# TASK

**android:drawableEnd="@drawable/btn\_radio\_material\_anim"分析**

Android开发之Theme、Style探索及源码浅

https://blog.csdn.net/yanbober/article/details/51015630

Overlay

https://my.oschina.net/kingguary/blog/160190

<https://www.jianshu.com/p/9304089c513d>

**Switch全面学习**

*<!--* ***TODO 颜色这么定义 不规范呢，怎么传递colorSwitchThumbNormal？*** *-->* <**color name="Rm500.Widget.Switch.colorSwitchThumbNormal"**>@color/white\_tranCC\_Disable</**color**>  
 <**color name="Rm500.Widget.Switch.colorControlActivated"**>@color/blue\_FF1FA3F6</**color**>

Preference 实现原理

**Rm500.Preference. 双集成机制？？？？？**

<**style name="Rm500.Preference.SwitchPreference" parent="@\*android:style/Preference.Material.SwitchPreference"**>

高亮风格如何定义

菜单弹起原理的toast

LongPressAccessPointPreference添加原理

Time

分析手段

Frameworks 的资源文件拷贝到settings，里面的原理

Frameworks

关键字：系统应用 系统设置 android7.1 settings 主题引擎 系统主题定制 Android 主题Theme style activity和dialog的样式

壁纸

adb pull /data/system/users/0

# Theme基本概念

1. 每家公司或者每个移动团队无不想开发出一套自己的UI框架，融入自己的设计和特性，这必然会去修改android的ui。学习和理解android的UI设计是最基础和非常有必要的。android ui设计最重要的就是主题和样式。
2. 系统UI全局定制，需要我们研究原理
3. 设置模式值得借鉴

对于安卓系统而言，主题系统定义包含两部分：已是res，另外是src，本文主要研究res

framework/base/core/res/

支持应用程序编译的资源能够被其它应用使用，系统默认的主题就在这里！

定制系统UI

2、主题Theme

主要关注themes.xml,themes\_device\_defaults.xml两个文件。

themes.xml定义了android低版本的theme和Holo theme，themes\_device\_defaults.xml定义了DeviceDefault主题（继承自Holo主题），实际上就是在Holo主题上定制主题（For厂商）。

系统如何去选择默认的主题呢？

## 编译方法

本质上是一个apk

SDK目录：\android-sdk\platforms\android-16\data\res\values\

原生目录：framework/base/core/res/res/values/

### ./frameworks/base/core/res/Android.mk分析

# .该APK具有系统权限， 3.能够指定一个全局的依赖于LOCAL\_BUILT\_MODULE的中间目标

路径：./frameworks/base/core/res/Android.mk

LOCAL\_NO\_STANDARD\_LIBRARIES := true

frameworks/base/core/res/ 中执行mm编译 framework-res.apk

android.jar 切记这个特例，这货是make sdk生成的，多方整合，别以为也可以找到对应目录，木有的！还有就是这个jar很实用的，很多时候我们想用AS直接调运系统的hide API等，自己编译一个就能派上用场啦！

### 性能优化

<array name="preloaded\_drawables"> 是系统预加载

# 资源（文件）索引简介

## res/values/public.xml 与symbols. 资源索引

**这个apk打包后的相当于resource.arsc**



系统知识预先帮忙定义好了id而已！

public.xml和symbols.xml的作用：定义了整个platform基本的资源索引！！！。

public.xml

<public type="attr" name="theme" id="0x01010000" />

<public type="attr" name="versionName" id="0x0101021c" />

<public type="id" name="background" id="0x01020000" />

<public type="style" name="Theme" id="0x01030005" />

<public type="style" name="Theme.Black" id="0x01030008" />

<public type="string" name="cancel" id="0x01040000" />

<public type="dimen" name="app\_icon\_size" id="0x01050000" />

<public type="color" name="tertiary\_text\_light" id="0x01060011" />

<public type="drawable" name="ic\_delete" id="0x0108001d" />

<public type="layout" name="simple\_spinner\_item" id="0x01090008" />

<public type="anim" name="fade\_in" id="0x010a0000" />

symbols.xml

<java-symbol type="id" name="alwaysUse" />

<java-symbol type="attr" name="timePickerStyle" />

<java-symbol type="drawable" name="default\_wallpaper" />

<java-symbol type="drawable" name="stat\_sys\_gps\_on" />

<java-symbol type="layout" name="alert\_dialog" />

<java-symbol type="layout" name="activity\_chooser\_view" />

<java-symbol type="style" name="Theme.DeviceDefault.Dialog.Alert" />

<java-symbol type="style" name="Theme.DeviceDefault.Light.Dialog.Alert" />

<java-symbol type="bool" name="config\_wifi\_background\_scan\_support" />

<java-symbol type="bool" name="config\_wifi\_dual\_band\_support" />

<java-symbol type="drawable" name="stat\_sys\_battery" />

<!-- From SystemUI -->

<java-symbol type="string" name="chooseUsbActivity" />

<!-- From Settings -->

<java-symbol type="string" name="ssl\_certificate" />

<!-- Floating toolbar -->

区别：

public.xml：约定为<public/>标签，），公共资源，可以在app中访问）。Java访问方法android.R.java，android.R.string. cancel

symbols.xml：约定为<java-symbol/>标签，系统私有的资源（不对app公开）。Java访问方法com.android.internal.R.java（私有资源）, com.android.internal.R. layout. alert\_dialog

注意：公有资源并不是严格定义，在一个xml文件里也可以通过不同的标签来控制资源是公共的还是私有的。

## res/values/attrs/

定义所有平台支持的属性项目，分为widget级别，风格级别，主题级别

<attr name="colorForeground" format="color" />

<attr name="textAppearance" format="reference" />

<attr name="textColorPrimary" format="reference|color" />

<attr name="buttonStyle" format="reference" />

<attr name="listPreferredItemHeight" format="dimension" />

<attr name="windowBackground" format="reference" />

<attr name="floatingToolbarCloseDrawable" format="reference" />

<attr name="alertDialogStyle" format="reference" />

<attr name="actionBarTabStyle" format="reference" />

### 举例 <declare-styleable name="TextView">

Gfh】

<declare-styleable name="TextView">

<!-- Determines the minimum type that getText() will return.

