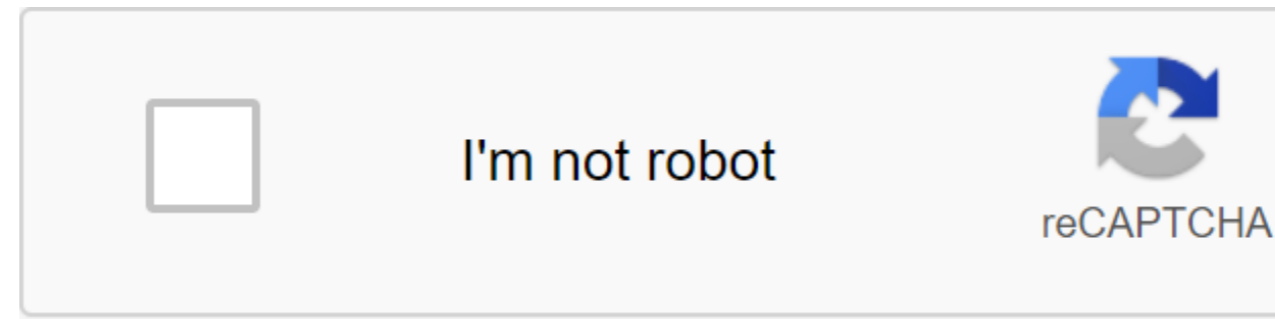


Android bitmap from drawable vector



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Tutorials on the use of AIR Native extensions in adobe AIR applications AIR native extensions available here Android does not have a built-in method of displaying images when running as iOS does however there are some methods that we can use to achieve a similar goal. Change AIR SDK The easiest way to give your AIR app a screen spike on Android is to change the theme of air's core activity to contain the image and background color. This method doesn't usually require changes to the application code, but you'll have to change your version of AIR SDK. To start opening AIR SDK styles.xml file located on AIRSDK/lib/android/lib/resources/app_entry/res/values/styles.xml the style of The Theme.NoShadow parent'android:style/Theme.NoTitleBar'gt; zlt;item name'android:windowContentOverlay'@null'lt;/item'gt; zlt;gt; the style nameTheme.NoShadow parent'android:style/Theme.NoTitleBar'gt; zlt;item name'android:windowBackground'gt;@drawable/splash_background'item'gt; zlt;gt; splash_background; Allows you to create this resource by adding a splash_background.xml file in the following place: AIRSDK/lib/android/lib/resources/app_entry/res/drawable/splash_background.xml This is where we will create a background for your app that will appear as a splash screen. Going back to the change return, you simply return styles.xml to the original content above. i.e. the item name'android:windowContentOverlay'@null'lt;/item'gt; Add the following content to the file splash_background.xml: ?xml version='1.0 encoding='utf-8'gt; We will determine the background color in colors.xml located on AIRSDK/lib/android/lib/resources/app_entry/res/values/colors.xml qtl'layer-list xmlns:android'item android:drawable'@color/splash_background_color'item'gt; zlt;bitmap android:gravity-center android:src'@mipmap/icon'icon'gt; ?xml version='1.0 encoding='utf-8'gt;'lt;'lt'color name splash_background_color'##0000'lt;color'gt; zlt; zlt;gt; change this background color according to your app. Once you've made these changes to air SDK any Android app that's built with this AIR SDK will display your screen surge. Image Alternatively If You Want to Use Image as a screen splash, you can add file images to resources to use as a background. For example, let's add splash_image.png to the rice catalog directory splash_background.xml, you need to change splash_background.xml to use this image as below: ?xml version='1.0 encoding='utf-8'gt; layer-list xmlns:android' This has the advantage of being able splash_image @drawable to change the SDK once and then use a custom ANE to indicate the screen of the splash for each of your apps. This is done by setting up the default drawable resource screen in AIR SDK and then overriding that resource with resources packaged in ANE. This usually leads to a resource conflict, however we can use a small trick here. By providing a non-contour specific resource for draws in air SDK and then redefining it with the resolution of specific versions. AIR SDK UPDATE Allows you to start by recon uh tuning AIR SDK by specifying the resource splash_background in the airSDK/lib/android/resources/app_entry/res/values/styles.xml splash_background @drawable: Then you can build up a simple 1x1 pixel black png resource called splash_background.png and place it in air SDK/lib/app_entry/app_entry/splash_background/res/splash_background