Android create bitmap from drawable

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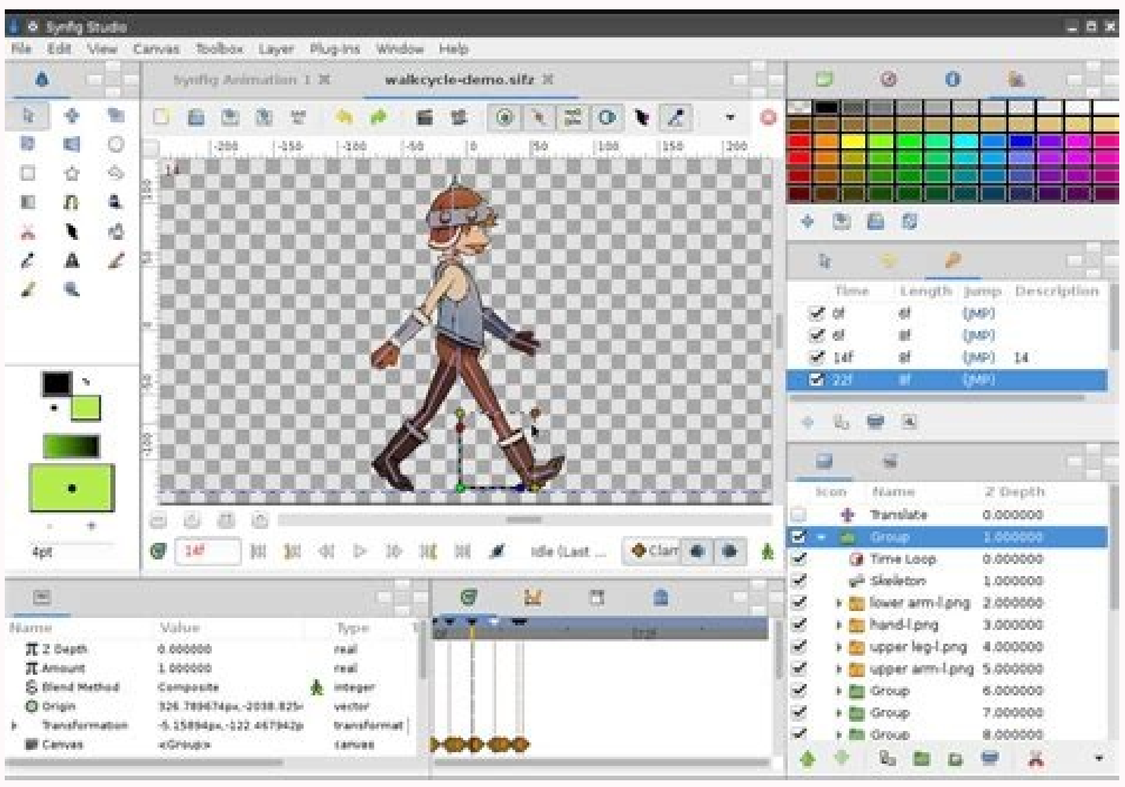
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Translate
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lower arm-l.png
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upper leg-l.png
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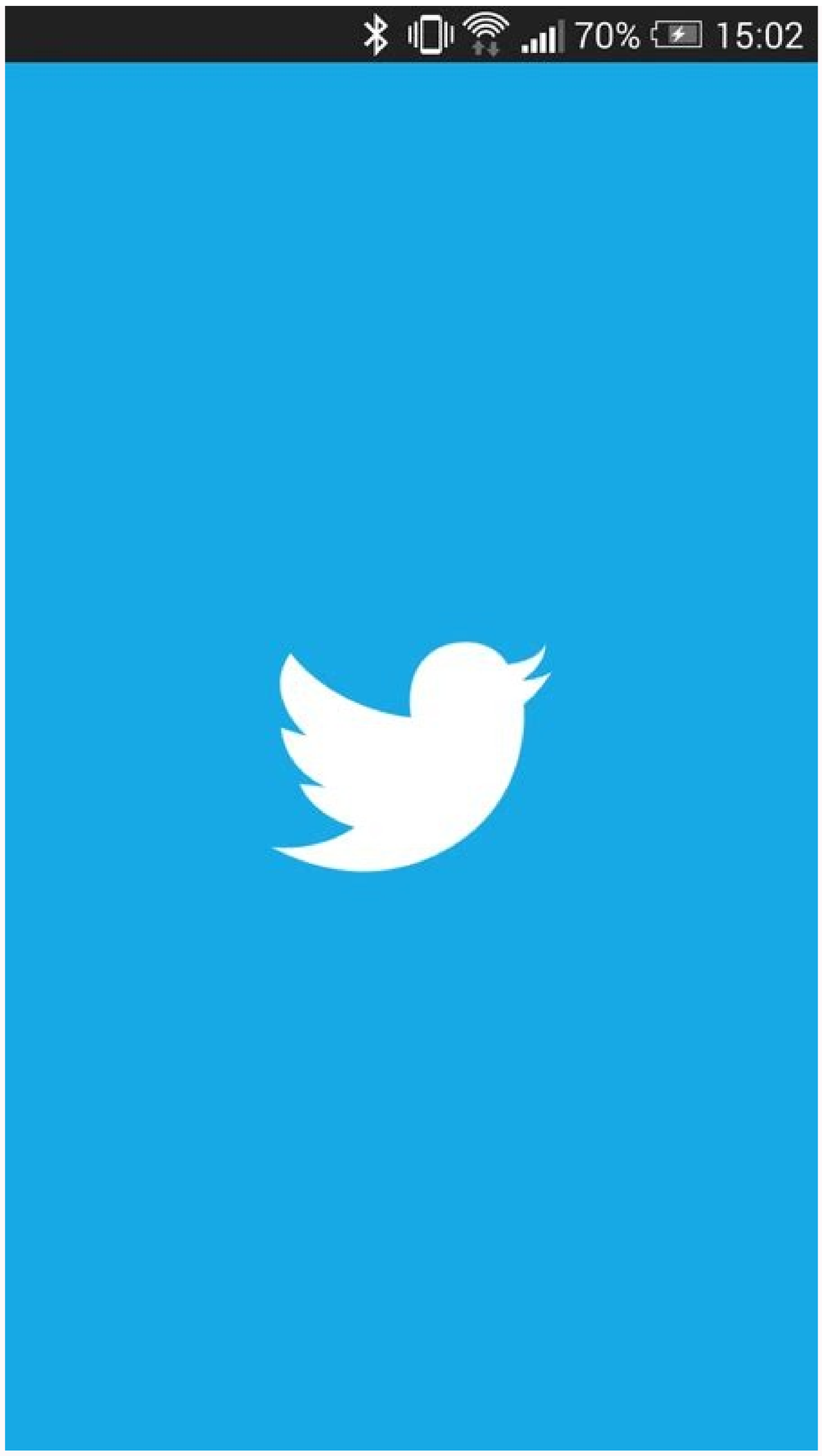

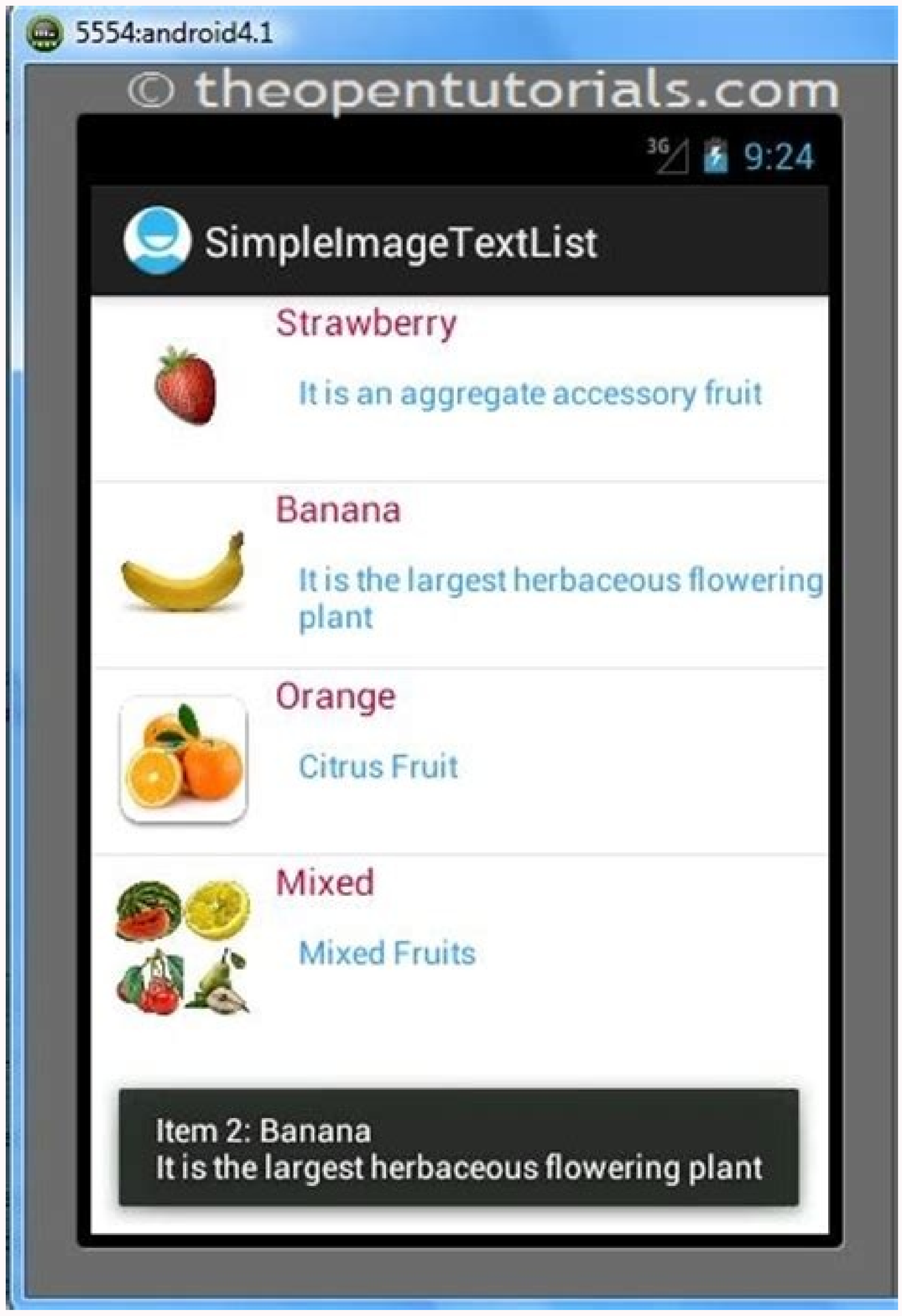

AndroidApps/ApplicationsMobile Development This example demonstrates how do I get a bitmap from Url in android app.Step 1 − Create a new project in Android Studio, go to File ⇒ New Project and fill all required details to create a new project.Step 2 − Add the following code to res/layout/activity_main.xml. Step 3 – Copy and paste an image (.png/.jpg/.jpeg) into res/drawableStep 4 − Add the following code to src/MainActivity.javaimport android.graphics.Bitmap; import android.graphics.BitmapFactory; import android.os.AsyncTask; import android.support.v7.app.AppCompatActivity; import android.os.Bundle; import android.widget.ImageView; import java.io.IOException; import java.io.InputStream; public class MainActivity extends AppCompatActivity { Bitmap bitmap; ImageView image; String urlImage = " + "-elements-imag-background-image-furnished-nasa-61052787.jpg"; @Override protected void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); setContentView(R.layout.activity_main); image = findViewById(R.id.iMageView); new GetImageFromUrl(image).execute(urlImage); } public class GetImageFromUrl extends AsyncTask{ ImageView imageView; public GetImageFromUrl(ImageView img){ this.imageView = img; } @Override protected Bitmap doInBackground(String... url) { String stringUrl = url[0]; bitmap = null; InputStream inputStream; try { inputStream = new java.net.URL(stringUrl).openStream(); bitmap = BitmapFactory.decodeStream(inputStream); } catch (IOException e) { e.printStackTrace(); } return bitmap; }

@Override protected void onPostExecute(Bitmap bitmap){ super.onPostExecute(bitmap); imageView.setImageBitmap(bitmap); } } } }Step 5 - Add the following code to androidManifest.xml Let's try to run your application. I assume you have connected your actual Android Mobile device with your computer. To run the app from android studio, open one of your project's activity files and click Run icon from the toolbar. Select your mobile device as