到底部时,再检测是否滑动到顶部
           return;
       } else {
         //先检测是否滑动到顶部
         if (this.checkIfScrollToTop(recyclerView, firstItemPosition)) {
           if (mIsCheckTopBottomTogether) {
             // 检测是否滑动到底部
             this.checkIfScrollToBottom(recyclerView, lastItemPosition, adapter.getItemCount());
           } else {
             /若不需要同时检测,直接返回
             return;
         } else if (this.checkIfScrollToBottom(recyclerView, lastItemPosition, adapter.getItemCount())) {
           // 当未检测滑动到底部时, 再检测是否滑动到底部
           return:
      }
    }
  }
  /其它任何情况
  mScrollPositionChangedListener.onScrollToUnknown(false, false);\\
* 检测是否滑动到了顶部item并回调事件
 * aparam recyclerView
 *@param firstItemPosition 第一个可见itemView的position
\textbf{private boolean} \ check If Scroll To Top (Recycler View \ recycler View, \ \textbf{int} \ first Item Position) \ \{ \textbf{private boolean} \ check If Scroll To Top (Recycler View \ recycler View, \ \textbf{int} \ first Item Position) \} 
  if (firstItemPosition == 0) {
    if (mlsCheckTopFullRecycle) {
       int childCount = recyclerView.getChildCount();
       View firstChild = recyclerView.getChildAt(0);
       View lastChild = recyclerView.getChildAt(childCount - 1);
      int top = firstChild.getTop();
      int bottom = lastChild.getBottom();
       //recycleView显示itemView的有效区域的top坐标Y
       int\ top Edge = recycler View.get Padding Top() - mTop Offset Fault Tolerance;
```

```
//recycleView显示itemView的有效区域的bottom坐标Y
      int\ bottom Edge = recycler View.get Height() - recycler View.get Padding Bottom() - mBottom Offset Fault Tolerance;
      /第一个view的顶部大于top边界值,说明第一个view已经完全显示在顶部
      //同时最后一个view的底部应该小于bottom边界值,说明最后一个view的底部已经超出显示范围,部分或者完全移出了界面
      if(top \ge top Edge \&\& bottom \ge bottom Edge) {
        mScrollPositionChangedListener.onScrollToTop();
        return true;
      } else {
        mScrollPositionChangedListener.onScrollToUnknown(true, false);
    } else {
      mScrollPositionChangedListener.onScrollToTop();
      return true:
  return false;
*检测是否滑动到底部item并回调事件
 * aparam recyclerView
 *@param lastItemPosition 最后一个可见itemView的position
 * aparam itemCount adapter #\(\text{itemCount}\)
private boolean checkIfScrollToBottom(RecyclerView recyclerView, int lastItemPosition, int itemCount) {
  if (lastItemPosition + 1 == itemCount) {
    //是否进行满屏的判断处理
    //未满屏的情况下将永远不会被回调滑动到低部或者顶部
    if (mlsCheckBottomFullRecycle) {
      int childCount = recyclerView.getChildCount();
     / 获取最后一个childView
      \label{eq:View_getChildAt} View = recycler View.getChildAt(childCount - 1);
     / 获取第一个childView
      View firstChildView = recyclerView.getChildAt(0);
      int top = firstChildView.getTop();
      int bottom = lastChildView.getBottom();
      //recycleView显示itemView的有效区域的bottom坐标Y
      int bottomEdge = recyclerView.getHeight() - recyclerView.getPaddingBottom() + mBottomOffsetFaultTolerance;
      //recycleView显示itemView的有效区域的top坐标Y
      int topEdge = recyclerView.getPaddingTop() + mTopOffsetFaultTolerance;
      //第一个view的顶部小于top边界值,说明第一个view已经部分或者完全移出了界面
     //最后一个view的底部小于bottom边界值,说明最后一个view已经完全显示在界面
     //若不处理这种情况,可能会存在recycleView高度足够高时,itemView数量很少无法填充一屏,但是滑动到最后一项时依然会发生回调
      /此时其实并不需要任何刷新操作的
      if (bottom <= bottomEdge && top < topEdge) {</pre>
        mScrollPositionChangedListener.onScrollToBottom();
        return true;
      } else {
        mScrollPositionChangedListener.onScrollToUnknown(false, true);
    } else {
      mScrollPositionChangedListener.onScrollToBottom();\\
      return true;
  return false:
@Override
public void onScrolled(RecyclerView recyclerView, int dx, int dy) {
  if (mScrollDirectionChangedListener!= null) {
    if(dx = 0 \&\& dy = 0) {
      mScrollDirectionChangedListener.onScrollDirectionChanged(0, 0);
    else if (dx = 0) {
      boolean is Up = dy > 0;
      boolean is BeenUp = mS crollDy > 0;
      if (isUp != isBeenUp) {
        mScrollDx = dx
        mScrollDy = dy;
        mScrollDirectionChangedListener.onScrollDirectionChanged(dx, dy);
```

} else if (dy == 0) { boolean isLeft = dx > 0;

