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Currently I have 2 cardlayout, one below the other. Each card contains a limitation layout (and each one contains its own child). These 2 cards are inside the main limit layout. I put the second card (the so-called main card) below the first (so-called information card). The problem is that the main map overlaps the infocard, and I don't know why. Под экраном: И это мой файл XML об этих 2 представлений: <android.support.constraint.ConstraintLayout xmlns:android= xmlns:app= android:id=@+id/constraintlayout_sendaudio_main android:layout_width=match_parent android:layout_height=wrap_content android:background=@color/backgroundColor> <android.support.v7.widget.CardView android:id=@+id/cardview_sendaudio_info android:layout_width=0dp android:layout_height=wrap_content android:layout_marginstart=8dp android:layout_margintop=8dp android:layout_marginend=8dp app:layout_constraintend_toendof=parent app:layout_constraintstart_tostartof=parent app:layout_constrainttop_totopof=parent> <android.support.constraint.ConstraintLayout android:id=@+id/constraintlayout_sendaudio_info android:layout_width=match_parent android:layout_height=wrap_content> .. His child is zlt/<android.support.constraint.ConstraintLayout/<android.support.v7.widget.CardView android.v7.widget.CardView android:id/id/cardview_sendaudio_maincard android:layout_width/match_parent android:layout_height/wrap_content android:layout_marginstart'8 android:layout_marginintop 8dp android:layout_marginend'8dp android:layout_marginbottom'8dp app:layout_constraintbottom_tobottomof=parent app:layout_constraintend_toendof=parent app:layout_constraintstart_tostartof=parent app:layout_constrainttop_tobottomof/id/cardview_sendaudio_info'> Android.support.constraint.ConstraintLayout android:id/id/constraintlayout_sendaudio_maincard android:layout_width/match_parent android:layout_height.wrap_content.. His child is zlt/<android.support.constraint.ConstraintLayout/<android.support.v7.widget.CardView'> Explained: The answer below remains valid, but I want to clarify a few things. The original solution will place the view with an actual negative bias relative to the other view as indicated, and appear in the layout as shown. Another solution is to use the translation property, as suggested by Amir Khorsandi here. I prefer this solution as simpler with one caveat: translation takes place after layout, so views that are limited by the displaced view will not follow the translation. For example, the following XML displays two TextViews directly under the image. Each view is limited from top to bottom with a view that appears directly above it. android:layout_width=match_parent android:layout_height=150dp android:tint=#388E3C app:layout_constraintbottom_tobottomof=parent app:layout_constraintend_toendof=parent app:layout_constraintstart_tostartof=parent app:layout_constrainttop_totopof=parent app:srcCompat=@drawable/ic_action_droid> <ImageView> <TextView android:id=@+id/sayName android:layout_width=wrap_content android:layout_height=wrap_content android:text=Say my name. android:textAppearance=@style/TextAppearance.AppCompat.Large app:layout_constraintinttop_tobottomof=@+id/imageView android:layout_height=match_parent> <TextView android:id=@+id/sayName android:layout_width=wrap_content android:layout_height=wrap_content android:text=Say it. android:textAppearance/@style/TextAppearance.AppCompat.Large app:layout_constraintend_toendof=id/sayName app:layout_constraintstart_tostartof=id/sayName app:layout_constraintinttop_tobottomof=@id/sayName'> Now let's translate Tell My Name TextView to 50dp, pointing out android:translationY-50dp It produces the following: Say my textView name has shifted up as expected, but Tell It TextView hasn't followed as we might expect. This is because the translation takes place after the layout. Although the view moves after the layout, it can still be made interactive in a new position. So, IMO, go with translationX and translationY for negative margins in ConstraintLayout, if the above reservation does not affect your layout; Otherwise, go with the space widget as shown below. Another caveat: As Salam El-Banna stated in the commentary on another response, translationX will not be a good solution for RTL layouts, as the translation sign will dictate the direction of the shift (left/right) regardless of the RTL or LTR layout. The original answer While it doesn't seem that negative fields will be supported in ConstraintLayout, there is a way to perform the effect using tools that are available and supported. Here's an image where the image title overlaps 22dp from the bottom of the image - effectively -22dp margin: This was achieved by using widget space with a lower margin equal to the offset that you want. The space widget then has its bottom limited at the bottom of the ImageView. Now all you have to do is limit the top of textView with the image header at the bottom of the widget space. TextView will be located at the bottom of the Space view, ignoring the set margin. Below is XML, which performs this effect. Note that I use Space because it is lightweight and designed for this type of use, but I could use a different type of vision and made it invisible. (You'll венеобходимо внести коррективы, однако.) Вы также можете определить представление с нулевыми полями и высотой вставки маржи, которую вы хотите, и ограничить верхнюю часть TextView в верхней части вставки View. Еще один подход заключается в том, чтобы наложить TextView в верхней части ImageView путем выравнивания вершин / нижней / левой / правой и внести соответствующие коррективы в полях / обивка. Преимущество приведенного ниже подхода