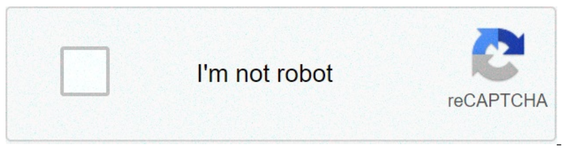

Continue

Android tile background

Custom tile background android. Run tile app in background android. How to keep tile app running in background android.

Home Favorites Menu Similar Discussions - App App sales sales with an intelligent marketing platform. Try the mailchimp today if a picture background property is specified, the repetition property in CSS defines if (and how) will repeat. Here is an example: HTML {background-image: URL (logo.png); Background repetition: repetition-x; } These are the possible values for this property (in addition to the usual things like inherit): repeat: tiles the image in both directions. This is the default value.Repeat-X: tile Image HorizontalEpeat-y: Tile the image Vertically-repetition: DonÃ ¢ â,¬ Â "¢ T Tile, Just show the image on Oncespace: Tile the image In both directions. Never cut the image unless a single image is too big to adapt. If more images they can adapt, except images that always touch the edges. Tround: tile the image in both directions. Never cut the image unless a single image is too big to adapt. If more images can adapt to the remaining space, Squish li or stretch to fill the space. If you are lower than the width of the image to the left, stretches, if it is more, extend. There is also the two-valued syntax: .Element {/ * Background-Repetition: Horizontal vertical * / Background-Repetition: repetition space; Background repetition: repeat repetition; Background-Repetition: Round space; } Which makes single value syntax only rhythography for syntax to two values. For example, the Round is really round. You can also comma the separate multiple values if it comes to multiple backgrounds. Demo Interactive demo on how spatial and round work, compared to repetition: another redemption demo, which shows a border of Ã ¢ â,¬ Å "fakeÃ ¢ â,¬: here is another funny demo with the burgers that show The background-repetition: Round;. browser support IEEdgeChromeFirefoxSafariOperaAllAllAllAllAll iOS SafariChrome AndroidFirefox AndroidAndroid BrowserOpera MobileAllAllAllAllSource: caniuse supports multiple backgrounds IEEdgeChromeFirefoxSafariOpera9 AllAll3.6 + + + All11.5 iOS SafariChrome AndroidFirefox AndroidAndroid BrowserOpera MobileAllAllAll90 + 62 + Source: Round caniuse and space keyword support ChromeFirefoxIEEdgeSafari324910127Android ChromeAndroid FirefoxAndroidiOS Safari93924.47.0 -7.1 Other properties related to Android information: RegolviewBounds Set this to true if you want the imageview to fix the limits to preserve the aspect ratio of its drawable. Android: Baseline the base line offset within this point of view. The view will be aligned at the basic base with according to its lower edge. Android: croptopadding if it is true, the image will be cropped to adapt to its padding. Android: Maxheight An optional topic to provide a maximum height for this point of view. Android: MaxWidth An optional argument to provide a maximum width for this view. Android: Scaletype checks the way the image must be resized or moved to match the size of this imageview.ã, Android: SRC Sets a dremage as the content of this imageview.ã, Android: color the color of coloring for l 'image. Android: TintMode melting mode used to apply image tint. From Class Android.View.View Android: Android Android: AccessibilityHeading If or not this vision is a title for accessibility purposes. Android: accessibility liveregion indicates accessibility services if the user must be notified when this point of view changes. Android: Panetitle accessibility The title This vision should present accessibility as a box title. Android: AccessibilityTraversalafter sets the ID of a view after that this is visited Accessibility crossing. Ã, Android: AccessibilityTraversalbel first Set the ID of a view before which this is visited in Traversal Accessibility. Android: Alpha Alpha Properties of the view, as a value between 0 (completely transparent) and 1 (completely opaque). Android: Autofillhints describes the content of a view so that an autofill service can complete the appropriate data service. Android: AutofilledHighlight Hadeable to be Above the view to mark it as an autofilled it could be a reference to another resource, in the "@ [+] [package:] type / name" or theme attribute in the "? [Package:] type". Ã, Android: a problem a problem to use as a background. Android: Tint with backgroundtInt to apply on the background. Android: BackgroundInTMode Melting mode used to apply the background tint.It, Android: Clickable Defines if this view reacts to click on Events. Android: Clipoutline If the view of the view must be used to clet the contents of the view. Android: ContentDescription defines the text that briefly describes the content of the view. Android: DeliveryBreakfast Defines if this view reacts to the context, click Events. Android: DefaultFocushighlightTenabled If this view should use a predefined focus highlight when focused but has no r.attr.state_focused defined in its background. Android: DrawingCachequistery defines the quality of translucent design caches. Android: DuplicateParentStateState When this attribute is set to true, the view gets its designed state (focused, pressed, etc.) from its direct parent rather than from sÃ © .ã, Android: Base elevation Z depth of view. Android: FadesCrollBar defines whether to vanish out scrollbar when they are not in use. Android: FadingedGelength defines the length of fading edges. Android: FilterTouchesWhereFscured Specifies whether to filter touches when the View window is obscured by another visible window. Internal Association: internal attribute of FitssystemWindows Boolean: displays the layout based on system windows as the status bar. Android: Focusable controls If a view can take focus. Android: FocusableInTouchMode Boolean who controls if a view can lead to focus while in touch mode. - Android: Focused a predefinite view-focus.ã, Android: ForcehasoverlappingRendering If this point of view has elements that can overlap when drawn.Ã, Android: in the foreground it defines the problem to draw the with tent. Android: PropeygroundGravy defines gravity to apply to the drawable first floor. Android: close-up color to apply to the first floor. Android: Android fusion mode: TintegrightIntMode used to apply the tint in the foreground.