The default is "normal".

Note that EditText and LogTextBox always return Editable,

even if you specify something less powerful here. -->

<attr name="bufferType">

<!-- Can return any CharSequence, possibly a

Spanned one if the source text was Spanned. -->

<enum name="normal" value="0" />

<!-- Can only return Spannable. -->

<enum name="spannable" value="1" />

<!-- Can only return Spannable and Editable. -->

<enum name="editable" value="2" />

</attr>

<!-- Text to display. -->

<attr name="text" format="string" localization="suggested" />

<!-- Hint text to display when the text is empty. -->

<attr name="hint" format="string" />

<!-- Text color. -->

<attr name="textColor" />

<!-- Color of the text selection highlight. -->

<attr name="textColorHighlight" />

<!-- Color of the hint text. -->

<attr name="textColorHint" />

<!-- Base text color, typeface, size, and style. -->

<attr name="textAppearance" />

<!-- Size of the text. Recommended dimension type for text is "sp" for scaled-pixels (example: 15sp). -->

<attr name="textSize" />

<!-- Sets the horizontal scaling factor for the text. -->

<attr name="textScaleX" format="float" />

<!-- Typeface (normal, sans, serif, monospace) for the text. -->

<attr name="typeface" />

<!-- Style (bold, italic, bolditalic) for the text. -->

<attr name="textStyle" />

<!-- Font family (named by string) for the text. -->

<attr name="fontFamily" />

<!-- Text color for links. -->

<attr name="textColorLink" />

<!-- Makes the cursor visible (the default) or invisible. -->

<attr name="cursorVisible" format="boolean" />

<!-- Makes the TextView be at most this many lines tall.

When used on an editable text, the <code>inputType</code> attribute's value must be

combined with the <code>textMultiLine</code> flag for the maxLines attribute to apply. -->

<attr name="maxLines" format="integer" min="0" />

<!-- Makes the TextView be at most this many pixels tall. -->

<attr name="maxHeight" />

<!-- Makes the TextView be exactly this many lines tall. -->

<attr name="lines" format="integer" min="0" />

<!-- Makes the TextView be exactly this many pixels tall.

You could get the same effect by specifying this number in the

layout parameters. -->

<attr name="height" format="dimension" />

<!-- Makes the TextView be at least this many lines tall.

When used on an editable text, the <code>inputType</code> attribute's value must be

combined with the <code>textMultiLine</code> flag for the minLines attribute to apply. -->

<attr name="minLines" format="integer" min="0" />

<!-- Makes the TextView be at least this many pixels tall. -->

<attr name="minHeight" />

<!-- Makes the TextView be at most this many ems wide. -->

<attr name="maxEms" format="integer" min="0" />

<!-- Makes the TextView be at most this many pixels wide. -->

<attr name="maxWidth" />

<!-- Makes the TextView be exactly this many ems wide. -->

<attr name="ems" format="integer" min="0" />

<!-- Makes the TextView be exactly this many pixels wide.

You could get the same effect by specifying this number in the

layout parameters. -->

<attr name="width" format="dimension" />

<!-- Makes the TextView be at least this many ems wide. -->

<attr name="minEms" format="integer" min="0" />

<!-- Makes the TextView be at least this many pixels wide. -->

<attr name="minWidth" />

<!-- Specifies how to align the text by the view's x- and/or y-axis

when the text is smaller than the view. -->

<attr name="gravity" />

<!-- Whether the text is allowed to be wider than the view (and

therefore can be scrolled horizontally). -->

<attr name="scrollHorizontally" format="boolean" />

<!-- Whether the characters of the field are displayed as

password dots instead of themselves.

{@deprecated Use inputType instead.} -->

<attr name="password" format="boolean" />

<!-- Constrains the text to a single horizontally scrolling line

instead of letting it wrap onto multiple lines, and advances

focus instead of inserting a newline when you press the

enter key.

The default value is false (multi-line wrapped text mode) for non-editable text, but if

you specify any value for inputType, the default is true (single-line input field mode).

{@deprecated This attribute is deprecated. Use <code>maxLines</code> instead to change

the layout of a static text, and use the <code>textMultiLine</code> flag in the

inputType attribute instead for editable text views (if both singleLine and inputType

are supplied, the inputType flags will override the value of singleLine). } -->

<attr name="singleLine" format="boolean" />

<!-- Specifies whether the widget is enabled. The interpretation of the enabled state varies by subclass.

For example, a non-enabled EditText prevents the user from editing the contained text, and

a non-enabled Button prevents the user from tapping the button.

The appearance of enabled and non-enabled widgets may differ, if the drawables referenced

from evaluating state\_enabled differ. -->

<attr name="enabled" format="boolean" />

<!-- If the text is selectable, select it all when the view takes

focus. -->

<attr name="selectAllOnFocus" format="boolean" />

<!-- Leave enough room for ascenders and descenders instead of

using the font ascent and descent strictly. (Normally true). -->

<attr name="includeFontPadding" format="boolean" />

<!-- Set an input filter to constrain the text length to the

specified number. -->

<attr name="maxLength" format="integer" min="0" />

<!-- Place a blurred shadow of text underneath the text, drawn with the

specified color. The text shadow produced does not interact with

properties on View that are responsible for real time shadows,

{@link android.R.styleable#View\_elevation elevation} and

{@link android.R.styleable#View\_translationZ translationZ}. -->

<attr name="shadowColor" />

<!-- Horizontal offset of the text shadow. -->

<attr name="shadowDx" />

<!-- Vertical offset of the text shadow. -->

<attr name="shadowDy" />

<!-- Blur radius of the text shadow. -->

<attr name="shadowRadius" />

<attr name="autoLink" />

<!-- If set to false, keeps the movement method from being set

to the link movement method even if autoLink causes links

to be found. -->

<attr name="linksClickable" format="boolean" />

<!-- If set, specifies that this TextView has a numeric input method.

The default is false.

{@deprecated Use inputType instead.} -->

<attr name="numeric">

<!-- Input is numeric. -->

<flag name="integer" value="0x01" />

<!-- Input is numeric, with sign allowed. -->

<flag name="signed" value="0x03" />

<!-- Input is numeric, with decimals allowed. -->

<flag name="decimal" value="0x05" />

</attr>

<!-- If set, specifies that this TextView has a numeric input method

and that these specific characters are the ones that it will

accept.

