

public static final class
R.attr
extends [Object](#)

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Added in [API level 1](#)

[java.lang.Object](#)
↳ [android.R.attr](#)

Summary

Constants	
int absListViewStyle	Default AbsListView style.
int accessibilityEventTypes	The event types this service would like to receive as specified in AccessibilityEvent .
int accessibilityFeedbackType	The feedback types this service provides as specified in AccessibilityServiceInfo .
int accessibilityFlags	Additional flags as specified in AccessibilityServiceInfo .
int accountPreferences	A preferences.xml file for authenticator-specific settings.
int accountType	The account type this authenticator handles.
int action	The action name to assign to the Intent, as per Intent.setAction() .
int actionBarDivider	Custom divider drawable to use for elements in the action bar.
int actionBarItemBackground	Custom item state list drawable background for action bar items.
int actionBarSize	Size of the Action Bar, including the contextual bar used to present Action Modes.
int actionBarSplitStyle	Reference to a style for the split Action Bar. Reference to a style for the Action Bar
int actionBarStyle	Must be a reference to another resource, in the form " @[+] [package:] type: name " or to a theme attribute in the form " "? [package:] [type:] name ".
int actionBarTabBarStyle	Must be a reference to another resource, in the form " @[+] [package:] type: name " or to a theme attribute in the form " "? [package:] [type:] name ". Default style for tabs within an action bar
int actionBarTabStyle	Must be a reference to another resource, in the form " @[+] [package:] type: name " or to a theme attribute in the form " "? [package:] [type:] name ".
int actionBarTabTextStyle	Must be a reference to another resource, in the form " @[+] [package:] type: name " or to a theme attribute in the form " "? [package:] [type:] name ".
int actionBarWidgetTheme	Reference to a theme that should be used to inflate widgets and layouts destined for the action bar.
int actionButtonStyle	Default action button style.
int actionDropDownStyle	Default ActionBar dropdown style.
int actionLayout	An optional layout to be used as an action view.
int actionMenuTextAppearance	TextAppearance style that will be applied to text that appears within action menu items.
int actionMenuTextColor	Color for text that appears within action menu items. Background drawable to use for action mode UI
int actionModeBackground	Must be a reference to another resource, in the form " @[+] [package:] type: name " or to a theme attribute in the form " "? [package:] [type:] name ".
int actionModeCloseButtonStyle	Must be a reference to another resource, in the form " @[+] [package:] type: name " or to a theme attribute in the form " "? [package:] [type:] name ". Drawable to use for the close action mode button

int actionModeCloseDrawable	<p>Must be a reference to another resource, in the form <code>"@[+][package:]type:name"</code> or to a theme attribute in the form <code>"?[package:][type:]name"</code>.</p> <p>Drawable to use for the Copy action button in Contextual Action Bar</p>
int actionModeCopyDrawable	<p>Must be a reference to another resource, in the form <code>"@[+][package:]type:name"</code> or to a theme attribute in the form <code>"?[package:][type:]name"</code>.</p> <p>Drawable to use for the Cut action button in Contextual Action Bar</p>
int actionModeCutDrawable	<p>Must be a reference to another resource, in the form <code>"@[+][package:]type:name"</code> or to a theme attribute in the form <code>"?[package:][type:]name"</code>.</p> <p>Drawable to use for the Paste action button in Contextual Action Bar</p>
int actionModePasteDrawable	<p>Must be a reference to another resource, in the form <code>"@[+][package:]type:name"</code> or to a theme attribute in the form <code>"?[package:][type:]name"</code>.</p> <p>Drawable to use for the Select all action button in Contextual Action Bar</p>
int actionModeSelectAllDrawable	<p>Must be a reference to another resource, in the form <code>"@[+][package:]type:name"</code> or to a theme attribute in the form <code>"?[package:][type:]name"</code>.</p> <p>Background drawable to use for action mode UI in the lower split bar</p>
int actionModeSplitBackground	<p>Must be a reference to another resource, in the form <code>"@[+][package:]type:name"</code> or to a theme attribute in the form <code>"?[package:][type:]name"</code>.</p>
int actionModeStyle	<p>Must be a reference to another resource, in the form <code>"@[+][package:]type:name"</code> or to a theme attribute in the form <code>"?[package:][type:]name"</code>.</p>
int actionOverflowButtonStyle	<p>Must be a reference to another resource, in the form <code>"@[+][package:]type:name"</code> or to a theme attribute in the form <code>"?[package:][type:]name"</code>.</p>
int actionProviderClass	<p>The name of an optional ActionProvider class to instantiate an action view and perform operations such as default action for that menu item.</p>
int actionViewClass	<p>The name of an optional View class to instantiate and use as an action view.</p>
int activatedBackgroundIndicator	<p>Drawable used as a background for activated items.</p>
int activityCloseEnterAnimation	<p>When closing the current activity, this is the animation that is run on the next activity (which is entering the screen).</p>
int activityCloseExitAnimation	<p>When closing the current activity, this is the animation that is run on the current activity (which is exiting the screen).</p>
int activityOpenEnterAnimation	<p>When opening a new activity, this is the animation that is run on the next activity (which is entering the screen).</p>
int activityOpenExitAnimation	<p>When opening a new activity, this is the animation that is run on the previous activity (which is exiting the screen).</p>
int addStatesFromChildren	<p>Sets whether this ViewGroup's drawable states also include its children's drawable states.</p>
int adjustViewBounds	<p>Set this to true if you want the ImageView to adjust its bounds to preserve the aspect ratio of its drawable.</p> <p>Icon drawable to use for alerts</p>
int alertDialogIcon	<p>Must be a reference to another resource, in the form <code>"@[+][package:]type:name"</code> or to a theme attribute in the form <code>"?[package:][type:]name"</code>.</p>

int alertDialogStyle	Must be a reference to another resource, in the form <code>"@[+][package:]type:name"</code> or to a theme attribute in the form <code>"?[package:][type:]name"</code> .
int alertDialogTheme	Theme to use for alert dialogs spawned from this theme.
int alignmentMode	Alignment constants.
int allContactsName	Resource representing the term "All Contacts" (e.g.
int allowBackup	Whether to allow the application to participate in the backup and restore infrastructure.
int allowClearUserData	Option to let applications specify that user data can/cannot be cleared.
int allowParallelSyncs	Set to true to tell the SyncManager that this SyncAdapter supports multiple simultaneous syncs for the same account type and authority.
int allowSingleTap	Indicates whether the drawer can be opened/closed by a single tap on the handle.
int allowTaskReparenting	Specify that an activity can be moved out of a task it is in to the task it has an affinity for when appropriate.
int alpha	alpha property of the view, as a value between 0 (completely transparent) and 1 (completely opaque).
int alphabeticShortcut	The alphabetic shortcut key.
int alwaysDrawnWithCache	Defines whether the ViewGroup should always draw its children using their drawing cache or not.
int alwaysRetainTaskState	Specify whether an activity's task state should always be maintained by the system, or if it is allowed to reset the task to its initial state in certain situations.
int angle	Angle of the gradient.
int animateFirstView	Defines whether to animate the current View when the ViewAnimation is first displayed.
int animateLayoutChanges	Defines whether changes in layout (caused by adding and removing items) should cause a LayoutTransition to run.
int animateOnClick	Indicates whether the drawer should be opened/closed with an animation when the user clicks the handle.
int animation	Animation to use on each child.
int animationCache	Defines whether layout animations should create a drawing cache for their children.
int animationDuration	Sets how long a transition animation should run (in milliseconds) when layout has changed.
int animationOrder	The order in which the animations will be started. <i>This constant was deprecated in API level 16. Not used by the framework. Timeout between frames of animation in milliseconds</i>
int animationResolution	<i>Must be an integer value, such as "100".</i> <i>This may also be a reference to a resource (in the form <code>"@[package:]type:name"</code>) or theme attribute (in the form <code>"?[package:][type:]name"</code>) containing a value of this type.</i>
int antialias	Enables or disables antialiasing.
int anyDensity	Indicates whether the application can accommodate any screen density.
int apiKey	Value is a string that specifies the Maps API Key to use.
int author	Name of the author of this component, e.g.
int authorities	Specify the authorities under which this content provider can be found.
int autoAdvanceViewId	The view id of the AppWidget subview which should be auto-advanced.
int autoCompleteTextViewStyle	Default AutoCompleteTextView style.
int autoLink	Controls whether links such as urls and email addresses are automatically found and converted to clickable links.
int autoStart	When true, automatically start animating
	Must be a boolean value, either <code>"true"</code> or <code>"false"</code> .
int autoText	<i>This constant was deprecated in API level 3. Use inputType instead.</i> If provided and <code>true</code> , URLs entered in the search dialog

int autoUrlDetect	while searching within this activity would be detected and treated as URLs (show a 'go' button in the keyboard and invoke the browser directly when user launches the URL instead of passing the URL to the activity).
int background	A drawable to use as the background.
int backgroundDimAmount	Default background dim amount when a menu, dialog, or something similar pops up.
int backgroundDimEnabled	Control whether dimming behind the window is enabled.
int backgroundSplit	Specifies a background drawable for the bottom component of a split action bar.
int backgroundStacked	Specifies a background drawable for a second stacked row of the action bar.
int backupAgent	The name of the class subclassing BackupAgent to manage backup and restore of the application's data on external storage.
int baseline	The offset of the baseline within this view.
int baselineAlignBottom	If true, the image view will be baseline aligned with based on its bottom edge.
int baselineAligned	When set to false, prevents the layout from aligning its children's baselines.
int baselineAlignedChildIndex	When a linear layout is part of another layout that is baseline aligned, it can specify which of its children to baseline align to (that is, which child TextView).
int borderlessButtonStyle	Style for buttons without an explicit border, often used in groups.
int bottom	Amount of bottom padding inside the gradient shape.
int bottomBright	May be a reference to another resource, in the form "@+[package:]type:name" or to a theme attribute in the form "?[package:]type:name".
int bottomDark	May be a reference to another resource, in the form "@+[package:]type:name" or to a theme attribute in the form "?[package:]type:name".
int bottomLeftRadius	Radius of the bottom left corner.
int bottomMedium	May be a reference to another resource, in the form "@+[package:]type:name" or to a theme attribute in the form "?[package:]type:name".
int bottomOffset	Extra offset for the handle at the bottom of the SlidingDrawer.
int bottomRightRadius	Radius of the bottom right corner.
int breadcrumbShortTitle	The short title for the bread crumb of this item.
int breadcrumbTitle	The title for the bread crumb of this item.
int bufferType	Determines the minimum type that getText() will return.
int button	Drawable used for the button graphic (e.g. Style for buttons within button bars
int buttonBarButtonStyle	Must be a reference to another resource, in the form "@+[package:]type:name" or to a theme attribute in the form "?[package:]type:name". Style for button bars
int buttonBarStyle	Must be a reference to another resource, in the form "@+[package:]type:name" or to a theme attribute in the form "?[package:]type:name".
int buttonStyle	Normal Button style.
int buttonStyleInset	Button style to inset into an EditText.
int buttonStyleSmall	Small Button style.
int buttonStyleToggle	ToggleButton style.
int cacheColorHint	Indicates that this list will always be drawn on top of solid, single-color opaque background.
int calendarViewShown	Whether the calendar view is shown.
int calendarViewStyle	The CalendarView style.
int canRetrieveWindowContent	Flag whether the accessibility service wants to be able to retrieve the active window content.

int candidatesTextStyleSpans	A styled string, specifying the style to be used for showing inline candidate text when composing with an input method.
int capitalize	<i>This constant was deprecated in API level 3. Use inputType instead.</i>
int centerBright	May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".
int centerColor	Optional center color.
int centerDark	May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".
int centerMedium	May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".
int centerX	X coordinate of the origin of the gradient within the shape.
int centerY	Y coordinate of the origin of the gradient within the shape.
int checkBoxPreferenceStyle	Default style for CheckBoxPreference.
int checkMark	Drawable used for the check mark graphic.
int checkable	Whether the item is capable of displaying a check mark.
int checkableBehavior	Whether the items are capable of displaying a check mark.
int checkboxStyle	Default Checkbox style.
int checked	Indicates the initial checked state of this button.
int checkedButton	The id of the child radio button that should be checked by default within this radio group.
int checkedTextViewStyle	Default CheckedTextView style.
int childDivider	Drawable or color that is used as a divider for children.
int childIndicator	Indicator shown beside the child View.
int childIndicatorLeft	The left bound for a child's indicator.
int childIndicatorRight	The right bound for a child's indicator.
int choiceMode	Defines the choice behavior for the view.
int clearTaskOnLaunch	Specify whether an activity's task should be cleared when it is re-launched from the home screen.
int clickable	Defines whether this view reacts to click events.
int clipChildren	Defines whether a child is limited to draw inside of its bounds or not.
int clipOrientation	The orientation for the clip.
int clipToPadding	Defines whether the ViewGroup will clip its drawing surface so as to exclude the padding area.
int codes	The unicode value or comma-separated values that this key outputs.
int collapseColumns	The zero-based index of the columns to collapse.
int color	Solid color for the gradient shape.
int colorActivatedHighlight	Default highlight color for items that are activated.
int colorBackground	Color that matches (as closely as possible) the window background.
int colorBackgroundCacheHint	This is a hint for a solid color that can be used for caching rendered views.
int colorFocusedHighlight	Default highlight color for items that are focused.
int colorForeground	Default color of foreground imagery.
int colorForegroundInverse	Default color of foreground imagery on an inverted background.
int colorLongPressedHighlight	Default highlight color for items that are long-pressed.
int colorMultiSelectHighlight	Default highlight color for items in multiple selection mode.
int colorPressedHighlight	Default highlight color for items that are pressed.
int columnCount	The maximum number of columns to create when automatically positioning children.
int columnDelay	Fraction of the animation duration used to delay the beginning of the animation of each column.

int columnOrderPreserved	When set to true, forces column boundaries to appear in the same order as column indices.
int columnWidth	Specifies the fixed width for each column.
int compatibleWidthLimitDp	Starting with <code>HONEYCOMB_MR2</code> , this is the new way to specify the largest screens an application is compatible with.
int completionHint	Defines the hint displayed in the drop down menu.
int completionHintView	Defines the hint view displayed in the drop down menu.
int completionThreshold	Defines the number of characters that the user must type before completion suggestions are displayed in a drop down menu.
int configChanges	Specify one or more configuration changes that the activity will handle itself.
int configure	A class name in the AppWidget's package to be launched to configure.
int constantSize	If true, the drawable's reported internal size will remain constant as the state changes; the size is the maximum of all of the states.
int content	Identifier for the child that represents the drawer's content.
int contentAuthority	the authority of a content provider.
int contentDescription	Defines text that briefly describes content of the view.
int cropToPadding	If true, the image will be cropped to fit within its padding.
int cursorVisible	Makes the cursor visible (the default) or invisible.
int customNavigationLayout	Specifies a layout for custom navigation.
int customTokens	Account handles its own token storage and permissions.
int cycles	Must be a floating point value, such as "1.2".
int dashGap	Gap between dashes in the stroke.
int dashWidth	Length of a dash in the stroke.
int data	The data URI to assign to the Intent, as per <code>Intent.setData()</code> .
int datePickerStyle	The DatePicker style.
int dateTextAppearance	The text appearance for the calendar dates.
int debuggable	Flag indicating whether the application can be debugged, even when running on a device that is running in user mode.
int defaultValue	The default value for the preference, which will be set either if persistence is off or persistence is on and the preference is not found in the persistent storage.
int delay	Fraction of the animation duration used to delay the beginning of the animation of each child.
int dependency	The key of another Preference that this Preference will depend on.
int descendantFocusability	Defines the relationship between the ViewGroup and its descendants when looking for a View to take focus.
int description	Descriptive text for the associated data.
int detachWallpaper	Special option for window animations: if this window is on top of a wallpaper, don't animate the wallpaper with it.
int detailColumn	Column in data table that contains details for this data.
int detailSocialSummary	Flag indicating that detail should be built from SocialProvider.
int detailsElementBackground	Background that can be used behind parts of a UI that provide details on data the user is selecting.
int dial	Must be a reference to another resource, in the form " <code>@[+][package:]type:name</code> " or to a theme attribute in the form " <code>?[package:][type:]name</code> ".
int dialogIcon	The icon for the dialog.
int dialogLayout	A layout to be used as the content View for the dialog.
int dialogMessage	The message in the dialog.
int dialogPreferenceStyle	Default style for DialogPreference.
int dialogTheme	Theme to use for dialogs spawned from this theme.
int dialogTitle	The title in the dialog.
	If set, specifies that this TextView has a numeric input

int digits	method and that these specific characters are the ones that it will accept.
int direction	Direction of the animation in the grid.
int directionDescriptions	Reference to an array resource that be used to announce the directions with targets around the circle.
int directionPriority	Priority of the rows and columns.
int disableDependentsState	The state (true for on, or false for off) that causes dependents to be disabled.
int disabledAlpha	Default disabled alpha for widgets that set enabled/disabled alpha programmatically.
int displayOptions	Options affecting how the action bar is displayed.
int dither	Enables or disables dithering of the bitmap if the bitmap does not have the same pixel configuration as the screen (for instance: a ARGB 8888 bitmap with an RGB 565 screen).
int divider	Drawable or color to draw between list items.
int dividerHeight	Height of the divider.
int dividerHorizontal	Drawable to use for generic horizontal dividers.
int dividerPadding	Size of padding on either end of a divider.
int dividerVertical	Drawable to use for generic vertical dividers.
int drawSelectorOnTop	When set to true, the selector will be drawn over the selected item.
int drawable	Reference to a drawable resource to use for the frame.
int drawableBottom	The drawable to be drawn below the text.
int drawableEnd	The drawable to be drawn to the end of the text.
int drawableLeft	The drawable to be drawn to the left of the text.
int drawablePadding	The padding between the drawables and the text.
int drawableRight	The drawable to be drawn to the right of the text.
int drawableStart	The drawable to be drawn to the start of the text.
int drawableTop	The drawable to be drawn above the text.
int drawingCacheQuality	Defines the quality of translucent drawing caches.
int dropDownAnchor	View to anchor the auto-complete dropdown to.
int dropDownHeight	Specifies the basic height of the dropdown.
int dropDownHintAppearance	Default style for drop down hints.
int dropDownHorizontalOffset	Amount of pixels by which the drop down should be offset horizontally.
int dropDownItemStyle	Default style for drop down items.
int dropDownListViewStyle	Default ListView style for drop downs.
int dropDownSelector	Selector in a drop down list.
int dropDownSpinnerStyle	Default dropdown Spinner style.
int dropDownVerticalOffset	Amount of pixels by which the drop down should be offset vertically.
int dropDownWidth	Specifies the basic width of the dropdown.
int duplicateParentState	When this attribute is set to true, the view gets its drawable state (focused, pressed, etc.) from its direct parent rather than from itself.
int duration	Amount of time (in milliseconds) to display this frame.
int editTextBackground	EditText background drawable.
int editTextColor	EditText text foreground color.
int editTextPreferenceStyle	Default style for EditTextPreference.
int editTextStyle	Default EditText style.
int editable	<i>This constant was deprecated in API level 3. Use inputType instead.</i>
int editorExtras	Reference to an <input-extras> XML resource containing additional data to supply to an input method, which is private to the implementation of the input method.
int ellipsize	Where to ellipsize text.
int ems	Makes the TextView be exactly this many ems wide.
int enabled	Specifies whether the widget is enabled.
int endColor	End color of the gradient.
int endYear	<i>This constant was deprecated in API level 16. Use maxDate instead. Use maxDate instead.</i>
int enterFadeDuration	Amount of time (in milliseconds) to fade in a new state drawable.

int entries	Reference to an array resource that will populate a list/adapter.
int entryValues	The array to find the value to save for a preference when an entry from entries is selected.
int eventsInterceptionEnabled	Defines whether the overlay should intercept the motion events when a gesture is recognized.
int excludeFromRecents	Indicates that an Activity should be excluded from the list of recently launched activities.
int exitFadeDuration	Amount of time (in milliseconds) to fade out an old state drawable.
int expandableListPreferredChildIndicatorLeft	The preferred left bound for an expandable list child's indicator.
int expandableListPreferredChildIndicatorRight	The preferred right bound for an expandable list child's indicator.
int expandableListPreferredChildPaddingLeft	The preferred left padding for an expandable list item that is a child.
int expandableListPreferredItemIndicatorLeft	The preferred left bound for an expandable list item's indicator.
int expandableListPreferredItemIndicatorRight	The preferred right bound for an expandable list item's indicator.
int expandableListPreferredItemPaddingLeft	The preferred left padding for an expandable list item (for child-specific layouts, use expandableListPreferredChildPaddingLeft).
int expandableListViewStyle	Default ExpandableListView style.
int expandableListViewWhiteStyle	ExpandableListView with white background.
int exported	Flag indicating whether the given application component is available to other applications.
int extraTension	This is the amount by which to multiply the tension.
int factor	This is the amount of deceleration to add when easing in.
int fadeDuration	Duration, in milliseconds, of the fade out effect after the user is done drawing a gesture.
int fadeEnabled	Defines whether the gesture will automatically fade out after being recognized.
int fadeOffset	Time, in milliseconds, to wait before the gesture fades out after the user is done drawing it.
int fadeScrollbars	Defines whether to fade out scrollbars when they are not in use.
int fadingEdge	This attribute is deprecated and will be ignored as of API level 14 (ICE_CREAM_SANDWICH).
int fadingEdgeLength	Defines the length of the fading edges.
int fastScrollAlwaysVisible	When set to true, the list will always show the fast scroll interface.
int fastScrollEnabled	Enables the fast scroll thumb that can be dragged to quickly scroll through the list.
int fastScrollOverlayPosition	Position of the fast scroll index overlay window.
int fastScrollPreviewBackgroundLeft	Drawable to use as the fast scroll index preview window background when shown on the left.
int fastScrollPreviewBackgroundRight	Drawable to use as the fast scroll index preview window background when shown on the right.
int fastScrollTextColor	Text color for the fast scroll index overlay.
int fastScrollThumbDrawable	Drawable to use as the fast scroll thumb.
int fastScrollTrackDrawable	Drawable to use as the track for the fast scroll thumb.
int fillAfter	When set to true, the animation transformation is applied after the animation is over.
int fillBefore	When set to true or when fillEnabled is not set to true, the animation transformation is applied before the animation has started.
int fillEnabled	When set to true, the value of fillBefore is taken into account.
int fillViewport	Defines whether the scrollview should stretch its content to fill the viewport.
int filter	Enables or disables bitmap filtering.
int filterTouchesWhenObscured	Specifies whether to filter touches when the view's window is obscured by another visible window.
int finishOnCloseSystemDialogs	Specify whether an activity should be finished when a "close system windows" request has been made. Specify whether an activity should be finished when its

int finishOnTaskLaunch	task is brought to the foreground by relaunching from the home screen.
int firstDayOfWeek	The first day of week according to Calendar.
int fitsSystemWindows	Boolean internal attribute to adjust view layout based on system windows such as the status bar.
int flipInterval	Must be an integer value, such as "100".
int focusable	Boolean that controls whether a view can take focus.
int focusableInTouchMode	Boolean that controls whether a view can take focus while in touch mode.
int focusedMonthDateColor	The color for the dates of the focused month.
int fontFamily	Default font family.
int footerDividersEnabled	When set to false, the ListView will not draw the divider before each footer view.
int foreground	Defines the drawable to draw over the content.
int foregroundGravity	Defines the gravity to apply to the foreground drawable.
int format	Format string: if specified, the Chronometer will display this string, with the first "%s" replaced by the current timer value in "MM:SS" or "H:MM:SS" form.
int format12Hour	Specifies the formatting pattern used to show the time and/or date in 12-hour mode.
int format24Hour	Specifies the formatting pattern used to show the time and/or date in 24-hour mode.
int fragment	The fragment that is displayed when the user selects this item.
int fragmentCloseEnterAnimation	Must be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".
int fragmentCloseExitAnimation	Must be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".
int fragmentFadeEnterAnimation	Must be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".
int fragmentFadeExitAnimation	Must be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".
int fragmentOpenEnterAnimation	Must be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".
int fragmentOpenExitAnimation	Must be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".
int freezesText	If set, the text view will include its current complete text inside of its frozen icicle in addition to meta-data such as the current cursor position.
int fromAlpha	Must be a floating point value, such as "1.2".
int fromDegrees	Must be a floating point value, such as "1.2".
int fromXDelta	May be a floating point value, such as "1.2".
int fromXScale	May be a floating point value, such as "1.2".
int fromYDelta	May be a floating point value, such as "1.2".
int fromYScale	May be a floating point value, such as "1.2".

int fullBright	May be a reference to another resource, in the form " <code>@+[package:]type:name</code> " or to a theme attribute in the form " <code>?[package:][type:]name</code> ".
int fullDark	May be a reference to another resource, in the form " <code>@+[package:]type:name</code> " or to a theme attribute in the form " <code>?[package:][type:]name</code> ".
int functionalTest	Flag indicating that an Instrumentation class should be run as a functional test.
int galleryItemBackground	The preferred background for gallery items.
int galleryStyle	Default Gallery style.
int gestureColor	Color used to draw a gesture.
int gestureStrokeAngleThreshold	Minimum curve angle a stroke must contain before it is recognized as a gesture.
int gestureStrokeLengthThreshold	Minimum length of a stroke before it is recognized as a gesture.
int gestureStrokeSquarenessThreshold	Squareness threshold of a stroke before it is recognized as a gesture.
int gestureStrokeType	Defines the type of strokes that define a gesture.
int gestureStrokeWidth	Width of the stroke used to draw the gesture.
int GLESVersion	The GLES driver version number needed by an application.
int gradientRadius	Radius of the gradient, used only with radial gradient.
int grantUriPermissions	If true, the <code>Context.grantUriPermission</code> or corresponding Intent flags can be used to allow others to access specific URIs in the content provider, even if they do not have an explicit read or write permission.
int gravity	Specifies how an object should position its content, on both the X and Y axes, within its own bounds.
int gridViewStyle	Default GridView style.
int groupIndicator	Indicator shown beside the group View.
int hand_hour	Must be a reference to another resource, in the form " <code>@+[package:]type:name</code> " or to a theme attribute in the form " <code>?[package:][type:]name</code> ".
int hand_minute	Must be a reference to another resource, in the form " <code>@+[package:]type:name</code> " or to a theme attribute in the form " <code>?[package:][type:]name</code> ".
int handle	Identifier for the child that represents the drawer's handle.
int handleProfiling	Flag indicating that an Instrumentation class wants to take care of starting/stopping profiling itself, rather than relying on the default behavior of profiling the complete time it is running.
int hapticFeedbackEnabled	Boolean that controls whether a view should have haptic feedback enabled for events such as long presses.
int hardwareAccelerated	Flag indicating whether the application's rendering should be hardware accelerated if possible.
int hasCode	Indicate whether this application contains code.
int headerBackground	Default background for the menu header.
int headerDividersEnabled	When set to false, the ListView will not draw the divider after each header view.
int height	Makes the TextView be exactly this many pixels tall.
int hint	Hint text to display when the text is empty.
int homeAsUpIndicator	Specifies a drawable to use for the 'home as up' indicator.
int homeLayout	Specifies a layout to use for the "home" section of the action bar.
int horizontalDivider	Default horizontal divider between rows of menu items.
int horizontalGap	Default horizontal gap between keys.
int horizontalScrollViewStyle	Default HorizontalScrollView style.
int horizontalSpacing	Defines the default horizontal spacing between columns.

int host	Specify a URI authority host that is handled, as per <code>IntentFilter.addDataAuthority()</code> .
int icon	A Drawable resource providing a graphical representation of its associated item.
int iconPreview	The icon to show in the popup preview.
int iconifiedByDefault	The default state of the SearchView.
int id	Supply an identifier name for this view, to later retrieve it with <code>View.findViewById()</code> or <code>Activity.findViewById()</code> .
int ignoreGravity	Indicates what view should not be affected by gravity.
int imageButtonStyle	The style resource to use for an ImageButton.
int imageWellStyle	The style resource to use for an ImageButton that is an image well.
int imeActionId	Supply a value for <code>EditorInfo.actionId</code> used when an input method is connected to the text view.
int imeActionLabel	Supply a value for <code>EditorInfo.actionLabel</code> used when an input method is connected to the text view.
int imeExtractEnterAnimation	Animation to use when showing the fullscreen extract UI after it had previously been hidden.
int imeExtractExitAnimation	Animation to use when hiding the fullscreen extract UI after it had previously been shown.
int imeFullscreenBackground	Background to use for entire input method when it is being shown in fullscreen mode with the extract view, to ensure that it completely covers the application.
int imeOptions	Additional features you can enable in an IME associated with an editor to improve the integration with your application.
int imeSubtypeExtraValue	The extra value of the subtype.
int imeSubtypeLocale	The locale of the subtype.
int imeSubtypeMode	The mode of the subtype.
int immersive	Flag declaring this activity to be 'immersive'; immersive activities should not be interrupted with other activities or notifications.
int importantForAccessibility	Controls how this View is important for accessibility which is if it fires accessibility events and if it is reported to accessibility services that query the screen.
int inAnimation	Identifier for the animation to use when a view is shown.
int includeFontPadding	Leave enough room for ascenders and descenders instead of using the font ascent and descent strictly.
int includeInGlobalSearch	If provided and <code>true</code> , this searchable activity will be included in any global lists of search targets.
int indeterminate	Allows to enable the indeterminate mode.
int indeterminateBehavior	Defines how the indeterminate mode should behave when the progress reaches max.
int indeterminateDrawable	Drawable used for the indeterminate mode.
int indeterminateDuration	Duration of the indeterminate animation.
int indeterminateOnly	Restricts to ONLY indeterminate mode (state-keeping progress mode will not work).
int indeterminateProgressStyle	Specifies a style resource to use for an indeterminate progress spinner.
int indicatorLeft	The left bound for an item's indicator.
int indicatorRight	The right bound for an item's indicator.
int inflatedId	Overrides the id of the inflated View with this value.
int initOrder	Specify the order in which content providers hosted by a process are instantiated when that process is created.
int initialKeyguardLayout	A resource id of a layout.
int initialLayout	A resource id of a layout.
int innerRadius	Inner radius of the ring.
int innerRadiusRatio	Inner radius of the ring expressed as a ratio of the ring's width.
int inputMethod	<i>This constant was deprecated in API level 3. Use <code>inputType</code> instead.</i>
int inputType	The type of data being placed in a text field, used to help an input method decide how to let the user enter text.
int insetBottom	Must be a dimension value, which is a floating point number appended with a unit such as " <code>14.5sp</code> ".

int insetLeft	Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".
int insetRight	Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".
int insetTop	Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".
int installLocation	The default install location defined by an application.
int interpolator	Must be a reference to another resource, in the form "[+] [package:] type:name" or to a theme attribute in the form "? [package:] [type:] name".
int isAlwaysSyncable	Set to true to tell the SyncManager to automatically call setIsSyncable(..., ..., 1) for the SyncAdapter instead of issuing an initialization sync to the SyncAdapter.
int isAuxiliary	Set true if the subtype is auxiliary.
int isDefault	Set to true in all of the configurations for which this input method should be considered an option as the default.
int isIndicator	Whether this rating bar is an indicator (and non-changeable by the user).
int isModifier	Whether this is a modifier key such as Alt or Shift.
int isRepeatable	Whether long-pressing on this key will make it repeat.
int isScrollContainer	Set this if the view will serve as a scrolling container, meaning that it can be resized to shrink its overall window so that there will be space for an input method.
int isSticky	Whether this is a toggle key.
int isolatedProcess	If set to true, this service will run under a special process that is isolated from the rest of the system.
int itemBackground	Default background for each menu item.
int itemIconDisabledAlpha	Default disabled icon alpha for each menu item that shows an icon.
int itemPadding	Specifies padding that should be applied to the left and right sides of system-provided items in the bar.
int itemTextAppearance	Default appearance of menu item text.
int keepScreenOn	Controls whether the view's window should keep the screen on while visible.
int key	The key to store the Preference value.
int keyBackground	Image for the key.
int keyEdgeFlags	Key edge flags.
int keyHeight	Default height of a key, in pixels or percentage of display width.
int keyIcon	The icon to display on the key instead of the label.
int keyLabel	The label to display on the key.
int keyOutputText	The string of characters to output when this key is pressed.
int keyPreviewHeight	Height of the key press feedback popup.
int keyPreviewLayout	Layout resource for key press feedback.
int keyPreviewOffset	Vertical offset of the key press feedback from the key.
int keyTextColor	Color to use for the label in a key.
int keyTextSize	Size of the text for character keys.
int keyWidth	Default width of a key, in pixels or percentage of display width.
int keyboardLayout	The key character map file resource.
int keyboardMode	Mode of the keyboard.
int keycode	This enum provides the same keycode values as can be found in KeyEvent.
int killAfterRestore	Whether the application in question should be terminated after its settings have been restored during a full-system restore operation.
int label	A user-legible name for the given item.
int labelFor	Specifies the id of a view for which this view serves as a label for accessibility purposes.

int labelTextSize	Size of the text for custom keys with some text and no icon.
int largeHeap	Request that your application's processes be created with a large Dalvik heap.
int largeScreens	Indicates whether the application supports larger screen form-factors.
int largestWidthLimitDp	Starting with HONEYCOMB_MR2, this is the new way to specify the screens an application is compatible with.
int launchMode	Specify how an activity should be launched.
int layerType	Specifies the type of layer backing this view.
int layout	Supply an identifier for the layout resource to inflate when the ViewStub becomes visible or when forced to do so.
int layoutAnimation	Defines the layout animation to use the first time the ViewGroup is laid out.
int layoutDirection	Defines the direction of layout drawing.
int layout_above	Positions the bottom edge of this view above the given anchor view ID.
int layout_alignBaseline	Positions the baseline of this view on the baseline of the given anchor view ID.
int layout_alignBottom	Makes the bottom edge of this view match the bottom edge of the given anchor view ID.
int layout_alignEnd	Makes the end edge of this view match the end edge of the given anchor view ID.
int layout_alignLeft	Makes the left edge of this view match the left edge of the given anchor view ID.
int layout_alignParentBottom	If true, makes the bottom edge of this view match the bottom edge of the parent.
int layout_alignParentEnd	If true, makes the end edge of this view match the end edge of the parent.
int layout_alignParentLeft	If true, makes the left edge of this view match the left edge of the parent.
int layout_alignParentRight	If true, makes the right edge of this view match the right edge of the parent.
int layout_alignParentStart	If true, makes the start edge of this view match the start edge of the parent.
int layout_alignParentTop	If true, makes the top edge of this view match the top edge of the parent.
int layout_alignRight	Makes the right edge of this view match the right edge of the given anchor view ID.
int layout_alignStart	Makes the start edge of this view match the start edge of the given anchor view ID.
int layout_alignTop	Makes the top edge of this view match the top edge of the given anchor view ID.
int layout_alignWithParentIfMissing	If set to true, the parent will be used as the anchor when the anchor cannot be found for layout_toLeftOf, layout_toRightOf, etc.
int layout_below	Positions the top edge of this view below the given anchor view ID.
int layout_centerHorizontal	If true, centers this child horizontally within its parent.
int layout_centerInParent	If true, centers this child horizontally and vertically within its parent.
int layout_centerVertical	If true, centers this child vertically within its parent.
int layout_column	The index of the column in which this child should be.
int layout_columnSpan	The column span: the difference between the right and left boundaries delimiting the group of cells occupied by this view.
int layout_gravity	Standard gravity constant that a child supplies to its parent.
int layout_height	Specifies the basic height of the view.
int layout_margin	Specifies extra space on the left, top, right and bottom sides of this view.
int layout_marginBottom	Specifies extra space on the bottom side of this view.
int layout_marginEnd	Specifies extra space on the end side of this view.
int layout_marginLeft	Specifies extra space on the left side of this view.
int layout_marginRight	Specifies extra space on the right side of this view.
int layout_marginStart	Specifies extra space on the start side of this view.
int layout_marginTop	Specifies extra space on the top side of this view.

int layout_row	The row boundary delimiting the top of the group of cells occupied by this view.
int layout_rowSpan	The row span: the difference between the bottom and top boundaries delimiting the group of cells occupied by this view.
int layout_scale	Must be a floating point value, such as "1.2".
int layout_span	Defines how many columns this child should span.
int layout_toEndOf	Positions the start edge of this view to the end of the given anchor view ID.
int layout_toLeftOf	Positions the right edge of this view to the left of the given anchor view ID.
int layout_toRightOf	Positions the left edge of this view to the right of the given anchor view ID.
int layout_toStartOf	Positions the end edge of this view to the start of the given anchor view ID.
int layout_weight	Must be a floating point value, such as "1.2".
int layout_width	Specifies the basic width of the view.
int layout_x	Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".
int layout_y	Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".
int left	Amount of left padding inside the gradient shape.
int lineSpacingExtra	Extra spacing between lines of text.
int lineSpacingMultiplier	Extra spacing between lines of text, as a multiplier.
int lines	Makes the TextView be exactly this many lines tall.
int linksClickable	If set to false, keeps the movement method from being set to the link movement method even if autoLink causes links to be found.
int listChoiceBackgroundIndicator	Drawable used as a background for selected list items.
int listChoiceIndicatorMultiple	Drawable to use for multiple choice indicators.
int listChoiceIndicatorSingle	Drawable to use for single choice indicators.
int listDivider	The drawable for the list divider.
int listDividerAlertDialog	The list divider used in alert dialogs.
int listPopupWindowStyle	Default ListPopupWindow style.
int listPreferredItemHeight	The preferred list item height.
int listPreferredItemHeightLarge	A larger, more robust list item height.
int listPreferredItemHeightSmall	A smaller, sleeker list item height.
int listPreferredItemPaddingEnd	The preferred padding along the end edge of list items.
int listPreferredItemPaddingLeft	The preferred padding along the left edge of list items.
int listPreferredItemPaddingRight	The preferred padding along the right edge of list items.
int listPreferredItemPaddingStart	The preferred padding along the start edge of list items.
int listSelector	Drawable used to indicate the currently selected item in the list.
int listSeparatorTextViewStyle	TextView style for list separators.
int listViewStyle	Default ListView style.
int listViewWhiteStyle	ListView with white background.
int logo	A Drawable resource providing an extended graphical logo for its associated item.
int longClickable	Defines whether this view reacts to long click events.
int loopViews	Defines whether the animator loops to the first view once it has reached the end of the list.
int manageSpaceActivity	Name of the activity to be launched to manage application's space on device.
int mapViewStyle	Default MapView style.
int marqueeRepeatLimit	The number of times to repeat the marquee animation.
int max	Defines the maximum value the progress can take.
int maxDate	The maximal date shown by this calendar view in mm/dd/yyyy format.
int maxEms	Makes the TextView be at most this many ems wide.
int maxHeight	An optional argument to supply a maximum height for

<code>int maxItemsPerRow</code>	this view. Defines the maximum number of items per row.
<code>int maxLength</code>	Set an input filter to constrain the text length to the specified number.
<code>int maxLevel</code>	The maximum level allowed for this item.
<code>int maxLines</code>	Makes the <code>TextView</code> be at most this many lines tall.
<code>int maxRows</code>	Defines the maximum number of rows displayed.
<code>int maxSdkVersion</code>	This is the maximum SDK version number that an application works on.
<code>int maxWidth</code>	An optional argument to supply a maximum width for this view.
<code>int measureAllChildren</code>	Determines whether to measure all children or just those in the <code>VISIBLE</code> or <code>INVISIBLE</code> state when measuring.
<code>int measureWithLargestChild</code>	When set to true, all children with a weight will be considered having the minimum size of the largest child.
<code>int mediaRouteButtonStyle</code>	Default style for the <code>MediaRouteButton</code> widget.
<code>int mediaRouteTypes</code>	The types of media routes the button and its resulting chooser will filter by.
<code>int menuCategory</code>	The category applied to all items within this group.
<code>int mimeType</code>	Specify a MIME type that is handled, as per <code>IntentFilter.addDataType()</code> .
<code>int minDate</code>	The minimal date shown by this calendar view in mm/dd/yyyy format.
<code>int minEms</code>	Makes the <code>TextView</code> be at least this many ems wide.
<code>int minHeight</code>	Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".
<code>int minLevel</code>	The minimum level allowed for this item.
<code>int minLines</code>	Makes the <code>TextView</code> be at least this many lines tall.
<code>int minResizeHeight</code>	Minimum height that the <code>AppWidget</code> can be resized to.
<code>int minResizeWidth</code>	Minimum width that the <code>AppWidget</code> can be resized to.
<code>int minSdkVersion</code>	This is the minimum SDK version number that the application requires.
<code>int minWidth</code>	Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".
<code>int mode</code>	Must be one of the following constant values.
<code>int moreIcon</code>	'More' icon.
<code>int multiprocess</code>	Specify whether a component is allowed to have multiple instances of itself running in different processes.
<code>int name</code>	A unique name for the given item.
<code>int navigationMode</code>	The type of navigation to use.
<code>int negativeButtonText</code>	The negative button text for the dialog.
<code>int nextFocusDown</code>	Defines the next view to give focus to when the next focus is <code>FOCUS_DOWN</code> If the reference refers to a view that does not exist or is part of a hierarchy that is invisible, a <code>RuntimeException</code> will result when the reference is accessed.
<code>int nextFocusForward</code>	Defines the next view to give focus to when the next focus is <code>FOCUS_FORWARD</code> If the reference refers to a view that does not exist or is part of a hierarchy that is invisible, a <code>RuntimeException</code> will result when the reference is accessed.
<code>int nextFocusLeft</code>	Defines the next view to give focus to when the next focus is <code>FOCUS_LEFT</code> .
<code>int nextFocusRight</code>	Defines the next view to give focus to when the next focus is <code>FOCUS_RIGHT</code> If the reference refers to a view that does not exist or is part of a hierarchy that is invisible, a <code>RuntimeException</code> will result when the reference is accessed.
<code>int nextFocusUp</code>	Defines the next view to give focus to when the next focus is <code>FOCUS_UP</code> If the reference refers to a view that does not exist or is part of a hierarchy that is invisible, a <code>RuntimeException</code> will result when the reference is accessed.

int noHistory	Specify whether an activity should be kept in its history stack.
int normalScreens	Indicates whether an application supports the normal screen form-factors.
int notificationTimeout	The minimal period in milliseconds between two accessibility events of the same type are sent to this service.
int numColumns	Defines how many columns to show.
int numStars	The number of stars (or rating items) to show.
int numeric	<i>This constant was deprecated in API level 3. Use inputType instead.</i>
int numericShortcut	The numeric shortcut key.
int onClick	Name of the method in this View's context to invoke when the view is clicked.
int oneshot	If true, the animation will only run a single time and then stop.
int opacity	Indicates the opacity of the layer.
int order	The order for the Preference (lower values are to be ordered first).
int orderInCategory	The order within the category applied to all items within this group.
int ordering	Name of the property being animated.
int orderingFromXml	Whether to order the Preference under this group as they appear in the XML file.
int orientation	Standard orientation constant.
int outAnimation	Identifier for the animation to use when a view is hidden.
int overScrollFooter	Drawable to draw below list content.
int overScrollHeader	Drawable to draw above list content.
int overScrollMode	Defines over-scrolling behavior.
int overridesImplicitlyEnabledSubtype	Set true when this subtype should be selected by default if no other subtypes are selected explicitly.
int packageNames	Comma separated package names from which this service would like to receive events (leave out for all packages).
int padding	Sets the padding, in pixels, of all four edges.
int paddingBottom	Sets the padding, in pixels, of the bottom edge; see padding.
int paddingEnd	Sets the padding, in pixels, of the end edge; see padding.
int paddingLeft	Sets the padding, in pixels, of the left edge; see padding.
int paddingRight	Sets the padding, in pixels, of the right edge; see padding.
int paddingStart	Sets the padding, in pixels, of the start edge; see padding.
int paddingTop	Sets the padding, in pixels, of the top edge; see padding.
int panelBackground	The background of a panel when it is inset from the left and right edges of the screen.
int panelColorBackground	Color that matches (as closely as possible) the panel background.
int panelColorForeground	Default color of foreground panel imagery.
int panelFullBackground	The background of a panel when it extends to the left and right edges of the screen.
int panelTextAppearance	Default appearance of panel text.
int parentActivityName	The name of the logical parent of the activity as it appears in the manifest.
int password	<i>This constant was deprecated in API level 3. Use inputType instead.</i>
int path	Specify a URI path that must exactly match, as per PatternMatcher with PATTERN_LITERAL.
int pathPattern	Specify a URI path that matches a simple pattern, as per PatternMatcher with PATTERN_SIMPLE_GLOB.
int pathPrefix	Specify a URI path that must be a prefix to match, as per PatternMatcher with PATTERN_PREFIX.
int permission	Specify a permission that a client is required to have in order to use the associated object.
int permissionFlags	Flags indicating more context for a permission. Specified the name of a group that this permission is

int permissionGroup	associated with.
int permissionGroupFlags	Flags indicating more context for a permission group.
int persistent	Flag to control special persistent mode of an application.
int persistentDrawingCache	Defines the persistence of the drawing cache.
int phoneNumber	<i>This constant was deprecated in API level 3. Use inputType instead.</i>
int pivotX	May be a floating point value, such as "1.2".
int pivotY	May be a floating point value, such as "1.2".
int popupAnimationStyle	Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".
int popupBackground	May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".
int popupCharacters	The characters to display in the popup keyboard.
int popupKeyboard	The XML keyboard layout of any popup keyboard.
int popupLayout	Layout resource for popup keyboards.
int popupMenuStyle	Default PopupMenu style.
int popupWindowStyle	Default PopupWindow style.
int port	Specify a URI authority port that is handled, as per <code>IntentFilter.addDataAuthority()</code> .
int positiveButtonText	The positive button text for the dialog.
int preferenceCategoryStyle	Default style for PreferenceCategory.
int preferenceInformationStyle	Default style for informational Preference.
int preferenceLayoutChild	The preference layout that has the child/tabbed effect.
int preferenceScreenStyle	Default style for PreferenceScreen.
int preferenceStyle	Default style for Preference.
int presentationTheme	Theme to use for presentations spawned from this theme.
int previewImage	A preview of what the AppWidget will look like after it's configured.
int priority	Specify the relative importance or ability in handling a particular Intent.
int privatelmeOptions	An addition content type description to supply to the input method attached to the text view, which is private to the implementation of the input method.
int process	Specify a specific process that the associated code is to run in.
int progress	Defines the default progress value, between 0 and max.
int progressBarPadding	Specifies the horizontal padding on either end for an embedded progress bar.
int progressBarStyle	Default ProgressBar style.
int progressBarStyleHorizontal	Horizontal ProgressBar style.
int progressBarStyleInverse	Inverse ProgressBar style.
int progressBarStyleLarge	Large ProgressBar style.
int progressBarStyleLargeInverse	Large inverse ProgressBar style.
int progressBarStyleSmall	Small ProgressBar style.
int progressBarStyleSmallInverse	Small inverse ProgressBar style.
int progressBarStyleSmallTitle	Small ProgressBar in title style.
int progressDrawable	Drawable used for the progress mode.
int prompt	The prompt to display when the spinner's dialog is shown.
int propertyName	Name of the property being animated.
int protectionLevel	Characterizes the potential risk implied in a permission and indicates the procedure the system should follow when determining whether to grant the permission to an application requesting it.
int publicKey	The attribute that holds a Base64-encoded public key.
int queryActionMsg	If you wish to handle an action key during normal search query entry, you must define an action string here.

