

An image loading and caching library for Android focused on smooth scrolling <https://bumptech.github.io/glide/>

#android #imageloader #gif #disk-cache #glide

2,501

commits

37

branches

0

packages

38

releases

113

contributors

View license

Branch: master


New pull request

Create new file

Upload files

Find file

Clone or download



sjudd

and

glide-copybara-robot

Add a new experimental hardware bitmap fd limit parameter to Glide.

...

Latest commit

f903a73

2 days ago

<div>.github</div>	Add `pull_request` to list of triggers	5 months ago
<div>.idea</div>	Include default inspection profile for AS/Intellij.	2 years ago
<div>annotation</div>	Use UUID for indexers with names that exceed the file name length.	2 months ago
<div>glide</div>	Use sourceSets instead of JavaCompileProvider to generate javadoc.	8 months ago
<div>gradle/wrapper</div>	Update Gradle to 4.10.1	15 months ago
<div>instrumentation</div>	Check if Activitys are FragmentActivities in RequestManagerRetriever	15 days ago
<div>integration</div>	Set cronet integration library min sdk to 16	17 days ago
<div>library</div>	Add a new experimental hardware bitmap fd limit parameter to Glide.	2 days ago
<div>mocks</div>	Add mock utility methods for Glide's various builder classes	last month
<div>samples</div>	Add support for width / height to the SvgDecoder	19 days ago
<div>scripts</div>	Update release checks script to work better with Copybara workflows.	8 months ago
<div>static</div>	Add logo.	6 years ago
<div>testutil</div>	Reformat all files excluding third_party.	12 months ago
<div>third_party</div>	Moving away from @config(manifest = ...)	12 months ago
<div>.gitignore</div>	Include default inspection profile for AS/Intellij.	2 years ago
<div>.gitmodules</div>	Move exif-orientation-examples out of submodule to ease code migrations.	12 months ago
<div>.travis.yml</div>	Add Q ModelLoader to load unredacted data when possible to avoid HEIC...	7 months ago
<div>CONTRIBUTING.md</div>	Automated g4 rollback of changelist 116167265.	4 years ago
<div>ISSUE_TEMPLATE.md</div>	Introduce issue templates "the right way".	4 years ago
<div>LICENSE</div>	Initial not compiling gif encoder	6 years ago
<div>PULL_REQUEST_TEMPLATE.md</div>	Introduce issue templates "the right way".	4 years ago
<div>README.md</div>	Bump version to 4.11.0	5 months ago
<div>build.gradle</div>	Disable BuildConfig generation	12 months ago
<div>checkstyle.xml</div>	Migrate org.mockito.Matchers#any* to org.mockito.ArgumentMatchers	11 months ago
<div>checkstyle_suppressions.xml</div>	Add integration library for use with Guava's ListenableFuture class.	9 months ago
<div>debug.keystore</div>	Add a debug.keystore and copy it to its expected location in travis.	3 years ago
<div>gcloud-bumptech.json.enc</div>	Add scripts to queue firebase emulators in travis instrumentation test.	3 years ago
<div>gcloud-sjudd.json.enc</div>	Add scripts to queue firebase emulators in travis instrumentation test.	3 years ago
<div>gradle.properties</div>	Bump version to 4.12.0-SNAPSHOT	5 months ago
<div>gradlew</div>	update gradle to 4.1 (#2286)	3 years ago
<div>gradlew.bat</div>	Project import generated by Copybara.	12 months ago

<https://github.com/bumptech/glide>

1/5

README.md

Glide

maven central 4.11.0 build passing | [View Glide's documentation](#) | [简体中文文档](#) | [Report an issue with Glide](#)

Glide is a fast and efficient open source media management and image loading framework for Android that wraps media decoding, memory and disk caching, and resource pooling into a simple and easy to use interface.



Glide supports fetching, decoding, and displaying video stills, images, and animated GIFs. Glide includes a flexible API that allows developers to plug in to almost any network stack. By default Glide uses a custom `HttpURLConnection` based stack, but also includes utility libraries plug in to Google's Volley project or Square's OkHttp library instead.

Glide's primary focus is on making scrolling any kind of a list of images as smooth and fast as possible, but Glide is also effective for almost any case where you need to fetch, resize, and display a remote image.

Download

For detailed instructions and requirements, see Glide's [download and setup docs page](#).

You can download a jar from GitHub's [releases page](#).

Or use Gradle:

```
repositories {
    mavenCentral()
    google()
}

dependencies {
    implementation 'com.github.bumptech.glide:glide:4.11.0'
    annotationProcessor 'com.github.bumptech.glide:compiler:4.11.0'
}
```

Or Maven:

```
<dependency>
  <groupId>com.github.bumptech.glide</groupId>
  <artifactId>glide</artifactId>
  <version>4.11.0</version>
</dependency>
<dependency>
  <groupId>com.github.bumptech.glide</groupId>
  <artifactId>compiler</artifactId>
  <version>4.11.0</version>
  <optional>true</optional>
</dependency>
```

For info on using the bleeding edge, see the [Snapshots](#) docs page.

