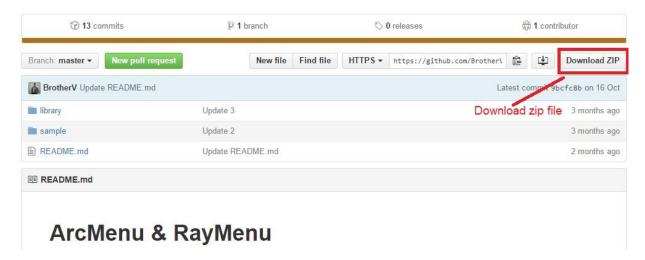
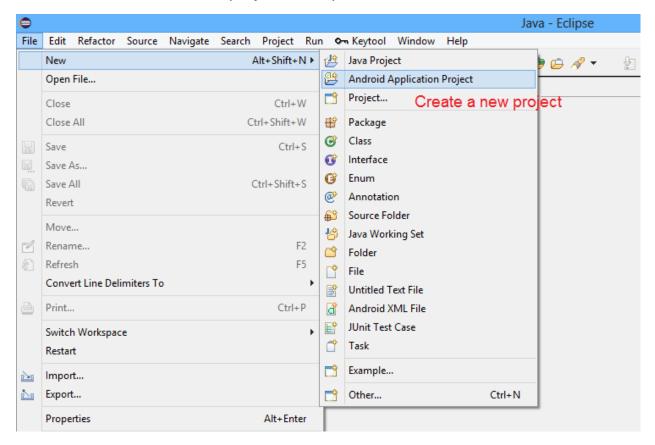
## How to use Ray menu in your projects?

#### https://github.com/BrotherV/ArcRayMenu

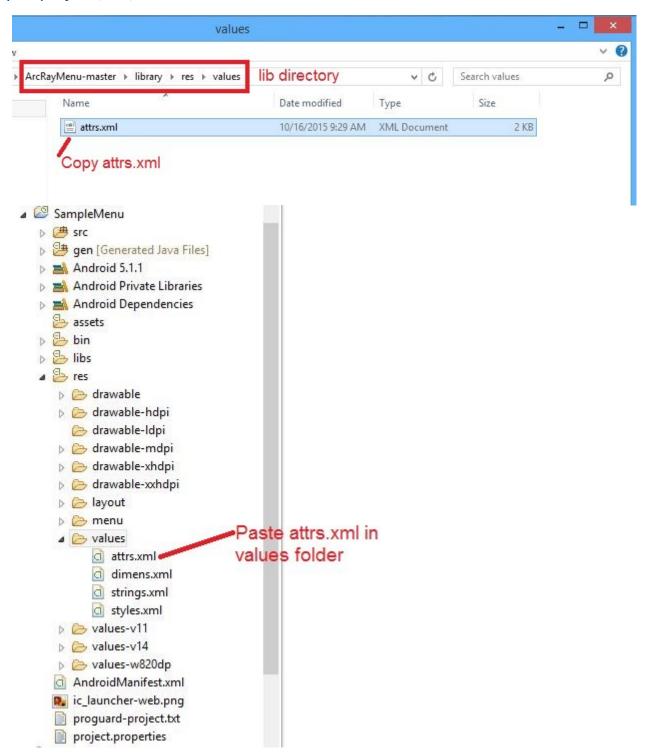
First of all, download ArcRaymenu-master.zip from github.



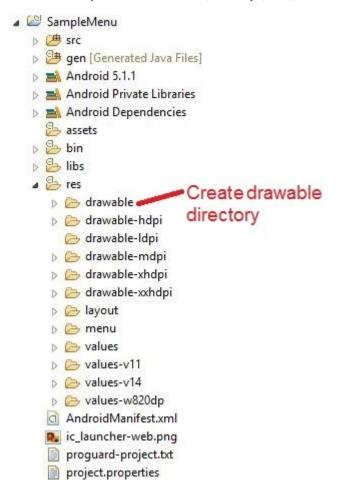
2- Extract it and make a new project in eclips or Android Studio.