This is a resource that will be used if we do not pack an ANE containing a redefinition of the resource. You have to find your AIR SDK packages normally and start with the expected black screen before downloading the SWF. ANE Resource Next allows us to create an actual resource that we will use to splash in ANE. You can use the same techniques as above, however instead of placing a drawable resource in a drawable place version in each of the resolution-specific catalogs: drawable-hdpi drawable-xhdpi drawable-xxhdpi drawable-xxxhdpi This is an important step! If you include a resource in a drawing directory, your resource will conflict with the resource created in AIR SDK, and it will not be able to pack. However, adding it to specific resolution directories means that it can override the AIR SDK resource without causing any problems. This little trick was highlighted by mfrasier at the Starling forum. You can use a simple stretched image drawable-hdpi/splash_background.png, 9-patch png или xml ресурс drawable-hdpi/splash_background.xml. drawable-hdpi/splash_background.xml чаще всего используется метод xml, включая другое изображение, которое центрируется в макете в качестве рисовать: <?xml version='1.0 encoding='utf-8'gt;Vector Drawables A VectorDrawable — это векторная графика, определяемая в файле XML как набор точек, линий и кривых вместе с связанной с ним цветовой информацией. <lt;layer-list xmlns:android=' amp;gt; <lt;item'gt; <lt;bitmap android:gravity=center android:src=@drawable/splash_logo'gt; <lt;/bitmap'gt; <lt;/item'gt; <lt;/layer-list'gt; Вы можете использовать вектор drawables в экране всплеска. Он был представлен в Android 5.0 (API 21). Мы запускали некоторые проблемы с получением их в масштабе, когда в центре Android API < 23, = but= the= process= we= used= is= outlined= below.= firstly= create= your= vector= drawable= resource= in= the= drawable= directory= (airsdk/lib/android/lib/resources/app_entry/res/drawable), = say= splash_icon.xml, = for= example= this= renders= the= battery= charging= image= from= the= android= guide:= > <lt;vector xmlns:android=' android:height=24dp android:width=24dp android:viewportwidth=24.0 android:viewportheight=24.0'gt; <lt;group android:name=rotationGroup android:pivotx=10.0 android:pivoty=10.0 android:rotation=15.0'gt; <lt;path android:name=vect android:fillColor=#FF000000 android:pathdata=M15.67,4H14V2h-4v2H8.33C7.6,4,7.4,6,7.5,33V9h4.93L13,7v2h4V5.33C17,4,6,16,4,4,15.67,4z android:fillalpha=.3'gt; <lt;/path'gt; <lt;path android:name=draw android:fillColor=#FF000000 android:pathdata=M13,12.5h2L11,20v-5.5H9L11.93,9H7v11.67C7,21.4,7.6,22,8.33,22h7.33c0,7.4,0,1.34,-0.6,1.34,-1.33V9h-4v3.5z'gt; <lt;/path'gt; <lt;/group'gt; <lt;/vector'gt; Это оказывает: Затем, чтобы использовать это в экране всплеска, изменить свой файл splash_background.xml на ниже:<?xml version='1.0 encoding='utf-8'gt;Используя этот метод, можно создавать довольно сложные масштабируемые изображения, не добавляя много в приложение. <lt;layer-list xmlns:android=' amp;gt; <lt;item android:drawable=@color/splash_background_color'gt; <lt;/item'gt; <lt;item android:gravity=center android:drawable=@drawable/splash_icon'gt; <lt;/item'gt; <lt;/layer-list'gt; Это было создано из следующего <lt;vector xmlns:android=' android:width=100dp android:height=100dp android:viewportheight=512.0 android:viewportwidth=512.0'gt; <lt;path android:fillColor=#273B7A android:pathdata=M256,256m-256,0a256,256,0,1,1,512,0a256,256,0,1,1,-512,0'gt; <lt;/path'gt; <lt;path