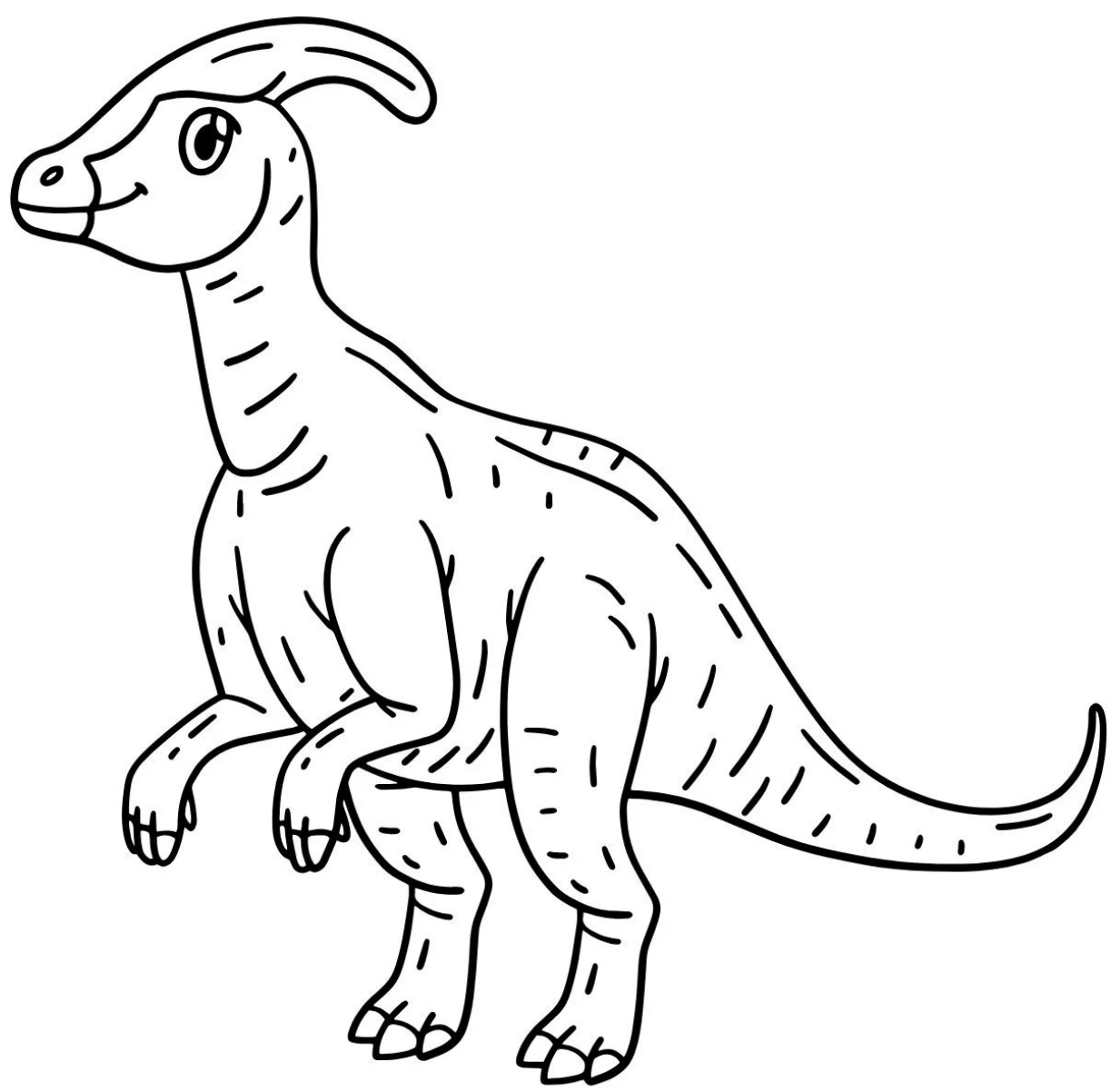




VAMOS COLORIR

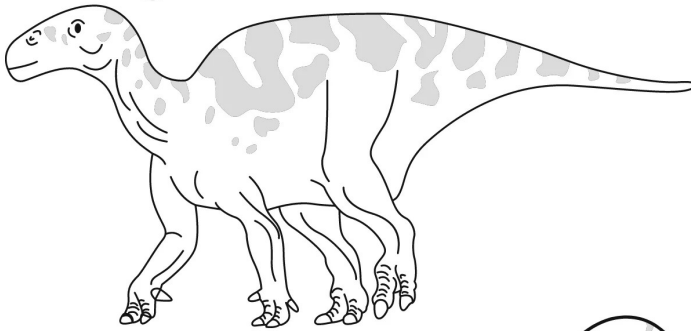


Pteranodonte

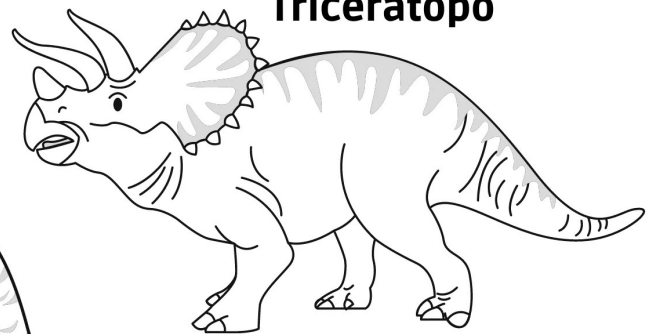


Conheça os Dinossauros

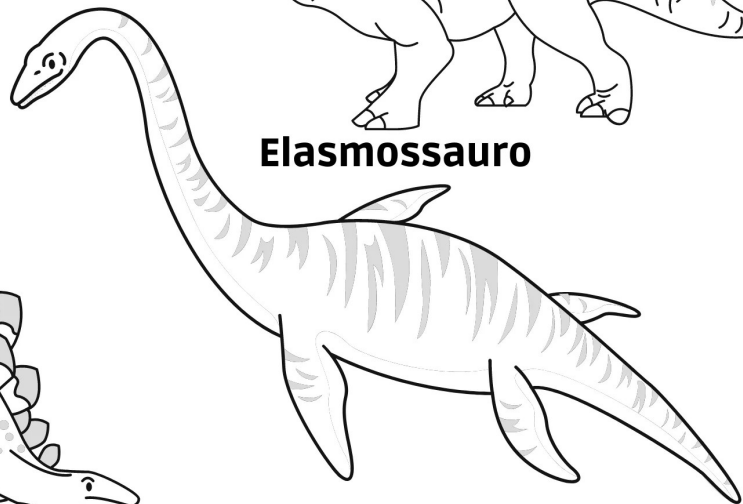
Iguanodonte



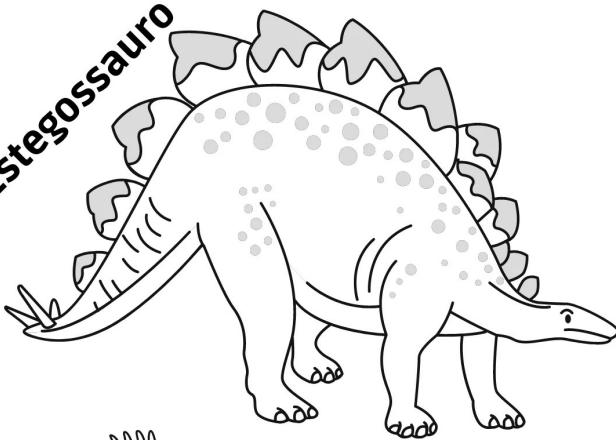
Tricerátopo



Elasmossauro



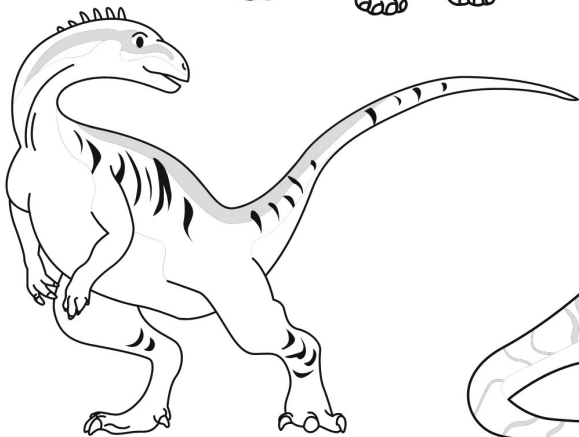
Estegossauro

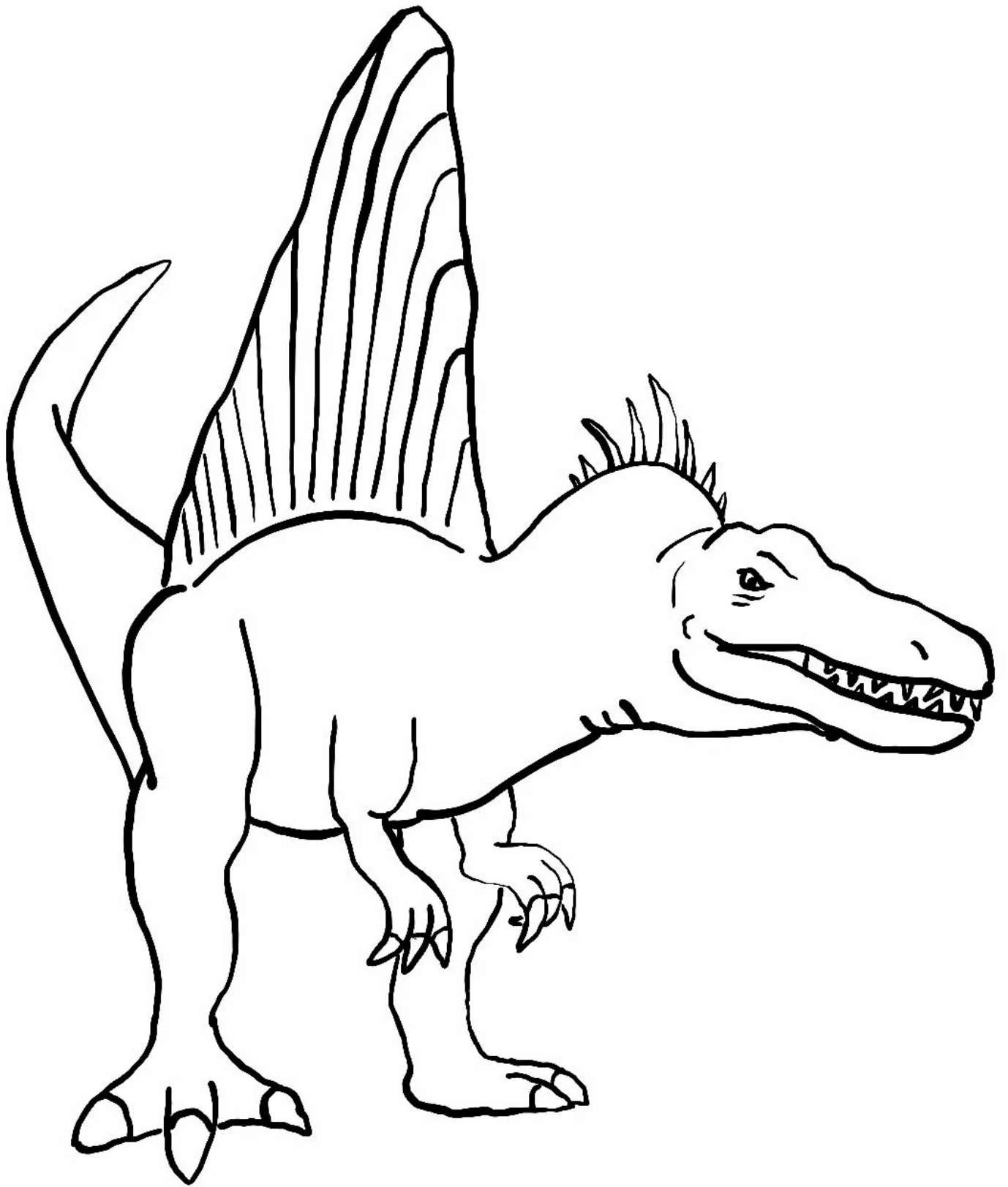