int queryAfterZeroResults	If provided and <code>true</code> , this searchable activity will be invoked for all queries in a particular session.
int queryHint	An optional query hint string to be displayed in the empty query field.
int quickContactBadgeStyleSmallWindowLarge	Default quickcontact badge style with large quickcontact window.
int quickContactBadgeStyleSmallWindowMedium	Default quickcontact badge style with medium quickcontact window.
int quickContactBadgeStyleSmallWindowSmall	Default quickcontact badge style with small quickcontact window.
int quickContactBadgeStyleWindowLarge	Default quickcontact badge style with large quickcontact window.
int quickContactBadgeStyleWindowMedium	Default quickcontact badge style with medium quickcontact window.
int quickContactBadgeStyleWindowSmall	Default quickcontact badge style with small quickcontact window.
int radioButtonStyle	Default RadioButton style.
int radius	Defines the radius of the four corners.
int rating	The rating to set by default.
int ratingBarStyle	Default RatingBar style.
int ratingBarStyleIndicator	Indicator RatingBar style.
int ratingBarStyleSmall	Small indicator RatingBar style.
int readPermission	A specific <code>permission</code> name for read-only access to a <code>ContentProvider</code> .
int repeatCount	Defines how many times the animation should repeat.
int repeatMode	Defines the animation behavior when it reaches the end and the repeat count is greater than 0 or infinite.
int reqFiveWayNav	Application's requirement for five way navigation Must be a boolean value, either " <code>true</code> " or " <code>false</code> ".
int reqHardKeyboard	Application's requirement for a hard keyboard Must be a boolean value, either " <code>true</code> " or " <code>false</code> ".
int reqKeyboardType	The input method preferred by an application.
int reqNavigation	The navigation device preferred by an application.
int reqTouchScreen	The touch screen type used by an application.
int required	Specify whether this feature is required for the application.
int requiresFadingEdge	Defines which edges should be faded on scrolling.
int requiresSmallestWidthDp	Starting with <code>HONEYCOMB_MR2</code> , this is the new way to specify the minimum screen size an application is compatible with.
int resizeMode	Optional parameter which indicates if and how this widget can be resized.
int resizable	Indicates whether the application can resize itself to newer screen sizes.
int resource	Resource identifier to assign to this piece of named meta-data.
int restoreAnyVersion	Indicate that the application is prepared to attempt a restore of any backed-up dataset, even if the backup is apparently from a newer version of the application than is currently installed on the device. <i>This constant was deprecated in API level 8. This attribute is not used by the Android operating system.</i> <i>Must be a boolean value, either "<code>true</code>" or "<code>false</code>".</i>
int restoreNeedsApplication	<i>This may also be a reference to a resource (in the form "<code>@{package:}type:name</code>") or theme attribute (in the form "<code>?{package:}[type:]name</code>") containing a value of this type.</i>
int right	Amount of right padding inside the gradient shape.
int ringtonePreferenceStyle	Default style for RingtonePreference.
int ringtoneType	Which ringtone type(s) to show in the picker.
int rotation	rotation of the view, in degrees.
int rotationX	rotation of the view around the x axis, in degrees.

int rotationY	rotation of the view around the y axis, in degrees.
int rowCount	The maximum number of rows to create when automatically positioning children.
int rowDelay	Fraction of the animation duration used to delay the beginning of the animation of each row.
int rowEdgeFlags	Row edge flags.
int rowHeight	Defines the height of each row.
int rowOrderPreserved	When set to true, forces row boundaries to appear in the same order as row indices.
int saveEnabled	If unset, no state will be saved for this view when it is being frozen.
int scaleGravity	Specifies where the drawable is positioned after scaling.
int scaleHeight	Scale height, expressed as a percentage of the drawable's bound.
int scaleType	Controls how the image should be resized or moved to match the size of this ImageView.
int scaleWidth	Scale width, expressed as a percentage of the drawable's bound.
int scaleX	scale of the view in the x direction.
int scaleY	scale of the view in the y direction.
int scheme	Specify a URI scheme that is handled, as per <code>IntentFilter.addDataScheme()</code> .
int screenDensity	Specifies a compatible screen density, as per the device configuration screen density bins.
int screenOrientation	Specify the orientation an activity should be run in.
int screenSize	Specifies a compatible screen size, as per the device configuration screen size bins.
int scrollHorizontally	Whether the text is allowed to be wider than the view (and therefore can be scrolled horizontally).
int scrollViewStyle	Default ScrollView style.
int scrollX	The initial horizontal scroll offset, in pixels.
int scrollY	The initial vertical scroll offset, in pixels.
int scrollbarAlwaysDrawHorizontalTrack	Defines whether the horizontal scrollbar track should always be drawn.
int scrollbarAlwaysDrawVerticalTrack	Defines whether the vertical scrollbar track should always be drawn.
int scrollbarDefaultDelayBeforeFade	Defines the delay in milliseconds that a scrollbar waits before fade out.
int scrollbarFadeDuration	Defines the delay in milliseconds that a scrollbar takes to fade out.
int scrollbarSize	Sets the width of vertical scrollbars and height of horizontal scrollbars.
int scrollbarStyle	Controls the scrollbar style and position.
int scrollbarThumbHorizontal	Defines the horizontal scrollbar thumb drawable.
int scrollbarThumbVertical	Defines the vertical scrollbar thumb drawable.
int scrollbarTrackHorizontal	Defines the horizontal scrollbar track drawable.
int scrollbarTrackVertical	Defines the vertical scrollbar track drawable.
int scrollbars	Defines which scrollbars should be displayed on scrolling or not.
int scrollingCache	When set to true, the list uses a drawing cache during scrolling.
int searchButtonText	<i>This constant was deprecated in API level 3. This will create a non-standard UI appearance, because the search bar UI is changing to use only icons for its buttons.</i>
int searchMode	Additional features are controlled by mode bits in this field.
int searchSettingsDescription	If provided, this string will be used to describe the searchable item in the searchable items settings within system search settings.
int searchSuggestAuthority	If provided, this is the trigger indicating that the searchable activity provides suggestions as well.
int searchSuggestIntentAction	If provided, and not overridden by an action in the selected suggestion, this string will be placed in the action field of the <code>Intent</code> when the user clicks a suggestion.
int searchSuggestIntentData	If provided, and not overridden by an action in the selected suggestion, this string will be placed in the data

int searchSuggestPath	field of the <code>Intent</code> when the user clicks a suggestion. If provided, this will be inserted in the suggestions query Uri, after the authority you have provide but before the standard suggestions path.
int searchSuggestSelection	If provided, suggestion queries will be passed into your query function as the <i>selection</i> parameter.
int searchSuggestThreshold	If provided, this is the minimum number of characters needed to trigger search suggestions.
int secondaryProgress	Defines the secondary progress value, between 0 and max.
int seekBarStyle	Default SeekBar style.
int segmentedButtonStyle	Style for segmented buttons - a container that houses several buttons with the appearance of a singel button broken into segments.
int selectAllOnFocus	If the text is selectable, select it all when the view takes focus.
int selectable	Whether the Preference is selectable.
int selectableItemBackground	Background drawable for standalone items that need focus/pressed states.
int selectedDateVerticalBar	Drawable for the vertical bar shown at the beginning and at the end of the selected date.
int selectedWeekBackgroundColor	The background color for the selected week.
int settingsActivity	Component name of an activity that allows the user to modify the settings for this service.
int shadowColor	Place a shadow of the specified color behind the text.
int shadowDx	Horizontal offset of the shadow.
int shadowDy	Vertical offset of the shadow.
int shadowRadius	Radius of the shadow.
int shape	Indicates what shape to fill with a gradient.
int shareInterpolator	Must be a boolean value, either <code>"true"</code> or <code>"false"</code> .
int sharedUserId	Specify the name of a user ID that will be shared between multiple packages.
int sharedUserLabel	Specify a label for the shared user UID of this package.
int shouldDisableView	Whether the view of this Preference should be disabled when this Preference is disabled.
int showAsAction	How this item should display in the Action Bar, if present.
int showDefault	Whether to show an item for a default sound.
int showDividers	Setting for which dividers to show.
int showOnLockScreen	Specify that an Activity should be shown over the lock screen and, in a multiuser environment, across all users' windows Must be a boolean value, either <code>"true"</code> or <code>"false"</code> .
int showSilent	Whether to show an item for 'Silent'.
int showWeekNumber	Whether do show week numbers.
int shownWeekCount	The number of weeks to be shown.
int shrinkColumns	The zero-based index of the columns to shrink. <i>This constant was deprecated in API level 3. This attribute is deprecated. Use <code>maxLines</code> instead to change the layout of a static text, and use the <code>textMultiLine</code> flag in the <code>inputType</code> attribute instead for editable text views (if both <code>singleLine</code> and <code>inputType</code> are supplied, the <code>inputType</code> flags will override the value of <code>singleLine</code>).</i>
int singleLine	
int singleUser	If set to true, a single instance of this component will run for all users.
int smallIcon	Smaller icon of the authenticator.
int smallScreens	Indicates whether the application supports smaller screen form-factors.
int smoothScrollbar	When set to true, the list will use a more refined calculation method based on the pixels height of the items visible on screen.
int soundEffectsEnabled	Boolean that controls whether a view should have sound effects enabled for events such as clicking and touching. Must be a dimension value, which is a floating point

int spacing	number appended with a unit such as "14.5sp".
int spinnerDropDownItemStyle	Default style for spinner drop down items.
int spinnerItemStyle	Default spinner item style.
int spinnerMode	Display mode for spinner options.
int spinnerStyle	Default Spinner style.
int spinnersShown	Whether the spinners are shown.
int splitMotionEvents	Sets whether this ViewGroup should split MotionEvent to separate child views during touch event dispatch.
int src	Sets a drawable as the content of this ImageView.
int stackFromBottom	Used by ListView and GridView to stack their content from the bottom.
int starStyle	Default Star style.
int startColor	Start color of the gradient.
int startOffset	Delay in milliseconds before the animation runs, once start time is reached.
int startYear	<i>This constant was deprecated in API level 16. Use minDate instead. Use minDate instead.</i>
int stateNotNeeded	Indicates that an Activity does not need to have its freeze state (as returned by onSaveInstanceState(Bundle) retained in order to be restarted.
int state_above_anchor	State identifier indicating the popup will be above the anchor.
int state_accelerated	State value for StateListDrawable, indicating that the Drawable is in a view that is hardware accelerated.
int state_activated	State value for StateListDrawable, set when a view or its parent has been "activated" meaning the user has currently marked it as being of interest.
int state_active	State value for StateListDrawable.
int state_checkable	State identifier indicating that the object <i>may</i> display a check mark.
int state_checked	State identifier indicating that the object is currently checked.
int state_drag_can_accept	State for StateListDrawable indicating that the Drawable is in a view that is capable of accepting a drop of the content currently being manipulated in a drag-and-drop operation.
int state_drag_hovered	State for StateListDrawable indicating that a drag operation (for which the Drawable's view is a valid recipient) is currently positioned over the Drawable.
int state_empty	State identifier indicating the group is empty (has no children).
int state_enabled	State value for StateListDrawable, set when a view is enabled.
int state_expanded	State identifier indicating the group is expanded.
int state_first	State value for StateListDrawable.
int state_focused	State value for StateListDrawable, set when a view has input focus.
int state_hovered	State value for StateListDrawable, set when a pointer is hovering over the view.
int state_last	State value for StateListDrawable.
int state_long_pressable	State for KeyboardView key preview background.
int state_middle	State value for StateListDrawable.
int state_multiline	State identifier indicating a TextView has a multi-line layout.
int state_pressed	State value for StateListDrawable, set when the user is pressing down in a view.
int state_selected	State value for StateListDrawable, set when a view (or one of its parents) is currently selected.
int state_single	State value for StateListDrawable.
int state_window_focused	State value for StateListDrawable, set when a view's window has input focus.
int staticWallpaperPreview	A resource id of a static drawable.
int stepSize	The step size of the rating.
int stopWithTask	If set to true, this service will be automatically stopped when the user removes a task rooted in an activity owned

	by the application.
int streamType	Different audio stream types.
int stretchColumns	The zero-based index of the columns to stretch.
int stretchMode	Defines how columns should stretch to fill the available empty space, if any.
	Specifies subtitle text used for navigationMode="normal"
int subtitle	Must be a string value, using '\\,' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.
int subtitleTextStyle	Specifies a style to use for subtitle text.
int subtypeExtraValue	The extra value of the subtype.
int subtypeld	The unique id for the subtype.
int subtypeLocale	The locale of the subtype.
int suggestActionMsg	If you wish to handle an action key while a suggestion is being displayed <i>and selected</i> , there are two ways to handle this. If you wish to handle an action key while a suggestion is being displayed <i>and selected</i> , but you do not wish to enable this action key for every suggestion, then you can use this attribute to control it on a suggestion-by-suggestion basis.
int suggestActionMsgColumn	The summary for the item.
int summary	Column in data table that summarizes this data.
int summaryColumn	The summary for the Preference in a PreferenceActivity screen when the CheckBoxPreference is unchecked.
int summaryOff	The summary for the Preference in a PreferenceActivity screen when the CheckBoxPreference is checked.
int summaryOn	Declare that your application will be able to deal with RTL (right to left) layouts.
int supportsRtl	
int supportsUploading	Must be a boolean value, either "true" or "false".
	Minimum width for the switch component
int switchMinWidth	Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".
	Minimum space between the switch and caption text
int switchPadding	Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".
int switchPreferenceStyle	Default style for switch preferences.
int switchTextAppearance	TextAppearance style for text displayed on the switch thumb.
int switchTextOff	The text used on the switch itself when in the "off" state.
int switchTextOn	The text used on the switch itself when in the "on" state.
int syncable	Flag indicating whether this content provider would like to participate in data synchronization.
int tabStripEnabled	Determines whether the strip under the tab indicators is drawn or not.
int tabStripLeft	Drawable used to draw the left part of the strip underneath the tabs.
int tabStripRight	Drawable used to draw the right part of the strip underneath the tabs.
int tabWidgetStyle	Default TabWidget style.
int tag	Supply a tag for this view containing a String, to be retrieved later with View.getTag() or searched for with View.findViewById().
int targetActivity	The name of the activity this alias should launch.
int targetClass	The class part of the ComponentName to assign to the Intent, as per Intent.setComponent().
int targetDescriptions	Reference to an array resource that be used as description for the targets around the circle.
int targetPackage	The name of the application package that an Instrumentation object will run against.
int targetSdkVersion	This is the SDK version number that the application is targeting.
int taskAffinity	Specify a task name that activities have an "affinity" to.

int taskCloseEnterAnimation	When closing the last activity of a task, this is the animation that is run on the activity of the next task (which is entering the screen).
int taskCloseExitAnimation	When opening an activity in a new task, this is the animation that is run on the activity of the old task (which is exiting the screen).
int taskOpenEnterAnimation	When opening an activity in a new task, this is the animation that is run on the activity of the new task (which is entering the screen).
int taskOpenExitAnimation	When opening an activity in a new task, this is the animation that is run on the activity of the old task (which is exiting the screen).
int taskToBackEnterAnimation	When sending the current task to the background, this is the animation that is run on the top activity of the task behind it (which is entering the screen).
int taskToBackExitAnimation	When sending the current task to the background, this is the animation that is run on the top activity of the current task (which is exiting the screen).
int taskToFrontEnterAnimation	When bringing an existing task to the foreground, this is the animation that is run on the top activity of the task being brought to the foreground (which is entering the screen).
int taskToFrontExitAnimation	When bringing an existing task to the foreground, this is the animation that is run on the current foreground activity (which is exiting the screen).
int tension	This is the amount of tension.
int testOnly	Option to indicate this application is only for testing purposes.
int text	Text to display.
int textAlignment	Defines the alignment of the text.
int textAllCaps	Present the text in ALL CAPS.
int textAppearance	Default appearance of text: color, typeface, size, and style.
int textAppearanceButton	Text color, typeface, size, and style for the text inside of a button.
int textAppearanceInverse	Default appearance of text against an inverted background: color, typeface, size, and style.
int textAppearanceLarge	Text color, typeface, size, and style for "large" text.
int textAppearanceLargeInverse	Text color, typeface, size, and style for "large" inverse text.
int textAppearanceLargePopupMenu	Text color, typeface, size, and style for the text inside of a popup menu.
int textAppearanceListItem	The preferred TextAppearance for the primary text of list items.
int textAppearanceListItemSmall	The preferred TextAppearance for the primary text of small list items.
int textAppearanceMedium	Text color, typeface, size, and style for "medium" text.
int textAppearanceMediumInverse	Text color, typeface, size, and style for "medium" inverse text.
int textAppearanceSearchResultSubtitle	Text color, typeface, size, and style for system search result subtitle.
int textAppearanceSearchResultTitle	Text color, typeface, size, and style for system search result title.
int textAppearanceSmall	Text color, typeface, size, and style for "small" text.
int textAppearanceSmallInverse	Text color, typeface, size, and style for "small" inverse text.
int textAppearanceSmallPopupMenu	Text color, typeface, size, and style for small text inside of a popup menu.
int textCheckMark	Drawable to use for check marks.
int textCheckMarkInverse	Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".
int textColor	Color of text (usually same as colorForeground).
int textColorAlertDialogListItem	Color of list item text in alert dialogs.
int textColorHighlight	Color of highlighted text.
int textColorHighlightInverse	Color of highlighted text, when used in a light theme.

<code>int textColorHint</code>	Color of hint text (displayed when the field is empty).
<code>int textColorHintInverse</code>	Inverse hint text color.
<code>int textColorLink</code>	Color of link text (URLs).
<code>int textColorLinkInverse</code>	Color of link text (URLs), when used in a light theme.
<code>int textColorPrimary</code>	The most prominent text color.
<code>int textColorPrimaryDisableOnly</code>	Bright text color.
<code>int textColorPrimaryInverse</code>	Primary inverse text color, useful for inverted backgrounds.
<code>int textColorPrimaryInverseDisableOnly</code>	Bright inverse text color.
<code>int textColorPrimaryInverseNoDisable</code>	Bright inverse text color.
<code>int textColorPrimaryNoDisable</code>	Bright text color.
<code>int textColorSecondary</code>	Secondary text color.
<code>int textColorSecondaryInverse</code>	Secondary inverse text color, useful for inverted backgrounds.
<code>int textColorSecondaryInverseNoDisable</code>	Dim inverse text color.
<code>int textColorSecondaryNoDisable</code>	Dim text color.
<code>int textColorTertiary</code>	Tertiary text color.
<code>int textColorTertiaryInverse</code>	Tertiary inverse text color, useful for inverted backgrounds.
<code>int textCursorDrawable</code>	Reference to a drawable that will be drawn under the insertion cursor.
<code>int textDirection</code>	Defines the direction of the text.
<code>int textEditNoPasteWindowLayout</code>	Variation of <code>textEditPasteWindowLayout</code> displayed when the clipboard is empty.
<code>int textEditPasteWindowLayout</code>	The layout of the view that is displayed on top of the cursor to paste inside a <code>TextEdit</code> field.
<code>int textEditSideNoPasteWindowLayout</code>	Variation of <code>textEditSidePasteWindowLayout</code> displayed when the clipboard is empty.
<code>int textEditSidePasteWindowLayout</code>	Used instead of <code>textEditPasteWindowLayout</code> when the window is moved on the side of the insertion cursor because it would be clipped if it were positioned on top.
<code>int textEditSuggestionItemLayout</code>	Layout of the <code>TextView</code> item that will populate the suggestion popup window.
<code>int textFilterEnabled</code>	When set to true, the list will filter results as the user types.
<code>int textIsSelectable</code>	Indicates that the content of a non-editable <code>TextView</code> can be selected.
<code>int textOff</code>	The text for the button when it is not checked.
<code>int textOn</code>	The text for the button when it is checked.
<code>int textScaleX</code>	Sets the horizontal scaling factor for the text.
<code>int textSelectHandle</code>	Reference to a drawable that will be used to display a text selection anchor for positioning the cursor within text.
<code>int textSelectHandleLeft</code>	Reference to a drawable that will be used to display a text selection anchor on the left side of a selection region.
<code>int textSelectHandleRight</code>	Reference to a drawable that will be used to display a text selection anchor on the right side of a selection region.
<code>int textSelectHandleWindowStyle</code>	Reference to a style that will be used for the window containing a text selection anchor.
<code>int textSize</code>	Size of text.
<code>int textStyle</code>	Default text typeface style.
<code>int textSuggestionsWindowStyle</code>	Reference to a style that will be used for the window containing a list of possible text suggestions in an <code>EditText</code> .
<code>int textViewStyle</code>	Default <code>TextView</code> style.
<code>int theme</code>	The overall theme to use for an activity.
<code>int thickness</code>	Thickness of the ring.
<code>int thicknessRatio</code>	Thickness of the ring expressed as a ratio of the ring's width.
<code>int thumb</code>	Draws the thumb on a seekbar.
<code>int thumbOffset</code>	An offset for the thumb that allows it to extend out of the range of the track.
<code>int thumbTextPadding</code>	Amount of padding on either side of text within the switch thumb.
<code>int thumbnail</code>	Reference to a the wallpaper's thumbnail bitmap.

int tileMode	Defines the tile mode.
int timeZone	Specifies the time zone to use.
int tint	Set a tinting color for the image.
int title	The title associated with the item.
int titleCondensed	The condensed title associated with the item.
int titleTextStyle	Specifies a style to use for title text.
int toAlpha	Must be a floating point value, such as "1.2".
int toDegrees	Must be a floating point value, such as "1.2".
int toXDelta	May be a floating point value, such as "1.2".
int toXScale	May be a floating point value, such as "1.2".
int toYDelta	May be a floating point value, such as "1.2".
int toYScale	May be a floating point value, such as "1.2".
int top	Amount of top padding inside the gradient shape.
int topBright	May be a reference to another resource, in the form "@ [+] [<i>package</i> :] <i>type</i> : <i>name</i> " or to a theme attribute in the form "? [<i>package</i> :] [<i>type</i> :] <i>name</i> ".
int topDark	May be a reference to another resource, in the form "@ [+] [<i>package</i> :] <i>type</i> : <i>name</i> " or to a theme attribute in the form "? [<i>package</i> :] [<i>type</i> :] <i>name</i> ".
int topLeftRadius	Radius of the top left corner.
int topOffset	Extra offset for the handle at the top of the SlidingDrawer.
int topRightRadius	Radius of the top right corner.
int track	Drawable to use as the "track" that the switch thumb slides within.
int transcriptMode	Sets the transcript mode for the list.
int transformPivotX	x location of the pivot point around which the view will rotate and scale.
int transformPivotY	y location of the pivot point around which the view will rotate and scale.
int translationX	translation in x of the view.
int translationY	translation in y of the view.
int type	Type of gradient.
int typeface	Default text typeface.
int uiOptions	Extra options for an activity's UI.
int uncertainGestureColor	Color used to draw the user's strokes until we are sure it's a gesture.
int unfocusedMonthDateColor	The color for the dates of an unfocused month.
int unselectedAlpha	Sets the alpha on the items that are not selected.
int updatePeriodMillis	Update period in milliseconds, or 0 if the AppWidget will update itself.
int useDefaultMargins	When set to true, tells GridLayout to use default margins when none are specified in a view's layout parameters.
int useIntrinsicSizeAsMinimum	Use the drawable's intrinsic width and height as minimum size values.
int useLevel	Must be a boolean value, either "true" or "false".
int userVisible	Must be a boolean value, either "true" or "false".
int value	Concrete value to assign to this piece of named meta-data.
int valueFrom	Value the animation starts from.
int valueTo	Value the animation animates to.
int valueType	The type of valueFrom and valueTo.
	If true, allows the drawable's padding to change based

int variablePadding	on the current state that is selected.
int versionCode	Internal version code.
int versionName	The text shown to the user to indicate the version they have.
int verticalCorrection	Amount to offset the touch Y coordinate by, for bias correction.
int verticalDivider	Default vertical divider between menu items.
int verticalGap	Default vertical gap between rows of keys.
int verticalScrollbarPosition	Determines which side the vertical scroll bar should be placed on.
int verticalSpacing	Defines the default vertical spacing between rows.
int visibility	Controls the initial visibility of the view.
int visible	Provides initial visibility state of the drawable; the default value is false.
int vmSafeMode	Flag indicating whether the application requests the VM to operate in the safe mode.
int voiceLanguage	If provided, this specifies the spoken language to be expected, and that it will be different than the one set in the <code>getDefault()</code> .
int voiceLanguageModel	If provided, this specifies the language model that should be used by the voice recognition system.
int voiceMaxResults	If provided, enforces the maximum number of results to return, including the "best" result which will always be provided as the SEARCH intent's primary query.
int voicePromptText	If provided, this specifies a prompt that will be displayed during voice input.
int voiceSearchMode	Voice search features are controlled by mode bits in this field.
int wallpaperCloseEnterAnimation	When opening a new activity that hides the wallpaper, while currently showing the wallpaper, this is the animation that is run on the new activity (which is entering the screen).
int wallpaperCloseExitAnimation	When opening a new activity that hides the wallpaper, while currently showing the wallpaper, this is the animation that is run on the old wallpaper activity (which is exiting the screen).
int wallpaperIntraCloseEnterAnimation	When closing a foreground activity that is on top of the wallpaper when the previous activity is also on top of the wallpaper, this is the animation that is run on the previous activity (which is entering the screen).
int wallpaperIntraCloseExitAnimation	When closing a foreground activity that is on top of the wallpaper when the previous activity is also on top of the wallpaper, this is the animation that is run on the current activity (which is exiting the screen).
int wallpaperIntraOpenEnterAnimation	When opening a new activity that is on top of the wallpaper when the current activity is also on top of the wallpaper, this is the animation that is run on the new activity (which is entering the screen).
int wallpaperIntraOpenExitAnimation	When opening a new activity that is on top of the wallpaper when the current activity is also on top of the wallpaper, this is the animation that is run on the current activity (which is exiting the screen).
int wallpaperOpenEnterAnimation	When opening a new activity that shows the wallpaper, while currently not showing the wallpaper, this is the animation that is run on the new wallpaper activity (which is entering the screen).
int wallpaperOpenExitAnimation	When opening a new activity that shows the wallpaper, while currently not showing the wallpaper, this is the animation that is run on the current activity (which is exiting the screen).
int webTextViewStyle	Default WebTextView style.
int webViewStyle	Default WebView style.
int weekDayTextAppearance	The text appearance for the week day abbreviation of the calendar header.
int weekNumberColor	The color for the week numbers.
int weekSeparatorLineColor	The color for the separator line between weeks.
int weightSum	Defines the maximum weight sum.
int widgetCategory	Optional parameter which indicates where this widget can be shown, ie.

int widgetLayout	The layout for the controllable widget portion of a Preference.
int width	Makes the TextView be exactly this many pixels wide.
int windowActionBar	Flag indicating whether this window should have an Action Bar in place of the usual title bar.
int windowActionBarOverlay	Flag indicating whether this window's Action Bar should overlay application content.
int windowActionModeOverlay	Flag indicating whether action modes should overlay window content when there is not reserved space for their UI (such as an Action Bar).
int windowAnimationStyle	Reference to a style resource holding the set of window animations to use, which can be any of the attributes defined by WindowAnimation.
int windowBackground	Drawable to use as the overall window background.
int windowCloseOnTouchOutside	Control whether a container should automatically close itself if the user touches outside of it.
int windowContentOverlay	This Drawable is overlaid over the foreground of the Window's content area, usually to place a shadow below the title.
int windowDisablePreview	Flag allowing you to disable the preview animation for a window.
int windowEnableSplitTouch	Flag indicating that this window should allow touches to be split across other windows that also support split touch.
int windowEnterAnimation	The animation used when a window is being added.
int windowExitAnimation	The animation used when a window is being removed.
int windowFrame	Drawable to use as a frame around the window.
int windowFullscreen	Flag indicating whether this window should fill the entire screen.
int windowHideAnimation	The animation used when a window is going from VISIBLE to INVISIBLE.
int windowIsFloating	Flag indicating whether this is a floating window.
int windowIsTranslucent	Flag indicating whether this is a translucent window.
int windowMinWidthMajor	The minimum width the window is allowed to be, along the major axis of the screen.
int windowMinWidthMinor	The minimum width the window is allowed to be, along the minor axis of the screen.
int windowNoDisplay	Flag indicating that this window should not be displayed at all.
int windowNoTitle	Flag indicating whether there should be no title on this window.
int windowShowAnimation	The animation used when a window is going from INVISIBLE to VISIBLE.
int windowShowWallpaper	Flag indicating that this window's background should be the user's current wallpaper.
int windowSoftInputMode	Defines the default soft input state that this window would like when it is displayed.
int windowTitleBackgroundStyle	The style resource to use for a window's title area.
int windowTitleSize	The style resource to use for a window's title bar height.
int windowTitleStyle	The style resource to use for a window's title text.
int writePermission	A specific permission name for write access to a ContentProvider.
int x	A coordinate in the X dimension.
int xlargeScreens	Indicates whether the application supports extra large screen form-factors.
int y	A coordinate in the Y dimension.
int yesNoPreferenceStyle	Default style for YesNoPreference.
int zAdjustment	Allows for an adjustment of the Z ordering of the content being animated for the duration of the animation.

Public Constructors

R.attr ()

Inherited Methods [Expand]

► From class java.lang.Object

Constants

public static final int **absListViewStyle**

Added in [API level 1](#)

Default AbsListView style.

Must be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute in the form "`?[package:]type:name`".

Constant Value: 16842858 (0x0101006a)

public static final int **accessibilityEventTypes**

Added in [API level 14](#)

The event types this service would like to receive as specified in [AccessibilityEvent](#) ([//reference/android/view/accessibility/AccessibilityEvent.html](#)). This setting can be changed at runtime by calling [android.accessibilityservice.AccessibilityService.setServiceInfo\(android.accessibilityservice.AccessibilityServiceInfo\)](#) ([//reference/android/accessibilityservice/AccessibilityService.html#setServiceInfo\(android.accessibilityservice.AccessibilityServiceInfo\)](#)).

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
typeViewClicked	0x00000001	Receives TYPE_VIEW_CLICKED events.
typeViewLongClicked	0x00000002	Receives TYPE_VIEW_LONG_CLICKED events.
typeViewSelected	0x00000004	Receives TYPE_VIEW_SELECTED events.
typeViewFocused	0x00000008	Receives TYPE_VIEW_FOCUSED events.
typeViewTextChanged	0x00000010	Receives TYPE_VIEW_TEXT_CHANGED events.
typeWindowStateChanged	0x00000020	Receives TYPE_WINDOW_STATE_CHANGED events.
typeNotificationStateChanged	0x00000040	Receives TYPE_NOTIFICATION_STATE_CHANGED events.
typeViewHoverEnter	0x00000080	Receives TYPE_VIEW_HOVER_ENTER events.
typeViewHoverExit	0x00000100	Receives TYPE_VIEW_HOVER_EXIT events.
typeTouchExplorationGestureStart	0x00000200	Receives TYPE_TOUCH_EXPLORATION_GESTURE_START events.
typeTouchExplorationGestureEnd	0x00000400	Receives TYPE_TOUCH_EXPLORATION_GESTURE_END events.
typeWindowContentChanged	0x00000800	Receives TYPE_WINDOW_CONTENT_CHANGED events.
typeViewScrolled	0x000001000	Receives TYPE_VIEW_SCROLLED events.
typeViewTextSelectionChanged	0x000002000	Receives TYPE_VIEW_TEXT_SELECTION_CHANGED events.
typeAllMask	0xffffffff	Receives TYPES_ALL_MASK i.e. all events.

Constant Value: 16843648 (0x01010380)

public static final int **accessibilityFeedbackType**

Added in [API level 14](#)

The feedback types this service provides as specified in [AccessibilityServiceInfo](#) ([//reference/android/accessibilityservice/AccessibilityServiceInfo.html](#)). This setting can be changed at runtime by calling [android.accessibilityservice.AccessibilityService.setServiceInfo\(android.accessibilityservice.AccessibilityServiceInfo\)](#) ([//reference/android/accessibilityservice/AccessibilityService.html#setServiceInfo\(android.accessibilityservice.AccessibilityServiceInfo\)](#)).

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
feedbackSpoken	0x00000001	Provides FEEDBACK_SPOKEN feedback.
feedbackHaptic	0x00000002	Provides FEEDBACK_HAPTIC feedback.
feedbackAudible	0x00000004	Provides FEEDBACK_AUDIBLE feedback.
feedbackVisual	0x00000008	Provides FEEDBACK_VISUAL feedback.
feedbackGeneric	0x00000010	Provides FEEDBACK_GENERIC feedback.
feedbackAllMask	0xffffffff	Provides FEEDBACK_ALL_MASK feedback.

Constant Value: 16843650 (0x01010382)

public static final int **accessibilityFlags**

Added in [API level 14](#)

Additional flags as specified in [AccessibilityServiceInfo](#)

[\(//reference/android/accessibilityservice/AccessibilityServiceInfo.html\)](#). This setting can be changed at runtime by calling [android.accessibilityservice.AccessibilityService.setServiceInfo\(android.accessibilityservice.AccessibilityServiceInfo\)](#) [\(//reference/android/accessibilityservice/AccessibilityService.html#setServiceInfo\(android.accessibilityservice.AccessibilityServiceInfo\)\)](#).

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
flagDefault	0x00000001	Has flag DEFAULT
flagIncludeNotImportantViews	0x00000002	Has flag FLAG_INCLUDE_NOT_IMPORTANT_VIEWS
flagRequestTouchExplorationMode	0x00000004	Has flag FLAG_REQUEST_TOUCH_EXPLORATION_MODE

Constant Value: 16843652 (0x01010384)

public static final int **accountPreferences**

Added in [API level 5](#)

A preferences.xml file for authenticator-specific settings.

Must be a reference to another resource, in the form "[@\[+\] \[package:\] type:name](#)" or to a theme attribute in the form "["? \[package:\] \[type:\] name](#)".

Constant Value: 16843423 (0x0101029f)

public static final int **accountType**

Added in [API level 5](#)

The account type this authenticator handles.

Must be a string value, using '\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "[@\[package:\] type:name](#)") or theme attribute (in the form "["? \[package:\] \[type:\] name](#)") containing a value of this type.

Constant Value: 16843407 (0x0101028f)

public static final int **action**

Added in [API level 1](#)

The action name to assign to the Intent, as per [Intent.setAction\(\)](#) [\(//reference/android/content/Intent.html#setAction\(java.lang.String\)\)](#).

Must be a string value, using '\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "[@\[package:\] type:name](#)") or theme attribute (in the form "["? \[package:\] \[type:\] name](#)") containing a value of this type.

Constant Value: 16842797 (0x0101002d)

public static final int **actionBarDivider**

Added in [API level 14](#)

Custom divider drawable to use for elements in the action bar.

Must be a reference to another resource, in the form "[@\[+\] \[package:\] type:name](#)" or to a theme attribute in the form "["? \[package:\] \[type:\] name](#)".

Constant Value: 16843675 (0x0101039b)

public static final int **actionBarItemBackground**

Added in [API level 14](#)

Custom item state list drawable background for action bar items.

Must be a reference to another resource, in the form "[@\[+\] \[package:\] type:name](#)" or to a theme attribute in the form "["? \[package:\] \[type:\] name](#)".

Constant Value: 16843676 (0x0101039c)

public static final int **actionBarSize**

Added in [API level 11](#)

Size of the Action Bar, including the contextual bar used to present Action Modes.

May be a dimension value, which is a floating point number appended with a unit such as "[14.5sp](#)".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

May be one of the following constant values.

Constant	Value	Description
<code>wrap_content</code>	0	

Constant Value: 16843499 (0x010102eb)

public static final int actionBarSplitStyle

Added in [API level 14](#)

Reference to a style for the split Action Bar. This style controls the split component that holds the menu/action buttons. `actionBarStyle` is still used for the primary bar.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843656 (0x01010388)

public static final int actionBarStyle

Added in [API level 11](#)

Reference to a style for the Action Bar

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843470 (0x010102ce)

public static final int actionBarTabBarStyle

Added in [API level 11](#)

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843508 (0x010102f4)

public static final int actionBarTabStyle

Added in [API level 11](#)

Default style for tabs within an action bar

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843507 (0x010102f3)

public static final int actionBarTabTextStyle

Added in [API level 11](#)

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843509 (0x010102f5)

public static final int actionBarWidgetTheme

Added in [API level 14](#)

Reference to a theme that should be used to inflate widgets and layouts destined for the action bar. Most of the time this will be a reference to the current theme, but when the action bar has a significantly different contrast profile than the rest of the activity the difference can become important. If this is set to `@null` the current theme will be used.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843671 (0x01010397)

public static final int actionButtonStyle

Added in [API level 11](#)

Default action button style.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843480 (0x010102d8)

public static final int actionDropDownStyle

Added in [API level 11](#)

Default ActionBar dropdown style.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute

in the form "`?[package:][type:]name`".

Constant Value: 16843479 (0x010102d7)

public static final int **actionLayout**

Added in [API level 11](#)

An optional layout to be used as an action view. See `setActionView(android.view.View)` ([/reference/android/view/MenuItem.html#setActionView\(android.view.View\)](#)) for more info.

Must be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843515 (0x010102fb)

public static final int **actionMenuTextAppearance**

Added in [API level 11](#)

TextAppearance style that will be applied to text that appears within action menu items.

Must be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843616 (0x01010360)

public static final int **actionMenuTextColor**

Added in [API level 11](#)

Color for text that appears within action menu items.

May be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

Constant Value: 16843617 (0x01010361)

public static final int **actionModeBackground**

Added in [API level 11](#)

Background drawable to use for action mode UI

Must be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843483 (0x010102db)

public static final int **actionModeCloseButtonStyle**

Added in [API level 11](#)

Must be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843511 (0x010102f7)

public static final int **actionModeCloseDrawable**

Added in [API level 11](#)

Drawable to use for the close action mode button

Must be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843484 (0x010102dc)

public static final int **actionModeCopyDrawable**

Added in [API level 11](#)

Drawable to use for the Copy action button in Contextual Action Bar

Must be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843538 (0x01010312)

public static final int **actionModeCutDrawable**

Added in [API level 11](#)

Drawable to use for the Cut action button in Contextual Action Bar

Must be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843537 (0x01010311)

public static final int **actionModePasteDrawable**

Added in [API level 11](#)

Drawable to use for the Paste action button in Contextual Action Bar

Must be a reference to another resource, in the form "`@{+}[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843539 (0x01010313)

public static final int **actionModeSelectAllDrawable**

Added in [API level 14](#)

Drawable to use for the Select all action button in Contextual Action Bar

Must be a reference to another resource, in the form "`@{+}[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843646 (0x0101037e)

public static final int **actionModeSplitBackground**

Added in [API level 14](#)

Background drawable to use for action mode UI in the lower split bar

Must be a reference to another resource, in the form "`@{+}[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843677 (0x0101039d)

public static final int **actionModeStyle**

Added in [API level 14](#)

Must be a reference to another resource, in the form "`@{+}[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843668 (0x01010394)

public static final int **actionOverflowButtonStyle**

Added in [API level 11](#)

Must be a reference to another resource, in the form "`@{+}[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843510 (0x010102f6)

public static final int **actionProviderClass**

Added in [API level 14](#)

The name of an optional ActionProvider class to instantiate an action view and perform operations such as default action for that menu item. See [setActionProvider\(android.view.ActionProvider\)](#) ([//reference/android/view/MenuItem.html#setActionProvider\(android.view.ActionProvider\)](#)) for more info.

Must be a string value, using `\\` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@{package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843657 (0x01010389)

public static final int **actionViewClass**

Added in [API level 11](#)

The name of an optional View class to instantiate and use as an action view. See [setActionView\(android.view.View\)](#) ([//reference/android/view/MenuItem.html#setActionView\(android.view.View\)](#)) for more info.

Must be a string value, using `\\` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@{package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843516 (0x010102fc)

public static final int **activatedBackgroundIndicator**

Added in [API level 11](#)

Drawable used as a background for activated items.

Must be a reference to another resource, in the form "`@{+}[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843517 (0x010102fd)

public static final int **activityCloseEnterAnimation**

Added in [API level 1](#)

When closing the current activity, this is the animation that is run on the next activity (which is entering

the screen).

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842938 (0x010100ba)

public static final int **activityCloseExitAnimation**

Added in [API level 1](#)

When closing the current activity, this is the animation that is run on the current activity (which is exiting the screen).

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842939 (0x010100bb)

public static final int **activityOpenEnterAnimation**

Added in [API level 1](#)

When opening a new activity, this is the animation that is run on the next activity (which is entering the screen).

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842936 (0x010100b8)

public static final int **activityOpenExitAnimation**

Added in [API level 1](#)

When opening a new activity, this is the animation that is run on the previous activity (which is exiting the screen).

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842937 (0x010100b9)

public static final int **addStatesFromChildren**

Added in [API level 1](#)

Sets whether this ViewGroup's drawable states also include its children's drawable states. This is used, for example, to make a group appear to be focused when its child EditText or button is focused.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16842992 (0x010100f0)

public static final int **adjustViewBounds**

Added in [API level 1](#)

Set this to true if you want the ImageView to adjust its bounds to preserve the aspect ratio of its drawable.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843038 (0x0101011e)

public static final int **alertDialogIcon**

Added in [API level 11](#)

Icon drawable to use for alerts

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843605 (0x01010355)

public static final int **alertDialogStyle**

Added in [API level 1](#)

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842845 (0x0101005d)

public static final int **alertDialogTheme**

Added in [API level 11](#)

Theme to use for alert dialogs spawned from this theme.

Must be a reference to another resource, in the form "`@ [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843529 (0x01010309)

public static final int **alignmentMode**

Added in [API level 14](#)

Alignment constants.

Must be one of the following constant values.

Constant	Value	Description
<code>alignBounds</code>	0	Align the bounds of the children. See ALIGN_BOUNDS .
<code>alignMargins</code>	1	Align the margins of the children. See ALIGN_MARGINS .

Constant Value: 16843642 (0x0101037a)

public static final int **allContactsName**

Added in [API level 11](#)

Resource representing the term "All Contacts" (e.g. "All Friends" or "All connections"). Optional (Default is "All Contacts").

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843468 (0x010102cc)

public static final int **allowBackup**

Added in [API level 4](#)

Whether to allow the application to participate in the backup and restore infrastructure. If this attribute is set to `false`, no backup or restore of the application will ever be performed, even by a full-system backup that would otherwise cause all application data to be saved via adb. The default value of this attribute is `true`.

Must be a boolean value, either `true` or `false`.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843392 (0x01010280)

public static final int **allowClearUserData**

Added in [API level 1](#)

Option to let applications specify that user data can/cannot be cleared. This flag is turned on by default. *This attribute is usable only by applications included in the system image. Third-party apps cannot use it.*

Must be a boolean value, either `true` or `false`.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842757 (0x01010005)

public static final int **allowParallelSyncs**

Added in [API level 11](#)

Set to `true` to tell the SyncManager that this SyncAdapter supports multiple simultaneous syncs for the same account type and authority. Otherwise the SyncManager will be sure not to issue a start sync request to this SyncAdapter if the SyncAdapter is already syncing another account. Defaults to `false`.

Must be a boolean value, either `true` or `false`.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843570 (0x01010332)

public static final int **allowSingleTap**

Added in [API level 3](#)

Indicates whether the drawer can be opened/closed by a single tap on the handle. (If `false`, the user must drag or fling, or click using the trackball, to open/close the drawer.) Default is `true`.

Must be a boolean value, either `true` or `false`.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843353 (0x01010259)

public static final int **allowTaskReparenting**

Added in [API level 1](#)

Specify that an activity can be moved out of a task it is in to the task it has an affinity for when appropriate. Use with the application tag (to supply a default for all activities in the application), or with an activity tag (to supply a specific setting for that component).

Normally when an application is started, it is associated with the task of the activity that started it and stays there for its entire lifetime. You can use the allowTaskReparenting feature to force an activity to be re-parented to a different task when the task it is in goes to the background. Typically this is used to cause the activities of an application to move back to the main task associated with that application. The activity is re-parented to the task with the same [taskAffinity](#) ([//reference/android/R.attr.html#taskAffinity](#)) as it has.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:][type:] name") containing a value of this type.

Constant Value: 16843268 (0x01010204)

public static final int **alpha**

Added in [API level 11](#)

alpha property of the view, as a value between 0 (completely transparent) and 1 (completely opaque).

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:][type:] name") containing a value of this type.

Constant Value: 16843551 (0x0101031f)

public static final int **alphabeticShortcut**

Added in [API level 1](#)

The alphabetic shortcut key. This is the shortcut when using a keyboard with alphabetic keys.

Must be a string value, using '\;' to escape characters such as '\n' or '\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:][type:] name") containing a value of this type.

Constant Value: 16843235 (0x010101e3)

public static final int **alwaysDrawnWithCache**

Added in [API level 1](#)

Defines whether the ViewGroup should always draw its children using their drawing cache or not. The default value is true.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:][type:] name") containing a value of this type.

Constant Value: 16842991 (0x010100ef)

public static final int **alwaysRetainTaskState**

Added in [API level 1](#)

Specify whether an activity's task state should always be maintained by the system, or if it is allowed to reset the task to its initial state in certain situations.

Normally the system will reset a task (remove all activities from the stack and reset the root activity) in certain situations when the user re-selects that task from the home screen. Typically this will be done if the user hasn't visited that task for a certain amount of time, such as 30 minutes.

By setting this attribute, the user will always return to your task in its last state, regardless of how they get there. This is useful, for example, in an application like the web browser where there is a lot of state (such as multiple open tabs) that the application would not like to lose.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:][type:] name") containing a value of this type.

Constant Value: 16843267 (0x01010203)

public static final int **angle**

Added in [API level 1](#)

Angle of the gradient.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "`@{package: }type:name`") or theme attribute (in the form "`?{package: }[type:]name`") containing a value of this type.

Constant Value: 16843168 (0x010101a0)

public static final int **animateFirstView**

Added in [API level 11](#)

Defines whether to animate the current View when the ViewAnimation is first displayed.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: }type:name`") or theme attribute (in the form "`?{package: }[type:]name`") containing a value of this type.

Constant Value: 16843477 (0x010102d5)

public static final int **animateLayoutChanges**

Added in [API level 11](#)

Defines whether changes in layout (caused by adding and removing items) should cause a LayoutTransition to run. When this flag is set to true, a default LayoutTransition object will be set on the ViewGroup container and default animations will run when these layout changes occur.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: }type:name`") or theme attribute (in the form "`?{package: }[type:]name`") containing a value of this type.

Constant Value: 16843506 (0x010102f2)

public static final int **animateOnClick**

Added in [API level 3](#)

Indicates whether the drawer should be opened/closed with an animation when the user clicks the handle. Default is true.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: }type:name`") or theme attribute (in the form "`?{package: }[type:]name`") containing a value of this type.

Constant Value: 16843356 (0x0101025c)

public static final int **animation**

Added in [API level 1](#)

Animation to use on each child.

Must be a reference to another resource, in the form "`@[+]{package: }type:name`" or to a theme attribute in the form "`?{package: }[type:]name`".

Constant Value: 16843213 (0x010101cd)

public static final int **animationCache**

Added in [API level 1](#)

Defines whether layout animations should create a drawing cache for their children. Enabling the animation cache consumes more memory and requires a longer initialization but provides better performance. The animation cache is enabled by default.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: }type:name`") or theme attribute (in the form "`?{package: }[type:]name`") containing a value of this type.

