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Always make sure to disable sensors you don't need, especially when your activity is paused. Failing to do so can drain the battery in just a few hours. Note that the system will not disable sensors automatically when the screen turns off. class SensorManager.DynamicSensorCallback Used for receiving notifications from the SensorManager when dynamic sensors are connected or disconnected. int AXIS_MINUS_X see remapCoordinateSystem(float[], int, int, float[]) int AXIS_MINUS_Y see remapCoordinateSystem(float[], int, int, float[]) int AXIS_MINUS_Z see remapCoordinateSystem(float[], int, int, float[]) int AXIS_X see remapCoordinateSystem(float[], int, int, float[]) int AXIS_Y see remapCoordinateSystem(float[], int, int, float[]) int AXIS_Z see remapCoordinateSystem(float[], int, int, float[]) int DATA_X This constant was deprecated in API level 15. use Sensor instead. int DATA_Y This constant was deprecated in API level 15. use Sensor instead. int DATA_Z This constant was deprecated in API level 15. use Sensor instead. float GRAVITY_DEATH_STAR_I Gravity (estimate) on the first Death Star in Empire units (m/s^2) float GRAVITY_EARTH Earth's gravity in SI units (m/s^2) float GRAVITY_JUPITER Jupiter's gravity in SI units (m/s^2) float GRAVITY_MARS Mars' gravity in SI units (m/s^2) float GRAVITY_MERCURY Mercury's gravity in SI units (m/s^2) float GRAVITY_MOON The Moon's gravity in SI units (m/s^2) float GRAVITY_NEPTUNE Neptune's gravity in SI units (m/s^2) float GRAVITY_PLUTO Pluto's gravity in SI units (m/s^2) float GRAVITY_SATURN Saturn's gravity in SI units (m/s^2) float GRAVITY_SUN Sun's gravity in SI units (m/s^2) float GRAVITY_THE_ISLAND Gravity on the island float GRAVITY_URANUS Uranus' gravity in SI units (m/s^2) float GRAVITY_VENUS Venus' gravity in SI units (m/s^2) float LIGHT_CLOUDY luminance under a cloudy sky in lux float LIGHT_FULLMOON luminance at night with full moon in lux float LIGHT_NO_MOON luminance at night with no moon in lux float LIGHT_OVERCAST luminance under an overcast sky in lux float LIGHT_SHADE luminance in shade in lux float LIGHT_SUNLIGHT luminance of sunlight in lux float LIGHT_SUNLIGHT_MAX Maximum luminance of sunlight in lux float LIGHT_SUNRISE luminance at sunrise in lux float MAGNETIC_FIELD_EARTH_MAX Maximum magnetic field on Earth's surface float MAGNETIC_FIELD_EARTH_MIN Minimum magnetic field on Earth's surface float PRESSURE_STANDARD_ATMOSPHERE Standard atmosphere, or average sea-level pressure in hPa (millibar) int RAW_DATA_INDEX This constant was deprecated in API level 15. use Sensor instead. int RAW_DATA_X This constant was deprecated in API level 15. use Sensor instead. int RAW_DATA_Y This constant was deprecated in API level 15. use Sensor instead. int RAW_DATA_Z This constant was deprecated in API level 15. use Sensor instead. int SENSOR_ACCELEROMETER This constant was deprecated in API level 15. use Sensor instead. int SENSOR_ALL This constant was deprecated in API level 15. use Sensor instead. int SENSOR_DELAY_FASTEST get sensor data as fast as possible int SENSOR_DELAY_GAME rate suitable for games int SENSOR_DELAY_NORMAL rate (default) suitable for screen orientation changes int SENSOR_DELAY_UI rate suitable for the user interface int SENSOR_LIGHT This constant was deprecated in API level 15. use Sensor instead. int SENSOR_MAGNETIC_FIELD This constant was deprecated in API level 15. use Sensor instead. int SENSOR_MAX This constant was deprecated in API level 15. use Sensor instead. int SENSOR_MIN This constant was deprecated in API level 15. use Sensor instead. int SENSOR_ORIENTATION This constant was deprecated in API level 15. use Sensor instead. int SENSOR_ORIENTATION_RAW This constant was deprecated in API level 15. use Sensor instead. int SENSOR_PROXIMITY This constant was deprecated in API level 15. use Sensor instead. int SENSOR_STATUS_ACCURACY_HIGH This sensor is reporting data with maximum accuracy int SENSOR_STATUS_ACCURACY_LOW This sensor is reporting data with low accuracy, calibration with the environment is needed int SENSOR_STATUS_ACCURACY_MEDIUM This sensor is reporting data with an average level of accuracy, calibration with the environment may improve the readings int SENSOR_STATUS_NO_CONTACT The values returned by this sensor cannot be trusted because the sensor had no contact with what it was measuring (for example, the heart rate monitor is not in contact with the user). int SENSOR_STATUS_UNRELIABLE The values returned by this sensor cannot be trusted, calibration is needed or the environment doesn't allow readings int SENSOR_TEMPERATURE This constant was deprecated in API level 15. use Sensor instead. int SENSOR_TRICORDER This constant was deprecated in API level 15. use Sensor instead. float STANDARD_GRAVITY Standard gravity (g) on Earth. boolean cancelTriggerSensor(TriggerEventListener listener, Sensor sensor) Cancels receiving trigger events for a trigger sensor. SensorDirectChannel createDirectChannel(MemoryFile mem) Create a sensor direct channel backed by shared memory wrapped in MemoryFile object. SensorDirectChannel createDirectChannel(HardwareBuffer mem) Create a sensor direct channel backed by shared memory wrapped in HardwareBuffer object. boolean flush(SensorEventListener listener) Flushes