The AndroidManifest.xml File >

<uses-configuration>

SYNTAX:

```
<uses-configuration android:reqFiveWayNav=["true" | "false"]
                    android:reqHardKeyboard=["true" | "false"]
                    android:reqKeyboardType=["undefined" | "nokeys" | "qwerty"
|
                                             "twelvekey"]
                    android:reqNavigation=["undefined" | "nonav" | "dpad" |
                                           "trackball" | "wheel"]
                    android:reqTouchScreen=["undefined" | "notouch" | "stylus"
|
                                            "finger"] />
```

CONTAINED IN:

<manifest>

DESCRIPTION:

Indicates what hardware and software features the application requires. For example, an application might specify that it requires a physical keyboard or a particular navigation device, like a trackball. The specification is used to avoid installing the application on devices where it will not work.

If an application can work with different device configurations, it should include separate <uses-configuration> declarations for each one. Each declaration must be complete. For example, if an application requires a five-way navigation control, a touch screen that can be operated with a finger, and either a standard QWERTY keyboard or a numeric 12-key keypad like those found on most phones, it would specify these requirements with two <uses-configuration> elements as follows:

```
<uses-configuration android:reqFiveWayNav="true"
android:reqTouchScreen="finger"
                    android:reqKeyboardType="qwerty" />
<uses-configuration android:reqFiveWayNav="true"
android:reqTouchScreen="finger"
                    android:reqKeyboardType="twelvekey" />
```

ATTRIBUTES:

android:reqFiveWayNav

Whether or not the application requires a five-way navigation control — "true" if it does, and "false" if not. A five-way control is one that can move the selection up, down, right, or left, and also provides a way of invoking the current selection. It could be a D-pad (directional pad), trackball, or other device.

If an application requires a directional control, but not a control of a particular type, it can set this attribute to "true" and ignore the reqNavigation attribute. However, if it requires a particular type of directional control, it can ignore this attribute and set reqNavigation instead.

android:reqHardKeyboard

Whether or not the application requires a hardware keyboard — "true" if it does, and "false" if not.

android:reqKeyboardType

The type of keyboard the application requires, if any at all. This attribute does not distinguish between hardware and software keyboards. If a hardware keyboard of a certain type is required, specify the type here and also set the reqHardKeyboard attribute to "true".

The value must be one of the following strings:

Value	Description
`"undefined"`	The application does not require a keyboard. (A keyboard requirement is not defined.) This is the default value.
`"nokeys"`	The application does not require a keyboard.
`"qwerty"`	The application requires a standard QWERTY keyboard.
`"twelvekey"`	The application requires a twelve-key keypad, like those on most phones — with keys for the digits from `0` through `9` plus star (`*`) and pound (`#`) keys.

`android:reqNavigation`

The navigation device required by the application, if any. The value must be one of the following strings:

Value	Description
`"undefined"`	The application does not require any type of navigation control. (The navigation requirement is not defined.) This is the default value.
`"nonav"`	The application does not require a navigation control.
`"dpad"`	The application requires a D-pad (directional pad) for navigation.
`"trackball"`	The application requires a trackball for navigation.
`"wheel"`	The application requires a navigation wheel.

If an application requires a navigational control, but the exact type of control doesn't matter, it can set the [reqFiveWayNav](#) attribute to "`true`" rather than set this one.

`android:reqTouchScreen`

The type of touch screen the application requires, if any at all. The value must be one of the following strings:

Value	Description
`"undefined"`	The application doesn't require a touch screen. (The touch screen requirement is undefined.) This is the default value.
`"notouch"`	The application doesn't require a touch screen.
`"stylus"`	The application requires a touch screen that's operated with a stylus.
`"finger"`	The application requires a touch screen that can be operated with a finger.

INTRODUCED IN:
API Level 3

SEE ALSO:

- [configChanges](#) attribute of the [<activity>](#) element

- [ConfigurationInfo](#)

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