How to use Ray menu in your projects?
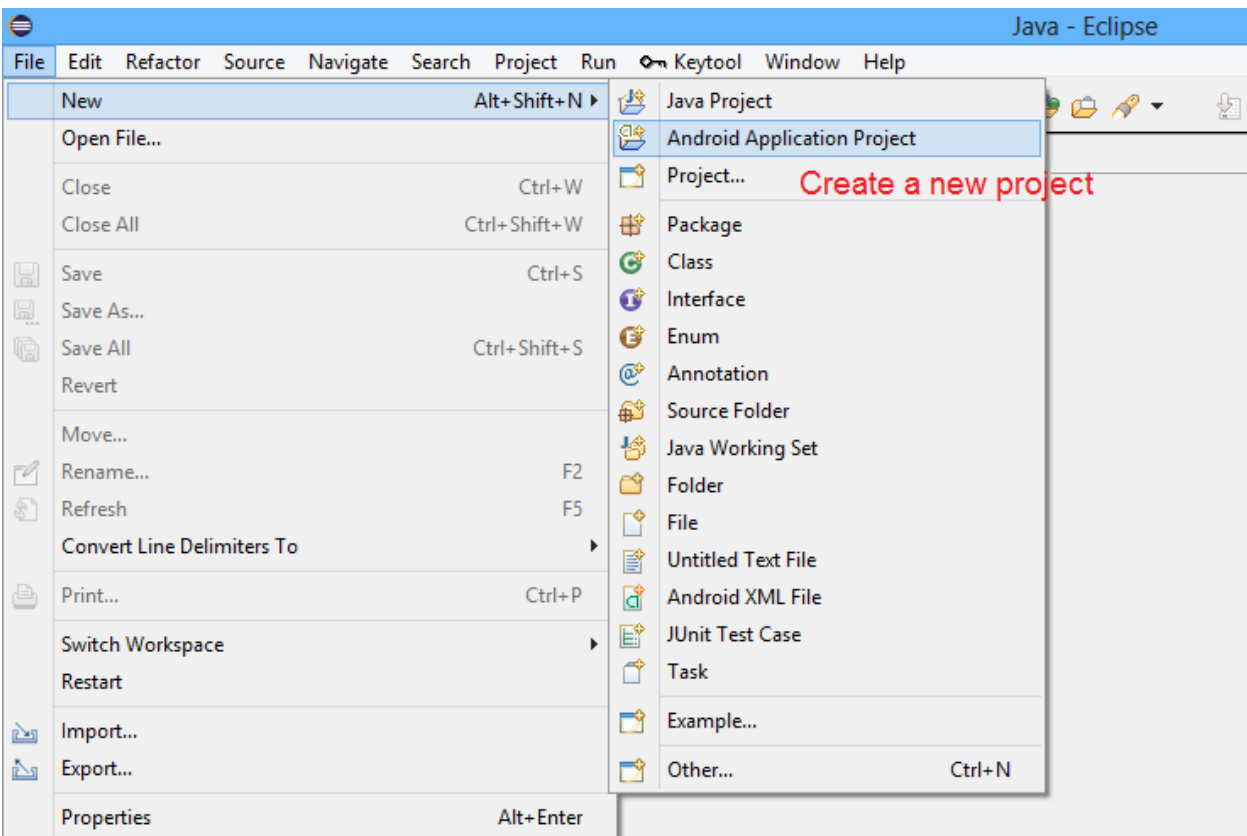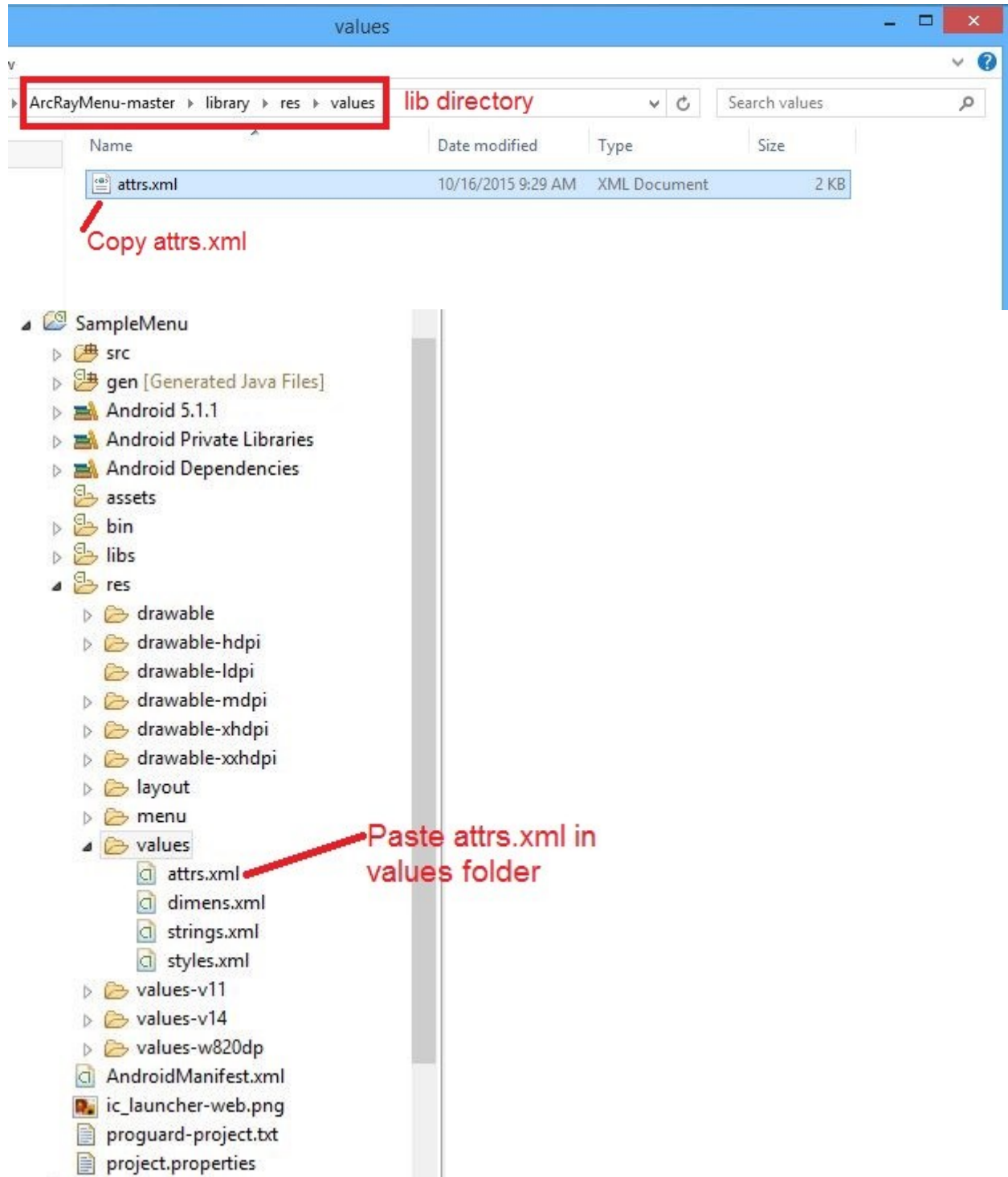
https://github.com/BrotherV/ArcRayMenu

First of all, download ArcRaymenu-master.zip from github.
