



In ProgressBugP3+ Add Hotlist

 STATUS UPDATE No update yet. 

Edit

 DESCRIPTION ky...@gmail.com created issue #1

Jul 20, 2023 12:12AM

Component used: AGDK Version used: 2.0.2 Devices/Android versions reproduced on: Android 10 sdk29


• the api `AIImageDecoder_createFromAAsset` like are only support after sdk30,but if i using the way `jni` , it seem in the code

```
class MainActivity : GameActivity() {
    companion object {
        init {
            System.loadLibrary("gp")
        }
    }

    override fun onWindowFocusChanged(hasFocus: Boolean) {
        super.onWindowFocusChanged(hasFocus)
        if (hasFocus) {
            hideSystemUi()
        }
    }

    private fun hideSystemUi() {
        val decorView = window.decorView
        decorView.systemUiVisibility = (View.SYSTEM_UI_FLAG_IMMERSIVE_STICKY
            or View.SYSTEM_UI_FLAG_LAYOUT_STABLE
            or View.SYSTEM_UI_FLAG_LAYOUT_HIDE_NAVIGATION
            or View.SYSTEM_UI_FLAG_LAYOUT_FULLSCREEN
            or View.SYSTEM_UI_FLAG_HIDE_NAVIGATION
            or View.SYSTEM_UI_FLAG_FULLSCREEN)
    }
}
```

it doesn't support like `public native void test();` , and also it's my testing project:

 GP.zip

9.5 MB [Download](#)

Reporter

ky...@gmail.com

Type

Bug

Priority

P3

Severity

S2

Status

In Progress (Accepted)

Access

Default access 

View

Expanded Access?

Assignee

vr...@google.com

Verifier

--

Collaborators

CC

ky...@gmail.com

AOSP ID

--

Estimate

--

Found In

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Targeted To

--

Verified In

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In Prod

Show 1 additional field

COMMENTS

All comments

↓ Oldest first

vr...@google.com <vr...@google.com>

Jul 20, 2023 03:15AM

Accepted by vr...@google.com.