Developers

<permission-tree>

SYNTAX:

```
<permission-tree android:icon="drawable resource"
                 android:label="string resource" ]
                 android:name="string" />
```

CONTAINED IN:

`<manifest>`

DESCRIPTION:

Declares the base name for a tree of permissions. The application takes ownership of all names within the tree. It can dynamically add new permissions to the tree by calling `PackageManager.addPermission()`. Names within the tree are separated by periods ('`.`'). For example, if the base name is `com.example.project.taxes`, permissions like the following might be added:

```
com.example.project.taxes.CALCULATE
com.example.project.taxes.deductions.MAKE_SOME_UP
com.example.project.taxes.deductions.EXAGGERATE
```

Note that this element does not declare a permission itself, only a namespace in which further permissions can be placed. See the `<permission>` element for information on declaring permissions.

ATTRIBUTES:

`android:icon`

An icon representing all the permissions in the tree. This attribute must be set as a reference to a drawable resource containing the image definition.

`android:label`

A user-readable name for the group. As a convenience, the label can be directly set as a raw string for quick and dirty programming. However, when the application is ready to be published, it should be set as a reference to a string resource, so that it can be localized like other strings in the user interface.

`android:name`

The name that's at the base of the permission tree. It serves as a prefix to all permission names in the tree. Java-style scoping should be used to ensure that the name is unique. The name must have more than two period-separated segments in its path — for example, `com.example.base` is OK, but `com.example` is not.

INTRODUCED IN:

API Level 1

SEE ALSO:

`<permission>`
`<permission-group>`
`<uses-permission>`