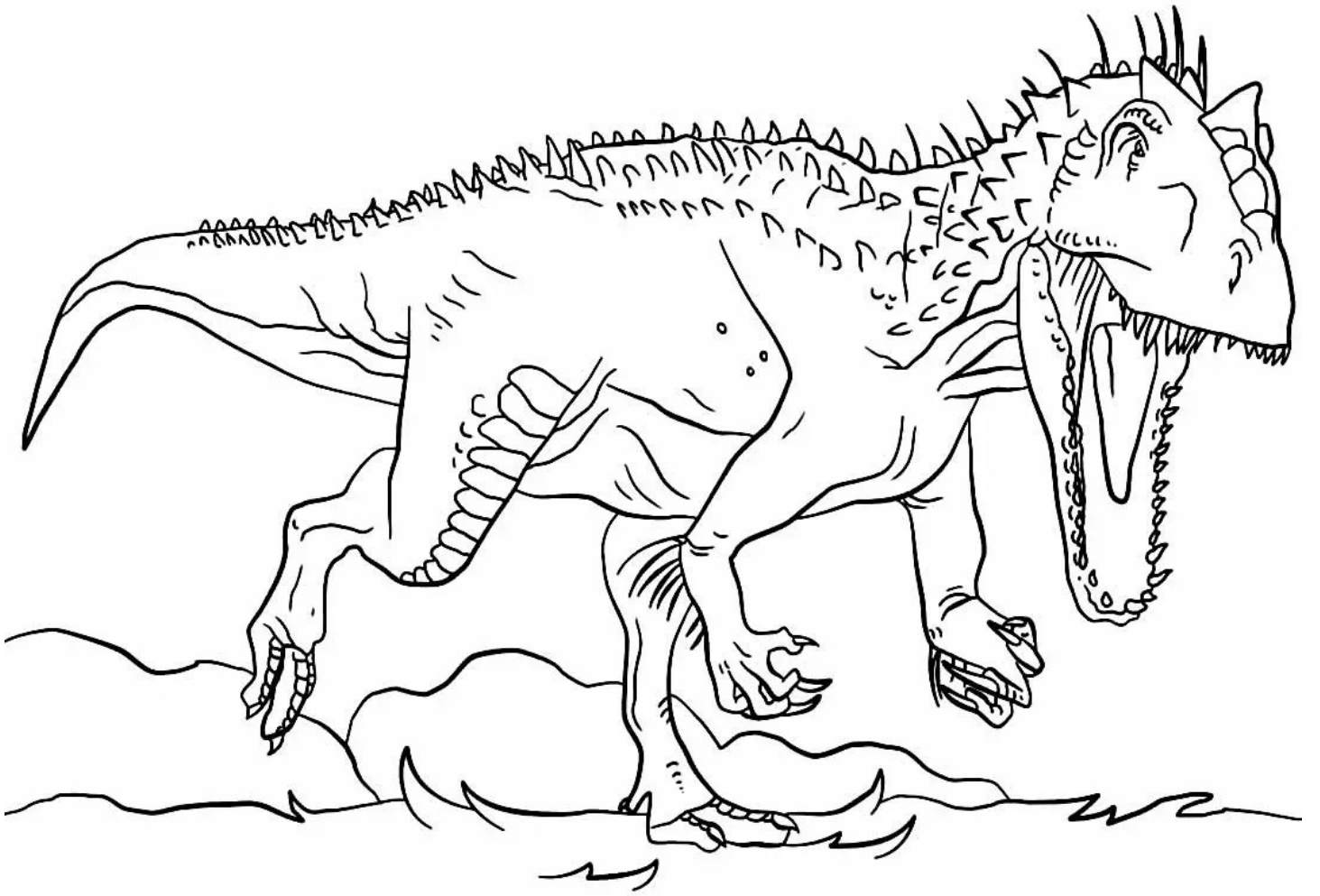
Brontossauro

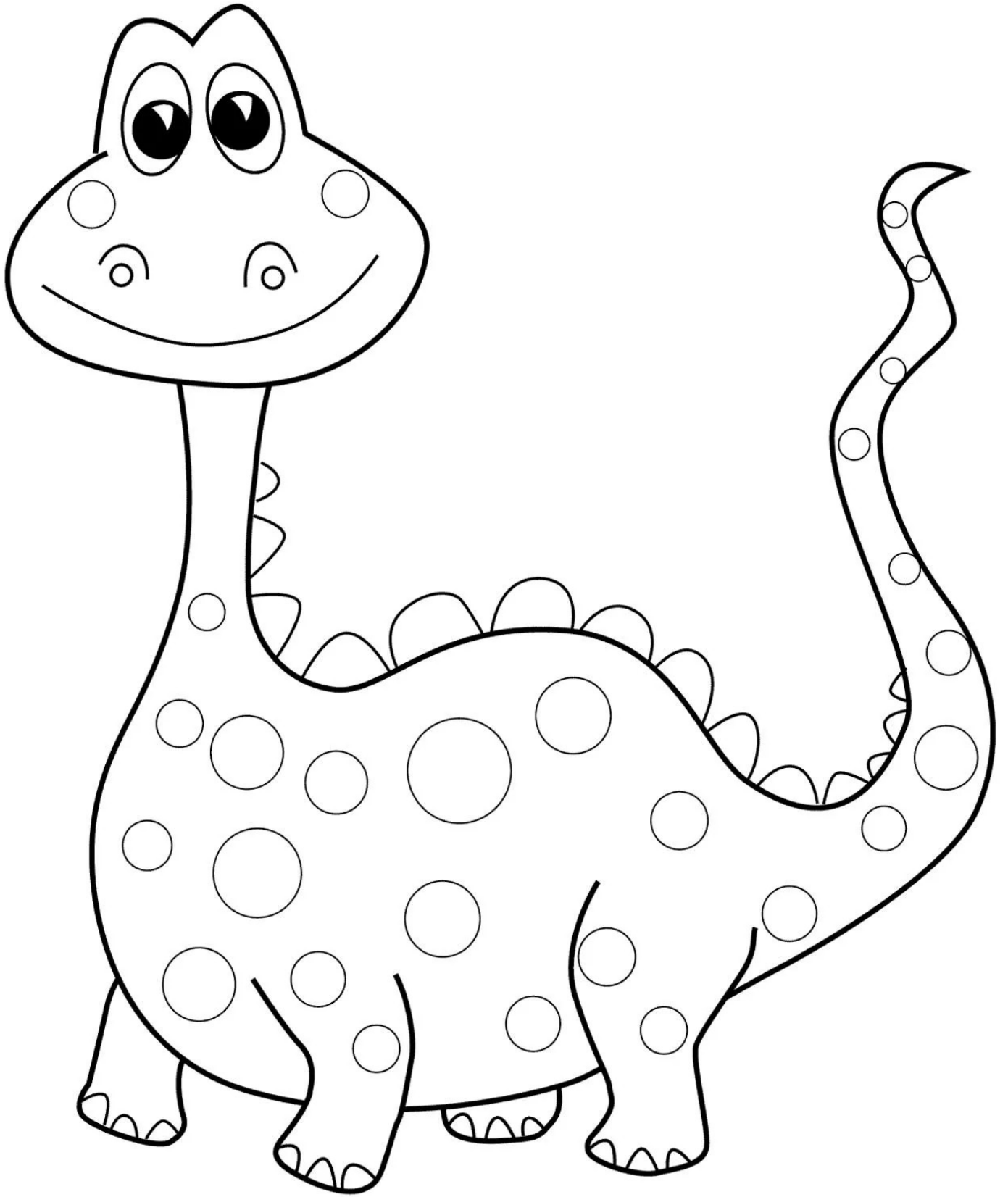


Parksossauro

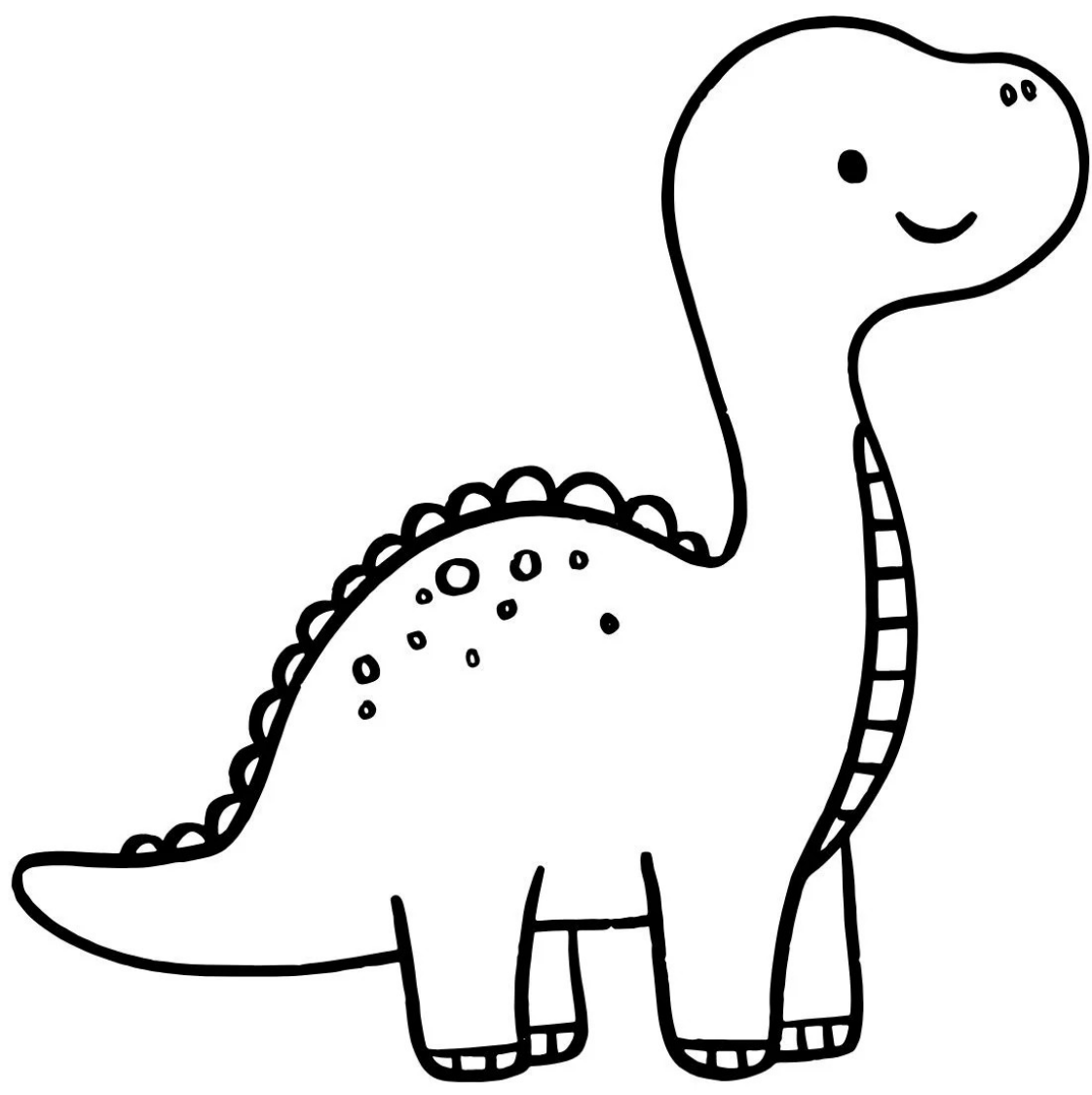


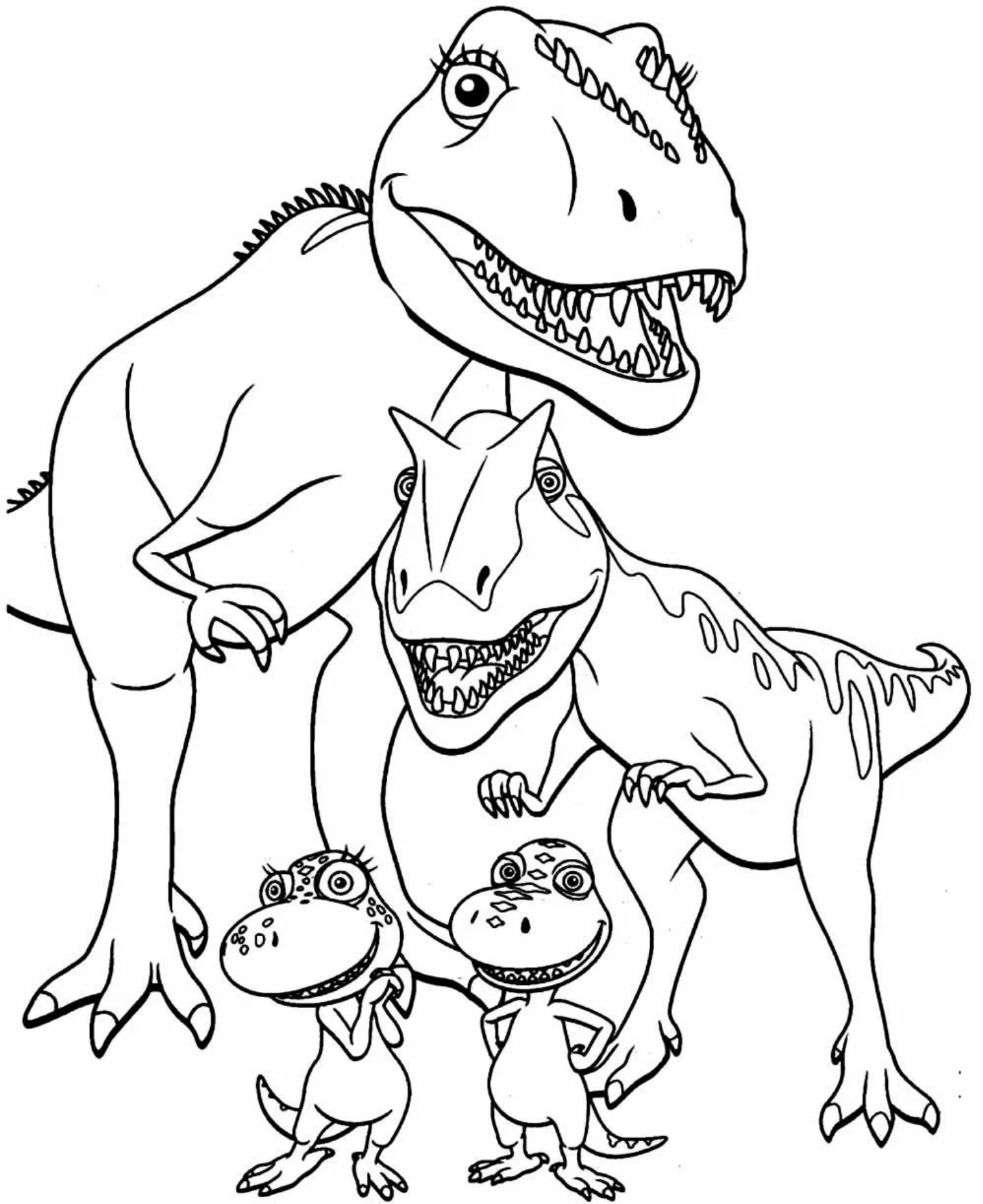


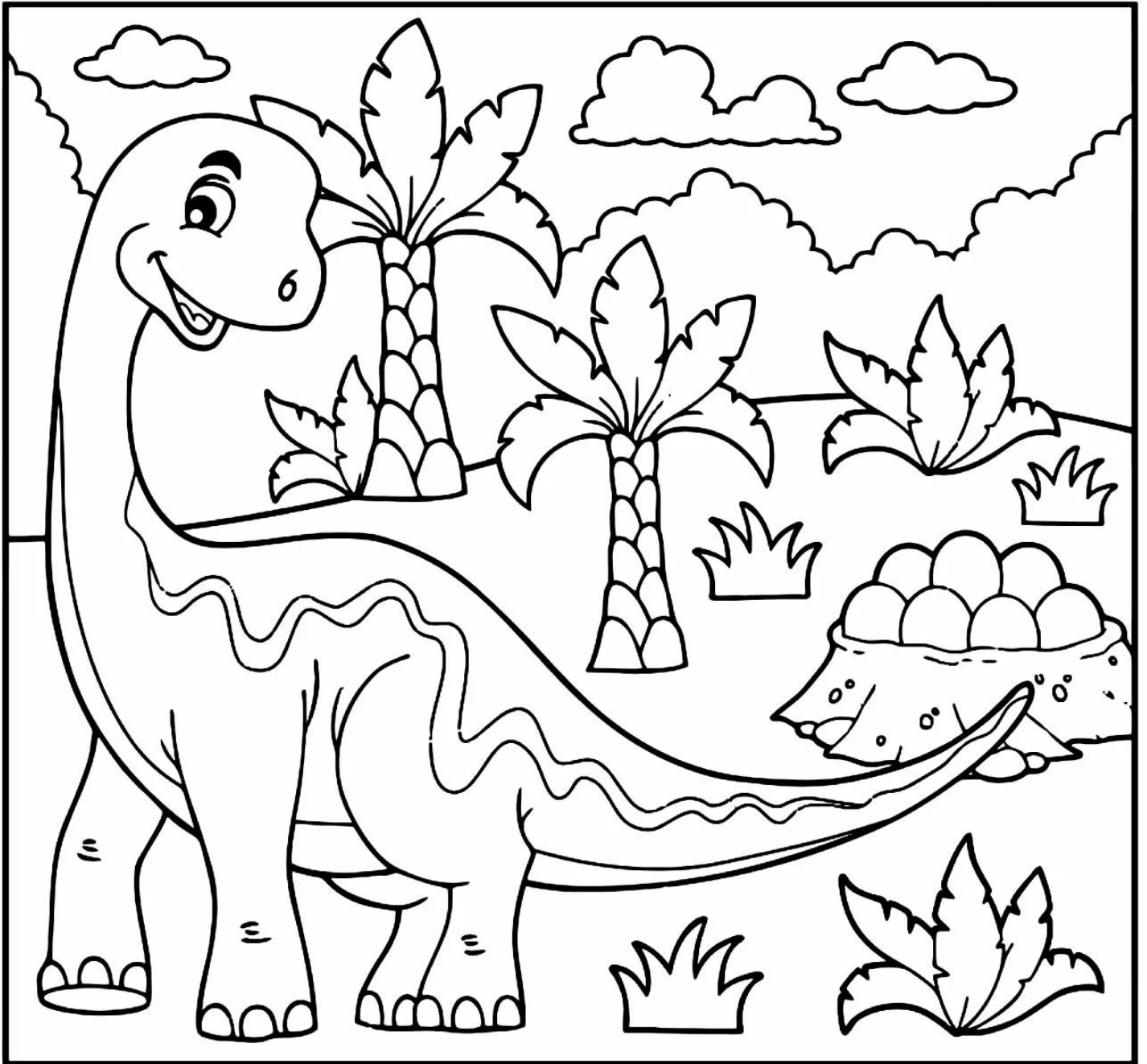


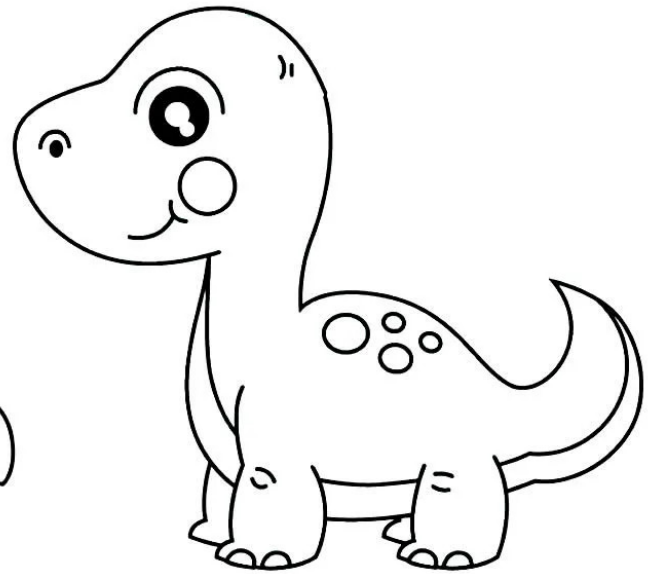
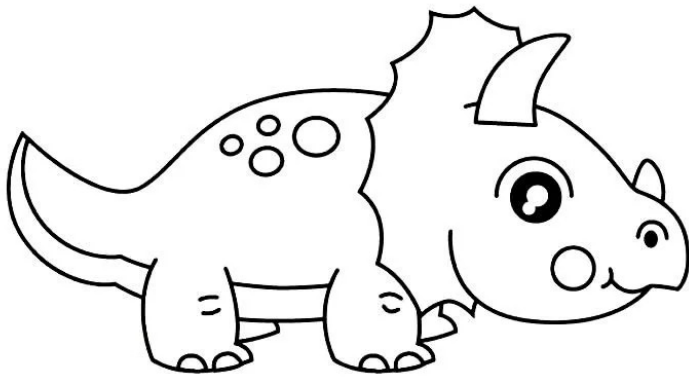
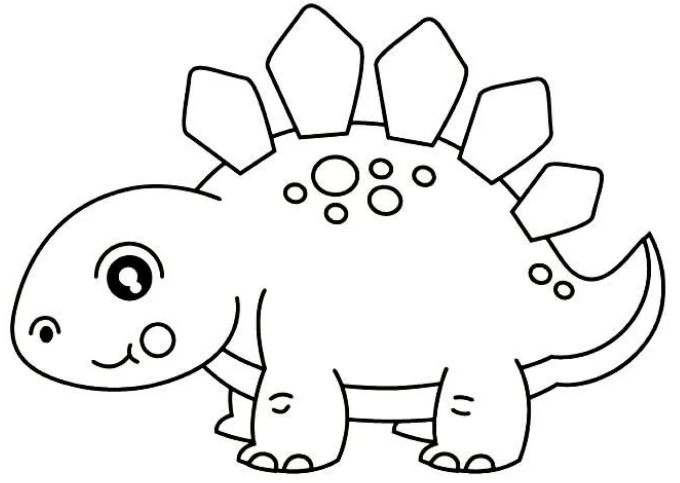
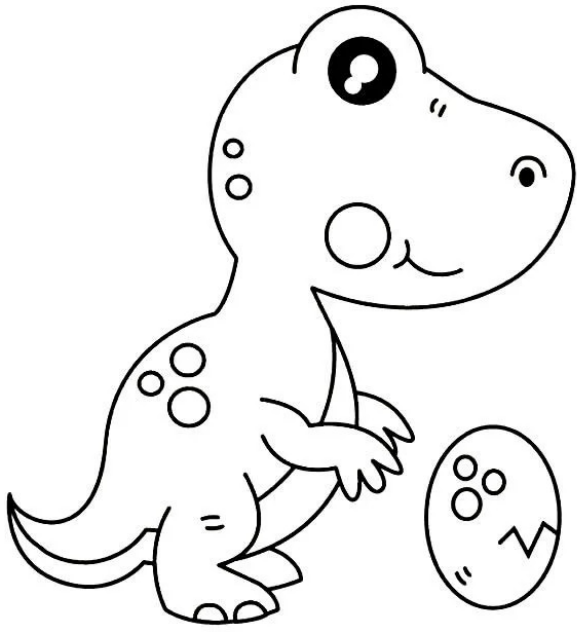