ã, Android: Android: BACTice should have apttical feedback enabled for events as long presses. Android: ID provides an identification name for this view, later retrieving it with Vista.FindViewbyid () or .FindViewbyid () activity. Ã, Android: IMPORTANT Condibility Describes if this sight is important for accessibility. Android: ImportoForAutofill suggests Android system If the display node associated with this view must be included in a display structure used for Autofill 'purposes, Android: IdentifarconContencapture suggests the Android system if the display node associated with this vision should be used For capture purposes of content. Android: ISScrollContainer Sets this if the view will serve as a Ainer scrolling content, which means that it can be resized to reduce its overall window so that there will be space for an input method. Android: Keepscreenon checks if the view window should keep the screen while visible. Android: Keyboard is a root of a keyboard navigation cluster. Android: Layertype specifies the type of support level of this view. Android: LayoutDirection defines the direction of layout design. Android: LongClible defines whether this view reacts to long-term snap events. Android: Defines long. The minimum height of the view. Android: the minwidth defines the minimum width of the view. Android: Defines the navigation cluster of the next keyboard. Android: NextFocusdown defines the next view to focus when the next focus is view.focus_doll If the reference refers to a view that does not exist or is part of an invisible hierarchy, a RuntimeSexception will turn out when the reference is accessed . reference. Defines the next view to give fire to when the next focus is view.Focus_Forward If the reference refers to a view that does not exist or is part of an invisible hierarchy, an RuntimeException will turn out when the reference is accessed. Android: NextFocusleft defines the next view to give fire to when the next focus is view.Focus_LEFT.Ã, Android: NextFocusight defines the next view to give fire to when the next focus is seen. Focus_right if the reference It refers to a view that does not exist or is part of an invisible hierarchy, a runimexception will turn when the reference is accessed. Android: Android defines the next view to focus when the next focus is seen. Focus_UP If the reference refers to a view that does not exist or is part of an invisible hierarchy, a RuntimeException will turn out when the reference is accessed . Android: Onclick method name in the context of this point of view to invoke when the view is clicked. Android: Outlineambientshadowcowco Lor sets the shadow color that is drawn when the view has a positive z value or elevation. Android: IllustrativeShadowColor sets the color of the shadow spot drawn when the view has a z value or positive elevation. Android: Padding sets the padding, in pixels, of all four edges. Android: PaddingBottom sets the padding, in pixels, of the lower edge; See r.attr.Padding.ã, Android: PaddingND sets the padding, in pixels, of the final edge; See r.attr.Padding.ã, Android: PaddingHorizontal sets the padding, in pixels, left and right edges; See r.attr.Padding.ã, Android: PaddingLEFT Sets the padding, in pixels, of the left edge; See r.attr.Padding.ã, Android: Paddingight sets the padding, in pixels, of the right edge; See r.attr.Padding.ã, Android: PaddingStart sets the padding, in pixels, of the initial edge; See r.attr.Padding.ã, Android: Paddingtops sets padding, in pixels, of the upper edge; See r.attr.Padding.ã, Android: PaddingVertical sets up to padding, in pixels, upper and lower edges; See r.attr.Padding.ã, Android: RequestFadingEdge defines which edges must be faded on the scroll. Android: Rotation of the Vista rotation, in degrees.ã, Android: Rotation rotation of the view around the Axis X, in degrees. Android: Rotation of view of the view around the Y axis, in degrees.ã, Android: Saved if false, no state will be saved for this view when it was frozen. Android: Scalex staircase of the view in the X.Ã.ã, Android direction: Climbing ladder of the view in the direction Y. Android: ScreenReaderFocusable If this point of view must be considered as a unit focusable from the accessibility tools of the screen readers. : Scrollidactors defines which scroll indicators must be displayed when the view can be shaken. Android: Scrollx The initial horizontal scroll offset, in pixels.ã, Android: Scrolledly the initial vertical scroll offset, in pixels .ã, Android: scrollBaralwaysBarwhorizontalTrack Defines whether the horizontal track of the scroll bar must always be designed. Android: scrolls BARALWAYSDRAWAWVerticAtrack defines if the trace of the vertical scroll bar must always be drawn. Android: scrollbardefaultfaultelaybeforefade defines the delay in milliseconds that a scroll bar waits before vanishing. Android: scrollbarfadesation defines the delay in milliseconds that a scroll bar requires fading. Android: scrollbsize sets the width of the vertical scroll bars and the height of the horizontal scroll bars. Android: scrollbarstyle controls the style of the scroll bar and the position. Android: scrollbarthumbhorizontal defines the sliding thumb of the thumb drawable. Android: scrollbarchumbvertical defines the disguise vertical scroll bar. Define the horizontal track of the drawable scroll bar. Android: ScrollBarTrackVertical defines the trace of the disguise vertical scroll bar. Android: The scroll bars define which scroll bars need to be displayed on scroll or not. no. Having sound effects enabled for events such as, clicking and Touching.ã, Android Statelistanimator sets the status-based animator for view.ã, Android: Supply tags a tag for this view containing a string, to be recovered later with view .gettage () or searched with view.findviewwithtag () ã, Android. Textalignment Defines the alignment of the text.ã, Android: TextDirection Defines the direction of text.ã, Android: theme to specify a theme replacement for a view.ã, Android: the Tooltiptext text defines displayed in a small pop-up window to Passage of the long press.ã, Android: transformpivotx x position of the articulation point around which the roterÃ and stair view., Android: transformpiveness y of the rotation point around which the view will turn and scale. Android: TransitionName Names A view that can be identified for Transitions.ã, Android: Translationx translation in X of view.ã, Android: Translationy translation in Y del View.ã, Android: Translation Translation in Z of the view .ã, Android : Visibility controls The initial visibility of the view.