If this is set, numeric is implied to be true.

The default is false. -->

<attr name="digits" format="string" />

<!-- If set, specifies that this TextView has a phone number input

method. The default is false.

{@deprecated Use inputType instead.} -->

<attr name="phoneNumber" format="boolean" />

<!-- If set, specifies that this TextView should use the specified

input method (specified by fully-qualified class name).

{@deprecated Use inputType instead.} -->

<attr name="inputMethod" format="string" />

<!-- If set, specifies that this TextView has a textual input method

and should automatically capitalize what the user types.

The default is "none".

{@deprecated Use inputType instead.} -->

<attr name="capitalize">

<!-- Don't automatically capitalize anything. -->

<enum name="none" value="0" />

<!-- Capitalize the first word of each sentence. -->

<enum name="sentences" value="1" />

<!-- Capitalize the first letter of every word. -->

<enum name="words" value="2" />

<!-- Capitalize every character. -->

<enum name="characters" value="3" />

</attr>

<!-- If set, specifies that this TextView has a textual input method

and automatically corrects some common spelling errors.

The default is "false".

{@deprecated Use inputType instead.} -->

<attr name="autoText" format="boolean" />

<!-- If set, specifies that this TextView has an input method.

It will be a textual one unless it has otherwise been specified.

For TextView, this is false by default. For EditText, it is

true by default.

{@deprecated Use inputType instead.} -->

<attr name="editable" format="boolean" />

<!-- If set, the text view will include its current complete text

inside of its frozen icicle in addition to meta-data such as

the current cursor position. By default this is disabled;

it can be useful when the contents of a text view is not stored

in a persistent place such as a content provider. For

{@link android.widget.EditText} it is always enabled, regardless

of the value of the attribute. -->

<attr name="freezesText" format="boolean" />

<!-- If set, causes words that are longer than the view is wide

to be ellipsized instead of broken in the middle.

You will often also want to set scrollHorizontally or singleLine

as well so that the text as a whole is also constrained to

a single line instead of still allowed to be broken onto

multiple lines. -->

<attr name="ellipsize" />

<!-- The drawable to be drawn above the text. -->

<attr name="drawableTop" format="reference|color" />

<!-- The drawable to be drawn below the text. -->

<attr name="drawableBottom" format="reference|color" />

<!-- The drawable to be drawn to the left of the text. -->

<attr name="drawableLeft" format="reference|color" />

<!-- The drawable to be drawn to the right of the text. -->

<attr name="drawableRight" format="reference|color" />

<!-- The drawable to be drawn to the start of the text. -->

<attr name="drawableStart" format="reference|color" />

<!-- The drawable to be drawn to the end of the text. -->

<attr name="drawableEnd" format="reference|color" />

<!-- The padding between the drawables and the text. -->

<attr name="drawablePadding" format="dimension" />

<!-- Tint to apply to the compound (left, top, etc.) drawables. -->

<attr name="drawableTint" format="color" />

<!-- Blending mode used to apply the compound (left, top, etc.) drawables tint. -->

<attr name="drawableTintMode">

<!-- The tint is drawn on top of the drawable.

[Sa + (1 - Sa)\*Da, Rc = Sc + (1 - Sa)\*Dc] -->

<enum name="src\_over" value="3" />

<!-- The tint is masked by the alpha channel of the drawable. The drawable’s

color channels are thrown out. [Sa \* Da, Sc \* Da] -->

<enum name="src\_in" value="5" />

<!-- The tint is drawn above the drawable, but with the drawable’s alpha

channel masking the result. [Da, Sc \* Da + (1 - Sa) \* Dc] -->

<enum name="src\_atop" value="9" />

<!-- Multiplies the color and alpha channels of the drawable with those of

the tint. [Sa \* Da, Sc \* Dc] -->

<enum name="multiply" value="14" />

<!-- [Sa + Da - Sa \* Da, Sc + Dc - Sc \* Dc] -->

<enum name="screen" value="15" />

<!-- Combines the tint and drawable color and alpha channels, clamping the

result to valid color values. Saturate(S + D) -->

<enum name="add" value="16" />

</attr>

<!-- Extra spacing between lines of text. -->

<attr name="lineSpacingExtra" format="dimension" />

<!-- Extra spacing between lines of text, as a multiplier. -->

<attr name="lineSpacingMultiplier" format="float" />

<!-- The number of times to repeat the marquee animation. Only applied if the

TextView has marquee enabled. -->

<attr name="marqueeRepeatLimit" format="integer">

<!-- Indicates that marquee should repeat indefinitely. -->

<enum name="marquee\_forever" value="-1" />

</attr>

<attr name="inputType" />

<!-- Whether undo should be allowed for editable text. Defaults to true. -->

<attr name="allowUndo" format="boolean" />

<attr name="imeOptions" />

<!-- An addition content type description to supply to the input

method attached to the text view, which is private to the

implementation of the input method. This simply fills in

the {@link android.view.inputmethod.EditorInfo#privateImeOptions

EditorInfo.privateImeOptions} field when the input

method is connected. -->

<attr name="privateImeOptions" format="string" />

<!-- Supply a value for

{@link android.view.inputmethod.EditorInfo#actionLabel EditorInfo.actionLabel}

used when an input method is connected to the text view. -->

<attr name="imeActionLabel" format="string" />

<!-- Supply a value for

{@link android.view.inputmethod.EditorInfo#actionId EditorInfo.actionId}

used when an input method is connected to the text view. -->

<attr name="imeActionId" format="integer" />

<!-- Reference to an

{@link android.R.styleable#InputExtras &lt;input-extras&gt;}

XML resource containing additional data to

supply to an input method, which is private to the implementation

of the input method. This simply fills in

the {@link android.view.inputmethod.EditorInfo#extras

EditorInfo.extras} field when the input

method is connected. -->

<attr name="editorExtras" format="reference" />

<!-- Reference to a drawable that will be used to display a text selection

anchor on the left side of a selection region. -->

<attr name="textSelectHandleLeft" />

<!-- Reference to a drawable that will be used to display a text selection

anchor on the right side of a selection region. -->

<attr name="textSelectHandleRight" />

<!-- Reference to a drawable that will be used to display a text selection

anchor for positioning the cursor within text. -->

<attr name="textSelectHandle" />

<!-- The layout of the view that is displayed on top of the cursor to paste inside a