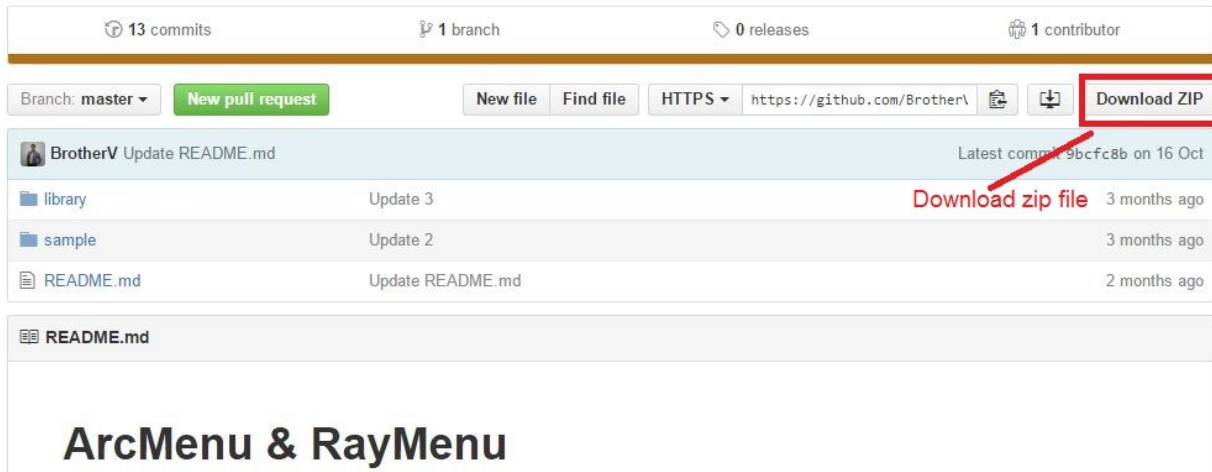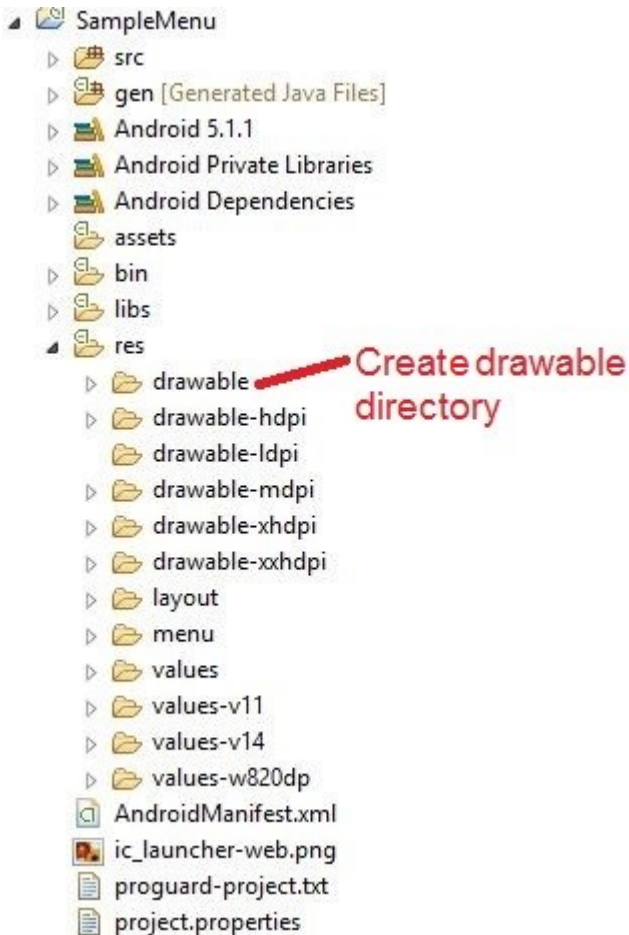

2- Extract it and make a new project in eclips or Android Studio.