the FIFO of all the sensors registered for this listener. static float getAltitude(float p0, float p) Computes the Altitude in meters from the atmospheric pressure and the pressure at sea level. static void getAngleChange(float[] angleChange, float[] R, float[] prevR) Helper function to compute the angle change between two rotation matrices. Sensor getDefaultSensor(int type) Use this method to get the default sensor for a given type. Sensor getDefaultSensor(int type, boolean wakeUp) Return a Sensor with the given type and wakeUp properties. List getDynamicSensorList(int type) Use this method to get a list of available dynamic sensors of a certain type. static float getInclination(float[] I) Computes the geomagnetic inclination angle in radians from the inclination matrix I returned by getRotationMatrix(float[], float[], float[], float[]). static float[] getOrientation(float[] R, float[] values) Computes the device's orientation based on the rotation matrix. static void getQuaternionFromVector(float[] Q, float[] rv) Helper function to convert a rotation vector to a normalized quaternion. static boolean getRotationMatrix(float[] R, float[] I, float[] gravity, float[] geomagnetic) Computes the inclination matrix I as well as the rotation matrix R transforming a vector from the device coordinate system to the world's coordinate system which is defined as a direct orthonormal basis, where: X is defined as the vector product Y.Z (It is tangential to the ground at the device's current location and roughly points East). static void getRotationMatrixFromVector(float[] R, float[] rotationVector) Helper function to convert a rotation vector to a rotation matrix. List getSensorList(int type) Use this method to get the list of available sensors of a certain type. int getSensors() This method was deprecated in API level 15. This method is deprecated, use SensorManager#getSensorList(int) instead boolean isDynamicSensorDiscoverySupported() Tell if dynamic sensor discovery feature is supported by system. void registerDynamicSensorCallback(SensorManager.DynamicSensorCallback callback) Add a DynamicSensorCallback to receive dynamic sensor connection callbacks. void registerDynamicSensorCallback(SensorManager.DynamicSensorCallback callback, Handler handler) Add a DynamicSensorCallback to receive dynamic sensor connection callbacks. boolean registerListener(SensorEventListener listener, Sensor sensor, int samplingPeriodUs) Registers a SensorEventListener for the given sensor at the given sampling frequency. boolean registerListener(SensorEventListener listener, Sensor sensor, int samplingPeriodUs, int maxReportLatencyUs) Registers a SensorEventListener for the given sensor at the given sampling frequency and the given maximum reporting latency. boolean registerListener(SensorEventListener listener, Sensor sensor, int samplingPeriodUs, Handler handler) Registers a SensorEventListener for the given sensor. boolean registerListener(SensorListener listener, int sensors) This method was deprecated in API level 15. This method is deprecated, use SensorManager#registerListener(SensorEventListener, Sensor, int) instead. boolean registerListener(SensorListener listener, int sensors, int rate) This method was deprecated in API level 15. This method is deprecated, use SensorManager#registerListener(SensorEventListener, Sensor, int) instead. boolean registerListener(SensorEventListener listener, Sensor sensor, int samplingPeriodUs, int maxReportLatencyUs, Handler handler) Registers a SensorEventListener for the given sensor at the given sampling frequency and the given maximum reporting latency. static boolean remapCoordinateSystem(float[] inR, int X, int Y, float[] outR) Rotates the supplied rotation matrix so it is expressed in a different coordinate system. boolean requestTriggerSensor(TriggerEventListener listener, Sensor sensor) Requests receiving trigger events for a trigger sensor. void unregisterDynamicSensorCallback(SensorManager.DynamicSensorCallback callback) Remove a DynamicSensorCallback to stop sending dynamic sensor connection events to that callback. void unregisterListener(SensorEventListener listener) Unregisters a listener for all sensors. void unregisterListener(SensorEventListener listener, Sensor sensor) Unregisters a listener for the sensors with which it is registered. void unregisterListener(SensorListener listener) This method was deprecated in API level 15. This method is deprecated, use SensorManager#unregisterListener(SensorEventListener) instead. void unregisterListener(SensorListener listener, int sensors) This method was deprecated in API level 15. This method is deprecated, use SensorManager#unregisterListener(SensorEventListener, Sensor) instead. From class java.lang.Object Object clone() Creates and returns a copy of this object. boolean equals(Object obj) Indicates whether some other object is "equal to" this one. void finalize() Called by the garbage collector on an object when garbage collection determines that there are no more references to the object. final Class getClass() Returns the runtime class of this Object. int hashCode() Returns a hash code value for the object. final void notify() Wakes up a single thread that is waiting on this object's monitor. final void notifyAll() Wakes up all