TextEdit field. -->

<attr name="textEditPasteWindowLayout" />

<!-- Variation of textEditPasteWindowLayout displayed when the clipboard is empty. -->

<attr name="textEditNoPasteWindowLayout" />

<!-- Used instead of textEditPasteWindowLayout when the window is moved on the side of the

insertion cursor because it would be clipped if it were positioned on top. -->

<attr name="textEditSidePasteWindowLayout" />

<!-- Variation of textEditSidePasteWindowLayout displayed when the clipboard is empty. -->

<attr name="textEditSideNoPasteWindowLayout" />

<!-- Layout of the TextView item that will populate the suggestion popup window. -->

<attr name="textEditSuggestionItemLayout" />

<!-- Layout of the container of the suggestion popup window. -->

<attr name="textEditSuggestionContainerLayout" />

<!-- Style of the highlighted string in the suggestion popup window. -->

<attr name="textEditSuggestionHighlightStyle" />

<!-- Reference to a drawable that will be drawn under the insertion cursor. -->

<attr name="textCursorDrawable" />

<!-- Indicates that the content of a non-editable text can be selected. -->

<attr name="textIsSelectable" />

<!-- Present the text in ALL CAPS. This may use a small-caps form when available. -->

<attr name="textAllCaps" />

<!-- Elegant text height, especially for less compacted complex script text. -->

<attr name="elegantTextHeight" />

<!-- Text letter-spacing. -->

<attr name="letterSpacing" />

<!-- Font feature settings. -->

<attr name="fontFeatureSettings" />

<!-- Break strategy (control over paragraph layout). -->

<attr name="breakStrategy">

<!-- Line breaking uses simple strategy. -->

<enum name="simple" value="0" />

<!-- Line breaking uses high-quality strategy, including hyphenation. -->

<enum name="high\_quality" value="1" />

<!-- Line breaking strategy balances line lengths. -->

<enum name="balanced" value="2" />

</attr>

<!-- Frequency of automatic hyphenation. -->

<attr name="hyphenationFrequency">

<!-- No hyphenation. -->

<enum name="none" value="0" />

<!-- Less frequent hyphenation, useful for informal use cases, such

as chat messages. -->

<enum name="normal" value="1" />

<!-- Standard amount of hyphenation, useful for running text and for

screens with limited space for text. -->

<enum name="full" value="2" />

</attr>

</declare-styleable>

## res/values/attrs\_manifest

## anim

sfdg

app\_starting\_exit.xml

activity\_close\_enter.xml

btn\_checkbox\_to\_checked\_icon\_null\_animation

date\_picker\_fade\_in\_material.xml

task\_open\_enter

toast\_enter.xml

wallpaper\_close\_enter.xml

## color

f

<**drawable name="screen\_background\_light"**>#ffffffff</**drawable**>

<**color name="background\_dark"**>#ff000000</**color**>  
<**color name="background\_light"**>#ffffffff</**color**>

## dimen

*<!-- The width that is used when creating thumbnails of applications. -->*<**dimen name="thumbnail\_width"**>192dp</**dimen**>  
*<!-- The height that is used when creating thumbnails of applications. -->*<**dimen name="thumbnail\_height"**>192dp</**dimen**>

<**dimen name="toast\_y\_offset"**>64dip</**dimen**>  
*<!-- Height of the status bar -->*<**dimen name="status\_bar\_height"**>24dp</**dimen**>  
*<!-- Height of the bottom navigation / system bar. -->*<**dimen name="navigation\_bar\_height"**>48dp</**dimen**>

*<!-- Floating toolbar dimensions -->*<**dimen name="floating\_toolbar\_height"**>48dp</**dimen**>

## drawable

df

ic\_close.xml

ic\_corp\_icon\_badge.xml

ab\_bottom\_solid\_dark\_holo.9.png

## res/values/ids.xml

## layout

activity\_list.xml

alert\_dialog.xml

alert\_dialog\_material.xml

alert\_dialog\_button\_bar\_material.xml

date\_picker\_material.xml

floating\_popup\_container

power\_dialog.xml

## res/values/style.xml

若要在系统中添加id资源，则上述第一步改为在 frameworks/base/core/res/中增加一列<item type="id" name="myid" />，之后的步骤都一样???

怎么访问呢，共有的么

动态创建设置id

Button btn=new Button(context)

btn.setId(R.id.button\_ok)

xml

## string

d

<**string name="byteShort"**>B</**string**>  
*<!-- Suffix added to a number to signify size in kilobytes. -->*<**string name="kilobyteShort"**>KB</**string**>  
*<!-- Suffix added to a number to signify size in megabytes. -->*<**string name="megabyteShort"**>MB</**string**>  
*<!-- Suffix added to a number to signify size in gigabytes. -->*<**string name="gigabyteShort"**>GB</**string**>  
*<!-- Suffix added to a number to signify size in terabytes. -->*<**string name="terabyteShort"**>TB</**string**>  
*<!-- Suffix added to a number to signify size in petabytes. -->*<**string name="petabyteShort"**>PB</**string**>

## xml

power\_profile.xml

preferred\_time\_zones.xml

storage\_list.xml

## values

config.xml

## 添加drawable资源

首先在res\drawable添加图片test.Jpg

添加公共资源：先找到最后一个type为 drawable 的 public 项，4.1.2系统中最后一项为<public type="drawable" name="dialog\_holo\_light\_frame" id="0x010800b3" />，然后添加一句 <public type="drawable" name="test" id="0x010800b4" />，即id为最后一个的id+1（为了避免 id 冲突）。

添加私有资源： <java-symbol type="drawable" name="test" />（不需要id），在源码目录下执行 make update-api 以更新 frameworks/base/api/current.txt 文件从而产生ID。

mm编译后生成framework-res.apk 并会更新com.android.internal.R。

该 R 所对应的文件为 /out/target/common/R/com/android/internal/R.java，可以在该文件中查看自己的资源是否已经加进去了。（如果mm出错可以尝试先执行一下“touch 资源文件”命令）

## 为WinMS增加图片资源

在WindowManagerService.java中使用一个图片资源pic.png.顺序如下.