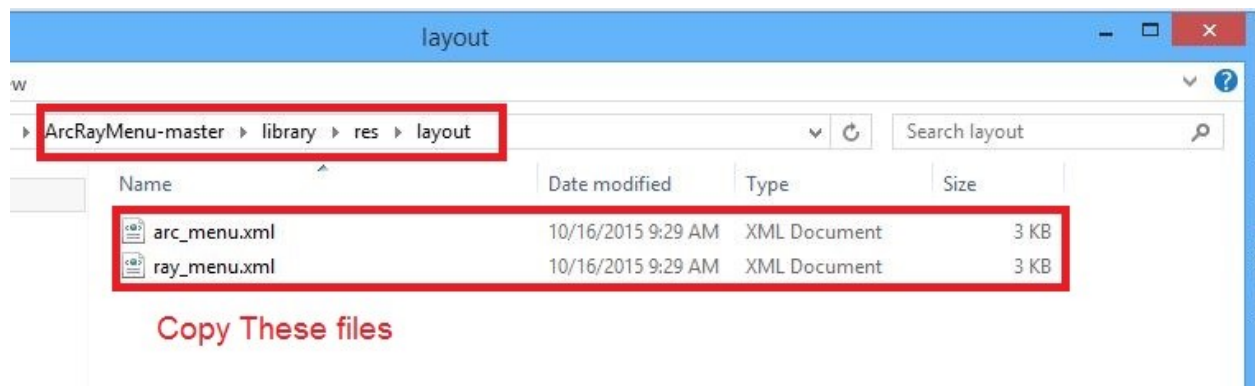
3- Copy attrs.xml from ArcRayMenu-master\library\res\values and paste it in yourproject\res\values folder.

4- Create a drawable folder in res, then copy copy composer_button_normal.png from ArcRayMenu-master\library\res\drawable and paste it in res\drawable.

5- Copy arc_menu.xml and ray_menu.xml from ArcRayMenu-master\library\res\layout and past these files in res\layout folder.
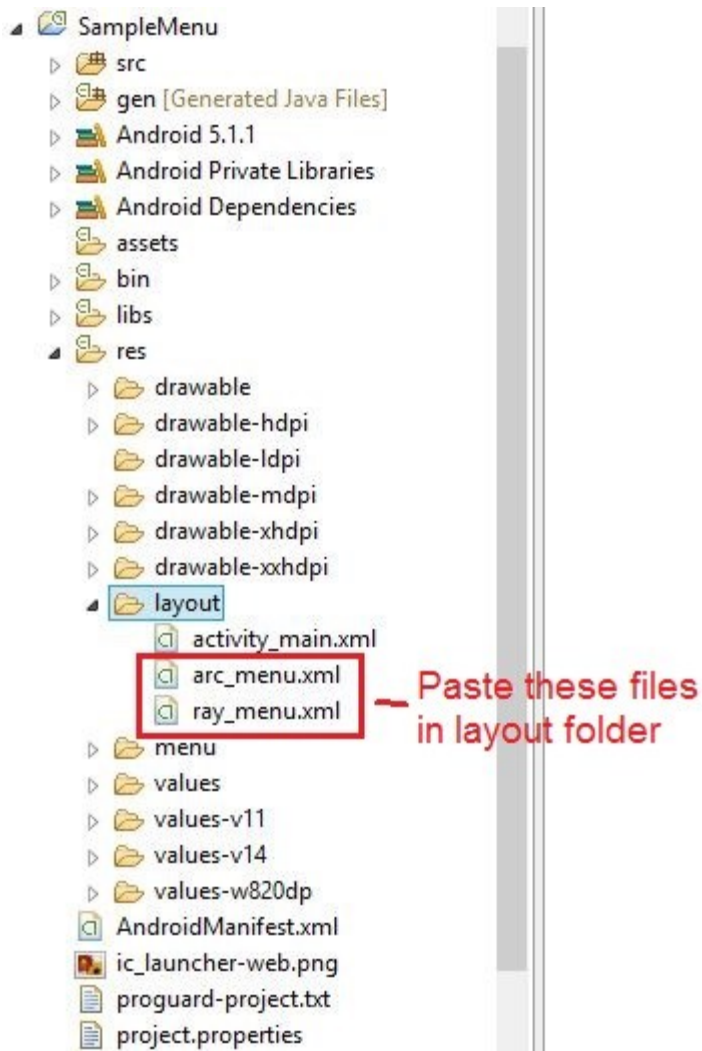
6- Add ArcRay Package to your project. Copy com folder from ArcRayMenu-master\library\src and paste it in yourproject\src folder.
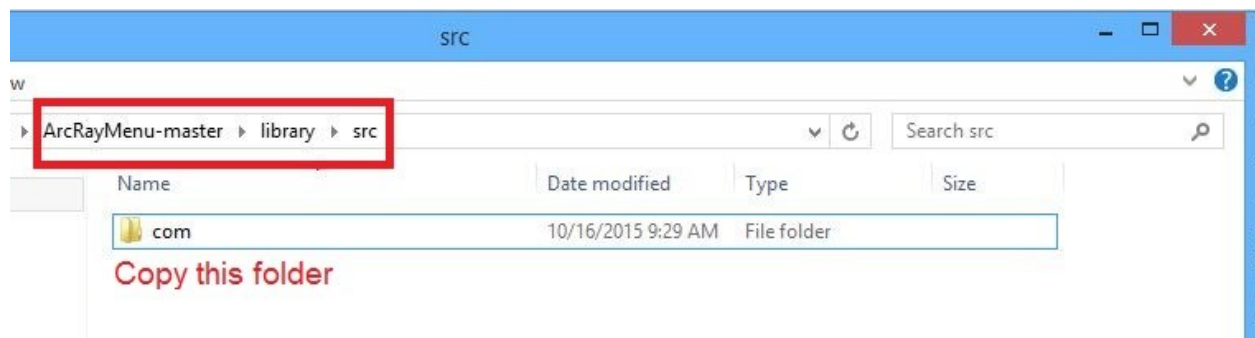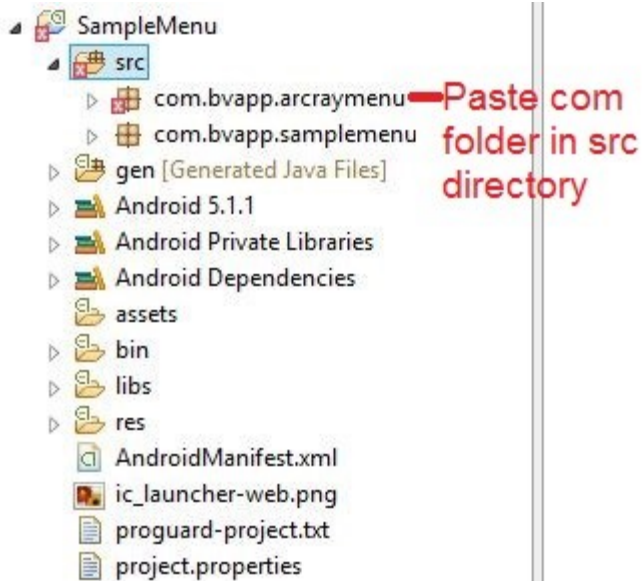
7- Fix errors; open ArcMenu.java and RayMenu.java then import yourProjectPackage.R in head of page.