Constant Value: 16842989 (0x010100ed)

public static final int **animationDuration**

Added in [API level 1](#)

Sets how long a transition animation should run (in milliseconds) when layout has changed. Only relevant if animation is turned on.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@{package: }type:name`") or theme attribute (in the form "`?{package: }[type:]name`") containing a value of this type.

Constant Value: 16843026 (0x01010112)

public static final int **animationOrder**

Added in [API level 1](#)

The order in which the animations will be started.

Must be one of the following constant values.

Constant Value	Description
normal 0	Animations are started in the natural order.
reverse 1	Animations are started in the reverse order.
random 2	Animations are started randomly.

Constant Value: 16843214 (0x010101ce)

public static final int **animationResolution**

Added in [API level 11](#)

This constant was deprecated in API level 16.
Not used by the framework. Timeout between frames of animation in milliseconds

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@{package:}type:name`") or theme attribute (in the form "`?{package:}[type:]name`") containing a value of this type.

Constant Value: 16843546 (0x0101031a)

public static final int **antialias**

Added in [API level 1](#)

Enables or disables antialiasing.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package:}type:name`") or theme attribute (in the form "`?{package:}[type:]name`") containing a value of this type.

Constant Value: 16843034 (0x0101011a)

public static final int **anyDensity**

Added in [API level 4](#)

Indicates whether the application can accommodate any screen density. Older applications are assumed to not be able to, new ones able to. You can explicitly supply your abilities here.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package:}type:name`") or theme attribute (in the form "`?{package:}[type:]name`") containing a value of this type.

Constant Value: 16843372 (0x0101026c)

public static final int **apiKey**

Added in [API level 1](#)

Value is a string that specifies the Maps API Key to use.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@{package:}type:name`") or theme attribute (in the form "`?{package:}[type:]name`") containing a value of this type.

Constant Value: 16843281 (0x01010211)

public static final int **author**

Added in [API level 7](#)

Name of the author of this component, e.g. Google.

Must be a reference to another resource, in the form "`@{+}[package:]type:name`" or to a theme attribute in the form "`?{package:}[type:]name`".

Constant Value: 16843444 (0x010102b4)

public static final int **authorities**

Added in [API level 1](#)

Specify the authorities under which this content provider can be found. Multiple authorities may be supplied by separating them with a semicolon. Authority names should use a Java-style naming convention (such as `com.google.provider.MyProvider`) in order to avoid conflicts. Typically this name is the same as the class implementation describing the provider's data structure.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@{package:}type:name`") or theme attribute (in the form "`?{package:}[type:]name`") containing a value of this type.

Constant Value: 16842776 (0x01010018)

public static final int **autoAdvanceViewId**

Added in [API level 11](#)

The view id of the AppWidget subview which should be auto-advanced. by the widget's host.

Must be a reference to another resource, in the form "`@[+][package:] type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843535 (0x0101030f)

public static final int **autoCompleteTextViewStyle**

Added in [API level 1](#)

Default autoCompleteTextView style.

Must be a reference to another resource, in the form "`@[+][package:] type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842859 (0x0101006b)

public static final int **autoLink**

Added in [API level 1](#)

Controls whether links such as urls and email addresses are automatically found and converted to clickable links. The default value is "none", disabling this feature.

Must be one or more (separated by '|') of the following constant values.

Constant Value	Description
<code>none</code>	0x00 Match no patterns (default).
<code>web</code>	0x01 Match Web URLs.
<code>email</code>	0x02 Match email addresses.
<code>phone</code>	0x04 Match phone numbers.
<code>map</code>	0x08 Match map addresses.
<code>all</code>	0x0f Match all patterns (equivalent to web email phone map).

Constant Value: 16842928 (0x010100b0)

public static final int **autoStart**

Added in [API level 7](#)

When true, automatically start animating

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843445 (0x010102b5)

public static final int **autoText**

Added in [API level 1](#)

This constant was deprecated in API level 3.
Use `inputType` instead.

If set, specifies that this TextView has a textual input method and automatically corrects some common spelling errors. The default is "false".

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843114 (0x0101016a)

public static final int **autoUrlDetect**

Added in [API level 4](#)

If provided and `true`, URLs entered in the search dialog while searching within this activity would be detected and treated as URLs (show a 'go' button in the keyboard and invoke the browser directly when user launches the URL instead of passing the URL to the activity). If set to `false` any URLs entered are treated as normal query text. The default value is `false`. *Optional attribute.*

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843404 (0x0101028c)

public static final int **background**

Added in [API level 1](#)

A drawable to use as the background. This can be either a reference to a full drawable resource (such as a PNG image, 9-patch, XML state list description, etc), or a solid color such as "#ff000000" (black).

May be a reference to another resource, in the form "@+[package:]type:name" or to a theme attribute in the form "?[package:]type:name".

May be a color value, in the form of "#rgb", "#argb", "#rrggb", or "#aarrggb".

Constant Value: 16842964 (0x010100d4)

public static final int **backgroundDimAmount**

Added in [API level 1](#)

Default background dim amount when a menu, dialog, or something similar pops up.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@+[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16842802 (0x01010032)

public static final int **backgroundDimEnabled**

Added in [API level 3](#)

Control whether dimming behind the window is enabled. The default theme does not set this value, meaning it is based on whether the window is floating.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@+[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16843295 (0x0101021f)

public static final int **backgroundSplit**

Added in [API level 14](#)

Specifies a background drawable for the bottom component of a split action bar.

May be a reference to another resource, in the form "@+[package:]type:name" or to a theme attribute in the form "?[package:]type:name".

May be a color value, in the form of "#rgb", "#argb", "#rrggb", or "#aarrggb".

Constant Value: 16843659 (0x0101038b)

public static final int **backgroundStacked**

Added in [API level 14](#)

Specifies a background drawable for a second stacked row of the action bar.

May be a reference to another resource, in the form "@+[package:]type:name" or to a theme attribute in the form "?[package:]type:name".

May be a color value, in the form of "#rgb", "#argb", "#rrggb", or "#aarrggb".

Constant Value: 16843658 (0x0101038a)

public static final int **backupAgent**

Added in [API level 4](#)

The name of the class subclassing BackupAgent to manage backup and restore of the application's data on external storage.

Must be a string value, using '\;' to escape characters such as '\n' or '\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@+[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16843391 (0x0101027f)

public static final int **baseline**

Added in [API level 11](#)

The offset of the baseline within this view. See {see android.view.View#getBaseline} for details

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@+[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16843548 (0x0101031c)

public static final int **baselineAlignBottom**

Added in [API level 1](#)

If true, the image view will be baseline aligned with based on its bottom edge.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@*[package:] type:name*") or theme attribute (in the form "?*[package:] [type:] name*") containing a value of this type.

Constant Value: 16843042 (0x01010122)

public static final int **baselineAligned**

Added in [API level 1](#)

When set to false, prevents the layout from aligning its children's baselines. This attribute is particularly useful when the children use different values for gravity. The default value is true.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@*[package:] type:name*") or theme attribute (in the form "?*[package:] [type:] name*") containing a value of this type.

Constant Value: 16843046 (0x01010126)

public static final int **baselineAlignedChildIndex**

Added in [API level 1](#)

When a linear layout is part of another layout that is baseline aligned, it can specify which of its children to baseline align to (that is, which child TextView).

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@*[package:] type:name*") or theme attribute (in the form "?*[package:] [type:] name*") containing a value of this type.

Constant Value: 16843047 (0x01010127)

public static final int **borderlessButtonStyle**

Added in [API level 11](#)

Style for buttons without an explicit border, often used in groups.

Must be a reference to another resource, in the form "@*[+][package:] type:name*" or to a theme attribute in the form "?*[package:] [type:] name*".

Constant Value: 16843563 (0x0101032b)

public static final int **bottom**

Added in [API level 1](#)

Amount of bottom padding inside the gradient shape.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@*[package:] type:name*") or theme attribute (in the form "?*[package:] [type:] name*") containing a value of this type.

Constant Value: 16843184 (0x010101b0)

public static final int **bottomBright**

Added in [API level 1](#)

May be a reference to another resource, in the form "@*[+][package:] type:name*" or to a theme attribute in the form "?*[package:] [type:] name*".

May be a color value, in the form of "*#rgb*", "*#argb*", "*#xrggbb*", or "*#aarrggbb*".

Constant Value: 16842957 (0x010100cd)

public static final int **bottomDark**

Added in [API level 1](#)

May be a reference to another resource, in the form "@*[+][package:] type:name*" or to a theme attribute in the form "?*[package:] [type:] name*".

May be a color value, in the form of "*#rgb*", "*#argb*", "*#xrggbb*", or "*#aarrggbb*".

Constant Value: 16842953 (0x010100c9)

public static final int **bottomLeftRadius**

Added in [API level 1](#)

Radius of the bottom left corner.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843179 (0x010101ab)

public static final int **bottomMedium**

Added in [API level 1](#)

May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggb", or "#aarrggb".

Constant Value: 16842958 (0x010100ce)

public static final int **bottomOffset**

Added in [API level 3](#)

Extra offset for the handle at the bottom of the SlidingDrawer.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843351 (0x01010257)

public static final int **bottomRightRadius**

Added in [API level 1](#)

Radius of the bottom right corner.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843180 (0x010101ac)

public static final int **breadcrumbShortTitle**

Added in [API level 11](#)

The short title for the bread crumb of this item.

Must be a string value, using '\;' to escape characters such as '\n' or '\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843524 (0x01010304)

public static final int **breadcrumbTitle**

Added in [API level 11](#)

The title for the bread crumb of this item.

Must be a string value, using '\;' to escape characters such as '\n' or '\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843523 (0x01010303)

public static final int **bufferType**

Added in [API level 1](#)

Determines the minimum type that getText() will return. The default is "normal". Note that EditText and LogTextBox always return Editable, even if you specify something less powerful here.

Must be one of the following constant values.

Constant	Value	Description
normal	0	Can return any CharSequence, possibly a Spanned one if the source text was Spanned.
spannable	1	Can only return Spannable.
editable	2	Can only return Spannable and Editable.

Constant Value: 16843086 (0x0101014e)

public static final int **button**

Added in [API level 1](#)

Drawable used for the button graphic (e.g. checkbox, radio button, etc).

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843015 (0x01010107)

public static final int **buttonBarButtonStyle**

Added in [API level 11](#)

Style for buttons within button bars

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843567 (0x0101032f)

public static final int **buttonBarStyle**

Added in [API level 11](#)

Style for button bars

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843566 (0x0101032e)

public static final int **buttonStyle**

Added in [API level 1](#)

Normal Button style.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842824 (0x01010048)

public static final int **buttonStyleInset**

Added in [API level 1](#)

Button style to inset into an EditText.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842826 (0x0101004a)

public static final int **buttonStyleSmall**

Added in [API level 1](#)

Small Button style.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842825 (0x01010049)

public static final int **buttonStyleToggle**

Added in [API level 1](#)

ToggleButton style.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842827 (0x0101004b)

public static final int **cacheColorHint**

Added in [API level 1](#)

Indicates that this list will always be drawn on top of solid, single-color opaque background. This allows the list to optimize drawing.

Must be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843009 (0x01010101)

public static final int **calendarViewShown**

Added in [API level 11](#)

Whether the calendar view is shown.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843596 (0x0101034c)

public static final int **calendarVisualStyle**

Added in [API level 11](#)

The CalendarView style.

Must be a reference to another resource, in the form "@ [package:] type:name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843613 (0x0101035d)

public static final int **canRetrieveWindowContent**

Added in [API level 14](#)

Flag whether the accessibility service wants to be able to retrieve the active window content. This setting cannot be changed at runtime.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843653 (0x01010385)

public static final int **candidatesTextStyleSpans**

Added in [API level 3](#)

A styled string, specifying the style to be used for showing inline candidate text when composing with an input method. The text itself will be ignored, but the style spans will be applied to the candidate text as it is edited.

May be a reference to another resource, in the form "@ [package:] type:name" or to a theme attribute in the form "? [package:] [type:] name".

May be a string value, using '\\' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

Constant Value: 16843312 (0x01010230)

public static final int **capitalize**

Added in [API level 1](#)

This constant was deprecated in API level 3.
Use inputType instead.

If set, specifies that this TextView has a textual input method and should automatically capitalize what the user types. The default is "none".

Must be one of the following constant values.

Constant	Value	Description
none	0	Don't automatically capitalize anything.
sentences	1	Capitalize the first word of each sentence.
words	2	Capitalize the first letter of every word.
characters	3	Capitalize every character.

Constant Value: 16843113 (0x01010169)

public static final int **centerBright**

Added in [API level 1](#)

May be a reference to another resource, in the form "@ [package:] type:name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16842956 (0x010100cc)

public static final int **centerColor**

Added in [API level 1](#)

Optional center color. For linear gradients, use centerX or centerY to place the center color.

Must be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843275 (0x0101020b)

public static final int **centerDark**

Added in [API level 1](#)

May be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

Constant Value: 16842952 (0x010100c8)

public static final int **centerMedium**

Added in [API level 1](#)

May be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

Constant Value: 16842959 (0x010100cf)

public static final int **centerX**

Added in [API level 1](#)

X coordinate of the origin of the gradient within the shape.

May be a floating point value, such as "`1.2`".

May be a fractional value, which is a floating point number appended with either % or %p, such as "`14.5%`". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843170 (0x010101a2)

public static final int **centerY**

Added in [API level 1](#)

Y coordinate of the origin of the gradient within the shape.

May be a floating point value, such as "`1.2`".

May be a fractional value, which is a floating point number appended with either % or %p, such as "`14.5%`". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843171 (0x010101a3)

public static final int **checkBoxPreferenceStyle**

Added in [API level 1](#)

Default style for CheckBoxPreference.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842895 (0x0101008f)

public static final int **checkMark**

Added in [API level 1](#)

Drawable used for the check mark graphic.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843016 (0x01010108)

public static final int **checkable**

Added in [API level 1](#)

Whether the item is capable of displaying a check mark.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843237 (0x010101e5)

public static final int **checkableBehavior**

Added in [API level 1](#)

Whether the items are capable of displaying a check mark.

Must be one of the following constant values.

Constant Value	Description
none 0	The items are not checkable.
all 1	The items are all checkable.
single 2	The items are checkable and there will only be a single checked item in this group.

Constant Value: 16843232 (0x010101e0)

public static final int **checkboxStyle**

Added in [API level 1](#)

Default Checkbox style.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842860 (0x0101006c)

public static final int **checked**

Added in [API level 1](#)

Indicates the initial checked state of this button.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843014 (0x01010106)

public static final int **checkedButton**

Added in [API level 1](#)

The id of the child radio button that should be checked by default within this radio group.

Must be an integer value, such as "`100`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843080 (0x01010148)

public static final int **checkedTextViewStyle**

Added in [API level 17](#)

Default CheckedTextView style.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843720 (0x010103c8)

public static final int **childDivider**

Added in [API level 1](#)

Drawable or color that is used as a divider for children. (It will drawn below and above child items.) The height of this will be the same as the height of the normal list item divider.

May be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

Constant Value: 16843025 (0x01010111)

public static final int **childIndicator**

Added in [API level 1](#)

Indicator shown beside the child View. This can be a stateful Drawable.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843020 (0x0101010c)

public static final int **childIndicatorLeft**

Added in [API level 1](#)

The left bound for a child's indicator.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843023 (0x0101010f)

public static final int **childIndicatorRight**

Added in [API level 1](#)

The right bound for a child's indicator.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843024 (0x01010110)

public static final int **choiceMode**

Added in [API level 1](#)

Defines the choice behavior for the view. By default, lists do not have any choice behavior. By setting the choiceMode to singleChoice, the list allows up to one item to be in a chosen state. By setting the choiceMode to multipleChoice, the list allows any number of items to be chosen. Finally, by setting the choiceMode to multipleChoiceModal the list allows any number of items to be chosen in a special selection mode. The application will supply a [AbsListView.MultiChoiceModeListener](#) ([//reference/android/widget/AbsListView.MultiChoiceModeListener.html](#)) using [setMultiChoiceModeListener\(AbsListView.MultiChoiceModeListener\)](#) ([//reference/android/widget/AbsListView.html#setMultiChoiceModeListener\(android.widget.AbsListView.MultiChoiceModeListener\)](#)) to control the selection mode. This uses the [ActionMode](#) ([//reference/android/view/ActionMode.html](#)) API.

Must be one of the following constant values.

Constant	Value	Description
none	0	Normal list that does not indicate choices.
singleChoice	1	The list allows up to one choice.
multipleChoice	2	The list allows multiple choices.
multipleChoiceModal	3	The list allows multiple choices in a custom selection mode.

Constant Value: 16843051 (0x0101012b)

public static final int **clearTaskOnLaunch**

Added in [API level 1](#)

Specify whether an activity's task should be cleared when it is re-launched from the home screen. As a result, every time the user starts the task, they will be brought to its root activity, regardless of whether they used BACK or HOME to last leave it. This flag only applies to activities that are used to start the root of a new task.

An example of the use of this flag would be for the case where a user launches activity A from home, and from there goes to activity B. They now press home, and then return to activity A. Normally they would see activity B, since that is what they were last doing in A's task. However, if A has set this flag to true, then upon going to the background all of the tasks on top of it (B in this case) are removed, so when the user next returns to A they will restart at its original activity.

When this option is used in conjunction with [allowTaskReparenting](#) ([//reference/android/R.attr.html#allowTaskReparenting](#)), the allowTaskReparenting trumps the clear. That is, all activities above the root activity of the task will be removed: those that have an affinity will be moved to the task they are associated with, otherwise they will simply be dropped as described here.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16842773 (0x01010015)

public static final int **clickable**

Added in [API level 1](#)

Defines whether this view reacts to click events.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16842981 (0x010100e5)

public static final int **clipChildren**

Added in [API level 1](#)

Defines whether a child is limited to draw inside of its bounds or not. This is useful with animations that scale the size of the children to more than 100% for instance. In such a case, this property should be set to false to allow the children to draw outside of their bounds. The default value of this property is true.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] [type:] name") containing a value of this type.

Constant Value: 16842986 (0x010100ea)

public static final int **clipOrientation**

Added in [API level 1](#)

The orientation for the clip.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
horizontal	1	Clip the drawable horizontally.
vertical	2	Clip the drawable vertically.

Constant Value: 16843274 (0x0101020a)

public static final int **clipToPadding**

Added in [API level 1](#)

Defines whether the ViewGroup will clip its drawing surface so as to exclude the padding area. This property is set to true by default.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] [type:] name") containing a value of this type.

Constant Value: 16842987 (0x010100eb)

public static final int **codes**

Added in [API level 3](#)

The unicode value or comma-separated values that this key outputs.

May be a string value, using '\\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

May be an integer value, such as "100".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] [type:] name") containing a value of this type.

Constant Value: 16843330 (0x01010242)

public static final int **collapseColumns**

Added in [API level 1](#)

The zero-based index of the columns to collapse. The column indices must be separated by a comma: 1, 2, 5. Illegal and duplicate indices are ignored.

Must be a string value, using '\\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] [type:] name") containing a value of this type.

Constant Value: 16843083 (0x0101014b)

public static final int **color**

Added in [API level 1](#)

Solid color for the gradient shape.

Must be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] [type:] name") containing a value of this type.

Constant Value: 16843173 (0x010101a5)

public static final int **colorActivatedHighlight**

Added in [API level 14](#)

Default highlight color for items that are activated. (Activated meaning persistent selection.)

Must be a color value, in the form of "#rgb", "#argb", "#rrgbb", or "#aarrggb".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843664 (0x01010390)

public static final int **colorBackground**

Added in [API level 1](#)

Color that matches (as closely as possible) the window background.

Must be a color value, in the form of "#rgb", "#argb", "#rrgbb", or "#aarrggb".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842801 (0x01010031)

public static final int **colorBackgroundCacheHint**

Added in [API level 5](#)

This is a hint for a solid color that can be used for caching rendered views. This should be the color of the background when there is a solid background color; it should be null when the background is a texture or translucent. When a device is able to use accelerated drawing (thus setting state_accelerated), the cache hint is ignored and always assumed to be transparent.

Must be a color value, in the form of "#rgb", "#argb", "#rrgbb", or "#aarrggb".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843435 (0x010102ab)

public static final int **colorFocusedHighlight**

Added in [API level 14](#)

Default highlight color for items that are focused. (Focused meaning cursor-based selection.)

Must be a color value, in the form of "#rgb", "#argb", "#rrgbb", or "#aarrggb".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843663 (0x0101038f)

public static final int **colorForeground**

Added in [API level 1](#)

Default color of foreground imagery.

Must be a color value, in the form of "#rgb", "#argb", "#rrgbb", or "#aarrggb".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842800 (0x01010030)

public static final int **colorForegroundInverse**

Added in [API level 1](#)

Default color of foreground imagery on an inverted background.

Must be a color value, in the form of "#rgb", "#argb", "#rrgbb", or "#aarrggb".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843270 (0x01010206)

public static final int **colorLongPressedHighlight**

Added in [API level 14](#)

Default highlight color for items that are long-pressed.

Must be a color value, in the form of "#rgb", "#argb", "#rrgbb", or "#aarrggb".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843662 (0x0101038e)

public static final int **colorMultiSelectHighlight**

Added in [API level 14](#)

Default highlight color for items in multiple selection mode.

Must be a color value, in the form of `"#rgb"`, `"#argb"`, `"#rrggbb"`, or `"#aarrggbb"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843665 (0x01010391)

public static final int colorPressedHighlight

Added in [API level 14](#)

Default highlight color for items that are pressed.

Must be a color value, in the form of `"#rgb"`, `"#argb"`, `"#rrggbb"`, or `"#aarrggbb"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843661 (0x0101038d)

public static final int columnCount

Added in [API level 14](#)

The maximum number of columns to create when automatically positioning children.

Must be an integer value, such as `"100"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843639 (0x01010377)

public static final int columnDelay

Added in [API level 1](#)

Fraction of the animation duration used to delay the beginning of the animation of each column.

May be a floating point value, such as `"1.2"`.

May be a fractional value, which is a floating point number appended with either `%` or `%p`, such as `"14.5%"`. The `%` suffix always means a percentage of the base size; the optional `%p` suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843215 (0x010101cf)

public static final int columnOrderPreserved

Added in [API level 14](#)

When set to true, forces column boundaries to appear in the same order as column indices. The default is true. See [setColumnOrderPreserved\(boolean\)](#) ([/reference/android/widget/GridLayout.html#setColumnOrderPreserved\(boolean\)](#)).

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843640 (0x01010378)

public static final int columnWidth

Added in [API level 1](#)

Specifies the fixed width for each column.

Must be a dimension value, which is a floating point number appended with a unit such as `"14.5sp"`. Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843031 (0x01010117)

public static final int compatibleWidthLimitDp

Added in [API level 13](#)

Starting with [HONEYCOMB_MR2](#) ([/reference/android/os/Build.VERSION_CODES.html#HONEYCOMB_MR2](#)), this is the new way to specify the largest screens an application is compatible with. This attribute provides the maximum "smallest screen width" (as per the `-swNNDp` resource configuration) that the application is designed for. If this value is smaller than the "smallest screen width" of the device it is running on, the user is offered to run it in a compatibility mode that emulates a smaller screen and zooms it to fit the screen. Currently the compatibility mode only emulates phone screens with a 320dp width, so compatibility mode is not applied if the value for `compatibleWidthLimitDp` is larger than 320.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16843621 (0x01010365)

public static final int **completionHint**

Added in [API level 1](#)

Defines the hint displayed in the drop down menu.

Must be a string value, using '\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16843122 (0x01010172)

public static final int **completionHintView**

Added in [API level 1](#)

Defines the hint view displayed in the drop down menu.

Must be a reference to another resource, in the form "[+][package:]type:name" or to a theme attribute in the form "?[package:]type:name".

Constant Value: 16843123 (0x01010173)

public static final int **completionThreshold**

Added in [API level 1](#)

Defines the number of characters that the user must type before completion suggestions are displayed in a drop down menu.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16843124 (0x01010174)

public static final int **configChanges**

Added in [API level 1](#)

Specify one or more configuration changes that the activity will handle itself. If not specified, the activity will be restarted if any of these configuration changes happen in the system. Otherwise, the activity will remain running and its [Activity.onConfigurationChanged](#) ([//reference/android/app/Activity.html#onConfigurationChanged\(android.content.res.Configuration\)](#)) method called with the new configuration.

Note that all of these configuration changes can impact the resource values seen by the application, so you will generally need to re-retrieve all resources (including view layouts, drawables, etc) to correctly handle any configuration change.

These values must be kept in sync with those in [ActivityInfo](#) ([//reference/android/content/pm/ActivityInfo.html](#)), and include/Utils/ResourceTypes.h.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
mcc	0x0001	The IMSI MCC has changed, that is a SIM has been detected and updated the Mobile Country Code.
mnc	0x0002	The IMSI MNC has changed, that is a SIM has been detected and updated the Mobile Network Code.
locale	0x0004	The locale has changed, that is the user has selected a new language that text should be displayed in.
touchscreen	0x0008	The touchscreen has changed. Should never normally happen.
keyboard	0x0010	The keyboard type has changed, for example the user has plugged in an external keyboard.
keyboardHidden	0x0020	The keyboard or navigation accessibility has changed, for example the user has slid the keyboard out to expose it. Note that despite its name, this applied to any accessibility: keyboard or navigation.
navigation	0x0040	The navigation type has changed. Should never normally happen.
orientation	0x0080	The screen orientation has changed, that is the user has rotated the device.
screenLayout	0x0100	The screen layout has changed. This might be caused by a different display being activated.

uiMode	0x0200	The global user interface mode has changed. For example, going in or out of car mode, night mode changing, etc.
screenSize	0x0400	The current available screen size has changed. If applications don't target at least HONEYCOMB_MR2 then the activity will always handle this itself (the change will not result in a restart). This represents a change in the currently available size, so will change when the user switches between landscape and portrait.
smallestScreenSize	0x0800	The physical screen size has changed. If applications don't target at least HONEYCOMB_MR2 then the activity will always handle this itself (the change will not result in a restart). This represents a change in size regardless of orientation, so will only change when the actual physical screen size has changed such as switching to an external display.
layoutDirection	0x2000	The layout direction has changed. For example going from LTR to RTL.
fontScale	0x40000000	The font scaling factor has changed, that is the user has selected a new global font size.

Constant Value: 16842783 (0x0101001f)

public static final int **configure**

Added in [API level 3](#)

A class name in the AppWidget's package to be launched to configure. If not supplied, then no activity will be launched.

Must be a string value, using '\\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843357 (0x0101025d)

public static final int **constantSize**

Added in [API level 1](#)

If true, the drawable's reported internal size will remain constant as the state changes; the size is the maximum of all of the states. If false, the size will vary based on the current state.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843158 (0x01010196)

public static final int **content**

Added in [API level 3](#)

Identifier for the child that represents the drawer's content.

Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843355 (0x0101025b)

public static final int **contentAuthority**

Added in [API level 5](#)

the authority of a content provider.

Must be a string value, using '\\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843408 (0x01010290)

public static final int **contentDescription**

Added in [API level 4](#)

Defines text that briefly describes content of the view. This property is used primarily for accessibility. Since some views do not have textual representation this attribute can be used for providing such.

Must be a string value, using '\\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843379 (0x01010273)

public static final int **cropToPadding**

Added in [API level 1](#)

If true, the image will be cropped to fit within its padding.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843043 (0x01010123)

public static final int **cursorVisible**

Added in [API level 1](#)

Makes the cursor visible (the default) or invisible.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843090 (0x01010152)

public static final int **customNavigationLayout**

Added in [API level 11](#)

Specifies a layout for custom navigation. Overrides navigationMode.

Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843474 (0x010102d2)

public static final int **customTokens**

Added in [API level 11](#)

Account handles its own token storage and permissions. Default to false

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843579 (0x0101033b)

public static final int **cycles**

Added in [API level 1](#)

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843220 (0x010101d4)

public static final int **dashGap**

Added in [API level 1](#)

Gap between dashes in the stroke.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843175 (0x010101a7)

public static final int **dashWidth**

Added in [API level 1](#)

Length of a dash in the stroke.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843174 (0x010101a6)

public static final int **data**

Added in [API level 1](#)

The data URI to assign to the Intent, as per [Intent.setData\(\)](#).
[\(//reference/android/content/Intent.html#setData\(android.net.Uri\)\).](#)

Note: scheme and host name matching in the Android framework is case-sensitive, unlike the formal RFC. As a result, URIs here should always be normalized to use lower case letters for these elements (as well as other proper Uri normalization).

Must be a string value, using `\\` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `@{package: }type:name`) or theme attribute (in the form `?{package: }[type:]name`) containing a value of this type.

Constant Value: 16842798 (0x0101002e)

public static final int **datePickerStyle**

Added in [API level 11](#)

The DatePicker style.

Must be a reference to another resource, in the form `@{package: }type:name` or to a theme attribute in the form `?{package: }[type:]name`.

Constant Value: 16843612 (0x0101035c)

public static final int **dateTextAppearance**

Added in [API level 11](#)

The text appearance for the calendar dates.

Must be a reference to another resource, in the form `@{package: }type:name` or to a theme attribute in the form `?{package: }[type:]name`.

Constant Value: 16843593 (0x01010349)

public static final int **debuggable**

Added in [API level 1](#)

Flag indicating whether the application can be debugged, even when running on a device that is running in user mode.

Must be a boolean value, either `true` or `false`.

This may also be a reference to a resource (in the form `@{package: }type:name`) or theme attribute (in the form `?{package: }[type:]name`) containing a value of this type.

Constant Value: 16842767 (0x0101000f)

public static final int **defaultValue**

Added in [API level 1](#)

The default value for the preference, which will be set either if persistence is off or persistence is on and the preference is not found in the persistent storage.

May be a reference to another resource, in the form `@{package: }type:name` or to a theme attribute in the form `?{package: }[type:]name`.

May be a string value, using `\\` to escape characters such as `\n` or `\uxxxx` for a unicode character.

May be an integer value, such as `100`.

May be a boolean value, either `true` or `false`.

May be a floating point value, such as `1.2`.

Constant Value: 16843245 (0x010101ed)

public static final int **delay**

Added in [API level 1](#)

Fraction of the animation duration used to delay the beginning of the animation of each child.

May be a floating point value, such as `1.2`.

May be a fractional value, which is a floating point number appended with either % or %p, such as `14.5%`. The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form `@{package: }type:name`) or theme attribute (in the form `?{package: }[type:]name`) containing a value of this type.

Constant Value: 16843212 (0x010101cc)

public static final int **dependency**

Added in [API level 1](#)

The key of another Preference that this Preference will depend on. If the other Preference is not set or is off, this Preference will be disabled.

Must be a string value, using `\\` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843244 (0x010101ec)

public static final int **descendantFocusability**

Added in [API level 1](#)

Defines the relationship between the ViewGroup and its descendants when looking for a View to take focus.

Must be one of the following constant values.

Constant	Value	Description
<code>beforeDescendants</code>	0	The ViewGroup will get focus before any of its descendants.
<code>afterDescendants</code>	1	The ViewGroup will get focus only if none of its descendants want it.
<code>blocksDescendants</code>	2	The ViewGroup will block its descendants from receiving focus.

Constant Value: 16842993 (0x010100f1)

public static final int **description**

Added in [API level 1](#)

Descriptive text for the associated data.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842784 (0x01010020)

public static final int **detachWallpaper**

Added in [API level 5](#)

Special option for window animations: if this window is on top of a wallpaper, don't animate the wallpaper with it.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843430 (0x010102a6)

public static final int **detailColumn**

Added in [API level 5](#)

Column in data table that contains details for this data.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843427 (0x010102a3)

public static final int **detailSocialSummary**

Added in [API level 5](#)

Flag indicating that detail should be built from SocialProvider.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843428 (0x010102a4)

public static final int **detailsElementBackground**

Added in [API level 11](#)

Background that can be used behind parts of a UI that provide details on data the user is selecting. For example, this is the background element of PreferenceActivity's embedded preference fragment.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843598 (0x0101034e)

public static final int **dial**

Added in [API level 1](#)

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843010 (0x01010102)

public static final int **dialogIcon**

Added in [API level 1](#)

The icon for the dialog.

Must be a reference to another resource, in the form "`@{+}[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843252 (0x010101f4)

public static final int **dialogLayout**

Added in [API level 1](#)

A layout to be used as the content View for the dialog. By default, this shouldn't be needed. If a custom DialogPreference is required, this should be set. For example, the EditTextPreference uses a layout with an EditText as this attribute.

Must be a reference to another resource, in the form "`@{+}[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843255 (0x010101f7)

public static final int **dialogMessage**

Added in [API level 1](#)

The message in the dialog. If a dialogLayout is provided and contains a TextView with ID `android:id/message`, this message will be placed in there.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@{package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843251 (0x010101f3)

public static final int **dialogPreferenceStyle**

Added in [API level 1](#)

Default style for DialogPreference.

Must be a reference to another resource, in the form "`@{+}[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842897 (0x01010091)

public static final int **dialogTheme**

Added in [API level 11](#)

Theme to use for dialogs spawned from this theme.

Must be a reference to another resource, in the form "`@{+}[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843528 (0x01010308)

public static final int **dialogTitle**

Added in [API level 1](#)

The title in the dialog.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@{package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843250 (0x010101f2)

public static final int **digits**

Added in [API level 1](#)

If set, specifies that this TextView has a numeric input method and that these specific characters are the ones that it will accept. If this is set, numeric is implied to be true. The default is false.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@{package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843110 (0x01010166)

public static final int **direction**

Added in [API level 1](#)

Direction of the animation in the grid.

Must be one or more (separated by `|`) of the following constant values.

Constant	Value	Description
----------	-------	-------------

left_to_right 0x0 Animates columns from left to right.
right_to_left 0x1 Animates columns from right to left.
top_to_bottom 0x0 Animates rows from top to bottom.
bottom_to_top 0x2 Animates rows from bottom to top.

Constant Value: 16843217 (0x010101d1)

public static final int **directionDescriptions**

Added in [API level 14](#)

Reference to an array resource that be used to announce the directions with targets around the circle.

Must be a reference to another resource, in the form "@ [+] [*package*:] *type*:*name*" or to a theme attribute in the form "? [*package*:] [*type*:] *name*".

Constant Value: 16843681 (0x010103a1)

public static final int **directionPriority**

Added in [API level 1](#)

Priority of the rows and columns. When the priority is none, both rows and columns have the same priority. When the priority is column, the animations will be applied on the columns first. The same goes for rows.

Must be one of the following constant values.

Constant Value	Description
none 0	Rows and columns are animated at the same time.
column 1	Columns are animated first.
row 2	Rows are animated first.

Constant Value: 16843218 (0x010101d2)

public static final int **disableDependentsState**

Added in [API level 1](#)

The state (true for on, or false for off) that causes dependents to be disabled. By default, dependents will be disabled when this is unchecked, so the value of this preference is false.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [*package*:] *type*:*name*") or theme attribute (in the form "? [*package*:] [*type*:] *name*") containing a value of this type.

Constant Value: 16843249 (0x010101f1)

public static final int **disabledAlpha**

Added in [API level 1](#)

Default disabled alpha for widgets that set enabled/disabled alpha programmatically.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@ [*package*:] *type*:*name*") or theme attribute (in the form "? [*package*:] [*type*:] *name*") containing a value of this type.

Constant Value: 16842803 (0x01010033)

public static final int **displayOptions**

Added in [API level 11](#)

Options affecting how the action bar is displayed.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
none	0	
useLogo	0x1	
showHome	0x2	
homeAsUp	0x4	
showTitle	0x8	
showCustom	0x10	
disableHome	0x20	

Constant Value: 16843472 (0x010102d0)

public static final int **dither**

Added in [API level 1](#)

Enables or disables dithering of the bitmap if the bitmap does not have the same pixel configuration as the screen (for instance: a ARGB 8888 bitmap with an RGB 565 screen).

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843036 (0x0101011c)

public static final int **divider**

Added in [API level 1](#)

Drawable or color to draw between list items.

May be a reference to another resource, in the form `"@[package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

May be a color value, in the form of `"#rgb"`, `"#argb"`, `"#rrggbb"`, or `"#aarrggbb"`.

Constant Value: 16843049 (0x01010129)

public static final int **dividerHeight**

Added in [API level 1](#)

Height of the divider. Will use the intrinsic height of the divider if this is not specified.

Must be a dimension value, which is a floating point number appended with a unit such as `"14.5sp"`. Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843050 (0x0101012a)

public static final int **dividerHorizontal**

Added in [API level 11](#)

Drawable to use for generic horizontal dividers.

Must be a reference to another resource, in the form `"@[package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16843564 (0x0101032c)

public static final int **dividerPadding**

Added in [API level 11](#)

Size of padding on either end of a divider.

Must be a dimension value, which is a floating point number appended with a unit such as `"14.5sp"`. Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843562 (0x0101032a)

public static final int **dividerVertical**

Added in [API level 11](#)

Drawable to use for generic vertical dividers.

Must be a reference to another resource, in the form `"@[package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16843530 (0x0101030a)

public static final int **drawSelectorOnTop**

Added in [API level 1](#)

When set to true, the selector will be drawn over the selected item. Otherwise the selector is drawn behind the selected item. The default value is false.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843004 (0x010100fc)

public static final int **drawable**

Added in [API level 1](#)

Reference to a drawable resource to use for the frame. If not given, the drawable must be defined by the first child tag.

Must be a reference to another resource, in the form `"@[package:]type:name"` or to a theme attribute

in the form "`?[package:][type:]name`".

Constant Value: 16843161 (0x01010199)

public static final int **drawableBottom**

Added in [API level 1](#)

The drawable to be drawn below the text.

May be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggb`", or "`#aarrggb`".

Constant Value: 16843118 (0x0101016e)

public static final int **drawableEnd**

Added in [API level 14](#)

The drawable to be drawn to the end of the text.

May be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggb`", or "`#aarrggb`".

Constant Value: 16843667 (0x01010393)

public static final int **drawableLeft**

Added in [API level 1](#)

The drawable to be drawn to the left of the text.

May be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggb`", or "`#aarrggb`".

Constant Value: 16843119 (0x0101016f)

public static final int **drawablePadding**

Added in [API level 1](#)

The padding between the drawables and the text.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843121 (0x01010171)

public static final int **drawableRight**

Added in [API level 1](#)

The drawable to be drawn to the right of the text.

May be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggb`", or "`#aarrggb`".

Constant Value: 16843120 (0x01010170)

public static final int **drawableStart**

Added in [API level 14](#)

The drawable to be drawn to the start of the text.

May be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggb`", or "`#aarrggb`".

Constant Value: 16843666 (0x01010392)

public static final int **drawableTop**

Added in [API level 1](#)

The drawable to be drawn above the text.

May be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggb`", or "`#aarrggb`".

Constant Value: 16843117 (0x0101016d)

public static final int **drawingCacheQuality**

Added in [API level 1](#)

Defines the quality of translucent drawing caches. This property is used only when the drawing cache is enabled and translucent. The default value is auto.

Must be one of the following constant values.

Constant Value	Description
auto 0	Lets the framework decide what quality level should be used for the drawing cache.
low 1	Low quality. When set to low quality, the drawing cache uses a lower color depth, thus losing precision in rendering gradients, but uses less memory.
high 2	High quality. When set to high quality, the drawing cache uses a higher color depth but uses more memory.

Constant Value: 16842984 (0x010100e8)

public static final int **dropDownAnchor**

Added in [API level 3](#)

View to anchor the auto-complete dropdown to. If not specified, the text view itself is used.

Must be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute in the form "`?[package:]type:name`".

Constant Value: 16843363 (0x01010263)

public static final int **dropDownHeight**

Added in [API level 4](#)

Specifies the basic height of the dropdown. Its value may be a dimension (such as "12dip") for a constant height, fill_parent or match_parent to fill the height of the screen, or wrap_content to match the height of the content of the drop down.

May be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:]type:name`") containing a value of this type.

May be one of the following constant values.

Constant	Value	Description
fill_parent	-1	The dropdown should fit the height of the screen. This constant is deprecated starting from API Level 8 and is replaced by match_parent.
match_parent	-1	The dropdown should fit the height of the screen. Introduced in API Level 8.
wrap_content	-2	The dropdown should fit the height of the content.

Constant Value: 16843395 (0x01010283)

public static final int **dropDownHintAppearance**

Added in [API level 1](#)

Default style for drop down hints.

Must be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute in the form "`?[package:]type:name`".

Constant Value: 16842888 (0x01010088)

public static final int **dropDownHorizontalOffset**

Added in [API level 5](#)

Amount of pixels by which the drop down should be offset horizontally.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:]type:name`") containing a value of this type.

Constant Value: 16843436 (0x010102ac)

public static final int **dropDownItemStyle**

Added in [API level 1](#)

Default style for drop down items.

Must be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute

in the form `"?[package:][type:]name"`.

Constant Value: 16842886 (0x01010086)

public static final int **dropDownListViewStyle**

Added in [API level 1](#)

Default ListView style for drop downs.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16842861 (0x0101006d)

public static final int **dropDownSelector**

Added in [API level 1](#)

Selector in a drop down list.

May be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

May be a color value, in the form of `"#rgb"`, `"#argb"`, `"#rrggbb"`, or `"#aarrggbb"`.

Constant Value: 16843125 (0x01010175)

public static final int **dropDownSpinnerStyle**

Added in [API level 11](#)

Default dropdown Spinner style.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16843478 (0x010102d6)

public static final int **dropDownVerticalOffset**

Added in [API level 5](#)

Amount of pixels by which the drop down should be offset vertically.

Must be a dimension value, which is a floating point number appended with a unit such as `"14.5sp"`.

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843437 (0x010102ad)

public static final int **dropDownWidth**

Added in [API level 3](#)

Specifies the basic width of the dropdown. Its value may be a dimension (such as `"12dip"`) for a constant width, `fill_parent` or `match_parent` to match the width of the screen, or `wrap_content` to match the width of the anchored view.

May be a dimension value, which is a floating point number appended with a unit such as `"14.5sp"`.

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

May be one of the following constant values.

Constant	Value	Description
<code>fill_parent</code>	-1	The dropdown should fill the width of the screen. This constant is deprecated starting from API Level 8 and is replaced by <code>match_parent</code> .
<code>match_parent</code>	-1	The dropdown should fit the width of the screen. Introduced in API Level 8.
<code>wrap_content</code>	-2	The dropdown should fit the width of its anchor.

Constant Value: 16843362 (0x01010262)

public static final int **duplicateParentState**

Added in [API level 1](#)

When this attribute is set to true, the view gets its drawable state (focused, pressed, etc.) from its direct parent rather than from itself.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16842985 (0x010100e9)

public static final int **duration**

Added in [API level 1](#)

Amount of time (in milliseconds) to display this frame.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@[*package*:]*type:name*") or theme attribute (in the form "?[*package*:][*type*:]*name*") containing a value of this type.

Constant Value: 16843160 (0x01010198)

public static final int **editTextBackground**

Added in [API level 11](#)

EditText background drawable.

Must be a reference to another resource, in the form "@[+][*package*:]*type:name*" or to a theme attribute in the form "?[*package*:][*type*:]*name*".

Constant Value: 16843602 (0x01010352)

public static final int **editTextColor**

Added in [API level 11](#)

EditText text foreground color.

May be a reference to another resource, in the form "@[+][*package*:]*type:name*" or to a theme attribute in the form "?[*package*:][*type*:]*name*".

May be a color value, in the form of "#rgb", "#argb", "#rrggb", or "#aarrggb".

Constant Value: 16843601 (0x01010351)

public static final int **editTextPreferenceStyle**

Added in [API level 1](#)

Default style for EditTextPreference.

Must be a reference to another resource, in the form "@[+][*package*:]*type:name*" or to a theme attribute in the form "?[*package*:][*type*:]*name*".

Constant Value: 16842898 (0x01010092)

public static final int **editTextStyle**

Added in [API level 1](#)

Default EditText style.

Must be a reference to another resource, in the form "@[+][*package*:]*type:name*" or to a theme attribute in the form "?[*package*:][*type*:]*name*".

Constant Value: 16842862 (0x0101006e)

public static final int **editable**

Added in [API level 1](#)

**This constant was deprecated in API level 3.
Use inputType instead.**

If set, specifies that this TextView has an input method. It will be a textual one unless it has otherwise been specified. For TextView, this is false by default. For EditText, it is true by default.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[*package*:]*type:name*") or theme attribute (in the form "?[*package*:][*type*:]*name*") containing a value of this type.

Constant Value: 16843115 (0x0101016b)

public static final int **editorExtras**

Added in [API level 3](#)

Reference to an `<input-extras>` ([//reference/android/R.styleable.html#InputExtras](#)) XML resource containing additional data to supply to an input method, which is private to the implementation of the input method. This simply fills in the `EditorInfo.extras` ([//reference/android/view/inputmethod/EditorInfo.html#extras](#)) field when the input method is connected.

Must be a reference to another resource, in the form "@[+][*package*:]*type:name*" or to a theme attribute in the form "?[*package*:][*type*:]*name*".

Constant Value: 16843300 (0x01010224)

public static final int **ellipsize**

Added in [API level 1](#)

Where to ellipsize text.

Must be one of the following constant values.

Constant Value Description

none	0
start	1
middle	2
end	3
marquee	4

Constant Value: 16842923 (0x010100ab)

public static final int **ems**

Added in [API level 1](#)

Makes the TextView be exactly this many ems wide.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843096 (0x01010158)

public static final int **enabled**

Added in [API level 1](#)

Specifies whether the widget is enabled. The interpretation of the enabled state varies by subclass. For example, a non-enabled EditText prevents the user from editing the contained text, and a non-enabled Button prevents the user from tapping the button. The appearance of enabled and non-enabled widgets may differ, if the drawables referenced from evaluating state_enabled differ.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842766 (0x0101000e)

public static final int **endColor**

Added in [API level 1](#)

End color of the gradient.

Must be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843166 (0x0101019e)

public static final int **endYear**

Added in [API level 1](#)

This constant was deprecated in API level 16.
Use maxDate instead. Use maxDate instead.

The last year (inclusive), for example "2010".

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843133 (0x0101017d)

public static final int **enterFadeDuration**

Added in [API level 11](#)

Amount of time (in milliseconds) to fade in a new state drawable.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843532 (0x0101030c)

public static final int **entries**

Added in [API level 1](#)

Reference to an array resource that will populate a list/adaptor.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842930 (0x010100b2)

public static final int **entryValues**

Added in [API level 1](#)

The array to find the value to save for a preference when an entry from entries is selected. If a user clicks on the second item in entries, the second item in this array will be saved to the preference.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843256 (0x010101f8)

public static final int **eventsInterceptionEnabled**

Added in [API level 4](#)

Defines whether the overlay should intercept the motion events when a gesture is recognized.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843389 (0x0101027d)

public static final int **excludeFromRecents**

Added in [API level 1](#)

Indicates that an Activity should be excluded from the list of recently launched activities.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842775 (0x01010017)

public static final int **exitFadeDuration**

Added in [API level 11](#)

Amount of time (in milliseconds) to fade out an old state drawable.

