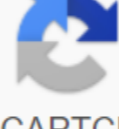


Android studio assets folder path

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IntelliJ Android Studio IDE is very different from Eclipse ADT, so much to learn and unlearn. You may have noticed that there is no folder of assets that you will normally find as part of the project while working with the ADT eclipse, in Android Studio you have to create it, let's see how it should be done, go to the packages, click on the package you will see the app as a root folder, right click on it and select : New - Folder - Folder - Folder - Folder - Folder : Create a root source for the assets to be included in the APK. Target Original Set: Basic Create the original root for the assets to be included in the APK Click Finish. Now go back to the Android Project view, you should be able to see the asset folder now the asset folder added more messages related to Android-Studio, More Messages: Provides access to the raw files of the app's assets; see Resources for how most applications want their resource data. This class is a lower-level API that allows you to open and read raw files that have been bundled with the app as a simple stream of bytes. AssetManager.AssetInputStream class shuts down () Called the garbage collector at the facility when the garbage collection determines that there are no more references to the object. From the java.lang.Object Object class, the clone creates and returns a copy of this object. boolean (Object obj) indicates whether any other object is equal to this. invalid completion () is called by the garbage collector at the facility when the garbage collection determines that there are no more references to the object. The final class of the getClass returns the time class of the subject. int hashCode () Returns the hash code value to the object. the final invalid to notify () will wake up one thread that is waiting on the monitor of this object. ToString returns the view of the object line. The final expectation of emptiness (long time out, int nanos) triggers anticipation of the current thread until another thread triggers the notification method () or the notifyAll method for that object, or some other thread interrupts the current thread, or a certain amount of real time has passed. The final expectation of emptiness (long time) triggers the wait for the current thread until another notification method () or notifyAll method has been triggered for that object, or a certain amount of time has passed. the final expectation of emptiness () causes the current thread to wait until another thread triggers the notification method () or the notifyAll method for that object. public void close () Close this asset manager. public line getLocales () Get localized that this asset manager contains data for. SDK 21 (Android 5.0: Lollipop) and above The Locale are valid tags for the BCP-47 language and can be disassembled using Locale-for-LanguageTag (String). On SDK 20 (Android 4.4W: 4.4W) For hours) and below, the total strings are shaped II, CC where II is a two-letter language code, and the CC is a two-letter country code. String Path Returns a string of all assets on the way. Line Path Options: Relative Path Within Assets, i.e. docs/home.html. This value cannot be zero. Returns a string set of strings, one for each asset. These file names are relative to 'path'. You can open the file by reconciling the path and the name in the returned line (via file) and passing it to open (). This value can be zero. Public InputStream open (String fileName) Opens the asset using ACCESS\_STREAMING mode. This provides access to files that have been combined with the app as assets, i.e. files placed in the asset directory. FileName Line Options: The name of the asset to open. This name can be hierarchical. This value cannot be zero. Returns InputStream This value cannot be invalidated. See also: Open (String, int)list (String) public AssetFileDescriptor openFd (String fileName) Open unsteady asset, mmping it and the return of AssetFileDescriptor. This provides access to files that have been combined with the app as assets, i.e. files placed in the asset directory. The asset must be uncompressed, otherwise an exception will be thrown. FileName Line Options: The name of the asset to open. This name can be hierarchical. This value cannot be zero. Public AssetFileDescriptor openNonAssetFd (String fileName) Opens the inactive as an asset, mmapping it and returns AssetFileDescriptor. This provides direct access to all files included in the application package (not just its assets). Apps don't usually have to use this. The asset should not be compressed, otherwise an exception will be cast. FileName Line Options: Asset Name to Receive. This value cannot be zero. Returns AssetFileDescriptor This value cannot be invalid. Public AssetFileDescriptor openNonAssetFd (int cookie, String fileName) opens the inactive as an asset, mmapping it and returns AssetFileDescriptor. This provides direct access to all files included in the application package (not just its assets). Apps don't usually have to use this. The asset should not be compressed, otherwise an exception will be cast. Cookie int options: Package ID to be opened. fileName Row. The name of the asset to receive. This value cannot be zero. Returns AssetFileDescriptor This value cannot be invalid. public XmlResourceParser openXmlResourceParser (int cookie, String fileName) Removes the parser for the composed XML file. Cookie int options: Package ID to be opened. fileName Line: file name to receive. This value cannot be Zero. Returns XmlResourceParser This value can not be zero. Protected void completes () Called garbage debris at the facility when the garbage collection determines that there are no more references to the object. Subclass redefines completion method to remove system resources or perform other cleaning. The general contract completion is that it is called if and when Java™ the virtual machine has determined that there are no more means by which this object can be accessed on any thread that is not yet dead, except as a result of actions taken by completing some other objects or classes that are ready to be completed. The completion method can take any action, including ensuring that other threads are available again; the usual goal of completion, however, is to perform clean-up actions before the object is irretrievably discarded. For example, a completion method for an object representing an I/O connection may perform explicit I/O transactions to break the connection before the object is permanently removed. The Object class completion method does not perform any special actions; it just comes back normally. Object subclasses can override this definition. The Java programming language does not guarantee which thread will trigger the completion method for a given object. However, it is guaranteed that the thread that causes the completion will not have any user-visible synchronization locks when the completion call is called. If an untrained exception is abandoned by completion method, the exception is ignored and the end of that object is completed. Once the completion method has been called for the object, no further action will be taken until the Java virtual machine is again determined that there are no more means by which the object can be accessed by any thread that has not yet died, including the possible actions of other objects or classes that are ready to be completed, after which the object can be discarded. The completion method is never called more than once by a Java virtual machine for any given object. Any exception thrown by the completion method stops the completion of the facility, but is otherwise ignored. AssetPackLocation expands java.lang.Object ↳ com.google.android.play.core.assetpacks.AssetPackLocation Location of the asset package on the device. The package can be: either extracted into a folder on the device or installed as an APK if the package is stored in a folder, individual assets can be accessed as standard files on the file system. If the package is installed as APK: A common case; you can access assets through the Android AssetManager API of advanced usage cases; you can use getAssetLocation (String, String), which returns the location of the asset inside the corresponding APK abstract String AssetsPath file () the way a file is in a folder containing the package's assets if the storage method STORAGE\_FILES; abstract int packStorageMethod () Returns package package as an APK or extracted in a folder on the file system. the abstract path of the line returns the file path to a folder containing a package of extracted assets if the storage method STORAGE\_FILES. From the java.lang.Object class. Public Designers Public Methods String assetsPath () Returns the file path to a folder containing the assets of the package if the storage method STORAGE\_FILES. Files found along the way should not be altered. If the method of storage APK\_ASSETS, this method will be invalidated. Use Asset Manager to access assets from packages installed as APKs. int packStorageMethod () returns whether the package is installed as an APK or is extracted into a folder on the file system. Returns the value from the AssetPackStorage Method String path, returning the file path to a folder containing a package of recovered assets if the storage method STORAGE\_FILES. Files found along the way should not be altered. If the method of storage APK\_ASSETS, this method will be invalidated. Use Asset Manager to access assets from packages installed as APKs. Manager. android studio get assets folder path. android studio assets\_folder\_relative\_path

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