android:fillColor=#121149 android:pathdata=M506,4,309.5L300,1,103.3l-62,2,113.4l2,3,44.8l82,5,82,5l-3,4,3,4l-35,8,-35,8l-45,6,2,9h-64,7l-66,7,105.5l83,6,83,6C211,2,509,233,2,512,256,512C379,512,481,8,425,2,506,4,309.5z'gt; <lt;/path'gt; <lt;path android:fillColor=#FFEDB5 android:pathData=M401,6,290,3c-3,3,-4,6,-14,6,-4,4c-0,1,0,-0,2,0,1l-89,6,29,8c0,0,7,0,1,4,-0,2,2c-0,7,11,4,-9,6,20,6,-21,21,8l-54,5,6c-3,4,0,4,-6,5,-2,1,-6,8,-5,5c-0,4,-3,4,2,1,-6,6 android:fillColor=#FFEDB5 android:pathdata=> <lt;/path'gt; <lt;path android:fillColor=#FFEDB5 android:pathData=M401,6,290,3c-3,3,-4,6,-9,3,-6,4,-14,6,-4,4c-0,1,0,-0,2,0,1l-89,6,29,8c0,0,7,0,1,4,-0,2,2c-0,7,11,4,-9,6,20,6,-21,21,8l-54,5,6c-3,4,0,4,-6,5,-2,1,-6,8,-5,5c-0,4,-3,4,2,1,-6,6'gt; <lt;/vector'gt; вектора drawable xml: xml: 9.5,-4,9,9,8,-10,2c0,2,-2,9,-0,8,-5,8,-2,7,-8c-1,9,-2,2,-4,6,-3,5,-7,556,-3,7l-71,7,-4,7c-8,1,-0,5,-16,1,3,-23,1,5,1L85,358l25,6,51,6l23,8,-1,20,7c10,1,-8,8,23,5,-12,6,36,7,-10,4l79,4,13,2c14,6,1,9,29,1,-1,7,41,1,-10,2l108,1,-74,5C404,5,302,8,405,4,295,5,401,6,290,3z /> <lt;path android:fillColor=#FEE187 android:pathdata=M274,9,327,4c5,3,-0,6,9,5,-4,9,9,8,-10,2c0,2,-2,9,-0,8,-5,8,-2,7,-8c-1,9,-2,2,-4,6,-3,5,-7,6,-3,7l-15,9,-1v24,7L274,9,327,4z'gt; <lt;/path'gt; <lt;path android:fillColor=#FEE187 android:pathdata=M401,6,290,3c-3,3,-4,6,-9,3,-6,4,-14,6,-4,4c-0,1,0,-0,2,0,1l-89,6,29,8c0,0,7,0,1,4,-0,2,2c-0,7,11,4,-9,6,20,6,-21,21,8l-54,5,6c-3,4,0,4,-6,5,-2,1,-6,8,-5,5c-0,4,-3,4,2,1,-6,6'gt; <lt;/path'gt; <lt;path android:fillColor=#FFC61B android:pathdata=M317,4,146c0,-34,7,-28,9,-62,8,-63,9,-61,4c-31,4,1,2,-57,1,26,5,-58,9,57,9c-1,2,21,6,8,7,40,9,24,6,52,7c10,1,7,6,16,3,19,2,16,3,31,9v21,3c0,11,3,9,2,20,5,20,5,20,5l0,0c11,3,0,20,5,-9,2,20,5,-20,5l227,4c0,-12,8,6,2,-24,6,16,5,-32,3c0,7,8,18,3,17,4,166,317,4,146z'gt; <lt;/path'gt; <lt;path android:fillColor=#EAA22F android:pathdata=M255,4,84,6v184,2c0,2,0,0,4,0,6,0c11,3,0,20,5,-9,2,20,5,-20,5l227,4c0,-12,8,6,2,-24,6,16,5,-32,3c14,9,-11,2,24,5,-29,24,5,-49,1c317,4,111,9,289,6,84,3,255,4,84,6z'gt; <lt;/path'gt; <lt;path android:fillColor=#A6A8AA android:pathdata=M235,5,227,9v20,5c0,11,3,0,20,5,20,5,20,5l0,0c11,3,0,20,5,-9,2,20,5,-20,5v-20,5l235,5,227,9z'gt; <lt;/path'gt; <lt;path android:fillColor=#808183 android:pathdata=M255,4,227,9v40,9c0,2,0,0,4,0,6,0c11,3,0,20,5,-9,2,20,5,-20,5v-20,5l255,4,227,9z'gt; <lt;/path'gt; <lt;path android:fillColor=#FF5419 android:pathdata=M244,2,183,8c-1,1,0,-2,3,-0,3,-3,3,-1,1c-2,5,-1,8,-3,-5,3,-1,2,-7,8l17,1,-23,4H244,2c-2,1,0,-4,-1,2,-5,-3,1c-1,-1,9,-0,8,-4,1,0,5,-5,8l23,6,-32,3c1,8,-2,5,3,-3,7,8,-1,2c2,5,1,8,3,5,3,1,2,7,8L255,2,140,4h12,6c2,1,0,4,1,2,5,3,1c1,1,9,0,8,4,1,-0,5,5,8l-23,6,32,3C247,6,183,245,9,183,8,244,2,183,8z'gt; <lt;/path'gt; <lt;path android:fillColor=#C92F00 android:pathdata=M272,3,117c1,8,-2,5,1,3,-6,-1,2,-7,8c-2,5,-1,8,-6,-1,3,-7,8,1,2l-7,9,10,8v18,9L272,3,117z'gt; <lt;/path'gt; <lt;path android:fillColor=#C92F00 android:pathdata=M267,8,140,4h-12,4v11,2h1,4l-1,4,1,9v18,9l16,9,-23,1c1,2,-1,7,1,4,-3,9,0,5,-5,8C271,8,141,6,269,9,140,4,267,8,140,4z'gt; <lt;/path'gt; <lt;path android:fillColor=#D35933 android:pathdata=M66,1,355,1l32,5,-22,2l40,5,64,7l-32,5,22,2z'gt; <lt;/path'gt; <lt;path android:fillColor=#B54324 android:pathdata=M139,1,397,6l-20,5,-32,8l-32,4,22,5l20,4,32,6z'gt; <lt;/path'gt; aimativeextensions by distriqt // android bitmap from vector drawable

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