ã, from the Android.view.view class int modality Live accessibility_live_region_assertive region specifying that accessibility services should interrupt the speech in progress to immediately announce changes at this point of view. int accessibility_live_region_none Live region mode specifying that accessibility services must not automatically announce changes to this view. int accessibility_live_region_polite Live region mode that specify that accessibility services should announce changes to this vision. int autofill_flag_include_not_important_views flag that requires adding views marked as not important for autofill (see setimportforutofill (int)) to a view. String autofill_hint_cridit_card_expiration_date suggestion indicating that this view can be self-fitted with a credit card expiration date. String autofill_hint_credit_card_expiration_day Tip indicating that this view can be self-frilled with a day of credit card expiration. String autofill_hint_credit_card_expiration_month clue that indicates that this point of view can be autofilled with a month of expiration credit card. String autofill_hint_credit_card_expiration_year clue indicating that this point of view can be autofilled with one year of expiration credit card. String autofill_hint_credit_card_number Clute indication that this point of view can be self-filled with a credit card number. String autofill_hint_credit_card_security_code Clue indicating that this point of view can be self-filled with a credit card security code. String autofill_hint_email_address clue indicating that this point of view can be self-filled with an email address. String autofill_hint_name Tip indicating that this point of view can be autofilled with the real name of a user. String autofill_hint_password clue indicating that this point of view can be self-filed with a password. String autofill_hint_phone clue indicating that this point of view can be self-fitted with a phone number. String autofill_hint_postal_address clue indicating that this point of view can be self-filled with a postal address. String autofill_hint_postal_code clue indicating that this point of view can be self-filled with a postal code. AutoFill_Hint_Username suggestion string indicating that this view can be autofilled with a username. Type int autofill_type_date automatic filling for a field that contains a date, which is represented by a long one represents the number of milliseconds from the base time known as "era", ie January 1, 1970 00:00:00 GMT (see date .gettime (). int autofill_type_list Filling type For a selection list field, which is filled by an INT representing the index of the internal element (starting from 0). int autofill_type_none auto-filling type for sight that cannot be self-filed. int type autofill_type_text Autofill for a text field, which is filled by a CharseQuence. int type autofill_type_toggle Automatic filling for a Togglable field, which is filled by a boolean value. int drag_flag_global flag indicating that a dragging can cross windows borders. int int When this flag is used with drag_flag_global_uri_read and / or drag_flag_glabal_uri_write, the URI authorization grant can be persisted through the device to restart until explicitly revoked with context.revokeuripermission (URI, int) context.revokeuripermission}. INT DRANG_FLAG_GLOBAL_PREFIX_URIS_PERMISSION When this flag is used with drag_flag_global_uri_read and / or drang_flag_glagal_uri_write, the URI authorization grant applies to any URI which is a prefix corresponding to the original uri. int drag_flag_global_uri_read When this flag is used with drag_flag_global, the drive recipient will be able to request access to reading at the content URI contained in the cliped object. Int drang_flag_global_uri_write When this flag is used with drag_flag_global, the drive recipient will be able to request write access to the content URI contained in the cliped object. Int drag_flag_opaque flag indicating that the shadow of dragging will be opaque. int drawing_cache_quality_auto This constant was deprecated in the API level 28. The view design cache was largely created obsolete with the introduction of accelerated hardware rendering in API 11. With hardware acceleration, intermediate cache layers are in great Unnecessary part and can easily involve a net loss in performance due to the cost of creating and level updating. In rare cases where cache levels are useful, as for alpha animations, setlayertype (int, android.graphics.paint) manages this with hardware rendering. For snapshots rendered by the software of a small part of the sight hierarchy or individual views we recommend creating a canvas from a bitmap or image and a call design (Android.graphics.canvas) on view. However, these uses rendered software are discouraged and have compatibility problems with hardware only rendering features such as BitMaps config.hardware, real-time shadows and profile clipping. For user interface screenshots for feedback reports or the pixelcopy API is recommended. Int drawing_cache_quality_high This constant has been deprecated in the API level 28. The view design cache was largely created obsolete with the introduction of accelerated hardware rendering in API 11. With hardware acceleration, intermediary cache layers are in Most useless and can easily lead to a net loss in performance due to the cost of creating and level updating. In rare cases where cache levels are useful, as for alpha animations, setlayertype (int, android.graphics.paint) manages this with hardware rendering. For snapshots rendered by the software of a small part of the sight hierarchy or individual views we recommend creating a canvas from a bitmap or image and a call design (Android.graphics.canvas) on view. However, these uses rendered software are discouraged and have compatibility problems with hardware only rendering features such as BitMaps config.hardware, real-time shadows and profile clipping. For user interface screenshots for feedback reports or the pixelcopy API is recommended. int drawing_cache_quality_low This constant was deprecated in the API level 28. The view of the design of the view was largely created obsolete with the introduction of accelerated hardware rendering in API 11. With hardware acceleration, intermediary cache layers are in Most useless and can easily lead to a net loss in performance due to the cost of creating and level updating. In rare cases where cache levels are useful, as for animations Setlayertype (int, android.graphics.paint) manages this with hardware rendering. For snapshots rendered by the software of a small part of the sight hierarchy or individual views we recommend creating a canvas from a bitmap or image and a call design (Android.graphics.canvas) on view. However, these uses rendered software are discouraged and have compatibility problems with hardware only rendering features such as BitMaps config.hardware, real-time shadows and profile clipping. For UI screenshots