Must be an integer value, such as "`100`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843533 (0x0101030d)

public static final int **expandableListPreferredChildIndicatorLeft**

Added in [API level 1](#)

The preferred left bound for an expandable list child's indicator.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842834 (0x01010052)

public static final int **expandableListPreferredChildIndicatorRight**

Added in [API level 1](#)

The preferred right bound for an expandable list child's indicator.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842835 (0x01010053)

public static final int **expandableListPreferredChildPaddingLeft**

Added in [API level 1](#)

The preferred left padding for an expandable list item that is a child. If this is not provided, it defaults to the `expandableListPreferredItemPaddingLeft`.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842831 (0x0101004f)

public static final int **expandableListPreferredItemIndicatorLeft**

Added in [API level 1](#)

The preferred left bound for an expandable list item's indicator. For a child-specific indicator, use `expandableListPreferredChildIndicatorLeft`.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842832 (0x01010050)

public static final int **expandableListPreferredItemIndicatorRight**

Added in [API level 1](#)

The preferred right bound for an expandable list item's indicator. For a child-specific indicator, use `expandableListPreferredChildIndicatorRight`.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842833 (0x01010051)

public static final int **expandableListPreferredItemPaddingLeft**

Added in [API level 1](#)

The preferred left padding for an expandable list item (for child-specific layouts, use `expandableListPreferredChildPaddingLeft`). This takes into account the indicator that will be shown to next to the item.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842830 (0x0101004e)

public static final int **expandableListViewStyle**

Added in [API level 1](#)

Default `ExpandableListView` style.

Must be a reference to another resource, in the form "@ [+] [package:] type:name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16842863 (0x0101006f)

public static final int **expandableListViewWhiteStyle**

Added in [API level 8](#)

`ExpandableListView` with white background.

Must be a reference to another resource, in the form "@ [+] [package:] type:name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843446 (0x010102b6)

public static final int **exported**

Added in [API level 1](#)

Flag indicating whether the given application component is available to other applications. If false, it can only be accessed by applications with its same user id (which usually means only by code in its own package). If true, it can be invoked by external entities, though which ones can do so may be controlled through permissions. The default value is false for activity, receiver, and service components that do not specify any intent filters; it is true for activity, receiver, and service components that do have intent filters (implying they expect to be invoked by others who do not know their particular component name) and for all content providers.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } [type:] name`") containing a value of this type.

Constant Value: 16842768 (0x01010010)

public static final int **extraTension**

Added in [API level 4](#)

This is the amount by which to multiply the tension.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } [type:] name`") containing a value of this type.

Constant Value: 16843371 (0x0101026b)

public static final int **factor**

Added in [API level 1](#)

This is the amount of deceleration to add when easing in.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } [type:] name`") containing a value of this type.

Constant Value: 16843219 (0x010101d3)

public static final int **fadeDuration**

Added in [API level 4](#)

Duration, in milliseconds, of the fade out effect after the user is done drawing a gesture.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } [type:] name`") containing a value of this type.

Constant Value: 16843384 (0x01010278)

public static final int **fadeEnabled**

Added in [API level 4](#)

Defines whether the gesture will automatically fade out after being recognized.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } [type:] name`") containing a value of this type.

Constant Value: 16843390 (0x0101027e)

public static final int **fadeOffset**

Added in [API level 4](#)

Time, in milliseconds, to wait before the gesture fades out after the user is done drawing it.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } [type:] name`") containing a value of this type.

Constant Value: 16843383 (0x01010277)

public static final int **fadeScrollbars**

Added in [API level 5](#)

Defines whether to fade out scrollbars when they are not in use.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } [type:] name`") containing a value of this type.

Constant Value: 16843434 (0x010102aa)

public static final int **fadingEdge**

Added in [API level 1](#)

This attribute is deprecated and will be ignored as of API level 14 ([ICE_CREAM_SANDWICH](#) [//reference/android/os/Build.VERSION_CODES.html#ICE_CREAM_SANDWICH](#)). Using fading edges may introduce noticeable performance degradations and should be used only when required by the application's visual design. To request fading edges with API level 14 and above, use the `android:requiresFadingEdge` attribute instead.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
<code>none</code>	<code>0x00000000</code>	No edge is faded.
<code>horizontal</code>	<code>0x00001000</code>	Fades horizontal edges only.
<code>vertical</code>	<code>0x00002000</code>	Fades vertical edges only.

Constant Value: 16842975 (0x010100df)

public static final int **fadingEdgeLength**

Added in [API level 1](#)

Defines the length of the fading edges.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:] name`") containing a value of this type.

Constant Value: 16842976 (0x010100e0)

public static final int **fastScrollAlwaysVisible**

Added in [API level 11](#)

When set to true, the list will always show the fast scroll interface. This setting implies `fastScrollEnabled`.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:] name`") containing a value of this type.

Constant Value: 16843573 (0x01010335)

public static final int **fastScrollEnabled**

Added in [API level 3](#)

Enables the fast scroll thumb that can be dragged to quickly scroll through the list.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:] name`") containing a value of this type.

Constant Value: 16843302 (0x01010226)

public static final int **fastScrollOverlayPosition**

Added in [API level 11](#)

Position of the fast scroll index overlay window.

Must be one of the following constant values.

Constant	Value	Description
<code>floating</code>	<code>0</code>	
<code>atThumb</code>	<code>1</code>	

Constant Value: 16843578 (0x0101033a)

public static final int **fastScrollPreviewBackgroundLeft**

Added in [API level 11](#)

Drawable to use as the fast scroll index preview window background when shown on the left.

Must be a reference to another resource, in the form "`@[+][package:] type:name`" or to a theme attribute in the form "`?[package:][type:] name`".

Constant Value: 16843575 (0x01010337)

public static final int **fastScrollPreviewBackgroundRight**

Added in [API level 11](#)

Drawable to use as the fast scroll index preview window background when shown on the right.

Must be a reference to another resource, in the form "`@[+][package:] type:name`" or to a theme attribute in the form "`?[package:][type:] name`".

Constant Value: 16843576 (0x01010338)

public static final int **fastScrollTextColor**

Added in [API level 11](#)

Text color for the fast scroll index overlay. Make sure it plays nicely with `fastScrollPreviewBackground[Left|Right]`.

Must be a color value, in the form of `"#rgb"`, `"#argb"`, `"#rrggbb"`, or `"#aarrggbb"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843609 (0x01010359)

public static final int **fastScrollThumbDrawable**

Added in [API level 11](#)

Drawable to use as the fast scroll thumb.

Must be a reference to another resource, in the form `"@[package:]type:name"` or to a theme attribute in the form `"?[package:]type:name"`.

Constant Value: 16843574 (0x01010336)

public static final int **fastScrollTrackDrawable**

Added in [API level 11](#)

Drawable to use as the track for the fast scroll thumb. This may be null.

Must be a reference to another resource, in the form `"@[package:]type:name"` or to a theme attribute in the form `"?[package:]type:name"`.

Constant Value: 16843577 (0x01010339)

public static final int **fillAfter**

Added in [API level 1](#)

When set to true, the animation transformation is applied after the animation is over. The default value is false. If `fillEnabled` is not set to true and the animation is not set on a View, `fillAfter` is assumed to be true.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843197 (0x010101bd)

public static final int **fillBefore**

Added in [API level 1](#)

When set to true or when `fillEnabled` is not set to true, the animation transformation is applied before the animation has started. The default value is true.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843196 (0x010101bc)

public static final int **fillEnabled**

Added in [API level 3](#)

When set to true, the value of `fillBefore` is taken into account.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843343 (0x0101024f)

public static final int **fillViewport**

Added in [API level 1](#)

Defines whether the scrollview should stretch its content to fill the viewport.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843130 (0x0101017a)

public static final int **filter**

Added in [API level 1](#)

Enables or disables bitmap filtering. Filtering is used when the bitmap is shrunk or stretched to smooth its appearance.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843035 (0x0101011b)

public static final int **filterTouchesWhenObscured**

Added in [API level 9](#)

Specifies whether to filter touches when the view's window is obscured by another visible window. When set to true, the view will not receive touches whenever a toast, dialog or other window appears above the view's window. Refer to the [View](#) ([//reference/android/view/View.html](#)) security documentation for more details.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843460 (0x010102c4)

public static final int **finishOnCloseSystemDialogs**

Added in [API level 5](#)

Specify whether an activity should be finished when a "close system windows" request has been made. This happens, for example, when the home key is pressed, when the device is locked, when a system dialog showing recent applications is displayed, etc.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843431 (0x010102a7)

public static final int **finishOnTaskLaunch**

Added in [API level 1](#)

Specify whether an activity should be finished when its task is brought to the foreground by relaunching from the home screen.

If both this option and [allowTaskReparenting](#) ([//reference/android/R.attr.html#allowTaskReparenting](#)) are specified, the finish trumps the affinity: the affinity will be ignored and the activity simply finished.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842772 (0x01010014)

public static final int **firstDayOfWeek**

Added in [API level 11](#)

The first day of week according to [Calendar](#) ([//reference/java/util/Calendar.html](#)).

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843581 (0x0101033d)

public static final int **fitsSystemWindows**

Added in [API level 1](#)

Boolean internal attribute to adjust view layout based on system windows such as the status bar. If true, adjusts the padding of this view to leave space for the system windows. Will only take effect if this view is in a non-embedded activity.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842973 (0x010100dd)

public static final int **flipInterval**

Added in [API level 1](#)

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843129 (0x01010179)

public static final int **focusable**

Added in [API level 1](#)

Boolean that controls whether a view can take focus. By default the user can not move focus to a view; by setting this attribute to true the view is allowed to take focus. This value does not impact the behavior of directly calling `requestFocus()` ([//reference/android/view/View.html#requestFocus\(\)](#)), which will always request focus regardless of this view. It only impacts where focus navigation will try to move focus.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842970 (0x010100da)

public static final int **focusableInTouchMode**

Added in [API level 1](#)

Boolean that controls whether a view can take focus while in touch mode. If this is true for a view, that view can gain focus when clicked on, and can keep focus if another view is clicked on that doesn't have this attribute set to true.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842971 (0x010100db)

public static final int **focusedMonthDateColor**

Added in [API level 11](#)

The color for the dates of the focused month.

May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16843587 (0x01010343)

public static final int **fontFamily**

Added in [API level 16](#)

Default font family.

Must be a string value, using '\\' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843692 (0x010103ac)

public static final int **footerDividersEnabled**

Added in [API level 3](#)

When set to false, the ListView will not draw the divider before each footer view. The default value is true.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843311 (0x0101022f)

public static final int **foreground**

Added in [API level 1](#)

Defines the drawable to draw over the content. This can be used as an overlay. The foreground drawable participates in the padding of the content if the gravity is set to fill.

May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16843017 (0x01010109)

public static final int **foregroundGravity**

Added in [API level 1](#)

Defines the gravity to apply to the foreground drawable. The gravity defaults to fill.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
----------	-------	-------------

top	0x30	Push object to the top of its container, not changing its size.
bottom	0x50	Push object to the bottom of its container, not changing its size.
left	0x03	Push object to the left of its container, not changing its size.
right	0x05	Push object to the right of its container, not changing its size.
center_vertical	0x10	Place object in the vertical center of its container, not changing its size.
fill_vertical	0x70	Grow the vertical size of the object if needed so it completely fills its container.
center_horizontal	0x01	Place object in the horizontal center of its container, not changing its size.
fill_horizontal	0x07	Grow the horizontal size of the object if needed so it completely fills its container.
center	0x11	Place the object in the center of its container in both the vertical and horizontal axis, not changing its size.
fill	0x77	Grow the horizontal and vertical size of the object if needed so it completely fills its container.
clip_vertical	0x80	Additional option that can be set to have the top and/or bottom edges of the child clipped to its container's bounds. The clip will be based on the vertical gravity: a top gravity will clip the bottom edge, a bottom gravity will clip the top edge, and neither will clip both edges.
clip_horizontal	0x08	Additional option that can be set to have the left and/or right edges of the child clipped to its container's bounds. The clip will be based on the horizontal gravity: a left gravity will clip the right edge, a right gravity will clip the left edge, and neither will clip both edges.

Constant Value: 16843264 (0x01010200)

public static final int **format**

Added in [API level 1](#)

Format string: if specified, the Chronometer will display this string, with the first "%s" replaced by the current timer value in "MM:SS" or "H:MM:SS" form. If no format string is specified, the Chronometer will simply display "MM:SS" or "H:MM:SS".

Must be a string value, using '\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[*package*:]*type*:*name*") or theme attribute (in the form "[*package*:]([*type*:]*name*)") containing a value of this type.

Constant Value: 16843013 (0x01010105)

public static final int **format12Hour**

Added in [API level 17](#)

Specifies the formatting pattern used to show the time and/or date in 12-hour mode. Please refer to [DateFormat \(/reference/android/text/format/DateFormat.html\)](#) for a complete description of accepted formatting patterns. The default pattern is "h:mm aa".

Must be a string value, using '\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[*package*:]*type*:*name*") or theme attribute (in the form "[*package*:]([*type*:]*name*)") containing a value of this type.

Constant Value: 16843722 (0x010103ca)

public static final int **format24Hour**

Added in [API level 17](#)

Specifies the formatting pattern used to show the time and/or date in 24-hour mode. Please refer to [DateFormat \(/reference/android/text/format/DateFormat.html\)](#) for a complete description of accepted formatting patterns. The default pattern is "k:mm".

Must be a string value, using '\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[*package*:]*type*:*name*") or theme attribute (in the form "[*package*:]([*type*:]*name*)") containing a value of this type.

Constant Value: 16843723 (0x010103cb)

public static final int **fragment**

Added in [API level 11](#)

The fragment that is displayed when the user selects this item.

Must be a string value, using '\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[*package*:]*type*:*name*") or theme attribute (in the form "[*package*:]([*type*:]*name*)") containing a value of this type.

Constant Value: 16843491 (0x010102e3)

public static final int **fragmentCloseEnterAnimation**

Added in [API level 11](#)

Must be a reference to another resource, in the form "`@ [+] [package:] type:name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843495 (0x010102e7)

public static final int **fragmentCloseExitAnimation**

Added in [API level 11](#)

Must be a reference to another resource, in the form "`@ [+] [package:] type:name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843496 (0x010102e8)

public static final int **fragmentFadeEnterAnimation**

Added in [API level 11](#)

Must be a reference to another resource, in the form "`@ [+] [package:] type:name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843497 (0x010102e9)

public static final int **fragmentFadeExitAnimation**

Added in [API level 11](#)

Must be a reference to another resource, in the form "`@ [+] [package:] type:name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843498 (0x010102ea)

public static final int **fragmentOpenEnterAnimation**

Added in [API level 11](#)

Must be a reference to another resource, in the form "`@ [+] [package:] type:name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843493 (0x010102e5)

public static final int **fragmentOpenExitAnimation**

Added in [API level 11](#)

Must be a reference to another resource, in the form "`@ [+] [package:] type:name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843494 (0x010102e6)

public static final int **freezesText**

Added in [API level 1](#)

If set, the text view will include its current complete text inside of its frozen icicle in addition to meta-data such as the current cursor position. By default this is disabled; it can be useful when the contents of a text view is not stored in a persistent place such as a content provider.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type:name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843116 (0x0101016c)

public static final int **fromAlpha**

Added in [API level 1](#)

Must be a floating point value, such as "`1.2`".

This may also be a reference to a resource (in the form "`@ [package:] type:name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843210 (0x010101ca)

public static final int **fromDegrees**

Added in [API level 1](#)

Must be a floating point value, such as "`1.2`".

This may also be a reference to a resource (in the form "`@ [package:] type:name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843187 (0x010101b3)

public static final int **fromXDelta**

Added in [API level 1](#)

May be a floating point value, such as "`1.2`".

May be a fractional value, which is a floating point number appended with either % or %p, such as "14.5%". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843206 (0x010101c6)

public static final int **fromXScale**

Added in [API level 1](#)

May be a floating point value, such as "1.2".

May be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

May be a fractional value, which is a floating point number appended with either % or %p, such as "14.5%". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843202 (0x010101c2)

public static final int **fromYDelta**

Added in [API level 1](#)

May be a floating point value, such as "1.2".

May be a fractional value, which is a floating point number appended with either % or %p, such as "14.5%". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843208 (0x010101c8)

public static final int **fromYScale**

Added in [API level 1](#)

May be a floating point value, such as "1.2".

May be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

May be a fractional value, which is a floating point number appended with either % or %p, such as "14.5%". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843204 (0x010101c4)

public static final int **fullBright**

Added in [API level 1](#)

May be a reference to another resource, in the form "[+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16842954 (0x010100ca)

public static final int **fullDark**

Added in [API level 1](#)

May be a reference to another resource, in the form "[+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16842950 (0x010100c6)

public static final int **functionalTest**

Added in [API level 1](#)

Flag indicating that an Instrumentation class should be run as a functional test.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842787 (0x01010023)

public static final int **galleryItemBackground**

Added in [API level 1](#)

The preferred background for gallery items. This should be set as the background of any Views you provide from the Adapter.

Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16842828 (0x0101004c)

public static final int **galleryStyle**

Added in [API level 1](#)

Default Gallery style.

Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16842864 (0x01010070)

public static final int **gestureColor**

Added in [API level 4](#)

Color used to draw a gesture.

Must be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843381 (0x01010275)

public static final int **gestureStrokeAngleThreshold**

Added in [API level 4](#)

Minimum curve angle a stroke must contain before it is recognized as a gesture.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843388 (0x0101027c)

public static final int **gestureStrokeLengthThreshold**

Added in [API level 4](#)

Minimum length of a stroke before it is recognized as a gesture.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843386 (0x0101027a)

public static final int **gestureStrokeSquarenessThreshold**

Added in [API level 4](#)

Squareness threshold of a stroke before it is recognized as a gesture.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843387 (0x0101027b)

public static final int **gestureStrokeType**

Added in [API level 4](#)

Defines the type of strokes that define a gesture.

Must be one of the following constant values.

Constant Value	Description
single 0	A gesture is made of only one stroke.
multiple 1	A gesture is made of multiple strokes.

Constant Value: 16843385 (0x01010279)

public static final int **gestureStrokeWidth**

Added in [API level 4](#)

Width of the stroke used to draw the gesture.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@*[package:] type:name*") or theme attribute (in the form "?*[package:] [type:] name*") containing a value of this type.

Constant Value: 16843380 (0x01010274)

public static final int **glesVersion**

Added in [API level 4](#)

The GLES driver version number needed by an application. The higher 16 bits represent the major number and the lower 16 bits represent the minor number. For example for GL 1.2 referring to 0x00000102, the actual value should be set as 0x00010002.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@*[package:] type:name*") or theme attribute (in the form "?*[package:] [type:] name*") containing a value of this type.

Constant Value: 16843393 (0x01010281)

public static final int **gradientRadius**

Added in [API level 1](#)

Radius of the gradient, used only with radial gradient.

May be a floating point value, such as "1.2".

May be a fractional value, which is a floating point number appended with either % or %p, such as "14.5%". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "@*[package:] type:name*") or theme attribute (in the form "?*[package:] [type:] name*") containing a value of this type.

Constant Value: 16843172 (0x010101a4)

public static final int **grantUriPermissions**

Added in [API level 1](#)

If true, the [`Context.grantUriPermission`](#) ([//reference/android/content/Context.html#grantUriPermission\(java.lang.String, android.net.Uri, int\)](#)) or corresponding Intent flags can be used to allow others to access specific URIs in the content provider, even if they do not have an explicit read or write permission. If you are supporting this feature, you must be sure to call [`Context.revokeUriPermission`](#) ([//reference/android/content/Context.html#revokeUriPermission\(android.net.Uri, int\)](#)) when URIs are deleted from your provider.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@*[package:] type:name*") or theme attribute (in the form "?*[package:] [type:] name*") containing a value of this type.

Constant Value: 16842779 (0x0101001b)

public static final int **gravity**

Added in [API level 1](#)

Specifies how an object should position its content, on both the X and Y axes, within its own bounds.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
top	0x30	Push object to the top of its container, not changing its size.
bottom	0x50	Push object to the bottom of its container, not changing its size.
left	0x03	Push object to the left of its container, not changing its size.
right	0x05	Push object to the right of its container, not changing its size.
center_vertical	0x10	Place object in the vertical center of its container, not changing its size.
fill_vertical	0x70	Grow the vertical size of the object if needed so it completely fills its container.
center_horizontal	0x01	Place object in the horizontal center of its container, not changing its size.
fill_horizontal	0x07	Grow the horizontal size of the object if needed so it completely fills its container.

<code>center</code>	<code>0x11</code>	Place the object in the center of its container in both the vertical and horizontal axis, not changing its size.
<code>fill</code>	<code>0x77</code>	Grow the horizontal and vertical size of the object if needed so it completely fills its container.
<code>clip_vertical</code>	<code>0x80</code>	Additional option that can be set to have the top and/or bottom edges of the child clipped to its container's bounds. The clip will be based on the vertical gravity: a top gravity will clip the bottom edge, a bottom gravity will clip the top edge, and neither will clip both edges.
<code>clip_horizontal</code>	<code>0x08</code>	Additional option that can be set to have the left and/or right edges of the child clipped to its container's bounds. The clip will be based on the horizontal gravity: a left gravity will clip the right edge, a right gravity will clip the left edge, and neither will clip both edges.
<code>start</code>	<code>0x00800003</code>	Push object to the beginning of its container, not changing its size.
<code>end</code>	<code>0x00800005</code>	Push object to the end of its container, not changing its size.
Constant Value: 16842927 (0x010100af)		

`public static final int gridViewStyle`

Added in [API level 1](#)

Default GridView style.

Must be a reference to another resource, in the form `"@[+] [package:] type:name"` or to a theme attribute in the form `"?[package:] [type:] name"`.

Constant Value: 16842865 (0x01010071)

`public static final int groupIndicator`

Added in [API level 1](#)

Indicator shown beside the group View. This can be a stateful Drawable.

Must be a reference to another resource, in the form `"@[+] [package:] type:name"` or to a theme attribute in the form `"?[package:] [type:] name"`.

Constant Value: 16843019 (0x0101010b)

`public static final int hand_hour`

Added in [API level 1](#)

Must be a reference to another resource, in the form `"@[+] [package:] type:name"` or to a theme attribute in the form `"?[package:] [type:] name"`.

Constant Value: 16843011 (0x01010103)

`public static final int hand_minute`

Added in [API level 1](#)

Must be a reference to another resource, in the form `"@[+] [package:] type:name"` or to a theme attribute in the form `"?[package:] [type:] name"`.

Constant Value: 16843012 (0x01010104)

`public static final int handle`

Added in [API level 3](#)

Identifier for the child that represents the drawer's handle.

Must be a reference to another resource, in the form `"@[+] [package:] type:name"` or to a theme attribute in the form `"?[package:] [type:] name"`.

Constant Value: 16843354 (0x0101025a)

`public static final int handleProfiling`

Added in [API level 1](#)

Flag indicating that an Instrumentation class wants to take care of starting/stopping profiling itself, rather than relying on the default behavior of profiling the complete time it is running. This allows it to target profiling data at a specific set of operations.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:] type:name"`) or theme attribute (in the form `"?[package:] [type:] name"`) containing a value of this type.

Constant Value: 16842786 (0x01010022)

`public static final int hapticFeedbackEnabled`

Added in [API level 3](#)

Boolean that controls whether a view should have haptic feedback enabled for events such as long

presses.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843358 (0x0101025e)

public static final int **hardwareAccelerated**

Added in [API level 11](#)

Flag indicating whether the application's rendering should be hardware accelerated if possible. This flag is turned on by default for applications that are targeting [ICE_CREAM_SANDWICH](#) ([//reference/android/os/Build.VERSION_CODES.html#ICE_CREAM_SANDWICH](#)) or later.

This flag can be set on the application and any activity declared in the manifest. When enabled for the application, each activity is automatically assumed to be hardware accelerated. This flag can be overridden in the activity tags, either turning it off (if on for the application) or on (if off for the application.)

When this flag is turned on for an activity (either directly or via the application tag), every window created from the activity, including the activity's own window, will be hardware accelerated, if possible.

Please refer to the documentation of [FLAG_HARDWARE_ACCELERATED](#) ([//reference/android/view/WindowManager.LayoutParams.html#FLAG_HARDWARE_ACCELERATED](#)) for more information on how to control this flag programmatically.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843475 (0x010102d3)

public static final int **hasCode**

Added in [API level 1](#)

Indicate whether this application contains code. If set to false, there is no code associated with it and thus the system will not try to load its code when launching components. The default is true for normal behavior.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842764 (0x0101000c)

public static final int **headerBackground**

Added in [API level 1](#)

Default background for the menu header.

May be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

Constant Value: 16843055 (0x0101012f)

public static final int **headerDividersEnabled**

Added in [API level 3](#)

When set to false, the ListView will not draw the divider after each header view. The default value is true.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843310 (0x0101022e)

public static final int **height**

Added in [API level 1](#)

Makes the TextView be exactly this many pixels tall. You could get the same effect by specifying this number in the layout parameters.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843093 (0x01010155)

public static final int **hint**

Added in [API level 1](#)

Hint text to display when the text is empty.

Must be a string value, using `\\;` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843088 (0x01010150)

public static final int **homeAsUpIndicator**

Added in [API level 11](#)

Specifies a drawable to use for the 'home as up' indicator.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:]type:name"`.

Constant Value: 16843531 (0x0101030b)

public static final int **homeLayout**

Added in [API level 11](#)

Specifies a layout to use for the "home" section of the action bar.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:]type:name"`.

Constant Value: 16843549 (0x0101031d)

public static final int **horizontalDivider**

Added in [API level 1](#)

Default horizontal divider between rows of menu items.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:]type:name"`.

Constant Value: 16843053 (0x0101012d)

public static final int **horizontalGap**

Added in [API level 3](#)

Default horizontal gap between keys.

May be a dimension value, which is a floating point number appended with a unit such as `"14.5sp"`. Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

May be a fractional value, which is a floating point number appended with either % or %p, such as `"14.5%"`. The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843327 (0x0101023f)

public static final int **horizontalScrollViewStyle**

Added in [API level 11](#)

Default HorizontalScrollView style.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:]type:name"`.

Constant Value: 16843603 (0x01010353)

public static final int **horizontalSpacing**

Added in [API level 1](#)

Defines the default horizontal spacing between columns.

Must be a dimension value, which is a floating point number appended with a unit such as `"14.5sp"`. Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843028 (0x01010114)

public static final int **host**

Added in [API level 1](#)

Specify a URI authority host that is handled, as per [IntentFilter.addDataAuthority\(\)](#) ([//reference/android/content/IntentFilter.html#addDataAuthority\(java.lang.String, java.lang.String\)](#)).

Note: host name matching in the Android framework is case-sensitive, unlike the formal RFC. As a result, host names here should always use lower case letters.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16842792 (0x01010028)

public static final int **icon**

Added in [API level 1](#)

A Drawable resource providing a graphical representation of its associated item. Use with the application tag (to supply a default icon for all application components), or with the activity, receiver, service, or instrumentation tag (to supply a specific icon for that component). It may also be used with the intent-filter tag to supply an icon to show to the user when an activity is being selected based on a particular Intent.

The given icon will be used to display to the user a graphical representation of its associated component; for example, as the icon for main activity that is displayed in the launcher. This must be a reference to a Drawable resource containing the image definition.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:]type:name"`.

Constant Value: 16842754 (0x01010002)

public static final int **iconPreview**

Added in [API level 3](#)

The icon to show in the popup preview.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:]type:name"`.

Constant Value: 16843337 (0x01010249)

public static final int **iconifiedByDefault**

Added in [API level 11](#)

The default state of the SearchView. If true, it will be iconified when not in use and expanded when clicked.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843514 (0x010102fa)

public static final int **id**

Added in [API level 1](#)

Supply an identifier name for this view, to later retrieve it with [View.findViewById\(\)](#) ([//reference/android/view/View.html#findViewById\(int\)](#)) or [Activity.findViewById\(\)](#) ([//reference/android/app/Activity.html#findViewById\(int\)](#)). This must be a resource reference; typically you set this using the `@+` syntax to create a new ID resources. For example: `android:id="@+id/my_id"` which allows you to later retrieve the view with `findViewById(R.id.my_id)`.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:]type:name"`.

Constant Value: 16842960 (0x010100d0)

public static final int **ignoreGravity**

Added in [API level 1](#)

Indicates what view should not be affected by gravity.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:]type:name"`.

Constant Value: 16843263 (0x010101ff)

public static final int **imageButtonStyle**

Added in [API level 1](#)

The style resource to use for an `ImageButton`.

Must be a reference to another resource, in the form `"@+[package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16842866 (0x01010072)

public static final int **imageWellStyle**

Added in [API level 1](#)

The style resource to use for an `ImageButton` that is an image well.

Must be a reference to another resource, in the form `"@+[package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16842867 (0x01010073)

public static final int **imeActionId**

Added in [API level 3](#)

Supply a value for `EditorInfo.actionId` ([//reference/android/view/inputmethod/EditorInfo.html#actionId](#)) used when an input method is connected to the text view.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843366 (0x01010266)

public static final int **imeActionLabel**

Added in [API level 3](#)

Supply a value for `EditorInfo.actionLabel` ([//reference/android/view/inputmethod/EditorInfo.html#actionLabel](#)) used when an input method is connected to the text view.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843365 (0x01010265)

public static final int **imeExtractEnterAnimation**

Added in [API level 3](#)

Animation to use when showing the fullscreen extract UI after it had previously been hidden.

Must be a reference to another resource, in the form `"@+[package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16843368 (0x01010268)

public static final int **imeExtractExitAnimation**

Added in [API level 3](#)

Animation to use when hiding the fullscreen extract UI after it had previously been shown.

Must be a reference to another resource, in the form `"@+[package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16843369 (0x01010269)

public static final int **imeFullscreenBackground**

Added in [API level 3](#)

Background to use for entire input method when it is being shown in fullscreen mode with the extract view, to ensure that it completely covers the application. This allows, for example, the candidate view to be hidden while in fullscreen mode without having the application show through behind it.

May be a reference to another resource, in the form `"@+[package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

May be a color value, in the form of `"#rgb"`, `"#argb"`, `"#rrggbb"`, or `"#aarrggbb"`.

Constant Value: 16843308 (0x0101022c)

public static final int **imeOptions**

Added in [API level 3](#)

Additional features you can enable in an IME associated with an editor to improve the integration with your application. The constants here correspond to those defined by [imeOptions](#) ([//reference/android/view/inputmethod/EditorInfo.html#imeOptions](#)).

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
normal	0x00000000	There are no special semantics associated with this editor.
actionUnspecified	0x00000000	There is no specific action associated with this editor, let the editor come up with its own if it can. Corresponds to IME_NULL .
actionNone	0x00000001	This editor has no action associated with it. Corresponds to IME_ACTION_NONE .
actionGo	0x00000002	The action key performs a "go" operation to take the user to the target of the text they typed. Typically used, for example, when entering a URL. Corresponds to IME_ACTION_GO .
actionSearch	0x00000003	The action key performs a "search" operation, taking the user to the results of searching for the text they have typed (in whatever context is appropriate). Corresponds to IME_ACTION_SEARCH .
actionSend	0x00000004	The action key performs a "send" operation, delivering the text to its target. This is typically used when composing a message. Corresponds to IME_ACTION_SEND .
actionNext	0x00000005	The action key performs a "next" operation, taking the user to the next field that will accept text. Corresponds to IME_ACTION_NEXT .
actionDone	0x00000006	The action key performs a "done" operation, closing the soft input method. Corresponds to IME_ACTION_DONE .
actionPrevious	0x00000007	The action key performs a "previous" operation, taking the user to the previous field that will accept text. Corresponds to IME_ACTION_PREVIOUS .
flagNoFullscreen	0x2000000	Used to request that the IME never go into fullscreen mode. Applications need to be aware that the flag is not a guarantee, and not all IMEs will respect it. Corresponds to IME_FLAG_NO_FULLSCREEN (//reference/android/view/inputmethod/EditorInfo.html#IME_FLAG_NO_FULLSCREEN) .
flagNavigatePrevious	0x4000000	Like flagNavigateNext , but specifies there is something interesting that a backward navigation can focus on. If the user selects the IME's facility to backward navigate, this will show up in the application as an actionPrevious at InputConnection.performEditorAction(int) . Corresponds to IME_FLAG_NO_FULLSCREEN (//reference/android/view/inputmethod/EditorInfo.html#IME_FLAG_NO_FULLSCREEN) .
flagNavigateNext	0x8000000	Used to specify that there is something interesting that a forward navigation can focus on. This is like using actionNext , except allows the IME to be multiline (with an enter key) as well as provide forward navigation. Note that some IMEs may not be able to do this, especially when running on a small screen where there is little space. In that case it does not need to present a UI for this option. Like actionNext , if the user selects the IME's facility to forward navigate, this will show up in the application at InputConnection.performEditorAction(int) . Corresponds to IME_FLAG_NAVIGATE_NEXT (//reference/android/view/inputmethod/EditorInfo.html#IME_FLAG_NAVIGATE_NEXT) .
flagNoExtractUi	0x10000000	Used to specify that the IME does not need to show its extracted text UI. For input methods that may be fullscreen, often when in landscape mode, this allows them to be smaller and let part of the application be shown behind. Though there will likely be limited access to the application available from the user, it can make the experience of a (mostly) fullscreen IME less jarring. Note that when this flag is specified the IME may <i>not</i> be set up to be able to display text, so it should only be used in situations where this is not needed. Corresponds to IME_FLAG_NO_EXTRACT_UI (//reference/android/view/inputmethod/EditorInfo.html#IME_FLAG_NO_EXTRACT_UI) .
flagNoAccessoryAction	0x20000000	Used in conjunction with a custom action, this indicates that the action should not be available as an accessory button when the input method is full-screen. Note that by setting this flag, there can be cases where the action is simply never available to the user. Setting this generally means that you think showing text being edited is more important than the action you have supplied. Corresponds to IME_FLAG_NO_ACCESSORY_ACTION (//reference/android/view/inputmethod/EditorInfo.html#IME_FLAG_NO_ACCESSORY_ACTION) .
flagNoEnterAction	0x40000000	Used in conjunction with a custom action, this indicates that the action should not be available in-line as a replacement for the "enter" key. Typically this is because the action has such a significant impact or is not recoverable enough that accidentally hitting it should be avoided, such as sending a message. Note that TextView will automatically set this flag for you on multi-line text views. Corresponds to IME_FLAG_NO_ENTER_ACTION (//reference/android/view/inputmethod/EditorInfo.html#IME_FLAG_NO_ENTER_ACTION) .
flagForceAscii	0x80000000	Used to request that the IME should be capable of inputting ASCII characters. The intention of this flag is to ensure that the user can type Roman alphabet characters in a TextView used for, typically, account ID or password input. It is expected that IMEs normally are able to input ASCII even without being told so (such IMEs already respect this flag in a sense), but there could be some cases they aren't when, for instance, only non-ASCII input languages like Arabic, Greek, Hebrew, Russian are enabled in the IME. Applications need to be aware that the flag is not a guarantee, and not all IMEs will respect it. However, it is strongly recommended for IME authors to respect this flag especially when their IME could end up with a state that

has only non-ASCII input languages enabled.
Corresponds to [IME_FLAG_FORCE_ASCII](https://reference.android/view/inputmethod/EditorInfo.html#IME_FLAG_FORCE_ASCII)
([//reference/android/view/inputmethod/EditorInfo.html#IME_FLAG_FORCE_ASCII](https://reference.android/view/inputmethod/EditorInfo.html#IME_FLAG_FORCE_ASCII)).

Constant Value: 16843364 (0x01010264)

public static final int imeSubtypeExtraValue

Added in [API level 11](#)

The extra value of the subtype. This string can be any string and will be passed to the IME when the framework calls the IME with the subtype.

Must be a string value, using `\\` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:] type:name"`) or theme attribute (in the form `"?[package:] [type:] name"`) containing a value of this type.

Constant Value: 16843502 (0x010102ee)

public static final int imeSubtypeLocale

Added in [API level 11](#)

The locale of the subtype. This string should be a locale (e.g. en_US, fr_FR...) and will be passed to the IME when the framework calls the IME with the subtype. This is also used by the framework to know the supported locales of the IME.

Must be a string value, using `\\` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:] type:name"`) or theme attribute (in the form `"?[package:] [type:] name"`) containing a value of this type.

Constant Value: 16843500 (0x010102ec)

public static final int imeSubtypeMode

Added in [API level 11](#)

The mode of the subtype. This string can be a mode (e.g. voice, keyboard...) and this string will be passed to the IME when the framework calls the IME with the subtype.

Must be a string value, using `\\` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:] type:name"`) or theme attribute (in the form `"?[package:] [type:] name"`) containing a value of this type.

Constant Value: 16843501 (0x010102ed)

public static final int immersive

Added in [API level 11](#)

Flag declaring this activity to be 'immersive'; immersive activities should not be interrupted with other activities or notifications.

Must be a boolean value, either `true` or `false`.

This may also be a reference to a resource (in the form `"@[package:] type:name"`) or theme attribute (in the form `"?[package:] [type:] name"`) containing a value of this type.

Constant Value: 16843456 (0x010102c0)

public static final int importantForAccessibility

Added in [API level 16](#)

Controls how this View is important for accessibility which is if it fires accessibility events and if it is reported to accessibility services that query the screen. Note: While not recommended, an accessibility service may decide to ignore this attribute and operate on all views in the view tree.

May be an integer value, such as `100`.

This may also be a reference to a resource (in the form `"@[package:] type:name"`) or theme attribute (in the form `"?[package:] [type:] name"`) containing a value of this type.

May be one of the following constant values.

Constant Value	Description
auto 0	The system determines whether the view is important for accessibility - default (recommended).
yes 1	The view is important for accessibility.
no 2	The view is not important for accessibility.

Constant Value: 16843690 (0x010103aa)

public static final int inAnimation

Added in [API level 1](#)

Identifier for the animation to use when a view is shown.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843127 (0x01010177)

public static final int **includeFontPadding**

Added in [API level 1](#)

Leave enough room for ascenders and descenders instead of using the font ascent and descent strictly. (Normally true).

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843103 (0x0101015f)

public static final int **includeInGlobalSearch**

Added in [API level 4](#)

If provided and `true`, this searchable activity will be included in any global lists of search targets. The default value is `false`. *Optional attribute.*

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843374 (0x0101026e)

public static final int **indeterminate**

Added in [API level 1](#)

Allows to enable the indeterminate mode. In this mode the progress bar plays an infinite looping animation.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843065 (0x01010139)

public static final int **indeterminateBehavior**

Added in [API level 1](#)

Defines how the indeterminate mode should behave when the progress reaches max.

Must be one of the following constant values.

Constant Value	Description
<code>repeat</code> 1	Progress starts over from 0.
<code>cycle</code> 2	Progress keeps the current value and goes back to 0.

Constant Value: 16843070 (0x0101013e)

public static final int **indeterminateDrawable**

Added in [API level 1](#)

Drawable used for the indeterminate mode.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843067 (0x0101013b)

public static final int **indeterminateDuration**

Added in [API level 1](#)

Duration of the indeterminate animation.

Must be an integer value, such as "`100`".

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843069 (0x0101013d)

public static final int **indeterminateOnly**

Added in [API level 1](#)

Restricts to ONLY indeterminate mode (state-keeping progress mode will not work).

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843066 (0x0101013a)

public static final int **indeterminateProgressStyle**

Added in [API level 11](#)

Specifies a style resource to use for an indeterminate progress spinner.

Must be a reference to another resource, in the form "@ [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843544 (0x01010318)

public static final int **indicatorLeft**

Added in [API level 1](#)

The left bound for an item's indicator. To specify a left bound specific to children, use `childIndicatorLeft`.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843021 (0x0101010d)

public static final int **indicatorRight**

Added in [API level 1](#)

The right bound for an item's indicator. To specify a right bound specific to children, use `childIndicatorRight`.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843022 (0x0101010e)

public static final int **inflatedId**

Added in [API level 1](#)

Overrides the id of the inflated View with this value.

Must be a reference to another resource, in the form "@ [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16842995 (0x010100f3)

public static final int **initOrder**

Added in [API level 1](#)

Specify the order in which content providers hosted by a process are instantiated when that process is created. Not needed unless you have providers with dependencies between each other, to make sure that they are created in the order needed by those dependencies. The value is a simple integer, with higher numbers being initialized first.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842778 (0x0101001a)

public static final int **initialKeyguardLayout**

Added in [API level 17](#)

A resource id of a layout.

Must be a reference to another resource, in the form "@ [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843714 (0x010103c2)

public static final int **initialLayout**

Added in [API level 3](#)

A resource id of a layout.

Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843345 (0x01010251)

public static final int innerRadius

Added in [API level 3](#)

Inner radius of the ring. When defined, innerRadiusRatio is ignored.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843359 (0x0101025f)

public static final int innerRadiusRatio

Added in [API level 1](#)

Inner radius of the ring expressed as a ratio of the ring's width. For instance, if innerRadiusRatio=9, then the inner radius equals the ring's width divided by 9. This value is ignored if innerRadius is defined. Default value is 9.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843163 (0x0101019b)

public static final int inputMethod

Added in [API level 1](#)

This constant was deprecated in API level 3.
Use inputType instead.

If set, specifies that this TextView should use the specified input method (specified by fully-qualified class name).

Must be a string value, using '\;' to escape characters such as '\n' or '\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843112 (0x01010168)

public static final int inputType

Added in [API level 3](#)

The type of data being placed in a text field, used to help an input method decide how to let the user enter text. The constants here correspond to those defined by [InputType](#) ([/reference/android/text/InputType.html](#)). Generally you can select a single value, though some can be combined together as indicated. Setting this attribute to anything besides *none* also implies that the text is editable.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
none	0x00000000	There is no content type. The text is not editable.
text	0x00000001	Just plain old text. Corresponds to TYPE_CLASS_TEXT TYPE_TEXT_VARIATION_NORMAL .
textCapCharacters	0x00001001	Can be combined with <i>text</i> and its variations to request capitalization of all characters. Corresponds to TYPE_TEXT_FLAG_CAP_CHARACTERS .
textCapWords	0x00002001	Can be combined with <i>text</i> and its variations to request capitalization of the first character of every word. Corresponds to TYPE_TEXT_FLAG_CAP_WORDS .
textCapSentences	0x00004001	Can be combined with <i>text</i> and its variations to request capitalization of the first character of every sentence. Corresponds to TYPE_TEXT_FLAG_CAP_SENTENCES .
textAutoCorrect	0x00008001	Can be combined with <i>text</i> and its variations to request auto-correction of text being input. Corresponds to TYPE_TEXT_FLAG_AUTO_CORRECT .
textAutoComplete	0x00010001	Can be combined with <i>text</i> and its variations to specify that this field will be doing its own auto-completion and talking with the input method appropriately. Corresponds to TYPE_TEXT_FLAG_AUTO_COMPLETE .

textMultiLine	0x00020001	Can be combined with <i>text</i> and its variations to allow multiple lines of text in the field. If this flag is not set, the text field will be constrained to a single line. Corresponds to <u>TYPE_TEXT_FLAG_MULTI_LINE</u> .
textImeMultiLine	0x00040001	Can be combined with <i>text</i> and its variations to indicate that though the regular text view should not be multiple lines, the IME should provide multiple lines if it can. Corresponds to <u>TYPE_TEXT_FLAG_IME_MULTI_LINE</u> .
textNoSuggestions	0x00080001	Can be combined with <i>text</i> and its variations to indicate that the IME should not show any dictionary-based word suggestions. Corresponds to <u>TYPE_TEXT_FLAG_NO_SUGGESTIONS</u> .
textUri	0x00000011	Text that will be used as a URI. Corresponds to <u>TYPE_CLASS_TEXT</u> <u>TYPE_TEXT_VARIATION_URI</u> .
textEmailAddress	0x00000021	Text that will be used as an e-mail address. Corresponds to <u>TYPE_CLASS_TEXT</u> <u>TYPE_TEXT_VARIATION_EMAIL_ADDRESS</u> .
textEmailSubject	0x00000031	Text that is being supplied as the subject of an e-mail. Corresponds to <u>TYPE_CLASS_TEXT</u> <u>TYPE_TEXT_VARIATION_EMAIL_SUBJECT</u> .
textShortMessage	0x00000041	Text that is the content of a short message. Corresponds to <u>TYPE_CLASS_TEXT</u> <u>TYPE_TEXT_VARIATION_SHORT_MESSAGE</u> .
textLongMessage	0x00000051	Text that is the content of a long message. Corresponds to <u>TYPE_CLASS_TEXT</u> <u>TYPE_TEXT_VARIATION_LONG_MESSAGE</u> .
textPersonName	0x00000061	Text that is the name of a person. Corresponds to <u>TYPE_CLASS_TEXT</u> <u>TYPE_TEXT_VARIATION_PERSON_NAME</u> .
textPostalAddress	0x00000071	Text that is being supplied as a postal mailing address. Corresponds to <u>TYPE_CLASS_TEXT</u> <u>TYPE_TEXT_VARIATION_POSTAL_ADDRESS</u> .
textPassword	0x00000081	Text that is a password. Corresponds to <u>TYPE_CLASS_TEXT</u> <u>TYPE_TEXT_VARIATION_PASSWORD</u> .
textVisiblePassword	0x00000091	Text that is a password that should be visible. Corresponds to <u>TYPE_CLASS_TEXT</u> <u>TYPE_TEXT_VARIATION_VISIBLE_PASSWORD</u> .
textWebEditText	0x000000a1	Text that is being supplied as text in a web form. Corresponds to <u>TYPE_CLASS_TEXT</u> <u>TYPE_TEXT_VARIATION_WEB_EDIT_TEXT</u> .
textFilter	0x000000b1	Text that is filtering some other data. Corresponds to <u>TYPE_CLASS_TEXT</u> <u>TYPE_TEXT_VARIATION_FILTER</u> .
textPhonetic	0x000000c1	Text that is for phonetic pronunciation, such as a phonetic name field in a contact entry. Corresponds to <u>TYPE_CLASS_TEXT</u> <u>TYPE_TEXT_VARIATION_PHONETIC</u> .
textWebEmailAddress	0x000000d1	Text that will be used as an e-mail address on a web form. Corresponds to <u>TYPE_CLASS_TEXT</u> <u>TYPE_TEXT_VARIATION_WEB_EMAIL_ADDRESS</u> .
textWebPassword	0x000000e1	Text that will be used as a password on a web form. Corresponds to <u>TYPE_CLASS_TEXT</u> <u>TYPE_TEXT_VARIATION_WEB_PASSWORD</u> .
number	0x00000002	A numeric only field. Corresponds to <u>TYPE_CLASS_NUMBER</u> <u>TYPE_NUMBER_VARIATION_NORMAL</u> .
numberSigned	0x00001002	Can be combined with <i>number</i> and its other options to allow a signed number. Corresponds to <u>TYPE_CLASS_NUMBER</u> <u>TYPE_NUMBER_FLAG_SIGNED</u> .
numberDecimal	0x00002002	Can be combined with <i>number</i> and its other options to allow a decimal (fractional) number. Corresponds to <u>TYPE_CLASS_NUMBER</u> <u>TYPE_NUMBER_FLAG_DECIMAL</u> .
numberPassword	0x00000012	A numeric password field. Corresponds to <u>TYPE_CLASS_NUMBER</u> <u>TYPE_NUMBER_VARIATION_PASSWORD</u> .
phone	0x00000003	For entering a phone number. Corresponds to <u>TYPE_CLASS_PHONE</u> .
datetime	0x00000004	For entering a date and time. Corresponds to <u>TYPE_CLASS_DATETIME</u> <u>TYPE_DATETIME_VARIATION_NORMAL</u> .
date	0x00000014	For entering a date. Corresponds to <u>TYPE_CLASS_DATETIME</u> <u>TYPE_DATETIME_VARIATION_DATE</u> .
time	0x00000024	For entering a time. Corresponds to <u>TYPE_CLASS_DATETIME</u> <u>TYPE_DATETIME_VARIATION_TIME</u> .

