

Android手势滑动实现

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详细的博客介绍：<https://www.gcssloop.com/customview/gestruedector>

左滑，右滑，上划，下滑的实现总结：1.实现接口android.view.GestureDetector.OnGestureListener;2.onTouchEvent返回gestureDetector.onTouchEvent(event);3.重载实现onFling方法，判断x和y位移，以及速度;阿岳正传

```
@Override public boolean onFling(MotionEvent e1, MotionEvent e2, float velocityX, float velocityY) {
    float minMoveDistance = 60; float minVelocity = 0; float beginX = e1.getX(); float endX = e2.getX(); float beginY = e1.getY(); float endY = e2.getY();
    if(Math.abs(beginX-endX) > minMoveDistance || Math.abs(beginY-endY) > minMoveDistance) {
        mv.tilt = false;
        mv.zoom = false; mv.shift = true;
    }
    if(beginX-endX > minMoveDistance && Math.abs(velocityX) > minVelocity) {
        //左滑
        swipeLeft = true; mv.displacementX -= beginX-endX;
        mv.postInvalidate();
    }else if(endX-beginX > minMoveDistance && Math.abs(velocityX)>minVelocity) {
        //右滑
        swipeRight = true; mv.displacementX += endX-beginX;
        mv.postInvalidate();
    }else if(beginY-endY > minMoveDistance && Math.abs(velocityY) > minVelocity) {
        //上划
        swipeUp = true;
        mv.displacementY -= beginY-endY; mv.postInvalidate();
    }else if(endY-beginY > minMoveDistance && Math.abs(velocityY)>minVelocity) {
        //下划
        swipeDown = true; mv.displacementY += endY-beginY;
        mv.postInvalidate();
    }
    return false;
}
```

本文地址：https://blog.csdn.net/John_chaos/article/details/107598699

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