threads that are waiting on this object's monitor. String toString() Returns a string representation of the object. final void wait(long timeout, int nanos) Causes the current thread to wait until another thread invokes the notify() method or the notifyAll() method for this object, or some other thread interrupts the current thread, or a certain amount of real time has elapsed. final void wait(long timeout) Causes the current thread to wait until either another thread invokes the notify() method or the notifyAll() method for this object, or a specified amount of time has elapsed. final void wait() Causes the current thread to wait until another thread invokes the notify() method or the notifyAll() method for this object. public static final float GRAVITY_DEATH_STAR_I Gravity (estimate) on the first Death Star in Empire units (m/s^2) Constant Value: 3.5303614E-7 public static final float GRAVITY_EARTH Earth's gravity in SI units (m/s^2) Constant Value: 9.80665 public static final float GRAVITY_JUPITER Jupiter's gravity in SI units (m/s^2) Constant Value: 23.12 public static final float GRAVITY_MARS Mars' gravity in SI units (m/s^2) Constant Value: 3.71 public static final float GRAVITY_MERCURY Mercury's gravity in SI units (m/s^2) Constant Value: 3.7 public static final float GRAVITY_MOON The Moon's gravity in SI units (m/s^2) Constant Value: 1.6 public static final float GRAVITY_NEPTUNE Neptune's gravity in SI units (m/s^2) Constant Value: 11.0 public static final float GRAVITY_PLUTO Pluto's gravity in SI units (m/s^2) Constant Value: 0.6 public static final float GRAVITY_SATURN Saturn's gravity in SI units (m/s^2) Constant Value: 8.96 public static final float GRAVITY_SUN Sun's gravity in SI units (m/s^2) Constant Value: 275.0 public static final float GRAVITY_THE_ISLAND Gravity on the island Constant Value: 4.815162 public static final float GRAVITY_URANUS Uranus' gravity in SI units (m/s^2) Constant Value: 8.69 public static final float GRAVITY_VENUS Venus' gravity in SI units (m/s^2) Constant Value: 8.87 public static final float LIGHT_CLOUDY luminance under a cloudy sky in lux Constant Value: 100.0 public static final float LIGHT_FULLMOON luminance at night with full moon in lux Constant Value: 0.25 public static final float LIGHT_NO_MOON luminance at night with no moon in lux Constant Value: 0.001 public static final float LIGHT_OVERCAST luminance under an overcast sky in lux Constant Value: 10000.0 public static final float LIGHT_SHADE luminance in shade in lux Constant Value: 20000.0 public static final float LIGHT_SUNLIGHT luminance of sunlight in lux Constant Value: 110000.0 public static final float LIGHT_SUNLIGHT_MAX Maximum luminance of sunlight in lux Constant Value: 120000.0 public static final float LIGHT_SUNRISE luminance at sunrise in lux Constant Value: 400.0 public static final float MAGNETIC_FIELD_EARTH_MAX Maximum magnetic field on Earth's surface Constant Value: 60.0 public static final float MAGNETIC_FIELD_EARTH_MIN Minimum magnetic field on Earth's surface Constant Value: 30.0 public static final float PRESSURE_STANDARD_ATMOSPHERE Standard atmosphere, or average sea-level pressure in hPa (millibar) Constant Value: 1013.25 Added in API level 1 Deprecated in API level 15 public static final int SENSOR_ACCELEROMETER This constant was deprecated in API level 15. use Sensor instead. A constant describing an accelerometer. See SensorListener for more details. Constant Value: 2 (0x00000002) Added in API level 1 Deprecated in API level 15 public static final int SENSOR_ALL This constant was deprecated in API level 15. use Sensor instead. A constant that includes all sensors Constant Value: 127 (0x0000007f) public static final int SENSOR_DELAY_FASTEST get sensor data as fast as possible Constant Value: 0 (0x00000000) public static final int SENSOR_DELAY_GAME rate suitable for games Constant Value: 1 (0x00000001) public static final int SENSOR_DELAY_NORMAL rate (default) suitable for screen orientation changes Constant Value: 3 (0x00000003) public static final int SENSOR_DELAY_UI rate suitable for the user interface Constant Value: 2 (0x00000002) Added in API level 1 Deprecated in API level 15 public static final int SENSOR_LIGHT This constant was deprecated in API level 15. use Sensor instead. A constant describing an ambient light sensor See SensorListener for more details. Constant Value: 16 (0x00000010) Added in API level 1 Deprecated in API level 15 public static final int SENSOR_MAGNETIC_FIELD This constant was deprecated in API level 15. use Sensor instead. A constant describing a magnetic sensor See SensorListener for more details. Constant Value: 8 (0x00000008) Added in API level 1 Deprecated in API level 15 public static final int SENSOR_MAX This constant was deprecated in API level 15. use Sensor instead. Largest sensor ID Constant Value: 64 (0x00000040) Added in API level 1 Deprecated in API level 15 public static final int SENSOR_MIN This constant was deprecated in API level 15. use Sensor instead. Smallest sensor ID Constant Value: 1 (0x00000001) Added in API level 1 Deprecated in API level 15 public static final int SENSOR_ORIENTATION This constant was deprecated in API level 15. use Sensor instead. A constant describing an orientation sensor. See SensorListener for more