an option and then check your mobile device which will display your default screen –Click here to download the project code. Updated on 03-Jul-2020 06:36:44 Check out this sample code "ColorMatrixSample.java" /* * Copyright (C) 2007 The Android Open Source Project * * Licensed under the Apache License, Version 2.0 (the "License"); * you may not use this file except in compliance with the License. * You may obtain a copy of the License at * * * * Unless required by applicable law or agreed to in writing, software * distributed under the License is distributed on an "AS IS" BASIS, * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. * See the License for the specific language governing permissions and * limitations under the License. */ package com.example.android.apis.graphics; import com.example.android.apis.R; import android.app.Activity; import android.content.Context; import android.graphics.*; import android.os.Bundle; import android.view.KeyEvent; import android.view.View; public class ColorMatrixSample extends GraphicsActivity { @Override protected void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); setContentView(new SampleView(this)); } private static class SampleView extends View { private Paint mPaint = new Paint(Paint.ANTI_ALIAS_FLAG); private ColorMatrix mCM = new ColorMatrix(); private Bitmap mBitmap; private float mSaturation; private float mAngle; public SampleView(Context context) { super(context); mBitmap = BitmapFactory.decodeResource(context.getResources(), R.drawable.balloons); } private static void setTranslate(ColorMatrix cm, float dr, float dg, float db, float da) { cm.set(new float[] { 2, 0, 0, 0, dr, 0, 2, 0, 0, dg, 0, 0, 2, 0, db, 0, 0, 0, 1, da }); } private static void setContrast(ColorMatrix cm, float contrast) { float scale = contrast + 1.f; float translate = (-.5f * scale + .5f) * 255.f; cm.set(new float[] { scale, 0, 0, 0, translate, 0, scale, 0, 0, translate, 0, 0, scale, 0, translate, 0, 0, 0, 1, 0 }); } private static void setContrastTranslateOnly(ColorMatrix cm, float contrast) { float scale = contrast + 1.f; float translate = (-.5f * scale + .5f) * 255.f; cm.set(new float[] { 1, 0, 0, 0, translate, 0, 1, 0, 0, translate, 0, 0, 1, 0, translate, 0, 0, 0, 1, 0 }); } private static void setContrastScaleOnly(ColorMatrix cm, float contrast) { float scale = contrast + 1.f; float translate = (-.5f * scale + .5f) * 255.f; cm.set(new