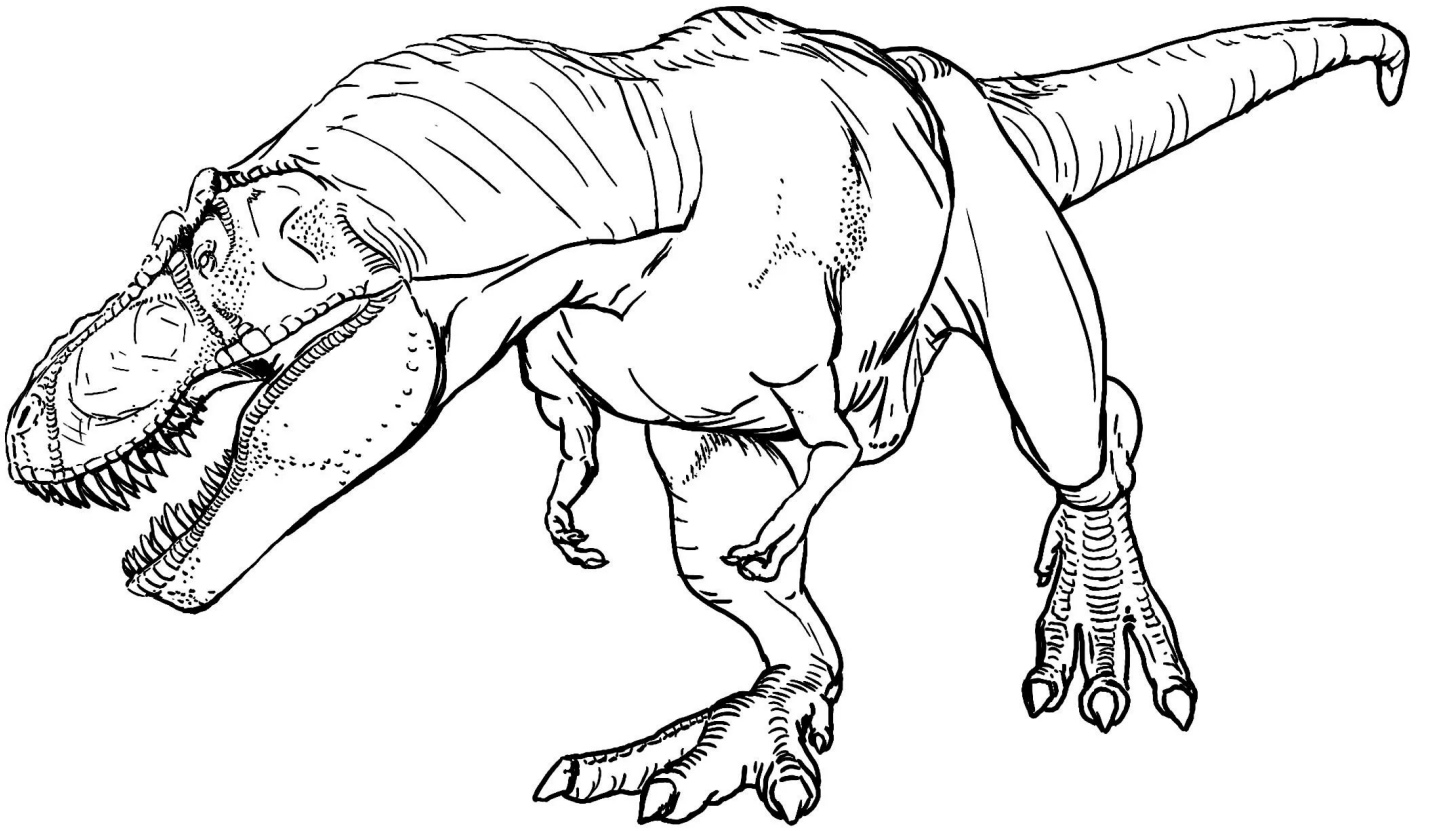
VAMOS COLORIR

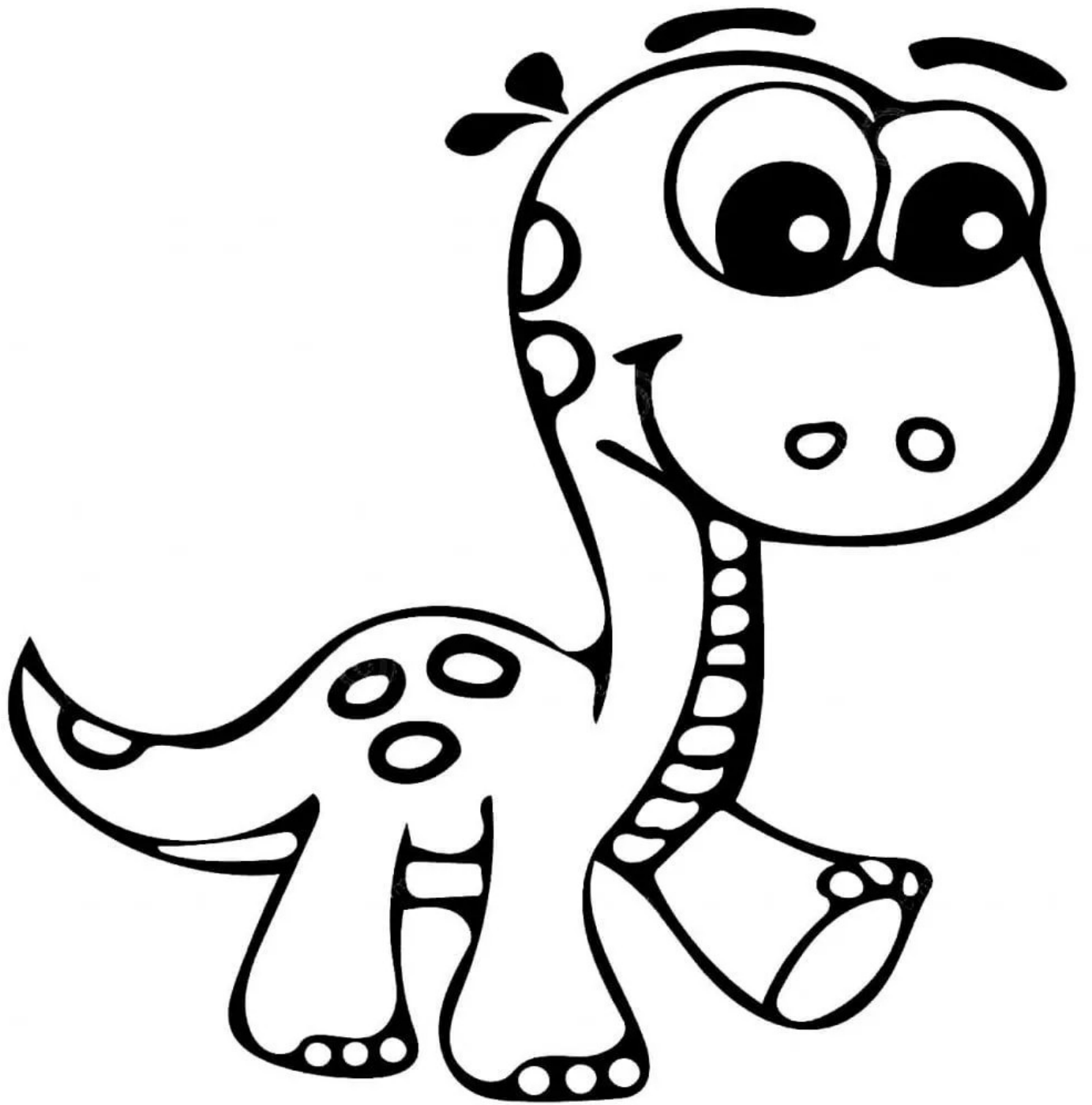


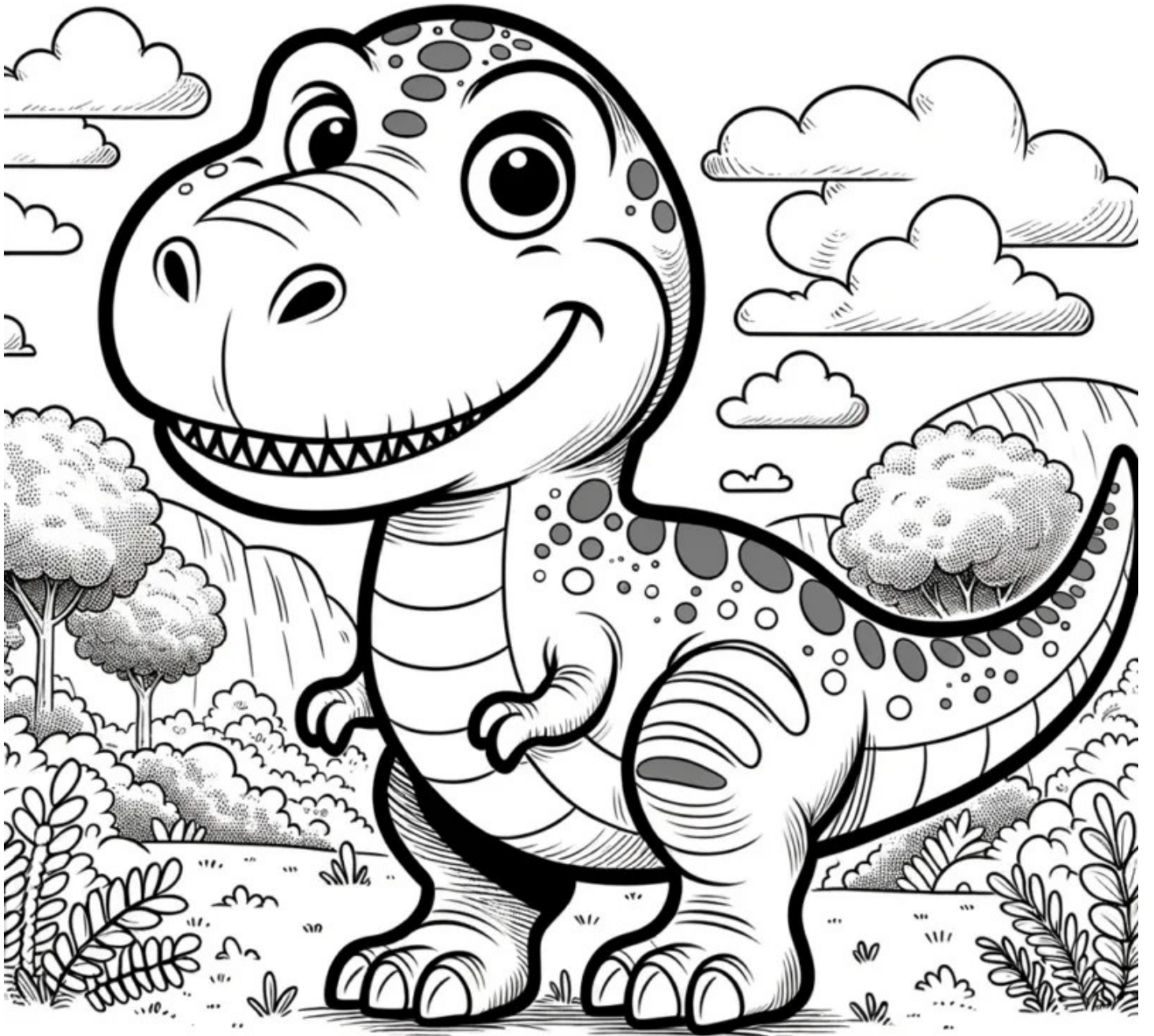


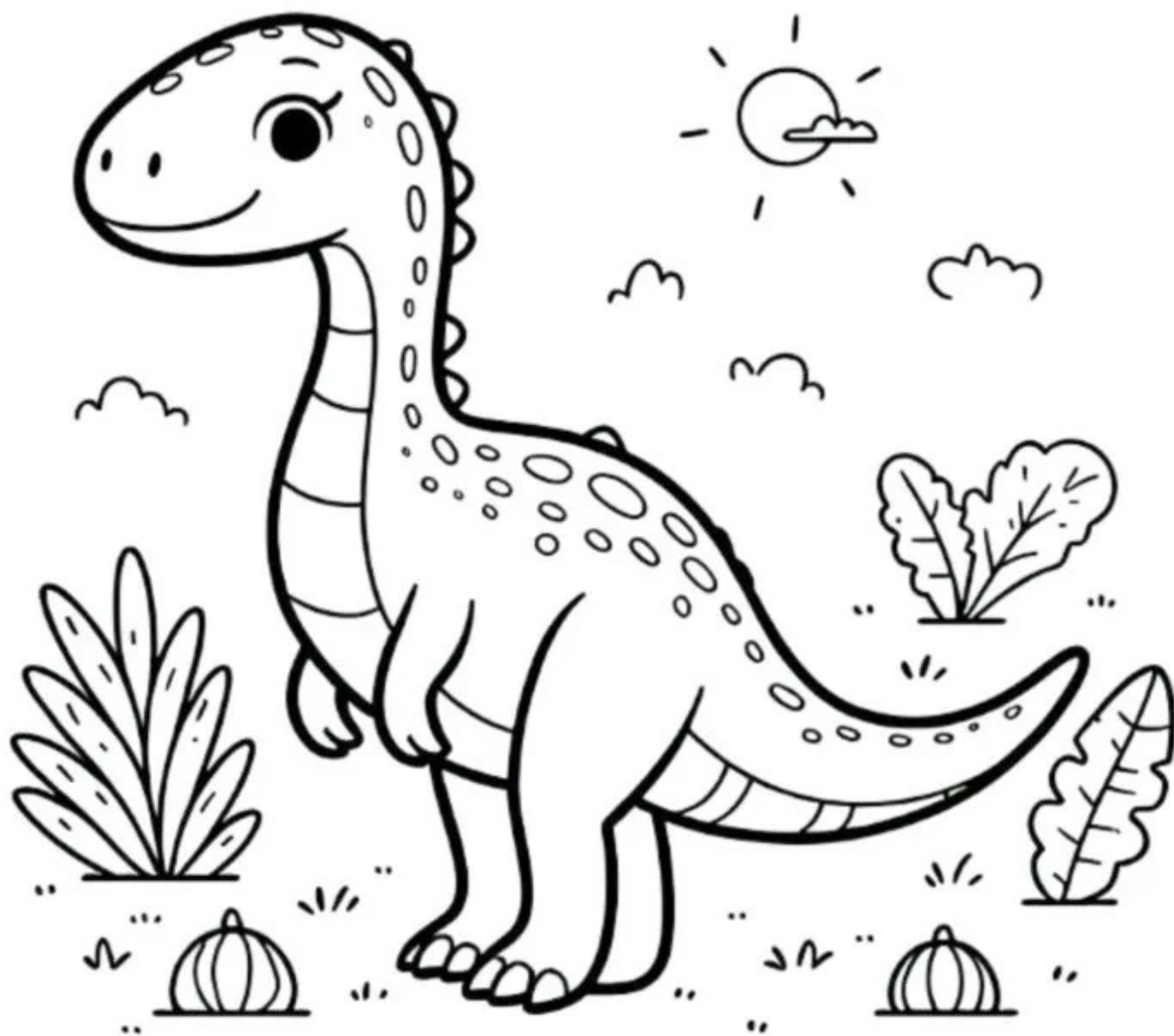


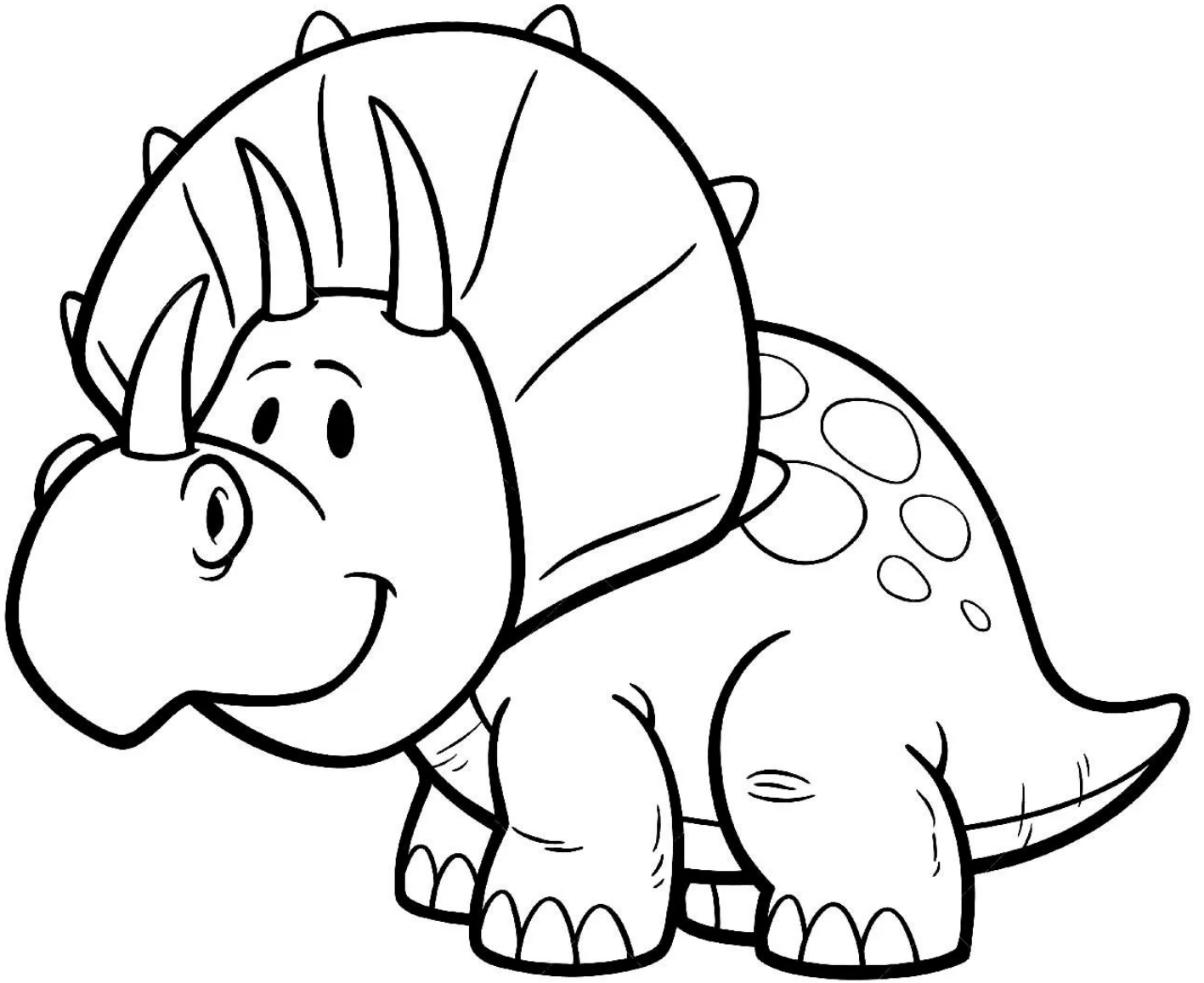








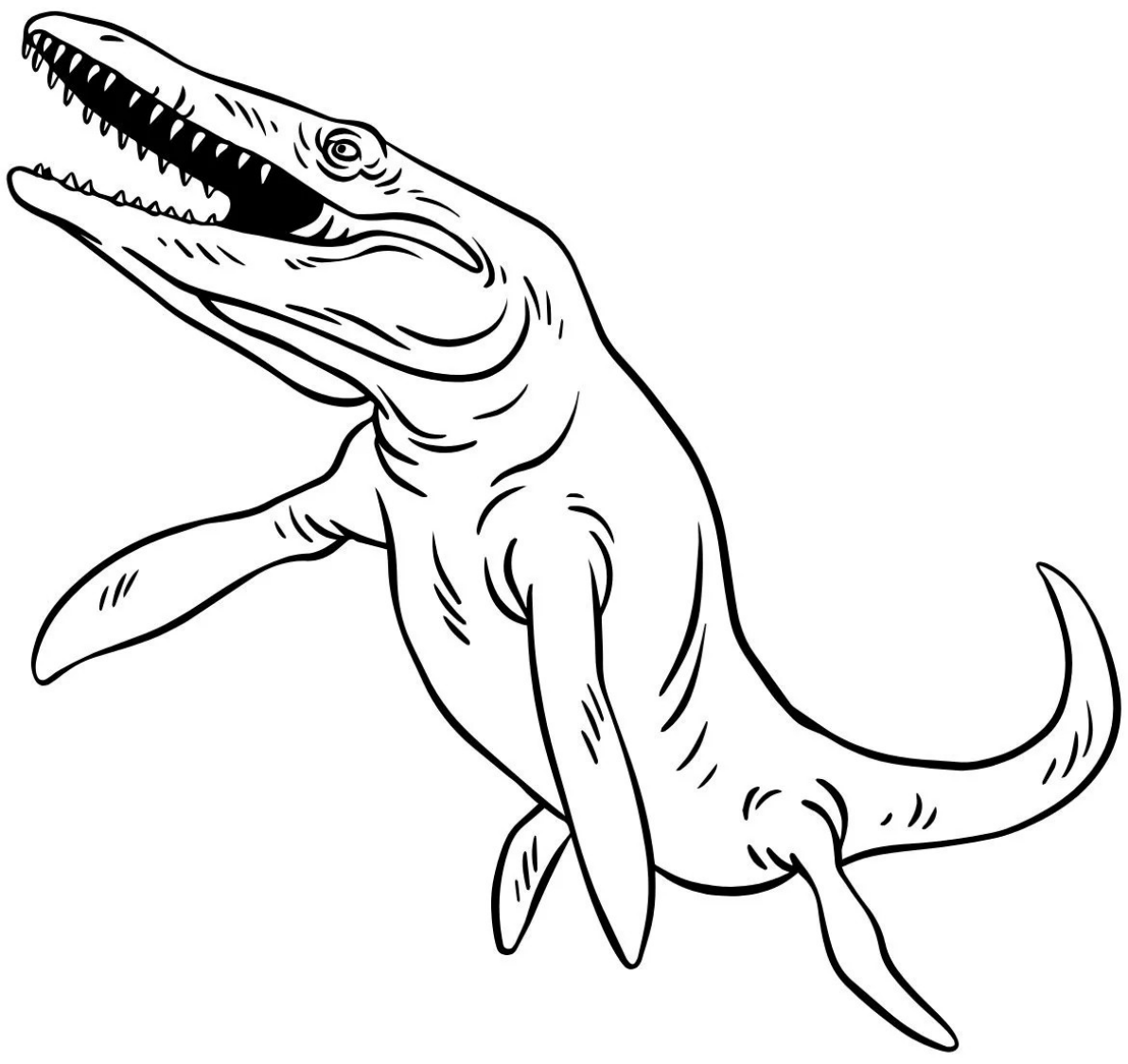




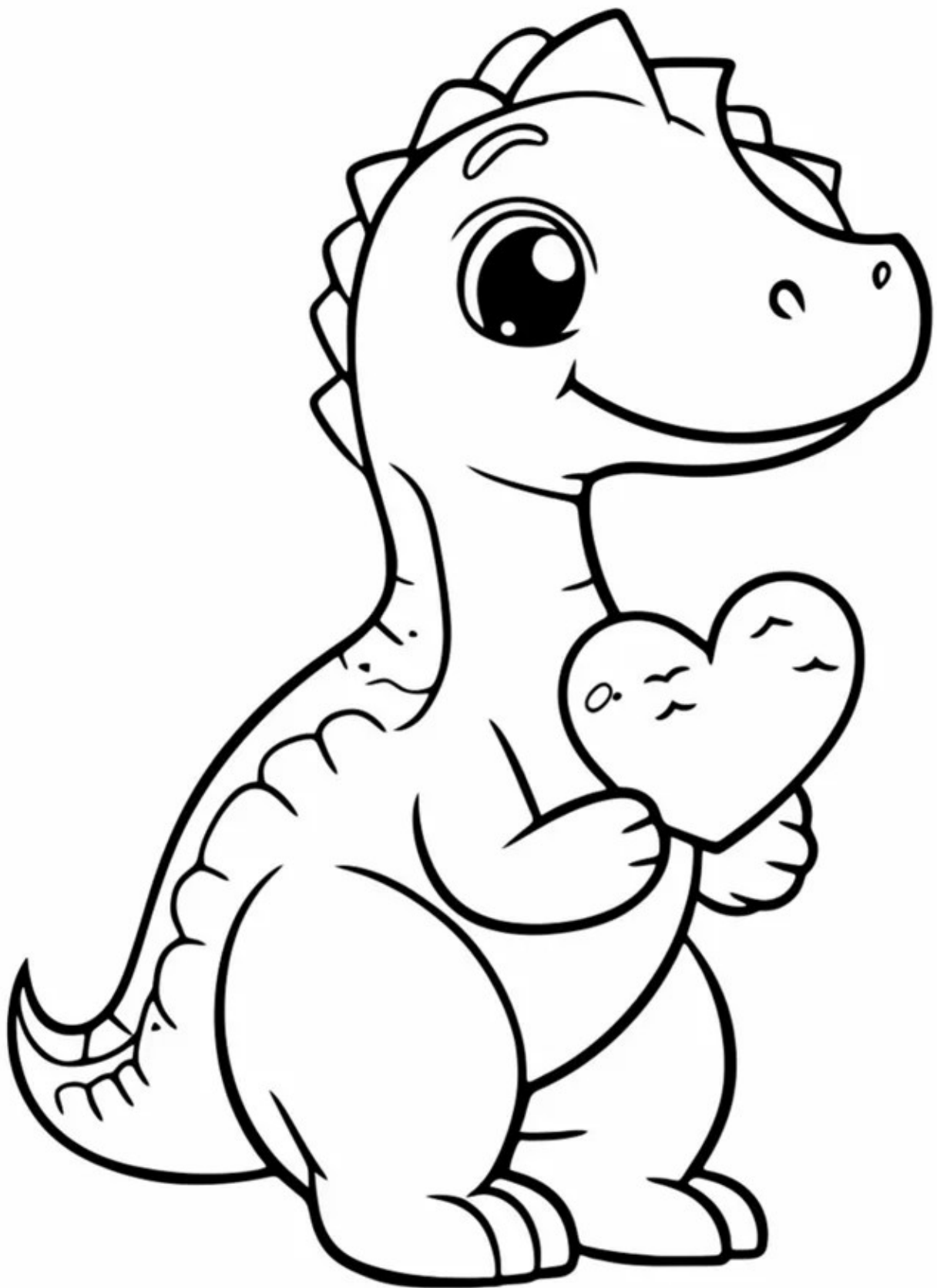


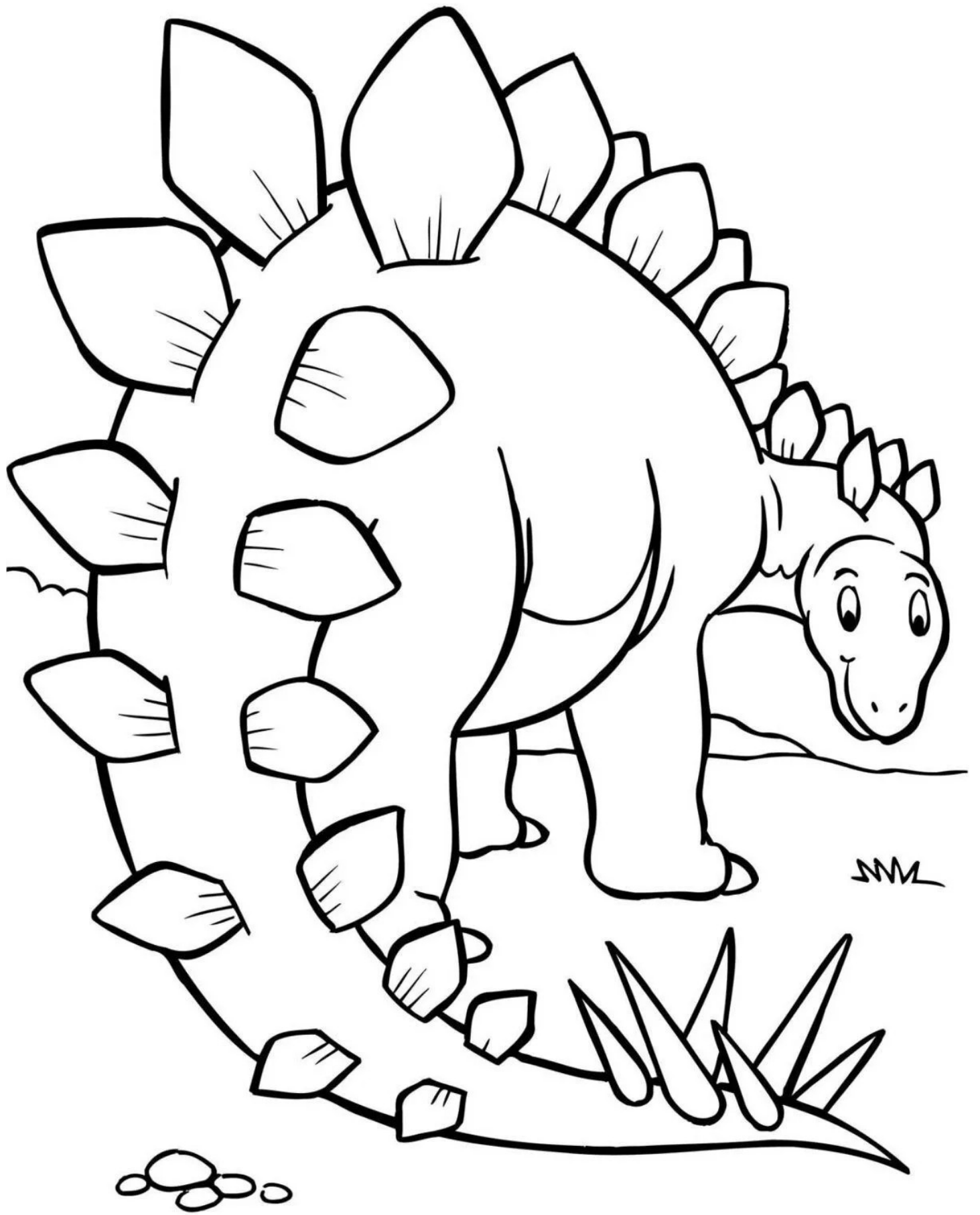


VAMOS COLORIR



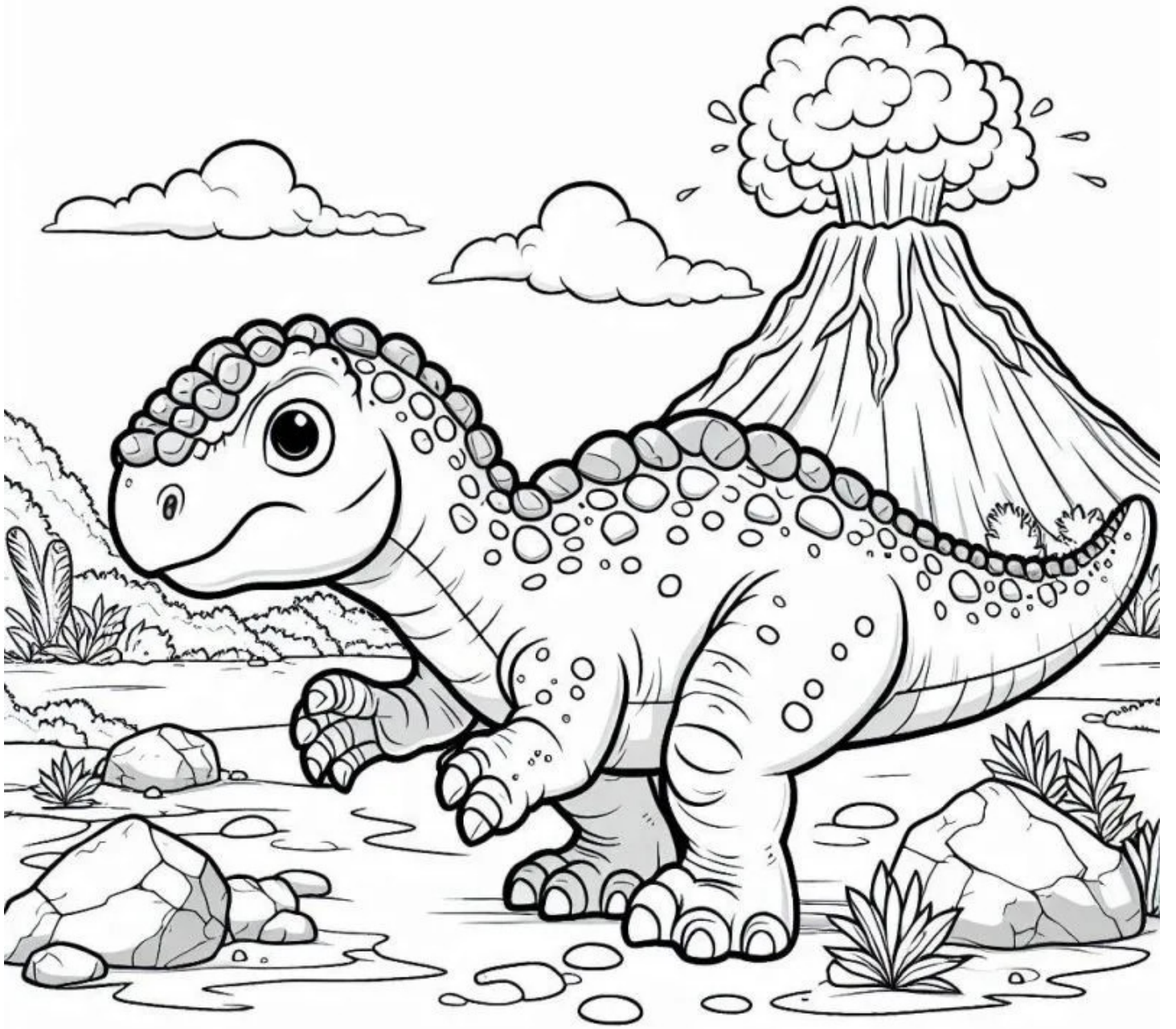