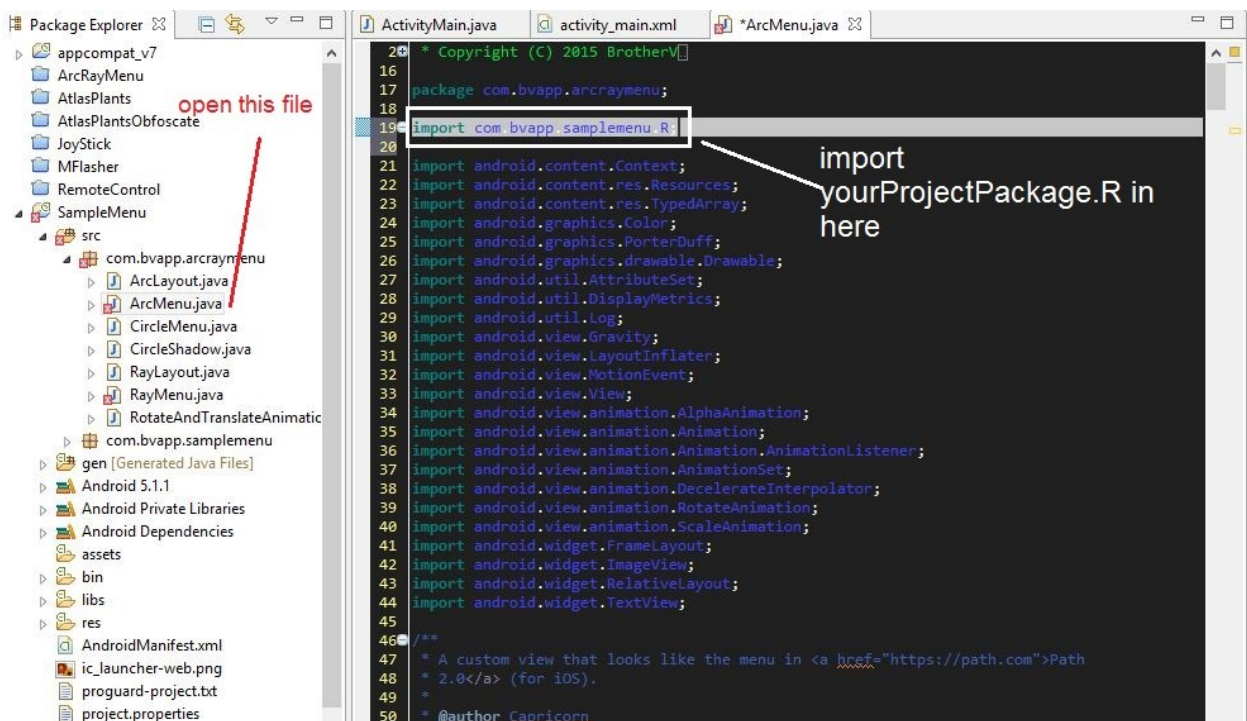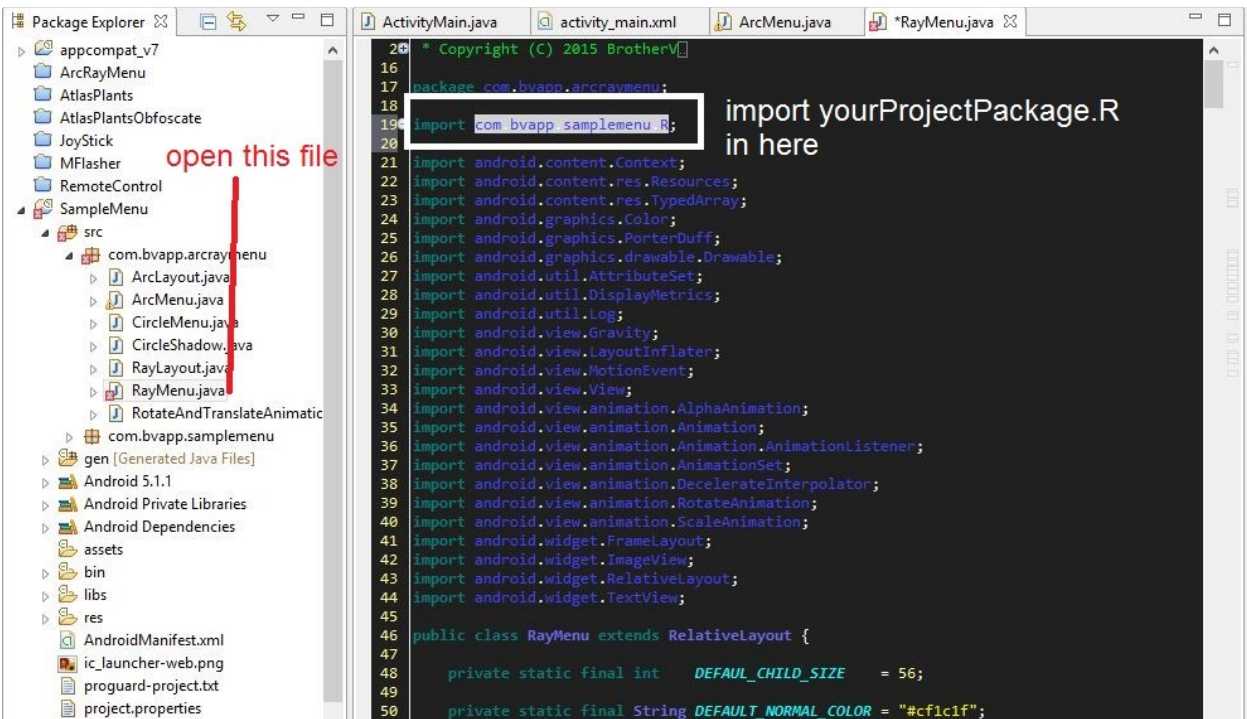
8- Add custom attribute to your activity.