details. Constant Value: 1 (0x00000001) Added in API level 1 Deprecated in API level 15 public static final int SENSOR_ORIENTATION_RAW This constant was deprecated in API level 15. use Sensor instead. A constant describing an orientation sensor. See SensorListener for more details. Constant Value: 128 (0x00000080) Added in API level 1 Deprecated in API level 15 public static final int SENSOR_PROXIMITY This constant was deprecated in API level 15. use Sensor instead. A constant describing a proximity sensor See SensorListener for more details. Constant Value: 32 (0x00000020) public static final int SENSOR_STATUS_ACCURACY_HIGH This sensor is reporting data with maximum accuracy Constant Value: 3 (0x00000003) public static final int SENSOR_STATUS_ACCURACY_LOW This sensor is reporting data with low accuracy, calibration with the environment is needed Constant Value: 1 (0x00000001) public static final int SENSOR_STATUS_ACCURACY_MEDIUM This sensor is reporting data with an average level of accuracy, calibration with the environment may improve the readings Constant Value: 2 (0x00000002) public static final int SENSOR_STATUS_NO_CONTACT The values returned by this sensor cannot be trusted because the sensor had no contact with what it was measuring (for example, the heart rate monitor is not in contact with the user). Constant Value: -1 (0xffffffff) public static final int SENSOR_STATUS_UNRELIABLE The values returned by this sensor cannot be trusted, calibration is needed or the environment doesn't allow readings Constant Value: 0 (0x00000000) Added in API level 1 Deprecated in API level 15 public static final int SENSOR_TEMPERATURE This constant was deprecated in API level 15. use Sensor instead. A constant describing a temperature sensor See SensorListener for more details. Constant Value: 4 (0x00000004) Added in API level 1 Deprecated in API level 15 public static final int SENSOR_TRICORDER This constant was deprecated in API level 15. use Sensor instead. A constant describing a Tricorder See SensorListener for more details. Constant Value: 64 (0x00000040) public static final float STANDARD_GRAVITY Standard gravity (g) on Earth. This value is equivalent to 1G Constant Value: 9.80665 public SensorDirectChannel createDirectChannel (MemoryFile mem) Create a sensor direct channel backed by shared memory wrapped in MemoryFile object. The resulting channel can be used for delivering sensor events to native code, other processes, GPU/DSP or other co-processors without CPU intervention. This is the recommanded for high performance sensor applications that use high sensor rates (e.g. greater than 200Hz) and cares about sensor event latency. Use the returned SensorDirectChannel object to configure direct report of sensor events. After use, call SensorDirectChannel.close() to free up resource in sensor system associated with the direct channel. Parameters mem MemoryFile: A MemoryFile shared memory object. Returns SensorDirectChannel A SensorDirectChannel object. See also: SensorDirectChannel.close() public boolean flush (SensorEventListener listener) Flushes the FIFO of all the sensors registered for this listener. If there are events in the FIFO of the sensor, they are returned as if the maxReportLantecy of the FIFO has expired. Events are returned in the usual way through the SensorEventListener. This call doesn't affect the maxReportLantecy for this sensor. This call is asynchronous and returns immediately. onFlushCompleted is called after all the events in the batch at the time of calling this method have been delivered successfully. If the hardware doesn't support flush, it still returns true and a trivial flush complete event is sent after the current event for all the clients registered for this sensor. Parameters listener SensorEventListener: A SensorEventListener object which was previously used in a registerListener call. Returns boolean true if the flush is initiated successfully on all the sensors registered for this listener, false if no sensor is previously registered for this listener or flush on one of the sensors fails. Throws IllegalArgumentException when listener is null. See also: registerListener(SensorEventListener, Sensor, int, int) public static float getAltitude (float p0, float p) Computes the Altitude in meters from the atmospheric pressure and the pressure at sea level. Typically the atmospheric pressure is read from a Sensor#TYPE_PRESSURE sensor. The pressure at sea level must be known, usually it can be retrieved from airport databases in the vicinity. If unknown, you can use PRESSURE_STANDARD_ATMOSPHERE as an approximation, but absolute altitudes won't be accurate. To calculate altitude differences, you must calculate the difference between the altitudes at both points. If you don't know the altitude as sea level, you can use PRESSURE_STANDARD_ATMOSPHERE instead, which will give good results considering the range of pressure typically involved. float altitude_difference = getAltitude(SensorManager.PRESSURE_STANDARD_ATMOSPHERE, pressure_at_point2) - getAltitude(SensorManager.PRESSURE_STANDARD_ATMOSPHERE, pressure_at_point1); Parameters p0 float: pressure at sea level p float: atmospheric pressure Returns float Altitude in meters public static void getAngleChange (float[] angleChange, float[] R, float[] prevR) Helper