


Location of manifest file in android studio

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File managers may be a dime a dozen on Android, but Solid Explorer stands out from the package. With advanced features for managing and viewing files, both on your phone and remotely, this is our new favorite file manager. Update: Recently, our previous selection of ES File Explorer has started adding some shady advertising to its free version. The paid version (\$2.99) is reportedly still safe, but we decided to update our main selection to reflect this new development. Solid Explorer Platform: Android Price: \$1.99 after 14-day free trial Download Page Features Basic file management feature: copy, insert, cut, create, delete, rename, share and send files stored on your SD card or internal memory Select multiple files simultaneously Browse Collections of Photos, Music and Video in one place Installing, installing and deleting apps, and explore the structure of files in apps Open, read, extract and decrypt, 7-EP, RAR and TAR files Manage cloud files on Dropbox, Box, OneDrive, Google Drive, Sugarsync, Copy, Mediafire, Owncloud, and Yandex Add more storage options with plug-ins for Amazon, Mega, and more Lock access to network sites with password Use root access to perform only root actions Batch renaming Large group files immediately with regular expressions or variables Which access to files with FTP, SFTP, WebDav, and SMB/CIFS customers' customers Bookmark folders to quickly access later View images and listen to audio with a built-in media player on your Chromecast Customize primary and accent color scheme, dark and black background themes Material design interface The Excels Solid Explorer covers almost all the beats you'd expect from a file manager almost flawlessly. Collections allow you to view all your photos, music and videos in one place. You can connect cloud storage accounts, such as Dropbox, to remotely manage your files. It also has the support of remote access protocols such as FTP, and you can even use it as a root file manager. Even for advanced users, it packs a punch. On top of that, it's also great. While most file design managers are stuck somewhere between 2009 and the Stone Age, Solid Explorer makes it a priority to stick to Google Material Design specs. You can also customize your themes and colors and even choose between light and dark themes, because in fact there is no reason the file manager should dazzle you. Where it falls Short While we prefer to choose a free app when we can, Solid Explorer does not get into this camp. You can try it for free for two weeks, but after that, you'll have to fork out \$2 to use it. In addition, the company also charges for some plugins like Mega, and even offers additional icon packages for more money. It's annoying, but most add-ons are free or optional. The plus is that you at least know where Solid Explorer gets its money from. Since our last choice was pulled adding sketchy advertising programs, we'll call it a mixed blessing, not an outright negative. Competition The free version of ES File Explorer may have lost our recommendation, but if you don't want to say goodbye, you should at least check out ES File Explorer Pro. For \$2.99, all built-in apps offer and junkware are removed, and there are no ads. It still has all the bells and whistles that we used, like, including remote access to files, qIP support, and an application manager. Of course, most of the same features are in Solid Explorer for \$1 less. FX File Explorer is also a great option for users who like to design an ES Explorer file but don't want to be junk. The free version covers the basics of local file management, while you can pay \$2.99 to unlock advanced features such as cloud or network storage and app manager. For mainstream users, the free version gives an edge over Solid Explorer, but advanced users will end up paying a little more for the big guns. Although, at the time of writing, FX File Explorer is running a sale, bringing the price to \$1.99, particularly aimed at court users of ES File Explorer. It's also worth noting that if you don't need much from your file manager, Android N will have you covered as well. Google began to build a basic file manager in the system itself. You can copy and move files, rename files and folders, and create new folders within the system itself. It's a far cry from the advanced features of other apps on this list, and Android N hasn't even been released yet, but if you're one of the few running N Preview or reading it in the future with an Android N device, you might not need a full file manager app. Hot on the heels of Android 11 Developer Preview, Android Studio 3.6 is now available on a stable channel, which means that developers can start making confident use of it for their projects. This brings a number of useful features and updates, including the new Split View's Design Editor for faster design and preview of XML layouts. Another exciting new feature is the support of several displays in the Android emulator. Automatic detection of memory leakage meanwhile promises to make debugging much easier. You can check out the full array of features from the Android Developers blog, or get the highlights below. Split View and Editing Perhaps The most interesting new feature in Android Studio 3.6 is Split View for Design Editors. This allows you to see the XML code side by side along with the preview render. It's a small thing, but in fact it makes life a lot easier to view the effect that changes the code right away (and vice versa). View you choose will be saved on a case-by-case basis, which means you can easily download the preferred setting depending on the file you're editing. While we discuss design, we should also point out a color collector, making it much easier to select and fill color values without a set of values. It's available through the XML editor and design tools. Faster development When it comes to development, a few new changes should make life easier for Android Developers in Android Studio 3.6. View Binding is a particularly welcome inclusion that will offer a compilation of security time when linking to opinions. With this option, you'll create a binding class for each XML layout file in the module. This will actually replace the need for findViewById: you can easily refer to any type of ID without risking zero pointer exceptions or class exceptions. This can prove very useful and reduce a lot of patterns. Other new updates