float[] { scale, 0, 0, 0, 0, 0, scale, 0, 0, 0, 0, 0, scale, 0, 0, 0, 0, 0, 1, 0 }); } @Override protected void onDraw(Canvas canvas) { Paint paint = mPaint; float x = 20; float y = 20; canvas.drawColor(Color.WHITE); paint.setColorFilter(null); canvas.drawBitmap(mBitmap, x, y, paint); ColorMatrix cm = new ColorMatrix(); mAngle += 2; if (mAngle > 180) { mAngle = 0; } //convert our animated angle [-180...180] to a contrast value of [-1..1] float contrast = mAngle / 180.f; setContrast(cm, contrast); paint.setColorFilter(new ColorMatrixColorFilter(cm)); canvas.drawBitmap(mBitmap, x + mBitmap.getWidth() + 10, y, paint); setContrastScaleOnly(cm, contrast); paint.setColorFilter(new ColorMatrixColorFilter(cm)); canvas.drawBitmap(mBitmap, x, y + mBitmap.getHeight() + 10, paint); setContrastTranslateOnly(cm, contrast); paint.setColorFilter(new ColorMatrixColorFilter(cm)); canvas.drawBitmap(mBitmap, x, y + 2*(mBitmap.getHeight() + 10), paint); invalidate(); } } } The relevant API is available here:

18/03/2016 · 一、Bitmap转Drawable Bitmap bm=xxx; //xxx根据你的情况获取 BitmapDrawablebd=new BitmapDrawable(bm); Android开发网提示因为BtimapDrawable是Drawable的子类，最终直接使用bd对象即可。二、 Drawable转Bitmap 转成Bitmap对象后，可以将Drawable对象通过Android的SK库存成一个字节输出流，最终还可以保存成为jpg和png的文件。 18/02/2021 · Method 1. In method 1 we will do it through the way Android Studio provided to you.. Step 1: Open Android Studio and go to the app > res > right-click > New > Image Asset as shown in the below figure. Step 2: A pop-up screen will arise like below. Here choose Action Bar and Tab Icons in Icon Type.. Step 3: Then choose Asset Type as Image and enter the Path of your image. 03/07/2020 · Step 1 − Create a new project in Android Studio, go to File ⇒ New Project and fill all required details to create a new project. Step 2 − Add the following code to res/layout/activity_main.xml. I'm working on an android application, and I have a drawable that I'm loading up from a source image. On this image, I'd like to convert all of the white pixels to a different color, say blue, and... Drawable recycling behavior change. GifDrawable now uses android.graphics.Bitmap as frame buffer. Trying to access pixels (including drawing) of recycled GifDrawable will cause IllegalStateException like in Bitmap.. Minimum SDK version changed. Minimum API level is now 8 ... 