

Android 硬件加速后单个 Bitmap 可以显示的最大尺寸

作者: [lypoint](#)

原文链接: <https://ld246.com/article/1510655329626>

来源网站: [链滴](#)

许可协议: [署名-相同方式共享 4.0 国际 \(CC BY-SA 4.0\)](#)

```

\ \ \
private void getGLESTextureLimitBelowLollipop() {
int[] maxSize = new int[1];
GL10.glGetIntegerv(GL10.GL_MAX_TEXTURE_SIZE, maxSize, 0);
Toast.makeText(this, " " + maxSize[0], Toast.LENGTH_LONG).show();
}

\ \ \

\ \ \
private void getGLESTextureLimitEqualAboveLollipop() {
EGL10 egl = (EGL10) EGLContext.getEGL();
EGLDisplay dpy = egl.eglGetDisplay(EGL10.EGL_DEFAULT_DISPLAY);
int[] vers = new int[2];
egl.eglInitialize(dpy, vers);
int[] configAttr = {
EGL10.EGL_COLOR_BUFFER_TYPE, EGL10.EGL_RGB_BUFFER,
EGL10.EGL_LEVEL, 0,
EGL10.EGL_SURFACE_TYPE, EGL10.EGL_PBUFFER_BIT,
EGL10.EGL_NONE
};
EGLConfig[] configs = new EGLConfig[1];
int[] numConfig = new int[1];
egl.eglChooseConfig(dpy, configAttr, configs, 1, numConfig);
if (numConfig[0] == 0) { // TROUBLE! No config found.
}
EGLConfig config = configs[0];
int[] surfAttr = {
EGL10.EGL_WIDTH, 64,
EGL10.EGL_HEIGHT, 64,
EGL10.EGL_NONE
};
EGLSurface surf = egl.eglCreatePbufferSurface(dpy, config, surfAttr);
final int EGL_CONTEXT_CLIENT_VERSION = 0x3098; // missing in EGL10
int[] ctxAttrib = {
EGL_CONTEXT_CLIENT_VERSION, 1,
EGL10.EGL_NONE
};

```

```
EGLContext ctx = egl.eglCreateContext(dpy, config, EGL10.EGL_NO_CONTEXT, ctxAttrib);
egl.eglMakeCurrent(dpy, surf, surf, ctx);
int[] maxSize = new int[1];
GL ES10.glGetIntegerv(GL ES10.GL_MAX_TEXTURE_SIZE, maxSize, 0);
egl.eglMakeCurrent(dpy, EGL10.EGL_NO_SURFACE, EGL10.EGL_NO_SURFACE,
EGL10.EGL_NO_CONTEXT);
egl.eglDestroySurface(dpy, surf);
egl.eglDestroyContext(dpy, ctx);
egl.eglTerminate(dpy);
```

```
Toast.makeText(this, " " + maxSize[0], Toast.LENGTH_LONG).show();
```

```
}
```

```
、 、 、
```

```
、 、 、
```

```
if (Build.VERSION.SDK_INT >= Build.VERSION_CODES.LOLLIPOP) {
```

```
getGL ESTextureLimitEqualAboveLollipop();
```

```
} else {
```

```
getGL ESTextureLimitBelowLollipop();
```

```
}
```

```
、 、 、
```