1,将文件pic.png拷贝到位置:frameworks/base/core/res/res/drawable下.

2,在frameworks/base/core/res/res/drawable目录下执行touch pic.png.

3,进入目录frameworks/base/core/res/ 执行mm命令, 编译 framework-res.apk

4,执行完后com.android.internal.R 会新生成一个R.drawable.pic的引用.在程序中使用即可.

5,在目录frameworks/base/ 下执行mm 编译 framework.jar.

6,在frameworks/base/services/java/com/android/server 下的WindowManagerService.java中使用com.android.internal.R.drawable.pic,使用完后保存文件.

7,进入目录frameworks/base/services/java/ 执行mm 编译  services.jar

8,替换机器上(虚拟机或者真机)的jar apk文件,编译出的包在out/target/product/xxxx/system/framework下

  adb push framework-res.apk /system/framework/

  adb push services.jar /system/framework/

  adb push framework.jar /system/framework/

  执行命令时注意framework-res.apk 的真实路径.

9,adb reboot 机器,查看修改结果.大功告成!

# 引用framework-res平台资源语法

本质是引用：

framework/base/core/res/res/values/

symbols.xml 和 public.xml的作用是一样的。

## 属性引用语法

私有属性：<**item name="\*android**

## **属性值引用语法**

https://blog.csdn.net/yanbober/article/details/51015630

### 在Java中引用语法

[<package\_name>.]R.<resource\_type>.<resource\_name>

//注意：当资源在当前APP中则package\_name可以省略，当为系统的资源则可换位譬如android.

### 在XML中引用语法

@[<package\_name>:]<resource\_type>/<resource\_name>

//注意：package\_name的规则同上java中，不过在XML中引入不是本包资源时要注意格式。

譬如引用系统的资源格式为

android:textColor="@android:color/secondary\_text\_dark"

**在XML文件中引系统预制资源语法：**

//只能引用系统public的资源

@android:type/name

//可以引用系统所有资源，public & private

@\*android:type/name

### 举例

|  |  |  |  |
| --- | --- | --- | --- |
|  | xml | java | 备注 |
| id | <ListView      android:id="**@android:**id/list"  /> | android.R.id.list |  |
| id | <**SeekBar android:id="@\*android:id/seekbar"** | com.android.internal.R.id.***seekbar*** | resource android:id/seekbar is private. |
| drawable | android:icon="@android:drawable/ic\_menu\_attachment" |  | Resource is not public. 直接拷贝 |
| string | android:text="@android:string/yes" |  | 默认就已经支持多语言环境 |
| color | @android:color/transparent |  |  |
| Style |  |  |  |

经验分享：

具体的，可以进入android-sdk的相应文件夹中去查看。例如：可以进入$android-sdk$\platforms\android-8\data\res，里面的系统资源就一览无余了。

开发者需要花一些时间去熟悉这些资源，特别是图片资源和各种Style资源，这样在开发过程中，能够想到有相关资源并且直接拿来使用。

## 引用系统的Style："?android:attr/textAppearanceMedium"

### 在XML引用主题属性语法

?[<package\_name>:][<resource\_type>/]<resource\_name>

//资源值允许引用当前主题中的属性的值，这个属性值只能在style资源和XML中使用，随着当前主题的切换该值也在变换，该resource\_name不需要自己定义，系统会自己在当前主题下寻找，常见的譬如动画中等。

假设布局文件中有一个TextView，用来显示窗口的标题，使用中等大小字体。可以使用下面的代码片段来定义TextView的Style。

|  |
| --- |
| <TextView          android:id="@+id/title"          android:layout\_width="wrap\_content"          android:layout\_height="wrap\_content"          android:textAppearance="**?android**:attr/textAppearanceMedium" /> |

 其中android:textAppearance="?android:attr/textAppearanceMed ium"就是使用系统的style。需要注意的是，使用系统的style，需要在想要使用的资源前面加“?android:”作为前缀，而不是“@android:”。

*<!-- AlertDialog Styles:error: resource android:style/AlertDialog.DeviceDefault is private. -->*<**style name="AlertDialog.Rm500" parent="?android:style/AlertDialog.DeviceDefault"**/>

### style attribute 'android:attr/keyboardViewStyle' is private.

*gestureOverlayViewStyle*

*seekBarPreferenceStyle*

windowFixedWidthMajor

windowFixedWidthMinor

**Theme.Rm500.Dialog.NoActionBar.FixedSize**

### error: resource android:style/AlertDialog.DeviceDefault is private.

style/AlertDialog is private.

<https://stackoverflow.com/questions/45865366/cardslib-error-resource-androidattr-foregroundinsidepadding-is-private-while-ta/46241073>

Try disabling the AAPT2 by adding android.enableAapt2=false to your gradle.properties fil

## 引用

Gsd

preference-v14-25.2.0.aar\dbc3b92574c3745918dcfd667df1e2fc\res\layout-v21\preference\_dropdown\_material.xml

**android:background="?android:attr/selectableItemBackground"**

## 在XML文件中xmlns语法定义如下：

**?android:attr/colorAccent**

//在R.java的type内部类中添加一条静态常量id资源标识符，如果标示符（包括系统资源）已经存在则表示引用该标示符。

@+type/name

//在R.java中寻找已经定义的标识符，如果找不到则提示失败错误，一般在xml中定义有先后关系。

@type/name

//所以一般推荐直接使用+号避免不必要的意外。

**在XML文件中xmlns语法定义如下：**

//xmlns（XML Namespaces）是XML的命名空间

//通用XML命名空间格式规则

xmlns:namespace-prefix="namespaceURI"

在Android的XML中命名空间规则如下：

xmlns:namespace-prefix=http://schemas.android.com/apk/res/应用程序包路径

在使用时规则如下：

namespace-prefix：属性

切记，xmlns的定义必须放在最外层开始的的标记中，譬如我们Activity的xml文件的根布局中的android前缀、tools前缀、自定义View的前缀等。常见的例子如下：