Constant Value: 16843296 (0x01010220)

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843194 (0x010101ba)

public static final int insetLeft

Added in [API level 1](#)

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843191 (0x010101b7)

public static final int insetRight

Added in [API level 1](#)

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843192 (0x010101b8)

public static final int insetTop

Added in [API level 1](#)

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843193 (0x010101b9)

public static final int installLocation

Added in [API level 8](#)

The default install location defined by an application.

Must be one of the following constant values.

Constant	Value	Description
auto	0	Let the system decide ideal install location
internalOnly	1	Explicitly request to be installed on internal phone storage only.
preferExternal	2	Prefer to be installed on SD card. There is no guarantee that the system will honor this request. The application might end up being installed on internal storage if external media is unavailable or too full.

Constant Value: 16843447 (0x010102b7)

public static final int interpolator

Added in [API level 1](#)

Must be a reference to another resource, in the form "[+] [package:] type:name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843073 (0x01010141)

public static final int isAlwaysSyncable

Added in [API level 11](#)

Set to true to tell the SyncManager to automatically call setIsSyncable(..., ..., 1) for the SyncAdapter instead of issuing an initialization sync to the SyncAdapter. Defaults to false.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843571 (0x01010333)

public static final int **isAuxiliary**

Added in [API level 14](#)

Set true if the subtype is auxiliary. An auxiliary subtype won't be shown in the input method selection list in the settings app. InputMethodManager#switchToLastInputMethod will ignore auxiliary subtypes when it chooses a target subtype.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843647 (0x0101037f)

public static final int **isDefault**

Added in [API level 3](#)

Set to true in all of the configurations for which this input method should be considered an option as the default.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843297 (0x01010221)

public static final int **isIndicator**

Added in [API level 1](#)

Whether this rating bar is an indicator (and non-changeable by the user).

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843079 (0x01010147)

public static final int **isModifier**

Added in [API level 3](#)

Whether this is a modifier key such as Alt or Shift.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843334 (0x01010246)

public static final int **isRepeatable**

Added in [API level 3](#)

Whether long-pressing on this key will make it repeat.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843336 (0x01010248)

public static final int **isScrollContainer**

Added in [API level 3](#)

Set this if the view will serve as a scrolling container, meaning that it can be resized to shrink its overall window so that there will be space for an input method. If not set, the default value will be true if "scrollbars" has the vertical scrollbar set, else it will be false.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843342 (0x0101024e)

public static final int **isSticky**

Added in [API level 3](#)

Whether this is a toggle key.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843335 (0x01010247)

public static final int **isolatedProcess**

Added in [API level 16](#)

If set to true, this service will run under a special process that is isolated from the rest of the system. The only communication with it is through the Service API (binding and starting).

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843689 (0x010103a9)

public static final int **itemBackground**

Added in [API level 1](#)

Default background for each menu item.

May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16843056 (0x01010130)

public static final int **itemIconDisabledAlpha**

Added in [API level 1](#)

Default disabled icon alpha for each menu item that shows an icon.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843057 (0x01010131)

public static final int **itemPadding**

Added in [API level 11](#)

Specifies padding that should be applied to the left and right sides of system-provided items in the bar.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843565 (0x0101032d)

public static final int **itemTextAppearance**

Added in [API level 1](#)

Default appearance of menu item text.

Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843052 (0x0101012c)

public static final int **keepScreenOn**

Added in [API level 1](#)

Controls whether the view's window should keep the screen on while visible.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843286 (0x01010216)

public static final int **key**

Added in [API level 1](#)

The key to store the Preference value.

Must be a string value, using '\\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843240 (0x010101e8)

public static final int **keyBackground**

Added in [API level 3](#)

Image for the key. This image needs to be a `StateListDrawable`, with the following possible states: `normal`, `pressed`, `checkable`, `checkable+pressed`, `checkable+checked`, `checkable+checked+pressed`.

Must be a reference to another resource, in the form `"@[+] [package:] type:name"` or to a theme attribute in the form `"?[package:] [type:] name"`.

Constant Value: 16843315 (0x01010233)

public static final int **keyEdgeFlags**

Added in [API level 3](#)

Key edge flags.

Must be one or more (separated by '|') of the following constant values.

Constant Value	Description
<code>left</code> 1	Key is anchored to the left of the keyboard.
<code>right</code> 2	Key is anchored to the right of the keyboard.

Constant Value: 16843333 (0x01010245)

public static final int **keyHeight**

Added in [API level 3](#)

Default height of a key, in pixels or percentage of display width.

May be a dimension value, which is a floating point number appended with a unit such as `"14.5sp"`. Available units are: `px` (pixels), `dp` (density-independent pixels), `sp` (scaled pixels based on preferred font size), `in` (inches), `mm` (millimeters).

May be a fractional value, which is a floating point number appended with either `%` or `%p`, such as `"14.5%"`. The `%` suffix always means a percentage of the base size; the optional `%p` suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form `"@[package:] type:name"`) or theme attribute (in the form `"?[package:] [type:] name"`) containing a value of this type.

Constant Value: 16843326 (0x0101023e)

public static final int **keyIcon**

Added in [API level 3](#)

The icon to display on the key instead of the label.

Must be a reference to another resource, in the form `"@[+] [package:] type:name"` or to a theme attribute in the form `"?[package:] [type:] name"`.

Constant Value: 16843340 (0x0101024c)

public static final int **keyLabel**

Added in [API level 3](#)

The label to display on the key.

Must be a string value, using `\;` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:] type:name"`) or theme attribute (in the form `"?[package:] [type:] name"`) containing a value of this type.

Constant Value: 16843339 (0x0101024b)

public static final int **keyOutputText**

Added in [API level 3](#)

The string of characters to output when this key is pressed.

Must be a string value, using `\;` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:] type:name"`) or theme attribute (in the form `"?[package:] [type:] name"`) containing a value of this type.

Constant Value: 16843338 (0x0101024a)

public static final int **keyPreviewHeight**

Added in [API level 3](#)

Height of the key press feedback popup.

Must be a dimension value, which is a floating point number appended with a unit such as `"14.5sp"`. Available units are: `px` (pixels), `dp` (density-independent pixels), `sp` (scaled pixels based on preferred font size), `in` (inches), `mm` (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843321 (0x01010239)

public static final int **keyPreviewLayout**

Added in [API level 3](#)

Layout resource for key press feedback.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843319 (0x01010237)

public static final int **keyPreviewOffset**

Added in [API level 3](#)

Vertical offset of the key press feedback from the key.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843320 (0x01010238)

public static final int **keyTextColor**

Added in [API level 3](#)

Color to use for the label in a key.

Must be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843318 (0x01010236)

public static final int **keyTextSize**

Added in [API level 3](#)

Size of the text for character keys.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843316 (0x01010234)

public static final int **keyWidth**

Added in [API level 3](#)

Default width of a key, in pixels or percentage of display width.

May be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

May be a fractional value, which is a floating point number appended with either % or %p, such as "`14.5%`". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843325 (0x0101023d)

public static final int **keyboardLayout**

Added in [API level 16](#)

The key character map file resource.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843691 (0x010103ab)

public static final int **keyboardMode**

Added in [API level 3](#)

Mode of the keyboard. If the mode doesn't match the requested keyboard mode, the row will be skipped.

Must be a reference to another resource, in the form "[+][package:]type:name" or to a theme attribute in the form "[package:]type:name".

Constant Value: 16843341 (0x0101024d)

public static final int **keycode**

Added in [API level 1](#)

This enum provides the same keycode values as can be found in [KeyEvent](#) ([//reference/android/view/KeyEvent.html](#)).

Must be one of the following constant values.

Constant	Value	Description
KEYCODE_UNKNOWN	0	
KEYCODE_SOFT_LEFT	1	
KEYCODE_SOFT_RIGHT	2	
KEYCODE_HOME	3	
KEYCODE_BACK	4	
KEYCODE_CALL	5	
KEYCODE_ENDCALL	6	
KEYCODE_0	7	
KEYCODE_1	8	
KEYCODE_2	9	
KEYCODE_3	10	
KEYCODE_4	11	
KEYCODE_5	12	
KEYCODE_6	13	
KEYCODE_7	14	
KEYCODE_8	15	
KEYCODE_9	16	
KEYCODE_STAR	17	
KEYCODE_POUND	18	
KEYCODE_DPAD_UP	19	
KEYCODE_DPAD_DOWN	20	
KEYCODE_DPAD_LEFT	21	
KEYCODE_DPAD_RIGHT	22	
KEYCODE_DPAD_CENTER	23	
KEYCODE_VOLUME_UP	24	
KEYCODE_VOLUME_DOWN	25	
KEYCODE_POWER	26	
KEYCODE_CAMERA	27	
KEYCODE_CLEAR	28	
KEYCODE_A	29	
KEYCODE_B	30	
KEYCODE_C	31	
KEYCODE_D	32	
KEYCODE_E	33	
KEYCODE_F	34	
KEYCODE_G	35	
KEYCODE_H	36	
KEYCODE_I	37	
KEYCODE_J	38	
KEYCODE_K	39	
KEYCODE_L	40	
KEYCODE_M	41	
KEYCODE_N	42	
KEYCODE_O	43	
KEYCODE_P	44	
KEYCODE_Q	45	
KEYCODE_R	46	
KEYCODE_S	47	
KEYCODE_T	48	

KEYCODE_U	49
KEYCODE_V	50
KEYCODE_W	51
KEYCODE_X	52
KEYCODE_Y	53
KEYCODE_Z	54
KEYCODE_COMMA	55
KEYCODE_PERIOD	56
KEYCODE_ALT_LEFT	57
KEYCODE_ALT_RIGHT	58
KEYCODE_SHIFT_LEFT	59
KEYCODE_SHIFT_RIGHT	60
KEYCODE_TAB	61
KEYCODE_SPACE	62
KEYCODE_SYM	63
KEYCODE_EXPLORER	64
KEYCODE_ENVELOPE	65
KEYCODE_ENTER	66
KEYCODE_DEL	67
KEYCODE_GRAVE	68
KEYCODE_MINUS	69
KEYCODE_EQUALS	70
KEYCODE_LEFT_BRACKET	71
KEYCODE_RIGHT_BRACKET	72
KEYCODE_BACKSLASH	73
KEYCODE_SEMICOLON	74
KEYCODE_APOSTROPHE	75
KEYCODE_SLASH	76
KEYCODE_AT	77
KEYCODE_NUM	78
KEYCODE_HEADSETHOOK	79
KEYCODE_FOCUS	80
KEYCODE_PLUS	81
KEYCODE_MENU	82
KEYCODE_NOTIFICATION	83
KEYCODE_SEARCH	84
KEYCODE_MEDIA_PLAY_PAUSE	85
KEYCODE_MEDIA_STOP	86
KEYCODE_MEDIA_NEXT	87
KEYCODE_MEDIA_PREVIOUS	88
KEYCODE_MEDIA_REWIND	89
KEYCODE_MEDIA_FAST_FORWARD	90
KEYCODE_MUTE	91
KEYCODE_PAGE_UP	92
KEYCODE_PAGE_DOWN	93
KEYCODE_PICTSYMBOLS	94
KEYCODE_SWITCH_CHARSET	95
KEYCODE_BUTTON_A	96
KEYCODE_BUTTON_B	97
KEYCODE_BUTTON_C	98
KEYCODE_BUTTON_X	99
KEYCODE_BUTTON_Y	100
KEYCODE_BUTTON_Z	101
KEYCODE_BUTTON_L1	102
KEYCODE_BUTTON_R1	103
KEYCODE_BUTTON_L2	104
KEYCODE_BUTTON_R2	105
KEYCODE_BUTTON_THUMBL	106
KEYCODE_BUTTON_THUMBR	107

KEYCODE_BUTTON_START	108
KEYCODE_BUTTON_SELECT	109
KEYCODE_BUTTON_MODE	110
KEYCODE_ESCAPE	111
KEYCODE_FORWARD_DEL	112
KEYCODE_CTRL_LEFT	113
KEYCODE_CTRL_RIGHT	114
KEYCODE_CAPS_LOCK	115
KEYCODE_SCROLL_LOCK	116
KEYCODE_META_LEFT	117
KEYCODE_META_RIGHT	118
KEYCODE_FUNCTION	119
KEYCODE_SYSRQ	120
KEYCODE_BREAK	121
KEYCODE_MOVE_HOME	122
KEYCODE_MOVE_END	123
KEYCODE_INSERT	124
KEYCODE_FORWARD	125
KEYCODE_MEDIA_PLAY	126
KEYCODE_MEDIA_PAUSE	127
KEYCODE_MEDIA_CLOSE	128
KEYCODE_MEDIA_EJECT	129
KEYCODE_MEDIA_RECORD	130
KEYCODE_F1	131
KEYCODE_F2	132
KEYCODE_F3	133
KEYCODE_F4	134
KEYCODE_F5	135
KEYCODE_F6	136
KEYCODE_F7	137
KEYCODE_F8	138
KEYCODE_F9	139
KEYCODE_F10	140
KEYCODE_F11	141
KEYCODE_F12	142
KEYCODE_NUM_LOCK	143
KEYCODE_NUMPAD_0	144
KEYCODE_NUMPAD_1	145
KEYCODE_NUMPAD_2	146
KEYCODE_NUMPAD_3	147
KEYCODE_NUMPAD_4	148
KEYCODE_NUMPAD_5	149
KEYCODE_NUMPAD_6	150
KEYCODE_NUMPAD_7	151
KEYCODE_NUMPAD_8	152
KEYCODE_NUMPAD_9	153
KEYCODE_NUMPAD_DIVIDE	154
KEYCODE_NUMPAD_MULTIPLY	155
KEYCODE_NUMPAD_SUBTRACT	156
KEYCODE_NUMPAD_ADD	157
KEYCODE_NUMPAD_DOT	158
KEYCODE_NUMPAD_COMMA	159
KEYCODE_NUMPAD_ENTER	160
KEYCODE_NUMPAD_EQUALS	161
KEYCODE_NUMPAD_LEFT_PAREN	162
KEYCODE_NUMPAD_RIGHT_PAREN	163
KEYCODE_VOLUME_MUTE	164
KEYCODE_INFO	165
KEYCODE_CHANNEL_UP	166
KEYCODE_CHANNEL_DOWN	167

KEYCODE_ZOOM_IN	168
KEYCODE_ZOOM_OUT	169
KEYCODE_TV	170
KEYCODE_WINDOW	171
KEYCODE_GUIDE	172
KEYCODE_DVR	173
KEYCODE_BOOKMARK	174
KEYCODE_CAPTIONS	175
KEYCODE_SETTINGS	176
KEYCODE_TV_POWER	177
KEYCODE_TV_INPUT	178
KEYCODE_STB_POWER	179
KEYCODE_STB_INPUT	180
KEYCODE_AVR_POWER	181
KEYCODE_AVR_INPUT	182
KEYCODE_PROG_GRED	183
KEYCODE_PROG_GREEN	184
KEYCODE_PROG_YELLOW	185
KEYCODE_PROG_BLUE	186
KEYCODE_APP_SWITCH	187
KEYCODE_BUTTON_1	188
KEYCODE_BUTTON_2	189
KEYCODE_BUTTON_3	190
KEYCODE_BUTTON_4	191
KEYCODE_BUTTON_5	192
KEYCODE_BUTTON_6	193
KEYCODE_BUTTON_7	194
KEYCODE_BUTTON_8	195
KEYCODE_BUTTON_9	196
KEYCODE_BUTTON_10	197
KEYCODE_BUTTON_11	198
KEYCODE_BUTTON_12	199
KEYCODE_BUTTON_13	200
KEYCODE_BUTTON_14	201
KEYCODE_BUTTON_15	202
KEYCODE_BUTTON_16	203
KEYCODE_LANGUAGE_SWITCH	204
KEYCODE_MANNER_MODE	205
KEYCODE_3D_MODE	206
KEYCODE_CONTACTS	207
KEYCODE_CALENDAR	208
KEYCODE_MUSIC	209
KEYCODE_CALCULATOR	210
KEYCODE_ZENKAKU_HANKAKU	211
KEYCODE_EISU	212
KEYCODE_MUHENKAN	213
KEYCODE_HENKAN	214
KEYCODE_KATAKANA_HIRAGANA	215
KEYCODE_YEN	216
KEYCODE_RO	217
KEYCODE_KANA	218

Constant Value: 16842949 (0x010100c5)

public static final int killAfterRestore

Added in [API level 5](#)

Whether the application in question should be terminated after its settings have been restored during a full-system restore operation. Single-package restore operations will never cause the application to be shut down. Full-system restore operations typically only occur once, when the phone is first set up. Third-party applications will not usually need to use this attribute.

The default is `true`, which means that after the application has finished processing its data during a full-system restore, it will be terminated.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843420 (0x0101029c)

public static final int **label**

Added in [API level 1](#)

A user-legible name for the given item. Use with the application tag (to supply a default label for all application components), or with the activity, receiver, service, or instrumentation tag (to supply a specific label for that component). It may also be used with the intent-filter tag to supply a label to show to the user when an activity is being selected based on a particular Intent.

The given label will be used wherever the user sees information about its associated component; for example, as the name of a main activity that is displayed in the launcher. You should generally set this to a reference to a string resource, so that it can be localized, however it is also allowed to supply a plain string for quick and dirty programming.

May be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

May be a string value, using `'\\'` to escape characters such as `'\\n'` or `'\\uxxxx'` for a unicode character.

Constant Value: 16842753 (0x01010001)

public static final int **labelFor**

Added in [API level 17](#)

Specifies the id of a view for which this view serves as a label for accessibility purposes. For example, a TextView before an EditText in the UI usually specifies what information is contained in the EditText. Hence, the TextView is a label for the EditText.

Must be an integer value, such as `"100"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843718 (0x010103c6)

public static final int **labelTextSize**

Added in [API level 3](#)

Size of the text for custom keys with some text and no icon.

Must be a dimension value, which is a floating point number appended with a unit such as `"14.5sp"`. Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843317 (0x01010235)

public static final int **largeHeap**

Added in [API level 11](#)

Request that your application's processes be created with a large Dalvik heap. This applies to *all* processes created for the application. It only applies to the first application loaded into a process; if using a sharedUserId to allow multiple applications to use a process, they all must use this option consistently or will get unpredictable results.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843610 (0x0101035a)

public static final int **largeScreens**

Added in [API level 4](#)

Indicates whether the application supports larger screen form-factors. A large screen is defined as a screen that is significantly larger than a normal phone screen, and thus may require some special care on the application's part to make good use of it. An example would be a VGA *normal density* screen, though even larger screens are certainly possible. An application that does not support large screens will be placed as a postage stamp on such a screen, so that it retains the dimensions it was originally designed for.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:] [type:]name`") containing a value of this type.

Constant Value: 16843398 (0x01010286)

public static final int **largestWidthLimitDp**

Added in [API level 13](#)

Starting with [HONEYCOMB_MR2](#) ([//reference/android/os/Build.VERSION_CODES.html#HONEYCOMB_MR2](#)), this is the new way to specify the screens an application is compatible with. This attribute provides the maximum "smallest screen width" (as per the `-swNNNdp` resource configuration) that the application can work well on. If this value is smaller than the "smallest screen width" of the device it is running on, the application will be forced in to screen compatibility mode with no way for the user to turn it off. Currently the compatibility mode only emulates phone screens with a 320dp width, so compatibility mode is not applied if the value for `largestWidthLimitDp` is larger than 320.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:] [type:]name`") containing a value of this type.

Constant Value: 16843622 (0x01010366)

public static final int **launchMode**

Added in [API level 1](#)

Specify how an activity should be launched. See the [Tasks and Back Stack](#) ([//guide/topics/fundamentals/tasks-and-back-stack.html](#)) document for important information on how these options impact the behavior of your application.

If this attribute is not specified, standard launch mode will be used. Note that the particular launch behavior can be changed in some ways at runtime through the [Intent](#) ([//reference/android/content/Intent.html](#)) flags [FLAG_ACTIVITY_SINGLE_TOP](#) ([//reference/android/content/Intent.html#FLAG_ACTIVITY_SINGLE_TOP](#)), [FLAG_ACTIVITY_NEW_TASK](#) ([//reference/android/content/Intent.html#FLAG_ACTIVITY_NEW_TASK](#)), and [FLAG_ACTIVITY_MULTIPLE_TASK](#) ([//reference/android/content/Intent.html#FLAG_ACTIVITY_MULTIPLE_TASK](#)).

Must be one of the following constant values.

Constant	Value	Description
standard	0	The default mode, which will usually create a new instance of the activity when it is started, though this behavior may change with the introduction of other options such as Intent.FLAG_ACTIVITY_NEW_TASK .
singleTop	1	If, when starting the activity, there is already an instance of the same activity class in the foreground that is interacting with the user, then re-use that instance. This existing instance will receive a call to Activity.onNewIntent() with the new Intent that is being started.
singleTask	2	If, when starting the activity, there is already a task running that starts with this activity, then instead of starting a new instance the current task is brought to the front. The existing instance will receive a call to Activity.onNewIntent() with the new Intent that is being started, and with the Intent.FLAG_ACTIVITY_BROUGHT_TO_FRONT flag set. This is a superset of the singleTop mode, where if there is already an instance of the activity being started at the top of the stack, it will receive the Intent as described there (without the <code>FLAG_ACTIVITY_BROUGHT_TO_FRONT</code> flag set). See the Tasks and Back Stack document for more details about tasks.
singleInstance	3	Only allow one instance of this activity to ever be running. This activity gets a unique task with only itself running in it; if it is ever launched again with the same Intent, then that task will be brought forward and its Activity.onNewIntent() method called. If this activity tries to start a new activity, that new activity will be launched in a separate task. See the Tasks and Back Stack document for more details about tasks.

Constant Value: 16842781 (0x0101001d)

public static final int **layerType**

Added in [API level 11](#)

Specifies the type of layer backing this view. The default value is none. Refer to [setLayerType\(int, android.graphics.Paint\)](#) ([//reference/android/view/View.html#setLayerType\(int, android.graphics.Paint\)](#)) for more information.

Must be one of the following constant values.

Constant	Value	Description
none	0	Don't use a layer.
		Use a software layer. Refer to setLayerType(int, android.graphics.Paint)

software 1 for more information.

hardware 2 Use a hardware layer. Refer to [setLayerType\(int, android.graphics.Paint\)](#) for more information.

Constant Value: 16843604 (0x01010354)

public static final int **layout**

Added in [API level 1](#)

Supply an identifier for the layout resource to inflate when the ViewStub becomes visible or when forced to do so. The layout resource must be a valid reference to a layout.

Must be a reference to another resource, in the form "[@\[+\]\[package:\] type:name](#)" or to a theme attribute in the form "[?\[package:\]\[type:\] name](#)".

Constant Value: 16842994 (0x010100f2)

public static final int **layoutAnimation**

Added in [API level 1](#)

Defines the layout animation to use the first time the ViewGroup is laid out. Layout animations can also be started manually after the first layout.

Must be a reference to another resource, in the form "[@\[+\]\[package:\] type:name](#)" or to a theme attribute in the form "[?\[package:\]\[type:\] name](#)".

Constant Value: 16842988 (0x010100ec)

public static final int **layoutDirection**

Added in [API level 17](#)

Defines the direction of layout drawing. This typically is associated with writing direction of the language script used. The possible values are "ltr" for Left-to-Right, "rtl" for Right-to-Left, "locale" and "inherit" from parent view. If there is nothing to inherit, "locale" is used. "locale" falls back to "en-US". "ltr" is the direction used in "en-US". The default for this attribute is "inherit".

Must be one of the following constant values.

Constant Value	Description
ltr 0	Left-to-Right
rtl 1	Right-to-Left
inherit 2	Inherit from parent
locale 3	Locale

Constant Value: 16843698 (0x010103b2)

public static final int **layout_above**

Added in [API level 1](#)

Positions the bottom edge of this view above the given anchor view ID. Accommodates bottom margin of this view and top margin of anchor view.

Must be a reference to another resource, in the form "[@\[+\]\[package:\] type:name](#)" or to a theme attribute in the form "[?\[package:\]\[type:\] name](#)".

Constant Value: 16843140 (0x01010184)

public static final int **layout_alignBaseline**

Added in [API level 1](#)

Positions the baseline of this view on the baseline of the given anchor view ID.

Must be a reference to another resource, in the form "[@\[+\]\[package:\] type:name](#)" or to a theme attribute in the form "[?\[package:\]\[type:\] name](#)".

Constant Value: 16843142 (0x01010186)

public static final int **layout_alignBottom**

Added in [API level 1](#)

Makes the bottom edge of this view match the bottom edge of the given anchor view ID. Accommodates bottom margin.

Must be a reference to another resource, in the form "[@\[+\]\[package:\] type:name](#)" or to a theme attribute in the form "[?\[package:\]\[type:\] name](#)".

Constant Value: 16843146 (0x0101018a)

public static final int **layout_alignEnd**

Added in [API level 17](#)

Makes the end edge of this view match the end edge of the given anchor view ID. Accommodates end margin.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843706 (0x010103ba)

public static final int **layout_alignLeft**

Added in [API level 1](#)

Makes the left edge of this view match the left edge of the given anchor view ID. Accommodates left margin.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843143 (0x01010187)

public static final int **layout_alignParentBottom**

Added in [API level 1](#)

If true, makes the bottom edge of this view match the bottom edge of the parent. Accommodates bottom margin.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843150 (0x0101018e)

public static final int **layout_alignParentEnd**

Added in [API level 17](#)

If true, makes the end edge of this view match the end edge of the parent. Accommodates end margin.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843708 (0x010103bc)

public static final int **layout_alignParentLeft**

Added in [API level 1](#)

If true, makes the left edge of this view match the left edge of the parent. Accommodates left margin.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843147 (0x0101018b)

public static final int **layout_alignParentRight**

Added in [API level 1](#)

If true, makes the right edge of this view match the right edge of the parent. Accommodates right margin.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843149 (0x0101018d)

public static final int **layout_alignParentStart**

Added in [API level 17](#)

If true, makes the start edge of this view match the start edge of the parent. Accommodates start margin.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843707 (0x010103bb)

public static final int **layout_alignParentTop**

Added in [API level 1](#)

If true, makes the top edge of this view match the top edge of the parent. Accommodates top margin.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843148 (0x0101018c)

public static final int **layout_alignRight**

Added in [API level 1](#)

Makes the right edge of this view match the right edge of the given anchor view ID. Accommodates right margin.

Must be a reference to another resource, in the form "`@[+][package:] type:name`" or to a theme attribute in the form "`?[package:][type:] name`".

Constant Value: 16843145 (0x01010189)

public static final int **layout_alignStart**

Added in [API level 17](#)

Makes the start edge of this view match the start edge of the given anchor view ID. Accommodates start margin.

Must be a reference to another resource, in the form "`@[+][package:] type:name`" or to a theme attribute in the form "`?[package:][type:] name`".

Constant Value: 16843705 (0x010103b9)

public static final int **layout_alignTop**

Added in [API level 1](#)

Makes the top edge of this view match the top edge of the given anchor view ID. Accommodates top margin.

Must be a reference to another resource, in the form "`@[+][package:] type:name`" or to a theme attribute in the form "`?[package:][type:] name`".

Constant Value: 16843144 (0x01010188)

public static final int **layout_alignWithParentIfMissing**

Added in [API level 1](#)

If set to true, the parent will be used as the anchor when the anchor cannot be found for `layout_toLeftOf`, `layout_toRightOf`, etc.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:] name`") containing a value of this type.

Constant Value: 16843154 (0x01010192)

public static final int **layout_below**

Added in [API level 1](#)

Positions the top edge of this view below the given anchor view ID. Accommodates top margin of this view and bottom margin of anchor view.

Must be a reference to another resource, in the form "`@[+][package:] type:name`" or to a theme attribute in the form "`?[package:][type:] name`".

Constant Value: 16843141 (0x01010185)

public static final int **layout_centerHorizontal**

Added in [API level 1](#)

If true, centers this child horizontally within its parent.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:] name`") containing a value of this type.

Constant Value: 16843152 (0x01010190)

public static final int **layout_centerInParent**

Added in [API level 1](#)

If true, centers this child horizontally and vertically within its parent.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:] name`") containing a value of this type.

Constant Value: 16843151 (0x0101018f)

public static final int **layout_centerVertical**

Added in [API level 1](#)

If true, centers this child vertically within its parent.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16843153 (0x01010191)

public static final int **layout_column**

Added in [API level 1](#)

The index of the column in which this child should be.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16843084 (0x0101014c)

public static final int **layout_columnSpan**

Added in [API level 14](#)

The column span: the difference between the right and left boundaries delimiting the group of cells occupied by this view. The default is one. See [GridLayout.Spec](#) ([//reference/android/widget/GridLayout.Spec.html](#)).

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16843645 (0x0101037d)

public static final int **layout_gravity**

Added in [API level 1](#)

Standard gravity constant that a child supplies to its parent. Defines how the child view should be positioned, on both the X and Y axes, within its enclosing layout.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
top	0x30	Push object to the top of its container, not changing its size.
bottom	0x50	Push object to the bottom of its container, not changing its size.
left	0x03	Push object to the left of its container, not changing its size.
right	0x05	Push object to the right of its container, not changing its size.
center_vertical	0x10	Place object in the vertical center of its container, not changing its size.
fill_vertical	0x70	Grow the vertical size of the object if needed so it completely fills its container.
center_horizontal	0x01	Place object in the horizontal center of its container, not changing its size.
fill_horizontal	0x07	Grow the horizontal size of the object if needed so it completely fills its container.
center	0x11	Place the object in the center of its container in both the vertical and horizontal axis, not changing its size.
fill	0x77	Grow the horizontal and vertical size of the object if needed so it completely fills its container.
clip_vertical	0x80	Additional option that can be set to have the top and/or bottom edges of the child clipped to its container's bounds. The clip will be based on the vertical gravity: a top gravity will clip the bottom edge, a bottom gravity will clip the top edge, and neither will clip both edges.
clip_horizontal	0x08	Additional option that can be set to have the left and/or right edges of the child clipped to its container's bounds. The clip will be based on the horizontal gravity: a left gravity will clip the right edge, a right gravity will clip the left edge, and neither will clip both edges.
start	0x08000003	Push object to the beginning of its container, not changing its size.
end	0x08000005	Push object to the end of its container, not changing its size.

Constant Value: 16842931 (0x010100b3)

public static final int **layout_height**

Added in [API level 1](#)

Specifies the basic height of the view. This is a required attribute for any view inside of a containing layout manager. Its value may be a dimension (such as "12dip") for a constant height or one of the special constants.

May be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

May be one of the following constant values.

Constant	Value	Description
fill_parent	-1	The view should be as big as its parent (minus padding). This constant is deprecated starting from API Level 8 and is replaced by <code>match_parent</code> .
match_parent	-1	The view should be as big as its parent (minus padding). Introduced in API Level 8.
wrap_content	-2	The view should be only big enough to enclose its content (plus padding).

Constant Value: 16842997 (0x010100f5)

public static final int **layout_margin**

Added in [API level 1](#)

Specifies extra space on the left, top, right and bottom sides of this view. This space is outside this view's bounds.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842998 (0x010100f6)

public static final int **layout_marginBottom**

Added in [API level 1](#)

Specifies extra space on the bottom side of this view. This space is outside this view's bounds.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843002 (0x010100fa)

public static final int **layout_marginEnd**

Added in [API level 17](#)

Specifies extra space on the end side of this view. This space is outside this view's bounds.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843702 (0x010103b6)

public static final int **layout_marginLeft**

Added in [API level 1](#)

Specifies extra space on the left side of this view. This space is outside this view's bounds.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842999 (0x010100f7)

public static final int **layout_marginRight**

Added in [API level 1](#)

Specifies extra space on the right side of this view. This space is outside this view's bounds.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } { type: } name`") containing a value of this type.

Constant Value: 16843001 (0x010100f9)

public static final int **layout_marginStart**

Added in [API level 17](#)

Specifies extra space on the start side of this view. This space is outside this view's bounds.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } { type: } name`") containing a value of this type.

Constant Value: 16843701 (0x010103b5)

public static final int **layout_marginTop**

Added in [API level 1](#)

Specifies extra space on the top side of this view. This space is outside this view's bounds.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } { type: } name`") containing a value of this type.

Constant Value: 16843000 (0x010100f8)

public static final int **layout_row**

Added in [API level 14](#)

The row boundary delimiting the top of the group of cells occupied by this view.

Must be an integer value, such as "`100`".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } { type: } name`") containing a value of this type.

Constant Value: 16843643 (0x0101037b)

public static final int **layout_rowSpan**

Added in [API level 14](#)

The row span: the difference between the bottom and top boundaries delimiting the group of cells occupied by this view. The default is one. See [GridLayout.Spec](#) ([/reference/android/widget/GridLayout.Spec.html](#)).

Must be an integer value, such as "`100`".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } { type: } name`") containing a value of this type.

Constant Value: 16843644 (0x0101037c)

public static final int **layout_scale**

Added in [API level 1](#)

Must be a floating point value, such as "`1.2`".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } { type: } name`") containing a value of this type.

Constant Value: 16843155 (0x01010193)

public static final int **layout_span**

Added in [API level 1](#)

Defines how many columns this child should span. Must be ≥ 1 .

Must be an integer value, such as "`100`".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } { type: } name`") containing a value of this type.

Constant Value: 16843085 (0x0101014d)

public static final int **layout_toEndOf**

Added in [API level 17](#)

Positions the start edge of this view to the end of the given anchor view ID. Accommodates start margin of this view and end margin of anchor view.

Must be a reference to another resource, in the form "@ [+] [*package*:] *type*:*name*" or to a theme attribute in the form "? [*package*:] [*type*:] *name*".

Constant Value: 16843704 (0x010103b8)

public static final int **layout_toLeftOf**

Added in [API level 1](#)

Positions the right edge of this view to the left of the given anchor view ID. Accommodates right margin of this view and left margin of anchor view.

Must be a reference to another resource, in the form "@ [+] [*package*:] *type*:*name*" or to a theme attribute in the form "? [*package*:] [*type*:] *name*".

Constant Value: 16843138 (0x01010182)

public static final int **layout_toRightOf**

Added in [API level 1](#)

Positions the left edge of this view to the right of the given anchor view ID. Accommodates left margin of this view and right margin of anchor view.

Must be a reference to another resource, in the form "@ [+] [*package*:] *type*:*name*" or to a theme attribute in the form "? [*package*:] [*type*:] *name*".

Constant Value: 16843139 (0x01010183)

public static final int **layout_toStartOf**

Added in [API level 17](#)

Positions the end edge of this view to the start of the given anchor view ID. Accommodates end margin of this view and start margin of anchor view.

Must be a reference to another resource, in the form "@ [+] [*package*:] *type*:*name*" or to a theme attribute in the form "? [*package*:] [*type*:] *name*".

Constant Value: 16843703 (0x010103b7)

public static final int **layout_weight**

Added in [API level 1](#)

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@ [*package*:] *type*:*name*") or theme attribute (in the form "? [*package*:] [*type*:] *name*") containing a value of this type.

Constant Value: 16843137 (0x01010181)

public static final int **layout_width**

Added in [API level 1](#)

Specifies the basic width of the view. This is a required attribute for any view inside of a containing layout manager. Its value may be a dimension (such as "12dip") for a constant width or one of the special constants.

May be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [*package*:] *type*:*name*") or theme attribute (in the form "? [*package*:] [*type*:] *name*") containing a value of this type.

May be one of the following constant values.

Constant	Value	Description
<code>fill_parent</code>	-1	The view should be as big as its parent (minus padding). This constant is deprecated starting from API Level 8 and is replaced by <code>match_parent</code> .
<code>match_parent</code>	-1	The view should be as big as its parent (minus padding). Introduced in API Level 8.
<code>wrap_content</code>	-2	The view should be only big enough to enclose its content (plus padding).

Constant Value: 16842996 (0x010100f4)

public static final int **layout_x**

Added in [API level 1](#)

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [*package*:] *type*:*name*") or theme attribute (in the form "? [*package*:] [*type*:] *name*") containing a value of this type.

Constant Value: 16843135 (0x0101017f)

public static final int **layout_y**

Added in [API level 1](#)

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843136 (0x01010180)

public static final int **left**

Added in [API level 1](#)

Amount of left padding inside the gradient shape.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843181 (0x010101ad)

public static final int **lineSpacingExtra**

Added in [API level 1](#)

Extra spacing between lines of text.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843287 (0x01010217)

public static final int **lineSpacingMultiplier**

Added in [API level 1](#)

Extra spacing between lines of text, as a multiplier.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843288 (0x01010218)

public static final int **lines**

Added in [API level 1](#)

Makes the TextView be exactly this many lines tall.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843092 (0x01010154)

public static final int **linksClickable**

Added in [API level 1](#)

If set to false, keeps the movement method from being set to the link movement method even if autoLink causes links to be found.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842929 (0x010100b1)

public static final int **listChoiceBackgroundIndicator**

Added in [API level 11](#)

Drawable used as a background for selected list items.

Must be a reference to another resource, in the form "[+] [package:] type:name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843504 (0x010102f0)

public static final int **listChoiceIndicatorMultiple**

Added in [API level 1](#)

Drawable to use for multiple choice indicators.

Must be a reference to another resource, in the form "`@ [+] [package:] type:name"` or to a theme attribute in the form "`? [package:] [type:] name"`.

Constant Value: 16843290 (0x0101021a)

public static final int **listChoiceIndicatorSingle**

Added in [API level 1](#)

Drawable to use for single choice indicators.

Must be a reference to another resource, in the form "`@ [+] [package:] type:name"` or to a theme attribute in the form "`? [package:] [type:] name"`.

Constant Value: 16843289 (0x01010219)

public static final int **listDivider**

Added in [API level 1](#)

The drawable for the list divider.

Must be a reference to another resource, in the form "`@ [+] [package:] type:name"` or to a theme attribute in the form "`? [package:] [type:] name"`.

Constant Value: 16843284 (0x01010214)

public static final int **listDividerAlertDialog**

Added in [API level 11](#)

The list divider used in alert dialogs.

Must be a reference to another resource, in the form "`@ [+] [package:] type:name"` or to a theme attribute in the form "`? [package:] [type:] name"`.

Constant Value: 16843525 (0x01010305)

public static final int **listPopupWindowStyle**

Added in [API level 11](#)

Default ListPopupWindow style.

Must be a reference to another resource, in the form "`@ [+] [package:] type:name"` or to a theme attribute in the form "`? [package:] [type:] name"`.

Constant Value: 16843519 (0x010102ff)

public static final int **listPreferredItemHeight**

Added in [API level 1](#)

The preferred list item height.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type:name"`) or theme attribute (in the form "`? [package:] [type:] name"`) containing a value of this type.

Constant Value: 16842829 (0x0101004d)

public static final int **listPreferredItemHeightLarge**

Added in [API level 14](#)

A larger, more robust list item height.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type:name"`) or theme attribute (in the form "`? [package:] [type:] name"`) containing a value of this type.

Constant Value: 16843654 (0x01010386)

public static final int **listPreferredItemHeightSmall**

Added in [API level 14](#)

A smaller, sleeker list item height.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font

size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@{package: }type:name`") or theme attribute (in the form "`?{package: }{type: }name`") containing a value of this type.

Constant Value: 16843655 (0x01010387)

public static final int **listPreferredItemPaddingEnd**

Added in [API level 17](#)

The preferred padding along the end edge of list items.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@{package: }type:name`") or theme attribute (in the form "`?{package: }{type: }name`") containing a value of this type.

Constant Value: 16843710 (0x010103be)

public static final int **listPreferredItemPaddingLeft**

Added in [API level 14](#)

The preferred padding along the left edge of list items.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@{package: }type:name`") or theme attribute (in the form "`?{package: }{type: }name`") containing a value of this type.

Constant Value: 16843683 (0x010103a3)

public static final int **listPreferredItemPaddingRight**

Added in [API level 14](#)

The preferred padding along the right edge of list items.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@{package: }type:name`") or theme attribute (in the form "`?{package: }{type: }name`") containing a value of this type.

Constant Value: 16843684 (0x010103a4)

public static final int **listPreferredItemPaddingStart**

Added in [API level 17](#)

The preferred padding along the start edge of list items.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@{package: }type:name`") or theme attribute (in the form "`?{package: }{type: }name`") containing a value of this type.

Constant Value: 16843709 (0x010103bd)

public static final int **listSelector**

Added in [API level 1](#)

Drawable used to indicate the currently selected item in the list.

May be a reference to another resource, in the form "`@{+ }{package: }type:name`" or to a theme attribute in the form "`?{package: }{type: }name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

Constant Value: 16843003 (0x010100fb)

public static final int **listSeparatorTextViewStyle**

Added in [API level 1](#)

TextView style for list separators.

Must be a reference to another resource, in the form "`@{+ }{package: }type:name`" or to a theme attribute in the form "`?{package: }{type: }name`".

Constant Value: 16843272 (0x01010208)

public static final int **listViewStyle**

Added in [API level 1](#)

Default ListView style.

Must be a reference to another resource, in the form "`@[+][package:] type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842868 (0x01010074)

public static final int **listViewWhiteStyle**

Added in [API level 1](#)

ListView with white background.

Must be a reference to another resource, in the form "`@[+][package:] type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842869 (0x01010075)

public static final int **logo**

Added in [API level 11](#)

A Drawable resource providing an extended graphical logo for its associated item. Use with the application tag (to supply a default logo for all application components), or with the activity, receiver, service, or instrumentation tag (to supply a specific logo for that component). It may also be used with the intent-filter tag to supply a logo to show to the user when an activity is being selected based on a particular Intent.

The given logo will be used to display to the user a graphical representation of its associated component; for example as the header in the Action Bar. The primary differences between an icon and a logo are that logos are often wider and more detailed, and are used without an accompanying text caption. This must be a reference to a Drawable resource containing the image definition.

Must be a reference to another resource, in the form "`@[+][package:] type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843454 (0x010102be)

public static final int **longClickable**

Added in [API level 1](#)

Defines whether this view reacts to long click events.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16842982 (0x010100e6)

public static final int **loopViews**

Added in [API level 11](#)

Defines whether the animator loops to the first view once it has reached the end of the list.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843527 (0x01010307)

public static final int **manageSpaceActivity**

Added in [API level 1](#)

Name of the activity to be launched to manage application's space on device. The specified activity gets automatically launched when the application's space needs to be managed and is usually invoked through user actions. Applications can thus provide their own custom behavior for managing space for various scenarios like out of memory conditions. This is an optional attribute and applications can choose not to specify a default activity to manage space.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16842756 (0x01010004)

public static final int **mapViewStyle**

Added in [API level 1](#)

Default MapView style.

Must be a reference to another resource, in the form "`@[+][package:] type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842890 (0x0101008a)

public static final int **marqueeRepeatLimit**

Added in [API level 2](#)

The number of times to repeat the marquee animation. Only applied if the TextView has marquee enabled.

May be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

May be one of the following constant values.

Constant	Value	Description
<code>marquee_forever</code>	-1	Indicates that marquee should repeat indefinitely.

Constant Value: 16843293 (0x0101021d)

public static final int **max**

Added in [API level 1](#)

Defines the maximum value the progress can take.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843062 (0x01010136)

public static final int **maxDate**

Added in [API level 11](#)

The maximal date shown by this calendar view in mm/dd/yyyy format.

Must be a string value, using `'\'` to escape characters such as `'\n'` or `'\uxxxx'` for a unicode character.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843584 (0x01010340)

public static final int **maxEms**

Added in [API level 1](#)

Makes the TextView be at most this many ems wide.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843095 (0x01010157)

public static final int **maxHeight**

Added in [API level 1](#)

An optional argument to supply a maximum height for this view. See `{see android.widget.ImageView#setMaxHeight}` for details.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843040 (0x01010120)

public static final int **maxItemsPerRow**

Added in [API level 1](#)

Defines the maximum number of items per row.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843060 (0x01010134)

public static final int **maxLength**

Added in [API level 1](#)

Set an input filter to constrain the text length to the specified number.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } { type: } name`") containing a value of this type.

Constant Value: 16843104 (0x01010160)

public static final int **maxLevel**

Added in [API level 1](#)

The maximum level allowed for this item.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } { type: } name`") containing a value of this type.

Constant Value: 16843186 (0x010101b2)

public static final int **maxLines**

Added in [API level 1](#)

Makes the `TextView` be at most this many lines tall. When used on an editable text, the `inputType` attribute's value must be combined with the `textMultiLine` flag for the `maxLines` attribute to apply.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } { type: } name`") containing a value of this type.

Constant Value: 16843091 (0x01010153)

public static final int **maxRows**

Added in [API level 1](#)

Defines the maximum number of rows displayed.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } { type: } name`") containing a value of this type.

Constant Value: 16843059 (0x01010133)

public static final int **maxSdkVersion**

Added in [API level 4](#)

This is the maximum SDK version number that an application works on. You can use this to ensure your application is filtered out of later versions of the platform when you know you have incompatibility with them.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } { type: } name`") containing a value of this type.

Constant Value: 16843377 (0x01010271)

public static final int **maxWidth**

Added in [API level 1](#)

An optional argument to supply a maximum width for this view. See `{see android.widget.ImageView#setMaxWidth}` for details.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } { type: } name`") containing a value of this type.

Constant Value: 16843039 (0x0101011f)

public static final int **measureAllChildren**

Added in [API level 1](#)

Determines whether to measure all children or just those in the `VISIBLE` or `INVISIBLE` state when measuring. Defaults to false.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } { type: } name`") containing a value of this type.

Constant Value: 16843018 (0x0101010a)

public static final int **measureWithLargestChild**

Added in [API level 11](#)

When set to true, all children with a weight will be considered having the minimum size of the largest child. If false, all children are measured normally.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [*package*:] *type*:*name*") or theme attribute (in the form "? [*package*:] [*type*:] *name*") containing a value of this type.

Constant Value: 16843476 (0x010102d4)

public static final int **mediaRouteButtonStyle**

Added in [API level 16](#)

Default style for the MediaRouteButton widget.

Must be a reference to another resource, in the form "@ [+] [*package*:] *type*:*name*" or to a theme attribute in the form "? [*package*:] [*type*:] *name*".

Constant Value: 16843693 (0x010103ad)

public static final int **mediaRouteTypes**

Added in [API level 16](#)

The types of media routes the button and its resulting chooser will filter by.

May be an integer value, such as "100".

This may also be a reference to a resource (in the form "@ [*package*:] *type*:*name*") or theme attribute (in the form "? [*package*:] [*type*:] *name*") containing a value of this type.

May be one of the following constant values.

Constant	Value	Description
liveAudio	0x1	Allow selection of live audio routes.
user	0x800000	Allow selection of user (app-specified) routes.

Constant Value: 16843694 (0x010103ae)

public static final int **menuCategory**

Added in [API level 1](#)

The category applied to all items within this group. (This will be or'ed with the `orderInCategory` attribute.)

Must be one of the following constant values.