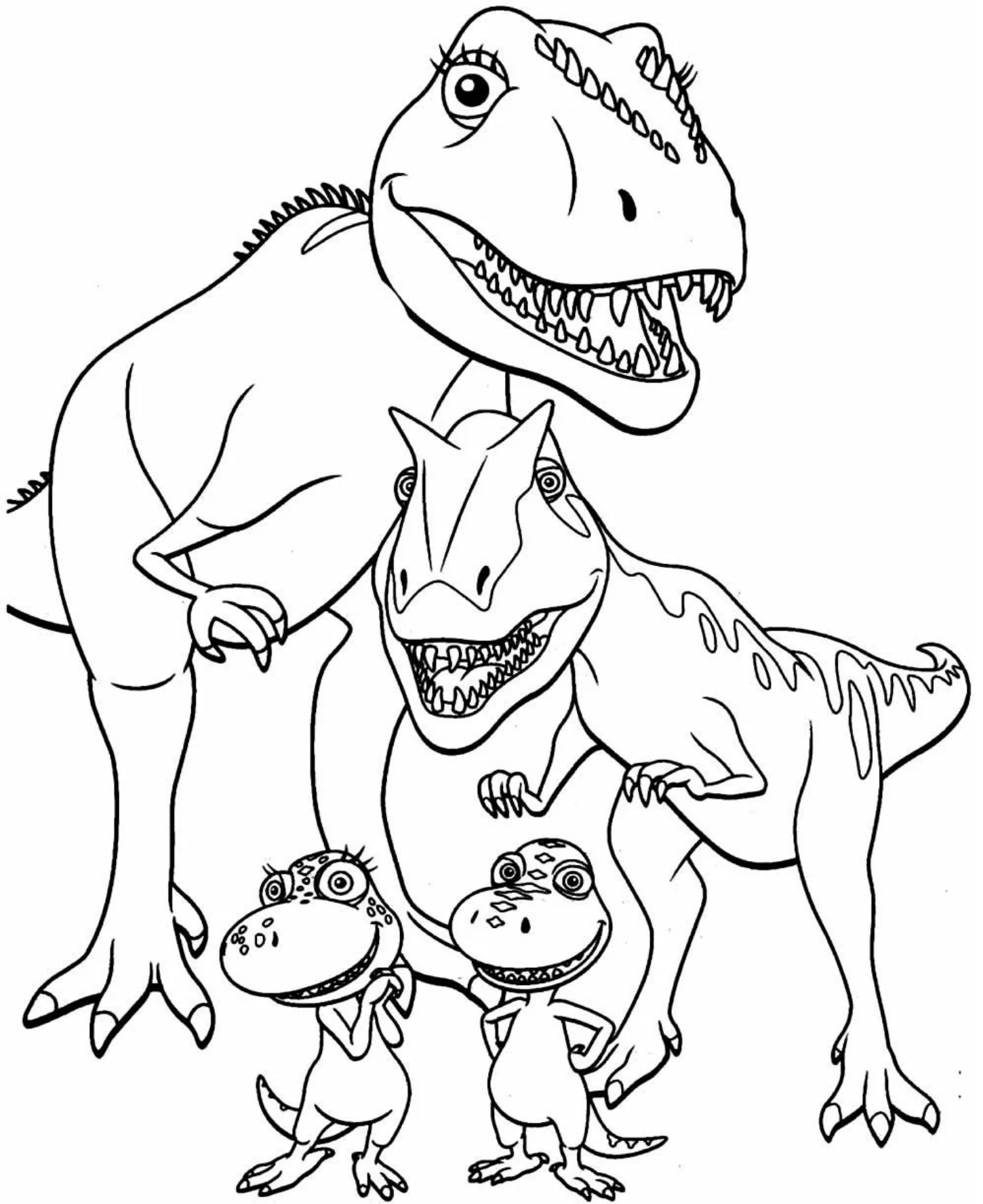




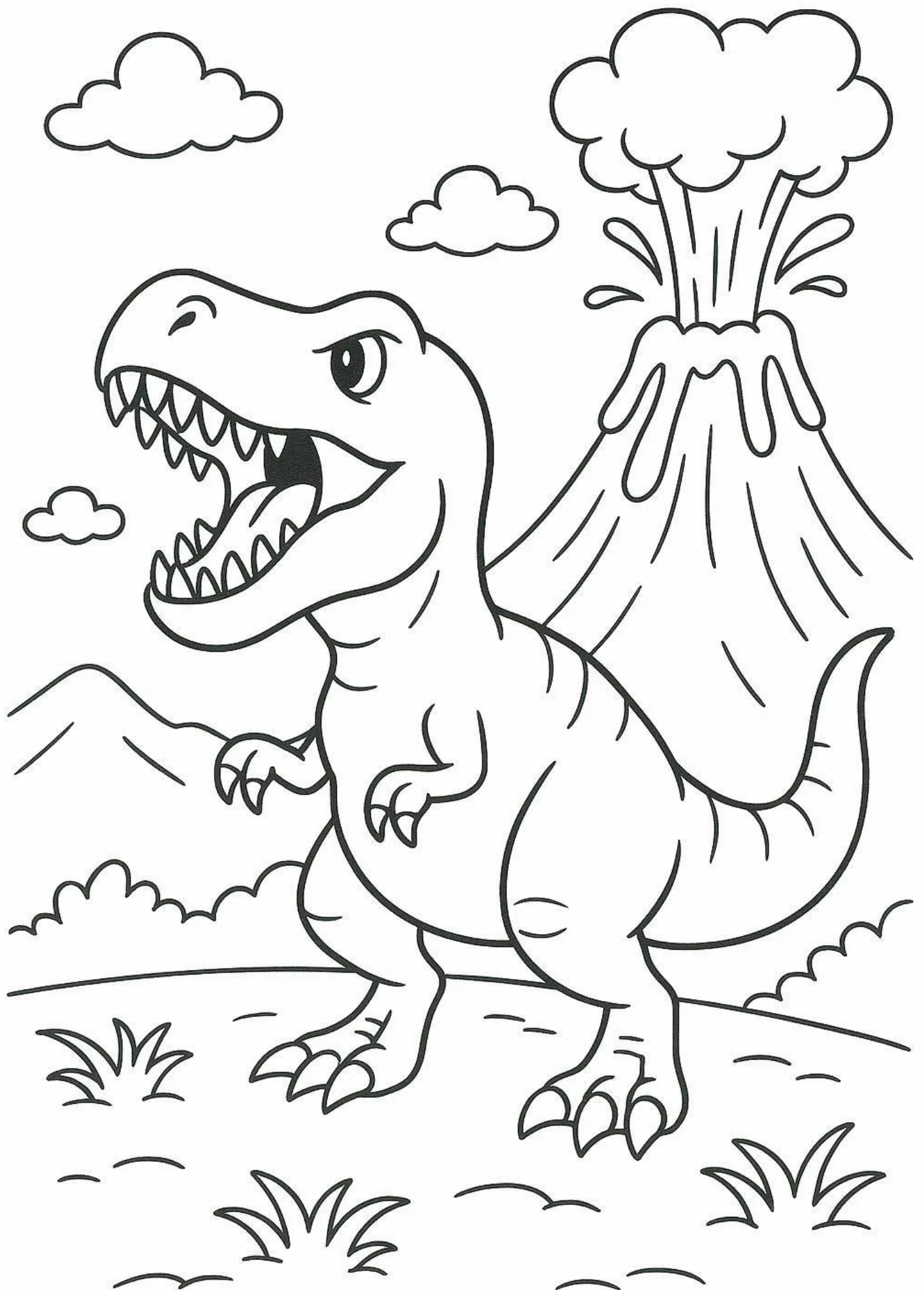


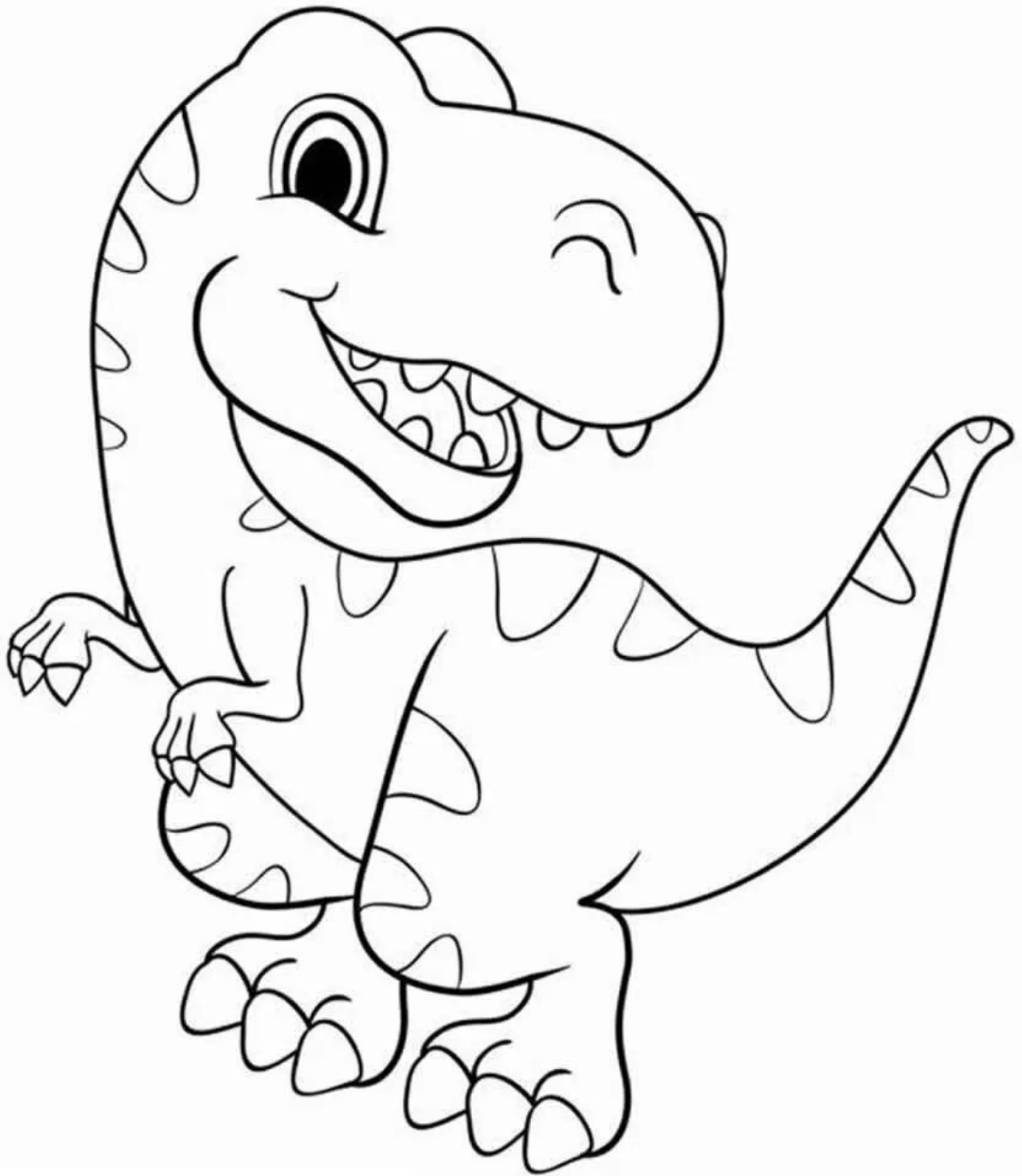


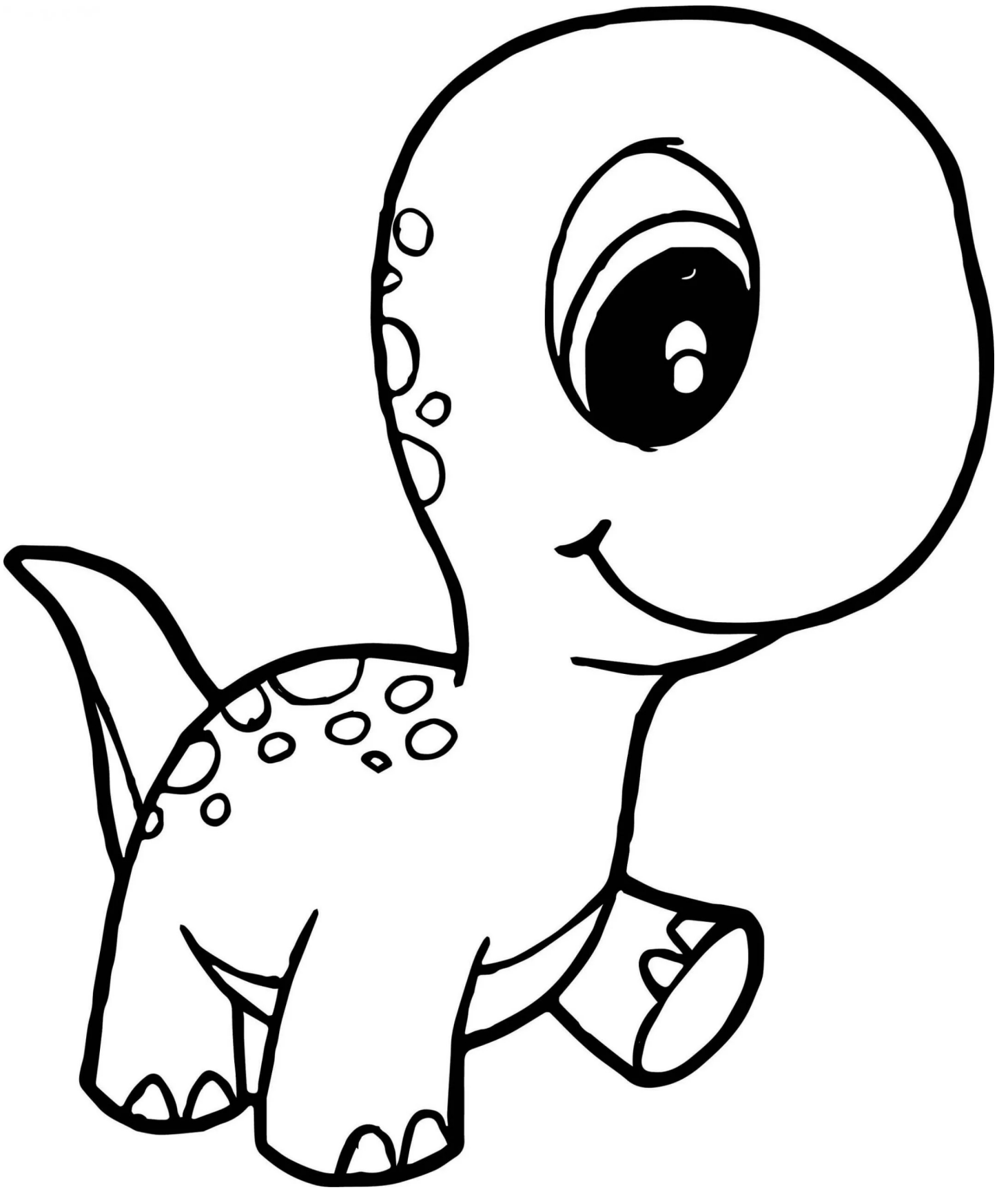




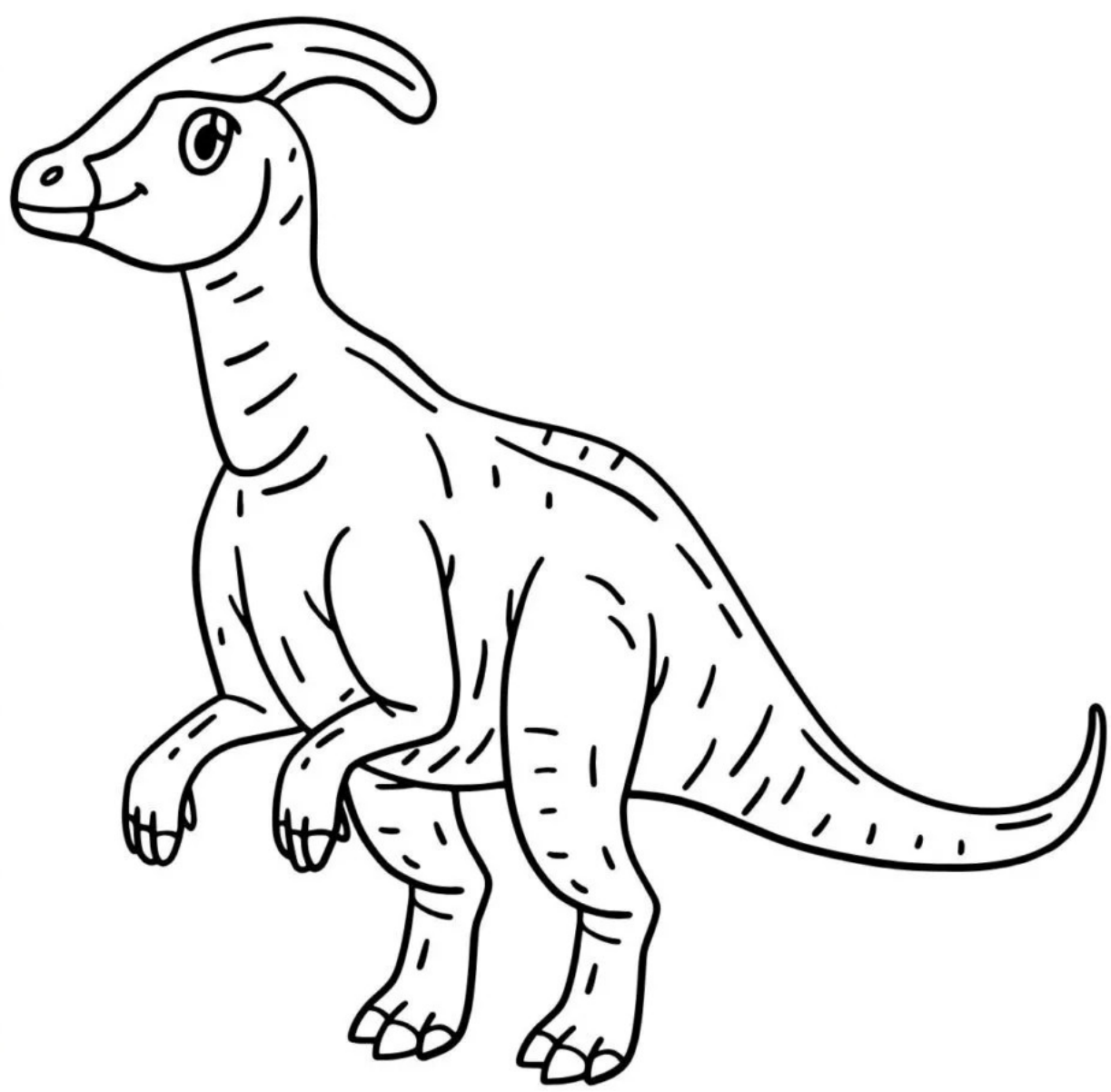


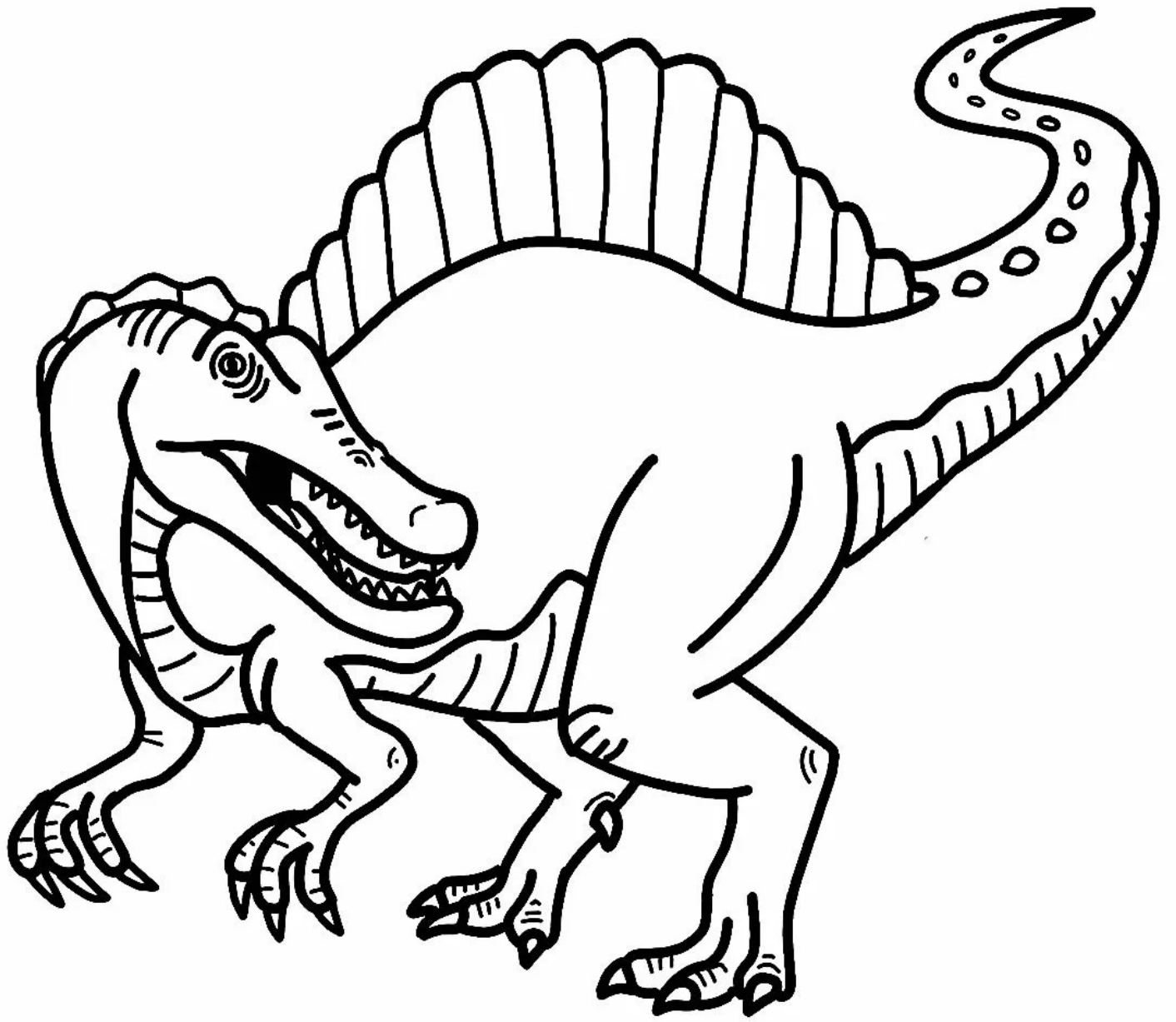




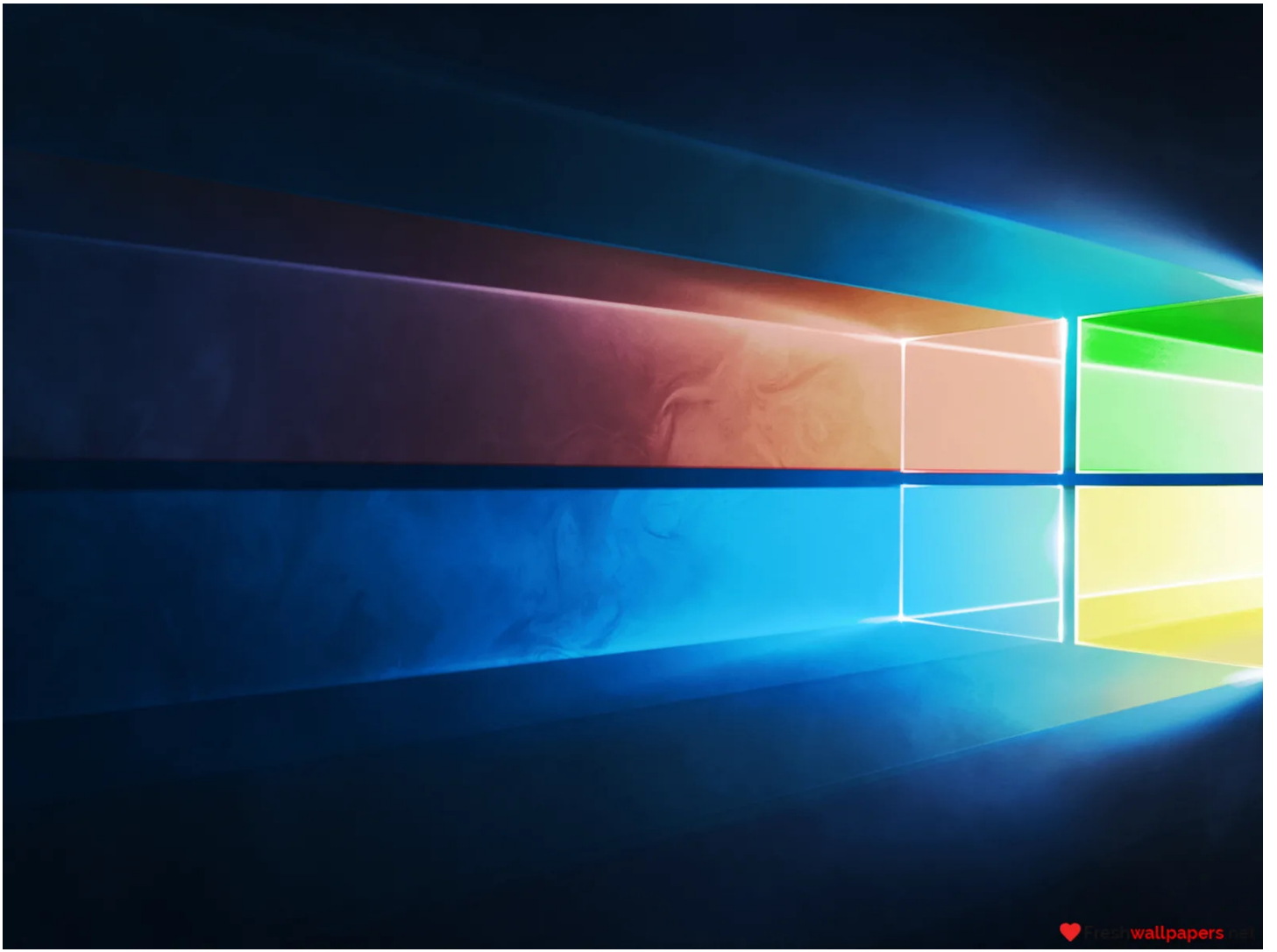


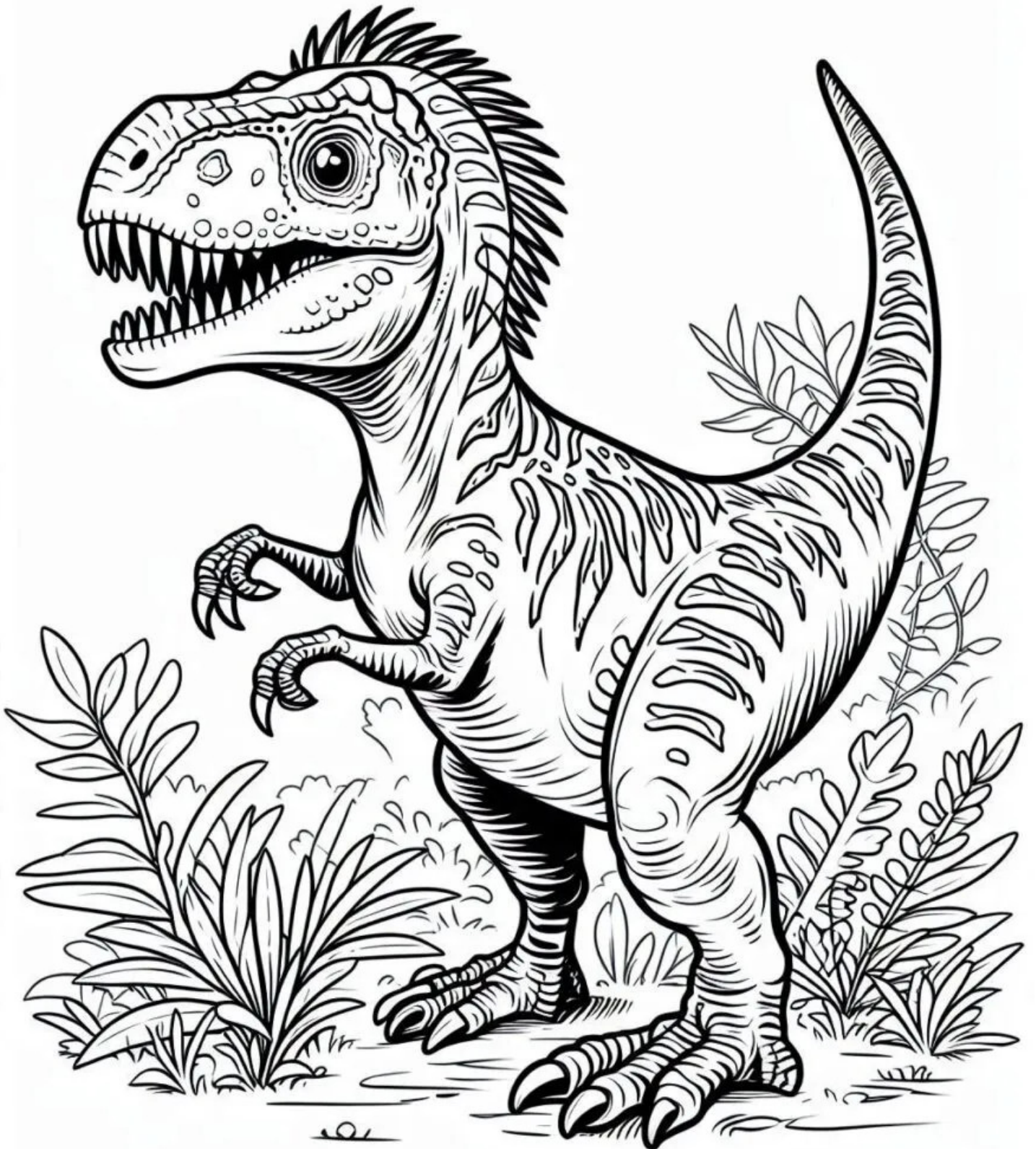
VAMOS COLORIR

















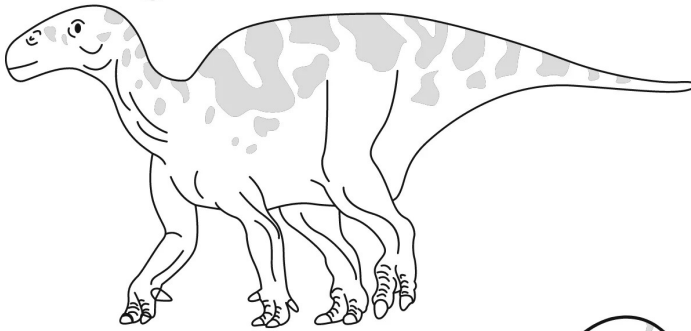