function to compute the angle change between two rotation matrices. Given a current rotation matrix (R) and a previous rotation matrix (prevR) computes the intrinsic rotation around the z, x, and y axes which transforms prevR to R. outputs a 3 element vector containing the z, x, and y angle change at indexes 0, 1, and 2 respectively. Each input matrix is either as a 3x3 or 4x4 row-major matrix depending on the length of the passed array: If the array length is 9, then the array elements represent this matrix / R[0] R[1] R[2] \ | R[3] R[4] R[5] | \ R[6] R[7] R[8] / If the array length is 16, then the array elements represent this matrix / R[0] R[1] R[2] R[3] \ | R[4] R[5] R[6] R[7] | | R[8] R[9] R[10] R[11] | \ R[12] R[13] R[14] R[15] / See getOrientation(float[], float[]) for more detailed definition of the output. Parameters angleChange float: an an array of floats (z, x, and y) in which the angle change (in radians) is stored R float: current rotation matrix prevR float: previous rotation matrix public Sensor getDefaultSensor (int type) Use this method to get the default sensor for a given type. Note that the returned sensor could be a composite sensor, and its data could be averaged or filtered. If you need to access the raw sensors use getSensorList. Parameters type int: of sensors requested Returns Sensor the default sensor matching the requested type if one exists and the application has the necessary permissions, or null otherwise. See also: public Sensor getDefaultSensor (int type, boolean wakeUp) Return a Sensor with the given type and wakeUp properties. If multiple sensors of this type exist, any one of them may be returned. For example, Note: Sensors like Sensor#TYPE_PROXIMITY and Sensor#TYPE_SIGNIFICANT_MOTION are declared as wake-up sensors by default. Parameters type int: type of sensor requested wakeUp boolean: flag to indicate whether the Sensor is a wake-up or non wake-up sensor. Returns Sensor the default sensor matching the requested type and wakeUp properties if one exists and the application has the necessary permissions, or null otherwise. See also: public List getDynamicSensorList (int type) Use this method to get a list of available dynamic sensors of a certain type. Make multiple calls to get sensors of different types or use Sensor.TYPE_ALL to get all dynamic sensors. NOTE: Both wake-up and non wake-up sensors matching the given type are returned. Check Sensor#isWakeUpSensor() to know the wake-up properties of the returned Sensor. Parameters type int: of sensors requested Returns List a list of dynamic sensors matching the requested type. public static float getInclination (float[] I) Computes the geomagnetic inclination angle in radians from the inclination matrix I returned by getRotationMatrix(float[], float[], float[], float[]). Returns float The geomagnetic inclination angle in radians. public static float[] getOrientation (float[] R, float[] values) Computes the device's orientation based on the rotation matrix. When it returns, the array values are as follows: values[0]: Azimuth, angle of rotation about the -z axis. This value represents the angle between the device's y axis and the magnetic north pole. When facing north, this angle is 0, when facing south, this angle is π. Likewise, when facing east, this angle is π/2, and when facing west, this angle is -π/2. The range of values is -π to π. values[1]: Pitch, angle of rotation about the x axis. This value represents the angle between a plane parallel to the device's screen and a plane parallel to the ground. Assuming that the bottom edge of the device faces the user and that the screen is face-up, tilting the top edge of the device toward the ground creates a positive pitch angle. The range of values is -π/2 to π/2. values[2]: Roll, angle of rotation about the y axis. This value represents the angle between a plane perpendicular to the device's screen and a plane perpendicular to the ground. Assuming that the bottom edge of the device faces the user and that the screen is face-up, tilting the left edge of the device toward the ground creates a positive roll angle. The range of values is -π to π. Applying these three rotations in the azimuth, pitch, roll order transforms an identity matrix to the rotation matrix passed into this method. Also, note that all three orientation angles are expressed in radians. Returns float[] The array values passed as argument. public static void getQuaternionFromVector (float[] Q, float[] rv) Helper function to convert a rotation vector to a normalized quaternion. Given a rotation vector (presumably from a ROTATION_VECTOR sensor), returns a normalized quaternion in the array Q. The quaternion is stored as [w, x, y, z] Parameters Q float: an array of floats in which to store the computed quaternion rv float: the rotation vector to convert public static boolean getRotationMatrix (float[] R, float[] I, float[] gravity, float[] geomagnetic) Computes the inclination matrix I as well as the rotation matrix R transforming a vector from the device coordinate system to the world's coordinate system which is defined as a direct orthonormal basis, where: X is defined as the vector product Y.Z (It is tangential to the ground at the device's current location and roughly points East). Y