Constant	Value	Description
container	0x00010000	Items are part of a container.
system	0x00020000	Items are provided by the system.
secondary	0x00030000	Items are user-supplied secondary (infrequently used).
alternative	0x00040000	Items are alternative actions.

Constant Value: 16843230 (0x010101de)

public static final int **mimeType**

Added in [API level 1](#)

Specify a MIME type that is handled, as per [IntentFilter.addDataType\(\)](#).
[\(//reference/android/content/IntentFilter.html#addDataType\(java.lang.String\)\)](#).

Note: MIME type matching in the Android framework is case-sensitive, unlike formal RFC MIME types. As a result, MIME types here should always use lower case letters.

Must be a string value, using '\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [*package*:] *type*:*name*") or theme attribute (in the form "? [*package*:] [*type*:] *name*") containing a value of this type.

Constant Value: 16842790 (0x01010026)

public static final int **minDate**

Added in [API level 11](#)

The minimal date shown by this calendar view in mm/dd/yyyy format.

Must be a string value, using '\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [*package*:] *type*:*name*") or theme attribute (in the form "? [*package*:] [*type*:] *name*") containing a value of this type.

Constant Value: 16843583 (0x0101033f)

public static final int **minEms**

Added in [API level 1](#)

Makes the TextView be at least this many ems wide.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } [{type: } name]`") containing a value of this type.

Constant Value: 16843098 (0x0101015a)

public static final int **minHeight**

Added in [API level 1](#)

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } [{type: } name]`") containing a value of this type.

Constant Value: 16843072 (0x01010140)

public static final int **minLevel**

Added in [API level 1](#)

The minimum level allowed for this item.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } [{type: } name]`") containing a value of this type.

Constant Value: 16843185 (0x010101b1)

public static final int **minLines**

Added in [API level 1](#)

Makes the TextView be at least this many lines tall. When used on an editable text, the `inputType` attribute's value must be combined with the `textMultiLine` flag for the `minLines` attribute to apply.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } [{type: } name]`") containing a value of this type.

Constant Value: 16843094 (0x01010156)

public static final int **minResizeHeight**

Added in [API level 14](#)

Minimum height that the AppWidget can be resized to.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } [{type: } name]`") containing a value of this type.

Constant Value: 16843670 (0x01010396)

public static final int **minResizeWidth**

Added in [API level 14](#)

Minimum width that the AppWidget can be resized to.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } [{type: } name]`") containing a value of this type.

Constant Value: 16843669 (0x01010395)

public static final int **minSdkVersion**

Added in [API level 1](#)

This is the minimum SDK version number that the application requires. This number is an abstract integer, from the list in [Build.VERSION_CODES \(/reference/android/os/Build.VERSION_CODES.html\)](#). If not supplied, the application will work on any SDK. This may also be string (such as "Donut") if the application was built against a development branch, in which case it will only work against the development builds.

May be a string value, using `'\'` to escape characters such as `'\n'` or `'\uxxxx'` for a unicode character.

May be an integer value, such as `"100"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843276 (0x0101020c)

public static final int **minWidth**

Added in [API level 1](#)

Must be a dimension value, which is a floating point number appended with a unit such as `"14.5sp"`.

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843071 (0x0101013f)

public static final int **mode**

Added in [API level 1](#)

Must be one of the following constant values.

Constant	Value	Description
<code>oneLine</code>	1	Always show only the first line.
<code>collapsing</code>	2	When selected show both lines, otherwise show only the first line. This is the default mode.
<code>twoLine</code>	3	Always show both lines.

Constant Value: 16843134 (0x0101017e)

public static final int **moreIcon**

Added in [API level 1](#)

'More' icon.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16843061 (0x01010135)

public static final int **multiprocess**

Added in [API level 1](#)

Specify whether a component is allowed to have multiple instances of itself running in different processes. Use with the activity and provider tags.

Normally the system will ensure that all instances of a particular component are only running in a single process. You can use this attribute to disable that behavior, allowing the system to create instances wherever they are used (provided permissions allow it). This is most often used with content providers, so that instances of a provider can be created in each client process, allowing them to be used without performing IPC.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16842771 (0x01010013)

public static final int **name**

Added in [API level 1](#)

A unique name for the given item. This must use a Java-style naming convention to ensure the name is unique, for example `"com.mycompany.MyName"`.

Must be a string value, using `'\'` to escape characters such as `'\n'` or `'\uxxxx'` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16842755 (0x01010003)

public static final int **navigationMode**

Added in [API level 11](#)

The type of navigation to use.

Must be one of the following constant values.

Constant	Value	Description
----------	-------	-------------

normal	0	Normal static title text
listMode	1	The action bar will use a selection list for navigation.
tabMode	2	The action bar will use a series of horizontal tabs for navigation.

Constant Value: 16843471 (0x010102cf)

public static final int **negativeButtonText**

Added in [API level 1](#)

The negative button text for the dialog. Set to @null to hide the negative button.

Must be a string value, using '\\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] [type:] name") containing a value of this type.

Constant Value: 16843254 (0x010101f6)

public static final int **nextFocusDown**

Added in [API level 1](#)

Defines the next view to give focus to when the next focus is [FOCUS_DOWN](#) ([//reference/android/view/View.html#FOCUS_DOWN](#)). If the reference refers to a view that does not exist or is part of a hierarchy that is invisible, a [RuntimeException](#) ([//reference/java/lang/RuntimeIOException.html](#)) will result when the reference is accessed.

Must be a reference to another resource, in the form "@[+][package:] type:name" or to a theme attribute in the form "?[package:] [type:] name".

Constant Value: 16842980 (0x010100e4)

public static final int **nextFocusForward**

Added in [API level 11](#)

Defines the next view to give focus to when the next focus is [FOCUS_FORWARD](#) ([//reference/android/view/View.html#FOCUS_FORWARD](#)). If the reference refers to a view that does not exist or is part of a hierarchy that is invisible, a [RuntimeException](#) ([//reference/java/lang/RuntimeIOException.html](#)) will result when the reference is accessed.

Must be a reference to another resource, in the form "@[+][package:] type:name" or to a theme attribute in the form "?[package:] [type:] name".

Constant Value: 16843580 (0x0101033c)

public static final int **nextFocusLeft**

Added in [API level 1](#)

Defines the next view to give focus to when the next focus is [FOCUS_LEFT](#) ([//reference/android/view/View.html#FOCUS_LEFT](#)). If the reference refers to a view that does not exist or is part of a hierarchy that is invisible, a [RuntimeException](#) ([//reference/java/lang/RuntimeIOException.html](#)) will result when the reference is accessed.

Must be a reference to another resource, in the form "@[+][package:] type:name" or to a theme attribute in the form "?[package:] [type:] name".

Constant Value: 16842977 (0x010100e1)

public static final int **nextFocusRight**

Added in [API level 1](#)

Defines the next view to give focus to when the next focus is [FOCUS_RIGHT](#) ([//reference/android/view/View.html#FOCUS_RIGHT](#)). If the reference refers to a view that does not exist or is part of a hierarchy that is invisible, a [RuntimeException](#) ([//reference/java/lang/RuntimeIOException.html](#)) will result when the reference is accessed.

Must be a reference to another resource, in the form "@[+][package:] type:name" or to a theme attribute in the form "?[package:] [type:] name".

Constant Value: 16842978 (0x010100e2)

public static final int **nextFocusUp**

Added in [API level 1](#)

Defines the next view to give focus to when the next focus is [FOCUS_UP](#) ([//reference/android/view/View.html#FOCUS_UP](#)). If the reference refers to a view that does not exist or is part of a hierarchy that is invisible, a [RuntimeException](#) ([//reference/java/lang/RuntimeIOException.html](#)) will result when the reference is accessed.

Must be a reference to another resource, in the form "@[+][package:] type:name" or to a theme attribute in the form "?[package:] [type:] name".

Constant Value: 16842979 (0x010100e3)

public static final int **noHistory**

Added in [API level 3](#)

Specify whether an activity should be kept in its history stack. If this attribute is set, then as soon as the user navigates away from the activity it will be finished and they will no longer be able to return to it.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843309 (0x0101022d)

public static final int **normalScreens**

Added in [API level 4](#)

Indicates whether an application supports the normal screen form-factors. Traditionally this is an HVGA normal density screen, but WQVGA low density and WVGA high density are also considered to be normal. This attribute is true by default, and applications currently should leave it that way.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843397 (0x01010285)

public static final int **notificationTimeout**

Added in [API level 14](#)

The minimal period in milliseconds between two accessibility events of the same type are sent to this service. This setting can be changed at runtime by calling [`android.accessibilityservice.AccessibilityService.setServiceInfo\(android.accessibilityservice.AccessibilityServiceInfo\)`](#) ([//reference/android/accessibilityservice/AccessibilityService.html#setServiceInfo\(android.accessibilityservice.AccessibilityServiceInfo\)](#)).

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843651 (0x01010383)

public static final int **numColumns**

Added in [API level 1](#)

Defines how many columns to show.

May be an integer value, such as "100".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

May be one of the following constant values.

Constant Value	Description
<code>auto_fit -1</code>	Display as many columns as possible to fill the available space.

Constant Value: 16843032 (0x01010118)

public static final int **numStars**

Added in [API level 1](#)

The number of stars (or rating items) to show.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843076 (0x01010144)

public static final int **numeric**

Added in [API level 1](#)

This constant was deprecated in API level 3.
Use `inputType` instead.

If set, specifies that this `TextView` has a numeric input method. The default is false.

Must be one or more (separated by '|') of the following constant values.

Constant Value	Description
<code>integer 0x01</code>	Input is numeric.

`signed` 0x03 Input is numeric, with sign allowed.
`decimal` 0x05 Input is numeric, with decimals allowed.

Constant Value: 16843109 (0x01010165)

`public static final int numericShortcut`

Added in [API level 1](#)

The numeric shortcut key. This is the shortcut when using a numeric (e.g., 12-key) keyboard.

Must be a string value, using `\\;` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843236 (0x010101e4)

`public static final int onClick`

Added in [API level 4](#)

Name of the method in this View's context to invoke when the view is clicked. This name must correspond to a public method that takes exactly one parameter of type View. For instance, if you specify `android:onClick="sayHello"`, you must declare a `public void sayHello(View v)` method of your context (typically, your Activity).

Must be a string value, using `\\;` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843375 (0x0101026f)

`public static final int oneshot`

Added in [API level 1](#)

If true, the animation will only run a single time and then stop. If false (the default), it will continually run, restarting at the first frame after the last has finished.

Must be a boolean value, either `true` or `false`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843159 (0x01010197)

`public static final int opacity`

Added in [API level 11](#)

Indicates the opacity of the layer. This can be useful to allow the system to enable drawing optimizations. The default value is translucent.

Must be one of the following constant values.

Constant	Value	Description
<code>opaque</code>	-1	Indicates that the layer is opaque and contains no transparent nor translucent pixels.
<code>transparent</code>	-2	The layer is completely transparent (no pixel will be drawn.)
<code>translucent</code>	-3	The layer has translucent pixels.

Constant Value: 16843550 (0x0101031e)

`public static final int order`

Added in [API level 1](#)

The order for the Preference (lower values are to be ordered first). If this is not specified, the default order will be alphabetic.

Must be an integer value, such as `"100"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843242 (0x010101ea)

`public static final int orderInCategory`

Added in [API level 1](#)

The order within the category applied to all items within this group. (This will be ordered with the category attribute.)

Must be an integer value, such as `"100"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843231 (0x010101df)

public static final int **ordering**

Added in [API level 11](#)

Name of the property being animated.

Must be one of the following constant values.

Constant	Value	Description
together	0	child animations should be played together.
sequentially	1	child animations should be played sequentially, in the same order as the xml.

Constant Value: 16843490 (0x010102e2)

public static final int **orderingFromXml**

Added in [API level 1](#)

Whether to order the Preference under this group as they appear in the XML file. If this is false, the ordering will follow the Preference order attribute and default to alphabetic for those without the order attribute.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[package:]type:name") or theme attribute (in the form "?[package:][type:]name") containing a value of this type.

Constant Value: 16843239 (0x010101e7)

public static final int **orientation**

Added in [API level 1](#)

Standard orientation constant.

Must be one of the following constant values.

Constant	Value	Description
horizontal	0	Defines an horizontal widget.
vertical	1	Defines a vertical widget.

Constant Value: 16842948 (0x010100c4)

public static final int **outAnimation**

Added in [API level 1](#)

Identifier for the animation to use when a view is hidden.

Must be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

Constant Value: 16843128 (0x01010178)

public static final int **overScrollFooter**

Added in [API level 9](#)

Drawable to draw below list content.

May be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

May be a color value, in the form of "#rgb", "#argb", "#rrggb", or "#aarrggb".

Constant Value: 16843459 (0x010102c3)

public static final int **overScrollHeader**

Added in [API level 9](#)

Drawable to draw above list content.

May be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

May be a color value, in the form of "#rgb", "#argb", "#rrggb", or "#aarrggb".

Constant Value: 16843458 (0x010102c2)

public static final int **overScrollMode**

Added in [API level 9](#)

Defines over-scrolling behavior. This property is used only if the View is scrollable. Over-scrolling is the ability for the user to receive feedback when attempting to scroll beyond meaningful content.

Must be one of the following constant values.

Constant	Value	Description
----------	-------	-------------

always	0	Always show over-scroll effects, even if the content fits entirely within the available space.
ifContentScrolls	1	Only show over-scroll effects if the content is large enough to meaningfully scroll.
never	2	Never show over-scroll effects.

Constant Value: 16843457 (0x010102c1)

public static final int **overridesImplicitlyEnabledSubtype**

Added in [API level 14](#)

Set true when this subtype should be selected by default if no other subtypes are selected explicitly. Note that a subtype with this parameter being true will not be shown in the subtypes list.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "[@\[package:\]type:name](#)") or theme attribute (in the form "[?\[package:\]\[type:\]name](#)") containing a value of this type.

Constant Value: 16843682 (0x010103a2)

public static final int **packageNames**

Added in [API level 14](#)

Comma separated package names from which this service would like to receive events (leave out for all packages).

[android.accessibilityservice.AccessibilityService.setServiceInfo\(android.accessibilityservice.AccessibilityServiceInfo\)](#)
[//reference/android/accessibilityservice/AccessibilityService.html#setServiceInfo\(android.accessibilityservice.AccessibilityServiceInfo\)](#).

Must be a string value, using '\;' to escape characters such as '\n' or '\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "[@\[package:\]type:name](#)") or theme attribute (in the form "[?\[package:\]\[type:\]name](#)") containing a value of this type.

Constant Value: 16843649 (0x01010381)

public static final int **padding**

Added in [API level 1](#)

Sets the padding, in pixels, of all four edges. Padding is defined as space between the edges of the view and the view's content. A view's size will include its padding. If a [background](#) ([//reference/android/R.attr.html#background](#)) is provided, the padding will initially be set to that (0 if the drawable does not have padding). Explicitly setting a padding value will override the corresponding padding found in the background.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "[@\[package:\]type:name](#)") or theme attribute (in the form "[?\[package:\]\[type:\]name](#)") containing a value of this type.

Constant Value: 16842965 (0x010100d5)

public static final int **paddingBottom**

Added in [API level 1](#)

Sets the padding, in pixels, of the bottom edge; see [padding](#).

[//reference/android/R.attr.html#padding](#).

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "[@\[package:\]type:name](#)") or theme attribute (in the form "[?\[package:\]\[type:\]name](#)") containing a value of this type.

Constant Value: 16842969 (0x010100d9)

public static final int **paddingEnd**

Added in [API level 17](#)

Sets the padding, in pixels, of the end edge; see [padding](#) ([//reference/android/R.attr.html#padding](#)).

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "[@\[package:\]type:name](#)") or theme attribute (in the form "[?\[package:\]\[type:\]name](#)") containing a value of this type.

Constant Value: 16843700 (0x010103b4)

public static final int **paddingLeft**

Added in [API level 1](#)

Sets the padding, in pixels, of the left edge; see [padding](#) ([//reference/android/R.attr.html#padding](#)).

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@*[package:]type:name*") or theme attribute (in the form "?*[package:] [type:]name*") containing a value of this type.

Constant Value: 16842966 (0x010100d6)

public static final int **paddingRight**

Added in [API level 1](#)

Sets the padding, in pixels, of the right edge; see [padding](#) ([//reference/android/R.attr.html#padding](#)).

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@*[package:]type:name*") or theme attribute (in the form "?*[package:] [type:]name*") containing a value of this type.

Constant Value: 16842968 (0x010100d8)

public static final int **paddingStart**

Added in [API level 17](#)

Sets the padding, in pixels, of the start edge; see [padding](#) ([//reference/android/R.attr.html#padding](#)).

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@*[package:]type:name*") or theme attribute (in the form "?*[package:] [type:]name*") containing a value of this type.

Constant Value: 16843699 (0x010103b3)

public static final int **paddingTop**

Added in [API level 1](#)

Sets the padding, in pixels, of the top edge; see [padding](#) ([//reference/android/R.attr.html#padding](#)).

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@*[package:]type:name*") or theme attribute (in the form "?*[package:] [type:]name*") containing a value of this type.

Constant Value: 16842967 (0x010100d7)

public static final int **panelBackground**

Added in [API level 1](#)

The background of a panel when it is inset from the left and right edges of the screen.

May be a reference to another resource, in the form "@*[+][package:]type:name*" or to a theme attribute in the form "?*[package:] [type:]name*".

May be a color value, in the form of "*#rgb*", "*#argb*", "*#rrggbb*", or "*#aarrggbb*".

Constant Value: 16842846 (0x0101005e)

public static final int **panelColorBackground**

Added in [API level 1](#)

Color that matches (as closely as possible) the panel background.

May be a reference to another resource, in the form "@*[+][package:]type:name*" or to a theme attribute in the form "?*[package:] [type:]name*".

May be a color value, in the form of "*#rgb*", "*#argb*", "*#rrggbb*", or "*#aarrggbb*".

Constant Value: 16842849 (0x01010061)

public static final int **panelColorForeground**

Added in [API level 1](#)

Default color of foreground panel imagery.

May be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

Constant Value: 16842848 (0x01010060)

public static final int **panelFullBackground**

Added in [API level 1](#)

The background of a panel when it extends to the left and right edges of the screen.

May be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

Constant Value: 16842847 (0x0101005f)

public static final int **panelTextAppearance**

Added in [API level 1](#)

Default appearance of panel text.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842850 (0x01010062)

public static final int **parentActivityName**

Added in [API level 16](#)

The name of the logical parent of the activity as it appears in the manifest.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843687 (0x010103a7)

public static final int **password**

Added in [API level 1](#)

This constant was deprecated in API level 3.
Use `inputType` instead.

Whether the characters of the field are displayed as password dots instead of themselves.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843100 (0x0101015c)

public static final int **path**

Added in [API level 1](#)

Specify a URI path that must exactly match, as per [PatternMatcher](#) ([//reference/android/os/PatternMatcher.html](#)) with `PATTERN_LITERAL` ([//reference/android/os/PatternMatcher.html#PATTERN_LITERAL](#)).

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16842794 (0x0101002a)

public static final int **pathPattern**

Added in [API level 1](#)

Specify a URI path that matches a simple pattern, as per [PatternMatcher](#) ([//reference/android/os/PatternMatcher.html](#)) with `PATTERN_SIMPLE_GLOB` ([//reference/android/os/PatternMatcher.html#PATTERN_SIMPLE_GLOB](#)). Note that because `\` is used as an escape character when reading the string from XML (before it is parsed as a pattern), you will need to double-escape: for example a literal `"*"` would be written as `"*"` and a literal `"\"` would be written as `"\\"`. This is basically the same as what you would need to write if constructing the string in Java code.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16842796 (0x0101002c)

public static final int **pathPrefix**

Added in [API level 1](#)

Specify a URI path that must be a prefix to match, as per [PatternMatcher](#) ([//reference/android/os/PatternMatcher.html](#)) with [PATTERN_PREFIX](#) ([//reference/android/os/PatternMatcher.html#PATTERN_PREFIX](#)).

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:] [type:]name"`) containing a value of this type.

Constant Value: 16842795 (0x0101002b)

public static final int **permission**

Added in [API level 1](#)

Specify a permission that a client is required to have in order to use the associated object. If the client does not hold the named permission, its request will fail. See the [Security and Permissions](#) ([//guide/topics/security/security.html](#)) document for more information on permissions.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:] [type:]name"`) containing a value of this type.

Constant Value: 16842758 (0x01010006)

public static final int **permissionFlags**

Added in [API level 17](#)

Flags indicating more context for a permission.

Must be one or more (separated by `|`) of the following constant values.

Constant	Value	Description
<code>costsMoney</code>	0x0001	Set to indicate that this permission allows an operation that may cost the user money. Such permissions may be highlighted when shown to the user with this additional information.

Constant Value: 16843719 (0x010103c7)

public static final int **permissionGroup**

Added in [API level 1](#)

Specified the name of a group that this permission is associated with. The group must have been defined with the [permission-group](#) ([//reference/android/R.styleable.html#AndroidManifestPermissionGroup](#)) tag.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:] [type:]name"`) containing a value of this type.

Constant Value: 16842762 (0x0101000a)

public static final int **permissionGroupFlags**

Added in [API level 17](#)

Flags indicating more context for a permission group.

Must be one or more (separated by `|`) of the following constant values.

Constant	Value	Description
<code>personalInfo</code>	0x0001	Set to indicate that this permission group contains permissions protecting access to some information that is considered personal to the user (such as contacts, e-mails, etc).

Constant Value: 16843717 (0x010103c5)

public static final int **persistent**

Added in [API level 1](#)

Flag to control special persistent mode of an application. This should not normally be used by applications; it requires that the system keep your application running at all times.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:] [type:]name"`) containing a value of this type.

Constant Value: 16842765 (0x0101000d)

public static final int **persistentDrawingCache**

Added in [API level 1](#)

Defines the persistence of the drawing cache. The drawing cache might be enabled by a ViewGroup for all its children in specific situations (for instance during a scrolling.) This property lets you persist the cache in memory after its initial usage. Persisting the cache consumes more memory but may prevent frequent garbage collection if the cache is created over and over again. By default the persistence is set to scrolling.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
<code>none</code>	<code>0x0</code>	The drawing cache is not persisted after use.
<code>animation</code>	<code>0x1</code>	The drawing cache is persisted after a layout animation.
<code>scrolling</code>	<code>0x2</code>	The drawing cache is persisted after a scroll.
<code>all</code>	<code>0x3</code>	The drawing cache is always persisted.

Constant Value: 16842990 (0x010100ee)

public static final int **phoneNumber**

Added in [API level 1](#)

This constant was deprecated in API level 3.
Use `inputType` instead.

If set, specifies that this TextView has a phone number input method. The default is false.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843111 (0x01010167)

public static final int **pivotX**

Added in [API level 1](#)

May be a floating point value, such as "1.2".

May be a fractional value, which is a floating point number appended with either % or %p, such as "14.5%". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843189 (0x010101b5)

public static final int **pivotY**

Added in [API level 1](#)

May be a floating point value, such as "1.2".

May be a fractional value, which is a floating point number appended with either % or %p, such as "14.5%". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843190 (0x010101b6)

public static final int **popupAnimationStyle**

Added in [API level 9](#)

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843465 (0x010102c9)

public static final int **popupBackground**

Added in [API level 1](#)

May be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#xrggbb`", or "`#aarrggbb`".

Constant Value: 16843126 (0x01010176)

public static final int **popupCharacters**

Added in [API level 3](#)

The characters to display in the popup keyboard.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `@[package:]type:name`) or theme attribute (in the form `?[package:][type:]name`) containing a value of this type.

Constant Value: 16843332 (0x01010244)

public static final int **popupKeyboard**

Added in [API level 3](#)

The XML keyboard layout of any popup keyboard.

Must be a reference to another resource, in the form `@[+][package:]type:name` or to a theme attribute in the form `?[package:][type:]name`.

Constant Value: 16843331 (0x01010243)

public static final int **popupLayout**

Added in [API level 3](#)

Layout resource for popup keyboards.

Must be a reference to another resource, in the form `@[+][package:]type:name` or to a theme attribute in the form `?[package:][type:]name`.

Constant Value: 16843323 (0x0101023b)

public static final int **popupMenuStyle**

Added in [API level 11](#)

Default PopupMenu style.

Must be a reference to another resource, in the form `@[+][package:]type:name` or to a theme attribute in the form `?[package:][type:]name`.

Constant Value: 16843520 (0x01010300)

public static final int **popupWindowStyle**

Added in [API level 1](#)

Default PopupWindow style.

Must be a reference to another resource, in the form `@[+][package:]type:name` or to a theme attribute in the form `?[package:][type:]name`.

Constant Value: 16842870 (0x01010076)

public static final int **port**

Added in [API level 1](#)

Specify a URI authority port that is handled, as per [IntentFilter.addDataAuthority\(\)](#) ([//reference/android/content/IntentFilter.html#addDataAuthority\(java.lang.String, java.lang.String\)](#)). If a host is supplied but not a port, any port is matched.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `@[package:]type:name`) or theme attribute (in the form `?[package:][type:]name`) containing a value of this type.

Constant Value: 16842793 (0x01010029)

public static final int **positiveButtonText**

Added in [API level 1](#)

The positive button text for the dialog. Set to `@null` to hide the positive button.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `@[package:]type:name`) or theme attribute (in the form `?[package:][type:]name`) containing a value of this type.

Constant Value: 16843253 (0x010101f5)

public static final int **preferenceCategoryStyle**

Added in [API level 1](#)

Default style for PreferenceCategory.

Must be a reference to another resource, in the form `@[+][package:]type:name` or to a theme attribute in the form `?[package:][type:]name`.

Constant Value: 16842892 (0x0101008c)

public static final int **preferenceInformationStyle**

Added in [API level 1](#)

Default style for informational Preference.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842893 (0x0101008d)

public static final int **preferenceLayoutChild**

Added in [API level 1](#)

The preference layout that has the child/tabbed effect.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842900 (0x01010094)

public static final int **preferenceScreenStyle**

Added in [API level 1](#)

Default style for PreferenceScreen.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842891 (0x0101008b)

public static final int **preferenceStyle**

Added in [API level 1](#)

Default style for Preference.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842894 (0x0101008e)

public static final int **presentationTheme**

Added in [API level 17](#)

Theme to use for presentations spawned from this theme.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843712 (0x010103c0)

public static final int **previewImage**

Added in [API level 11](#)

A preview of what the AppWidget will look like after it's configured. If not supplied, the AppWidget's icon will be used.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843482 (0x010102da)

public static final int **priority**

Added in [API level 1](#)

Specify the relative importance or ability in handling a particular Intent. For receivers, this controls the order in which they are executed to receive a broadcast (note that for asynchronous broadcasts, this order is ignored). For activities, this provides information about how good an activity is handling an Intent; when multiple activities match an intent and have different priorities, only those with the higher priority value will be considered a match.

Only use if you really need to impose some specific order in which the broadcasts are received, or want to forcibly place an activity to always be preferred over others. The value is a single integer, with higher numbers considered to be better.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16842780 (0x0101001c)

public static final int **privateImeOptions**

Added in [API level 3](#)

An additional content type description to supply to the input method attached to the text view, which is private to the implementation of the input method. This simply fills in the `EditorInfo.privateImeOptions` (<http://reference.android/view/inputmethod/EditorInfo.html#privateImeOptions>) field when the input method is connected.

Must be a string value, using `\\` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843299 (0x01010223)

public static final int **process**

Added in [API level 1](#)

Specify a specific process that the associated code is to run in. Use with the application tag (to supply a default process for all application components), or with the activity, receiver, service, or provider tag (to supply a specific icon for that component).

Application components are normally run in a single process that is created for the entire application. You can use this tag to modify where they run. If the process name begins with a `'.'` character, a new process private to that application will be created when needed to run that component (allowing you to spread your application across multiple processes). If the process name begins with a lower-case character, the component will be run in a global process of that name, provided that you have permission to do so, allowing multiple applications to share one process to reduce resource usage.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842769 (0x01010011)

public static final int **progress**

Added in [API level 1](#)

Defines the default progress value, between 0 and max.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843063 (0x01010137)

public static final int **progressBarPadding**

Added in [API level 11](#)

Specifies the horizontal padding on either end for an embedded progress bar.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843545 (0x01010319)

public static final int **progressBarStyle**

Added in [API level 1](#)

Default ProgressBar style. This is a medium circular progress bar.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842871 (0x01010077)

public static final int **progressBarStyleHorizontal**

Added in [API level 1](#)

Horizontal ProgressBar style. This is a horizontal progress bar.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842872 (0x01010078)

public static final int **progressBarStyleInverse**

Added in [API level 4](#)

Inverse ProgressBar style. This is a medium circular progress bar.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843399 (0x01010287)

public static final int **progressBarStyleLarge**

Added in [API level 1](#)

Large ProgressBar style. This is a large circular progress bar.

Must be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

Constant Value: 16842874 (0x0101007a)

public static final int **progressBarStyleLargeInverse**

Added in [API level 4](#)

Large inverse ProgressBar style. This is a large circular progress bar.

Must be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

Constant Value: 16843401 (0x01010289)

public static final int **progressBarStyleSmall**

Added in [API level 1](#)

Small ProgressBar style. This is a small circular progress bar.

Must be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

Constant Value: 16842873 (0x01010079)

public static final int **progressBarStyleSmallInverse**

Added in [API level 4](#)

Small inverse ProgressBar style. This is a small circular progress bar.

Must be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

Constant Value: 16843400 (0x01010288)

public static final int **progressBarStyleSmallTitle**

Added in [API level 1](#)

Small ProgressBar in title style. This is a small circular progress bar that will be placed in title bars.

Must be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

Constant Value: 16843279 (0x0101020f)

public static final int **progressDrawable**

Added in [API level 1](#)

Drawable used for the progress mode.

Must be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

Constant Value: 16843068 (0x0101013c)

public static final int **prompt**

Added in [API level 1](#)

The prompt to display when the spinner's dialog is shown.

Must be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

Constant Value: 16843131 (0x0101017b)

public static final int **propertyName**

Added in [API level 11](#)

Name of the property being animated.

Must be a string value, using '\,' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[package:]type:name") or theme attribute (in the form "?[package:][type:]name") containing a value of this type.

Constant Value: 16843489 (0x010102e1)

public static final int **protectionLevel**

Added in [API level 1](#)

Characterizes the potential risk implied in a permission and indicates the procedure the system should follow when determining whether to grant the permission to an application requesting it. [Standard permissions](#) ([reference/android/Manifest.permission.html](#)) have a predefined and permanent protectionLevel. If you are creating a custom permission in an application, you can define a protectionLevel attribute with one of the values listed below. If no protectionLevel is defined for a custom permission, the system assigns the default ("normal").

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
normal	0	A lower-risk permission that gives an application access to isolated application-level features, with minimal risk to other applications, the system, or the user. The system automatically grants this type of permission to a requesting application at installation, without asking for the user's explicit approval (though the user always has the option to review these permissions before installing).
dangerous	1	A higher-risk permission that would give a requesting application access to private user data or control over the device that can negatively impact the user. Because this type of permission introduces potential risk, the system may not automatically grant it to the requesting application. For example, any dangerous permissions requested by an application may be displayed to the user and require confirmation before proceeding, or some other approach may be taken to avoid the user automatically allowing the use of such facilities.
signature	2	A permission that the system is to grant only if the requesting application is signed with the same certificate as the application that declared the permission. If the certificates match, the system automatically grants the permission without notifying the user or asking for the user's explicit approval.
signatureOrSystem	3	A permission that the system is to grant only to packages in the Android system image or that are signed with the same certificates. Please avoid using this option, as the signature protection level should be sufficient for most needs and works regardless of exactly where applications are installed. This permission is used for certain special situations where multiple vendors have applications built in to a system image which need to share specific features explicitly because they are being built together.
system	0x10	Additional flag from base permission type: this permission can also be granted to any applications installed on the system image. Please avoid using this option, as the signature protection level should be sufficient for most needs and works regardless of exactly where applications are installed. This permission flag is used for certain special situations where multiple vendors have applications built in to a system image which need to share specific features explicitly because they are being built together.
development	0x20	Additional flag from base permission type: this permission can also (optionally) be granted to development applications.

Constant Value: 16842761 (0x01010009)

public static final int publicKey

Added in [API level 14](#)

The attribute that holds a Base64-encoded public key.

Must be a string value, using '\\' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] type:name") containing a value of this type.

Constant Value: 16843686 (0x010103a6)

public static final int queryActionMsg

Added in [API level 1](#)

If you wish to handle an action key during normal search query entry, you must define an action string here. This will be added to the [ACTION_SEARCH](#)

([//reference/android/content/Intent.html#ACTION_SEARCH](#)) intent that is passed to your searchable activity. To examine the string, use `getStringExtra(SearchManager.ACTION_MSG)`.

([//reference/android/content/Intent.html#getStringExtra\(java.lang.String\)](#)). *Optional attribute.*

Must be a string value, using '\\' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] type:name") containing a value of this type.

Constant Value: 16843227 (0x010101db)

public static final int queryAfterZeroResults

Added in [API level 4](#)

If provided and `true`, this searchable activity will be invoked for all queries in a particular session. If set to `false` and the activity returned zero results for a query, it will not be invoked again in that session for supersets of that zero-results query. For example, if the activity returned zero results for "bo", it would not be queried again for "bob". The default value is `false`. *Optional attribute.*

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843394 (0x01010282)

public static final int **queryHint**

Added in [API level 11](#)

An optional query hint string to be displayed in the empty query field.

Must be a string value, using `\` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843608 (0x01010358)

public static final int **quickContactBadgeStyleSmallWindowLarge**

Added in [API level 6](#)

Default quickcontact badge style with large quickcontact window.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843443 (0x010102b3)

public static final int **quickContactBadgeStyleSmallWindowMedium**

Added in [API level 6](#)

Default quickcontact badge style with medium quickcontact window.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843442 (0x010102b2)

public static final int **quickContactBadgeStyleSmallWindowSmall**

Added in [API level 6](#)

Default quickcontact badge style with small quickcontact window.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843441 (0x010102b1)

public static final int **quickContactBadgeStyleWindowLarge**

Added in [API level 6](#)

Default quickcontact badge style with large quickcontact window.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843440 (0x010102b0)

public static final int **quickContactBadgeStyleWindowMedium**

Added in [API level 6](#)

Default quickcontact badge style with medium quickcontact window.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843439 (0x010102af)

public static final int **quickContactBadgeStyleWindowSmall**

Added in [API level 6](#)

Default quickcontact badge style with small quickcontact window.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843438 (0x010102ae)

public static final int **radioButtonStyle**

Added in [API level 1](#)

Default RadioButton style.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842878 (0x0101007e)

public static final int **radius**

Added in [API level 1](#)

Defines the radius of the four corners.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@[*package*:]*type*:*name*") or theme attribute (in the form "?[*package*:][*type*:]*name*") containing a value of this type.

Constant Value: 16843176 (0x010101a8)

public static final int **rating**

Added in [API level 1](#)

The rating to set by default.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@[*package*:]*type*:*name*") or theme attribute (in the form "?[*package*:][*type*:]*name*") containing a value of this type.

Constant Value: 16843077 (0x01010145)

public static final int **ratingBarStyle**

Added in [API level 1](#)

Default RatingBar style.

Must be a reference to another resource, in the form "@[+][*package*:]*type*:*name*" or to a theme attribute in the form "?[*package*:][*type*:]*name*".

Constant Value: 16842876 (0x0101007c)

public static final int **ratingBarStyleIndicator**

Added in [API level 1](#)

Indicator RatingBar style.

Must be a reference to another resource, in the form "@[+][*package*:]*type*:*name*" or to a theme attribute in the form "?[*package*:][*type*:]*name*".

Constant Value: 16843280 (0x01010210)

public static final int **ratingBarStyleSmall**

Added in [API level 1](#)

Small indicator RatingBar style.

Must be a reference to another resource, in the form "@[+][*package*:]*type*:*name*" or to a theme attribute in the form "?[*package*:][*type*:]*name*".

Constant Value: 16842877 (0x0101007d)

public static final int **readPermission**

Added in [API level 1](#)

A specific [permission](#) ([//reference/android/R.attr.html#permission](#)) name for read-only access to a [ContentProvider](#) ([//reference/android/content/ContentProvider.html](#)). See the [Security and Permissions](#) ([//guide/topics/security/security.html](#)) document for more information on permissions.

Must be a string value, using '\\' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[*package*:]*type*:*name*") or theme attribute (in the form "?[*package*:][*type*:]*name*") containing a value of this type.

Constant Value: 16842759 (0x01010007)

public static final int **repeatCount**

Added in [API level 1](#)

Defines how many times the animation should repeat. The default value is 0.

May be an integer value, such as "100".

This may also be a reference to a resource (in the form "@[*package*:]*type*:*name*") or theme attribute (in the form "?[*package*:][*type*:]*name*") containing a value of this type.

May be one of the following constant values.

Constant Value Description

infinite -1

Constant Value: 16843199 (0x010101bf)

public static final int **repeatMode**

Added in [API level 1](#)

Defines the animation behavior when it reaches the end and the repeat count is greater than 0 or infinite. The default value is restart.

Must be one of the following constant values.

Constant Value	Description
restart 1	The animation starts again from the beginning.
reverse 2	The animation plays backward.

Constant Value: 16843200 (0x010101c0)

public static final int **reqFiveWayNav**

Added in [API level 3](#)

Application's requirement for five way navigation

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "[@\[package:\] type:name](#)") or theme attribute (in the form "[?\[package:\] \[type:\] name](#)") containing a value of this type.

Constant Value: 16843314 (0x01010232)

public static final int **reqHardKeyboard**

Added in [API level 3](#)

Application's requirement for a hard keyboard

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "[@\[package:\] type:name](#)") or theme attribute (in the form "[?\[package:\] \[type:\] name](#)") containing a value of this type.

Constant Value: 16843305 (0x01010229)

public static final int **reqKeyboardType**

Added in [API level 3](#)

The input method preferred by an application.

Must be one of the following constant values.

Constant	Value	Description
undefined	0	
nokeys	1	
qwerty	2	
twelvekey	3	

Constant Value: 16843304 (0x01010228)

public static final int **reqNavigation**

Added in [API level 3](#)

The navigation device preferred by an application.

Must be one of the following constant values.

Constant	Value	Description
undefined	0	
nonav	1	
dpad	2	
trackball	3	
wheel	4	

Constant Value: 16843306 (0x0101022a)

public static final int **reqTouchScreen**

Added in [API level 3](#)

The touch screen type used by an application.

Must be one of the following constant values.

Constant	Value	Description
undefined	0	
notouch	1	
stylus	2	
finger	3	

Constant Value: 16843303 (0x01010227)

public static final int **required**

Added in [API level 5](#)

Specify whether this feature is required for the application. The default is true, meaning the application requires the feature, and does not want to be installed on devices that don't support it. If you set this to false, then this will not impose a restriction on where the application can be installed.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[*package*:] *type*:*name*") or theme attribute (in the form "?[*package*:] [*type*:] *name*") containing a value of this type.

Constant Value: 16843406 (0x0101028e)

public static final int **requiresFadingEdge**

Added in [API level 14](#)

Defines which edges should be faded on scrolling.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
none	0x00000000	No edge is faded.
horizontal	0x00001000	Fades horizontal edges only.
vertical	0x00002000	Fades vertical edges only.

Constant Value: 16843685 (0x010103a5)

public static final int **requiresSmallestWidthDp**

Added in [API level 13](#)

Starting with [HONEYCOMB_MR2](#) ([//reference/android/os/Build.VERSION_CODES.html#HONEYCOMB_MR2](#)), this is the new way to specify the minimum screen size an application is compatible with. This attribute provides the required minimum "smallest screen width" (as per the -swNNDp resource configuration) that the application can run on. For example, a typical phone screen is 320, a 7" tablet 600, and a 10" tablet 720. If the smallest screen width of the device is below the value supplied here, then the application is considered incompatible with that device. If not supplied, then any old smallScreens, normalScreens, largeScreens, or xlargeScreens attributes will be used instead.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@[*package*:] *type*:*name*") or theme attribute (in the form "?[*package*:] [*type*:] *name*") containing a value of this type.

Constant Value: 16843620 (0x01010364)

public static final int **resizeMode**

Added in [API level 12](#)

Optional parameter which indicates if and how this widget can be resized. Supports combined values using | operator.

May be an integer value, such as "100".

This may also be a reference to a resource (in the form "@[*package*:] *type*:*name*") or theme attribute (in the form "?[*package*:] [*type*:] *name*") containing a value of this type.

May be one or more (separated by '|') of the following constant values.

Constant	Value	Description
none	0x0	
horizontal	0x1	
vertical	0x2	

Constant Value: 16843619 (0x01010363)

public static final int **resizeable**

Added in [API level 4](#)

Indicates whether the application can resize itself to newer screen sizes. This is mostly used to distinguish between old applications that may not be compatible with newly introduced screen sizes and newer applications that should be; it will be set for you automatically based on whether you are targeting a newer platform that supports more screens.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[*package*:] *type*:*name*") or theme attribute (in the form "?[*package*:] [*type*:] *name*") containing a value of this type.

Constant Value: 16843405 (0x0101028d)

public static final int **resource**

Added in [API level 1](#)

Resource identifier to assign to this piece of named meta-data. The resource identifier can later be retrieved from the meta data Bundle through [Bundle.getInt\(\)](#).
([//reference/android/os/Bundle.html#getInt\(java.lang.String\)](#)).

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842789 (0x01010025)

public static final int **restoreAnyVersion**

Added in [API level 8](#)

Indicate that the application is prepared to attempt a restore of any backed-up dataset, even if the backup is apparently from a newer version of the application than is currently installed on the device. Setting this attribute to `true` will permit the Backup Manager to attempt restore even when a version mismatch suggests that the data are incompatible. *Use with caution!*

The default value of this attribute is `false`.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843450 (0x010102ba)

public static final int **restoreNeedsApplication**

Added in [API level 5](#)

This constant was deprecated in API level 8.
This attribute is not used by the Android operating system.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843421 (0x0101029d)

public static final int **right**

Added in [API level 1](#)

Amount of right padding inside the gradient shape.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843183 (0x010101af)

public static final int **ringtonePreferenceStyle**

Added in [API level 1](#)

Default style for RingtonePreference.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842899 (0x01010093)

public static final int **ringtoneType**

Added in [API level 1](#)

Which ringtone type(s) to show in the picker.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
<code>ringtone</code>	1	Ringtones.
<code>notification</code>	2	Notification sounds.
<code>alarm</code>	4	Alarm sounds.
<code>all</code>	7	All available ringtone sounds.

Constant Value: 16843257 (0x010101f9)

public static final int **rotation**

Added in [API level 11](#)

rotation of the view, in degrees.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@{package:}type:name") or theme attribute (in the form "{package:}[type:}name") containing a value of this type.

Constant Value: 16843558 (0x01010326)

public static final int **rotationX**

Added in [API level 11](#)

rotation of the view around the x axis, in degrees.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@{package:}type:name") or theme attribute (in the form "{package:}[type:}name") containing a value of this type.

Constant Value: 16843559 (0x01010327)

public static final int **rotationY**

Added in [API level 11](#)

rotation of the view around the y axis, in degrees.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@{package:}type:name") or theme attribute (in the form "{package:}[type:}name") containing a value of this type.

Constant Value: 16843560 (0x01010328)

public static final int **rowCount**

Added in [API level 14](#)

The maximum number of rows to create when automatically positioning children.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@{package:}type:name") or theme attribute (in the form "{package:}[type:}name") containing a value of this type.

Constant Value: 16843637 (0x01010375)

public static final int **rowDelay**

Added in [API level 1](#)

Fraction of the animation duration used to delay the beginning of the animation of each row.

May be a floating point value, such as "1.2".

May be a fractional value, which is a floating point number appended with either % or %p, such as "14.5%". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "@{package:}type:name") or theme attribute (in the form "{package:}[type:}name") containing a value of this type.

Constant Value: 16843216 (0x010101d0)

public static final int **rowEdgeFlags**

Added in [API level 3](#)

Row edge flags.

Must be one or more (separated by '|') of the following constant values.

Constant Value	Description
top 4	Row is anchored to the top of the keyboard.
bottom 8	Row is anchored to the bottom of the keyboard.

Constant Value: 16843329 (0x01010241)

public static final int **rowHeight**

Added in [API level 1](#)

Defines the height of each row.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@{package:}type:name") or theme attribute (in the form "{package:}[type:}name") containing a value of this type.

Constant Value: 16843058 (0x01010132)

public static final int **rowOrderPreserved**

Added in [API level 14](#)

When set to true, forces row boundaries to appear in the same order as row indices. The default is true.

See [setRowOrderPreserved\(boolean\)](#).

[//reference/android/widget/GridLayout.html#setRowOrderPreserved\(boolean\)](#).

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@*[package:] type:name*") or theme attribute (in the form "?*[package:] [type:] name*") containing a value of this type.

Constant Value: 16843638 (0x01010376)

public static final int **saveEnabled**

Added in [API level 1](#)

If unset, no state will be saved for this view when it is being frozen. The default is true, allowing the view to be saved (however it also must have an ID assigned to it for its state to be saved). Setting this to false only disables the state for this view, not for its children which may still be saved.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@*[package:] type:name*") or theme attribute (in the form "?*[package:] [type:] name*") containing a value of this type.

Constant Value: 16842983 (0x010100e7)

public static final int **scaleGravity**

Added in [API level 1](#)

Specifies where the drawable is positioned after scaling. The default value is left.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
top	0x30	Push object to the top of its container, not changing its size.
bottom	0x50	Push object to the bottom of its container, not changing its size.
left	0x03	Push object to the left of its container, not changing its size.
right	0x05	Push object to the right of its container, not changing its size.
center_vertical	0x10	Place object in the vertical center of its container, not changing its size.
fill_vertical	0x70	Grow the vertical size of the object if needed so it completely fills its container.
center_horizontal	0x01	Place object in the horizontal center of its container, not changing its size.
fill_horizontal	0x07	Grow the horizontal size of the object if needed so it completely fills its container.
center	0x11	Place the object in the center of its container in both the vertical and horizontal axis, not changing its size.
fill	0x77	Grow the horizontal and vertical size of the object if needed so it completely fills its container.
clip_vertical	0x80	Additional option that can be set to have the top and/or bottom edges of the child clipped to its container's bounds. The clip will be based on the vertical gravity: a top gravity will clip the bottom edge, a bottom gravity will clip the top edge, and neither will clip both edges.
clip_horizontal	0x08	Additional option that can be set to have the left and/or right edges of the child clipped to its container's bounds. The clip will be based on the horizontal gravity: a left gravity will clip the right edge, a right gravity will clip the left edge, and neither will clip both edges.
start	0x00800003	Push object to the beginning of its container, not changing its size.
end	0x00800005	Push object to the end of its container, not changing its size.

Constant Value: 16843262 (0x010101fe)

public static final int **scaleHeight**

Added in [API level 1](#)

Scale height, expressed as a percentage of the drawable's bound. The value's format is XX%. For instance: 100%, 12.5%, etc.

Must be a string value, using '\\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@*[package:] type:name*") or theme attribute (in

the form "[package:][type:]name") containing a value of this type.

Constant Value: 16843261 (0x010101fd)

public static final int **scaleType**

Added in [API level 1](#)

Controls how the image should be resized or moved to match the size of this `ImageView`.

Must be one of the following constant values.

