## Hide keyboard android dialog

| I'm not robot | reCAPTCHA |
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Hi dudes Small problem im sure some of you can help me with. I got edittext in dialogfragment, and the keyboard pops up when I it comes into the spotlight... Now I want to remove the keyboard when hitting anywhere outside of edittext, but nomatter that I try I can not find the right eventhandler to do so. In another action I used this method: public redefinition bool OnTouchEvent (MotionEvent e) - InputMethodManager imm (InputMethodManager imm (InputMethodManager)GetSystemService (Context.InputMethodService); imm. HideSoftInputFromWindow (mTxtBemarkninger.WindowToken, 0); return base. OnTouchEvent (e); Works very well, but it's not in the dialogue - does anyone know what to do here? Watch 28 Star 492 Fork 44 You can't perform this action at the moment. You've signed up with another tab or window. Reboot to update the session. You subscribe to another tab or window. Reboot to update the session. We use additional third-party analytical cookies to understand how you use GitHub.com so we can create the best products. You can always update your choices by clicking on Cookie Preferences at the bottom of the page. For more information, see us that we use important cookies to perform the main functions of a website, such as logging in. Find out more Always Active We use analytical cookies to understand how you use our websites so we can make them better, for example, they are used to gather information about the pages you visit and how many clicks you need to accomplish the task. Find out more Watch 573 Star 18.2k Fork 3k You can't perform this action at the moment. You've signed up with another tab or window. Reboot to update the session. You subscribe to another tab or window. Reboot to update the session. We use additional third-party analytical cookies to understand how you use GitHub.com so we can create the best products. Learn more. We use additional third-party analytical cookies to understand how you use GitHub.com so we can create the best products. You can always update your choices by clicking on Cookie Preferences at the bottom of the page. For more information, see us that we use important cookies to understand how you use our websites so we can make them better, for example, they are used to gather information the pages you visit and how many clicks you need to complete the task. More Foreword: If you've read any of my Android articles, you already know how I feel about the worst SDK on Earth. This is an article that really crystallized my opinion. In my frustration, I created what became the main response to the overflow stack to hide the soft keyboard in Android. While I'm happy I was out of I wish SDK didn't suck to the point that creating the whole article was necessary in the first place! How do I close or hide a soft keyboard in Android? A simple question. INSANELY a complex answer. To help the clarif frenzy that follows, I would like to start by apologizing on behalf of all Android users for Google's totally funny soft keyboard treatment. The reason there are so many StackOverflow answers, each other, for the same simple question is because this API, like so many others in Android with the following statement:Keyboard.hide()End. Thank you very much. But Android has a problem. You have to use InputMethodManager to hide the keyboard. Dkay, well, it's the Android API on the keyboard from a static or utility class that doesn't make sense or need for any context. And FAR worse, IMM requires you to indicate that kind (or even worse, that box) you want to hide the keyboard from. This is what makes hiding the keyboard so challenging. Dear Google: When I search for a cake recipe, there is no RecipeProvider on Earth that would refuse to provide me with a recipe if I first answer WHO the cake will be eaten and where it will be eaten!! This sad story ends in an ugly truth: to hide the Android keyboard, you will need to provide 2 forms of identification: context and either view or Window. Hiding keyboard from Activity. Be know that this utility method only works when called out of activity! The aforementioned calls of the getCurrentFocus method of targeted activity to get a proper window marker. Hiding the keyboard from EditText housed in DialogFragment? You can't use the method above for this: It won't work because you'll pass a link to the Action Fragment host, which won't have targeted control while the snippet is shown! Oh! So, to hide the keyboard from the fragments, I resort to a lower level, more common, and uglier: Below is some additional information gleaned from the fragments, I resort to a lower level, more common, and uglier: Below is some additional information gleaned from the fragments, I resort to a lower level, more common, and uglier: Below is some additional information gleaned from the fragments, I resort to a lower level, more common, and uglier: Below is some additional information gleaned from the fragments, I resort to a lower level, more common, and uglier: Below is some additional information gleaned from the fragments, I resort to a lower level, more