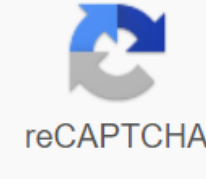




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Android 9 patch change color

As you know - there is a standard WYSIWYG editor for nine patch (.9.png) files within giant tools for Android developers. Once I started integrating nine patch file format support into swing components I noticed that its really objectionable to use. So I have an idea to create my own small nine patch file editor ... After working a few days of work I've finished: the main advantages 1. Convenient WYSIWYG editor - easily add, move, resize and remove patches 2. Error-free editor - does not allow you to create any incorrect patches data 3. Quick preview - see all your changes in real time in a small preview with custom content 4. Past and patches replacements copy/paste tools have included upcoming changes in 1. Possibility to work with more than nine patch images at the same time 2. Nine patch images that pop up multiple between patches data synchronization 3. Additional editor tools and visual settings 4. The possibility to save the nine patch images opened as a separate project 5. As you can see the possibility to perform basic edit operations with the image (motion, crop, per pixel-draw) - there's a lot to do to improve the editor, but it's already much more user-friendly than the Android standard editor. If you don't believe me - just try ☺ Download You can always download the latest version here: Discussion 'Android Themes' launched by skylordusa1, Nov 11, 2010. Search tags for this page 9 patch editor apk, 9patch color apk, 9patch editor apk, photoshop 9 patch png design, change color 9.png, how to change the color of 0.9.png and patch, how to edit and patch .9.photoshop, how to use 9 patch editor apk, 9 patch editor apk how to use, xulimate-d9pc Android, almost all views can be a background color or color or set. While a color can be any size/shape, a bitmap cannot be drawn, as a vector can be drawn. For example, trying to make a 100px wide and 100px tall image 500px wide and 50px tall causes blurry and horribly distorted background. My first apps suffer from this often (e.g. Pixel Blacksmith), but I have a solution! As long as there are consistent (stretchable) bars on the top and side of the image, you are using 9 patch images are a png type (defined by the .9.png file extension) that identifies which parts of the image may be stretched to fill the required space. In this example, the corners of the background image are marked as regression, while the upper and lower sections are marked as stretchable. This causes the image to fit in any ImageView or background. Normal PNG Png setting, such as image resizes, but full image as only the background technically works if you click on the small picture on the left, the flaws are immediately obvious. The corners are impressive. AND blurry, as Android works on a much larger area small image scale. This effect is most pronounced in Broad, but even Small shows some clues. After converting the 9-Patch PNG image 9 patch, all previous states work perfectly. There is no blur or pixelation, and the small square is processed as gracefully as large squares. This tutorial will lead you through the 9-patch editor and provides a few tips for converting your own PNGs. The introduction of the 9-patch PNG editor built in Android Studio's 9-patch editor can be scary at first glance, but it's actually very, very simple. All this allows you to adjust stretchable areas by changing the black/transparent pixels on the edge of the image. It will also help warn you of potential problems with the 9-patch. To create the first 9-patch: In Android Studio, right click PNG in res/drawable. 9-Create patch file... select . Choose where to place the file (usually the same res/drawable folder). It will open 9 patch editors, described below: 9-patch editor consists of: 9-patch name. Edit window where scalable fields can be defined. An area with a transparent border, which means it cannot be extended. An area with a black edge, that is, this area can be extended. As you hover over one side of the image, the resizing icon lets you change the stretchable/regressible area. The preview pane can be seen in the 9-patch view. Set the zoom in the editing window. Set the zoom in the preview window. Additional options: Show lock: These highlights (in the preview pane, when moused on) can be changed to 9 patches (a 1px border) on which parts of the image. Show content: These highlights (in the preview pane) can contain content whichever parts of the scratchable are used as backgrounds. For example, it highlights where text can go in TextView. (Potentially!) Related Posts public class NinePatchDrawable extends the resizable bitmap scratchable with stretchable fields that you define. This type of image is defined in a .png file with a custom format. For more information about how to use NinePatchDrawable, read the Canvas and Drawables developer guide. For information about creating a NinePatch image file using the Draw9patch tool, see the Draw 9-patch tool guide. NinePatchDrawable(Bitmap