for feedback feedback o The unit test is recommended the pixelcopy API. int find_views_with_content_description Find the views that contain the description of the specified content. int find_views_with_text Find views that make the text specified. Int focusable this view wants keys. int focusers_all View the flag indicating whether comparable (java.util.arraylist, int, int) should add all focusable views regardless of whether they are focusable in touch mode. Int focuses_touch_mode View the display flag indicating whether addfocusables (java.util.arraylist, int, int) should add only follidate views in touch mode. int focus_auto This view determines focusing automatically. Int focus_backward use with focussearch (int). int focus_down use with focussearch (int). int focus_forward use with focussearch (int). int focus_left use with focussearch (int). int focus_right use with focussearch (int). int focus_up use with focussearch (int). Int backed This view is invisible and does not require any space for layout purposes. Int haptic_feedback_enabled display flag indicating whether this view should have an aptivate feedback enabled for events as long presses. Int important_for_accessibility € _Auto determine automatically if a view is important for accessibility. Int important_for_accessibility € _no The view is not important for accessibility. Int important_for_accessibility € _no_hide_desescendenti The view is not important for accessibility, nor one of its descendant views. Int important_for_accessibility_yes The view is important for accessibility. Int important_for_autofill_auto automatically determine if a view is important for autofill. Int important_for_autofill_no The view is not important for autofill, but his children (if present) will be crossed. Int important_for_autofill_no_exclude_desescendenti The view is not important for autofill and his children (if present) will not be crossed. Int important_for_autofill_yes The view is important for autofill and his children (if present) will be crossed. Int important_for_autofill_yes_exclude_desescendands The view is important for autofill, but its children (if present) will not be crossed. Int important_for_content_capture_a car determine automatically if a view is important for the acquisition of content. Int important_for_content_capture_no The view is not important for the acquisition of content, but its children (if present) will be crossed. Int important_for_content_capture_no_exclude_desescendenti The view is not important for the acquisition of content and his children (if present) will not be crossed. Int important_for_content_capture_yes The view is important for the acquisition of content and his children (if present) will be crossed. Int important_for_content_capture_yes_exclude_desescendends The view is important for the acquisition of content, but his children (if present) will not be crossed. INT Invisible This vision is invisible, but still occupies space for layout purposes. Int keep_screen_on view flag indicating that the screen should remain lit while the window containing this view is visible to the user. int layer_type_hardware Indicates that the view has a hardware layer. int layer_type_none indicates that the view has no level. int layer_type_software indicates that the view has a software level. Int layout_direction_inherit Direction of the horizontal layout of this view is inherited from his parent. Int layout_direction_locale Horizontal direction Layout of this view is deducted from the default language script for the room. Int layout_direction_ltr The direction of the horizontal layout of this view is from left to right. Int layout_direction_rtl Horizontal layout direction of this view is from right to left. Int meastrato_height_state_shift bit shift of To reach the height bits for functions that combine both the width and height in a single int, such as getmeashedstatedstate () and the calidstate argument of resolveszeandstate (int, int, int). Int miseud_size_mask bits of getmeasuredwidthandstate () and getmeasurewidthandstate () that provide the measured size int miseud_state_mask bits of getmeasuredwidthandstate () and getmeasuredwidthandstate () that provide additional status bits. Int meastrato_state_too_small bit of getmeasuredwidthandstate () and getmeduredwidthandstate () indicating that the measured size is smaller than the space the view would like to have. INT NOT_FOCUSABLE This view does not want buttons. INT NO_ID Used to mark a view that has no ID. INT OVER_SCROLL_ALWAYS Allow a user to excessively flow this view, provided that it is a view that can scroll. INT_SCROLL_IF_CONTENT_SCROLLS Allow a user to excessively scroll this view if the content is large enough to scroll significantly, provided that it is a view that can scroll. INT_SCROLL_NEVER Never allow a user to excessively flow this view. int screen_state_off indicates that the screen has changed state and is now deactivated. Int Screen_State_on Indicates that the screen changed the status and is now turned on. int scrollbars_inside_inset The style of the scrollbar to view the sliding bars inside the padded area, increasing the viewing of the view. int scrollbars_inside_overlay The style of the scroll scroll bar to display the scroll bars within the content area, without increasing the padding. int scrollbars_outside_inset The scrollbar style to display the scroll bars on the edge of the view, increasing the filling of the view. int scrollbars_outside_overlay The scroll style to view the scroll bars on the edge of the view, without increasing the padding. int scrollbar_position_default Position the scroll bar to the default position as determined by the system. int scrollbar_position_left Place the scroll bar along the left edge. Int scrollbar_position_right Position the scroll bar along the right edge. int scroll_axis_horizontal indicates the sliding along the horizontal axis. int scroll_axis_none indicates no display visualization axis. INT SCROLL_AXIS_VERTICAL Indicates the sliding along the vertical axis. INT SCROLL_CAPTURE_HINT_AUTO The content of this view will be considered for the capture of the scroll if the scrolling is possible. INT scroll_capture_hint_exclude Exclude this vision explicitly as a potential screens capture destination. int scroll_capture_hint_exclude_descendants explicitly exclude all children of this view as potential scroll capture goals. int scroll_capture_hint_include explicitly include this view as potential target scrolling. Int scroll_indicator_bottom Scroll indicator direction for the lower edge of the view. Int scroll_indicator_end direction of