common, and uglier: Below is some additional information gleaned from the fragments information gleaned fragments information gleaned fragments information gleaned fragment default, Android automatically assigns initial attention to the first EditText or a focused control in your activity. Naturally, it follows that InputMethod (usually a soft keyboard) will respond to a focus event by showing itself. WindowSoftInputMode's attribute when setting up for stateAlwaysHidden, instructs the keyboard to ignore ignore automatically assigned initial focus. Almost improbably, it seems to do nothing to prevent the keyboard from opening when touching the control). Apparently, the windowSoftInputMode setting only applies to automatic focus events, not to focus events caused by sensory events. So stateAlwaysHidden is very poorly named indeed. This might be called ignoreititual focus instead. More ways to get a window tokenIf there is no focused view (for example, can happen if you just changed the snippets), there are other views that will deliver a useful window marker. These are alternatives to the aforementioned code if (view - null) view is a new kind (activity); They do not explicitly relate to your activities. Inside the class snippet: Considering a snippet as a parameter: Starting with your body content: Another piece: a clear focus to avoid showing the keyboard again if you open the app from the background by adding this line to the end of the method:view.clearFocus (); Good luck! When Dialog shows that I want to show a keyboard with a focus request to edit a text name. It's easy how you yourself responded to it. Add alt;requestfocus to show the dialogue. After pressing the OK button the soft keyboard should get a hide. This can be achieved in two ways, depending on what you do at the touch of an OK button. a. If you start a new activity - Add android:windowSoftInputMode stateHidden to this activity in the manifest, so that every time the activity starts the keyboard () - try -/ hides a soft keyboard when the box opens inputMethodManager (InputMethodManager member to the list. editText.getText editText.clearFocus(); hideSoftKeyboard (); My hideSoftKeyboard () is defined as: public void hideSoftKeyboard () - this.getWindow (.setSoftInputMode (WindowManager.LayoutParams.SOFT\_INPUT\_STATE\_ALWAYS\_HIDDEN); This method works in other sections of the sections Application. But it doesn't work here! Custom dialogue opens. When I close it the keyboard holds onto the screen. What could be the problem?! In my conversation snippet, I can show the keyboard with getDialog (.getWindow ().setSoftInputMode (WindowManager.LayoutParams.SOFT\_INPUT STATE\_VISIBLE); but I can't hide it for dismissal. I tried getDialog ().getWindow ().setSoftInputMode (WindowManager.LayoutParams.SOFT\_INPUT STATE\_VISIBLE); but I can't hide it for dismissal. I tried getDialog ().getWindow ().setSoftInputMode (WindowManager.LayoutParams.SOFT\_INPUT STATE\_VISIBLE); but I can't hide it for dismissal. I tried getDialog ().getWindow ().setSoftInputMode (WindowManager.LayoutParams.SOFT\_INPUT STATE\_VISIBLE); but I can't hide it for dismissal. I tried getDialog ().getWindow ().setSoftInputMode (WindowManager.LayoutParams.SOFT\_INPUT STATE\_VISIBLE); but I can't hide it for dismissal. I tried getDialog ().getWindow ().setSoftInputMode (WindowManager.LayoutParams.SOFT\_INPUT\_STATE\_HIDDEN); and getDialog (.getWindow (.setSoftInputMode (WindowManager.LayoutParams.SOFT\_INPUT\_STATE\_ALWAYS\_HIDDEN); none of which works. I also tried to show and hide the keyboard using InputMethodManager inputManager (InputMethodManager)context.getSystemService (Context.INPUT\_METHOD\_SERVICE); inputManager.toggleSoftInput (0, 0); and inputMethodManager inputManager inputManager (InputMethodManager); inputManager inputManager inputManager inputManager inputManager inputManager inputManager inputManager. DialogFragment - @Nullable @Override public view on CreateView (LayoutInflater inflator, ViewGroup container, viewgroup kit) - return inflater.inflate (R.layout.my\_input\_dialog, container, false); - @Override public void on ViewCreated (View v, savedInstanceState) - super.on ViewCreated (v, savedInstanceState); EditingText editText)v.findViewByld (R.id.input); WindowManager.LayoutParams.SOFT\_INPUT\_STATE\_VISIBLE this line below is able to show the getDialog keyboard. Add button (button)v.findViewById (R.id.add\_btn); add.setOnClickListener (new View.OnClickListener)) - @Override public void on Click (View v) / another code not shown to reject (); button undo (button)v.findViewById (R.id.cancel\_btn); cancelButton.setOnClickListener (new View.OnClickListener (new View.OnClickLi public void on Dismiss (DialogInterface dialog) /this line below doesn't work, it doesn't hide the getDialog keyboard (...setSoftInputMode (WindowManager.LayoutParams.SOFT\_INPUT\_STATE\_HIDDEN); super.on Dismiss (dialogue); Note: I read these stackoverflow messages and tried to use the proposed solutions to no avail: hide keyboard android dialogfragment. android dialog hide keyboard. hide keyboard on dialog dismiss android

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