```
xmlns:arc="http://schemas.android.com/apk/res-auto"
```
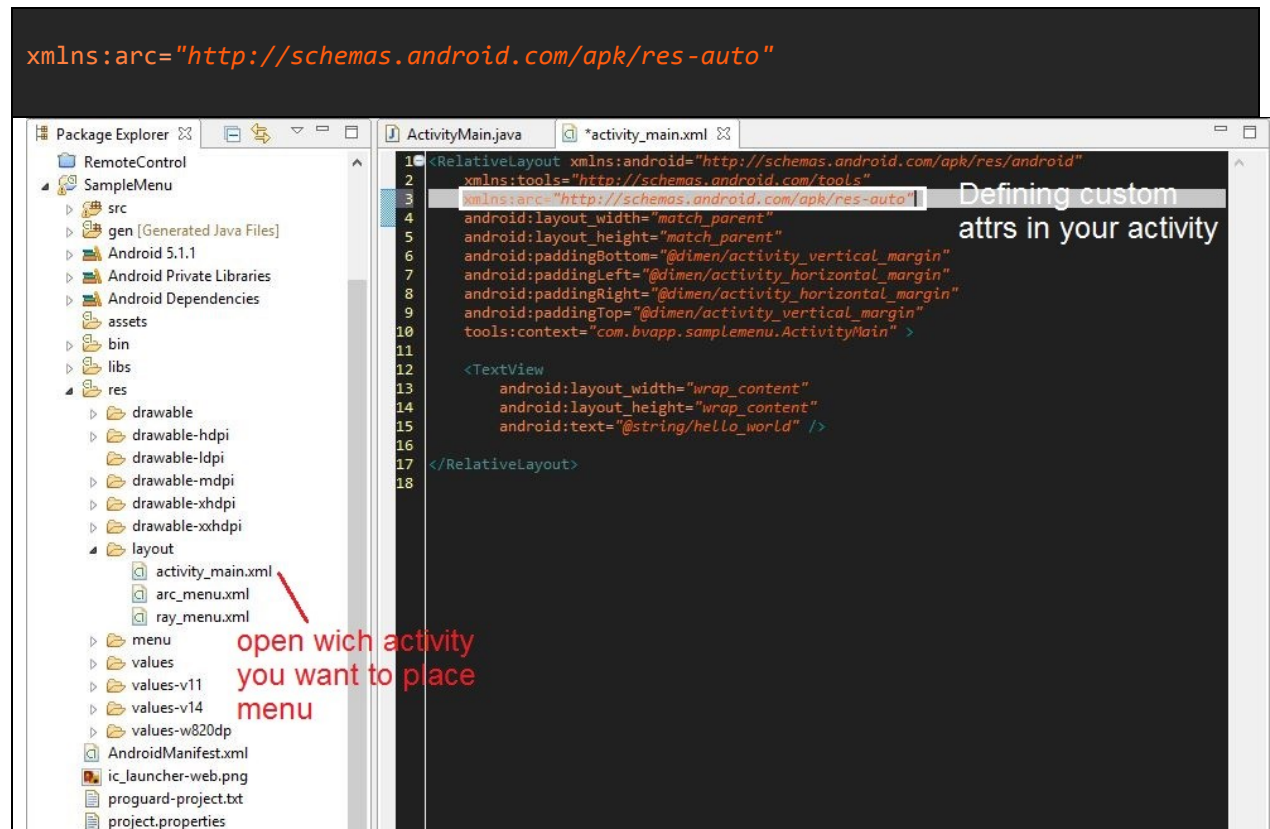
9- change your layout to FramLayout then Add view from custom library.
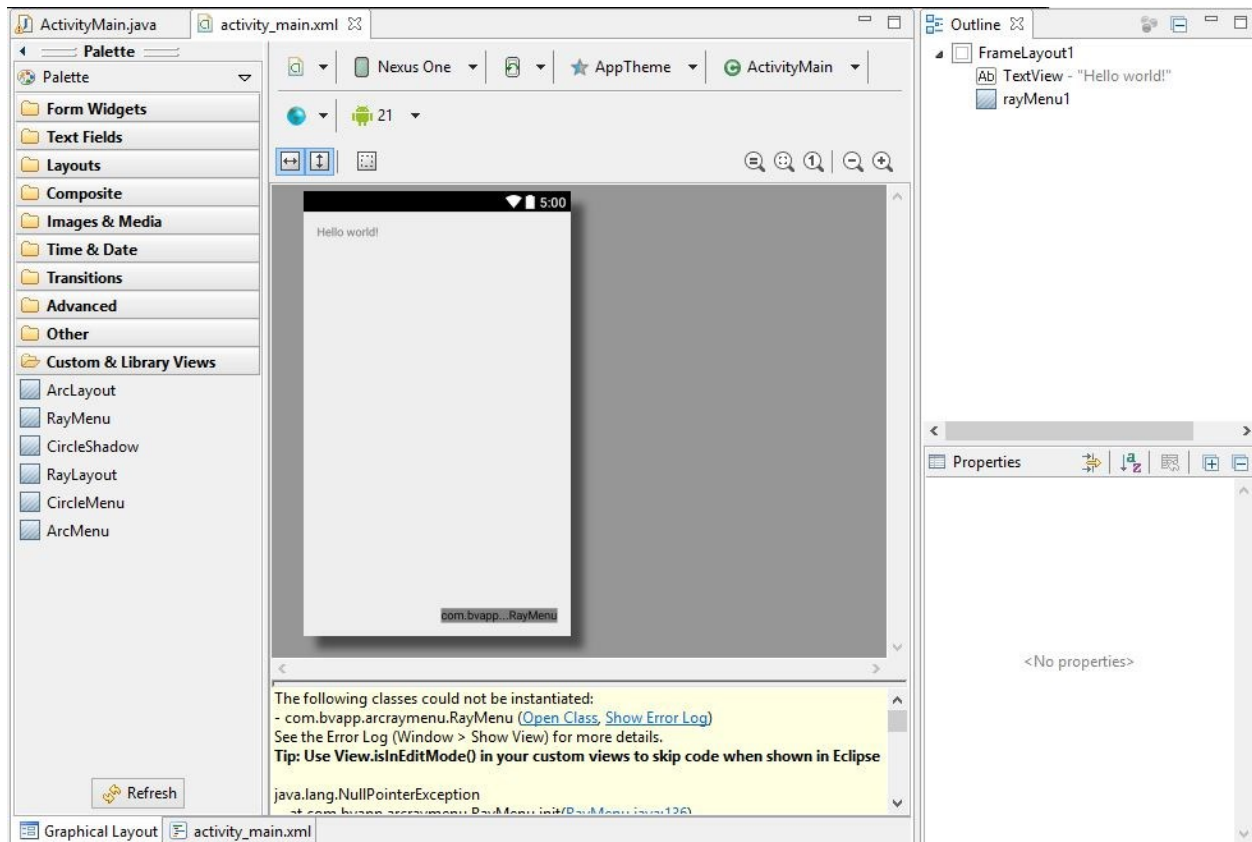
10- Set positon of your menu, I want to set it in Bottom_Right. This menu will open from down to up.