```
if (isLeft != isBeenLeft) {
         mScrollDx = dx
         mScrollDy = dy;
         mScrollDirectionChangedListener.onScrollDirectionChanged(dx, dy);
     }
 }
 // 重置数据
 private void reset() {
   mScrollDx = 0;
   mScrollDy = 0;
  * 关联recycleView,当关联新的recycleView时,会自动移除上一个关联recycleView
  * @param recyclerView
 public void attachToRecycleView(RecyclerView recyclerView) {
   if (recyclerView != mRvScroll) {
     unAttachToRecycleView();
     mRvScroll = recyclerView;
     if (recyclerView != null) {
       recyclerView.addOnScrollListener(this);
   }
 }
  * 移除与recycleView的绑定
 public void unAttachToRecycleView() {
   if (mRvScroll != null) {
     mRvS croll.removeOnScrollListener(this);
   this.reset();
  *设置滑动方向改变时的回调接口
  * aparam listener
 {\color{blue} \textbf{public void}}\ set Scroll Direction Changed Listener (On Scroll Direction Changed Listener)\ \{ \color{blue} \textbf{public void}\ set Scroll Direction Changed Listener (On Scroll Direction Changed Listener) \} \\
   mScrollDirectionChangedListener = listener;
  * 设置顶部允许偏移的容差值,此值仅在允许检测满屏时有效,当{@link #setCheckIfItemViewFullRecycleViewForTop(boolean)}设置为true 或者{@link
#setCheckIfItemViewFullRecycleViewForBottom(boolean)} 设置为true 时有效. <br/> <br/> 
  *在检测底部滑动时,对顶部的检测会添加此容差值(更容易判断当前第一项childView已超出recycleView的显示范围),用于协助判断是否滑动到底部
  * 在检测顶部滑动时,对顶部的检测会添加此容差值(更容易判断为滑动到了顶部)
  * @param offset 容差值,此值必须为0或正数
 public void setTopOffsetFaultTolerance(@IntRange(from = 0) int offset) {
   mTopOffsetFaultTolerance = offset;
  #setCheckIfItemViewFullRecycleViewForBottom(boolean)} 设置为true 时有效.<br/>
  *在检测底部滑动时,对底部的检测会添加此容差值(更容易判断当前最后一项childView已超出recycleView的显示范围),用于协助判断是否滑动到项部
  *在检测顶部滑动时,对底部的检测会添加此容差值(更容易判断为滑动到了底部)
  *@param offset 容差值,此值必须为0或正数
  \textbf{public void} \ setBottomFaultTolerance( @IntRange(from = 0) \ \textbf{int} \ offset) \ \{ \\
    mBottomOffsetFaultTolerance = offset;
```

boolean is BeenLeft = mS croll Dx > 0;

```
*设置是否需要检测recycleView是否为满屏的itemView时才回调事件.<br>
 * 
 * 当RecycleView的childView数量很少时,有可能RecycleView已经显示出所有的itemView,此时不存在向上滑动的可能.<br
 *若设置当前值为true时,只有在RecycleView无法完全显示所有的itemView时,才会回调滑动到顶部的事件;否则将不处理;<br>
  *若设置为false则反之,不管任何时候只要滑动并顶部item显示时都会回调滑动事件
  *@param isNeedToCheck true为当检测是否满屏显示;false不检测,直接回调事件
\textbf{public void} \ set Check If I tem View Full Recycle View For Top (\textbf{boolean} \ is Need To Check) \ \{ \textbf{void set Check} \ | \ \textbf{void set Check} \ \textbf{void set Check}
    mIsCheckTopFullRecycle = isNeedToCheck; \\
 *设置是否需要检测recycleView是否为满屏的itemView时才回调事件.<br>
 * 当RecycleView的childView数量很少时,有可能RecycleView已经显示o出所有的itemView,此时不存在向下滑动的可能
  *若设置当前值为true时,只有在RecycleView无法完全显示所有的itemView时,才会回调滑动到底部的事件;否则将不处理;
 *若设置为false则反之,不管任何时候只要滑动到底部都会回调滑动事件
  *@param isNeedToCheck true为当检测是否满屏显示;false不检测,直接回调事件
public void setCheckIfItemViewFullRecycleViewForBottom(boolean isNeedToCheck) {
    mlsCheckBottomFullRecycle = isNeedToCheck;
 *设置是否先检测滑动到哪里.默认为false,先检测滑动到底部
 *(aparam isTopFirst true 为先检测滑动到顶部再检测滑动到底部;false 为先检测滑动到底部再滑动到顶部
public void setCheckScrollToTopFirstBottomAfter(boolean isTopFirst) {
    mIsCheckTopFirstBottomAfter = isTopFirst;
 *设置是否同时检测滑动到顶部及底部,默认为false,先检测到任何一个状态都会直接返回,不会再继续检测其它状态
  *@param isCheckTogether true为两种状态都检测,即使已经检测到其中某种状态了.false为先检测到任何一种状态时将不再检测另一种状态
\textbf{public void} \ set Check Scroll To Top Bottom Together (\textbf{boolean} \ is Check Together) \ \{ \\
    mIsCheckTopBottomTogether = isCheckTogether;
}
 *滑动位置改变监听事件,滑动到顶部/底部或者非以上两个位置时
public interface OnScrollPositionChangedListener {
     *滑动到顶部的回调事件
    public void onScrollToTop();
     *滑动到底部的回调事件
    public void onScrollToBottom();
     *滑动到未知位置的回调事件
     *(aparam isTopViewVisible 当前位置顶部第一个itemView是否可见,这里是指adapter 中的最后一个itemView
     *@param isBottomViewVisible 当前位置底部最后一个itemView是否可见,这里是指adapter中的最后一个itemView
    public void on Scroll To Unknown (boolean is Top View Visible, boolean is Bottom View Visible);
 *滑动方向改变时监听事件
public interface OnScrollDirectionChangedListener {
      *滑动方向改变时监听事件,当两个参数值都为0时,数据变动重新layout
```

```
*《param scroll Vertical 竖直方向的滑动方向,向上<0,向下&gt;0,不动(水平滑动时)=0
*《param scroll Horizontal 水平方向的滑动方向,向左&lt;0,向右&gt;0,不动(竖直滑动时)=0
*/
public void onScrollDirectionChanged(int scrollHorizontal, int scrollVertical);
```