Pteranodonte

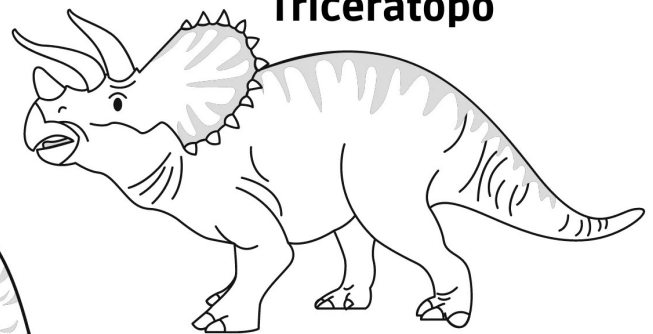


Conheça os Dinossauros

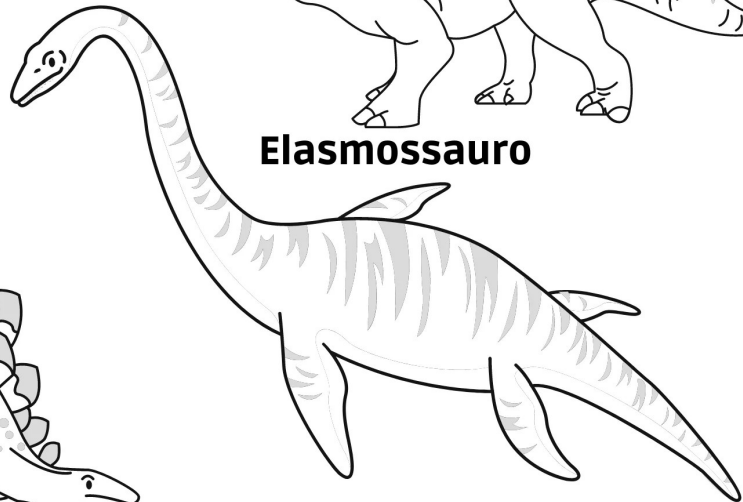
Iguanodonte



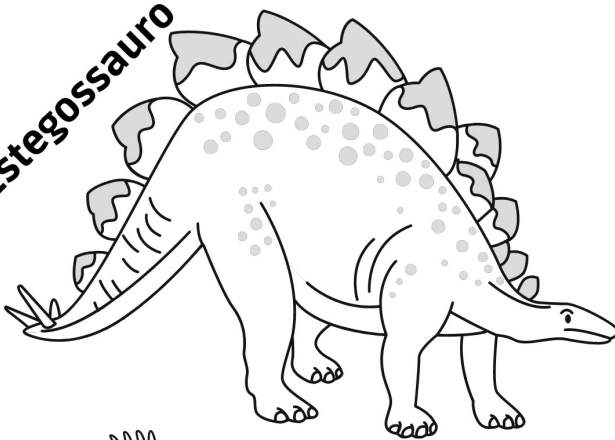
Tricerátopo



Elasmossauro



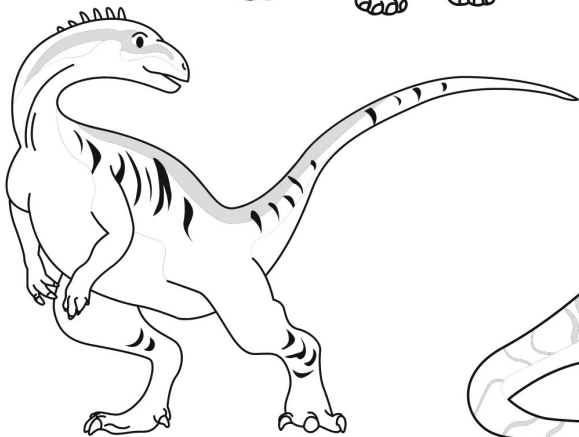
Estegossauro

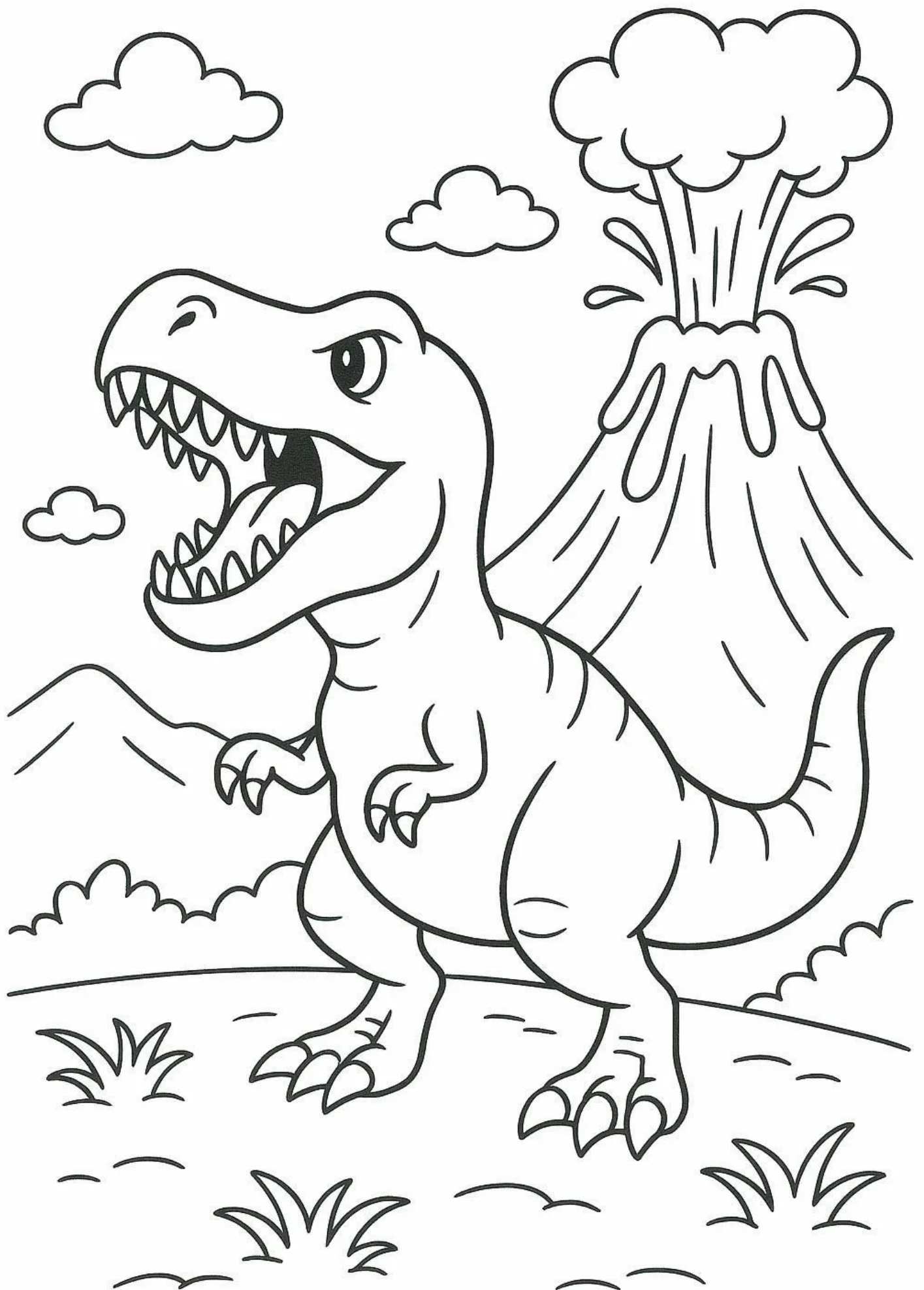


Brontossauro



Parksossauro



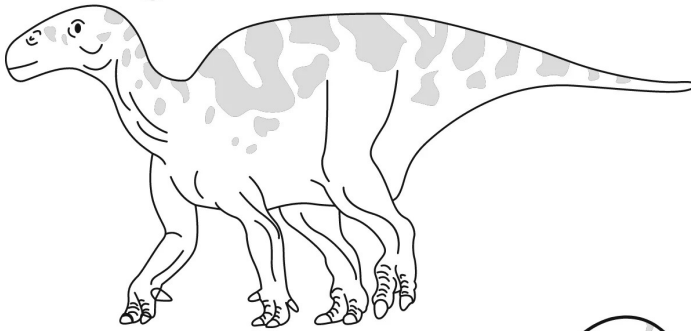


Pteranodonte