include the release of the IntelliJ 2019.2 platform with better launch time and new tool services, as well as support for Kotlin for more Android NDK features. Updates to the Android Gradle plug-in include support for the Maven Publish Gradle plug-in. This allows you to create artifacts in the Apache Maven repository. Testing and debugging Android Emulator 29.2.12 makes it easier for developers to interact with the location of the emulation device. Google Maps is now built into the advanced control menu, making it easy to specify locations and create routes. Perhaps more appropriate is still the support of several virtual displays that will be useful for those designing for devices such as Samsung Galaxy Fold. Read also: Development for folding devices: What you need to know, memory detection Profiler will detect activity and instances of a snippet that may have leaked. Build time has also improved for debugging builds thanks to the use of zipflinger. A better quality of life changes is only a small selection of updates available in Android Studio 3.6. You'll find plenty of other small updates as you use the new software too: including the resumed SDK downloads, which is perfect for those who don't always have an hour spare to download the latest Android image! Grab Android Studio 3.6 here. Of course, on the Canary Channel you can already get your hands on Android Studio 4.1. What do you think of these new features? What would you like to see come to Android Studio in the future? Welcome to the two parts of this custom launcher tutorial! If you haven't read part of one of this series, read it and come back. Even more so than Part 1, it's a somewhat advanced project. If you're not familiar with classes, Android SDK, and Java, I recommend you also do some more background reading first. Still with me? Ok. If you followed along with Part 1, you must now have a launcher that is loaded when you download your phone. It should also have The app drawer. At this point, that app drawer is a bit slow, and there is only one page displaying one app though. In B words, we have work! First, it's time to put the icons in a box in a separate thread. This avoids the main user interface flow, which means that the list will be downloaded in the background, ready to use. To do this, we'll use what's called AsyncTask. Speeding up the drawer Here's the plan applications. Make your list of apps public and create a method in our radaptor.java class to add new elements to this list: Public RAdapter (Context c) - appsList - new ArrayList We no longer need to create our list in the designer, so we'll just announce it. Instead, add the next subclass to PackageManager pm - getPackageManager appsList - the new ArrayList Intention i - a new intention (Intent.ACTION\_MAIN, zero), i.addCategory (Intent.CATEGORY\_LAUNCHER); List allApps and pm.queryIntentActivities (i, 0); For (ResolveInfo ri: allApps) - AppInfo app - new AppInfo (); app.label - ri.loadLabel (pm); app.packageName and ri.activityInfo.packageName; app.icon - ri.activityInfo.loadIcon (pm); radapter.addApp - Return Success; - @Override protected void onPostExecute (result) - super.onPostExecute (result); UpdateStuff (); Of course, you also need to remove a duplicate of the code from the adapter class. We can then simply run our AsyncTask class in onCreate () AppsDrawer.java file: new myThread (,.) Try to operate the launcher and the application drawer should now spring to life pretty seamlessly. Eagle eyes among you also noticed that I have created another new method: public void updateStuff () - radapter.notifyItemInserted (radapter.getItemCount ()-1); Note radaptor.notifyItemInserted. This allows you to dynamically add items to our list of processors. This will be useful in the future for you serious launcher designers because it can listen to newly installed or remote applications and update the view accordingly. It all looks a lot better, but something is wrong yet. At the moment, we call onCreate and make a new app drawer every time an activity is created. To prevent this from happening, we want to add a line to our manifest in the appDrawer: android:launchMode=singleTask To be safe, we can also override the application. <!--> Void.&gt; <!--> Void.&gt; method in our AppsDrawer.java file. Using the fragments The app box got faster, but it would be even better if it was created when the app launches, rather than when the user first presses the app box button. So he will be ready before he has been pressed. We could bend over to do this, but the best solution is to put our app drawer in a piece - a shelf that for a moment, we'll go back to it. The fragments are incredibly powerful to create dynamic UIs, and they are perfect for our launcher! Fragments also provide the best way to create a good series of home screens to hold through when choosing our apps! We'll create snippets and then swiping through them with ViewPager. It has its own life cycle and can contain many views, but more than one fragment can be seen on the screen at once (as opposed to activity). Fragments can also behave like objects, in that multiple instances of the same fragment can exist simultaneously. This again lends itself well to the homepage, because users can add and delete home pages as needed for the home of many different apps and widgets. The fragments are incredibly powerful to create dynamic UIs, and they are perfect for our launcher! To create a snippet, go to the New Fragment File. Then you will have the opportunity to create a new fragment, which we will call Homescreen. Untick factory techniques and callback boxes and click finish. This should create a new XML file, fragment\_homescreen.xml, and a new Java file, Homescreen.java, just like the activity. At this point, add another kind of image and place it in the center of the screen using gravity. Give it an icon ID and give a snippet of the house's own ID. To make this work inside our snippet, we unfortunately can't just drag and drop the onClick code from before. Instead, examine the code below to see how it all should work: Public Classroom Homescreen Expands Fragment Implements View.OnClickListener Public HomeScreen () // Mandatory Empty Public Designer - @Override Public View atCreateView (LayoutInflater inflater, ViewGroup Container, Bundle savedInstanceState) - View v, inflater.inflate (R.layout.fragment\_homescreen, container, false); ImageView v.findViewById (R.id.icon); Icon.setImageDrawable (MainActivity.getActivtyIcon (this.getContext ()), com.android.chrome, com.google.android.apps.chrome.Main); Icon.setOnClickListener (this); Return v - @Override void onClick (View v) - Switch (v.getId ()) - case R.id.icon: Intention to launch Intent StartActivity (launchIntent); A break: It's a little more uncomfortable, but you should be able to draw an engineer to work it out as you require it. Just override the various onClicks. Notice that I was able to use getActivityIcon from MainActivity because I made the method static. Static methods from other classes can be worked without creating multiple instances of this class. You see, there is a method of my madness (and my methods too)! Add the piece to your activity\_main.xml and place it nicely over the app box button. Now you can see the Chrome icon button the same way you did before. It's a lot of code to achieve exactly the same result, but it's programming for you! Of course, the real reason we went to all this effort is because it will allow us to do more interesting things in the future. Now we can create multiple fragments using exactly the same Java code and exactly the same XML. That we could run two instances of the same screen and change the icons that are displayed based on the ID we give to everyone in XML! Getting better, too. ViewPager Using snippets also mean that we can use ViewPager to scroll through our home screens as would be normal in any launcher application. ViewPager also gives us the opportunity to spice up screens as we transition between them. Using snippets also means we can use ViewPager to scroll through our home screens as you would expect to be able to in any launcher application. The official documentation for ViewPager can be found here. It's not too hard, thankfully. First, we have to drag and drop our ViewPager into activity\_main.xml, just like in any other species. Just stick to it where the snippet is now. Now we need to create a different class. This will be called HomescreenAdapter and will be distributed by FragmentStatePagerAdapter. This adapter will put our fragments inside the ViewPager. It looks like this: the private HomescreenAdapter class expands FragmentStatePagerAdapter - public HomescreenAdapter (FragmentManager fm) - super (fm); - @Override a snippet of getItem (int position) - the return of a new home screen (); - @Override int getCount () - return NUM\_PAGES; We need a global variable as a static final int NUM\_PAGES determine how many pages you want. You may not want this to be final in the future, though, as most apps allow your users to add extra home pages. Set up an adapter in onCreate () your MainActivity: mPager (ViewPager) findViewById (R.id.homescreenPager); mPager.setAdapter (new HomescreenAdapter (getSupportFragmentManager ()); mPager.setAdapter (mPagerAdapter); Download this, and now you have to part of the screen with each of which shows our Chrome icon. The app box button should also stay where it is at the bottom of the screen. In the future, you may need to adapt this to show different icons on each page. You would do that by passing int positions from getItem () as a bundle and using a switch statement to load different icons or layouts. With that, you now have a number of screens through which you can swipe as well as a nicely fast box app! It's starting to look and feel a lot like a real launcher. At the bottom of this official documentation, you can even add a number of trendy animations just like the best launchers out there! Displaying Widgets Does naries doesn't just show icons though: they show widgets too. The first thing you need to do to make it work is to add this permission to your manifest: <!--> uses-permission android:name=android.permission.BIND\_APPWIDGET /> uses-permission. These days, you also need to provide permission for the app while performing through dialogue. You're going to use the AppWidgetHost class to control and display widgets that will have your own ID. This ID is important and should remain constant so that widgets know they are communicating with your app. Each widget will also have its own ID when it is tied to the host, which will happen every time the app launches. AppWidgetHostView will be a container with a host display and widget. You will use the options package to transmit information to and from widgets, how the size at which they need to be displayed and what information from the app they will show, among other things. It's an incredibly involved process, especially after you start doing things like saving the widgets the user wants to use and the settings they've chosen. You'll need to use multiple XML files and classes just to make the basics work. It is too active to go step by step in this post. You can find more information on how to place widgets here, but this is somewhat brief. You can also find the working code for the full launcher here. The code used in the tutorial comes from this, so if you read through this and pick up the snippets from the project, you can change the engineer of it to the point where it will work. Reverse engineering and hunting for clues is very often the reality of programming on Android, especially when you're trying to do something rare and not required for the vast majority of applications. I recommend you start by testing this in activities within your project (or even a separate project completely) and move it to homepage snippets only when you have everything working beautifully. Reverse engineering and hunting for clues are very often the reality of programming on Android, especially when you're trying to do something rare, or or or For most apps. You will also need to check the section at the bottom of the documentation in order to update this process for Android 4.0 and above. There is a lot more to do! As I said, building a launcher is a big challenge. If you've managed to work your way through the headache of adding widgets, there are many other things worth adding: Icon packs Handling screen rotation (if you choose to do so!) allowing users to drag and drop their icons around screen Customizations Folders Plus all that will make your app unique! It's not a small venture, but it can be a particularly fun and rewarding job to take on and the results will be something you (and any users) will use every day. Good luck, share your thoughts on the process in the comments below, and let me know if you want to see the addition of widgets (or anything else, for that matter) handled in a separate post! Post!

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