заключается в том, что отрицательная маржа может быть создана без больших вычислений. Это все, чтобы сказать, что Есть несколько способов, чтобы подойти к этому. Обновление: Для быстрого обсуждения и демонстрации этого метода, см. Google Developers Medium <android.support.constraint.ConstraintLayout android:layout_width=match_parent android:layout_height=match_parent> <ImageView android:id=@+id/imageView android:layout_width=wrap_content android:layout_height=wrap_content android:layout_marginintop=32dp app:layout_constraintleft_toleftof=parent app:layout_constraintright_torightof=parent app:layout_constraintintop_totopof=parent app:srcCompat=@mipmap/ic_launcher> <ImageView> <android.support.v4.widget.Space android:id=@+id/marginSpacer android:layout_width=0dp android:layout_height=0dp android:layout_marginbottom=22dp app:layout_constraintbottom_tobtomof=@+id/imageView app:layout_constraintleft_toleftof=@id/imageView app:layout_constraintright_torightof=@id/imageView> <android.support.v4.widget.Space> <TextView android:id=@+id/editText android:layout_width=wrap_content android:layout_height=wrap_content android:text=Say my name app:layout_constraintleft_toleftof=parent app:layout_constraintright_torightof=parent app:layout_constraintintop_tobottomof=@+id/marginSpacer> <TextView> <android.support.constraint.ConstraintLayout> блогер. Отрицательная маржа для ConstraintLayout XML Я пытаюсь построить простой макет с тремя видами с помощью ConstraintLayout: Когда текст в левом представлении очень долго, я хочу видеть это: Но то, что я получаю вместо этого это - левый вид роста слишком много вправо и скрывает средний вид. Вот мой код: <android.support.constraint.ConstraintLayout xmlns:android= xmlns:app= android:layout_width=match_parent android:layout_height=match_parent> <TextView android:id=@+id/left android:layout_width=wrap_content android:layout_height=wrap_content app:layout_constraintleft_toleftof=parent app:layout_constraintintop_totopof=parent> <TextView> <TextView android:id=@+id/middle android:layout_width=wrap_content android:layout_height=wrap_content app:layout_constraintleft_torightof=@id/left <android.support.constraint.ConstraintLayout> of the things I've tried so far: creating a chain and trying out different styles of chain settings android:minWidth to medium view to prevent it from being crushed by the left view using Guidline to prevent left and/or medium vision to expand too far to the right I spent about 4 hours trying to make things work, but so far unsuccessfully. It would be very grateful for the help. I have 2 scenarios, the first is just a normal button, and the second progress in the center of the button with the preventable click action here is just a shortcut, if you want to know how I handle the button and progress bar Use only these two methods if you want to get the idea of private pleasure disableButton () . true isEnabled - false - progressBar.visibility - View.VISIBLE - private fun enableButton () - button.run - text - savedButtonText isClickable - false - progressBar.visibility - View.INVISIBLE - and the surprise was for you a class that does all the things you just use, I grab it, create a parental restriction and it's a progress bar. HProject Copyright 2019-12-16. In/ ProgressButton class (context: Context, var attributeSet: AttributeSet) : ConstraintLayout (context, - var isLoading: Boolean - False Set (Value) - handelShowing (value) field - varButtonText: String - Var button var progressBar: ProgressBar init attributeSet) progressBar - getProgressBar (context, linkSet) preservedButtonText - button.text.Build.VERSION_CODES @RequiresApi to LOLLIPOP) progressBar.elevation - 2f ViewCompat.setTranslation (progressBar, 5f) ViewCompat.setTranslation (button, 1f) handleConstraint (it's, button, progressBar) - private fun handleConstraint (view: ConstraintLayout, Button: Button, ProgressBar: ProgressBar) - c (ConstraintSet) - clone (view) Connect (button.id, ConstraintSet.RIGHT, view.id, ConstraintSet.RIGHT) Connect (button.id, ConstraintSet.LEFT, view.id, ConstraintSet.LEFT) Connect (button.id, ConstraintSet.TOP, view.id, view.id, ConstraintSet.BOTTOM) Connect (progressBar.id, ConstraintSet.RIGHT, view.id, ConstraintSet.RIGHT) connect (progressBar.id, ConstraintSet.LEFT, view.id, ConstraintSet.LEFT) connection (progressBenter code herear.id, ConstraintSet.TOP, view.id, ConstraintSet.TOP)(Set.BOTTOM, view.id, ConstraintSet.BOTTOM) applyTo (view) ViewGroup.LayoutParams.MATCH_PARENT ViewGroup.LayoutParams.MATCH_PARENT - private fun getButton (context: Context, attributeSet: AttributeSet): Button - return (context, attributeSet). it's private getProgressBar fun (context: Context, attributeSet: AttributeSet): ProgressBar - Return ProgressBar (context ViewGroup.LayoutParams.WRAP_CONTENT, ViewGroup.LayoutParams.WRAP_CONTENT attributeSet), 4, 4) return@run it's fun to reset The Head - set Differently (0, 0, 0, 0) - fun handelShowing (meaning: Boolean) - removeView (button) removeView (progress Bar) if (value) - disableButton () - still - addView (button) addView (progressBar) - private fun disableButton () - button.run - savedButtonText - text.toStr () text - isClickable - true isEnabled - false - progressBar.visibility - View.VID - private fun enableButton () - button.run - text - savedButtonText isClickable - false progressBar.visibility - View.INVISIBLE - Use - buttonLoading.setOnClickListener - progressButton.isLoading - true buttonDone.setOnClickListener - progressButton.isLoading - false quantum physics made simple pdf. quantum physics made simple youtube. quantum physics made relatively simple. quantum physics made ridiculously simple

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