bitmap, byte[] heap, Rect fill, String srcName) This constructor is destroyed. Use NinePatchDrawable (android.content.res.Resources, android.graphics.Bitmap, byte[]), android.graphics.Rect, java.lang.String) to ensure that it has set the correct target density that can be drawn. NinePatchDrawable(Resources res, Bitmap bitmap, byte[] chunk, Rect fill, String srcName) Create raw scratchable from nine patched data by adjusting the initial target density based on the image metrics of resources. NinePatchDrawable (NinePatch patch) This marker is deminished. Use NinePatchDrawable (android.content.res.Resources, android.graphics.NinePatch) to ensure that Drawable correctly adjusts its target density. NinePatchDrawable (Resources res, NinePatch patch) Create scratchables from the existing nine patches by adjusting the initial target density based on the image measurements of resources. void applyTheme(Resources.Theme t) Applies the specified theme to this Drawable and its children. Boolean canApplyTheme() draw boundaries (set with setBounds) that respect optional effects such as void draw(Canvas canvas) Alpha (set through setAlpha) and color filter (set via setColorFilter). int getAlpha() gets the current alpha value for scratchable. int getChangingConfigurations() Unmask the configuration parameters that this drawing can change and require re-creation. Drawable.ConstantState getConstantState() Return a ConstantState instance that holds the Drawable shared state. int getIntrinsicHeight() gives the inner height of the plot. int getIntrinsicWidth() gives the inner width of the plot. int getOpacity() This method is deprecated. This method no longer insets graphics optimizations getOpticalInsets() layout recommended by this Drawable insets are used to return Use with alignment operations during layout. void getOutline (Outline outline) is called to get scratchable to fill the outline that defines the drawing area. Boolean getPadding(Rect fill) Return the recommended insets fill to place content within the boundaries that can be drawn by Drawable. Paint getPaint() region gives you a Region that represents the drawable portion of the getTransparentRegion(). void inflater (Resources r, XmlPullParser parser, AttributeSet attrs, Resources.Theme theme) This Drawable inflater styled by an optional theme that can be drawn inflate. void inflate (Resources r, XmlPullParser parser, AttributeSet attrs) inflate this Drawable from an XML source. void OverrideSelf() Use the current Call back application to redraw this Drawable. Boolean isAutoMirrored() Tells you whether this Drawable is automatically reflected when the layout direction is RTL (right to left). boolean isFilterBitmap() boolean isStateful() It shows whether to change the appearance according to the scratchable state. Scratchable mutation() Make this scratchable mutable. Specify an alpha value for void setAlpha(int alpha) Scratchable. When the void setAutoMirrored (boolean mirrored) layout direction is RTL (right to left), set whether this Drawable is automatically reflected. void setColorFilter (ColorFilter colorFilter) Specify an optional color filter for scratchable. void setDither(boolean dither) This method has been deprecated. This property is ignored. void setFilterBitmap(boolean filter) is set to have a scratchable filter, and when scaled or rotated, set bitmaps with two linear samplings to have a scratchable filter. void setTargetDensity (DisplayMetrics metrics) Set the density scale to be processable in this scratchable. void setTargetDensity (Canvas canvas) Set the density scale to be density that can be drawn. void setTargetDensity(int density) Set the intensity to be density that can be drawn. void setTintBlendMode(BlendMode blendMode) Specifies a ton of blending mode for this scratchable. void setTintList (ColorStateList tint) Specifies this scratchable tint color as a color state list. boolean onStateChange(int[] stateSet) Override it in your subclass to change the view if you recognize the specified state. Class android.graphics.drawable.Drawable void applyTheme(Resources.Theme t) Applies the theme specified to this Drawable and its children. boolean canApplyTheme() void clearColorFilter() removes the color filter for this scratchable. last Rect copyBounds() a new Rect. Return a copy of the final void copyBounds(Rect limits) of the specified Rect (allocated by caller) to return a copy of the scratchable boundaries. Create a scratchable from the static Drawable createFromPath(String pathName) File path name. static Drawable createFromResourceStream(Resources res, TypedValue value, InputStream is, String srcName, BitmapFactory.Options opts) This method is deprecated at API level 28. Choose the version that is not an options object. Static Drawable res, TypedValue defekt, InputStream is, String srcName) srcName can be withdrawn from an input stream using the resources and value provided to determine density information. static Drawable createFromStream(InputStream inputStream, String srcName) An input stream static Drawable createFromXml(Resources