```xml
<com.bvapp.arcraymenu.RayMenu
    android:id="@+id/rayMenu1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="bottom|right"
    arc:MenuDirection="Down_to_Up"
    arc:holderWidth="64dp"
    arc:shadowMargin ="1dp"
    arc:shadowBorderHeight="1dp"
    arc:shadowBorderWidth="1dp"
    arc:shadowElevation="8dp">

</com.bvapp.arcraymenu.RayMenu>
```
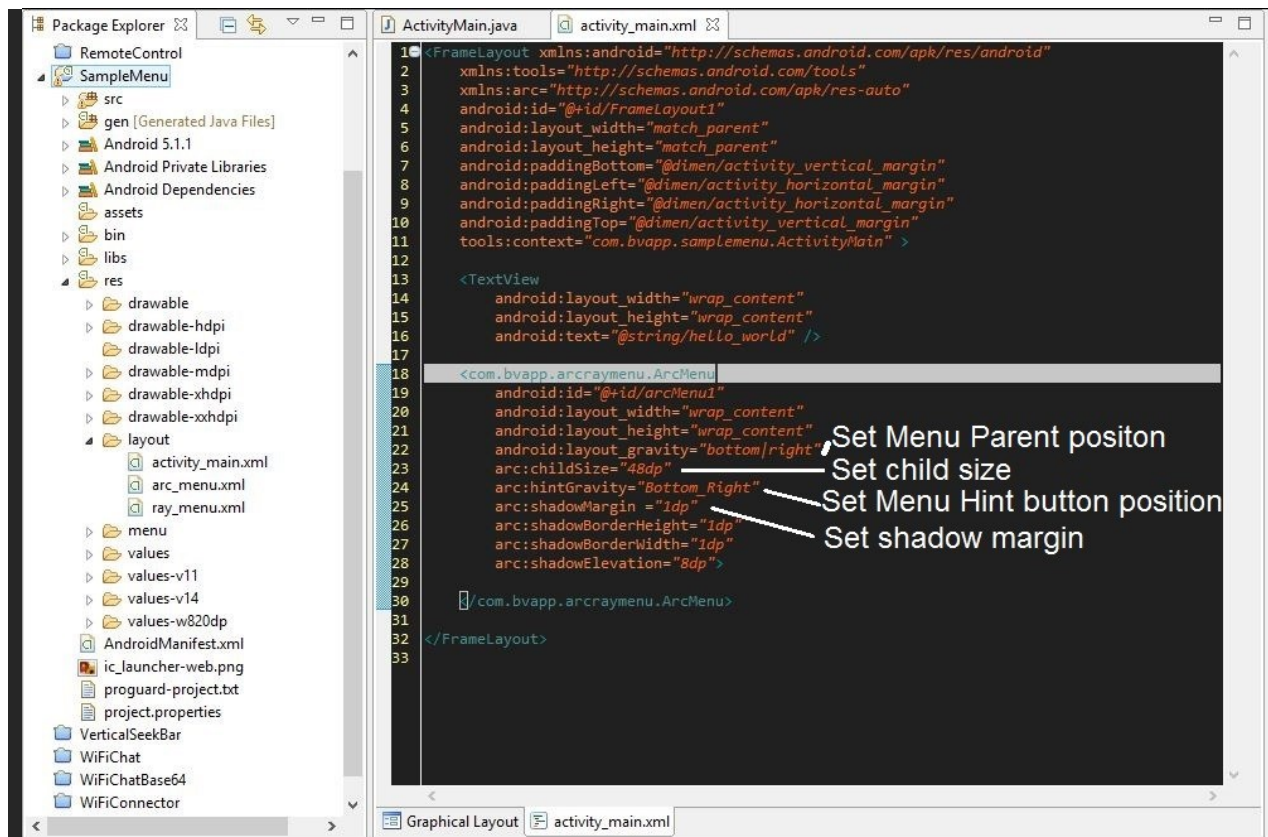
11- Add children Images to your project, for example:

SampleMenu
  src
  gen [Generated Java Files]
  Android 5.1.1
  Android Private Libraries
  Android Dependencies
  assets
  bin
  libs
  res
    drawable
    drawable-hdpi
    drawable-ldpi
    drawable-mdpi
    drawable-xhdpi   Paste in xhdpi
        facebook.png   folder
        flickr.png
        github.png
        ic_launcher.png
        instagram.png
        skype.png
        twitter.png
    drawable-xxhdpi
    layout
    menu
    values
    values-v11
    values-v14
    values-w820dp
  AndroidManifest.xml
  ic_launcher-web.png
  proguard-project.txt
  project.properties

12- Add java code in your project.

