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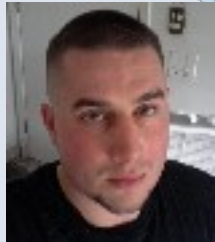


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Jamison904

ONLINE

Posts: 28

Joined: Mon Nov 12,
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Florida

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by **Jamison904** » Thu Dec 13, 2012 8:52 pm

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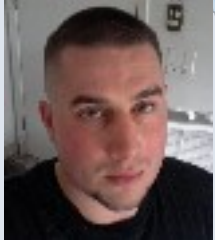
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Jamison904



ONLINE

Posts: 28

Joined: Mon Nov 12,
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Location: Jacksonville,
Florida



Re: Section rules: Read before posting

by **Jamison904** » Thu Jan 10, 2013 2:04 am

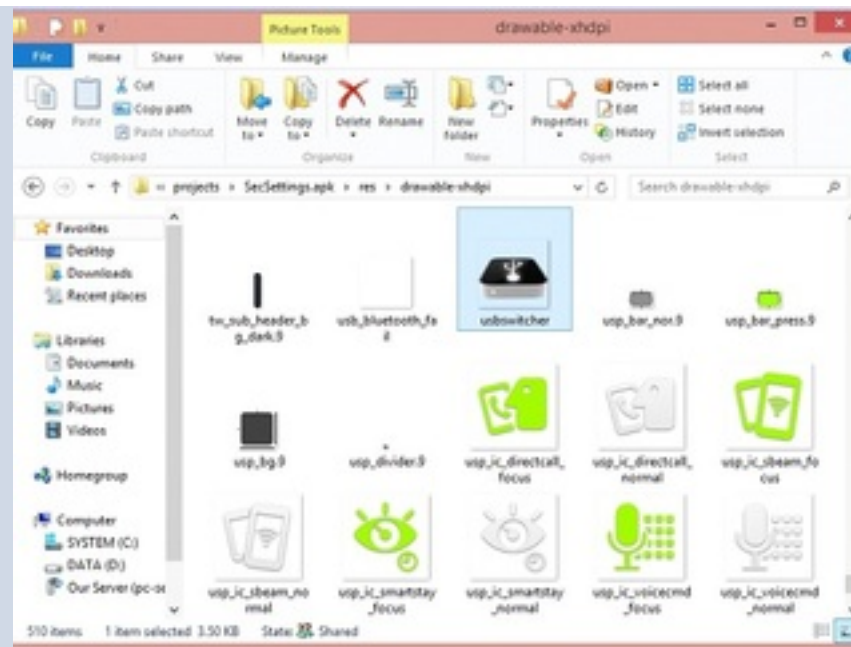
Integrating application in settings menu

This really handy one.. so take care!!:confused:

In this tutorial, we will add USB-Mode program to Settings menu as an example

On your PC

- 1) Decompile SecSettings.apk.
- 2) Decompile the program that you want to add to settings menu (USB-Mode)
- 3) Go to \res\drawable-xhdpi folder and add icon for your program that you want to add (you can take it from decompiled wanted program (USBMode folder)).



4) Go to \res\values folder and open **strings.xml** by NotePad++ and add these lines just before **</resources>** for your program

CODE: **SELECT ALL**

```
<string name="gloryromaddons">GloryROM Addons</string>
<string name="usbswitcher_text">USB mode switcher</string>
```

Here change **“gloryromaddons”** with any thing you want to show as a header in the Settings menu. **“usbswitcher_text”** is your wanted program

5) Go to \res\xml folder and open **settings_headers.xml** by NotePad++ and add these lines (the place you put these lines will be the place where added program will be displayed in Settings menu)

CODE: **SELECT ALL**

```
<header android:title="@string/gloryromaddons" />
    <header android:icon="@drawable/usbswitcher"
android:title="@string/usbswitcher_text">
    <intent android:targetPackage="in.zatta.USB_switch"
```

```
android:action="android.intent.action.MAIN"  
android:targetClass="in.zatta.USB_switch.USB_switcherActivity" />  
</header>
```

