Custom keyboard android xamarin

Fabricio Bertani June 2, 2019 5 min read Some time ago a customer asked for a special keyboard for his application, which was to have certain conditions that the usual Android keyboard did not meet. Study The first option that came to mind was to add a disabled entry with GestureRecognizer, which displays the control with animation to emulate the look of the keyboard, but quickly discard the idea as it was not reusable. The best option was taking the native path, so I spent quite a bit of time researching, but I only found solutions that lead to the creation of a keyboard as a service. I knew that our client would not like the idea of having to download a separate keyboard to use it only in the app, and I need a solution that should work with Xamarin forms! As I had to think about implementing it in the Xamarin form I decided that the best option was to try with custom Renderer input management because it uses EditText as the basis for native management and try to apply all those solutions that I read earlier in it. let's get to work! Note: in order to properly implement the custom keyboard we will need that Xamarin Forms version will be 3.6.0.135200-pre1 or higher because we need the OnFocusChangeRequest method, which is only available from this version. First, we're going to create a custom control that will have the following connected property: EnterCommand: typeof ICommand to link enter key press actions. Here's how our user control will be: now we move on to our Android project and continue to work there (later we'll go back to our Xamarin Forms project). Before we go any further, make sure all the necessary Android packages: Next we're going to edit our Android MainActivity to avoid that native keyboard to show, for this we'll use SoftInputMode.StateAlwaysHidden attribute What we're going to do next is start to define our custom keyboard. Inside the resource/mock folder we're going to create an Android layout called CustomKeyboard typeof InputMethodService.Keyboard First, we've set the alignment of The Estate to be true, because we want our keyboard to be visible from the bottom of the screen. Secondly, we're installing the keyPreviewLayout property at zero, because in this example we don't want a mock answer when some key is pressed. As you can see in the property keyBackground refers to a drawable called keyboard_background that does not yet exist, so we're going to create it inside the Drawable folder as an xml file, there we're going to identify a state selector for two states our keys can have: normal (without clicking) and pressed. How are you see, we'll have to create two more xml inside the Drawable folder in which we're going to determine the look of our keyboard to fit (or not) with our theme app. Now in the values folder, we'll create xml by the name of the name that we're going to need later. Next, inside the Resources folder, we'll create a new folder called xml. In it, we will create xml, in which we will define the keys of our special keyboard. In our case our keyboard will be called special_keyboard, it will typeof Keyboard in which we determine the horizontal and vertical size of our keys, horizontalGap and verticalGap properties refer to the interval and size of the type %p (in case you have never seen it) is a kind of percentage in relation to the parental view. Each number of keys will be included in the sections that are shared with the tags. Our front row will be busy with a dividing line to mark the limit of our keyboard. The Row tag will have a height of 4dp and we learn that it is at the top of the keyboard through the rowEdgeFlags property. We will then add a string as a key to the tag string that it will take the entire width of the keyboard. Our separator is just another xml that we'll create inside the Drawable folder: Each key will have two strictly required properties: the codes and keyLabel code will be the number that tells the OS which letter or symbol corresponds to the key. At this point I want to make something clear: I found dozens of samples about creating custom keyboards for Android, and they used many different codes to refer to a particular character or key. The best list of codes that have been executed the most that I've tried is this: Android Keycodes. You can also see official Android documents or even Xamarin Android, but none of them worked with precision. keyLabel is a line to be shown in our key, it is very important to put this property even if we do not want to show any text in our key (in this case it would be keyLabel '). To solve the style, at the beginning and end of each line, I add a key with a code equal to 0 (so you don't have any action), width is also 0 and the interval is 2%p, these keys will also carry the property keyEdgeFlags with left or right values as needed. Here's our full keyboard: Finally, before we start working in our render, we'll create another folder in resources called anime with xml that we're going to call slide_in_bottom it's an animation with which our keyboard will appear on the screen. Now we will create a new folder on our Android Project called Renderers and there we will create our render, which we will call EntryWithCustomKeyboardRenderer, which will be distributed by EntryRenderer and implement the interface IOnKeyboardActionListener. Also, as part of our user renderer, we'll create a private class called NullListener that will extend from Java.Lang.Object and implement the IOnKeyboardActionListener interface that we're going to use in our renderer to avoid zero exceptions. we go back to our Xamarin Forms project and implement our special special And in our code behind us, we implement EnterCommand, which we created earlier, for the actions that we want to happen when we press the Enter key of our custom keyboard. Here's the end result: You can see the full repository sample on GitHub How to create a custom keyboard with Xamrain Shape (Android) In the next post we'll see how to make a sophisticated custom keyboard! Thanks for reading 😁 posted on June 2'19 on: @fabribertani I am currently focused on developing mobile applications with a variety of technologies such as Xamarin Native, Xamarin.Forms, Responsive Native and Flutter. I have 3 years of experience in this field. How do I make a custom keyboard? Unfortunately, I know this is a wrong question. I know little about Xamarin. Any idea or samples? 0 Custom keyboards created by Xamarin.Android. If you prefer to read this article in Spanish, please follow this LinkSome a while back the customer requested a special keyboard for his app, which was to have certain conditions that a regular Android keyboard did not meet. StudyFirst option that came to mind was to add a disabled entry with GestureRecognizer, which displays the control with animation to emulate the look of the keyboard, but quickly discard the idea as it was not reusable. The best option was taking the native path, so I spent quite a bit of time researching, but I only found solutions that lead to the creation of a keyboard as a service. I knew that our client would not like the idea of having to download a separate keyboard to use it only in the app, and I need a solution that should work with Xamarin forms! As I had to think about implementing it in Xamarin forms I decided that the best option was to try with custom Renderer input management because it uses EditText as the basis for native management and try to apply all those solutions that I read earlier in it. Let's get to work! 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Inside the Resource/Makeup folder we're going to get An Android layout called CustomKeyboard typeof InputMethodService.KeyboardFirstly we have installed the alignParentBottom property to make this true, because we want our keyboard to be visible from the bottom of the screen. Secondly, we're installing the keyPreviewLayout property at zero, because in this example we don't want a mock answer when some key is pressed. As you can see in the property keyBackground refers to a drawable called keyboard_background that does not yet exist, so we're going to create it inside the Drawable folder as an xml file, there we're going to identify a state selector for two states our keys can have: normal (without clicking) and pressed. As you can see, we'll have to create two more xml inside the Drawable folder in which we're going to determine the look of our keyboard to match (or not) with our theme app. Now in the value folder, we'll create xml identifiers that we'll need later. Next, inside the Resources folder, we'll create a new folder called xml. In it, we will create xml, in which we will define the keys of our special keyboard. In our case our keyboard will be called special_keyboard, it will typeof Keyboard in which we determine the horizontal and vertical size of our keys, horizontalGap and verticalGap properties refer to the interval and size of the type %p (in case you have never seen it) is a kind of percentage in relation to the parental view. Each number of keys will be included in the sections that are shared with the tags. Our front row will be busy with a dividing line to mark the limit of our keyboard. The Row tag will have a height of 4dp and we learn that it is at the top of the keyboard through the rowEdgeFlags property. We will then add a string as a key to the tag string that it will take the entire width of the keyboard. 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Finally, we go back to our Xamarin Forms project and implement our special keyboard. And in our code behind us, we implement EnterCommand, which we created earlier, for the actions that we want to happen when we press the Enter key of our custom keyboard. Here's the end result: You can see the full repository sample on GitHubIn the next post we'll see how to make a sophisticated custom keyboard! Thanks for reading 😁 😁 xamarin android custom keyboard. xamarin forms android custom keyboard. xamarin android custom numeric keyboard

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