```java
public class ActivityMain extends Activity {

    private static final int[] ITEM_DRAWABLES = { R.drawable.facebook,
            R.drawable.twitter, R.drawable.flickr, R.drawable.instagram,
            R.drawable.skype, R.drawable.github };

    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        RayMenu rarMenu = (RayMenu) findViewById(R.id.rayMenu1);

        initArcMenu(rarMenu, ITEM_DRAWABLES);

    }

    private void initArcMenu(RayMenu menu, int[] itemDrawables) {
        final int itemCount = itemDrawables.length;
        for (int i = 0; i < itemCount; i++) {
            ImageView item = new ImageView(this);
            item.setImageResource(itemDrawables[i]);

            final int position = i;
            menu.addItem(item, new OnClickListener() {

                @Override
                public void onClick(View v) {
                    Toast.makeText(ActivityMain.this, "position:" + position,
                            Toast.LENGTH_SHORT).show();
                }
            });
        }
    }
}
```

13- Compile and run your project.
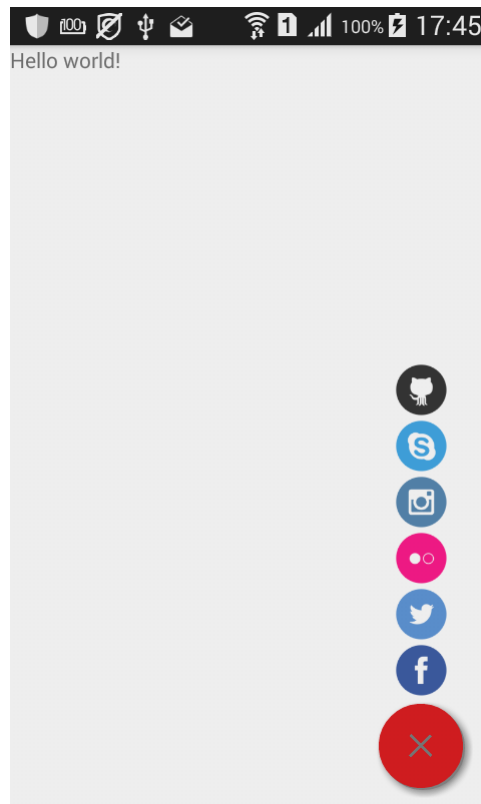
14- Change the Hint color and create a text on menu button.

```xml
<com.bvapp.arcraymenu.RayMenu
    android:id="@+id/rayMenu1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="bottom|right"
    arc:MenuDirection="Down_to_Up"
    arc:holderWidth="64dp"
    arc:shadowMargin ="1dp"
    arc:shadowBorderHeight="1dp"
    arc:shadowBorderWidth="1dp"
    arc:shadowElevation="8dp"
    arc:hintNormalColor="#24bb27"
    arc:hintPressColor="#1c8e1f"
    arc:hintUpperMarkColor="#cdcbcb"
    arc:hintText="M"
    arc:hintTextSize="16dp">

</com.bvapp.arcraymenu.RayMenu>
```
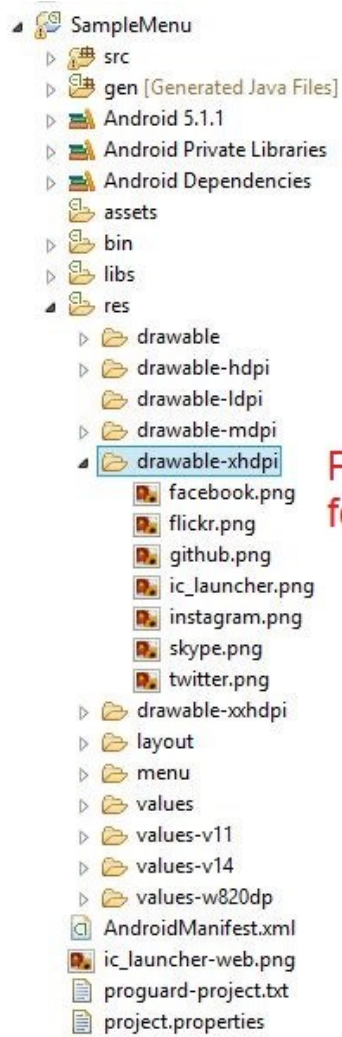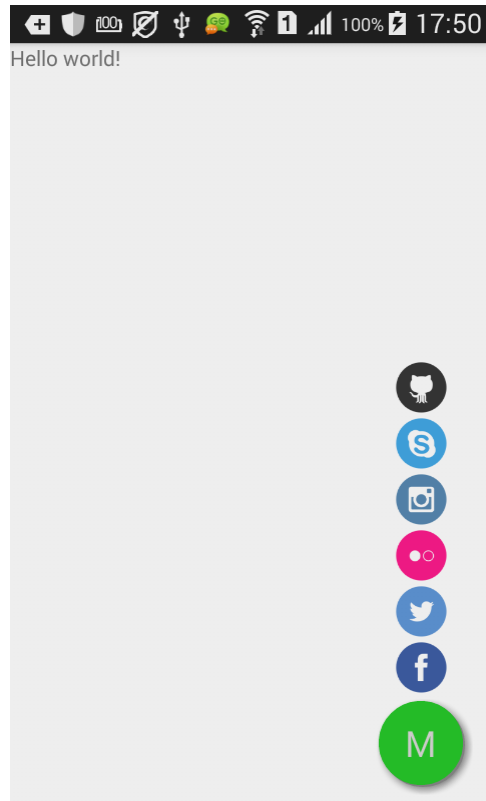
15- Change the Hint color and create an image on menu button.