is tangential to the ground at the device's current location and points towards the magnetic North Pole. Z points towards the sky and is perpendicular to the ground. By definition: [0 0 g] = R * gravity (g = magnitude of gravity) [0 m 0] = I * R * geomagnetic (m = magnitude of geomagnetic field) R is the identity matrix when the device is aligned with the world's coordinate system, that is, when the device's X axis points toward East, the Y axis points to the North Pole and the device is facing the sky. I is a rotation matrix transforming the geomagnetic vector into the same coordinate space as gravity (the world's coordinate space). I is a simple rotation around the X axis. The inclination angle in radians can be computed with getInclination(float[]). Each matrix is returned either as a 3x3 or 4x4 row-major matrix depending on the length of the passed array: If the array length is 16: / M[0] M[1] M[2] M[3] \ | M[4] M[5] M[6] M[7] | | M[8] M[9] M[10] M[11] | \ M[12] M[13] M[14] M[15] / This matrix is ready to be used by OpenGL ES's glLoadMatrixf(float[], int). Note that because OpenGL matrices are column-major matrices you must transpose the matrix before using it. However, since the matrix is a rotation matrix, its transpose is also its inverse, conveniently, it is often the inverse of the rotation that is needed for rendering; it can therefore be used with OpenGL ES directly. Also note that the returned matrices always have this form: / M[0] M[1] M[2] 0 \ | M[4] M[5] M[6] 0 | | M[8] M[9] M[10] 0 | \ 0 0 0 1 / If the array length is 9: / M[0] M[1] M[2] \ | M[3] M[4] M[5] | \ M[6] M[7] M[8] / The inverse of each matrix can be computed easily by taking its transpose. The matrices returned by this function are meaningful only when the device is not free-falling and it is not close to the magnetic north. If the device is accelerating, or placed into a strong magnetic field, the returned matrices may be inaccurate. Parameters R float: is an array of 9 floats holding the rotation matrix R when this function returns. R can be null. I float: is an array of 9 floats holding the rotation matrix I when this function returns. I can be null. gravity float: is an array of 3 floats containing the gravity vector expressed in the device's coordinate. You can simply use the values returned by a SensorEvent of a Sensor of type TYPE_ACCELEROMETER. geomagnetic float: is an array of 3 floats containing the geomagnetic vector expressed in the device's coordinate. You can simply use the values returned by a SensorEvent of a Sensor of type TYPE_MAGNETIC_FIELD. Returns boolean true on success, false on failure (for instance, if the device is in free fall). Free fall is defined as condition when the magnitude of the gravity is less than 1/10 of the nominal value. On failure the output matrices are not modified. public static void getRotationMatrixFromVector (float[] R, float[] rotationVector) Helper function to convert a rotation vector to a rotation matrix. Given a rotation vector (presumably from a ROTATION_VECTOR sensor), returns a 9 or 16 element rotation matrix in the array R. R must have length 9 or 16. If R.length == 9, the following matrix is returned: / R[0] R[1] R[2] \ | R[3] R[4] R[5] | \ R[6] R[7] R[8] / If R.length == 16, the following matrix is returned: / R[0] R[1] R[2] 0 \ | R[4] R[5] R[6] 0 | | R[8] R[9] R[10] 0 | \ 0 0 0 1 / Parameters R float: an array of floats in which to store the rotation matrix rotationVector float: the rotation vector to convert public List getSensorList (int type) Use this method to get the list of available sensors of a certain type. Make multiple calls to get sensors of different types or use Sensor.TYPE_ALL to get all the sensors. Note that the Sensor.getName() is expected to yield a value that is unique across any sensors that return the same value for Sensor.getType(). NOTE: Both wake-up and non wake-up sensors matching the given type are returned. Check Sensor#isWakeUpSensor() to know the wake-up properties of the returned Sensor. Parameters type int: of sensors requested Returns List a list of sensors matching the asked type. See also: getDefaultSensor(int)Sensor public boolean isDynamicSensorDiscoverySupported () Tell if dynamic sensor discovery feature is supported by system. Returns boolean true if dynamic sensor discovery is supported, false otherwise. public boolean registerListener (SensorEventListener listener, Sensor sensor, int samplingPeriodUs) Registers a SensorEventListener for the given sensor at the given sampling frequency. The events will be delivered to the provided SensorEventListener as soon as they are available. To reduce the power consumption, applications can use registerListener(android.hardware.SensorEventListener, android.hardware.Sensor, int, int) instead and specify a positive non-zero maximum reporting latency. In the case of non-wake-up sensors, the events are only delivered while the Application Processor (AP) is not in suspend mode. See Sensor#isWakeUpSensor() for more details. To ensure delivery of events from non-wake-up sensors even when the screen is OFF, the application registering to the sensor must hold a partial wake-lock to keep the AP awake, otherwise some events might be lost while the AP is asleep. Note that although events might be lost