scroll indicator for the final edge of the view. Int scroll_indicator_left Scroll indicator direction for the left edge of the view. Int scroll_indicator_right direction of scroll indicator for the right edge of the view. Int scroll_indicator_start direction of scroll indicator for the initial edge of the view. Int scroll_indicator_top Scroll indicator direction for the top edge of the view. INT SOUND_EFFECTS_ENABLED Display flag Indicates that this view should have sound effects enabled for events such as by clicking and tapping. int status_bar_hidden This constant was deprecated in the API level 15. Use System_UI_FLAG_LOW_PROFILE instead. INT status_bar_visible This constant was deprecated in the API level 15. Instead use System_UI_FLAG_VISIBLE. INT SYSTEM_UI_FLAG_FULLSCREEN This constant was deprecated in the API level 30. Use WindowInsetController # Hide (int) with Type # statusbars (). INT SYSTEM_UI_FLAG_HIDE_NAVIGATION This constant has been deprecated in the API 30. Use WindowinsetsScontroller # Hide (int) with Type # NavigationBarsBar (). INT SYSTEM_UI_FLAG_IMMERSIVE This constant was deprecated in the API level 30. Use WindowinsetsStroller # behavior_default instead. INT SYSTEM_UI_FLAG_IMMERSIVE_STICKY This constant was deprecated in the API level 30. Use WindowinsetsScontroller # behavior_show_transient_bars_by_swipe instead. INT SYSTEM_UI_FLAG_LAYOUT_FULLSCREEN This constant was deprecated in the API level 30. For floating windows, use LayoutParams # setfitinessetstipes (int) with Type # statusbars ()}. For Windows that fills the screen, the call window # setdecorfitssystemwindows (Boolean) with false. Int system_ui_flag_layout_hide_navigation This constant has been deprecated in the API 30 level. For floating windows, use LayoutParams # SetFitithInsetStipes (int) with type # navigation bar (). For non-floating windows that fill the screen, call the window # SetDecorfitsystemWindows (Boolean) with false. INT SYSTEM_UI_FLAG_LAYOUT_STALY This constant was deprecated in the API level 30. Use Windowinset # getSetsignoringSibility (int) instead to recover sets that do not change when system bars change the state of visibility. INT SYSTEM_UI_FLAG_LIGHT_NAVATION_BAR This constant has been deprecated in the API level 30. Use WindowInsetController # look look_light_navigation_bars. INT SYSTEM_UI_FLAG_LIGHT_STATUS_BAR This constant has been deprecated in the API level 30. Use WindowinsetsStatroller # appearance aspect_light_status_bars instead. INT SYSTEM_UI_FLAG_LOW_PROFILE This constant was deprecated in the API level 30. The low-profile mode is deprecated. Hiding system bars instead if the application must be in non-intrusive mode. Use WindowinsetsScontroller # Hide (int) with type # () system bar. INT SYSTEM_UI_FLAG_VISIBLE This constant was deprecated in the API 30 level. Systemuivisibilità flags are deprecated. Use WindowinsetsScontroller instead. INT SYSTEM_UI_LAYOUT_FLAGS This constant has been deprecated in the API level 30. The flags of the system user interface layout are deprecated. INT TEXT_Alignment_Center Center The paragraph, eg Align_center. Int Text_Alignment_Gravity default for the main view. INT TEXT_Alignment_Inherit Alignment of the default text. int text_alignment_text_end aligns until the end of the paragraph, for example.] Align_opposite. int Text_Alignment_Text_Start Aligned at the beginning of the paragraph, for example E.g.Ã ¢ align_normal. int Text_Alignment_View_end Align to the end of the view, which is aligned if the Layout layout solved in the view is LTR and Align_Left otherwise. int text_alignment_view_start Aligned at the beginning of the start of the view, which is align_LEFT if the Layout layout solved in the view is LTR and Align_Right otherwise. Int Text_Direction_any_rtl Text Direction Use the "Any-RTL" algorithm. int text_direction_first_strong text direction uses "first strong algorithm". Int text_direction_first_strong_ltr text direction uses "first strong algorithm". INT TEXT_DIRECTION_FIRST_STRONG_RTL Text direction uses "first strong algorithm". Int text_direction_inheret Text direction is inherited via viewgroup int text_direction_locale the direction of the text comes from the local system. Int text_direction_ltr the direction of the text is forced to LTR. Int text_direction_rtl text direction is forced to RTL. String view_log_tag The registration tag used by this class with Android.util.log. INT Visible This view is visible. From the Android.View class. View Public Static Final Property Alpha A property wrap around the Alpha functionality managed by the # Setalpha (Float) view and view # Methods # Getalpha (). Static protected final int [] Empty_state_set Indicates that the view has not been established. Static protected FINAL INT [] enabled_focused_selected_state_set indicates that the view is enabled, focused and selected. Static protected Final int [] enabled_focused_selected_window_focused_sete_set_set Indicates that the view is enabled, focused, selected and its window has focus. Definitive protected static int [] enabled_focused_state_set indicates that the view is enabled and has the focus. Static protected final int [] enabled_focused_window_focused_state_set Indicates that the view is enabled, focused and its window has set a Static protected FINAL INT [] enabled_selected_state_set Indicates that the view is enabled and selected. Static protected FINAL INT [] enabled_Selected_Window_Focused_State_Set Indicates that the view is enabled, selected and its window has focus. Static protected FINAL INT [] ENABAT_STATE_SET Indicates that the view is enabled. Static protected final int [] enabled_window_focused_state_set indicates that the view is enabled and that its window has focusing. fire. STATIC FINAL INT [] FOCUSED_SELECTED_STATE_SET_SET Indicates that the view is focused and selected. STATIC PROTECTED FINAL INT [] FOCUSED_SELECTED_WINDOW_FOCUSED_STATE_SET Indicates that the view is focused, selected and its window has focus. Static protected FINAL INT [] FOCAME_STATE_SET indicates that the view is focused. Protected static fake int [] focused_window_focused_state_set indicates that the view has focusing and that its window has focus. Static protected FINAL INT [] PRESSED_ENABLED_FOCUSED_SELECTED_STATE_SET Indicates that the view is pressed, enabled, focused and selected. Protected definitive static int [] PRESSED_ENABLED_FOCUSED_SELECTED_WINDOW_FOCUSED_SETE_SET_SET Indicates that the view is pressed, enabled, focused, selected and its window has focus. Static protected final int [] pressed_enabled_focused_state_set Indicates that the view is pressed, enabled and