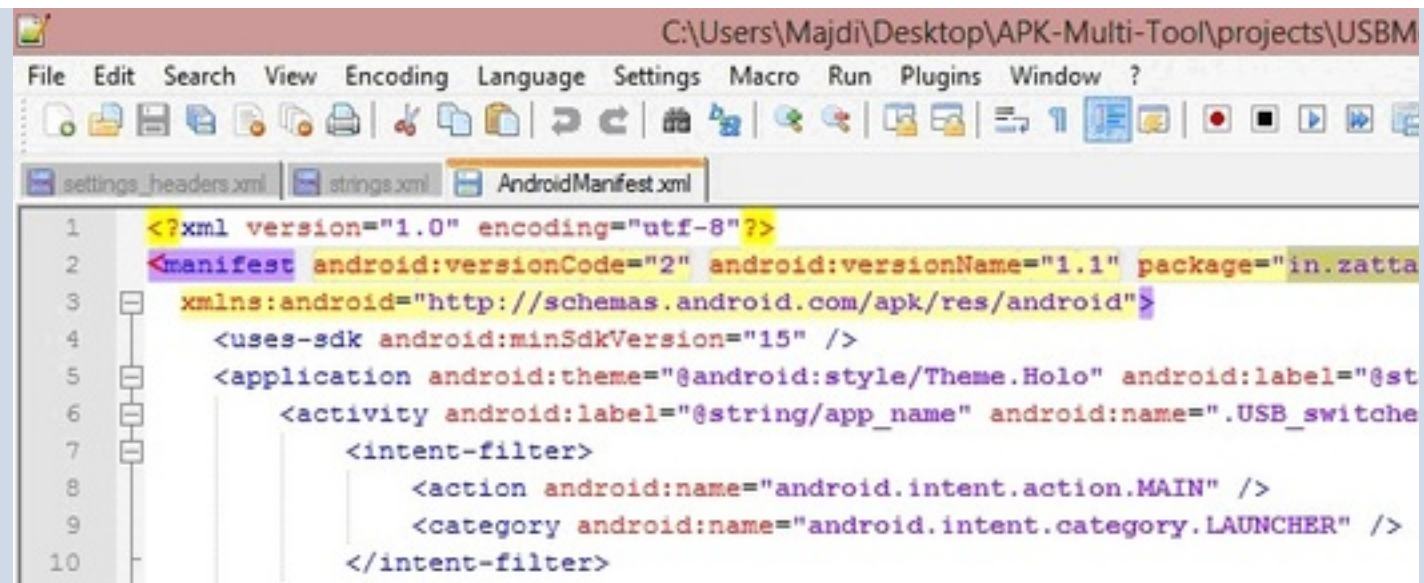
The first line reflect the header title in settings menu (So gloryromaddons will be seen as “GloryROM Addons” in the phone, see strings.xml that we edited and you will figure it out!!)

The 2nd line is for added program:

- android:icon=@drawable/**name of icon you put in drawable-xhdpi folder** (here we put **usbswitcher** as the icon name inside drawable-xhdpi)
- android:title=@string/**name of string put for added program in strings.xml** (here we put **usbswitcher_text** as in strings.xml)

The 3rd line is the functionality and is the most difficult one:

- android:targetPackage=**package of wanted program inside its own AndroidManifest.xml** (here it is “in.zatta.USB_switch”)
- android:action=**first action of wanted program inside its own AndroidManifest.xml** (here it is “android.intent.action.MAIN”)

