Android APIs   API level: 19   tants | Methods | Inherited
                                                             Methods | [Expand All]

android.content.pm
android.content.res   **Added in API level 16**
android.database
InputManager
android.database.sqlite
extends Object
android.drm
java.lang.Object
android.gesture
   ↳ android.hardware.input.InputManager
android.graphics
android.graphics.drawable
android.graphics.drawable.shapes
Class Overview
android.preference
android.hardware
android.hardware.display
Provides information about input devices and available key layouts.
[android.hardware.input](#)
android.hardware.location
Get an instance of this class by calling `Context.getSystemService()`
android.hardware.usb
(/reference/android/content/Context.html#getSystemService (java.lang.String)) with

the argument `INPUT_SERVICE` (/reference/android/content
/Context.html#INPUT_SERVICE).

Interfaces

InputManager.InputDeviceListener

Summary

Classes	Nested Classes	
	Listens for changes in input devices.	

Constants

	Constants	
String	ACTION_QUERY_KEYBOARD_LAYOUTS	Broadcast Action: Query available keyboard layouts.
String	META_DATA_KEYBOARD_LAYOUTS	Metadata Key: Keyboard layout metadata associated with `ACTION_QUERY_KEYBOARD_LAYOUTS`.

Public Methods

InputDevice	getInputDevice (int id) Gets information about the input device with the specified id.
int[]	getInputDeviceIds () Gets the ids of all input devices in the system.
void	registerInputDeviceListener (InputManager.InputDeviceListener listener, Handler handler) Registers an input device listener to receive notifications about when input devices are added, removed or changed.
void	unregisterInputDeviceListener (InputManager.InputDeviceListener listener) Unregisters an input device listener.

Inherited Methods   [Expand]

▶ From class java.lang.Object

Constants

public static final String

Broadcast Action: Query available keyboard layouts.

The input manager service locates available keyboard layouts by querying broadcast receivers that are registered for this action. An application can offer additional keyboard layouts to the user by declaring a suitable broadcast receiver in its manifest.

Here is an example broadcast receiver declaration that an application might include in its AndroidManifest.xml to advertise keyboard layouts. The meta-data specifies a resource that contains a description of each keyboard layout that are provided by the application.

```
<receiver android:name=".InputDeviceReceiver"
        . . . . . . "@. . . ./. . . . . d_layouts_label">
    <intent-filter>
        <action android:name="android.hardware.input.acti
    </intent-filter>
    <meta-data android:name="android.hardware.input.metad
            android:resource="@xml/keyboard_layouts" />
</receiver>
```

Classes

In the above example, the @xml/keyboard_layouts resource refers to an XML resource whose root element is <keyboard-layouts> that contains zero or more <keyboard-layout> elements. Each <keyboard-layout> element specifies the name, label, and location of a key character map for a particular keyboard layout. The label on the receiver is used to name the collection of keyboard layouts provided by this receiver in the keyboard layout settings.

```
<?xml version="1.0" encoding="utf-8"?>
<keyboard-layouts xmlns:android="http://schemas.android.c
    <keyboard-layout android:name="keyboard_layout_englis
            android:label="@string/keyboard_layout_englis
            android:keyboardLayout="@raw/keyboard_layout_
</keyboard-layouts>



  The android:name attribute specifies an identifier by w
  the keyboard layout will be known in the package.
  The android:label attributes specifies a human-readable
  label to describe the keyboard layout in the user inter
  The android:keyboardLayout attribute refers to a

  key character map (http://source.android.com/tech/input/key-character
```

Android APIs   API level: 19

Constant Value: "android.hardware.input.action.QUERY_KEYBOARD_LAYOUTS"

public static final String **META_DATA_KEYBOARD_LAYOUTS**   Added in API level 16

Metadata Key: Keyboard layout metadata associated with
ACTION_QUERY_KEYBOARD_LAYOUTS (/reference/android/hardware/input
/InputManager.html#ACTION_QUERY_KEYBOARD_LAYOUTS).

Specifies the resource id of a XML resource that describes the keyboard
layouts that are provided by the application.

Constant Value: "android.hardware.input.metadata.KEYBOARD_LAYOUTS"

Public Methods

Interfaces

public InputDevice **getInputDevice** (int id)   Added in API level 16

InputManager.InputDeviceListener

Gets information about the input device with the specified id.

Classes

Parameters

InputManager

Returns

The input device or null if not found.

public int[] **getInputDeviceIds** ()   Added in API level 16

Gets the ids of all input devices in the system.

Returns

The input device ids.

public void **registerInputDeviceListener**
(InputManager.InputDeviceListener listener, Handler
handler)   Added in API level 16

Registers an input device listener to receive notifications about when input
devices are added, removed or changed.

Parameters

listener	The listener to register.
handler	The handler on which the listener should be invoked, or null if the listener should be invoked on the calling thread's looper.

See Also

unregisterInputDeviceListener(InputManager.InputDeviceListener)

public void **unregisterInputDeviceListener**

Android APIs   API level: 19   Added in API level 16

android.content.pm
Unregisters an input device listener.
android.content.res

android.database
Parameters
android.database.sqlite

android.drm *listener*   The listener to unregister.

android.gesture
See Also
android.graphics
registerInputDeviceListener(InputManager.InputDeviceListener,
android.graphics.drawable
Handler)
android.graphics.drawable.shapes

android.graphics.pdf

android.hardware

android.hardware.display

android.hardware.input

android.hardware.location

android.hardware.usb

Interfaces

InputManager.InputDeviceListener

Classes

InputManager