Constant	Value	Description
<code>matrix</code>	0	
<code>fitXY</code>	1	
<code>fitStart</code>	2	
<code>fitCenter</code>	3	
<code>fitEnd</code>	4	
<code>center</code>	5	
<code>centerCrop</code>	6	
<code>centerInside</code>	7	

Constant Value: 16843037 (0x0101011d)

public static final int **scaleWidth**

Added in [API level 1](#)

Scale width, expressed as a percentage of the drawable's bound. The value's format is XX%. For instance: 100%, 12.5%, etc.

Must be a string value, using '\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:]type: name") or theme attribute (in the form "? [package:][type:]name") containing a value of this type.

Constant Value: 16843260 (0x010101fc)

public static final int **scaleX**

Added in [API level 11](#)

scale of the view in the x direction.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@ [package:]type: name") or theme attribute (in the form "? [package:][type:]name") containing a value of this type.

Constant Value: 16843556 (0x01010324)

public static final int **scaleY**

Added in [API level 11](#)

scale of the view in the y direction.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@ [package:]type: name") or theme attribute (in the form "? [package:][type:]name") containing a value of this type.

Constant Value: 16843557 (0x01010325)

public static final int **scheme**

Added in [API level 1](#)

Specify a URI scheme that is handled, as per [IntentFilter.addDataScheme\(\)](#) ([//reference/android/content/IntentFilter.html#addDataScheme\(java.lang.String\)](#)).

Note: scheme matching in the Android framework is case-sensitive, unlike the formal RFC. As a result, schemes here should always use lower case letters.

Must be a string value, using '\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:]type: name") or theme attribute (in the form "? [package:][type:]name") containing a value of this type.

Constant Value: 16842791 (0x01010027)

public static final int **screenDensity**

Added in [API level 9](#)

Specifies a compatible screen density, as per the device configuration screen density bins.

May be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

May be one of the following constant values.

Constant Value	Description
<code>ldpi</code> 120	A low density screen, approximately 120dpi.
<code>mdpi</code> 160	A medium density screen, approximately 160dpi.
<code>hdpi</code> 240	A high density screen, approximately 240dpi.
<code>xhdpi</code> 320	An extra high density screen, approximately 320dpi.

Constant Value: 16843467 (0x010102cb)

public static final int **screenOrientation**

Added in [API level 1](#)

Specify the orientation an activity should be run in. If not specified, it will run in the current preferred orientation of the screen.

Must be one of the following constant values.

Constant	Value	Description
<code>unspecified</code>	-1	No preference specified: let the system decide the best orientation. This will either be the orientation selected by the activity below, or the user's preferred orientation if this activity is the bottom of a task. If the user explicitly turned off sensor based orientation through settings sensor based device rotation will be ignored. If not by default sensor based orientation will be taken into account and the orientation will be changed based on how the user rotates the device
<code>landscape</code>	0	Would like to have the screen in a landscape orientation: that is, with the display wider than it is tall, ignoring sensor data.
<code>portrait</code>	1	Would like to have the screen in a portrait orientation: that is, with the display taller than it is wide, ignoring sensor data.
<code>user</code>	2	Use the user's current preferred orientation of the handset.
<code>behind</code>	3	Keep the screen in the same orientation as whatever is behind this activity.
<code>sensor</code>	4	Orientation is determined by a physical orientation sensor: the display will rotate based on how the user moves the device.
<code>nosensor</code>	5	Always ignore orientation determined by orientation sensor: the display will not rotate when the user moves the device.
<code>sensorLandscape</code>	6	Would like to have the screen in landscape orientation, but can use the sensor to change which direction the screen is facing.
<code>sensorPortrait</code>	7	Would like to have the screen in portrait orientation, but can use the sensor to change which direction the screen is facing.
<code>reverseLandscape</code>	8	Would like to have the screen in landscape orientation, turned in the opposite direction from normal landscape.
<code>reversePortrait</code>	9	Would like to have the screen in portrait orientation, turned in the opposite direction from normal portrait.
<code>fullSensor</code>	10	Orientation is determined by a physical orientation sensor: the display will rotate based on how the user moves the device. This allows any of the 4 possible rotations, regardless of what the device will normally do (for example some devices won't normally use 180 degree rotation).

Constant Value: 16842782 (0x0101001e)

public static final int **screenSize**

Added in [API level 9](#)

Specifies a compatible screen size, as per the device configuration screen size bins.

Must be one of the following constant values.

Constant Value	Description
<code>small</code> 200	A small screen configuration, at least 240x320db.
<code>normal</code> 300	A normal screen configuration, at least 320x480db.
<code>large</code> 400	A large screen configuration, at least 400x530db.
<code>xlarge</code> 500	An extra large screen configuration, at least 600x800db.

Constant Value: 16843466 (0x010102ca)

public static final int **scrollHorizontally**

Added in [API level 1](#)

Whether the text is allowed to be wider than the view (and therefore can be scrolled horizontally).

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843099 (0x0101015b)

public static final int **scrollViewStyle**

Added in [API level 1](#)

Default ScrollView style.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842880 (0x01010080)

public static final int **scrollIX**

Added in [API level 1](#)

The initial horizontal scroll offset, in pixels.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842962 (0x010100d2)

public static final int **scrollIY**

Added in [API level 1](#)

The initial vertical scroll offset, in pixels.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842963 (0x010100d3)

public static final int **scrollbarAlwaysDrawHorizontalTrack**

Added in [API level 1](#)

Defines whether the horizontal scrollbar track should always be drawn.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842856 (0x01010068)

public static final int **scrollbarAlwaysDrawVerticalTrack**

Added in [API level 1](#)

Defines whether the vertical scrollbar track should always be drawn.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842857 (0x01010069)

public static final int **scrollbarDefaultDelayBeforeFade**

Added in [API level 5](#)

Defines the delay in milliseconds that a scrollbar waits before fade out.

Must be an integer value, such as "`100`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843433 (0x010102a9)

public static final int **scrollbarFadeDuration**

Added in [API level 5](#)

Defines the delay in milliseconds that a scrollbar takes to fade out.

Must be an integer value, such as "`100`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in

the form "`?[package:] [type:] name`") containing a value of this type.

Constant Value: 16843432 (0x010102a8)

public static final int **scrollbarSize**

Added in [API level 1](#)

Sets the width of vertical scrollbars and height of horizontal scrollbars.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@[package:] type: name`") or theme attribute (in the form "`?[package:] [type:] name`") containing a value of this type.

Constant Value: 16842851 (0x01010063)

public static final int **scrollbarStyle**

Added in [API level 1](#)

Controls the scrollbar style and position. The scrollbars can be overlaid or inset. When inset, they add to the padding of the view. And the scrollbars can be drawn inside the padding area or on the edge of the view. For example, if a view has a background drawable and you want to draw the scrollbars inside the padding specified by the drawable, you can use `insideOverlay` or `insideInset`. If you want them to appear at the edge of the view, ignoring the padding, then you can use `outsideOverlay` or `outsideInset`.

Must be one of the following constant values.

Constant	Value	Description
<code>insideOverlay</code>	0x0	Inside the padding and overlaid
<code>insideInset</code>	0x01000000	Inside the padding and inset
<code>outsideOverlay</code>	0x02000000	Edge of the view and overlaid
<code>outsideInset</code>	0x03000000	Edge of the view and inset

Constant Value: 16842879 (0x0101007f)

public static final int **scrollbarThumbHorizontal**

Added in [API level 1](#)

Defines the horizontal scrollbar thumb drawable.

Must be a reference to another resource, in the form "`@[+][package:] type: name`" or to a theme attribute in the form "`?[package:] [type:] name`".

Constant Value: 16842852 (0x01010064)

public static final int **scrollbarThumbVertical**

Added in [API level 1](#)

Defines the vertical scrollbar thumb drawable.

Must be a reference to another resource, in the form "`@[+][package:] type: name`" or to a theme attribute in the form "`?[package:] [type:] name`".

Constant Value: 16842853 (0x01010065)

public static final int **scrollbarTrackHorizontal**

Added in [API level 1](#)

Defines the horizontal scrollbar track drawable.

Must be a reference to another resource, in the form "`@[+][package:] type: name`" or to a theme attribute in the form "`?[package:] [type:] name`".

Constant Value: 16842854 (0x01010066)

public static final int **scrollbarTrackVertical**

Added in [API level 1](#)

Defines the vertical scrollbar track drawable.

Must be a reference to another resource, in the form "`@[+][package:] type: name`" or to a theme attribute in the form "`?[package:] [type:] name`".

Constant Value: 16842855 (0x01010067)

public static final int **scrollbars**

Added in [API level 1](#)

Defines which scrollbars should be displayed on scrolling or not.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
<code>none</code>	<code>0x00000000</code>	No scrollbar is displayed.
<code>horizontal</code>	<code>0x00000100</code>	Displays horizontal scrollbar only.
<code>vertical</code>	<code>0x00000200</code>	Displays vertical scrollbar only.

Constant Value: 16842974 (0x010100de)

public static final int **scrollingCache**

Added in [API level 1](#)

When set to true, the list uses a drawing cache during scrolling. This makes the rendering faster but uses more memory. The default value is true.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ { package: } type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843006 (0x010100fe)

public static final int **searchButtonText**

Added in [API level 1](#)

This constant was deprecated in API level 3.

This will create a non-standard UI appearance, because the search bar UI is changing to use only icons for its buttons.

If supplied, this string will be displayed as the text of the "Search" button. *Optional attribute.*

Must be a string value, using `\;` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@ { package: } type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843269 (0x01010205)

public static final int **searchMode**

Added in [API level 1](#)

Additional features are controlled by mode bits in this field. Omitting this field, or setting to zero, provides default behavior. *Optional attribute.*

Must be one or more (separated by `|`) of the following constant values.

Constant	Value	Description
<code>showSearchLabelAsBadge</code>	<code>0x04</code>	If set, this flag enables the display of the search target (label) within the search bar. If neither bad mode is selected, no badge will be shown.
<code>showSearchIconAsBadge</code>	<code>0x08</code>	This is deprecated. The default application icon is now always used, so this option is obsolete.
<code>queryRewriteFromData</code>	<code>0x10</code>	If set, this flag causes the suggestion column <code>SUGGEST_COLUMN_INTENT_DATA</code> to be considered as the text for suggestion query rewriting. This should only be used when the values in <code>SUGGEST_COLUMN_INTENT_DATA</code> are suitable for user inspection and editing - typically, HTTP/HTTPS Uri's.
<code>queryRewriteFromText</code>	<code>0x20</code>	If set, this flag causes the suggestion column <code>SUGGEST_COLUMN_TEXT_1</code> to be considered as the text for suggestion query rewriting. This should be used for suggestions in which no query text is provided and the <code>SUGGEST_COLUMN_INTENT_DATA</code> values are not suitable for user inspection and editing.

Constant Value: 16843221 (0x010101d5)

public static final int **searchSettingsDescription**

Added in [API level 4](#)

If provided, this string will be used to describe the searchable item in the searchable items settings within system search settings. *Optional attribute.*

Must be a string value, using `\;` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@ { package: } type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843402 (0x0101028a)

public static final int **searchSuggestAuthority**

Added in [API level 1](#)

If provided, this is the trigger indicating that the searchable activity provides suggestions as well. The

value must be a fully-qualified content provider authority (e.g. "com.example.android.apis.SuggestionProvider") and should match the "android:authorities" tag in your content provider's manifest entry. *Optional attribute.*

Must be a string value, using '\;' to escape characters such as '\n' or '\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16843222 (0x010101d6)

public static final int **searchSuggestIntentAction**

Added in [API level 1](#)

If provided, and not overridden by an action in the selected suggestion, this string will be placed in the action field of the [Intent](#) ([reference/android/content/Intent.html](#)) when the user clicks a suggestion. *Optional attribute.*

Must be a string value, using '\;' to escape characters such as '\n' or '\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16843225 (0x010101d9)

public static final int **searchSuggestIntentData**

Added in [API level 1](#)

If provided, and not overridden by an action in the selected suggestion, this string will be placed in the data field of the [Intent](#) ([reference/android/content/Intent.html](#)) when the user clicks a suggestion. *Optional attribute.*

Must be a string value, using '\;' to escape characters such as '\n' or '\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16843226 (0x010101da)

public static final int **searchSuggestPath**

Added in [API level 1](#)

If provided, this will be inserted in the suggestions query Uri, after the authority you have provide but before the standard suggestions path. *Optional attribute.*

Must be a string value, using '\;' to escape characters such as '\n' or '\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16843223 (0x010101d7)

public static final int **searchSuggestSelection**

Added in [API level 1](#)

If provided, suggestion queries will be passed into your query function as the *selection* parameter. Typically this will be a WHERE clause for your database, and will contain a single question mark, which represents the actual query string that has been typed by the user. If not provided, then the user query text will be appended to the query Uri (after an additional "/"). *Optional attribute.*

Must be a string value, using '\;' to escape characters such as '\n' or '\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16843224 (0x010101d8)

public static final int **searchSuggestThreshold**

Added in [API level 4](#)

If provided, this is the minimum number of characters needed to trigger search suggestions. The default value is 0. *Optional attribute.*

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@[package:]type:name") or theme attribute (in the form "?[package:]type:name") containing a value of this type.

Constant Value: 16843373 (0x0101026d)

public static final int **secondaryProgress**

Added in [API level 1](#)

Defines the secondary progress value, between 0 and max. This progress is drawn between the primary progress and the background. It can be ideal for media scenarios such as showing the buffering progress while the default progress shows the play progress.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@ [*package*:] *type*:*name*") or theme attribute (in the form "? [*package*:] [*type*:] *name*") containing a value of this type.

Constant Value: 16843064 (0x01010138)

public static final int **seekBarStyle**

Added in [API level 1](#)

Default SeekBar style.

Must be a reference to another resource, in the form "@ [+] [*package*:] *type*:*name*" or to a theme attribute in the form "? [*package*:] [*type*:] *name*".

Constant Value: 16842875 (0x0101007b)

public static final int **segmentedButtonStyle**

Added in [API level 11](#)

Style for segmented buttons - a container that houses several buttons with the appearance of a single button broken into segments.

Must be a reference to another resource, in the form "@ [+] [*package*:] *type*:*name*" or to a theme attribute in the form "? [*package*:] [*type*:] *name*".

Constant Value: 16843568 (0x01010330)

public static final int **selectAllOnFocus**

Added in [API level 1](#)

If the text is selectable, select it all when the view takes focus.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [*package*:] *type*:*name*") or theme attribute (in the form "? [*package*:] [*type*:] *name*") containing a value of this type.

Constant Value: 16843102 (0x0101015e)

public static final int **selectable**

Added in [API level 1](#)

Whether the Preference is selectable.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [*package*:] *type*:*name*") or theme attribute (in the form "? [*package*:] [*type*:] *name*") containing a value of this type.

Constant Value: 16843238 (0x010101e6)

public static final int **selectableItemBackground**

Added in [API level 11](#)

Background drawable for standalone items that need focus/pressed states.

Must be a reference to another resource, in the form "@ [+] [*package*:] *type*:*name*" or to a theme attribute in the form "? [*package*:] [*type*:] *name*".

Constant Value: 16843534 (0x0101030e)

public static final int **selectedDateVerticalBar**

Added in [API level 11](#)

Drawable for the vertical bar shown at the beginning and at the end of the selected date.

Must be a reference to another resource, in the form "@ [+] [*package*:] *type*:*name*" or to a theme attribute in the form "? [*package*:] [*type*:] *name*".

Constant Value: 16843591 (0x01010347)

public static final int **selectedWeekBackgroundColor**

Added in [API level 11](#)

The background color for the selected week.

May be a reference to another resource, in the form "@ [+] [*package*:] *type*:*name*" or to a theme attribute in the form "? [*package*:] [*type*:] *name*".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16843586 (0x01010342)

public static final int **settingsActivity**

Added in [API level 3](#)

Component name of an activity that allows the user to modify the settings for this service.

Must be a string value, using `'\'` to escape characters such as `'\n'` or `'\uxxxx'` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843301 (0x01010225)

public static final int **shadowColor**

Added in [API level 1](#)

Place a shadow of the specified color behind the text.

Must be a color value, in the form of `"#rgb"`, `"#argb"`, `"#rrggbb"`, or `"#aarrggbb"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843105 (0x01010161)

public static final int **shadowDx**

Added in [API level 1](#)

Horizontal offset of the shadow.

Must be a floating point value, such as `"1.2"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843106 (0x01010162)

public static final int **shadowDy**

Added in [API level 1](#)

Vertical offset of the shadow.

Must be a floating point value, such as `"1.2"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843107 (0x01010163)

public static final int **shadowRadius**

Added in [API level 1](#)

Radius of the shadow.

Must be a floating point value, such as `"1.2"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843108 (0x01010164)

public static final int **shape**

Added in [API level 1](#)

Indicates what shape to fill with a gradient.

Must be one of the following constant values.

Constant	Value	Description
<code>rectangle</code>	0	Rectangle shape, with optional rounder corners.
<code>oval</code>	1	Oval shape.
<code>line</code>	2	Line shape.
<code>ring</code>	3	Ring shape.

Constant Value: 16843162 (0x0101019a)

public static final int **shareInterpolator**

Added in [API level 1](#)

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:]type:name"`) containing a value of this type.

Constant Value: 16843195 (0x010101bb)

public static final int **sharedUserId**

Added in [API level 1](#)

Specify the name of a user ID that will be shared between multiple packages. By default, each package gets its own unique user-id. By setting this value on two or more packages, each of these packages will be given a single shared user ID, so they can for example run in the same process. Note that for them to actually get the same user ID, they must also be signed with the same signature.

Must be a string value, using `'\'` to escape characters such as `'\\n'` or `'\\uxxxx'` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:] type:name"`) or theme attribute (in the form `"?[package:] [type:] name"`) containing a value of this type.

Constant Value: 16842763 (0x0101000b)

public static final int **sharedUserLabel**

Added in [API level 3](#)

Specify a label for the shared user UID of this package. This is only used if you have also used `android:sharedUserId`. This must be a reference to a string resource; it can not be an explicit string.

Must be a reference to another resource, in the form `"@[+][package:] type:name"` or to a theme attribute in the form `"?[package:] [type:] name"`.

Constant Value: 16843361 (0x01010261)

public static final int **shouldDisableView**

Added in [API level 1](#)

Whether the view of this Preference should be disabled when this Preference is disabled.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:] type:name"`) or theme attribute (in the form `"?[package:] [type:] name"`) containing a value of this type.

Constant Value: 16843246 (0x010101ee)

public static final int **showAsAction**

Added in [API level 11](#)

How this item should display in the Action Bar, if present.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
<code>never</code>	0	Never show this item in an action bar, show it in the overflow menu instead. Mutually exclusive with <code>"ifRoom"</code> and <code>"always"</code> .
<code>ifRoom</code>	1	Show this item in an action bar if there is room for it as determined by the system. Favor this option over <code>"always"</code> where possible. Mutually exclusive with <code>"never"</code> and <code>"always"</code> .
<code>always</code>	2	Always show this item in an actionbar, even if it would override the system's limits of how much stuff to put there. This may make your action bar look bad on some screens. In most cases you should use <code>"ifRoom"</code> instead. Mutually exclusive with <code>"ifRoom"</code> and <code>"never"</code> .
<code>withText</code>	4	When this item is shown as an action in the action bar, show a text label with it even if it has an icon representation.
<code>collapseActionView</code>	8	This item's action view collapses to a normal menu item. When expanded, the action view takes over a larger segment of its container.

Constant Value: 16843481 (0x010102d9)

public static final int **showDefault**

Added in [API level 1](#)

Whether to show an item for a default sound.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:] type:name"`) or theme attribute (in the form `"?[package:] [type:] name"`) containing a value of this type.

Constant Value: 16843258 (0x010101fa)

public static final int **showDividers**

Added in [API level 11](#)

Setting for which dividers to show.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
<code>none</code>	0	
<code>beginning</code>	1	
<code>middle</code>	2	

end 4

Constant Value: 16843561 (0x01010329)

public static final int **showOnLockScreen**

Added in [API level 17](#)

Specify that an Activity should be shown over the lock screen and, in a multiuser environment, across all users' windows

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } {type: } name`") containing a value of this type.

Constant Value: 16843721 (0x010103c9)

public static final int **showSilent**

Added in [API level 1](#)

Whether to show an item for 'Silent'.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } {type: } name`") containing a value of this type.

Constant Value: 16843259 (0x010101fb)

public static final int **showWeekNumber**

Added in [API level 11](#)

Whether do show week numbers.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } {type: } name`") containing a value of this type.

Constant Value: 16843582 (0x0101033e)

public static final int **shownWeekCount**

Added in [API level 11](#)

The number of weeks to be shown.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } {type: } name`") containing a value of this type.

Constant Value: 16843585 (0x01010341)

public static final int **shrinkColumns**

Added in [API level 1](#)

The zero-based index of the columns to shrink. The column indices must be separated by a comma: 1, 2, 5. Illegal and duplicate indices are ignored. You can shrink all columns by using the value "*" instead. Note that a column can be marked stretchable and shrinkable at the same time.

Must be a string value, using '\;' to escape characters such as '\n' or '\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } {type: } name`") containing a value of this type.

Constant Value: 16843082 (0x0101014a)

public static final int **singleLine**

Added in [API level 1](#)

This constant was deprecated in API level 3.

This attribute is deprecated. Use `maxLines` instead to change the layout of a static text, and use the `textMultiLine` flag in the `inputType` attribute instead for editable text views (if both `singleLine` and `inputType` are supplied, the `inputType` flags will override the value of `singleLine`).

Constrains the text to a single horizontally scrolling line instead of letting it wrap onto multiple lines, and advances focus instead of inserting a newline when you press the enter key. The default value is false (multi-line wrapped text mode) for non-editable text, but if you specify any value for `inputType`, the default is true (single-line input field mode).

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } {type: } name`") containing a value of this type.

Constant Value: 16843101 (0x0101015d)

public static final int **singleUser**

Added in [API level 17](#)

If set to true, a single instance of this component will run for all users. That instance will run as user 0, the default/primary user. When the app running is in processes for other users and interacts with this component (by binding to a service for example) those processes will always interact with the instance running for user 0. Enabling single user mode forces "exported" of the component to be false, to help avoid introducing multi-user security bugs. This feature is only available to applications built in to the system image; you must hold the permission INTERACT_ACROSS_USERS in order to use this feature. This flag can only be used with services, receivers, and providers; it can not be used with activities.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] [type:] name") containing a value of this type.

Constant Value: 16843711 (0x010103bf)

public static final int **smallIcon**

Added in [API level 5](#)

Smaller icon of the authenticator.

Must be a reference to another resource, in the form "@[+][package:] type:name" or to a theme attribute in the form "?[package:] [type:] name".

Constant Value: 16843422 (0x0101029e)

public static final int **smallScreens**

Added in [API level 4](#)

Indicates whether the application supports smaller screen form-factors. A small screen is defined as one with a smaller aspect ratio than the traditional HVGA screen; that is, for a portrait screen, less tall than an HVGA screen. In practice, this means a QVGA low density or VGA high density screen. An application that does not support small screens *will not be available* for small screen devices, since there is little the platform can do to make such an application work on a smaller screen.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] [type:] name") containing a value of this type.

Constant Value: 16843396 (0x01010284)

public static final int **smoothScrollbar**

Added in [API level 3](#)

When set to true, the list will use a more refined calculation method based on the pixels height of the items visible on screen. This property is set to true by default but should be set to false if your adapter will display items of varying heights. When this property is set to true and your adapter displays items of varying heights, the scrollbar thumb will change size as the user scrolls through the list. When set to false, the list will use only the number of items in the adapter and the number of items visible on screen to determine the scrollbar's properties.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] [type:] name") containing a value of this type.

Constant Value: 16843313 (0x01010231)

public static final int **soundEffectsEnabled**

Added in [API level 1](#)

Boolean that controls whether a view should have sound effects enabled for events such as clicking and touching.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] [type:] name") containing a value of this type.

Constant Value: 16843285 (0x01010215)

public static final int **spacing**

Added in [API level 1](#)

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in

the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843027 (0x01010113)

public static final int **spinnerDropDownItemStyle**

Added in [API level 1](#)

Default style for spinner drop down items.

Must be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842887 (0x01010087)

public static final int **spinnerItemStyle**

Added in [API level 1](#)

Default spinner item style.

Must be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842889 (0x01010089)

public static final int **spinnerMode**

Added in [API level 11](#)

Display mode for spinner options.

Must be one of the following constant values.

Constant	Value	Description
dialog	0	Spinner options will be presented to the user as a dialog window.
dropdown	1	Spinner options will be presented to the user as an inline dropdown anchored to the spinner widget itself.

Constant Value: 16843505 (0x010102f1)

public static final int **spinnerStyle**

Added in [API level 1](#)

Default Spinner style.

Must be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842881 (0x01010081)

public static final int **spinnersShown**

Added in [API level 11](#)

Whether the spinners are shown.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@+[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843595 (0x0101034b)

public static final int **splitMotionEvents**

Added in [API level 11](#)

Sets whether this ViewGroup should split MotionEvent to separate child views during touch event dispatch. If false (default), touch events will be dispatched to the child view where the first pointer went down until the last pointer goes up. If true, touch events may be dispatched to multiple children. MotionEvent for each pointer will be dispatched to the child view where the initial ACTION_DOWN event happened. See [setMotionEventSplittingEnabled\(boolean\)](#) [//reference/android/view/ViewGroup.html#setMotionEventSplittingEnabled\(boolean\)](#) for more information.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@+[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843503 (0x010102ef)

public static final int **src**

Added in [API level 1](#)

Sets a drawable as the content of this ImageView.

May be a reference to another resource, in the form "`@+[package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16843033 (0x01010119)

public static final int **stackFromBottom**

Added in [API level 1](#)

Used by ListView and GridView to stack their content from the bottom.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] [type:] name") containing a value of this type.

Constant Value: 16843005 (0x010100fd)

public static final int **starStyle**

Added in [API level 1](#)

Default Star style.

Must be a reference to another resource, in the form "[+][package:] type:name" or to a theme attribute in the form "?[package:] [type:] name".

Constant Value: 16842882 (0x01010082)

public static final int **startColor**

Added in [API level 1](#)

Start color of the gradient.

Must be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] [type:] name") containing a value of this type.

Constant Value: 16843165 (0x0101019d)

public static final int **startOffset**

Added in [API level 1](#)

Delay in milliseconds before the animation runs, once start time is reached.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] [type:] name") containing a value of this type.

Constant Value: 16843198 (0x010101be)

public static final int **startYear**

Added in [API level 1](#)

This constant was deprecated in API level 16.
Use minDate instead.

The first year (inclusive), for example "1940".

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] [type:] name") containing a value of this type.

Constant Value: 16843132 (0x0101017c)

public static final int **stateNotNeeded**

Added in [API level 1](#)

Indicates that an Activity does not need to have its freeze state (as returned by [`onSaveInstanceState\(Bundle\)`](#) [\(/reference/android/app/Activity.html#onSaveInstanceState\(android.os.Bundle\)\)](#) retained in order to be restarted. Generally you use this for activities that do not store any state. When this flag is set, if for some reason the activity is killed before it has a chance to save its state, then the system will not remove it from the activity stack like it normally would. Instead, the next time the user navigates to it its [`onCreate\(Bundle\)`](#) [\(/reference/android/app/Activity.html#onCreate\(android.os.Bundle\)\)](#) method will be called with a null icicle, just like it was starting for the first time.

This is used by the Home activity to make sure it does not get removed if it crashes for some reason.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[package:] type:name") or theme attribute (in the form "?[package:] [type:] name") containing a value of this type.

Constant Value: 16842774 (0x01010016)

public static final int **state_above_anchor**

Added in [API level 1](#)

State identifier indicating the popup will be above the anchor.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } {type: } name`") containing a value of this type.

Constant Value: 16842922 (0x010100aa)

public static final int **state_accelerated**

Added in [API level 11](#)

State value for [StateListDrawable](#) ([//reference/android/graphics/drawable/StateListDrawable.html](#)), indicating that the Drawable is in a view that is hardware accelerated. This means that the device can at least render a full-screen scaled bitmap with one layer of text and bitmaps composited on top of it at 60fps. When this is set, the `colorBackgroundCacheHint` will be ignored even if it specifies a solid color, since that optimization is not needed.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } {type: } name`") containing a value of this type.

Constant Value: 16843547 (0x0101031b)

public static final int **state_activated**

Added in [API level 11](#)

State value for [StateListDrawable](#) ([//reference/android/graphics/drawable/StateListDrawable.html](#)), set when a view or its parent has been "activated" meaning the user has currently marked it as being of interest. This is an alternative representation of `state_checked` for when the state should be propagated down the view hierarchy.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } {type: } name`") containing a value of this type.

Constant Value: 16843518 (0x010102fe)

public static final int **state_active**

Added in [API level 1](#)

State value for [StateListDrawable](#) ([//reference/android/graphics/drawable/StateListDrawable.html](#)).

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } {type: } name`") containing a value of this type.

Constant Value: 16842914 (0x010100a2)

public static final int **state_checkable**

Added in [API level 1](#)

State identifier indicating that the object *may* display a check mark. See [state_checked](#) ([//reference/android/R.attr.html#state_checked](#)) for the identifier that indicates whether it is actually checked.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } {type: } name`") containing a value of this type.

Constant Value: 16842911 (0x0101009f)

public static final int **state_checked**

Added in [API level 1](#)

State identifier indicating that the object is currently checked. See [state_checkable](#) ([//reference/android/R.attr.html#state_checkable](#)) for an additional identifier that can indicate if any object may ever display a check, regardless of whether `state_checked` is currently set.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@{package: } type: name`") or theme attribute (in the form "`?{package: } {type: } name`") containing a value of this type.

Constant Value: 16842912 (0x010100a0)

public static final int **state_drag_can_accept**

Added in [API level 14](#)

State for [StateListDrawable](#) ([//reference/android/graphics/drawable/StateListDrawable.html](#)) indicating that the Drawable is in a view that is capable of accepting a drop of the content currently being manipulated in a drag-and-drop operation.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "[@\[package:\]type:name](#)") or theme attribute (in the form "[?\[package:\]type:name](#)") containing a value of this type.

Constant Value: 16843624 (0x01010368)

public static final int **state_drag_hovered**

Added in [API level 14](#)

State for [StateListDrawable](#) ([//reference/android/graphics/drawable/StateListDrawable.html](#)) indicating that a drag operation (for which the Drawable's view is a valid recipient) is currently positioned over the Drawable.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "[@\[package:\]type:name](#)") or theme attribute (in the form "[?\[package:\]type:name](#)") containing a value of this type.

Constant Value: 16843625 (0x01010369)

public static final int **state_empty**

Added in [API level 1](#)

State identifier indicating the group is empty (has no children).

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "[@\[package:\]type:name](#)") or theme attribute (in the form "[?\[package:\]type:name](#)") containing a value of this type.

Constant Value: 16842921 (0x010100a9)

public static final int **state_enabled**

Added in [API level 1](#)

State value for [StateListDrawable](#) ([//reference/android/graphics/drawable/StateListDrawable.html](#)), set when a view is enabled.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "[@\[package:\]type:name](#)") or theme attribute (in the form "[?\[package:\]type:name](#)") containing a value of this type.

Constant Value: 16842910 (0x0101009e)

public static final int **state_expanded**

Added in [API level 1](#)

State identifier indicating the group is expanded.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "[@\[package:\]type:name](#)") or theme attribute (in the form "[?\[package:\]type:name](#)") containing a value of this type.

Constant Value: 16842920 (0x010100a8)

public static final int **state_first**

Added in [API level 1](#)

State value for [StateListDrawable](#) ([//reference/android/graphics/drawable/StateListDrawable.html](#)).

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "[@\[package:\]type:name](#)") or theme attribute (in the form "[?\[package:\]type:name](#)") containing a value of this type.

Constant Value: 16842916 (0x010100a4)

public static final int **state_focused**

Added in [API level 1](#)

State value for [StateListDrawable](#) ([//reference/android/graphics/drawable/StateListDrawable.html](#)), set when a view has input focus.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842908 (0x0101009c)

public static final int **state_hovered**

Added in [API level 14](#)

State value for [StateListDrawable](#)

[\(//reference/android/graphics/drawable/StateListDrawable.html\)](#), set when a pointer is hovering over the view.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843623 (0x01010367)

public static final int **state_last**

Added in [API level 1](#)

State value for [StateListDrawable](#)

[\(//reference/android/graphics/drawable/StateListDrawable.html\)](#).

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842918 (0x010100a6)

public static final int **state_long_pressable**

Added in [API level 3](#)

State for [KeyboardView](#) [\(//reference/android/inputmethodservice/KeyboardView.html\)](#), key preview background.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843324 (0x0101023c)

public static final int **state_middle**

Added in [API level 1](#)

State value for [StateListDrawable](#)

[\(//reference/android/graphics/drawable/StateListDrawable.html\)](#).

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842917 (0x010100a5)

public static final int **state_multiline**

Added in [API level 11](#)

State identifier indicating a TextView has a multi-line layout.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843597 (0x0101034d)

public static final int **state_pressed**

Added in [API level 1](#)

State value for [StateListDrawable](#)

[\(//reference/android/graphics/drawable/StateListDrawable.html\)](#), set when the user is pressing down in a view.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842919 (0x010100a7)

public static final int **state_selected**

Added in [API level 1](#)

State value for [StateListDrawable](#)

[\(//reference/android/graphics/drawable/StateListDrawable.html\)](#), set when a view (or one of its parents) is currently selected.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842913 (0x010100a1)

public static final int **state_single**

Added in [API level 1](#)

State value for [StateListDrawable](#)

[\(//reference/android/graphics/drawable/StateListDrawable.html\)](#).

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842915 (0x010100a3)

public static final int **state_window_focused**

Added in [API level 1](#)

State value for [StateListDrawable](#)

[\(//reference/android/graphics/drawable/StateListDrawable.html\)](#), set when a view's window has input focus.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16842909 (0x0101009d)

public static final int **staticWallpaperPreview**

Added in [API level 11](#)

A resource id of a static drawable.

Must be a reference to another resource, in the form "[+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843569 (0x01010331)

public static final int **stepSize**

Added in [API level 1](#)

The step size of the rating.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843078 (0x01010146)

public static final int **stopWithTask**

Added in [API level 14](#)

If set to true, this service will be automatically stopped when the user removes a task rooted in an activity owned by the application. The default is false.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843626 (0x0101036a)

public static final int **streamType**

Added in [API level 1](#)

Different audio stream types.

Must be one of the following constant values.

Constant Value Description

voice 0

system 1

ring 2
music 3
alarm 4

Constant Value: 16843273 (0x01010209)

public static final int **stretchColumns**

Added in [API level 1](#)

The zero-based index of the columns to stretch. The column indices must be separated by a comma: 1, 2, 5. Illegal and duplicate indices are ignored. You can stretch all columns by using the value "*" instead. Note that a column can be marked stretchable and shrinkable at the same time.

Must be a string value, using '\\' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843081 (0x01010149)

public static final int **stretchMode**

Added in [API level 1](#)

Defines how columns should stretch to fill the available empty space, if any.

Must be one of the following constant values.

Constant	Value	Description
none	0	Stretching is disabled.
spacingWidth	1	The spacing between each column is stretched.
columnWidth	2	Each column is stretched equally.
spacingWidthUniform	3	The spacing between each column is uniformly stretched..

Constant Value: 16843030 (0x01010116)

public static final int **subtitle**

Added in [API level 11](#)

Specifies subtitle text used for navigationMode="normal"

Must be a string value, using '\\' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843473 (0x010102d1)

public static final int **subtitleTextStyle**

Added in [API level 11](#)

Specifies a style to use for subtitle text.

Must be a reference to another resource, in the form "@ [+] [package:] type:name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843513 (0x010102f9)

public static final int **subtypeExtraValue**

Added in [API level 14](#)

The extra value of the subtype. This string can be any string and will be passed to the SpellChecker.

Must be a string value, using '\\' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843674 (0x0101039a)

public static final int **subtyped**

Added in [API level 17](#)

The unique id for the subtype. The input method framework keeps track of enabled subtypes by ID. When the IME package gets upgraded, enabled IDs will stay enabled even if other attributes are different. If the ID is unspecified (by calling the other constructor or 0. Arrays.hashCode(new Object[] {locale, mode, extraValue, isAuxiliary, overridesImplicitlyEnabledSubtype}) will be used instead.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843713 (0x010103c1)

public static final int **subtypeLocale**

Added in [API level 14](#)

The locale of the subtype. This string should be a locale (e.g. en_US, fr_FR...) This is also used by the framework to know the supported locales of the spell checker.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@ [package:] type: name"`) or theme attribute (in the form `"? [package:] [type:] name"`) containing a value of this type.

Constant Value: 16843673 (0x01010399)

public static final int **suggestActionMsg**

Added in [API level 1](#)

If you wish to handle an action key while a suggestion is being displayed *and selected*, there are two ways to handle this. If *all* of your suggestions can handle the action key, you can simply define the action message using this attribute. This will be added to the [ACTION_SEARCH](#) ([//reference/android/content/Intent.html#ACTION_SEARCH](#)) intent that is passed to your searchable activity. To examine the string, use `getStringExtra(SearchManager.ACTION_MSG)` ([//reference/android/content/Intent.html#getStringExtra\(java.lang.String\)](#)). *Optional attribute.*

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@ [package:] type: name"`) or theme attribute (in the form `"? [package:] [type:] name"`) containing a value of this type.

Constant Value: 16843228 (0x010101dc)

public static final int **suggestActionMsgColumn**

Added in [API level 1](#)

If you wish to handle an action key while a suggestion is being displayed *and selected*, but you do not wish to enable this action key for every suggestion, then you can use this attribute to control it on a suggestion-by-suggestion basis. First, you must define a column (and name it here) where your suggestions will include the action string. Then, in your content provider, you must provide this column, and when desired, provide data in this column. The search manager will look at your suggestion cursor, using the string provided here in order to select a column, and will use that to select a string from the cursor. That string will be added to the [ACTION_SEARCH](#) ([//reference/android/content/Intent.html#ACTION_SEARCH](#)) intent that is passed to your searchable activity. To examine the string, use `getStringExtra(SearchManager.ACTION_MSG)` ([//reference/android/content/Intent.html#getStringExtra\(java.lang.String\)](#)). *If the data does not exist for the selection suggestion, the action key will be ignored. Optional attribute.*

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@ [package:] type: name"`) or theme attribute (in the form `"? [package:] [type:] name"`) containing a value of this type.

Constant Value: 16843229 (0x010101dd)

public static final int **summary**

Added in [API level 1](#)

The summary for the item.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@ [package:] type: name"`) or theme attribute (in the form `"? [package:] [type:] name"`) containing a value of this type.

Constant Value: 16843241 (0x010101e9)

public static final int **summaryColumn**

Added in [API level 5](#)

Column in data table that summarizes this data.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@ [package:] type: name"`) or theme attribute (in the form `"? [package:] [type:] name"`) containing a value of this type.

Constant Value: 16843426 (0x010102a2)

public static final int **summaryOff**

Added in [API level 1](#)

The summary for the Preference in a PreferenceActivity screen when the CheckBoxPreference is unchecked. If separate on/off summaries are not needed, the summary attribute can be used instead.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@ [package:] type: name"`) or theme attribute (in

the form "`?[package:] [type:] name`") containing a value of this type.

Constant Value: 16843248 (0x010101f0)

public static final int **summaryOn**

Added in [API level 1](#)

The summary for the Preference in a PreferenceActivity screen when the CheckBoxPreference is checked. If separate on/off summaries are not needed, the summary attribute can be used instead.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843247 (0x010101ef)

public static final int **supportsRtl**

Added in [API level 17](#)

Declare that your application will be able to deal with RTL (right to left) layouts. If set to false (default value), your application will not care about RTL layouts.

Must be a boolean value, either `true` or `false`.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843695 (0x010103af)

public static final int **supportsUploading**

Added in [API level 5](#)

Must be a boolean value, either `true` or `false`.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843419 (0x0101029b)

public static final int **switchMinWidth**

Added in [API level 14](#)

Minimum width for the switch component

Must be a dimension value, which is a floating point number appended with a unit such as `14.5sp`. Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843632 (0x01010370)

public static final int **switchPadding**

Added in [API level 14](#)

Minimum space between the switch and caption text

Must be a dimension value, which is a floating point number appended with a unit such as `14.5sp`. Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843633 (0x01010371)

public static final int **switchPreferenceStyle**

Added in [API level 14](#)

Default style for switch preferences.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843629 (0x0101036d)

public static final int **switchTextAppearance**

Added in [API level 14](#)

TextAppearance style for text displayed on the switch thumb.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843630 (0x0101036e)

public static final int **switchTextOff**

Added in [API level 14](#)

The text used on the switch itself when in the "off" state. This should be a very SHORT string, as it appears in a small space.

Must be a string value, using `'\'` to escape characters such as `'\n'` or `'\uxxxx'` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843628 (0x0101036c)

public static final int **switchTextOn**

Added in [API level 14](#)

The text used on the switch itself when in the "on" state. This should be a very SHORT string, as it appears in a small space.

Must be a string value, using `'\'` to escape characters such as `'\n'` or `'\uxxxx'` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843627 (0x0101036b)

public static final int **syncable**

Added in [API level 1](#)

Flag indicating whether this content provider would like to participate in data synchronization.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16842777 (0x01010019)

public static final int **tabStripEnabled**

Added in [API level 8](#)

Determines whether the strip under the tab indicators is drawn or not.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843453 (0x010102bd)

public static final int **tabStripLeft**

Added in [API level 8](#)

Drawable used to draw the left part of the strip underneath the tabs.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16843451 (0x010102bb)

public static final int **tabStripRight**

Added in [API level 8](#)

Drawable used to draw the right part of the strip underneath the tabs.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16843452 (0x010102bc)

public static final int **tabWidgetStyle**

Added in [API level 1](#)

Default TabWidget style.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16842883 (0x01010083)

public static final int **tag**

Added in [API level 1](#)

Supply a tag for this view containing a String, to be retrieved later with [View.getTag\(\)](#) ([//reference/android/view/View.html#getTag\(\)](#)) or searched for with [View.findViewById\(\)](#)

[\(//reference/android/view/View.html#findViewByIdTag\(java.lang.Object\)\)](#). It is generally preferable to use IDs (through the android:id attribute) instead of tags because they are faster and allow for compile-time type checking.

Must be a string value, using `\\` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16842961 (0x010100d1)

public static final int **targetActivity**

Added in [API level 1](#)

The name of the activity this alias should launch. The activity must be in the same manifest as the alias, and have been defined in that manifest before the alias here. This must use a Java-style naming convention to ensure the name is unique, for example `"com.mycompany.MyName"`.

Must be a string value, using `\\` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843266 (0x01010202)

public static final int **targetClass**

Added in [API level 1](#)

The class part of the ComponentName to assign to the Intent, as per [Intent.setComponent\(\)](#) [\(//reference/android/content/Intent.html#setComponent\(android.content.ComponentName\)\)](#).

Must be a string value, using `\\` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16842799 (0x0101002f)

public static final int **targetDescriptions**

Added in [API level 14](#)

Reference to an array resource that be used as description for the targets around the circle.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16843680 (0x010103a0)

public static final int **targetPackage**

Added in [API level 1](#)

The name of the application package that an Instrumentation object will run against.

Must be a string value, using `\\` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16842785 (0x01010021)

public static final int **targetSdkVersion**

Added in [API level 4](#)

This is the SDK version number that the application is targeting. It is able to run on older versions (down to minSdkVersion), but was explicitly tested to work with the version specified here. Specifying this version allows the platform to disable compatibility code that are not required or enable newer features that are not available to older applications. This may also be a string (such as `"Donut"`) if this is built against a development branch, in which case minSdkVersion is also forced to be that string.

May be a string value, using `\\` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

May be an integer value, such as `"100"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843376 (0x01010270)

public static final int **taskAffinity**

Added in [API level 1](#)

Specify a task name that activities have an "affinity" to. Use with the application tag (to supply a default affinity for all activities in the application), or with the activity tag (to supply a specific affinity for that component).

The default value for this attribute is the same as the package name, indicating that all activities in the

manifest should generally be considered a single "application" to the user. You can use this attribute to modify that behavior: either giving them an affinity for another task, if the activities are intended to be part of that task from the user's perspective, or using an empty string for activities that have no affinity to a task.

Must be a string value, using `\\;` to escape characters such as `\\n` or `\\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form `@[package:] type:name`) or theme attribute (in the form `?[package:] [type:] name`) containing a value of this type.

Constant Value: 16842770 (0x01010012)

public static final int taskCloseEnterAnimation

Added in [API level 1](#)

When closing the last activity of a task, this is the animation that is run on the activity of the next task (which is entering the screen).

Must be a reference to another resource, in the form `@[+][package:] type:name` or to a theme attribute in the form `?[package:] [type:] name`.

Constant Value: 16842942 (0x010100be)

public static final int taskCloseExitAnimation

Added in [API level 1](#)

When opening an activity in a new task, this is the animation that is run on the activity of the old task (which is exiting the screen).

Must be a reference to another resource, in the form `@[+][package:] type:name` or to a theme attribute in the form `?[package:] [type:] name`.

Constant Value: 16842943 (0x010100bf)

public static final int taskOpenEnterAnimation

Added in [API level 1](#)

When opening an activity in a new task, this is the animation that is run on the activity of the new task (which is entering the screen).

Must be a reference to another resource, in the form `@[+][package:] type:name` or to a theme attribute in the form `?[package:] [type:] name`.

Constant Value: 16842940 (0x010100bc)

public static final int taskOpenExitAnimation

Added in [API level 1](#)

When opening an activity in a new task, this is the animation that is run on the activity of the old task (which is exiting the screen).

Must be a reference to another resource, in the form `@[+][package:] type:name` or to a theme attribute in the form `?[package:] [type:] name`.

Constant Value: 16842941 (0x010100bd)

public static final int taskToBackEnterAnimation

Added in [API level 1](#)

When sending the current task to the background, this is the animation that is run on the top activity of the task behind it (which is entering the screen).

Must be a reference to another resource, in the form `@[+][package:] type:name` or to a theme attribute in the form `?[package:] [type:] name`.

Constant Value: 16842946 (0x010100c2)

public static final int taskToBackExitAnimation

Added in [API level 1](#)

When sending the current task to the background, this is the animation that is run on the top activity of the current task (which is exiting the screen).

Must be a reference to another resource, in the form `@[+][package:] type:name` or to a theme attribute in the form `?[package:] [type:] name`.

Constant Value: 16842947 (0x010100c3)

public static final int taskToFrontEnterAnimation

Added in [API level 1](#)

When bringing an existing task to the foreground, this is the animation that is run on the top activity of the task being brought to the foreground (which is entering the screen).

Must be a reference to another resource, in the form `@[+][package:] type:name` or to a theme attribute in the form `?[package:] [type:] name`.

Constant Value: 16842944 (0x010100c0)

public static final int **taskToFrontExitAnimation**

Added in [API level 1](#)

When bringing an existing task to the foreground, this is the animation that is run on the current foreground activity (which is exiting the screen).

Must be a reference to another resource, in the form "`@ [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842945 (0x010100c1)

public static final int **tension**

Added in [API level 4](#)

This is the amount of tension.