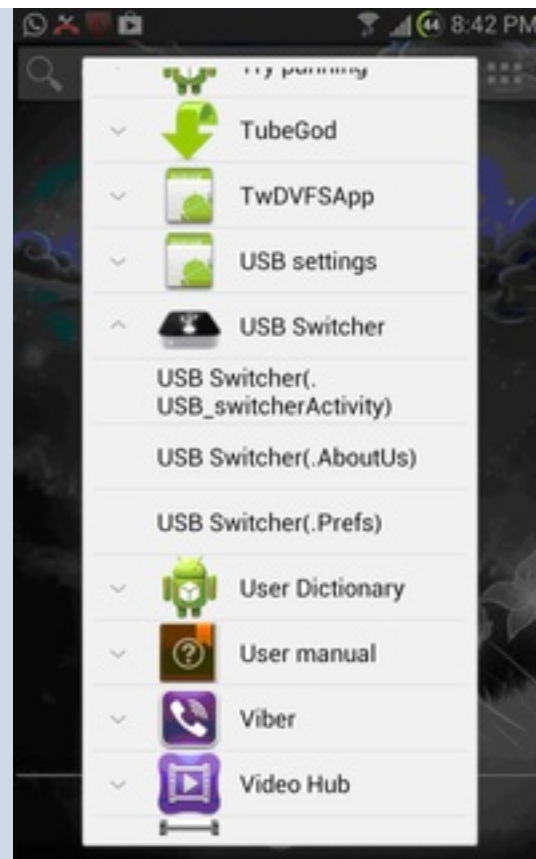


```
<?xml version="1.0" encoding="utf-8"?>
<manifest android:versionCode="2" android:versionName="1.1" package="in.zatta
xmlns:android="http://schemas.android.com/apk/res/android"
<uses-sdk android:minSdkVersion="15" />
<application android:theme="@android:style/Theme.Holo" android:label="@st
<activity android:label="@string/app_name" android:name=".USB_switcher
<intent-filter>
<action android:name="android.intent.action.MAIN" />
<category android:name="android.intent.category.LAUNCHER" />
</intent-filter>
```

- androidtargetClass= **android:targetPackage.Activity** (we have **android:targetPackage** from previous step but we need also **.Activity** how to get it??) This is the tricky one so do the following:

On your phone:

install the program you want to add (USB mode switcher) and ADW launcher from Google play and make ADW launcher as your phone launcher. Find a blank area on your homescreen(s), long press, then select custom shortcut --> pick your activity --> activities --> browse down until you find USB switcher app and **expand with the arrow on the left of USB switcher**, you will see several activities (some may have only one). The first one in the list is usually its opening class; it is in between the ()'s. In this example it is **.USB_switcherActivity**



Go back to your PC:

So now androidtargetClass= **android:targetPackage.Activity** will be:
androidtargetClass= **in.zatta.USB_switch.USB_switcherActivity**

6) Now compile SecSettings and push it to your phone.

Additional step:

If you want to hide this app from applications drawer do the followings:

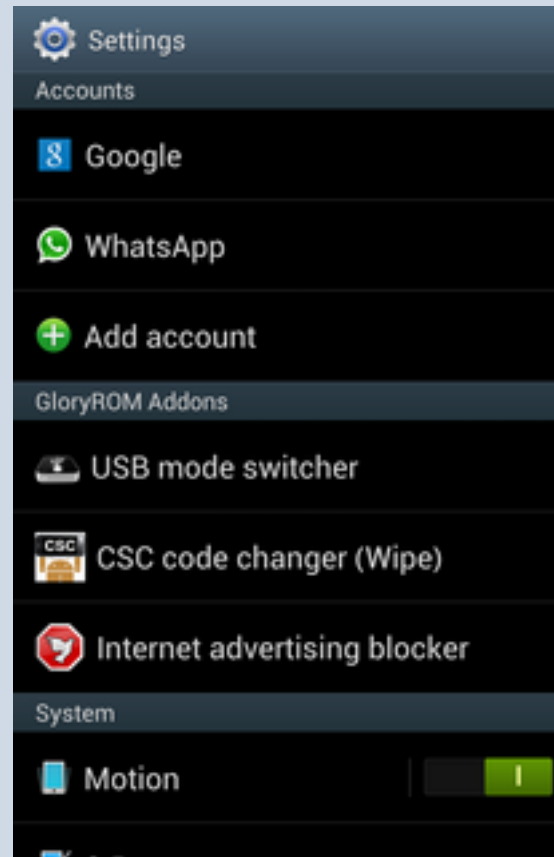
- 1) Decompile your desired app (here **USB-Mode.apk**)
- 2) Go to AndroidManifest.xml file and open it by NotePad++
- 3) Delete this line :

CODE: [SELECT ALL](#)

```
<category android:name="android.intent.category.LAUNCHER" />
```

4) Compile your app as non system apk and sign it then push it to your phone

Results example:



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