ProGuard

Depending on your ProGuard (DexGuard) config and usage, you may need to include the following lines in your proguard.cfg (see the [Download and Setup docs page](#) for more details):

```
-keep public class * implements com.bumptech.glide.module.GlideModule
-keep public class * extends com.bumptech.glide.module.AppGlideModule
-keep public enum com.bumptech.glide.load.ImageHeaderParser$** {
    **[] $VALUES;
    public *;
}

# for DexGuard only
-keepresourceelements manifest/application/meta-data@value=GlideModule
```

How do I use Glide?

Check out the [documentation](#) for pages on a variety of topics, and see the [javadocs](#).

For Glide v3, see the [wiki](#).

Simple use cases will look something like this:

```
// For a simple view:
@Override public void onCreate(Bundle savedInstanceState) {
    ...
    ImageView imageView = (ImageView) findViewById(R.id.my_image_view);

    Glide.with(this).load("http://goo.gl/gEgYUd").into(imageView);
}

// For a simple image list:
@Override public View getView(int position, View recycled, ViewGroup container) {
    final ImageView myImageView;
    if (recycled == null) {
        myImageView = (ImageView) inflater.inflate(R.layout.my_image_view, container, false);
    } else {
        myImageView = (ImageView) recycled;
    }

    String url = myUrls.get(position);

    Glide
        .with(myFragment)
        .load(url)
        .centerCrop()
        .placeholder(R.drawable.loading_spinner)
        .into(myImageView);

    return myImageView;
}
```

Status

Version 4 is now released and stable. Updates are released periodically with new features and bug fixes.

Comments/bugs/questions/pull requests are always welcome! Please read [CONTRIBUTING.md](#) on how to report issues.

Compatibility

- **Minimum Android SDK:** Glide v4 requires a minimum API level of 14.
- **Compile Android SDK:** Glide v4 requires you to compile against API 26 or later.

If you need to support older versions of Android, consider staying on [Glide v3](#), which works on API 10, but is not actively maintained.

- **OkHttp 3.x:** There is an optional dependency available called `okhttp3-integration`, see the [docs page](#).

- **Volley:** There is an optional dependency available called `volley-integration`, see the [docs page](#).
- **Round Pictures:** `CircleImageView` / `CircularImageView` / `RoundedImageView` are known to have [issues](#) with `TransitionDrawable` (`.crossFade()` with `.thumbnail()` or `.placeholder()`) and animated GIFs, use a [BitmapTransformation](#) (`.circleCrop()` will be available in v4) or `.dontAnimate()` to fix the issue.
- **Huge Images** (maps, comic strips): Glide can load huge images by downsampling them, but does not support zooming and panning `ImageView`s as they require special resource optimizations (such as tiling) to work without `OutOfMemoryError`s.

Build

Building Glide with gradle is fairly straight forward:

```
git clone https://github.com/bumptech/glide.git
cd glide
./gradlew jar
```

Note: Make sure your *Android SDK* has the *Android Support Repository* installed, and that your `$ANDROID_HOME` environment variable is pointing at the SDK or add a `local.properties` file in the root project with a `sdk.dir=...` line.

Samples

Follow the steps in the [Build](#) section to set up the project and then:

```
./gradlew :samples:flickr:run
./gradlew :samples:giphy:run
./gradlew :samples:svg:run
./gradlew :samples:contacturi:run
```

You may also find precompiled APKs on the [releases page](#).

Development

Follow the steps in the [Build](#) section to setup the project and then edit the files however you wish. [Android Studio](#) cleanly imports both Glide's source and tests and is the recommended way to work with Glide.

To open the project in Android Studio:

1. Go to *File* menu or the *Welcome Screen*
2. Click on *Open...*
3. Navigate to Glide's root directory.
4. Select `setting.gradle`

For more details, see the [Contributing docs page](#).

Getting Help

To report a specific problem or feature request, [open a new issue on Github](#). For questions, suggestions, or anything else, email [Glide's discussion group](#), or join our IRC channel: [irc.freenode.net#glide-library](#).

Contributing

Before submitting pull requests, contributors must sign Google's [individual contributor license agreement](#).

Thanks

- The **Android team** and **Jake Wharton** for the [disk cache implementation](#) Glide's disk cache is based on.
- **Dave Smith** for the [GIF decoder gist](#) Glide's GIF decoder is based on.
- **Chris Banes** for his [gradle-mvn-push](#) script.
- **Corey Hall** for Glide's [amazing logo](#).
- Everyone who has contributed code and reported issues!

Author

Sam Judd - @sjudd on GitHub, @samajudd on Twitter

License

BSD, part MIT and Apache 2.0. See the [LICENSE](#) file for details.

Disclaimer

This is not an official Google product.