Must be a floating point value, such as "`1.2`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843370 (0x0101026a)

public static final int **testOnly**

Added in [API level 4](#)

Option to indicate this application is only for testing purposes. For example, it may expose functionality or data outside of itself that would cause a security hole, but is useful for testing. This kind of application can not be installed without the `INSTALL_ALLOW_TEST` flag, which means only through adb install.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843378 (0x01010272)

public static final int **text**

Added in [API level 1](#)

Text to display.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843087 (0x0101014f)

public static final int **textAlignment**

Added in [API level 17](#)

Defines the alignment of the text. A heuristic is used to determine the resolved text alignment.

May be an integer value, such as "`100`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

May be one of the following constant values.

Constant	Value	Description
<code>inherit</code>	0	Default
<code>gravity</code>	1	Default for the root view. The gravity determines the alignment, <code>ALIGN_NORMAL</code> , <code>ALIGN_CENTER</code> , or <code>ALIGN_OPPOSITE</code> , which are relative to each paragraph's text direction
<code>textStart</code>	2	Align to the start of the paragraph, e.g. <code>ALIGN_NORMAL</code> .
<code>textEnd</code>	3	Align to the end of the paragraph, e.g. <code>ALIGN_OPPOSITE</code> .
<code>center</code>	4	Center the paragraph, e.g. <code>ALIGN_CENTER</code> .
<code>viewStart</code>	5	Align to the start of the view, which is <code>ALIGN_LEFT</code> if the view's resolved <code>layoutDirection</code> is LTR, and <code>ALIGN_RIGHT</code> otherwise.
<code>viewEnd</code>	6	Align to the end of the view, which is <code>ALIGN_RIGHT</code> if the view's resolved <code>layoutDirection</code> is LTR, and <code>ALIGN_LEFT</code> otherwise

Constant Value: 16843697 (0x010103b1)

public static final int **textAllCaps**

Added in [API level 14](#)

Present the text in ALL CAPS. This may use a small-caps form when available.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type: name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843660 (0x0101038c)

public static final int **textAppearance**

Added in [API level 1](#)

Default appearance of text: color, typeface, size, and style.

Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16842804 (0x01010034)

public static final int **textAppearanceButton**

Added in [API level 1](#)

Text color, typeface, size, and style for the text inside of a button.

Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843271 (0x01010207)

public static final int **textAppearanceInverse**

Added in [API level 1](#)

Default appearance of text against an inverted background: color, typeface, size, and style.

Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16842805 (0x01010035)

public static final int **textAppearanceLarge**

Added in [API level 1](#)

Text color, typeface, size, and style for "large" text. Defaults to primary text color.

Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16842816 (0x01010040)

public static final int **textAppearanceLargeInverse**

Added in [API level 1](#)

Text color, typeface, size, and style for "large" inverse text. Defaults to primary inverse text color.

Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16842819 (0x01010043)

public static final int **textAppearanceLargePopupMenu**

Added in [API level 11](#)

Text color, typeface, size, and style for the text inside of a popup menu.

Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843521 (0x01010301)

public static final int **textAppearanceListItem**

Added in [API level 14](#)

The preferred TextAppearance for the primary text of list items.

Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843678 (0x0101039e)

public static final int **textAppearanceListItemSmall**

Added in [API level 14](#)

The preferred TextAppearance for the primary text of small list items.

Must be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843679 (0x0101039f)

public static final int **textAppearanceMedium**

Added in [API level 1](#)

Text color, typeface, size, and style for "medium" text. Defaults to primary text color.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842817 (0x01010041)

public static final int **textAppearanceMediumInverse**

Added in [API level 1](#)

Text color, typeface, size, and style for "medium" inverse text. Defaults to primary inverse text color.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842820 (0x01010044)

public static final int **textAppearanceSearchResultSubtitle**

Added in [API level 5](#)

Text color, typeface, size, and style for system search result subtitle. Defaults to primary inverse text color.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843424 (0x010102a0)

public static final int **textAppearanceSearchResultTitle**

Added in [API level 5](#)

Text color, typeface, size, and style for system search result title. Defaults to primary inverse text color.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843425 (0x010102a1)

public static final int **textAppearanceSmall**

Added in [API level 1](#)

Text color, typeface, size, and style for "small" text. Defaults to secondary text color.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842818 (0x01010042)

public static final int **textAppearanceSmallInverse**

Added in [API level 1](#)

Text color, typeface, size, and style for "small" inverse text. Defaults to secondary inverse text color.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842821 (0x01010045)

public static final int **textAppearanceSmallPopupMenu**

Added in [API level 11](#)

Text color, typeface, size, and style for small text inside of a popup menu.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843522 (0x01010302)

public static final int **textCheckMark**

Added in [API level 1](#)

Drawable to use for check marks.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842822 (0x01010046)

public static final int **textCheckMarkInverse**

Added in [API level 1](#)

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842823 (0x01010047)

public static final int **textColor**

Added in [API level 1](#)

Color of text (usually same as colorForeground).

May be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

May be a color value, in the form of "#rgb", "#argb", "#rrgbbb", or "#aarrggbb".

Constant Value: 16842904 (0x01010098)

public static final int **textColorAlertDialogListItem**

Added in [API level 11](#)

Color of list item text in alert dialogs.

May be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

May be a color value, in the form of "#rgb", "#argb", "#rrgbbb", or "#aarrggbb".

Constant Value: 16843526 (0x01010306)

public static final int **textColorHighlight**

Added in [API level 1](#)

Color of highlighted text.

May be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

May be a color value, in the form of "#rgb", "#argb", "#rrgbbb", or "#aarrggbb".

Constant Value: 16842905 (0x01010099)

public static final int **textColorHighlightInverse**

Added in [API level 11](#)

Color of highlighted text, when used in a light theme.

May be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

May be a color value, in the form of "#rgb", "#argb", "#rrgbbb", or "#aarrggbb".

Constant Value: 16843599 (0x0101034f)

public static final int **textColorHint**

Added in [API level 1](#)

Color of hint text (displayed when the field is empty).

May be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

May be a color value, in the form of "#rgb", "#argb", "#rrgbbb", or "#aarrggbb".

Constant Value: 16842906 (0x0101009a)

public static final int **textColorHintInverse**

Added in [API level 1](#)

Inverse hint text color.

May be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

May be a color value, in the form of "#rgb", "#argb", "#rrgbbb", or "#aarrggbb".

Constant Value: 16842815 (0x0101003f)

public static final int **textColorLink**

Added in [API level 1](#)

Color of link text (URLs).

May be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

May be a color value, in the form of "#rgb", "#argb", "#rrgbbb", or "#aarrggbb".

Constant Value: 16842907 (0x0101009b)

public static final int **textColorLinkInverse**

Added in [API level 11](#)

Color of link text (URLs), when used in a light theme.

May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16843600 (0x01010350)

public static final int **textColorPrimary**

Added in [API level 1](#)

The most prominent text color.

May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16842806 (0x01010036)

public static final int **textColorPrimaryDisableOnly**

Added in [API level 1](#)

Bright text color. Only differentiates based on the disabled state.

May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16842807 (0x01010037)

public static final int **textColorPrimaryInverse**

Added in [API level 1](#)

Primary inverse text color, useful for inverted backgrounds.

May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16842809 (0x01010039)

public static final int **textColorPrimaryInverseDisableOnly**

Added in [API level 4](#)

Bright inverse text color. Only differentiates based on the disabled state.

May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16843403 (0x0101028b)

public static final int **textColorPrimaryInverseNoDisable**

Added in [API level 1](#)

Bright inverse text color. This does not differentiate the disabled state.

May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16842813 (0x0101003d)

public static final int **textColorPrimaryNoDisable**

Added in [API level 1](#)

Bright text color. This does not differentiate the disabled state. As an example, buttons use this since they display the disabled state via the background and not the foreground text color.

May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16842811 (0x0101003b)

public static final int **textColorSecondary**

Added in [API level 1](#)

Secondary text color.

May be a reference to another resource, in the form "@ [+] [package:] type: name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16842808 (0x01010038)

public static final int `textColorSecondaryInverse`

Added in [API level 1](#)

Secondary inverse text color, useful for inverted backgrounds.

May be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16842810 (0x0101003a)

public static final int `textColorSecondaryInverseNoDisable`

Added in [API level 1](#)

Dim inverse text color. This does not differentiate the disabled state.

May be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16842814 (0x0101003e)

public static final int `textColorSecondaryNoDisable`

Added in [API level 1](#)

Dim text color. This does not differentiate the disabled state.

May be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16842812 (0x0101003c)

public static final int `textColorTertiary`

Added in [API level 1](#)

Tertiary text color.

May be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16843282 (0x01010212)

public static final int `textColorTertiaryInverse`

Added in [API level 1](#)

Tertiary inverse text color, useful for inverted backgrounds.

May be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16843283 (0x01010213)

public static final int `textCursorDrawable`

Added in [API level 12](#)

Reference to a drawable that will be drawn under the insertion cursor.

Must be a reference to another resource, in the form "@[+][package:]type:name" or to a theme attribute in the form "?[package:][type:]name".

Constant Value: 16843618 (0x01010362)

public static final int `textDirection`

Added in [API level 17](#)

Defines the direction of the text. A heuristic is used to determine the resolved text direction of paragraphs.

May be an integer value, such as "100".

This may also be a reference to a resource (in the form "@[package:]type:name") or theme attribute (in the form "?[package:][type:]name") containing a value of this type.

May be one of the following constant values.

Constant	Value	Description
----------	-------	-------------

<code>inherit</code>	0	Default
<code>firstStrong</code>	1	Default for the root view. The first strong directional character determines the paragraph direction. If there is no strong directional character, the paragraph direction is the view's resolved layout direction.
<code>anyRtl</code>	2	The paragraph direction is RTL if it contains any strong RTL character, otherwise it is LTR if it contains any strong LTR characters. If there are neither, the paragraph direction is the view's resolved layout direction.
<code>ltr</code>	3	The paragraph direction is left to right.
<code>rtl</code>	4	The paragraph direction is right to left.
<code>locale</code>	5	The paragraph direction is coming from the system Locale.

Constant Value: 16843696 (0x010103b0)

public static final int **textEditNoPasteWindowLayout**

Added in [API level 11](#)

Variation of `textEditPasteWindowLayout` displayed when the clipboard is empty.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16843541 (0x01010315)

public static final int **textEditPasteWindowLayout**

Added in [API level 11](#)

The layout of the view that is displayed on top of the cursor to paste inside a `TextEditor` field.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16843540 (0x01010314)

public static final int **textEditSideNoPasteWindowLayout**

Added in [API level 11](#)

Variation of `textEditSidePasteWindowLayout` displayed when the clipboard is empty.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16843615 (0x0101035f)

public static final int **textEditSidePasteWindowLayout**

Added in [API level 11](#)

Used instead of `textEditPasteWindowLayout` when the window is moved on the side of the insertion cursor because it would be clipped if it were positioned on top.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16843614 (0x0101035e)

public static final int **textEditSuggestionItemLayout**

Added in [API level 14](#)

Layout of the `TextView` item that will populate the suggestion popup window.

Must be a reference to another resource, in the form `"@[+][package:]type:name"` or to a theme attribute in the form `"?[package:][type:]name"`.

Constant Value: 16843636 (0x01010374)

public static final int **textFilterEnabled**

Added in [API level 1](#)

When set to true, the list will filter results as the user types. The List's adapter must support the `Filterable` interface for this to work.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form `"@[package:]type:name"`) or theme attribute (in the form `"?[package:][type:]name"`) containing a value of this type.

Constant Value: 16843007 (0x010100ff)

public static final int **textIsSelectable**

Added in [API level 11](#)

Indicates that the content of a non-editable `TextView` can be selected. Default value is false. `EditText` content is always selectable.

Must be a boolean value, either `"true"` or `"false"`.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843542 (0x01010316)

public static final int **textOff**

Added in [API level 1](#)

The text for the button when it is not checked.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843045 (0x01010125)

public static final int **textOn**

Added in [API level 1](#)

The text for the button when it is checked.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843044 (0x01010124)

public static final int **textScaleX**

Added in [API level 1](#)

Sets the horizontal scaling factor for the text.

Must be a floating point value, such as `"1.2"`.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843089 (0x01010151)

public static final int **textSelectHandle**

Added in [API level 9](#)

Reference to a drawable that will be used to display a text selection anchor for positioning the cursor within text.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843463 (0x010102c7)

public static final int **textSelectHandleLeft**

Added in [API level 9](#)

Reference to a drawable that will be used to display a text selection anchor on the left side of a selection region.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843461 (0x010102c5)

public static final int **textSelectHandleRight**

Added in [API level 9](#)

Reference to a drawable that will be used to display a text selection anchor on the right side of a selection region.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843462 (0x010102c6)

public static final int **textSelectHandleWindowStyle**

Added in [API level 9](#)

Reference to a style that will be used for the window containing a text selection anchor.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843464 (0x010102c8)

public static final int **textSize**

Added in [API level 1](#)

Size of text. Recommended dimension type for text is "sp" for scaled-pixels (example: 15sp). Supported values include the following:

- **px** Pixels
- **sp** Scaled pixels (scaled to relative pixel size on screen). See [DisplayMetrics](#) for more information.
- **pt** Points
- **dip** Device independent pixels. See [DisplayMetrics](#) for more information.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@[*package:*]*type:name*") or theme attribute (in the form "?[*package:*][*type:*]*name*") containing a value of this type.

Constant Value: 16842901 (0x01010095)

public static final int **textStyle**

Added in [API level 1](#)

Default text typeface style.

Must be one or more (separated by '|') of the following constant values.

Constant Value Description

normal 0

bold 1

italic 2

Constant Value: 16842903 (0x01010097)

public static final int **textSuggestionsWindowStyle**

Added in [API level 14](#)

Reference to a style that will be used for the window containing a list of possible text suggestions in an EditText.

Must be a reference to another resource, in the form "@[+][*package:*]*type:name*" or to a theme attribute in the form "?[*package:*][*type:*]*name*".

Constant Value: 16843635 (0x01010373)

public static final int **textViewStyle**

Added in [API level 1](#)

Default TextView style.

Must be a reference to another resource, in the form "@[+][*package:*]*type:name*" or to a theme attribute in the form "?[*package:*][*type:*]*name*".

Constant Value: 16842884 (0x01010084)

public static final int **theme**

Added in [API level 1](#)

The overall theme to use for an activity. Use with either the application tag (to supply a default theme for all activities) or the activity tag (to supply a specific theme for that activity).

This automatically sets your activity's Context to use this theme, and may also be used for "starting" animations prior to the activity being launched (to better match what the activity actually looks like). It is a reference to a style resource defining the theme. If not set, the default system theme will be used.

Must be a reference to another resource, in the form "@[+][*package:*]*type:name*" or to a theme attribute in the form "?[*package:*][*type:*]*name*".

Constant Value: 16842752 (0x01010000)

public static final int **thickness**

Added in [API level 3](#)

Thickness of the ring. When defined, thicknessRatio is ignored.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@[*package:*]*type:name*") or theme attribute (in the form "?[*package:*][*type:*]*name*") containing a value of this type.

Constant Value: 16843360 (0x01010260)

public static final int **thicknessRatio**

Added in [API level 1](#)

Thickness of the ring expressed as a ratio of the ring's width. For instance, if thicknessRatio=3, then the thickness equals the ring's width divided by 3. This value is ignored if innerRadius is defined. Default value is 3.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:]type:name`") containing a value of this type.

Constant Value: 16843164 (0x0101019c)

public static final int **thumb**

Added in [API level 1](#)

Draws the thumb on a seekbar.

Must be a reference to another resource, in the form "`@[package:]type:name`" or to a theme attribute in the form "`?[package:]type:name`".

Constant Value: 16843074 (0x01010142)

public static final int **thumbOffset**

Added in [API level 1](#)

An offset for the thumb that allows it to extend out of the range of the track.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:]type:name`") containing a value of this type.

Constant Value: 16843075 (0x01010143)

public static final int **thumbTextPadding**

Added in [API level 14](#)

Amount of padding on either side of text within the switch thumb.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:]type:name`") containing a value of this type.

Constant Value: 16843634 (0x01010372)

public static final int **thumbnail**

Added in [API level 5](#)

Reference to a the wallpaper's thumbnail bitmap.

Must be a reference to another resource, in the form "`@[package:]type:name`" or to a theme attribute in the form "`?[package:]type:name`".

Constant Value: 16843429 (0x010102a5)

public static final int **tileMode**

Added in [API level 1](#)

Defines the tile mode. When the tile mode is enabled, the bitmap is repeated. Gravity is ignored when the tile mode is enabled.

Must be one of the following constant values.

Constant	Value	Description
disabled	-1	Do not tile the bitmap. This is the default value.
clamp	0	Replicates the edge color.
repeat	1	Repeats the bitmap in both direction.
mirror	2	Repeats the shader's image horizontally and vertically, alternating mirror images so that adjacent images always seam.

Constant Value: 16843265 (0x01010201)

public static final int **timeZone**

Added in [API level 17](#)

Specifies the time zone to use. When this attribute is specified, the TextClock will ignore the time zone of the system. To use the user's time zone, do not specify this attribute. The default value is the user's time zone. Please refer to [TimeZone \(/reference/java/util/TimeZone.html\)](#) for more information about time

zone ids.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843724 (0x010103cc)

public static final int **tint**

Added in [API level 1](#)

Set a tinting color for the image.

Must be a color value, in the form of `#rgb`, `#argb`, `#rrggbb`, or `#aarrggbb`.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843041 (0x01010121)

public static final int **title**

Added in [API level 1](#)

The title associated with the item.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843233 (0x010101e1)

public static final int **titleCondensed**

Added in [API level 1](#)

The condensed title associated with the item. This is used in situations where the normal title may be too long to be displayed.

Must be a string value, using `\;` to escape characters such as `\n` or `\uxxxx` for a unicode character.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843234 (0x010101e2)

public static final int **titleTextStyle**

Added in [API level 11](#)

Specifies a style to use for title text.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843512 (0x010102f8)

public static final int **toAlpha**

Added in [API level 1](#)

Must be a floating point value, such as `"1.2"`.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843211 (0x010101cb)

public static final int **toDegrees**

Added in [API level 1](#)

Must be a floating point value, such as `"1.2"`.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843188 (0x010101b4)

public static final int **toXDelta**

Added in [API level 1](#)

May be a floating point value, such as `"1.2"`.

May be a fractional value, which is a floating point number appended with either `%` or `%p`, such as `"14.5%"`. The `%` suffix always means a percentage of the base size; the optional `%p` suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in

the form "`?[package:] [type:] name`") containing a value of this type.

Constant Value: 16843207 (0x010101c7)

public static final int **toXScale**

Added in [API level 1](#)

May be a floating point value, such as "1.2".

May be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

May be a fractional value, which is a floating point number appended with either % or %p, such as "14.5%". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`?[package:] [type:] name`") containing a value of this type.

Constant Value: 16843203 (0x010101c3)

public static final int **toYDelta**

Added in [API level 1](#)

May be a floating point value, such as "1.2".

May be a fractional value, which is a floating point number appended with either % or %p, such as "14.5%". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`?[package:] [type:] name`") containing a value of this type.

Constant Value: 16843209 (0x010101c9)

public static final int **toYScale**

Added in [API level 1](#)

May be a floating point value, such as "1.2".

May be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

May be a fractional value, which is a floating point number appended with either % or %p, such as "14.5%". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`?[package:] [type:] name`") containing a value of this type.

Constant Value: 16843205 (0x010101c5)

public static final int **top**

Added in [API level 1](#)

Amount of top padding inside the gradient shape.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`?[package:] [type:] name`") containing a value of this type.

Constant Value: 16843182 (0x010101ae)

public static final int **topBright**

Added in [API level 1](#)

May be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`?[package:] [type:] name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

Constant Value: 16842955 (0x010100cb)

public static final int **topDark**

Added in [API level 1](#)

May be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`?[package:] [type:] name`".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16842951 (0x010100c7)

public static final int **topLeftRadius**

Added in [API level 1](#)

Radius of the top left corner.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843177 (0x010101a9)

public static final int **topOffset**

Added in [API level 3](#)

Extra offset for the handle at the top of the SlidingDrawer.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843352 (0x01010258)

public static final int **topRightRadius**

Added in [API level 1](#)

Radius of the top right corner.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843178 (0x010101aa)

public static final int **track**

Added in [API level 14](#)

Drawable to use as the "track" that the switch thumb slides within.

Must be a reference to another resource, in the form "@ [+] [package:] type:name" or to a theme attribute in the form "? [package:] [type:] name".

Constant Value: 16843631 (0x0101036f)

public static final int **transcriptMode**

Added in [API level 1](#)

Sets the transcript mode for the list. In transcript mode, the list scrolls to the bottom to make new items visible when they are added.

Must be one of the following constant values.

Constant	Value	Description
disabled	0	Disables transcript mode. This is the default value.
normal	1	The list will automatically scroll to the bottom when a data set change notification is received and only if the last item is already visible on screen.
alwaysScroll	2	The list will automatically scroll to the bottom, no matter what items are currently visible.

Constant Value: 16843008 (0x01010100)

public static final int **transformPivotX**

Added in [API level 11](#)

x location of the pivot point around which the view will rotate and scale. This xml attribute sets the pivotX property of the View.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in

the form "`@[package:]type:name`") containing a value of this type.

Constant Value: 16843552 (0x01010320)

public static final int **transformPivotY**

Added in [API level 11](#)

y location of the pivot point around which the view will rotate and scale. This xml attribute sets the pivotY property of the View.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:]type:name`") containing a value of this type.

Constant Value: 16843553 (0x01010321)

public static final int **translationX**

Added in [API level 11](#)

translation in x of the view. This value is added post-layout to the left property of the view, which is set by its layout.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:]type:name`") containing a value of this type.

Constant Value: 16843554 (0x01010322)

public static final int **translationY**

Added in [API level 11](#)

translation in y of the view. This value is added post-layout to the left property of the view, which is set by its layout.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:]type:name`") containing a value of this type.

Constant Value: 16843555 (0x01010323)

public static final int **type**

Added in [API level 1](#)

Type of gradient. The default type is linear.

Must be one of the following constant values.

Constant Value	Description
linear 0	Linear gradient.
radial 1	Radial, or circular, gradient.
sweep 2	Sweep, or angled or diamond, gradient.

Constant Value: 16843169 (0x010101a1)

public static final int **typeface**

Added in [API level 1](#)

Default text typeface.

Must be one of the following constant values.

Constant	Value	Description
normal	0	
sans	1	
serif	2	
monospace	3	

Constant Value: 16842902 (0x01010096)

public static final int **uiOptions**

Added in [API level 14](#)

Extra options for an activity's UI. Applies to either the `<activity>` or `<application>` tag. If specified on the `<application>` tag these will be considered defaults for all activities in the application.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
none	0	No extra UI options. This is the default.
splitActionBarWhenNarrow	1	Split the options menu into a separate bar at the bottom of the screen when severely constrained for horizontal space. (e.g. portrait mode on a phone.) Instead of a small number of action buttons appearing in the action bar at the top of the screen, the action bar will split into the top navigation section and the bottom menu section. Menu items will not be split across the two bars; they will always appear together.

Constant Value: 16843672 (0x01010398)

public static final int **uncertainGestureColor**

Added in [API level 4](#)

Color used to draw the user's strokes until we are sure it's a gesture.

Must be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843382 (0x01010276)

public static final int **unfocusedMonthDateColor**

Added in [API level 11](#)

The color for the dates of an unfocused month.

May be a reference to another resource, in the form "@ [+] [package:] type:name" or to a theme attribute in the form "? [package:] [type:] name".

May be a color value, in the form of "#rgb", "#argb", "#rrggbb", or "#aarrggbb".

Constant Value: 16843588 (0x01010344)

public static final int **unselectedAlpha**

Added in [API level 1](#)

Sets the alpha on the items that are not selected.

Must be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843278 (0x0101020e)

public static final int **updatePeriodMillis**

Added in [API level 3](#)

Update period in milliseconds, or 0 if the AppWidget will update itself.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843344 (0x01010250)

public static final int **useDefaultMargins**

Added in [API level 14](#)

When set to true, tells GridLayout to use default margins when none are specified in a view's layout parameters. The default value is false. See [setUseDefaultMargins\(boolean\)](#) ([/reference/android/widget/GridLayout.html#setUseDefaultMargins\(boolean\)](#)).

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843641 (0x01010379)

public static final int **useIntrinsicSizeAsMinimum**

Added in [API level 11](#)

Use the drawable's intrinsic width and height as minimum size values. Useful if the target drawable is a 9-patch or otherwise should not be scaled down beyond a minimum size.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in

the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843536 (0x01010310)

public static final int **useLevel**

Added in [API level 1](#)

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843167 (0x0101019f)

public static final int **userVisible**

Added in [API level 5](#)

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843409 (0x01010291)

public static final int **value**

Added in [API level 1](#)

Concrete value to assign to this piece of named meta-data. The data can later be retrieved from the meta data Bundle through [Bundle.getString\(\)](#), [Bundle.getInt\(\)](#), [Bundle.getBoolean\(\)](#), or [Bundle.getFloat\(\)](#) depending on the type used here.

May be a string value, using '\\,' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

May be an integer value, such as "100".

May be a boolean value, either "true" or "false".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

May be a floating point value, such as "1.2".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16842788 (0x01010024)

public static final int **valueFrom**

Added in [API level 11](#)

Value the animation starts from.

May be an integer value, such as "100".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

May be a floating point value, such as "1.2".

May be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843486 (0x010102de)

public static final int **valueTo**

Added in [API level 11](#)

Value the animation animates to.

May be an integer value, such as "100".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

May be a floating point value, such as "1.2".

May be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in

the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843487 (0x010102df)

public static final int **valueType**

Added in [API level 11](#)

The type of valueFrom and valueTo.

Must be one of the following constant values.

Constant	Value	Description
floatType	0	valueFrom and valueTo are floats. This is the default value is valueType is unspecified. Note that if either valueFrom or valueTo represent colors (beginning with "#"), then this attribute is ignored and the color values are interpreted as integers.
intType	1	valueFrom and valueTo are integers.

Constant Value: 16843488 (0x010102e0)

public static final int **variablePadding**

Added in [API level 1](#)

If true, allows the drawable's padding to change based on the current state that is selected. If false, the padding will stay the same (based on the maximum padding of all the states). Enabling this feature requires that the owner of the drawable deal with performing layout when the state changes, which is often not supported.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843157 (0x01010195)

public static final int **versionCode**

Added in [API level 1](#)

Internal version code. This is the number used to determine whether one version is more recent than another: it has no other meaning than that higher numbers are more recent. You could use this number to encode a "x.y" in the lower and upper 16 bits, make it a build number, simply increase it by one each time a new version is released, or define it however else you want, as long as each successive version has a higher number. This is not a version number generally shown to the user, that is usually supplied with [versionName](#) ([/reference/android/R.attr.html#versionName](#)).

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843291 (0x0101021b)

public static final int **versionName**

Added in [API level 1](#)

The text shown to the user to indicate the version they have. This is used for no other purpose than display to the user; the actual significant version number is given by [versionCode](#) ([/reference/android/R.attr.html#versionCode](#)).

Must be a string value, using '\;' to escape characters such as '\n' or '\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843292 (0x0101021c)

public static final int **verticalCorrection**

Added in [API level 3](#)

Amount to offset the touch Y coordinate by, for bias correction.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843322 (0x0101023a)

public static final int **verticalDivider**

Added in [API level 1](#)

Default vertical divider between menu items.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843054 (0x0101012e)

public static final int **verticalGap**

Added in [API level 3](#)

Default vertical gap between rows of keys.

May be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

May be a fractional value, which is a floating point number appended with either % or %p, such as "`14.5%`". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843328 (0x01010240)

public static final int **verticalScrollbarPosition**

Added in [API level 11](#)

Determines which side the vertical scroll bar should be placed on.

Must be one of the following constant values.

Constant	Value	Description
defaultPosition	0	Place the scroll bar wherever the system default determines.
left	1	Place the scroll bar on the left.
right	2	Place the scroll bar on the right.

Constant Value: 16843572 (0x01010334)

public static final int **verticalSpacing**

Added in [API level 1](#)

Defines the default vertical spacing between rows.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843029 (0x01010115)

public static final int **visibility**

Added in [API level 1](#)

Controls the initial visibility of the view.

Must be one of the following constant values.

Constant	Value	Description
visible	0	Visible on screen; the default value.
invisible	1	Not displayed, but taken into account during layout (space is left for it).
gone	2	Completely hidden, as if the view had not been added.

Constant Value: 16842972 (0x010100dc)

public static final int **visible**

Added in [API level 1](#)

Provides initial visibility state of the drawable; the default value is false. See [setVisible\(boolean, boolean\)](#) ([/reference/android/graphics/drawable/Drawable.html#setVisible\(boolean, boolean\)](#)).

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843156 (0x01010194)

public static final int **vmSafeMode**

Added in [API level 8](#)

Flag indicating whether the application requests the VM to operate in the safe mode.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843448 (0x010102b8)

public static final int **voiceLanguage**

Added in [API level 3](#)

If provided, this specifies the spoken language to be expected, and that it will be different than the one set in the [getDefault\(\)](#) ([//reference/java/util/Locale.html#getDefault\(\)](#)).

Must be a string value, using '\\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843349 (0x01010255)

public static final int **voiceLanguageModel**

Added in [API level 3](#)

If provided, this specifies the language model that should be used by the voice recognition system. See [EXTRA_LANGUAGE_MODEL](#) ([//reference/android/speech/RecognizerIntent.html#EXTRA_LANGUAGE_MODEL](#)) for more information. If not provided, the default value [LANGUAGE_MODEL_FREE_FORM](#) ([//reference/android/speech/RecognizerIntent.html#LANGUAGE_MODEL_FREE_FORM](#)) will be used.

Must be a string value, using '\\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843347 (0x01010253)

public static final int **voiceMaxResults**

Added in [API level 3](#)

If provided, enforces the maximum number of results to return, including the "best" result which will always be provided as the SEARCH intent's primary query. Must be one or greater. If not provided, the recognizer will choose how many results to return.

Must be an integer value, such as "100".

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843350 (0x01010256)

public static final int **voicePromptText**

Added in [API level 3](#)

If provided, this specifies a prompt that will be displayed during voice input.

Must be a string value, using '\\;' to escape characters such as '\\n' or '\\uxxxx' for a unicode character.

This may also be a reference to a resource (in the form "@ [package:] type:name") or theme attribute (in the form "? [package:] [type:] name") containing a value of this type.

Constant Value: 16843348 (0x01010254)

public static final int **voiceSearchMode**

Added in [API level 3](#)

Voice search features are controlled by mode bits in this field. Omitting this field, or setting to zero, provides default behavior. If showVoiceSearchButton is set, then launchWebSearch or launchRecognizer must also be set. *Optional attribute.*

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
showVoiceSearchButton	0x01	If set, display a voice search button. This only takes effect if voice search is available on the device.
launchWebSearch	0x02	If set, the voice search button will take the user directly to a built-in voice web search activity. Most applications will not use this flag, as it will take the user away from the activity in which search was invoked.
launchRecognizer	0x04	If set, the voice search button will take the user directly to a built-in voice recording activity. This activity will prompt the user to speak, transcribe the spoken text, and forward the resulting query text to the searchable activity, just as if the user had typed it into the search UI and clicked the search button.

Constant Value: 16843346 (0x01010252)

public static final int **wallpaperCloseEnterAnimation**

Added in [API level 5](#)

When opening a new activity that hides the wallpaper, while currently showing the wallpaper, this is the animation that is run on the new activity (which is entering the screen).

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843413 (0x01010295)

public static final int **wallpaperCloseExitAnimation**

Added in [API level 5](#)

When opening a new activity that hides the wallpaper, while currently showing the wallpaper, this is the animation that is run on the old wallpaper activity (which is exiting the screen).

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843414 (0x01010296)

public static final int **wallpaperIntraCloseEnterAnimation**

Added in [API level 5](#)

When closing a foreground activity that is on top of the wallpaper when the previous activity is also on top of the wallpaper, this is the animation that is run on the previous activity (which is entering the screen). The wallpaper remains static behind the animation.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843417 (0x01010299)

public static final int **wallpaperIntraCloseExitAnimation**

Added in [API level 5](#)

When closing a foreground activity that is on top of the wallpaper when the previous activity is also on top of the wallpaper, this is the animation that is run on the current activity (which is exiting the screen). The wallpaper remains static behind the animation.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843418 (0x0101029a)

public static final int **wallpaperIntraOpenEnterAnimation**

Added in [API level 5](#)

When opening a new activity that is on top of the wallpaper when the current activity is also on top of the wallpaper, this is the animation that is run on the new activity (which is entering the screen). The wallpaper remains static behind the animation.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843415 (0x01010297)

public static final int **wallpaperIntraOpenExitAnimation**

Added in [API level 5](#)

When opening a new activity that is on top of the wallpaper when the current activity is also on top of the wallpaper, this is the animation that is run on the current activity (which is exiting the screen). The wallpaper remains static behind the animation.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843416 (0x01010298)

public static final int **wallpaperOpenEnterAnimation**

Added in [API level 5](#)

When opening a new activity that shows the wallpaper, while currently not showing the wallpaper, this is the animation that is run on the new wallpaper activity (which is entering the screen).

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16843411 (0x01010293)

public static final int **wallpaperOpenExitAnimation**

Added in [API level 5](#)

When opening a new activity that shows the wallpaper, while currently not showing the wallpaper, this is the animation that is run on the current activity (which is exiting the screen).

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843412 (0x01010294)

public static final int **webTextViewStyle**

Added in [API level 8](#)

Default WebTextView style.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843449 (0x010102b9)

public static final int **webViewStyle**

Added in [API level 1](#)

Default WebView style.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842885 (0x01010085)

public static final int **weekDayTextAppearance**

Added in [API level 11](#)

The text appearance for the week day abbreviation of the calendar header.

Must be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843592 (0x01010348)

public static final int **weekNumberColor**

Added in [API level 11](#)

The color for the week numbers.

May be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

Constant Value: 16843589 (0x01010345)

public static final int **weekSeparatorLineColor**

Added in [API level 11](#)

The color for the separator line between weeks.

May be a reference to another resource, in the form "`@[+][package:]type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

May be a color value, in the form of "`#rgb`", "`#argb`", "`#rrggbb`", or "`#aarrggbb`".

Constant Value: 16843590 (0x01010346)

public static final int **weightSum**

Added in [API level 1](#)

Defines the maximum weight sum. If unspecified, the sum is computed by adding the `layout_weight` of all of the children. This can be used for instance to give a single child 50% of the total available space by giving it a `layout_weight` of 0.5 and setting the `weightSum` to 1.0.

Must be a floating point value, such as "`1.2`".

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843048 (0x01010128)

public static final int **widgetCategory**

Added in [API level 17](#)

Optional parameter which indicates where this widget can be shown, ie. home screen, keyguard or both. resized. Supports combined values using `|` operator.

May be an integer value, such as "`100`".

This may also be a reference to a resource (in the form "`@[package:]type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

May be one or more (separated by '|') of the following constant values.

Constant	Value	Description
home_screen	0x1	
keyguard	0x2	

Constant Value: 16843716 (0x010103c4)

public static final int **widgetLayout**

Added in [API level 1](#)

The layout for the controllable widget portion of a Preference. This is inflated into the layout for a Preference and should be used more frequently than the layout attribute. For example, a checkbox preference would specify a custom layout (consisting of just the CheckBox) here.

Must be a reference to another resource, in the form "`@{+}[package:] type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16843243 (0x010101eb)

public static final int **width**

Added in [API level 1](#)

Makes the TextView be exactly this many pixels wide. You could get the same effect by specifying this number in the layout parameters.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843097 (0x01010159)

public static final int **windowActionBar**

Added in [API level 11](#)

Flag indicating whether this window should have an Action Bar in place of the usual title bar.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843469 (0x010102cd)

public static final int **windowActionBarOverlay**

Added in [API level 11](#)

Flag indicating whether this window's Action Bar should overlay application content. Does nothing if the window would not have an Action Bar.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843492 (0x010102e4)

public static final int **windowActionModeOverlay**

Added in [API level 11](#)

Flag indicating whether action modes should overlay window content when there is not reserved space for their UI (such as an Action Bar).

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@[package:] type:name`") or theme attribute (in the form "`?[package:][type:]name`") containing a value of this type.

Constant Value: 16843485 (0x010102dd)

public static final int **windowAnimationStyle**

Added in [API level 1](#)

Reference to a style resource holding the set of window animations to use, which can be any of the attributes defined by [WindowAnimation](#) ([/reference/android/R.styleable.html#WindowAnimation](#)).

Must be a reference to another resource, in the form "`@{+}[package:] type:name`" or to a theme attribute in the form "`?[package:][type:]name`".

Constant Value: 16842926 (0x010100ae)

public static final int **windowBackground**

Added in [API level 1](#)

Drawable to use as the overall window background. As of [HONEYCOMB](#) ([//reference/android/os/Build.VERSION_CODES.html#HONEYCOMB](#)), this may be a selector that uses `state_accelerated` to pick a non-solid color when running on devices that can draw such a bitmap with complex compositing on top at 60fps.

There are a few special considerations to use when setting this drawable:

- This information will be used to infer the pixel format for your window's surface. If the drawable has any non-opaque pixels, your window will be translucent (32 bpp).
- If you want to draw the entire background yourself, you should set this drawable to some solid color that closely matches that background (so the system's preview of your window will match), and then in code manually set your window's background to null so it will not be drawn.

Must be a reference to another resource, in the form "`@ [+] [package:] type:name"` or to a theme attribute in the form "`? [package:] [type:]name"`.

Constant Value: 16842836 (0x01010054)

public static final int **windowCloseOnTouchOutside**

Added in [API level 11](#)

Control whether a container should automatically close itself if the user touches outside of it. This only applies to activities and dialogs.

Note: this attribute will only be respected for applications that are targeting [HONEYCOMB](#) ([//reference/android/os/Build.VERSION_CODES.html#HONEYCOMB](#)) or later.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type:name"`) or theme attribute (in the form "`? [package:] [type:]name"`) containing a value of this type.

Constant Value: 16843611 (0x0101035b)

public static final int **windowContentOverlay**

Added in [API level 1](#)

This Drawable is overlaid over the foreground of the Window's content area, usually to place a shadow below the title.

Must be a reference to another resource, in the form "`@ [+] [package:] type:name"` or to a theme attribute in the form "`? [package:] [type:]name"`.

Constant Value: 16842841 (0x01010059)

public static final int **windowDisablePreview**

Added in [API level 3](#)

Flag allowing you to disable the preview animation for a window. The default value is false; if set to true, the system can never use the window's theme to show a preview of it before your actual instance is shown to the user.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type:name"`) or theme attribute (in the form "`? [package:] [type:]name"`) containing a value of this type.

Constant Value: 16843298 (0x01010222)

public static final int **windowEnableSplitTouch**

Added in [API level 11](#)

Flag indicating that this window should allow touches to be split across other windows that also support split touch. The default value is true for applications with a `targetSdkVersion` of Honeycomb or newer; false otherwise. When this flag is false, the first pointer that goes down determines the window to which all subsequent touches go until all pointers go up. When this flag is true, each pointer (not necessarily the first) that goes down determines the window to which all subsequent touches of that pointer will go until that pointers go up thereby enabling touches with multiple pointers to be split across multiple windows.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type:name"`) or theme attribute (in the form "`? [package:] [type:]name"`) containing a value of this type.

Constant Value: 16843543 (0x01010317)

public static final int **windowEnterAnimation**

Added in [API level 1](#)

The animation used when a window is being added.

Must be a reference to another resource, in the form "`@ [+] [package:] type:name"` or to a theme attribute in the form "`? [package:] [type:]name"`.

Constant Value: 16842932 (0x010100b4)

public static final int **windowExitAnimation**

Added in [API level 1](#)

The animation used when a window is being removed.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842933 (0x010100b5)

public static final int **windowFrame**

Added in [API level 1](#)

Drawable to use as a frame around the window.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842837 (0x01010055)

public static final int **windowFullscreen**

Added in [API level 1](#)

Flag indicating whether this window should fill the entire screen.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843277 (0x0101020d)

public static final int **windowHideAnimation**

Added in [API level 1](#)

The animation used when a window is going from `VISIBLE` to `INVISIBLE`.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842935 (0x010100b7)

public static final int **windowsIsFloating**

Added in [API level 1](#)

Flag indicating whether this is a floating window.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842839 (0x01010057)

public static final int **windowsIsTranslucent**

Added in [API level 1](#)

Flag indicating whether this is a translucent window.

Must be a boolean value, either "`true`" or "`false`".

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842840 (0x01010058)

public static final int **windowMinWidthMajor**

Added in [API level 11](#)

The minimum width the window is allowed to be, along the major axis of the screen. That is, when in landscape. Can be either an absolute dimension or a fraction of the screen size in that dimension.

May be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

May be a fractional value, which is a floating point number appended with either `%` or `%p`, such as "`14.5%`". The `%` suffix always means a percentage of the base size; the optional `%p` suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16843606 (0x01010356)

public static final int **windowMinWidthMinor**

Added in [API level 11](#)

The minimum width the window is allowed to be, along the minor axis of the screen. That is, when in portrait. Can be either an absolute dimension or a fraction of the screen size in that dimension.

May be a dimension value, which is a floating point number appended with a unit such as "14.5sp". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

May be a fractional value, which is a floating point number appended with either % or %p, such as "14.5%". The % suffix always means a percentage of the base size; the optional %p suffix provides a size relative to some parent container.

This may also be a reference to a resource (in the form "@[*package*:]*type:name*") or theme attribute (in the form "?[*package*:][*type*:]*name*") containing a value of this type.

Constant Value: 16843607 (0x01010357)

public static final int **windowNoDisplay**

Added in [API level 3](#)

Flag indicating that this window should not be displayed at all. The default value is false; if set to true, and this window is the main window of an Activity, then it will never actually be added to the window manager. This means that your activity must immediately quit without waiting for user interaction, because there will be no such interaction coming.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[*package*:]*type:name*") or theme attribute (in the form "?[*package*:][*type*:]*name*") containing a value of this type.

Constant Value: 16843294 (0x0101021e)

public static final int **windowNoTitle**

Added in [API level 1](#)

Flag indicating whether there should be no title on this window.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[*package*:]*type:name*") or theme attribute (in the form "?[*package*:][*type*:]*name*") containing a value of this type.

Constant Value: 16842838 (0x01010056)

public static final int **windowShowAnimation**

Added in [API level 1](#)

The animation used when a window is going from INVISIBLE to VISIBLE.

Must be a reference to another resource, in the form "[+][*package*:]*type:name*" or to a theme attribute in the form "?[*package*:][*type*:]*name*".

Constant Value: 16842934 (0x010100b6)

public static final int **windowShowWallpaper**

Added in [API level 5](#)

Flag indicating that this window's background should be the user's current wallpaper.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[*package*:]*type:name*") or theme attribute (in the form "?[*package*:][*type*:]*name*") containing a value of this type.

Constant Value: 16843410 (0x01010292)

public static final int **windowSoftInputMode**

Added in [API level 3](#)

Defines the default soft input state that this window would like when it is displayed.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
stateUnspecified	0	Not specified, use what the system thinks is best. This is the default.
stateUnchanged	1	Leave the soft input window as-is, in whatever state it last was.
stateHidden	2	Make the soft input area hidden when normally appropriate (when the user is navigating forward to your window).
stateAlwaysHidden	3	Always make the soft input area hidden when this window has input focus.
stateVisible	4	Make the soft input area visible when normally appropriate (when the user is navigating forward to your window).

<code>stateAlwaysVisible</code>	5	Always make the soft input area visible when this window has input focus.
<code>adjustUnspecified</code>	0x00	The window resize/pan adjustment has not been specified, the system will automatically select between resize and pan modes, depending on whether the content of the window has any layout views that can scroll their contents. If there is such a view, then the window will be resized, with the assumption being that the resizeable area can be reduced to make room for the input UI.
<code>adjustResize</code>	0x10	Always resize the window: the content area of the window is reduced to make room for the soft input area.
<code>adjustPan</code>	0x20	Don't resize the window to make room for the soft input area; instead pan the contents of the window as focus moves inside of it so that the user can see what they are typing. This is generally less desirable than panning because the user may need to close the input area to get at and interact with parts of the window.
<code>adjustNothing</code>	0x30	Don't resize or pan the window to make room for the soft input area; the window is never adjusted for it.

Constant Value: 16843307 (0x0101022b)

public static final int **windowTitleBackgroundStyle**

Added in [API level 1](#)

The style resource to use for a window's title area.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842844 (0x0101005c)

public static final int **windowTitleSize**

Added in [API level 1](#)

The style resource to use for a window's title bar height.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842842 (0x0101005a)

public static final int **windowTitleStyle**

Added in [API level 1](#)

The style resource to use for a window's title text.

Must be a reference to another resource, in the form "`@ [+] [package:] type: name`" or to a theme attribute in the form "`? [package:] [type:] name`".

Constant Value: 16842843 (0x0101005b)

public static final int **writePermission**

Added in [API level 1](#)

A specific [permission](#) ([//reference/android/R.attr.html#permission](#)) name for write access to a [ContentProvider](#) ([//reference/android/content/ContentProvider.html](#)). See the [Security and Permissions](#) ([//guide/topics/security/security.html](#)) document for more information on permissions.

Must be a string value, using `'\'` to escape characters such as `'\n'` or `'\uxxxx'` for a unicode character.

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842760 (0x01010008)

public static final int **x**

Added in [API level 1](#)

A coordinate in the X dimension.

Must be a dimension value, which is a floating point number appended with a unit such as "`14.5sp`". Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "`@ [package:] type: name`") or theme attribute (in the form "`? [package:] [type:] name`") containing a value of this type.

Constant Value: 16842924 (0x010100ac)

public static final int **xlargeScreens**

Added in [API level 9](#)

Indicates whether the application supports extra large screen form-factors.

Must be a boolean value, either "true" or "false".

This may also be a reference to a resource (in the form "@[*package*:]*type*:*name*") or theme attribute (in the form "?[*package*:][*type*:]*name*") containing a value of this type.

Constant Value: 16843455 (0x010102bf)

public static final int **y**

Added in [API level 1](#)

A coordinate in the Y dimension.

Must be a dimension value, which is a floating point number appended with a unit such as "14.5sp".

Available units are: px (pixels), dp (density-independent pixels), sp (scaled pixels based on preferred font size), in (inches), mm (millimeters).

This may also be a reference to a resource (in the form "@[*package*:]*type*:*name*") or theme attribute (in the form "?[*package*:][*type*:]*name*") containing a value of this type.

Constant Value: 16842925 (0x010100ad)

public static final int **yesNoPreferenceStyle**

Added in [API level 1](#)

Default style for YesNoPreference.

Must be a reference to another resource, in the form "@[+][*package*:]*type*:*name*" or to a theme attribute in the form "?[*package*:][*type*:]*name*".

Constant Value: 16842896 (0x01010090)

public static final int **zAdjustment**

Added in [API level 1](#)

Allows for an adjustment of the Z ordering of the content being animated for the duration of the animation. The default value is normal.

Must be one of the following constant values.

Constant Value	Description
normal 0	The content being animated be kept in its current Z order.
top 1	The content being animated is forced on top of all other content for the duration of the animation.
bottom -1	The content being animated is forced under all other content for the duration of the animation.

Constant Value: 16843201 (0x010101c1)

Public Constructors

public **R.attr** ()

Added in [API level 1](#)