r, XmlPullParser parser) Create a drawer from an XML document. static Drawable createFromXml(Resources r, XmlPullParser parser, Resources.Theme theme) Create a drawing from within an XML document using an optional Theme. static Drawable createFromXmlInfer(Resources r, XmlPullParser parser, AttributeSet attrs) Create from within an XML document. Draw boundaries (set through setBounds) that respect optional effects such as abstract space draw (canvas canvas) alpha (set through setAlpha) and color filter (set through setColorFilter). int getAlpha() gets the current alpha value for scratchable. The last Rect getBounds() rect scratchable boundaries. Drawable.Callback getCallback() Return the current Callback application that is linked to Drawable. int getChangingConfigurations() Unmask the configuration parameters that this drawing can change and require re-creation. ColorFilter getColorFilter() returns the current color filter or null if none is set. Drawable.ConstantState getConstantState() Return a ConstantState instance that holds the Drawable shared state. Drawable getCurrent() Rect getDirtyBounds() Rect the dirty boundaries of the drawer. Return to void getHotspotBounds (Rect outRect) populates out of Rect with hotspot boundaries. int getIntrinsicHeight() gives the inner height of the plot. int getIntrinsicWidth() gives the inner width of the plot. int getLayoutDirection() gives the resolved layout direction for this Drawable. Get the last int getLevel() current level. int getMinimumHeight() that gives you the minimum height recommended by Drawable. int getMinimumWidth() that gives you the minimum width recommended by Drawable. abstract int getOpacity() This method has been deprecated at API level 29. This method no longer insets graphics optimizations getOpticalInsets() to be used with alignment operations during layout that are used to check insets the layout recommended by Drawable. void getOutline (Outline outline) is called to get scratchable to fill the outline that defines the drawing area. Boolean getPadding(Rect fill) Return the recommended insets fill to place content within the boundaries that can be drawn by Drawable. int[] getState() defines the current state as R.attr.state_selected, such as the United States, the United States, etc. The zone is completely transparent, which gives you a zone that represents the drawable portion of the getTransparentRegion(). void inflater (Resources r, parser, AttributeSet attrs, Resources.Theme theme) An XML resource styled by an optional theme that can be drawn inflate. void inflate (Resources r, XmlPullParser parser, AttributeSet attrs) inflate this Drawable from an XML source. void OverrideSelf() Use the current Call back application to redraw this Drawable. Boolean isAutoMirrored() Tells you whether this Drawable is automatically reflected when the layout direction is RTL (right to left). boolean isProjected() These scratchable requests get projection. boolean isStateful() shows whether this can change the appearance according to the scratchable state. If the last boolean isVisible() void jumpToCurrentState() makes animations that switch between Drawable states, you immediately want to jump to the current state and skip any active animations. Scratchable mutation() Make this scratchable mutable. void onBoundsChange (Rect limits) Override this in your subclass to change the view if you vary by boundaries. boolean onLayoutDirectionChanged(int layoutDirection) is called when the draw in layout direction changes. If boolean onLevelChange(int level) varies by level, override it in your subclass to change the view. boolean onStateChange(int[] stateSet) Override it in your subclass to change its appearance if you recognize the specified state. static int resolveOpacity(int op1, int op2) Return the appropriate opacity value for two source opacities. Use the current Call back app to have this Drawable scheduled void scheduleSelf(Runnable what, for a long time). Specify an alpha value for abstract space draw (canvas canvas) alpha (set through setAlpha) and color filter (set through setColorFilter). int getAlpha() gets the current alpha value for scratchable. void setAlpha(int) or setColorFilter(ColorFilter) methods. Some subclasses, such as BitmapDrawable, ColorDrawable, and GradientDrawable, take into account the setAlpha(int) value, but the general behavior depends on the implementation of the subclass. Common Insets getOpticalInsets (returned insets of the layout recommended by this Drawable for use with alignment operations during layout. Check-in Insets This value cannot be null. The global void getOutline (Outline outline) is called to get scratchable to fill the outline that defines the drawing area. This method is called by the default ViewOutlineProvider to outline the view. The default behavior defines the returned as the bounding rectangle of alpha 0. Subclasses that want to convey a different shape or alpha value must override this method. Parameters outline: outline: This value cannot be null. Public boolean getPadding (Rect fill) Return