focused. Static protected FINAL INT [] PRESSED_ENABLED_FOCUSED_WINDOW_FOCUSED_STATE_SET Indicates that the view is pressed, enabled, focused and its window has focus. Static protected FINAL INT [] PRESSED_ENABLED_SELECTED_STATE_SET Indicates that the view is pressed, enabled and selected. Static protected FINAL INT [] PRESSED_ENABLED_SELECTED_WINDOW_FOCUSED_STATE_SET Indicates that the view is pressed, enabled, selected and its window has focus. Static protected FINAL INT [] Pressin_enabled_state_set Indicates that the view is pressed and enabled. Protected definitive static int [] PRESSED_ENABLED_WINDOW_FOCUSED_STATE_SET Indicates that the view is pressed, enabled and its window has focus. Static protected FINAL INT [] PRESSED_FOCUSED_SELECTED_STATE_SET Indicates that the view is pressed, focused and selected. Static protected final int [] pressed_focused_selected_window_focused_state_set Indicates that the view is pressed, focused, selected and its window has focus. Static protected Final int [] pressed_focused_state_set_set Indicates that the view is pressed and focused. Static protected final int [] pressed_focused_window_focused_state_set Indicates that the view is pressed, focused and its window has focus. Static protected FINAL INT [] PRESSED_SELECTED_STATE_SET Indicates that the view is pressed and selected. STATIC PROTECTED FINAL INT [] PRESSED_SELECTED_WINDOW_FOCUSED_STATE_SET Indicates that the view is pressed, selected and its window has focus. Static Proteto int int [] pressed_state_set indicates that the view is pressed. Static protected FINAL INT [] PRESSED_WINDOW_FOCUSED_STATE_SET Indicates that the view is pressed and its window has focus. Public Static Final Property Rotation A proprietary wrap around the rotation function managed by the # Setrotation (Float) and view # GetRotation () methods. Static Property Property Rotation_x A proprietary wrapper around the functionality rotation of the rotation function managed by View # Setrotationx (float) and view # Methods # GETROTATIONX (). Public Static Final Property Rotation_Y A proprietary wrap around the rotation function managed by the # Setotationy (Float) view and view # GETROTATIONY () Methods. Public Static Final Property Scale_x A proprietary wrap around the Scalex feature managed by the # SetScalex (Float) view and displays the methods # getScalex (). Public Static Final Property Scale_Y A property wrapper around scalable features managed by view # SetScaley (Float) and Vista # GetScaley () Methods. Static protected final int [] selected_state_set indicates that the view is selected. Protected static final int [] selected_window_focused_state_set indicates that the view is selected and that its He has focus. Public Static Final Property Translation_X A proprieto wrap around the functionality of the current translation managed by the # SetTranslationx (Float) view and view # Methods # getTranslationx (). Public Static Final Property Translation_Y A proprieto wrap around the functionality of the translation managed by the # SetTranslation (float) view and displays methods # getTranslationy (). Final Property Static Public Float> A proprieto wrap around the translation functionality with the translation managed by the # SetTranslationz (Float) and Vista # GetTraslationz () methods. PROTECTED STATIC FINAL INT [] window_focused_state_set indicates that the view window has focus. Public Static Final Property X A property wrap around the functionality X managed by View # septx (float) and displays methods # getx (). Public Static Final Property Y A property wrapper around the Y-function managed by View # Sety (Float) and View # Gety () Methods. Public Static Final Property Z A proprietary wrap around the functional z Managed by the # Setz (Float) view and displays the # Getz () methods. Void DrayableStatechanged () This function is called whenever the status of the view changes in such a way as to have shown the status of cases of manifestables. void onattachedtowtowindow () This is called when the view is attached to a window. void ondetachedFromWindow () This is called when the view is detached from a window. Void OnDraw (Canvas Canvas) implements this to make your design. Void Onmeasure (int widthemeasurespec, int heightmeasurespec) measure the view and its contents to determine the measured width and the measured height. Boolean SetFrame (int l, int t, int r, int b) Boolean VerifyDrawable (DR DR) If the sub-file displays the one's drawable objects, should overwrite this function and return true for any available. From the Android.View class. View void AddchildrenfoAccessibility (Arraylist Ultartrden) Adds the children of this relevant view for accessibility to the list specified as output. Void AddeyTradatoEnaccessibility NodeInfo (Accessibility NodeInfo Info, String EXTRATATAAKEY, Package Topics) Adds additional data to nodeInfo accessibility based on an explicit request for additional data. AddFocusables void (Arraylist Views, Int Direction) Add any focusable views that are descendants of this view (possibly included this view if it is focusable) to the views. AddFocusables void (Arraylist views, int direction, int floxablemode) adds all focused decading views of this view (possibly included this opinion if it is focusable) to the views. Void AddKeYboardNavigCluster (collection Views int, int direction) Adds any roots of the keyboard navigation cluster which are descendants of this view (possibly included this view if it is a cluster root themselves) to the views. void Addonattachstatechangelistener (View.onattachstatechangelistener listener) Add a listener to attach the changes to the state. void addonlayoutchangelistener (View.OnlayoutChangelistener Listener) Add a listener that will be called when the view change limits due to layout processing. Void AddonunhandledKeyEventListener (View.onunhandledKeyEventListener Listener) adds a listener that you will receive unmanaged keyeevents. AddRoucables void (Arraylist Views) Add any touching views that are descendants of this view (possibly included this view if it is tangible) to the views. Animated viewpropertyanimator () This method returns a viewpropertyanimator object, which can be used to animate specific properties on this vision. Void AnnounceFoAccessibility (payment text) Convenience method for sending an accessibility Event # Type_announcement AccessibilityEvent to suggest that an accessibility service announces the specified text to its users. Void Autofill (AutofillValue Value) automatically fills the content of this view with the value. Void Autofill (Sparearray Values) Automatically fills the content