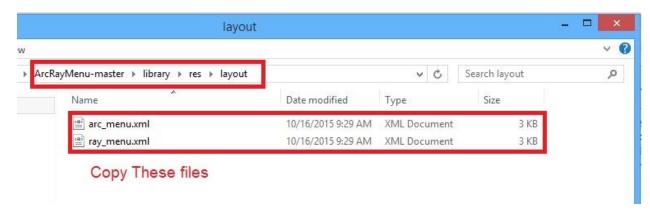
3- Copy attrs.xml from ArcRayMenu-master\library\res\values and paste it in yourproject\res\values folder.

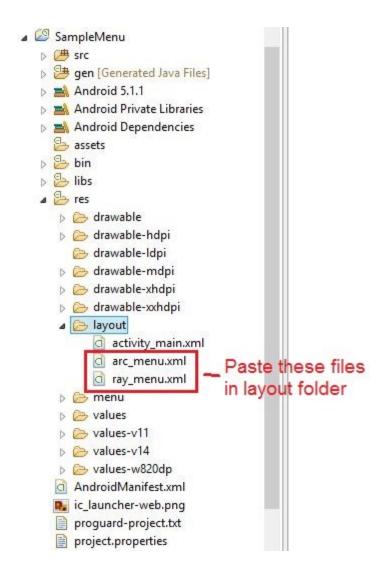


4- Create a drawable folder in res, then copy copy composer\_button\_normal.png from ArcRayMenu-master\library\res\drawable and paste it in res\drawable.

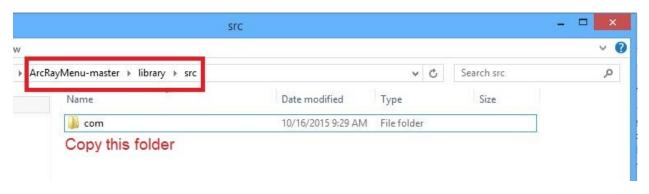


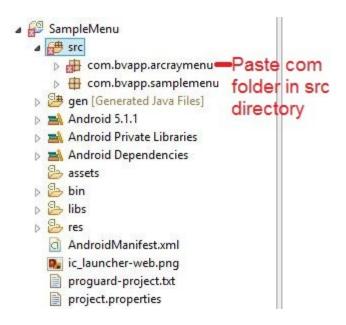
5- Copy arc\_menu.xml and ray\_menu.xml from ArcRayMenumaster\library\res\layout and past these files in res\layout folder.



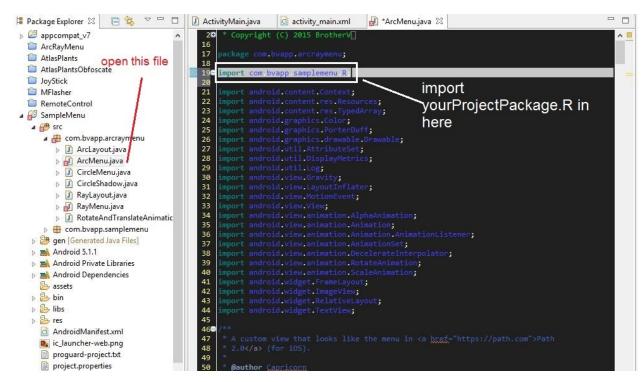


6- Add ArcRay Package to your project. Copy com folder from ArcRayMenumaster\library\src and paste it in yourproject\src folder.