while the AP is asleep, the sensor will still consume power if it is not explicitly deactivated by the application. Applications must unregister their SensorEventListeners in their activity's onPause() method to avoid consuming power while the device is inactive. See registerListener(android.hardware.SensorEventListener, android.hardware.Sensor, int, int) for more details on hardware FIFO (queueing) capabilities and when some sensor events might be lost. In the case of wake-up sensors, each event generated by the sensor will cause the AP to wake-up, ensuring that each event can be delivered. Because of this, registering to a wake-up sensor has very significant power implications. Call Sensor#isWakeUpSensor() to check whether a sensor is a wake-up sensor. See registerListener(android.hardware.SensorEventListener, android.hardware.Sensor, int, int) for information on how to reduce the power impact of registering to wake-up sensors. Note: Don't use this method with one-shot trigger sensors such as Sensor#TYPE_SIGNIFICANT_MOTION. Use requestTriggerSensor(android.hardware.TriggerEventListener, android.hardware.Sensor) instead. Use Sensor#getReportingMode() to obtain the reporting mode of a given sensor. Parameters listener SensorEventListener: A SensorEventListener object. sensor Sensor: The Sensor to register to. samplingPeriodUs int: The rate sensor events are delivered at. This is only a hint to the system. Events may be received faster or slower than the specified rate. Usually events are received faster. The value must be one of SENSOR_DELAY_NORMAL, SENSOR_DELAY_UI, SENSOR_DELAY_GAME, or SENSOR_DELAY_FASTEST or, the desired delay between events in microseconds. Specifying the delay in microseconds only works from Android 2.3 (API level 9) onwards. For earlier releases, you must use one of the SENSOR_DELAY_* constants. Returns boolean true if the sensor is supported and successfully enabled. public boolean registerListener (SensorEventListener listener, Sensor sensor, int samplingPeriodUs, int maxReportLatencyUs) Registers a SensorEventListener for the given sensor at the given sampling frequency and the given maximum reporting latency. This function is similar to registerListener(android.hardware.SensorEventListener, android.hardware.Sensor, int) but it allows events to stay temporarily in the hardware FIFO (queue) before being delivered. The events can be stored in the hardware FIFO up to maxReportLatencyUs microseconds. Once one of the events in the FIFO needs to be reported, all of the events in the FIFO are reported sequentially. This means that some events will be reported before the maximum reporting latency has elapsed. When maxReportLatencyUs is 0, the call is equivalent to a call to registerListener(android.hardware.SensorEventListener, android.hardware.Sensor, int), as it requires the events to be delivered as soon as possible. When sensor.maxFifoEventCount() is 0, the sensor does not use a FIFO, so the call will also be equivalent to registerListener(android.hardware.SensorEventListener, android.hardware.Sensor, int). Setting maxReportLatencyUs to a positive value allows to reduce the number of interrupts the AP (Application Processor) receives, hence reducing power consumption, as the AP can switch to a lower power state while the sensor is capturing the data. This is especially important when registering to wake-up sensors, for which each interrupt causes the AP to wake up if it was in suspend mode. See Sensor#isWakeUpSensor() for more information on wake-up sensors. Note: Don't use this method with one-shot trigger sensors such as Sensor#TYPE_SIGNIFICANT_MOTION. Use requestTriggerSensor(android.hardware.TriggerEventListener, android.hardware.Sensor) instead. Parameters listener SensorEventListener: A SensorEventListener object that will receive the sensor events. If the application is interested in receiving flush complete notifications, it should register with SensorEventListener2 instead. sensor Sensor: The Sensor to register to. samplingPeriodUs int: The desired delay between two consecutive events in microseconds. This is only a hint to the system. Events may be received faster or slower than the specified rate. Usually events are received faster. Can be one of SENSOR_DELAY_NORMAL, SENSOR_DELAY_UI, SENSOR_DELAY_GAME, SENSOR_DELAY_FASTEST or the delay in microseconds. maxReportLatencyUs int: Maximum time in microseconds that events can be delayed before being reported to the application. A large value allows reducing the power consumption associated with the sensor. If maxReportLatencyUs is set to zero, events are delivered as soon as they are available, which is equivalent to calling registerListener(android.hardware.SensorEventListener, android.hardware.Sensor, int). Returns boolean true if the sensor is supported and successfully enabled. public boolean registerListener (SensorEventListener listener, Sensor sensor, int samplingPeriodUs, Handler handler) Registers a SensorEventListener for the given sensor. Events are delivered in continuous mode as soon as they are available. To reduce the power consumption, applications can use registerListener(android.hardware.SensorEventListener, android.hardware.Sensor, int, int) instead and specify a positive non-zero maximum reporting latency. Note: