



G-CAMP WORKSHOP

BUILD THE RIGHT THING
BUILD THING RIGHT
SHIP FAST

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15강_Bitmap 이미지 다루기

- 커스텀 뷰에서 bitmap 이미지 다루기
- Drawable 객체를 이용한 bitmap 이미지 다루기



15-1. 커스텀 뷰에서 bitmap 이미지 다루기



@Override

```
public boolean onTouchEvent(MotionEvent event) {
```

```
    switch (event.getAction()) {
```

```
        case MotionEvent.ACTION_DOWN:
```

```
            Log.i("MotionEvent", "DOWN");
```

```
            Log.i("DOWN - X, Y", String.valueOf(event.getX()) + ", " + String.valueOf(event.getY()));
```

```
            leftPoint = event.getX() - (bitmapImg02.getWidth() / 4);
```

```
            topPoint = event.getY() - (bitmapImg02.getHeight() / 4);
```

```
            break;
```

```
        case MotionEvent.ACTION_MOVE:
```

```
            Log.i("MotionEvent : ", "MOVE");
```

```
            Log.i("MOVE - X, Y", String.valueOf(event.getX()) + ", " + String.valueOf(event.getY()));
```

```
            leftPoint = event.getX() - (bitmapImg02.getWidth() / 4);
```

```
            topPoint = event.getY() - (bitmapImg02.getHeight() / 4);
```

```
            break;
```

```
        case MotionEvent.ACTION_UP:
```

```
            Log.i("MotionEvent : ", "UP");
```

```
            Log.i("UP - X, Y", String.valueOf(event.getX()) + ", " + String.valueOf(event.getY()));
```

```
            leftPoint = event.getX() - (bitmapImg02.getWidth() / 4);
```

```
            topPoint = event.getY() - (bitmapImg02.getHeight() / 4);
```

```
            break;
```

```
    }
```

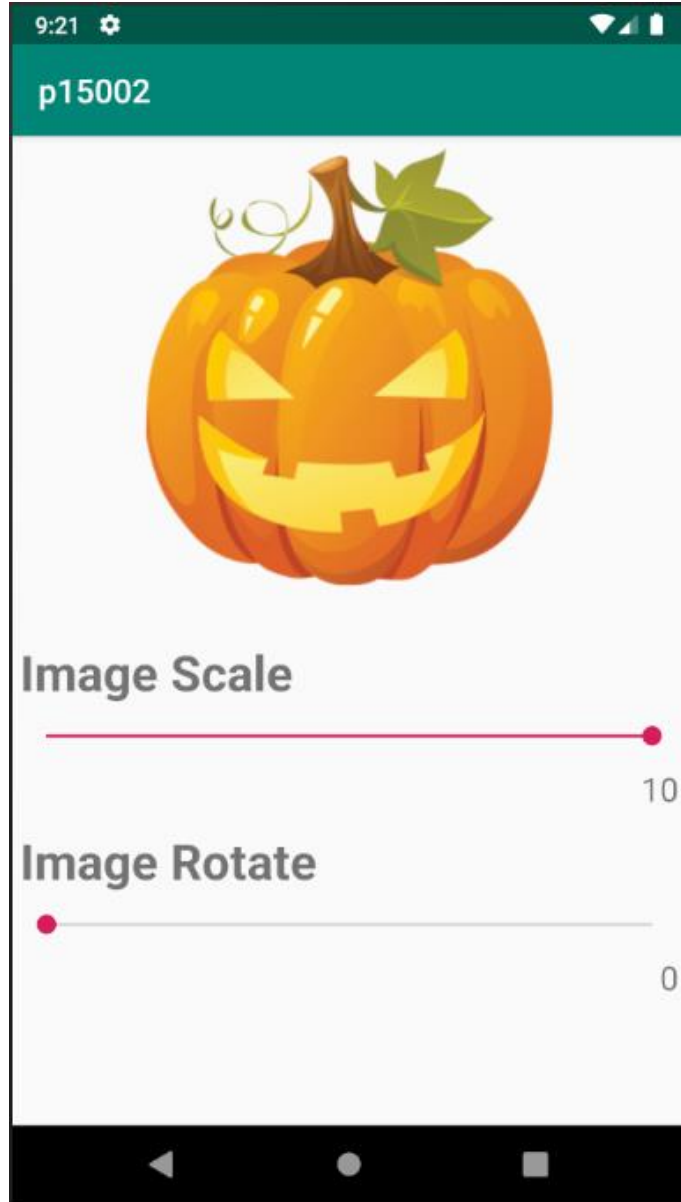
```
    invalidate();
```

```
    return true;
```

```
}
```



15-2. Drawable 객체를 이용한 bitmap 이미지 다루기



```
bitmap_src = ((BitmapDrawable) imageView_pupmkin.getDrawable()).getBitmap();
```

```
private void transformImage(){  
    Matrix matrix = new Matrix();  
    matrix.postScale(scale_cur_value, scale_cur_value);  
    matrix.postRotate(rotate_cur_value);  
  
    Bitmap bitmap_mod = Bitmap.createBitmap(bitmap_src, 0, 0, bitmap_width, bitmap_height, matrix, true);  
    imageView_pupmkin.setImageBitmap(bitmap_mod);  
}
```