Developer options android 9 huawei

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The Settings app on Android includes screen settings called Developer that allow you to customize the behavior of the system that will help you profile and fine-tune the performance of the app. For example, you can turn on DEBugging via USB, grab an error report, turn on visual feedback for taps, flash window surfaces when upgrading, use a GPU to visualize 2D graphics, and more. Note: The developer's options may vary depending on the Android version. Include developer settings and DEBan USB Figure 1. Developer options on Android 4.1 and below, the developer's options screen is available by default. On Android 4.2 and above, you should turn on this screen. To enable the developer settings, tap the Build Number option 7 times. You can find this option in one of the following places, depending on your version of Android: Android 9 (API level 28) and above: Settings of ggt; About the phone's Build Number Android 8.0.0 (API level 26) and Android 8.1.0 (API level 26): Settings of the System of the System of the System of the Android 7.1 (API 25) and below: Settings of the Phone's Number Build at the top of the screen of the developer's options You can switch settings on and off (Figure 1). You probably want to keep it on. When you turn it off, most options are disabled, except for those that don't require communication between the device and the computer-developer. Before you can use debugging and other tools, you need to enable USB debugging, which allows Android Studio and other SDK tools to recognize the device when connected via USB. To enable USB debugging, include the USB debugging option in the Developer Options menu. You can find this option in one of the following places, depending on your version of Android: Android 9 (API level 28) and above: Settings of ggt; System 'gt; Advanced 'gt; Developer Options' USB Debugging Android 8.0.0 (API Level 26) and Android 8.0 1.0 (API Level 26): Settings for the System's System and The Developer's Options for Android 7.1 (API level 25) and below : The Settings of the Developer's USB Debugging The rest of this page describes some of the other options available on this screen. Common options on Android 8.0 and above, you can click The Faster Tile Developer Settings to add selected developer options to the quick settings panel. After selecting one or more available tiles (Figure 2), open the quick settings bar and tap the pencil to enter editing mode. Then drag the developer's tiles from the tile panel to the quick settings panel, and press the pencil again to get out of the editing mode. Figure 2. Add to the Fast Settings Panel Other common options include: Memory: (On Android 8.0 and Display memory statistics such as average memory usage, memory performance, total memory available, average memory is used, how much free memory is available, and how much memory is used by apps. Take the error report: Get a copy of the device's current log files to share with someone. When you get To make the error report ready, tap the notification to share it. Enable the demo mode allows you to change the appearance of the status bar with the help of adb demo mode commands. Or you can use Show Demo to hide notifications and display a set state bar. Note: Adb demo commands may not work on all devices because they are not tested during Android certification testing. They are only tested for Nexus and Pixel devices. Desktop Backup Password: Installs a backup password so you can use adb commands to back up and restore your device's apps and data password-protected. Don't sleep: Set the screen to stay on every time you plug it in. Include Bluetooth Host Controller Interface (HCI) snoop log: Captures all Bluetooth HCI packages in a file stored on /sdcard/btsnoop_hci.log. You can get packages and then use a program like Wireshark to analyze and troubleshoot information. Debugging Figure 3. The debugging options included debugging options provide ways to set up debugging on the device, as well as establish a link between the device and the development computer. Turn on USB debugging (Figure 3) so your Android device can communicate with your development machine via Android Debug Bridge (adb). Wait for Debugger is not available until you use select debug to select an app for debugging. If you turn on Wait for Debugger, the selected app waits for the drop-off to be attached before execution. Other debugging options include: Keep the registrar's data constantly on the device: Choose the type of log messages you want to store on your device all the time. Options are off, all but the radio, or just the core. Select app location layout: Use this option to fake the device's GPS location to see if your app is doing the same elsewhere. To use this option, download and install the GPS location layout app. Figure 4. View View Attribute Inspection attributes: Saves view attribute information in view member variable in a view mAttributes so that it can be used for debugging. You can access the attribute information through the Layout Inspector user interface, as shown in Figure 4 (without this included the Attribute element is not available). Include GPU debugging layers: Available on devices running Android 9 (API level 28) and above, allow this option to download layers of Vulkan verification from your local Device. To learn more, read the Vulkan verification layers on Android. Network Pattern 5. Choosing USB Configuration Networking provides ways to customize Wi-Fi and DHCP settings. Click Select USB configuration to indicate how you want your computer to identify the device. As shown in Figure 5, you can only set up devices for charging, charging, file transfer (MTP), to transfer photos (PTP), to use the mobile Internet to PC (RNDIS), or to transmit audio or MIDI files. Tap the Bluetooth AVRCP version and select the profile version that you want to use to control all Bluetooth A/V hardware to which your device has access. Addiitonally, to fine-tune the sound playback on the device, click and set the following parameters: Bluetooth Audio Codec: Adjust the sound quality (codec) of your devices by selecting one of the following codecs: SBC: Transfer data to Bluetooth audio output devices such as headphones and speakers. AAC: Better sound quality from wired devices than MP3 at similar bit bets. aptX: Clean wireless sound in high-quality smartphones, speakers, sound panels, headphones and tablets. aptX HD: High-resolution streaming to Bluetooth devices. LDAC: Provide quality listening to music through