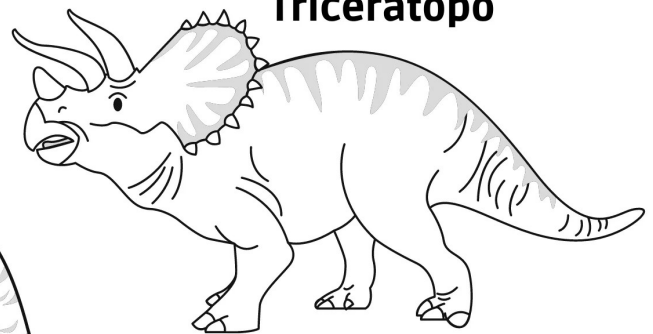


Conheça os Dinossauros

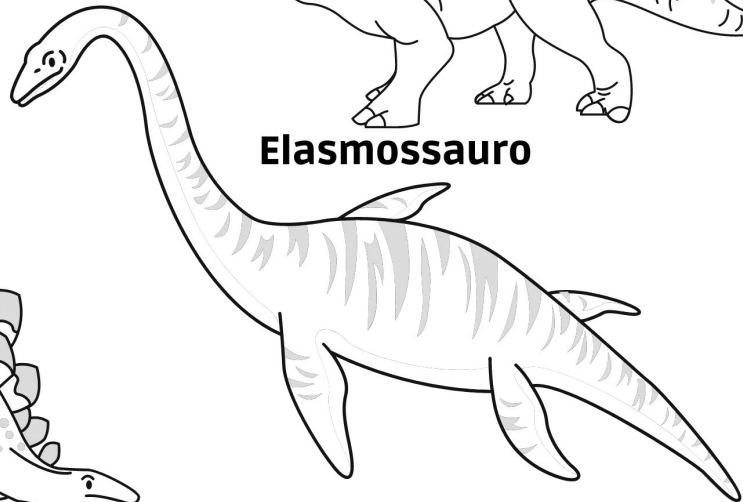
Iguanodonte



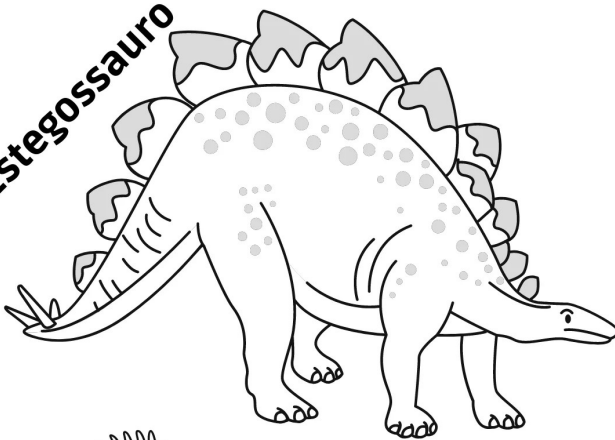
Tricerátopo



Elasmossauro



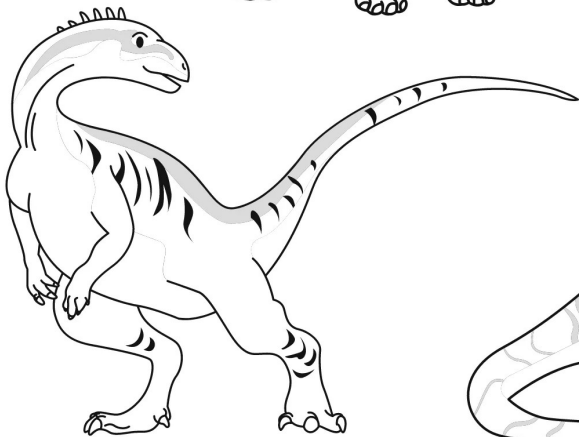
Estegossauro

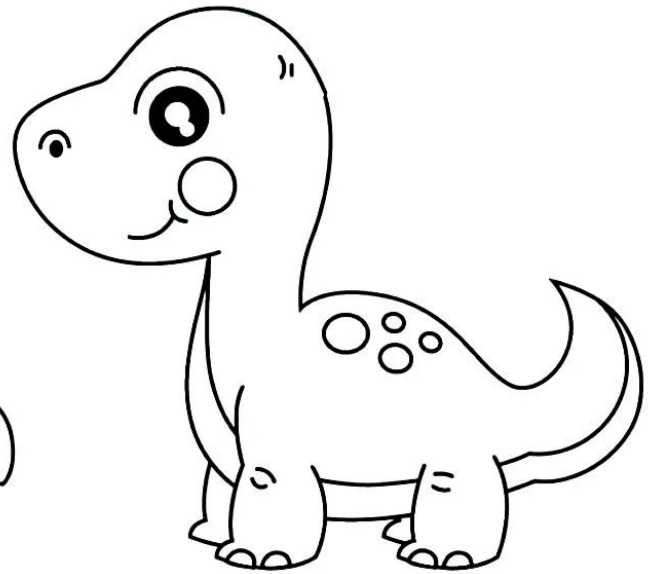
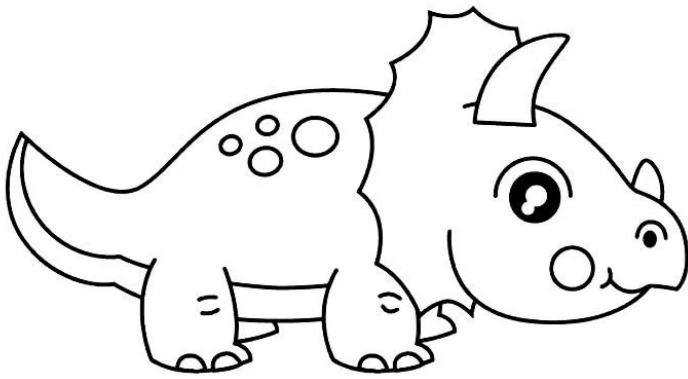
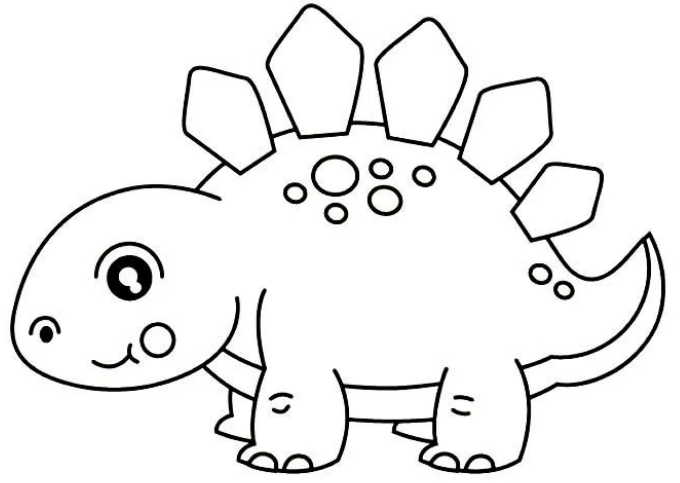
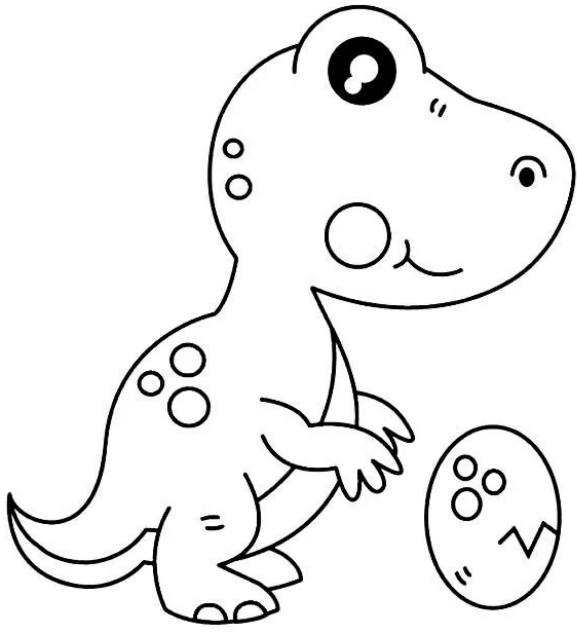