7- Fix errors; open ArcMenu.java and RayMenu.java then import yourProjectPackage.R in head of page.



```
📱 Package Explorer 🛭 🖹 🥦 🔻 🗀 📗 ActivityMain.java 🔯 activity_main.xml 📗 ArcMenu.java 🔞
 ArcRayMenu
       AtlasPlants
                                                                                                                                           18
                                                                                                                                                                                                                                                                              import yourProjectPackage.R
        AtlasPlantsObfoscate
                                                                                                                                          190
20
21
22
23
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25
       JoyStick
                                                                                                                                                                                                                                                                              in here
                                                          open this file
       MFlasher
       RemoteControl

■ SampleMenu

         ▲ # src
                   a 🏭 com.bvapp.arcraymenu
                                                                                                                                            26
27
28
                            ArcLayout.java
                            ▶ M ArcMenu.java
                           DircleMenu.jav
                           DircleShadow. ava
                            ▶ ■ RayLayout.java
                            ▶ ■ RayMenu.java
                            ▶ ■ RotateAndTranslateAnimatic
                    Description : De
                                                                                                                                            36
37
          gen [Generated Java Files]
          Android 5.1.1
          Android Private Libraries
          Android Dependencies
                 assets
                                                                                                                                          42
43
          bin
           D 🔓 libs
          D 🔓 res
                                                                                                                                            45
                                                                                                                                          46
47
                                                                                                                                                             ublic class RayMenu extends RelativeLayout {
                 AndroidManifest.xml
                 ic_launcher-web.png
                                                                                                                                          48
49
                                                                                                                                                                      private static final int DEFAUL_CHILD_SIZE
                  proguard-project.txt
                 project.properties
                                                                                                                                                                                                                                            String DEFAULT_NORMAL_COLOR = "#cf1c1f";
```

8- Add custom attribute to your activity.

```
# Package Explorer 
□ □ □ □

☑ ActivityMain.java
☐ *activity_main.xml 
☒
  RemoteControl

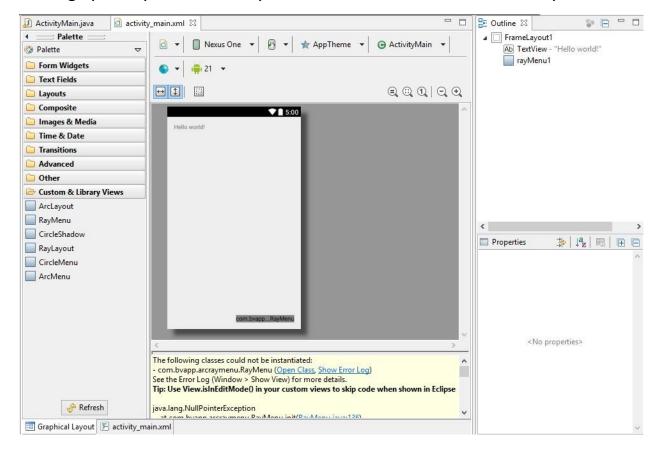
■ SampleMenu

                                                                                                                       Defining custom
   src 🕮
                                                                                                                      attrs in your activity

    gen [Generated Java Files]

   Android 5.1.1
                                             6
7
8
9
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12
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14
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17
18
   Android Private Libraries
                                                       android:paddingRight='
android:paddingTop="@c
tools:context="com.bvc
   Android Dependencies
     assets
   D 👺 bin
   D 占 libs
                                                           android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="@string/hello_world" />
   🛮 🔓 res
      > 🇁 drawable
      b 🗁 drawable-hdpi
        🗁 drawable-ldpi
      > 🗁 drawable-mdpi
      > 🗁 drawable-xhdpi
      drawable-xxhdpi
      a 🍃 layout
            activity_main.xml
            arc menu.xml
            a ray_menu.xml
                         open wich a
      D 🗁 menu
      > 🗁 values
                         you want to
      > 📂 values-w820dp
      AndroidManifest.xml
     ic_launcher-web.png
      proguard-project.txt
      project.properties
```