//android即为frameworks/base/core/res/res/values/attrs.xml中的属性

xmlns:android="http://schemas.android.com/apk/res/android"

//开发调试利器，不再过多说明

xmlns:tools="http://schemas.android.com/tools"

//Email App中res/values/attrs.xml等自定义属性

xmlns:settings="http://schemas.android.com/apk/res/com.android.email"

# Theme框架

SDK目录：\android-sdk\platforms\android-16\data\res\values\

源码目录：framework/base/core/res/res/values/

themes\_holo

themes\_leanback

themes\_material

styles\_device\_defaults

每家公司或者每个移动团队无不想开发出一套自己的UI框架，融入自己的设计和特性，这必然会去修改android的ui。

所以，学习和理解android的UI设计是最基础和非常有必要的。android ui设计最重要的就是主题和样式。

## 家族图

Holo表示整天的意思

下面是一些android自带的属性（可以直接在Application或Activity中设置）：

android:theme="@android:style/Theme.Dialog" : Activity显示为对话框模式

android:theme="@android:style/Theme.NoTitleBar" : 不显示应用程序标题栏

android:theme="@android:style/Theme.NoTitleBar.Fullscreen" : 不显示应用程序标题栏，并全屏

android:theme="@android:style/Theme.Light ": 背景为白色

android:theme="@android:style/Theme.Light.NoTitleBar" : 白色背景并无标题栏

android:theme="@android:style/Theme.Light.NoTitleBar.Fullscreen" : 白色背景，无标题栏，全屏

android:theme="@android:style/Theme.Black" : 背景黑色

android:theme="@android:style/Theme.Black.NoTitleBar" : 黑色背景并无标题栏

android:theme="@android:style/Theme.Black.NoTitleBar.Fullscreen" : 黑色背景，无标题栏，全屏

android:theme="@android:style/Theme.Wallpaper" : 用系统桌面为应用程序背景

android:theme="@android:style/Theme.Wallpaper.NoTitleBar" : 用系统桌面为应用程序背景，且无标题栏

android:theme="@android:style/Theme.Wallpaper.NoTitleBar.Fullscreen" : 用系统桌面为应用程序背景，无标题栏，全屏

android:theme="@android:style/Theme.Translucent : 透明背景

android:theme="@android:style/Theme.Translucent.NoTitleBar" : 透明背景并无标题

android:theme="@android:style/Theme.Translucent.NoTitleBar.Fullscreen" : 透明背景并无标题，全屏

android:theme="@android:style/Theme.Panel ": 面板风格显示

android:theme="@android:style/Theme.Light.Panel" : 平板风格显示



当我们继承使用时只用在前加上android:即可，有些属性可能是找不到的

### 子类Theme

.Black为例，几乎和父类一样，定义非常简单，几乎没有什么差别。

•android:theme="@android:style/Theme.Black" 背景黑色

•android:theme="@android:style/Theme.Black.NoTitleBar" 黑色背景并无标题栏

•android:theme="@android:style/Theme.Black.NoTitleBar.Fullscreen" 黑色背景,无标题栏,

<!-- Variant on {@link #Theme} that ensures the background is  
 completely black. This is useful for things like image viewers and  
 media players. If you want the normal (dark background) theme  
 do <em>not</em> use this, use {@link #Theme}. -->  
<style name="Theme.Black">  
 <item name="windowBackground">@color/black</item>  
 <item name="colorBackground">@color/black</item>  
</style>  
  
<!-- Variant of {@link #Theme\_Black} with no title bar -->  
<style name="Theme.Black.NoTitleBar">  
 <item name="windowNoTitle">true</item>  
</style>  
  
<!-- Variant of {@link #Theme\_Black} that has no title bar and  
 no status bar. This theme  
 sets {@link android.R.attr#windowFullscreen} to true. -->  
<style name="Theme.Black.NoTitleBar.Fullscreen">  
 <item name="windowFullscreen">true</item>  
 <item name="windowContentOverlay">@null</item>  
</style>

## Theme属性集(attributes item name)

其中style的name是可以自己定义的，需要拿来调用，而item的name是固定的，是android中已经定义好的。你会发现所有item的name都是android：下的！一个sytle中 可以有一个或多个item的属性的设置。

### 基本概念

Df

Attr:属性,风格样式的最小单元;

Style：风格,它是一系列Attr的集合用以定义一个View的样式,比如height、width、padding等.主要是用来定义内部元素(说白了就是内部控件)的样式。

Theme：主题,它与Style作用一样,不同于Style作用于个一个单独View,而它是作用于Activity上或是整个应用。是用来定义activity和dialog的样式,还可以定义内部元素的样式(这样一般使用style)。

关系：从Theme定义在style.xml中我们就可以看出,Theme的本质其实也是Style。

### 一个完整的主题集合

*<eat-comment/>is used to suppress comment lines from the documentation output.*

text=Tag <eat-comment> can not appear inside <style>, only <item>

一个完整的主题应该定义哪些内容呢，以Theme为例，如下：

<style name="Theme">

......

<!-- Text styles -->

......

<!-- Button styles -->

......

<!-- List attributes -->

......

<!-- @hide -->

......

<!-- Gallery attributes -->

......

<!-- Window attributes -->

......

<!-- Define these here; ContextThemeWrappers around themes that define them should

always clear these values. -->

......

<!-- Dialog attributes -->

......

<!-- AlertDialog attributes -->

......

<!-- Presentation attributes (introduced after API level 10 so does not

have a special old-style theme. -->

......

<!-- Toast attributes -->

......

<!-- Panel attributes -->

......

<!-- These three attributes do not seems to be used by the framework. Declared public though -->

......

<!-- Scrollbar attributes -->

......

<!-- Text selection handle attributes -->

......

<!-- Widget styles -->

......

<!-- Preference styles -->

......

<!-- Search widget styles -->

......

<!-- Action bar styles -->

......

<!-- Floating toolbar styles -->

......

<!-- SearchView attributes -->

......

<!-- PreferenceFrameLayout attributes -->

......

<!-- NumberPicker style-->

......

<!-- CalendarView style-->

......

<!-- TimePicker style -->

......

<!-- TimePicker dialog theme -->

......