Brontossauro



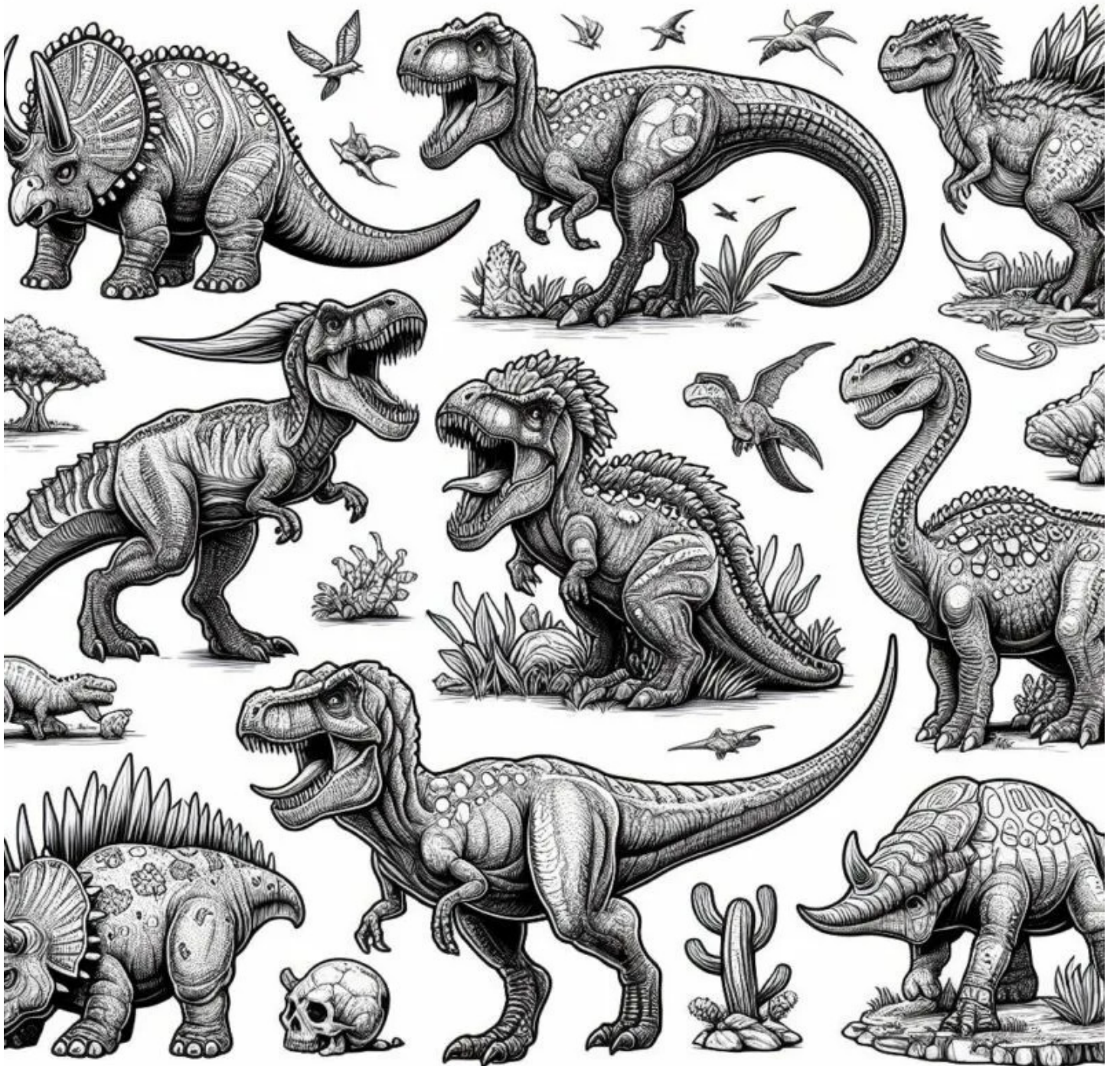
Parksossauro





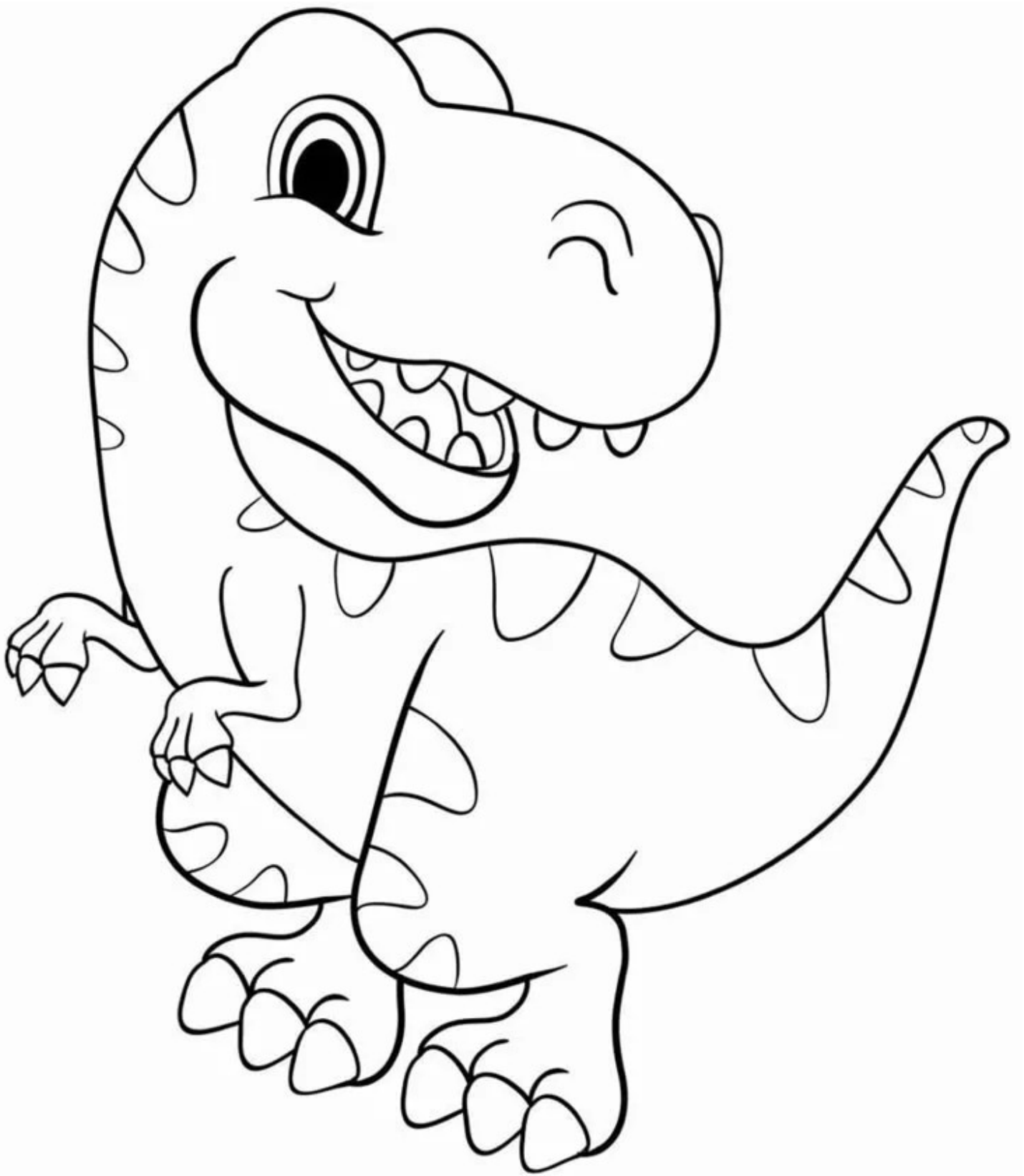






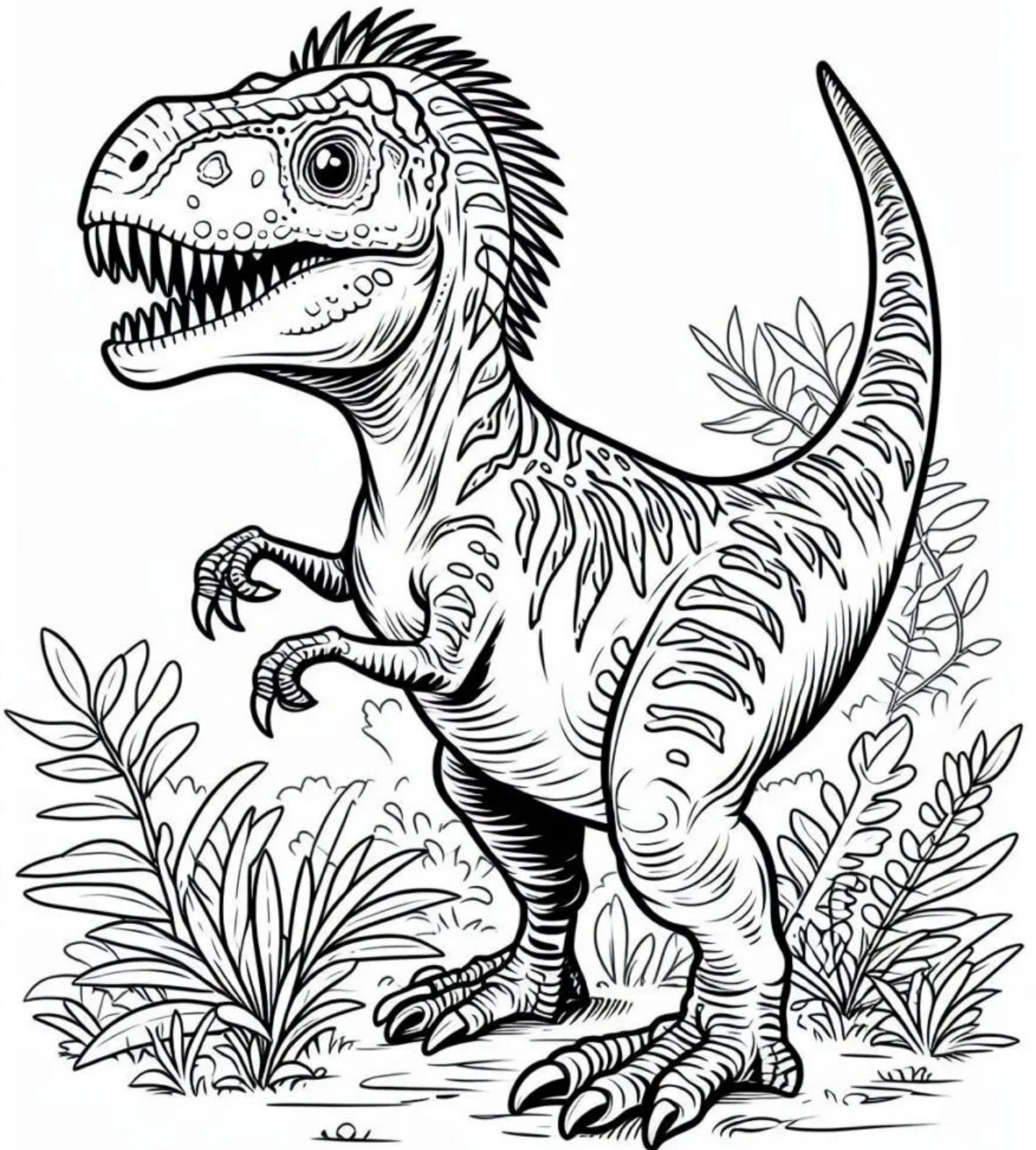




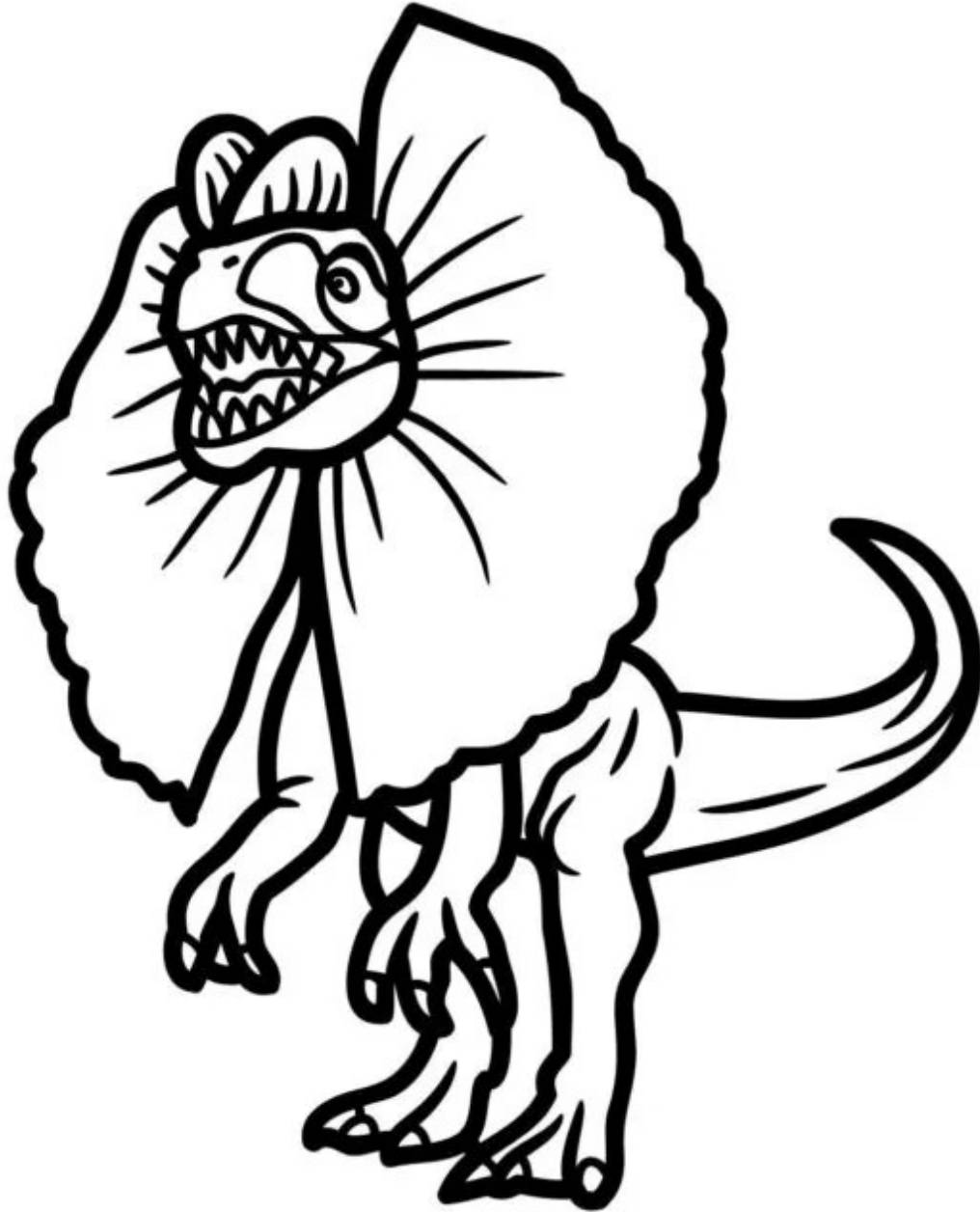








VAMOS COLORIR



THE TEXAS CHAIN SAW MASSACRE

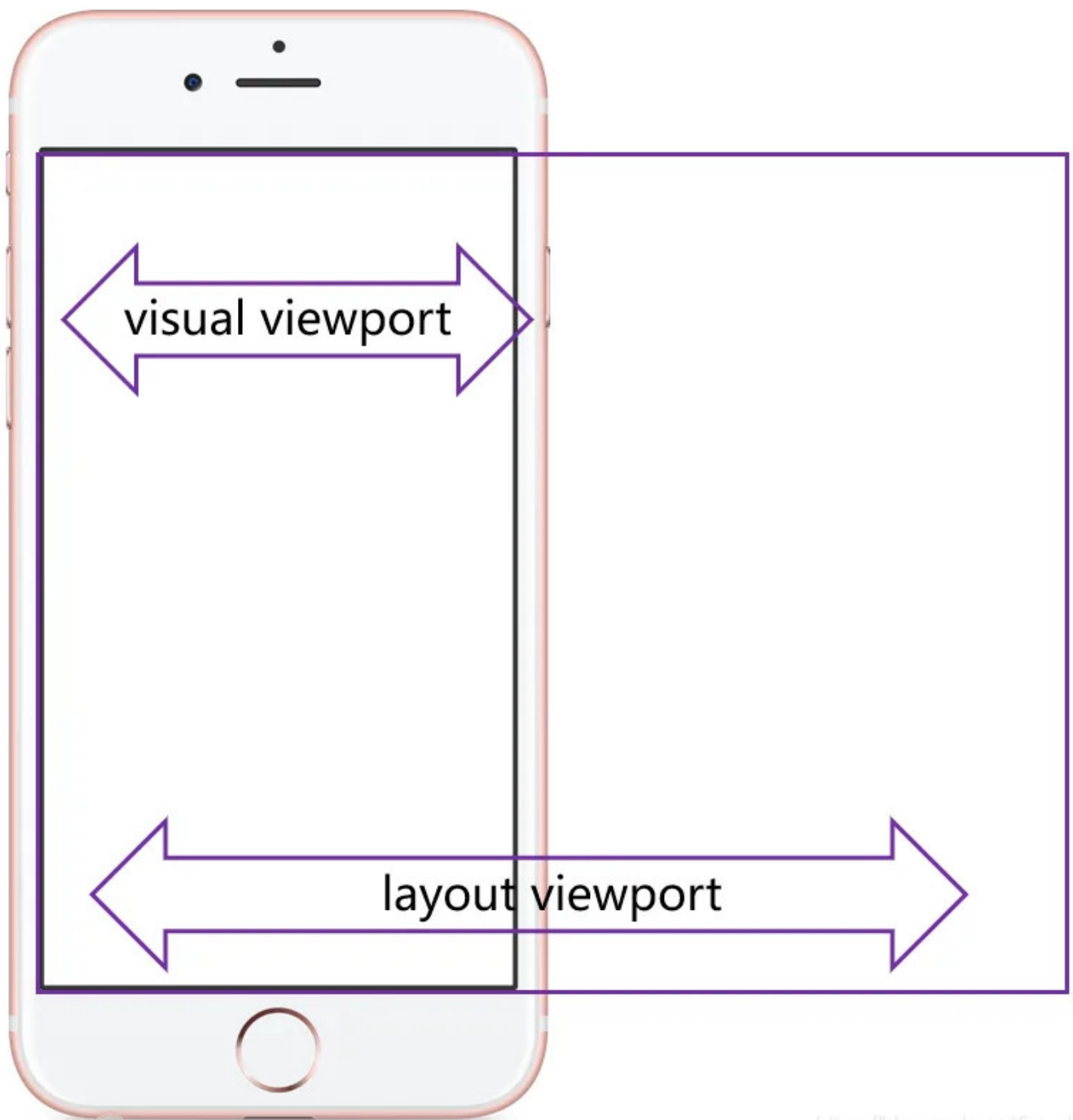
A game based on
true events

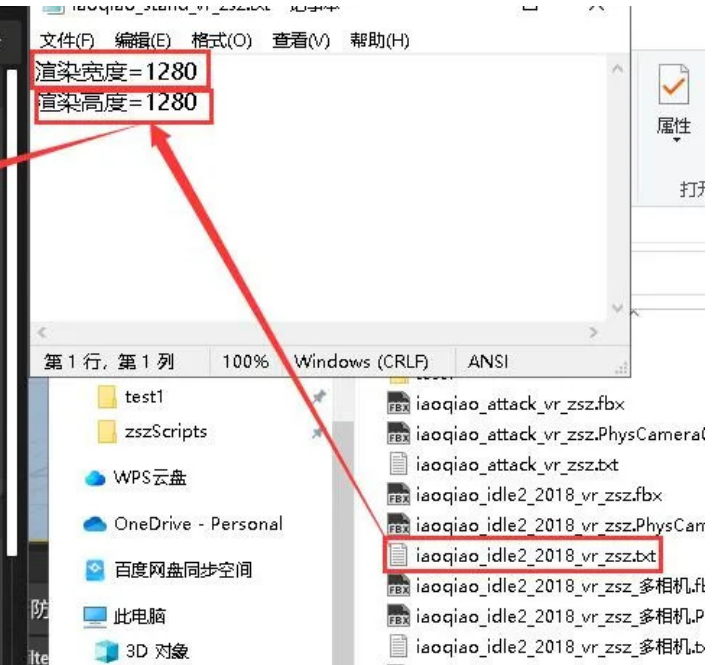
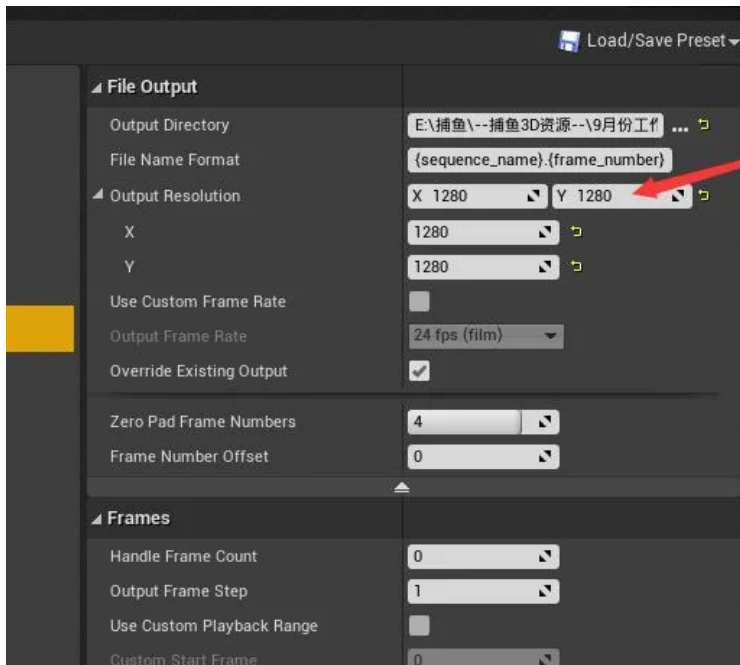
Gun.

*SURVIVING
WITH BELAND*









Layout Element

Ignore Layout

Min Width

Min Height

Preferred Width

Preferred Height

Max Width

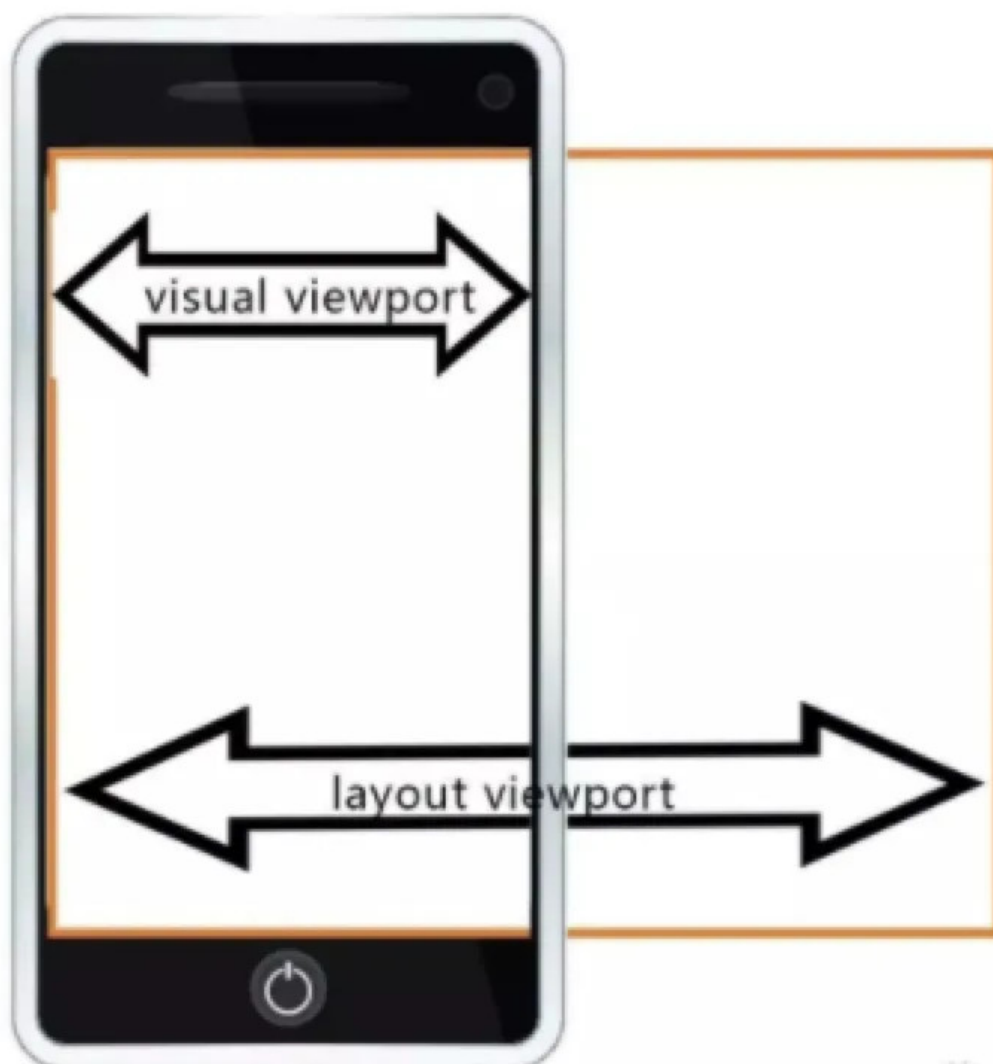
Max Height

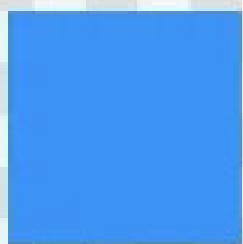
Flexible Width

Flexible Height

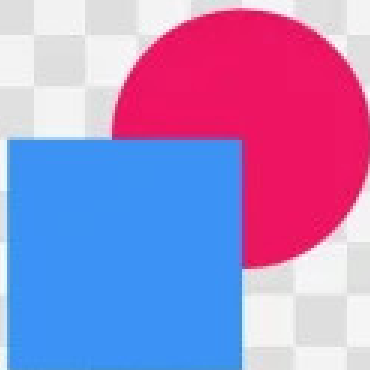
Layout Priority

https://blog.csdn.net/weixin_44165854





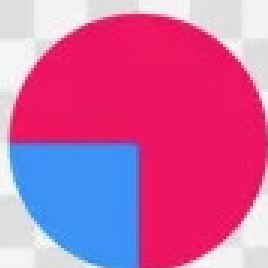
SRC (Source)



SRC_OVER (Source Over)



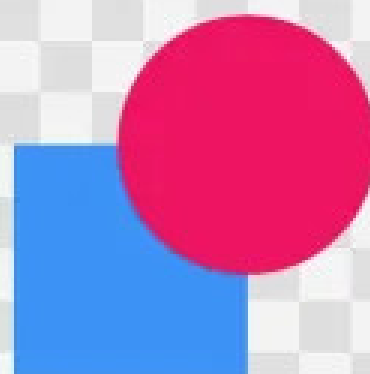
SRC_IN (Source In)



SRC_ATOP (Source Atop)



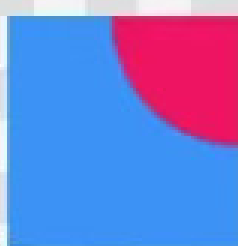
DST (Destination Over)



DST_OVER (Destination Over)



DST_IN (Destination In)



DST_ATOP (Destination Atop)

CLEAR (Clear)



SRC_OUT (Source Out)



DST_OUT (Destination Out)



XOR (Exclusive Or)

[+] [Perspective] [Standard] [Default Shading]

Maximize Viewport Space

Active Viewport >

Disable Viewport D

Show Grids G

ViewCube >

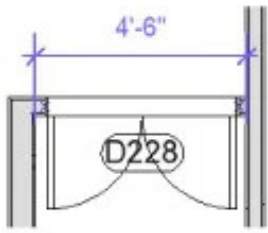
SteeringWheels >

xView >

Create Preview >

Configure Viewports...