of virtual children within this Boolean Awakenscrollbars (Int StartDelay, invalidated boolean) trigger the scroll bars to be drawn. Boolean Awakenscrollbars (Int Startdelay) trigger the scroll bars to be drawn. Boolean Awakenscrollbars () Trigger The scroll bars to be drawn. Void brusetofront () changes the order z of the view in the tree, so it is top of other views of the brother. Void BuildDrawingCache (Autoscale Boolean) This method has been deprecated in API API 28. The cache of the design of the view has largely been created obsolete with the introduction of accelerated hardware rendering in API 11. With hardware acceleration, intermediate cache layers are largely useless and can easily lead to a loss Net performance due to the cost of creating and level updating. In rare cases where cache levels are useful, as for alpha animations, setlayertype (int, android.graphics.paint) manages this with hardware rendering. For snapshots rendered by the software of a small part of the sight hierarchy or individual views we recommend creating a canvas from a bitmap or image and a call design (Android.graphics.canvas) on view. However, these uses rendered software are discouraged and have compatibility problems with hardware only rendering features such as BitMaps config.hardware, real-time shadows and profile clipping. For user interface screenshots for feedback reports or the pixelcopy API is recommended. Void BuildDrawingCache () This method has been deprecated in the API level 28. The view of the view design has been largely created obsolete with the introduction of rendered accelerated to hardware in API 11. With hardware acceleration, layers Intermediary cache are largely useless and can easily cause a net loss in performance due to the cost of creating and level updating. In rare cases where cache levels are useful, as for alpha animations, setlayertype (int, android.graphics.paint) manages this with hardware rendering. For snapshots rendered by the software of a small part of the sight hierarchy or individual views we recommend creating a canvas from a bitmap or image and a call design (Android.graphics.canvas) on view. However, these uses rendered software are discouraged and have compatibility problems with hardware only rendering features such as BitMaps config.hardware, real-time shadows and profile clipping. For user interface screenshots for feedback reports or the pixelcopy API is recommended. Void Buildlayer () Force the level of this view to be created and this rendering vision in its level. Boolean CallonClick () Call directly AnyclickListener attachment. Boolean canresolvelayoutdirection () Check if the layout direction resolution can be performed. Boolean canreasolvetextalignment () Check if the text alignment resolution can be performed. Boolean canresolvetextdirection () Check if the resolution of the text direction can be performed. Boolean CANSCROLLHORIZONTLY (INT DIRECTION) Check if this view can be shaken horizontally in a given direction. Boolean CanscrollVertly (int direction) Check if this view can be shaken vertically in a given direction. Final Void RankDagandDrop () cancels a dragging dragging operation in progress. Void Cancelongpress () cancels a long outstanding pressure. Final Void CancelPendingInputeVents () cancels any deferred high-level input events published in the event queue. Boolean CheckInputConnectionProxy (View View) called by InputmethodManager When a view that is not the current input connection lens is trying to make a call on the manager. Void ClearArimation () cancels any animation for this vision. Void Clearfocus () called when this view wants to give up focus. Void ClearViewTranslationCallback () Clear the targetoTranslationCallback from this vision. STATIC INT COMBINEMEFATEDSTATES (INT CURSTETE, INT Newstate) JOIN TWO STATES AS RETURNED BY GETMEASUREDSTATE int computehorizontalscrollext () Computes The horizontal extension of the horizontal thumb of the scroll bar inside the horizontal range. int computehorizontalscrollofset () compute the horizontal offset of the horizontal thumb of the scroll bar inside the horizontal range. int computehorizontalscrollrange () calculated the horizontal interval that the horizontal scroll bar represents. Void Computescroll () called by a parent to request a child update its values for MSCROLLX and MSCROLLY if necessary. Windowinset ComputersystemWindowInset (WindowInset in Window In, Rectal Outlocalinsets) Insertions for calculations that should should Consumed by this view and those who should propagate to those below it. INT COMPUTEVERTICALSCROLLext () Computes the vertical extension of the thumb of the vertical scroll bar inside the vertical range. INT ComputerticalScrosOffset () Computes the vertical offset of the vertical scroll bar inside inside the horizontal interval. Int ComputerticalScrollrange () Computes the vertical range that the vertical scroll bar represents. Accessibility NodeInfo CreateAccessibilityNodeInfo () Returns a nodeInfo accessibility that represents this view from the point of view of accessibility services. Void CreateContextMenu (ContextMenu menu) Show shortcut menu for this vision. Void DestruishDrawingCache () This method has been deprecated in the API level 28. The cache of the sight design was largely created obsolete with the introduction of accelerated hardware rendering in API 11. With hardware acceleration, intermediary cache layers They are largely useless and can easily cause a net loss in performance due to the cost of creating and level updating. In rare cases where cache levels are useful, as for alpha animations, setlayertype (int, android.graphics.paint) manages this with hardware rendering. For snapshots rendered by the software of a small part of the sight hierarchy or individual views we recommend creating a canvas from a bitmap or image and a call design (Android.graphics.canvas) on view. However, these uses rendered software are discouraged and have compatibility problems with hardware only rendering features such as BitMaps config.hardware, real-time shadows and profile clipping. For user interface screenshots for feedback reports or the pixelcopy API is recommended. WINDOWINSET DisapatiaAppYapLetWindowinsets (INSERT WINDOWINSET) Request to apply inserts from data window to this vision or another view in its subdispellate. Boolean DisapetCaptureDpointerevent (Motionevent Event) passes an event of the pointer captured up to the focused view. Disabled Void DispatchConfigurationChanged (Newconfig configuration) Sending a notification on a resource configuration Changing the view hierarchy. Void