

hdodenhof / CircleImageView

A circular ImageView for Android

[#android](#) [#imageview](#) [#widget](#)

132 commits

3 branches

12 releases

12 contributors

Apache-2.0

Branch: master
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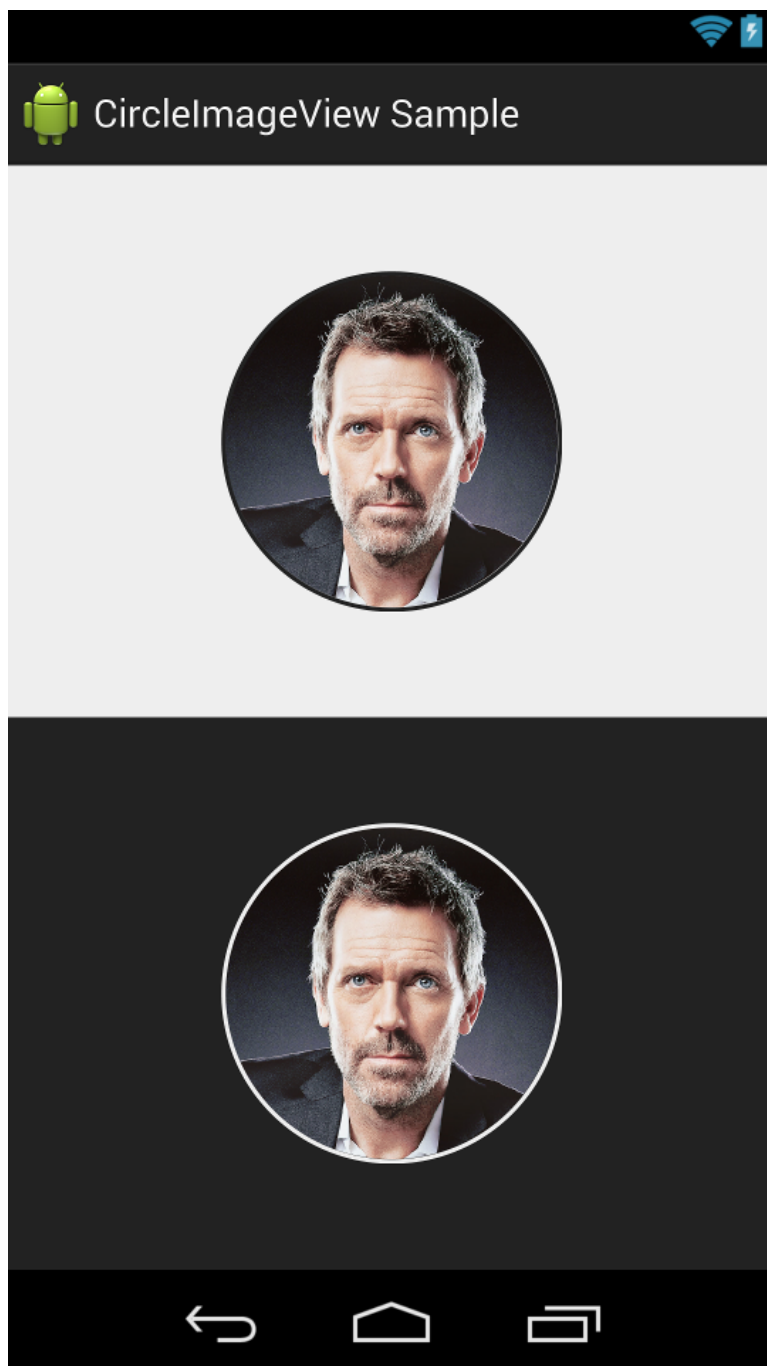
hdodenhof Prepare for next release
Latest commit 99bd20e Jan 6, 2019

circleimageview	Suppress useless warnings in library	Jan 6, 2019
gradle/wrapper	Update all the things; migrate to AndroidX	Jan 3, 2019
sample	Fix warnings in sample app	Jan 6, 2019
.gitignore	Initial commit	Jan 17, 2014
LICENSE.txt	Add LICENSE.txt	Jan 26, 2014
README.md	Prepare release 3.0.0	Jan 6, 2019
build.gradle	Update all the things; migrate to AndroidX	Jan 3, 2019
gradle.properties	Prepare for next release	Jan 6, 2019
gradlew	Initial commit	Jan 17, 2014
gradlew.bat	Initial commit	Jan 17, 2014
screenshot.png	Add screenshot	Jan 18, 2014
settings.gradle	Add sample app	Jan 18, 2014

README.md

# CircleImageView

A fast circular ImageView perfect for profile images. This is based on [RoundedImageView from Vince Mi](#) which itself is based on [techniques recommended by Romain Guy](#).