08/02/2017 · How to work with Bitmap in Android Android 02.08.2017. A bitmap (or raster graphic) is a digital image composed of a matrix of dots. When viewed at 100%, each dot corresponds to an individual pixel on a display. In a standard bitmap image, each dot can be assigned a different color. In this instance we will simply create a Bitmap directly: Drawable recycling behavior change. GifDrawable now uses android.graphics.Bitmap as frame buffer. Trying to access pixels (including drawing) of recycled GifDrawable will cause IllegalStateException like in Bitmap.. Minimum SDK version changed. Minimum API level is now 8 ... I'm working on an android application, and I have a drawable that I'm loading up from a source image. On this image, I'd like to convert all of the white pixels to a different color, say blue, and... 15/07/2022 · A drawable resource is a general concept for a graphic that can be drawn to the screen and which you can retrieve with APIs such as getDrawable(int) or apply to another XML resource with attributes such as android:drawable and android:icon.There are several different types of drawables: 31/07/2012 · String resourceId = "@drawable/myResourceName"; // where myResourceName is the name of your resource file, minus the file extension int imageResource = getResources().getIdentifier(resourceId, null, getPackageName()); Drawable drawable = ContextCompat.getDrawable(this, imageResource); // For API 21+, gets a drawable styled for ... 03/07/2020 · Step 1 − Create a new project in Android Studio, go to File ⇒ New Project and fill all required details to create a new project. Step 2 − Add the following code to res/layout/activity_main.xml. 24/05/2022 · UI Rendering is the act of generating a frame from your app and displaying it on the screen. To ensure that a user's interaction with your app is smooth, your app should render frames in under 16ms to achieve 60 frames per second (If your app suffers from slow UI rendering, then the system is forced to skip frames and the user will perceive stuttering in your ... 03/07/2020 · Step 1 − Create a new project in Android Studio, go to File ⇒ New Project and fill all required details to create a new project. Step 2 − Add the following code to res/layout/activity_main.xml. 31/07/2012 · String resourceId = "@drawable/myResourceName"; // where myResourceName is the name of your resource file, minus the file extension int imageResource = getResources().getIdentifier(resourceId, null, getPackageName()); Drawable drawable = ContextCompat.getDrawable(this, imageResource); // For API 21+, gets a drawable styled for ... 