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.

```
<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">

<
```

```
Package Explorer 🛭 🕒 🥞 🔻 🗆 🗆
                                                                                                                                                                                                                             - -
                                                                ActivityMain.java
                                                                                                activity_main.xml 🛭
                                                                               Mainjava

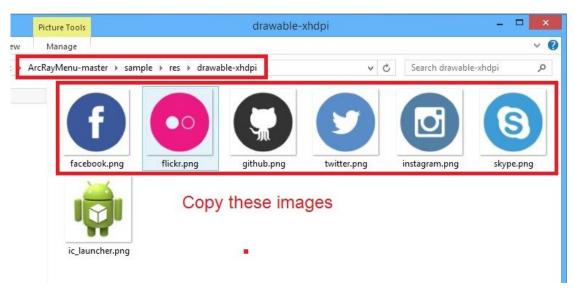
ameLayout xmlns:android="http://schemas.android.com/apk/r
xmlns:tools="http://schemas.android.com/tools"
xmlns:arc="http://schemas.android.com/apk/res-auto"
android:id="@+id/FrameLayout1"
android:layout_width="match_parent"
android:layout_height="match_parent"
android:paddingBottom="@dimen/activity_vertical_margin"
android:paddingLeft="@dimen/activity_horizontal_margin"
android:paddingRight="@dimen/activity_horizontal_margin"
android:paddingRop="@dimen/activity_vertical_margin"
android:paddingTop="@dimen/activity_vertical_margin"
tools:context="com.bvapp.samplemenu.ActivityNain" >
   RemoteControl

■ SampleMenu

                                                                  2 3 4 5 6 7 8 9 10 11 13 14 15 16 17 18 22 23 24 226 27 28 30 31 2 33 33
     src 🕮
     p gen [Generated Java Files]
    Android 5.1.1
    Android Private Libraries
    Android Dependencies
        🔓 assets
    bin
    D 👺 libs
                                                                               <TextView
android:layout_width="wrap_content"
android:layout_height="wrap_content
android:text="@string/hello_world"</pre>
    🛮 🔓 res
        > 🗁 drawable
         > 🗁 drawable-hdpi
            🗁 drawable-ldpi
         > 🗁 drawable-mdpi
         > 🗁 drawable-xhdpi
                                                                                      b 🗁 drawable-xxhdpi
         🛮 🗁 layout
                 activity_main.xml
                 arc_menu.xml
                                                                                                                                                   -Set Menu Hint button position
                a ray_menu.xml
         b 🎘 menu
         > 🗁 values
         > > values-w820dp
        AndroidManifest.xml
        📭 ic_launcher-web.png
        proguard-project.txt
        project.properties
   VerticalSeekBar
   WiFiChat
   WiFiChatBase64
   WiFiConnector

☐ Graphical Layout ☐ activity_main.xml
```

#### 11- Add children Images to your project, for example:

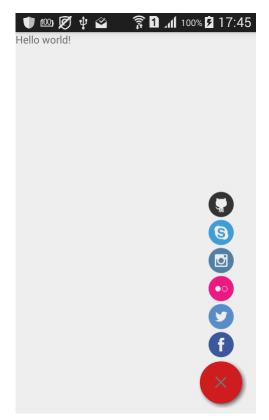




#### 12- Add java code in your project.

```
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 };
    @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++) {</pre>
          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();
    });
   }
```

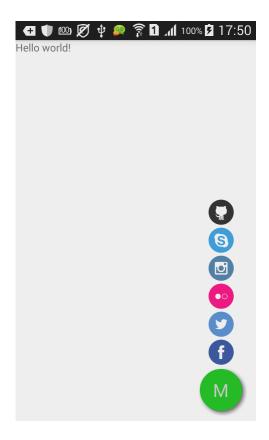
13- Compile and run your project.



14- Change the Hint color and create a text on menu button.

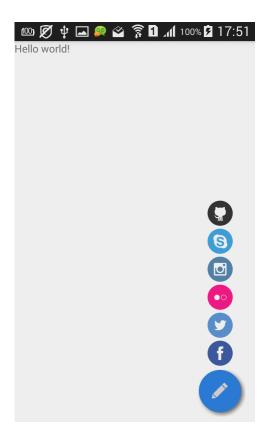
```
<com.bvapp.arcraymenu.RayMenu
    android:id="@+id/rayMenu1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="bottom|right"
    arc:MenuDirection="Down_to_Up"
    arc:holderWidth="64dp"
    arc:shadowMargin ="1dp"
    arc:shadowBorderHeight="1dp"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

</pre
```



15- Change the Hint color and create an image on menu button.

```
<com.bvapp.arcraymenu.RayMenu1
    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?

#### Menu in Bottom\_Left position—open direction down to up:

```
<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">
```

#### Menu in Top\_Right position – open direction up to down:

```
<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">
```

#### Menu in Top\_Left position— open direction up to down:

```
<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">

<
```

### 

#### Menu in Bottom Left position-open direction Left to Right:

```
<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">
```

#### Menu in Top\_Right position – open direction Right to left:

```
<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">
```

#