Don't use this method with a one shot trigger sensor such as Sensor#TYPE_SIGNIFICANT_MOTION. Use requestTriggerSensor(android.hardware.TriggerEventListener, android.hardware.Sensor) instead. Parameters listener SensorEventListener: A SensorEventListener object. sensor Sensor: The Sensor to register to. samplingPeriodUs int: The rate sensor events are delivered at. This is only a hint to the system. Events may be received faster or slower than the specified rate. Usually events are received faster. The value must be one of SENSOR_DELAY_NORMAL, SENSOR_DELAY_UI, SENSOR_DELAY_GAME, or SENSOR_DELAY_FASTEST or, the desired delay between events in microseconds. Specifying the delay in microseconds only works from Android 2.3 (API level 9) onwards. For earlier releases, you must use one of the SENSOR_DELAY_* constants. handler Handler: The Handler the sensor events will be delivered to. Returns boolean true if the sensor is supported and successfully enabled. public boolean registerListener (SensorEventListener listener, Sensor sensor, int samplingPeriodUs, int maxReportLatencyUs, Handler handler) Registers a SensorEventListener for the given sensor at the given sampling frequency and the given maximum reporting latency. Parameters listener SensorEventListener: A SensorEventListener object that will receive the sensor events. If the application is interested in receiving flush complete notifications, it should register with SensorEventListener2 instead. sensor Sensor: The Sensor to register to. samplingPeriodUs int: The desired delay between two consecutive events in microseconds. This is only a hint to the system. Events may be received faster or slower than the specified rate. Usually events are received faster. Can be one of SENSOR_DELAY_NORMAL, SENSOR_DELAY_UI, SENSOR_DELAY_GAME, SENSOR_DELAY_FASTEST or the delay in microseconds. maxReportLatencyUs int: Maximum time in microseconds that events can be delayed before being reported to the application. A large value allows reducing the power consumption associated with the sensor. If maxReportLatencyUs is set to zero, events are delivered as soon as they are available, which is equivalent to calling registerListener(android.hardware.SensorEventListener, android.hardware.Sensor, int). handler Handler: The Handler the sensor events will be delivered to. Returns boolean true if the sensor is supported and successfully enabled. See also: registerListener(SensorEventListener, Sensor, int, int) public static boolean remapCoordinateSystem (float[] inR, int X, int Y, float[] outR) Rotates the supplied rotation matrix so it is expressed in a different coordinate system. This is typically used when an application needs to compute the three orientation angles of the device (see getOrientation(float[], float[])) in a different coordinate system. When the rotation matrix is used for drawing (for instance with OpenGL ES), it usually doesn't need to be transformed by this function, unless the screen is physically rotated, in which case you can use Display.getRotation() to retrieve the current rotation of the screen. Note that because the user is generally free to rotate their screen, you often should consider the rotation in deciding the parameters to use here. Examples: Using the camera (Y axis along the camera's axis) for an augmented reality application where the rotation angles are needed: remapCoordinateSystem(inR, AXIS_X, AXIS_Z, outR); Using the device as a mechanical compass when rotation is Surface.ROTATION_90: remapCoordinateSystem(inR, AXIS_Y, AXIS_MINUS_X, outR); Beware of the above example. This call is needed only to account for a rotation from its natural orientation when calculating the rotation angles (see getOrientation(float[], float[])). If the rotation matrix is also used for rendering, it may not need to be transformed, for instance if your Activity is running in landscape mode. Since the resulting coordinate system is orthonormal, only two axes need to be specified. Parameters inR float: the rotation matrix to be transformed. Usually it is the matrix returned by getRotationMatrix(float[], float[], float[], float[]). X int: defines the axis of the new cooridinate system that coincide with the X axis of the original coordinate system. Y int: defines the axis of the new cooridinate system that coincide with the Y axis of the original coordinate system. outR float: the transformed rotation matrix. inR and outR should not be the same array. Returns boolean true on success. false if the input parameters are incorrect, for instance if X and Y define the same axis. Or if inR and outR don't have the same length. See also: getRotationMatrix(float[], float[], float[], float[]) public boolean requestTriggerSensor (TriggerEventListener listener, Sensor sensor) Requests receiving trigger events for a trigger sensor. When the sensor detects a trigger event condition, such as significant motion in the case of the Sensor#TYPE_SIGNIFICANT_MOTION, the provided trigger listener will be invoked once and then its request to receive trigger events will be canceled. To continue receiving trigger events, the application must request to receive trigger events again. Returns boolean true if the sensor was successfully enabled.

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