It uses a BitmapShader and **does not**:

- create a copy of the original bitmap
- use a clipPath (which is neither hardware accelerated nor anti-aliased)
- use setXfermode to clip the bitmap (which means drawing twice to the canvas)

As this is just a custom ImageView and not a custom Drawable or a combination of both, it can be used with all kinds of drawables, i.e. a PicassoDrawable from [Picasso](#) or other non-standard drawables (needs some testing though).

## Gradle

---

```
dependencies {  
    ...  
    implementation 'de.hdodenhof:circleimageview:3.0.0'  
}
```

## Usage

---

```
<de.hdodenhof.circleimageview.CircleImageView
    xmlns:app="http://schemas.android.com/apk/res-auto"
    android:id="@+id/profile_image"
    android:layout_width="96dp"
    android:layout_height="96dp"
    android:src="@drawable/profile"
    app:civ_border_width="2dp"
    app:civ_border_color="#FF000000"/>
```

## Limitations

- The `ScaleType` is always `CENTER_CROP` and you'll get an exception if you try to change it. This is (currently) by design as it's perfectly fine for profile images.
- Enabling `adjustViewBounds` is not supported as this requires an unsupported `ScaleType`
- If you use an image loading library like Picasso or Glide, you need to disable their fade animations to avoid messed up images. For Picasso use the `noFade()` option, for Glide use `dontAnimate()`. If you want to keep the fadeIn animation, you have to fetch the image into a `Target` and apply a custom animation yourself when receiving the `Bitmap`.
- Using a `TransitionDrawable` with `CircleImageView` doesn't work properly and leads to messed up images.

## FAQ

### How can I use a `VectorDrawable` with `CircleImageView` ?

Short answer: you shouldn't. Using a `VectorDrawable` with `CircleImageView` is very inefficient. You should modify your vectors to be in a circular shape and use them with a regular `ImageView` instead.

### Why doesn't `CircleImageView` extend `AppCompatActivity` ?

Extending `AppCompatActivity` would require adding a runtime dependency for the support library without any real benefit.

### How can I add a selector (e.g. ripple effect) bound to a circle?

There's currently no direct support for a circle bound selector but you can follow [these steps](#) to implement it yourself.

### How can I add a gap between image and border?

Adding a gap is also not support directly but [there's a workaround](#).

## Changelog

- 3.0.0
  - Limit touch event handling to circle area
  - Migrate to AndroidX
  - Remove deprecated properties and methods
- 2.2.0
  - Add support for elevation
  - Add circle background color attribute to replace fill color
- 2.1.0
  - Add support for padding
  - Add option to disable circular transformation
  - Fix hairline gap being drawn between image and border under some conditions
  - Fix NPE when using tint attribute (which is not supported)
  - Deprecate fill color as it seems to cause quite some confusion
- 2.0.0
  - BREAKING: Custom xml attributes are now prefixed with "civ\_"
  - Graceful handling of incompatible drawables
  - Add support for a fill color shown behind images with transparent areas
  - Fix dimension calculation issues with small images
  - Fix bitmap not being cleared when set to null
- 1.3.0

- Add `setBorderColorResource(int resId)`
  - Add resource type annotations
  - Add `border_overlay` attribute to allow drawing border on top of the base image
- 1.2.2
  - Add `ColorFilter` support
- 1.2.1
  - Fix `ColorDrawables` not being rendered properly on Lollipop
- 1.2.0
  - Add support for `setImageURI(Uri uri)`
  - Fix view not being initialized when using `CircleImageView(Context context)`
- 1.1.1
  - Fix border being shown although border width is set to 0
- 1.1.0
  - Add support for `ColorDrawables`
  - Add getters and setters for border color and border width
- 1.0.1
  - Prevent crash due to `OutOfMemoryError`
- 1.0.0
  - Initial release

## License

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