<!-- DatePicker style -->

......

<!-- DatePicker dialog theme -->

......

<!-- Pointer style -->

......

<!-- Accessibility focused drawable -->

......

<!-- Lighting and shadow properties -->

......

</style>

看注释吧，

### Color

**[html]** [view plain](https://blog.csdn.net/kc58236582/article/details/50469581) [copy](https://blog.csdn.net/kc58236582/article/details/50469581)

1. [前景色](http://www.so.com/s?q=%E5%89%8D%E6%99%AF%E8%89%B2&ie=utf-8&src=internal_wenda_recommend_textn)，可以当做图片背景上的[文字](http://www.so.com/s?q=%E6%96%87%E5%AD%97&ie=utf-8&src=internal_wenda_recommend_textn)之类的颜色
2. **<item** name="colorForeground"**>**@android:color/bright\_foreground\_dark**</item>**
4. **<item** name="colorForegroundInverse"**>**@android:color/bright\_foreground\_dark\_inverse**</item>**
6. **<item** name="colorBackground"**>**@android:color/background\_dark**</item>**
8. **<item** name="colorBackgroundCacheHint"**>**?android:attr/colorBackground**</item>**
10. **<item** name="colorPressedHighlight"**>**@color/legacy\_pressed\_highlight**</item>**
12. **<item** name="colorLongPressedHighlight"**>**@color/legacy\_long\_pressed\_highlight**</item>**
14. **<item** name="colorFocusedHighlight"**>**@color/legacy\_selected\_highlight**</item>**
16. **<item** name="colorMultiSelectHighlight"**>**@color/legacy\_selected\_highlight**</item>**
18. **<item** name="colorActivatedHighlight"**>**@color/legacy\_selected\_highlight**</item>**

### Text

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1. <!-- Text styles -->
2. android:textSize 设置字体大小
3. android:textColor 设置字体颜色
4. 设置文字的外观
5. **<item** name="textAppearance"**>**@android:style/TextAppearance**</item>**
7. **<item** name="textAppearanceInverse"**>**@android:style/TextAppearance.Inverse**</item>**
9. **<item** name="textColorPrimary"**>**@android:color/primary\_text\_dark**</item>**
11. **<item** name="textColorSecondary"**>**@android:color/secondary\_text\_dark**</item>**
13. **<item** name="textColorTertiary"**>**@android:color/tertiary\_text\_dark**</item>**
15. **<item** name="textColorPrimaryInverse"**>**@android:color/primary\_text\_light**</item>**
17. **<item** name="textColorSecondaryInverse"**>**@android:color/secondary\_text\_light**</item>**
19. **<item** name="textColorTertiaryInverse"**>**@android:color/tertiary\_text\_light**</item>**
21. **<item** name="textColorPrimaryDisableOnly"**>**@android:color/primary\_text\_dark\_disable\_only**</item>**
23. **<item** name="textColorPrimaryInverseDisableOnly"**>**@android:color/primary\_text\_light\_disable\_only**</item>**
25. **<item** name="textColorPrimaryNoDisable"**>**@android:color/primary\_text\_dark\_nodisable**</item>**
27. **<item** name="textColorSecondaryNoDisable"**>**@android:color/secondary\_text\_dark\_nodisable**</item>**
29. **<item** name="textColorPrimaryInverseNoDisable"**>**@android:color/primary\_text\_light\_nodisable**</item>**
31. **<item** name="textColorSecondaryInverseNoDisable"**>**@android:color/secondary\_text\_light\_nodisable**</item>**
32. 设置提示信息文字的颜色，与hint一起使用
33. **<item** name="textColorHint"**>**@android:color/hint\_foreground\_dark**</item>**
35. **<item** name="textColorHintInverse"**>**@android:color/hint\_foreground\_light**</item>**
37. **<item** name="textColorSearchUrl"**>**@android:color/search\_url\_text**</item>**
38. 被选中文字的底色
39. **<item** name="textColorHighlight"**>**@android:color/highlighted\_text\_dark**</item>**
41. **<item** name="textColorHighlightInverse"**>**@android:color/highlighted\_text\_light**</item>**
42. 文字链接的颜色
43. **<item** name="textColorLink"**>**@android:color/link\_text\_dark**</item>**
45. **<item** name="textColorLinkInverse"**>**@android:color/link\_text\_light**</item>**
47. **<item** name="textColorAlertDialogListItem"**>**@android:color/primary\_text\_light\_disable\_only**</item>**


51. **<item** name="textAppearanceLarge"**>**@android:style/TextAppearance.Large**</item>**
53. **<item** name="textAppearanceMedium"**>**@android:style/TextAppearance.Medium**</item>**
55. **<item** name="textAppearanceSmall"**>**@android:style/TextAppearance.Small**</item>**
57. **<item** name="textAppearanceLargeInverse"**>**@android:style/TextAppearance.Large.Inverse**</item>**
59. **<item** name="textAppearanceMediumInverse"**>**@android:style/TextAppearance.Medium.Inverse**</item>**
61. **<item** name="textAppearanceSmallInverse"**>**@android:style/TextAppearance.Small.Inverse**</item>**
63. **<item** name="textAppearanceSearchResultTitle"**>**@android:style/TextAppearance.SearchResult.Title**</item>**
65. **<item** name="textAppearanceSearchResultSubtitle"**>**@android:style/TextAppearance.SearchResult.Subtitle**</item>**


69. **<item** name="textAppearanceEasyCorrectSuggestion"**>**@android:style/TextAppearance.EasyCorrectSuggestion**</item>**
71. **<item** name="textAppearanceMisspelledSuggestion"**>**@android:style/TextAppearance.MisspelledSuggestion**</item>**
73. **<item** name="textAppearanceAutoCorrectionSuggestion"**>**@android:style/TextAppearance.AutoCorrectionSuggestion**</item>**


77. **<item** name="textAppearanceButton"**>**@android:style/TextAppearance.Widget.Button**</item>**


81. **<item** name="editTextColor"**>**@android:color/primary\_text\_light**</item>**
83. **<item** name="editTextBackground"**>**@android:drawable/edit\_text**</item>**


87. **<item** name="candidatesTextStyleSpans"**>**@android:string/candidates\_style**</item>**