DispatchCreateviewTransLationRequest (Map Viewids, int [] Supportformats, translation guarantee capacity, Requests list) Shipping to collect viewtranslationrequests for the purpose of translation crossing the hierarchy when the app requires UI translation. Void DispatchDisplayHint (int Hint) Sending a suggestion If this view is displayed. Boolean disadvestragevent (DrageVent Event) detects if this view is enabled and has a drag event listener. Void DispatchDraw (canvas canvas) called lawyer to draw views of children. Void DispatchDrawakableHotspotchanged (float x, float y) Disables dissipable hotspotchanged to all children of this point of view. Void dispatchfinishtemsorydetach () shipping onfinishtemsorydetach () to this vision and to your direct children if it is a container view. Boolean DispatchGenericFocuseDevent (Motionevent Event) Sending a generic movement event at the currently focused view. Boolean DispatchGenericMotionevent (Motionevent Event) Sending a generic movement event. Boolean DispatchGenericPointerEvent (Motionevent Event) Insert a generic movement event to the view under the first pointer. Boolean DispatchServent (Motionevent Event) Sending a Hover event. Boolean disabled KeyEvent (KeyEvent event) sending a key event to the next view on the focus path. Boolean Disabled KeyEventPreime (KeyEvent event) Sending a key event Whether processed by any input method associated with the display hierarchy. Boolean DisabsKYYSHORTCUTEVENT (KEYEVENT EVENT) sends a shortcut key event. Booleanenestatfling (Velocityx float, Velocity float, boolean consumed) Send a fling into a nested scroll parent. Booleanenesteprefling (float velocityx, float velocity) deactivities Sending a fling to a nested scroll parent before it is processed by this view. Boolean DispatchNestReferformaceccessionThe (int (int (int Bundle arguments) Report an action of accessibility to parents of this point of view for delegated processing. Booleaninestercresproll (int dx, int dy, int [] consumed, int [] offsetinwindow) Insert a step of a nested roll in progress before this vision consumes any portion of it. Disabled BooleanNestryScroll (int dxconsmed, int dyconsmed, int dxunconsumed, int dyunundonsmed, int [] offsetevinwindow) shipped a step of a nested roll in progress. Void DispatchPreatCaptureChanged (Boolean Hascaptture) Boolean DisapopopulationAccessibilityEvent (Accessibility Event Event) sends an accessibility for accessibility to sight before and then to his children to add their text content to the event. Void DispatchprovideautoFillstructure (Vista structure, flags int) Disables the creation of a prohibition for autofill purposes along the hierarchy, when an assistance structure is created as part of a self-stab request. Void dispatchprovidestructure (structure of the view) Deactivation of the creation of the view of the view of the hierarchy. Void DispatchStoreInstanceStateState (SpillerRay Container) called by RestoreHierarchystate (Android.util.sparsArray) to recover the status for this vision and sons of her. Void deactivastaveInstancestate (SpreaseArray Container) called by Savehierarchystate (Android.util.sparsearray) to preserve the state for this vision and his children. Void DispatchScrollCaptureSearch (Right LocalVisiBlErect, Point WindowOffset, Consumer Targets) Sending a search request for scroll Capture Domandia view hierarchy. Dispatchated Dispatpativato (Boolean Activated) Send Set Attivated to All Children of this point of view. Empty dispatmito (boolean pressed) (boolean pressed) set to all children of this point of view. Deactivities Void Dispatchesseteteted (Boolean selected) SetSelected shipping to all the children of this view. Void DispatchStartTemaryDetach () dispatch OnstartTaryDetach () To this vision and to your direct children if it is a container view. Void disabbassysmeuxabilitychiibilityChanged (int visibility) This method has been deprecated in the API 30 level. Use WindowInsetSet # ISVISIBLE (INT) to find out the visibility of the system bar by setting an ONAPPLYWINDOWINSETSLISTENER on this vision. Boolean DispatchTouchEvent (Motionevent Event) Switches the Touch Screen Motion Event up to the destination view, or this view if the target is. Boolean DispattrackballEvent (Motionevent Event) passes a Trackball movement event up to the focused view. Boolean DispatchUndLedMove (focused view, int direction) This method is the last possibility for the focused view and its ancestors to respond to an arrow key. Void DispatchViewTityChanged (view Mititalatoview, int visibility) Sending a visibility View Change of the Hierarchy View. Void DispatchWindowFocusChanged (Boolean Hasfocus) called when the window containing this view earns or loses the window focus. Void dispatchwindowinsetsanimationend (Windowinsetsanimation Animation) Deactivations WindowinsetsNimation.Callback # onend (Windowinsetsanimation) When windows windows ends the animation. Vacuum DispatchWindowInsetSanimationPrepare (Windowinsetsanimation Animation) Shipping WindowinsetsNimation.Callback # Uppare (WindowinsetsAnimation) When the animation of the flows is prepared. Windowinset dispatchwindowinsetsanimationProgress (containers for window windows, list Runnyanimations) Shipping WindowinsetsNimation.Callback # OnProgress (Windowinsets, List) When the insects of the windows progress. Windowinsansanimation.bounds dispatchwindowinsetsanimationstart (Windowinsetsanimation animation, Limitations) Dispatchings Windowinsetsanimation.Callback # Onstart (Windowinsanimation, limits) When the window insects animation is started. Vacuum DispatchWindowsystemuivisiBlityChanged (visible int) This method has been deprecated in the API level 30. Systemuivisibilità flags are deprecated. Use WindowinsetsScontroller instead. Deactivities VoidWindowVisibilityChanged (int visibility) Sending a window window visibility Giù the sight hierarchy. Void Draw (Canvas Canvas) Rendering this view manually (and all his children) to the date canvas. Void DisegablehotSpotchanged (Float X, Float Y) This function is called whenever the Vista HotSpot changes and must be propagated to drasses or children's views managed by the view. Void DrayableStatechanged () This function is called whenever the status of the view changes in such a way as to have shown the status of cases of manifestables. View findfocus () finds the view in the hierarchy rooted on this opinion that currently has focus. FINAL T FindViewbyid (ID INT) Find the first descending view with the specified ID, the view itself if the ID matches GETID () or NULL if the ID is not valid (

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