```xml
<com.bvapp.arcraymenu.RayMenu
    android:id="@+id/rayMenu1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="bottom|right"
    arc:MenuDirection="Down_to_Up"
    arc:holderWidth="64dp"
    arc:shadowMargin ="1dp"
    arc:shadowBorderHeight="1dp"
    arc:shadowBorderWidth="1dp"
    arc:shadowElevation="8dp"
    arc:hintNormalColor="#2a79d2"
    arc:hintPressColor="#1e5797"
    arc:hintUpperMarkColor="#cdcbcb"
    arc:rotateInClosing="true"
    arc:hintTopImage = "@drawable/pen">

</com.bvapp.arcraymenu.RayMenu>
```
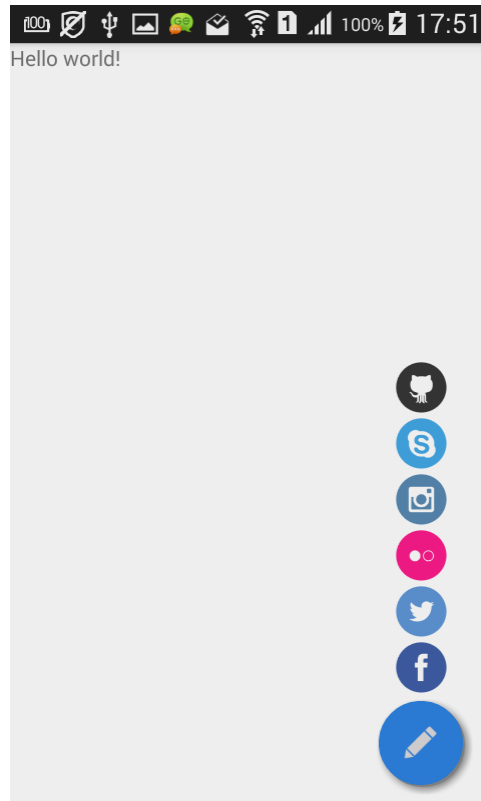
Note: How to change the menu position?

```xml
Menu in Bottom_Right position – open direction down to up:
<com.bvapp.arcraymenu.RayMenu
    android:id="@+id/rayMenu1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="bottom|right"
    arc:MenuDirection="Down_to_Up"
    arc:holderWidth="64dp"
    arc:shadowMargin ="1dp"
    arc:shadowBorderHeight="1dp"
    arc:shadowBorderWidth="1dp"
    arc:shadowElevation="8dp">

</com.bvapp.arcraymenu.RayMenu>
```

Menu in Bottom_Left position– open direction down to up:

```xml
<com.bvapp.arcraymenu.RayMenu
    android:id="@+id/arcMenu1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="bottom|left"
    arc:MenuDirection="Down_to_Up"
    arc:holderWidth="64dp"
    arc:shadowMargin ="1dp"
    arc:shadowBorderHeight="1dp"
    arc:shadowBorderWidth="1dp"
    arc:shadowElevation="8dp">

</com.bvapp.arcraymenu.RayMenu>
```

Menu in Top_Right position – open direction up to down:

```xml
<com.bvapp.arcraymenu.RayMenu
    android:id="@+id/rayMenu1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="top|right"
    arc:MenuDirection="Up_to_Down"
    arc:holderWidth="64dp"
    arc:shadowMargin ="1dp"
    arc:shadowBorderHeight="1dp"
    arc:shadowBorderWidth="1dp"
    arc:shadowElevation="8dp">

</com.bvapp.arcraymenu.RayMenu>
```

Menu in Top_Left position– open direction up to down:

```xml
<com.bvapp.arcraymenu.RayMenu
    android:id="@+id/arcMenu1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="top|left"
    arc:MenuDirection="Up_to_Down"
    arc:holderWidth="64dp"
    arc:shadowMargin ="1dp"
    arc:shadowBorderHeight="1dp"
    arc:shadowBorderWidth="1dp"
    arc:shadowElevation="8dp">

</com.bvapp.arcraymenu.RayMenu>
```

Menu in Bottom_Right position – open direction Right to left:

```xml
<com.bvapp.arcraymenu.RayMenu
    android:id="@+id/rayMenu1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="bottom|right"
    arc:MenuDirection="Right_to_Left"
    arc:holderWidth="64dp"
    arc:shadowMargin ="1dp"
    arc:shadowBorderHeight="1dp"
    arc:shadowBorderWidth="1dp"
    arc:shadowElevation="8dp">

</com.bvapp.arcraymenu.RayMenu>
```

Menu in Bottom_Left position– open direction Left to Right:

```xml
<com.bvapp.arcraymenu.RayMenu
    android:id="@+id/arcMenu1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="bottom|left"
    arc:MenuDirection="Left_to_Right"
    arc:holderWidth="64dp"
    arc:shadowMargin ="1dp"
    arc:shadowBorderHeight="1dp"
    arc:shadowBorderWidth="1dp"
    arc:shadowElevation="8dp">

</com.bvapp.arcraymenu.RayMenu>
```

Menu in Top_Right position – open direction Right to left:

```xml
<com.bvapp.arcraymenu.RayMenu
    android:id="@+id/rayMenu1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="top|right"
    arc:MenuDirection="Right_to_Left"
    arc:holderWidth="64dp"
    arc:shadowMargin ="1dp"
    arc:shadowBorderHeight="1dp"
    arc:shadowBorderWidth="1dp"
    arc:shadowElevation="8dp">

</com.bvapp.arcraymenu.RayMenu>
```

Menu in Top_Left position– open direction Left to Right:

```xml
<com.bvapp.arcraymenu.RayMenu
    android:id="@+id/arcMenu1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="top|left"
    arc:MenuDirection="Left_to_Right"
    arc:holderWidth="64dp"
    arc:shadowMargin ="1dp"
    arc:shadowBorderHeight="1dp"
    arc:shadowBorderWidth="1dp"
    arc:shadowElevation="8dp">

</com.bvapp.arcraymenu.RayMenu>
```