the proposed insets fill to place content into boundaries that can be drawn by Drawable. Positive values move toward the center of Drawable (set Rect insets). Parameters Fill Rect: This value cannot be null. If there is actually a fill that can be drawn, the actual boolean returns, another is incorrect. When False is returned, the fill is always set to 0. Public Region getTransparentRegion () represents the Drawable section and gives you a region that is completely transparent. This can be used to perform drawing operations by determining which parts of the target do not change when processing Drawable. The default application returns invalid, stating that it is not a res-zone; if subclasses want to provide this optimization information, they can optionally override it to return a real Zone, but they don't need to. Returns a Zone if Drawables does not have a transparent region to report, otherwise it is a Zone that holds transparent portions of drawable boundaries. inflate the public gap (Resources r, XmlPullParser parser, attrs, Resources.Theme theme) Inflate this Drawable from an XML source that is optionally shaped by a theme. This can be called more than once for each Drawable. Note that the frame may have called it once to create a Scratchable instance from an XML source. Parameters r Resources: Resources used to decrypt attribute values This value cannot be null. parser XmlPullParser: Xml parser which can not null this value to inflate this Drawable. attrs AttributeSet: A set of base attribute values This value cannot be null. Theme Resources.Theme: To apply the theme, this value can be null. IOException XmlPullParserException throws public boolean isAutoMirrored (tells you whether this Drawable is automatically reflected when the layout direction rtl is right to left). See LayoutDirection. If this Drawable is reflected automatically, boolean boolean returns correctly. public boolean isFilterBitmap () It gives boolean whether its bitmaps are public boolean isStateful () it shows whether it wants to change its appearance

based on the scratchable state. Clients can use this to calculate their status and determine whether it is necessary to search for setState. Boolean returns True, if this scratchable state changes its appearance according to the wrong otherwise. Scratchable mutation in public (make it mutable) that can be drawn. This operation cannot be undone. Mutable drawable is guaranteed to share its status with another scratchable. This is especially useful when you need to change scratchable properties loaded from sources. By default, all scratchable instances loaded from the same source share a common state; if you change the state of an instance, all other instances get the same change. This method will have no effect on the search on drawable that can be modified. It returns scratchable scratchable. This value cannot be null. Specify an alpha value for the common space setAlpha (int alpha) that can be drawn. 0 means completely transparent and 255 is fully opaque. Parameters alpha int: Set whether this Drawable is automatically reflected when the overall space set including value between 0 and 255 is AutoMirrored (boolean mirrored) layout direction RTL (right to left). See LayoutDirection. Parameters reflected boolean: If drawable is reflected, set correctly, if not incorrect. Specify an optional color filter for the generic void setColorFilter (ColorFilter colorFilter) Scratchable. If Drawable has ColorFilter, each output pixel of Drawable's drawing content is replaced by the color filter before it is mixed into the canvas's creation target. Pass null to remove the existing color filter. Note: If the non-null color filter disables the set tone. Parameters colorFilter ColorFilter: This value can be null. This method of public space setDither (boolean dither) has been deprecated. This feature Colors colors when set correctly for scratchable dither device with less than 8 bits per color component. Parameters dither boolean global space setFilterBitmap (boolean filter) Set correctly for bitmaps with bilinear sampling when scratchable filter is scaled or rotated. This can increase the appearance when bitmaps are returned. This call is ignored if drawable bits are not used. Parameters filter boolean global space setTargetDensity (Canvas canvas) Set the density scale to be density that can be drawn. This method selects that the plotted area will be densiyed at the same density as the specified canvas. Parameters canvas Canvas: The canvas where the density scale should be obtained. This value cannot be null. See also: Bitmap setDensity(int|Bitmap getDensity()) Protected methods protected boolean onStateChange (int[] stateSet) Override this in your subclass to change the view if you recognize the specified state. If the state change caused drawable to change its appearance, it returns the correct boolean returns (that is, it must be drawn), if another looks the same, and there is no need to redraw since the last state is incorrect. Status.

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