Any raw assets you want to be deployed with your application can be placed in

this directory (and child directories) and given a Build Action of "AndroidAsset".

These files will be deployed with your package and will be accessible using Android's

AssetManager, like this:

public class ReadAsset : Activity

{

protected override void OnCreate (Bundle bundle)

{

base.OnCreate (bundle);

InputStream input = Assets.Open ("my\_asset.txt");

}

}

Additionally, some Android functions will automatically load asset files:

Typeface tf = Typeface.CreateFromAsset (Context.Assets, "fonts/samplefont.ttf");