03/07/2020 · Step 1 − Create a new project in Android Studio, go to File ⇒ New Project and fill all required details to create a new project. Step 2 − Add the following code to res/layout/activity_main.xml. 18/02/2021 · Method 1. In method 1 we will do it through the way Android Studio provided to you.. Step 1: Open Android Studio and go to the app > res > right-click > New > Image Asset as shown in the below figure. Step 2: A pop-up screen will arise like below. Here choose Action Bar and Tab Icons in Icon Type.. Step 3: Then choose Asset Type as Image and enter the Path of your image. 16/02/2022 · Step 1: Create a New Project. To create a new project in Android Studio please refer to How to Create/Start a New Project in Android Studio. Note that select Java as the programming language. Step 2: Adding the dependency in gradle.build. This library is used to add a color palette to our app so that the user can select any color of his choice Drawable recycling behavior change. GifDrawable now uses android.graphics.Bitmap as frame buffer. Trying to access pixels (including drawing) of recycled GifDrawable will cause IllegalStateException like in Bitmap.. Minimum SDK version changed. Minimum API level is now 8 ... 24/05/2022 · UI Rendering is the act of generating a frame from your app and displaying it on the screen. To ensure that a user's interaction with your app is smooth, your app should render frames in under 16ms to achieve 60 frames per second (If your app suffers from slow UI rendering, then the system is forced to skip frames and the user will perceive stuttering in your ... 16/02/2022 · Step 1: Create a New Project. To create a new project in Android Studio please refer to How to Create/Start a New Project in Android Studio. Note that select Java as the programming language. Step 2: Adding the dependency in gradle.build. This library is used to add a color palette to our app so that the user can select any color of his choice 18/02/2021 · Method 1. In method 1 we will do it through the way Android Studio provided to you.. Step 1: Open Android Studio and go to the app > res > right-click > New > Image Asset as shown in the below figure. Step 2: A pop-up screen will arise like below. Here choose Action Bar and Tab Icons in Icon Type.. 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