wireless connections. Turn on additional codeks and disable additional codeks: If you have additional codec implementations installed, use these options to turn them on and off. Bluetooth Audio Sample Range: Adjust the number of audio samples per second by selecting the speed of the audio cell sample. Higher sample rates use more resources. Bluetooth Audio Bits On Sample: Set the number of bits of information in each sound sample. With a higher bat speed, the sound is better, but the sample file is bigger. Bluetooth Audio Channel: Choose a mono or stereo. Bluetooth Audio LDAC Codec: Optimizing sound to improve sound quality, balance sound and connectivity quality, improve connection quality, or use adaptive bit speed to balance sound and connection quality. The following list describes other ways to set up Wi-Fi and DHCP: Certification of wireless display: allows advanced configuration controls and settings to certify the wireless display to the specifications outlined in the Wi-Fi Alliance Wi-Display Fi Specification specification. Certification applies to Android 4.4 (API level 19) and above. Include wordy Wi-Fi: Increases the level of Wi-Fi registration for each wireless network (SSID) you connect to, according to its Relative Signal Force (RSSI). For more information on logs, see Aggressive Wi-Fi for Cellular Transmission: When the signal is low, it makes Wi-Fi more efficient at transmitting data to a cellular network. Entrance figure 6. Location Pointer Turn Show taps to display taps when you touch the screen. The circle appears under your finger or stylus and follows you as you move across the screen. Tapping works like a pointer when recording a video on your device. Turn on the location of the pointer to location of the pointer (click) on the device with crosshairs. The bar appears at the top of the screen to track the intersection coordinates (Figure 6). When the pointer moves, the coordinates in the bar track the location of the cross hair and way draws on the screen. Figure Figure 7. Drawing's user interface provides visual cues about the app's user interface and how it works. Turn on the Layout Bounds show to show the app's clip boundaries, fields, and other user interface designs on the device, as shown in Figure 7. Other drawing options include: Force RTL layout direction: direction of power screen layout to be right to left (RTL) or left to right (default). Scale Animation Window: Sets the speed of playback of the animation box, so you can check its performance at different speeds. A lower scale results in a higher speed. Transition Animation Scale: Sets the speed of the transition animation playback so you can check its performance at different speeds. A lower scale results in a higher speed. Simulate secondary displays: Creates a secondary display as an overlay on the device. This is useful by supporting additional displays with the API presentation. See the secondary displays. The hardware has accelerated the visualization of Figure 8. Deuteranomaly Color Space Equipment Accelerated Rendering Options provide ways to optimize the application for its targeted hardware platforms by using hardware options such as GPU, hardware layers, and multi-layered anti-aliasing (MSAA). Click Imitate Color Space to change the color scheme of the entire user interface of the device. Options refer to types of color blindness. Options are off (not modeled color), Monochrome (black, white and gray), Deuteranomaly (red-green), Protanomaly (red-green), and Tritanomaly (blue-yellow). Protanomaly refers to red-green color blindness with weakness in red colors, and Deuteranomaly (shown in figure 8) refers to red-green color blindness with weakness in green colors. If you take screenshots in a simulated color space, they look normal, as if you haven't changed the color scheme. Some other ways to use hardware options are as follows: Install GPU GPU: Change the default Open GL graphics engine to open GL Skia graphics engine. GPU Force: Makes apps use THE GPU for 2D drawing if they were written without the GPU rendering by default. GPU view updates: Displays any on-screen item drawn with GPU. GPU overdraw debugging: Displays color coding on your device so you can visualize how many times the same pixel has been drawn in the same frame. Visualization shows where your app can do more rendering than it needs to. For more information, see Debugging not rectangular Clip: Turns off the clip area on the canvas to create unusual (non-rectangular) areas of the canvas. Typically, the cut-off area prevents you from drawing anything outside the circular cut-off area. Force 4x MSAA: allows multi-layered anti-aliasing (MSAA) in open GL ES 2.0 applications. Turning off HW overlays: Using a hardware lining allows each app that displays displays on the screen to use less processing power. Without overlay, the app shares a video and must constantly check for collisions and clippings to make the correct image. The test uses a lot of processing power. Install disabling USB audio routing to disable automatic routing on external audio devices connected to your computer via a USB port. Automatic routing can interfere with applications that are aware of USB. In Android 11 and later, when an app without permission RECORD_AUDIO uses UsbManager to request direct access to a USB audio device with the ability to capture sound (such as a USB headset), a warning message appears to ask the user to confirm the device's permission to use it. The system ignores any always use option, so the user must recognize the warning and grant permission every time the app requests access. To avoid this behavior, the application must request RECORD_AUDIO permission. Monitoring Figure 9. Bar view monitoring options provide visual information about the app's performance, such as long threads and GPU operations. Tap the GPU Rendering GPU Profile and then on screen as bars to display the GPU rendering profile as bars (Figure 9). For more information, see Figure 10. Setting up the app's background limitations will help you understand how your app works on your target device. Click Background Process Limit to set the number of processes that can run in the background at a time. Possible settings appear in Figure 10. Tap Reset shortcutManager speed limit during testing so background applications can continue to call the API shortcut until the speed limit is reached again. For more information about labels and betting restrictions, see Include Don't Hold Action to increase battery life by destroying each activity as soon as the user leaves the main action. View.