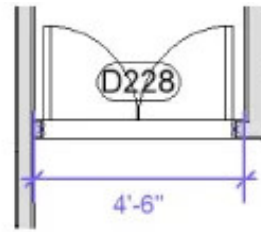
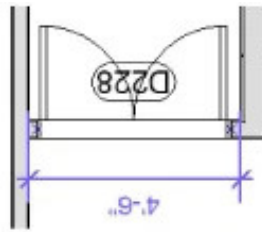
2D Pan Zoom Mode



Dimension in an unrotated viewport

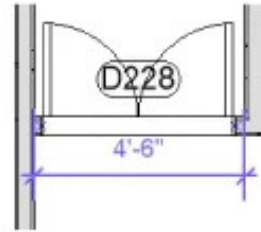
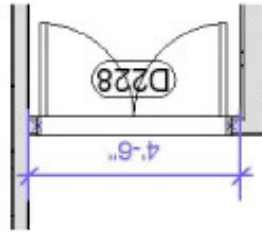


**Adjust Flipped Text
and Re-Position
Dimension Text**
both disabled



**Adjust Flipped
Text enabled**

**Re-Position
Dimension Text**
enabled

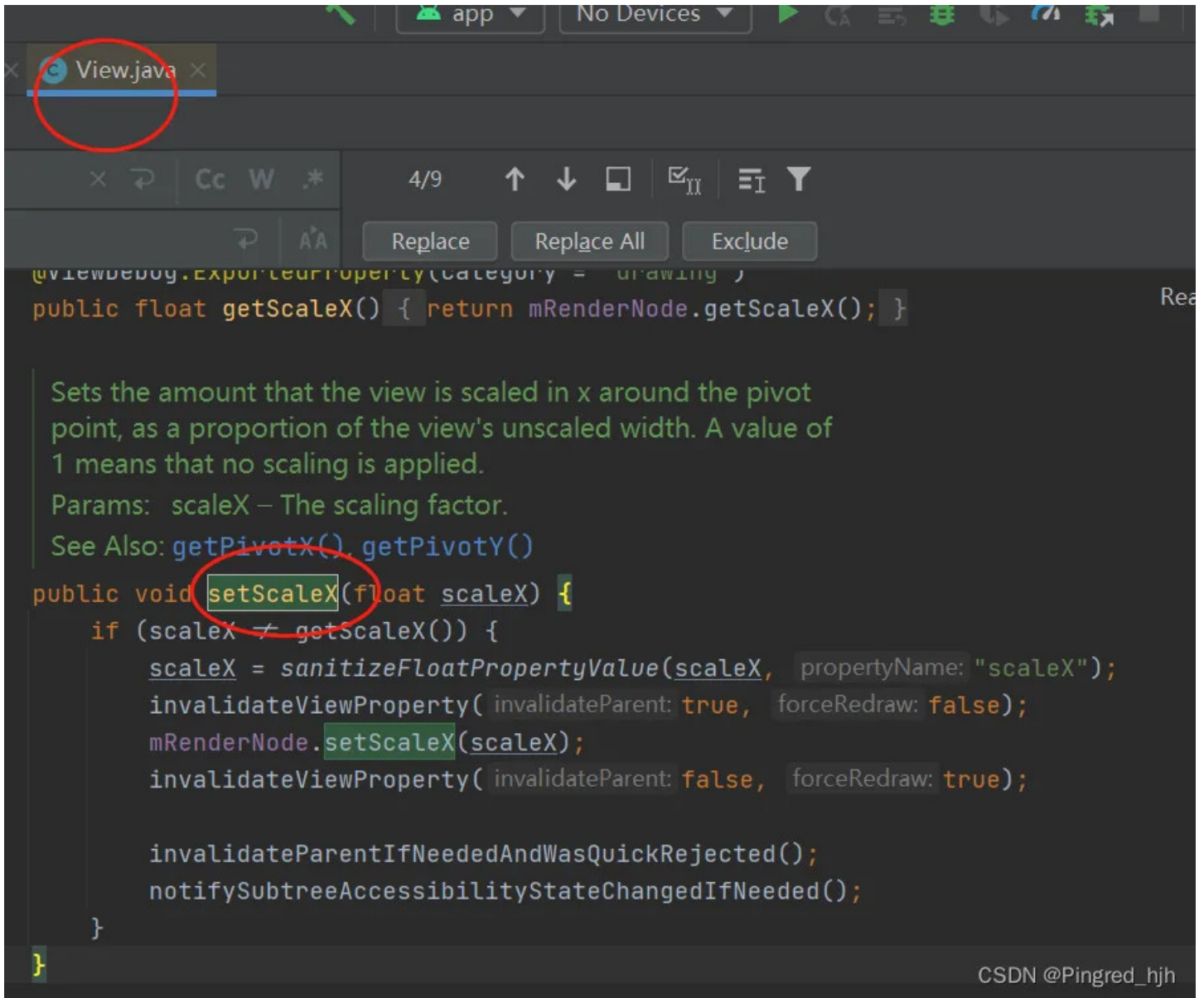


**Adjust Flipped Text
and Re-Position
Dimension Text both
enabled**

Dimensions after the viewport is rotated 180 degrees

画布的宽度为400px





The screenshot shows an IDE window titled "View.java". A search bar at the top contains the text "setScaleX". Below the search bar, the code for the `setScaleX` method is displayed. The method signature is `public void setScaleX(float scaleX) {`. The implementation includes a check for `scaleX != getScaleX()`, followed by sanitization of the float value, invalidation of the view property, and a call to `mRenderNode.setScaleX(scaleX)`. The method concludes with `invalidateParentIfNeededAndWasQuickRejected()` and `notifySubtreeAccessibilityStateChangedIfNeeded()`.

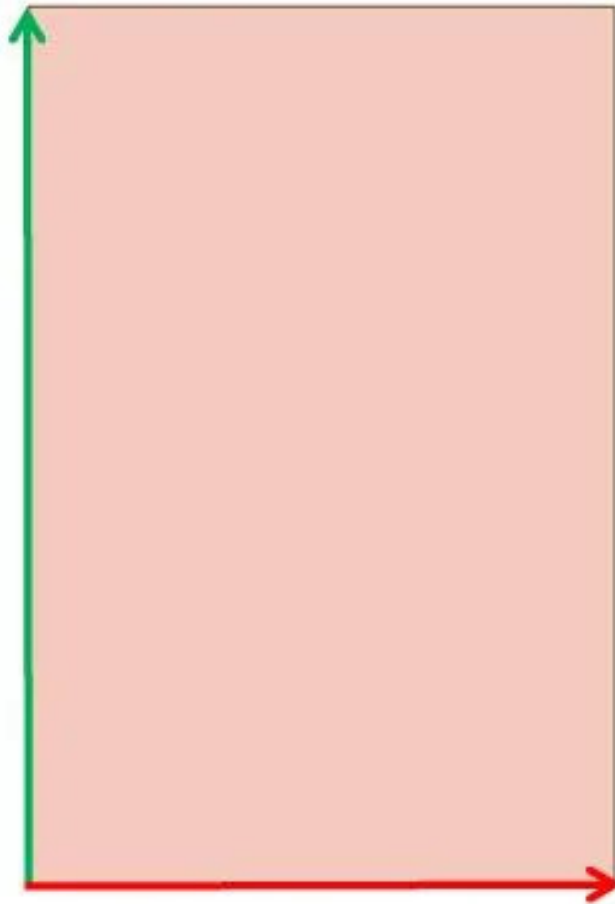
```
@viewdebug.ExportedProperty(category = "drawing")
public float getScaleX() { return mRenderNode.getScaleX(); }

Sets the amount that the view is scaled in x around the pivot
point, as a proportion of the view's unscaled width. A value of
1 means that no scaling is applied.
Params: scaleX – The scaling factor.
See Also: getPivotX(), getPivotY()
public void setScaleX(float scaleX) {
    if (scaleX != getScaleX()) {
        scaleX = sanitizeFloatPropertyValue(scaleX, propertyName: "scaleX");
        invalidateViewProperty( invalidateParent: true, forceRedraw: false);
        mRenderNode.setScaleX(scaleX);
        invalidateViewProperty( invalidateParent: false, forceRedraw: true);

        invalidateParentIfNeededAndWasQuickRejected();
        notifySubtreeAccessibilityStateChangedIfNeeded();
    }
}
```

CSDN @Pingred_hjh

Y axis (top)



$(0.0, 0.0)$

Origin at the lower left

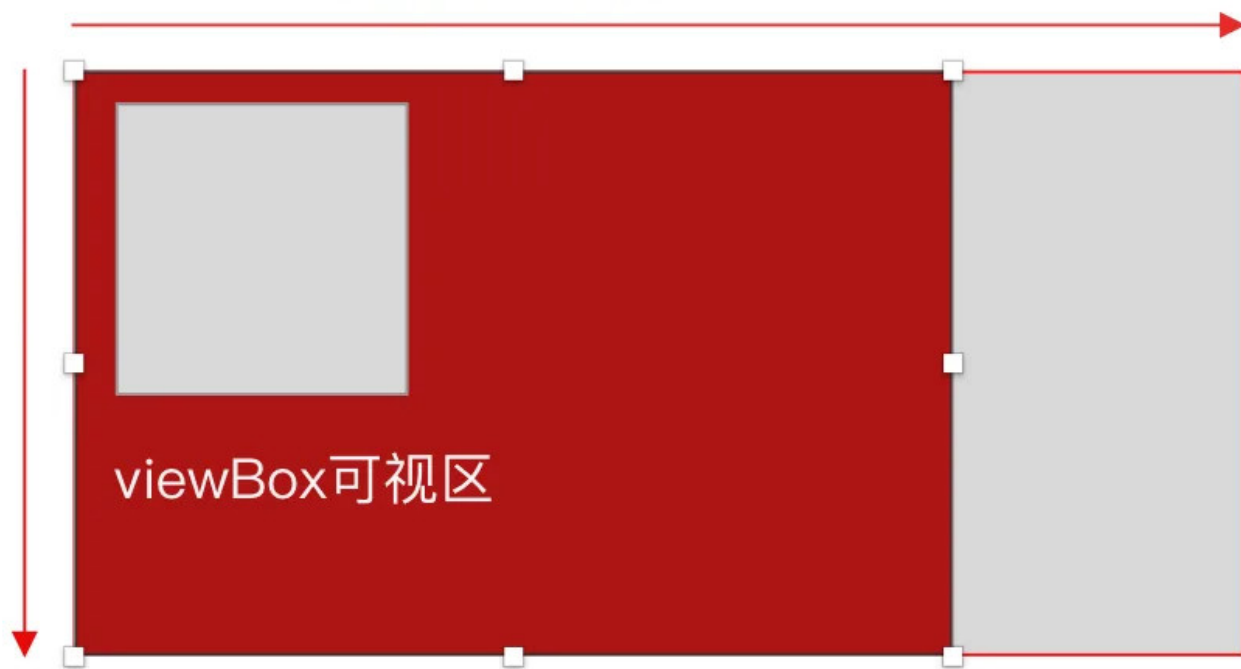
X axis (right)

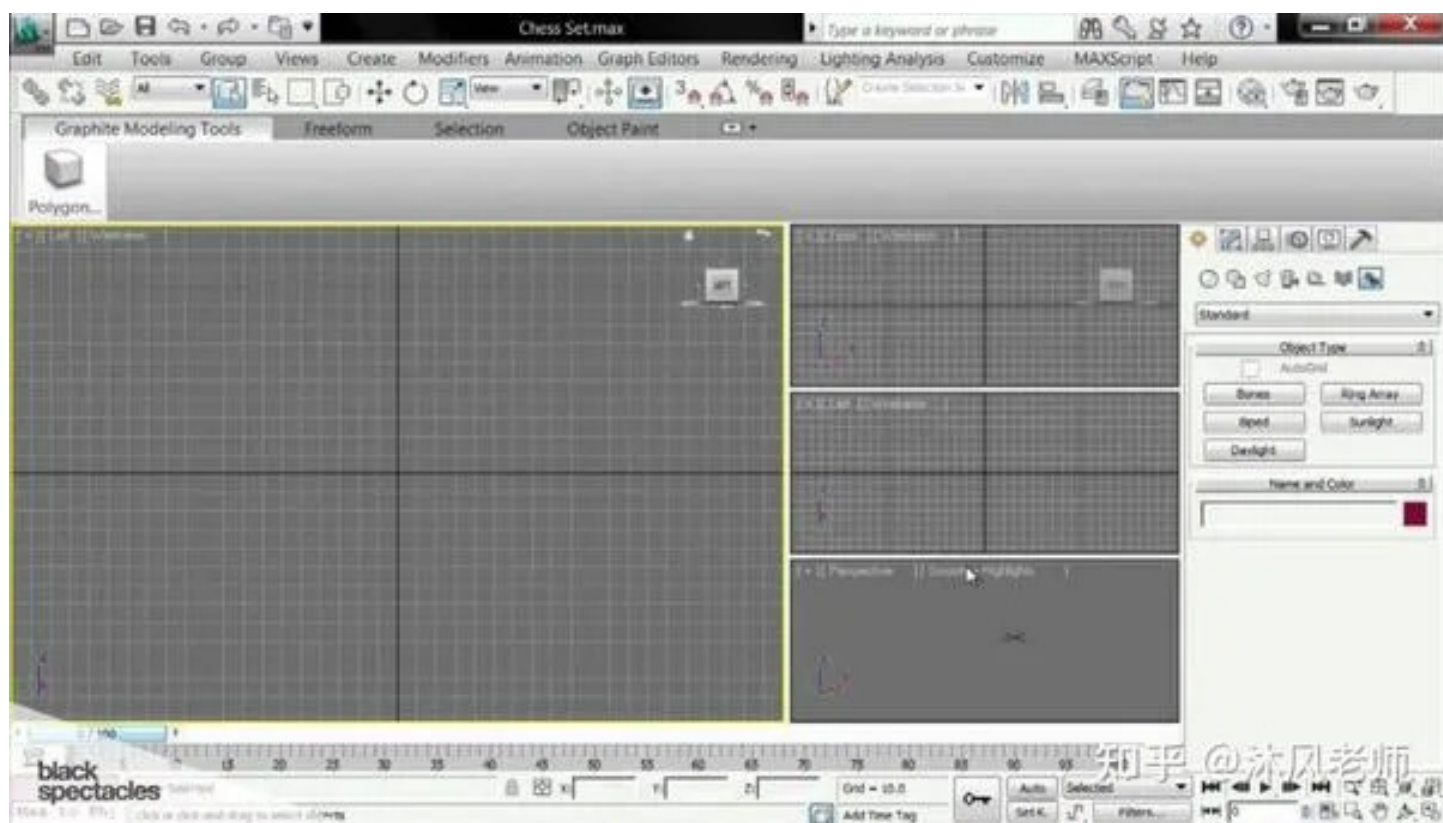
imobilebbs.com

```
<meta name="viewport" content="width=980, initial-scale=1.0">
```

画布的宽度为400px

画布高度为200px





所有可能的操作

情境关联 ▶

搜索

- ▷ Actor
- ▷ AI
- ▷ Android Permission
- ▷ Animation
- ▷ Animation Sharing
- ▷ Appearance
- ▷ AR Augmented Reality
- ▷ AR Settings
- ▷ AR Shared World
- ▷ Asserts
- ▷ Asset Data
- ▷ Asset Manager
- ▷ Asset Registry
- ▷ Audio
- ▷ Audio Volume
- ▷ Augmented Reality
- ▷ Auto Player Activation
- ▷ Automation
- ▷ Behavior
- ▷ Button

被调用。
功能。

```
Elements Console Sources Network Performance
top Filter
> document.documentElement.clientWidth; // 画布宽度
< 980
> window.screen.width; // 可视窗口宽度
< 375
> 375 / 980; // scale
< 0.3826530612244898
>
```

```

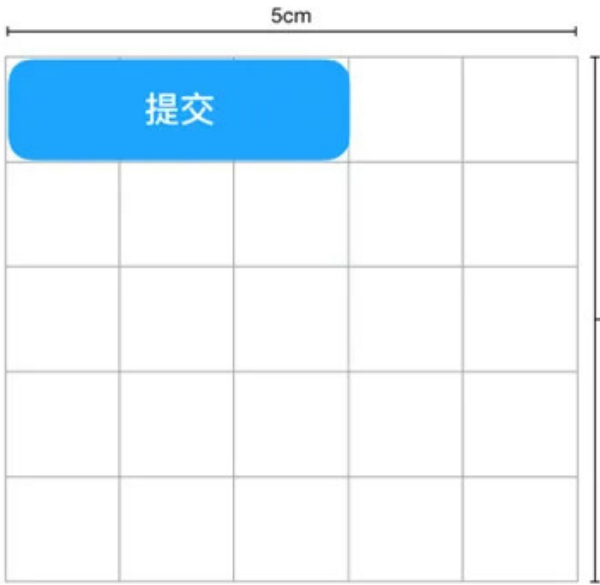
class ComponentActivity implements ViewModelStoreOwner{

    private ViewModelStore mViewModelStore;

    public ComponentActivity() {
        getLifecycle().addObserver(new LifecycleEventObserver() {
            @Override
            public void onStateChanged(@NonNull LifecycleOwner source,
                @NonNull Lifecycle.Event event) {
                if (event == Lifecycle.Event.ON_DESTROY) {
                    //非配置更改的destory时,清空viewModel缓存
                    if (!isChangingConfigurations()) {
                        getViewModelStore().clear();
                    }
                }
            }
        });
    }

    public ViewModelStore getViewModelStore() {
        if (mViewModelStore == null) {
            //创建时,先从上一个配置中获取 ViewModelStore
            NonConfigurationInstances nc =
                (NonConfigurationInstances) getLastNonConfigurationInstance();
            if (nc != null) {
                mViewModelStore = nc.viewModelStore;
            }
            if (mViewModelStore == null) {
                mViewModelStore = new ViewModelStore();
            }
        }
        return mViewModelStore;
    }
}

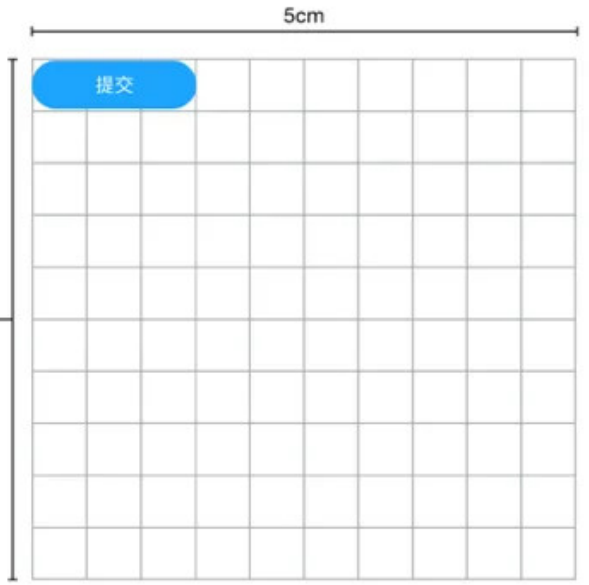
```



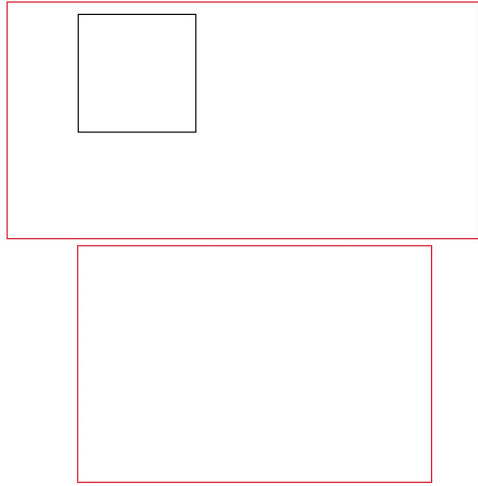
分辨率 5 × 5

```
.button {  
  width:3px;  
  height:1px;  
}
```

5cm



分辨率10 × 10



```
<!doctype html>
<html>
<head>...</head>
<body>
  <div style="width:100%;display:inline-block;">
    <svg style="border: 1px solid red;" width="400" height="200" viewBox="0,0,300,200">
      <rect x="10" y="10" width="100" height="100" style="stroke: black; fill:none;">
    </rect>
  </svg>
</div>
... <div style="border: 1px solid red;width:300px;height:200px; margin-left: 60px;"></div>
</body>
</html>
```

html body div


Styles Event Listeners DOM Breakpoints Properties Accessibility

Filter :hov .cls +

Unreal Engine logo

New Plugin


Choose a template and then specify a name to create a new plugin.



Blueprint Library

Create a plugin that will contain Blueprint Function Library.


Choose this if you want to create static blueprint nodes.



Editor Toolbar Button

Create a plugin that will add a button to the toolbar in the Level Editor.


Start by implementing something in the created "OnButtonClick" event.



Editor Standalone Window

Create a plugin that will add a button to the toolbar in the Level Editor that summons an empty standalone tab window when clicked.

Editor Mode

E:\Unreal Projects\TestViewport\Plugins\ TPViewport  A plugin with this name already exists!

Folder Name

Descriptor Data

Author	<input type="text"/>
Description	<input type="text"/>

<https://blog.csdn.net/mrbaolong>

3.5"

960*640px
326PPI