91. **<item** name="textCheckMark"**>**@android:drawable/indicator\_check\_mark\_dark**</item>**
93. **<item** name="textCheckMarkInverse"**>**@android:drawable/indicator\_check\_mark\_light**</item>**


97. **<item** name="textAppearanceLargePopupMenu"**>**@android:style/TextAppearance.Widget.PopupMenu.Large**</item>**
99. **<item** name="textAppearanceSmallPopupMenu"**>**@android:style/TextAppearance.Widget.PopupMenu.Small**</item>**

#### 三种字体大小

?android:attr/textAppearanceLarge"

"?android:attr/textAppearanceMedium"

"?android:attr/textAppearanceSmall"

#### Android字体颜色:

android:textColor="?android:attr/textColorPrimary"

android:textColor="?android:attr/textColorSecondary"

android:textColor="?android:attr/textColorTertiary"

android:textColor="?android:attr/textColorPrimaryInverse"

android:textColor="?android:attr/textColorSecondaryInverse"

#### 文字选中（Text Selection）

SDAF

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1. <!-- Text selection handle attributes -->
3. **<item** name="textSelectHandleLeft"**>**@android:drawable/text\_select\_handle\_left**</item>**
5. **<item** name="textSelectHandleRight"**>**@android:drawable/text\_select\_handle\_right**</item>**
7. **<item** name="textSelectHandle"**>**@android:drawable/text\_select\_handle\_middle**</item>**
9. **<item** name="textSelectHandleWindowStyle"**>**@android:style/Widget.TextSelectHandle**</item>**
11. **<item** name="textEditPasteWindowLayout"**>**@android:layout/text\_edit\_paste\_window**</item>**
13. **<item** name="textEditNoPasteWindowLayout"**>**@android:layout/text\_edit\_no\_paste\_window**</item>**
15. **<item** name="textEditSidePasteWindowLayout"**>**@android:layout/text\_edit\_side\_paste\_window**</item>**
17. **<item** name="textEditSideNoPasteWindowLayout"**>**@android:layout/text\_edit\_side\_no\_paste\_window**</item>**
19. **<item** name="textSuggestionsWindowStyle"**>**@android:style/Widget.TextSuggestionsPopupWindow**</item>**
21. **<item** name="textEditSuggestionItemLayout"**>**@android:layout/text\_edit\_suggestion\_item**</item>**
23. **<item** name="textCursorDrawable"**>**@null**</item>**

#### 其他

android:textFilterEnabled 设为真时，列表会过滤根据用户的要求，过滤结果集。列表的适配器必须实现了 Filterable接口，才能使其可用

android:textOff 未选中时按钮的文本

android:textOn 选中时按钮的文本

android:textStyle 字体，bold, italic, bolditalic

android:textScaleX控制字与字之间的间距

<item name="editTextColor">@color/primary\_text\_light</item>

##### editTextBackground

###### 基本定义

<item name="editTextBackground">@drawable/edit\_text</item>

edit\_text.xml

<selector xmlns:android="http://schemas.android.com/apk/res/android">

<item android:state\_window\_focused="false" android:state\_enabled="true" android:drawable="@drawable/textfield\_default" />

<item android:state\_window\_focused="false" android:state\_enabled="false" android:drawable="@drawable/textfield\_disabled" />

<item android:state\_enabled="true" android:state\_focused="true" android:drawable="@drawable/textfield\_selected" />

<item android:state\_enabled="true" android:drawable="@drawable/textfield\_default" />

<item android:state\_focused="true" android:drawable="@drawable/textfield\_disabled\_selected" />

<item android:drawable="@drawable/textfield\_disabled" />

</selector>

textfield\_selected.9.png



###### material

<inset xmlns:android="http://schemas.android.com/apk/res/android"

android:insetLeft="@dimen/edit\_text\_inset\_horizontal\_material"

android:insetRight="@dimen/edit\_text\_inset\_horizontal\_material"

android:insetTop="@dimen/edit\_text\_inset\_top\_material"

android:insetBottom="@dimen/edit\_text\_inset\_bottom\_material">

<selector>

<item android:state\_enabled="false">

<nine-patch android:src="@drawable/textfield\_default\_mtrl\_alpha"

android:tint="?attr/colorControlNormal" />

</item>

<item android:state\_pressed="false" android:state\_focused="false">

<nine-patch android:src="@drawable/textfield\_default\_mtrl\_alpha"

android:tint="?attr/colorControlNormal" />

</item>

<item>

**<nine-patch android:src="@drawable/textfield\_activated\_mtrl\_alpha"**

**android:tint="?attr/colorControlActivated" />**

</item>

</selector>

</inset>

textfield\_activated\_mtrl\_alpha.9.png

D:\BaiduYunDownload\android-7.1.1_r1\android-7.1.1_r1\frameworks\base\core\res\res\drawable-xxhdpi\textfield_activated_mtrl_alpha.9.png

**colorControlActivated，因此核心在于定义colorControlActivated**

##### spinnerItemStyle

**public** Spinner(Context context, **int** mode) {  
 **this**(context, **null**, com.android.internal.R.attr.***spinnerStyle***, mode);  
}

<**item name="spinnerItemStyle"**>@style/Widget.Material.TextView.SpinnerItem</**item**>

###### background

<**style name="Widget.Spinner"**>  
 <**item name="background"**>@drawable/btn\_dropdown</**item**>  
 <**item name="clickable"**>true</**item**>  
 <**item name="spinnerMode"**>dialog</**item**>  
  
 <**item name="dropDownSelector"**>@drawable/list\_selector\_background</**item**>  
 <**item name="popupBackground"**>@drawable/spinner\_dropdown\_background</**item**>  
 <**item name="dropDownVerticalOffset"**>-10dip</**item**>  
 <**item name="dropDownHorizontalOffset"**>0dip</**item**>  
 <**item name="dropDownWidth"**>wrap\_content</**item**>  
 <**item name="popupPromptView"**>@layout/simple\_dropdown\_hint</**item**>  
 <**item name="gravity"**>center</**item**>  
</**style**>

<**style name="Widget.Material.Spinner" parent="Widget.Spinner.DropDown"**>  
 <**item name="background"**>@drawable/spinner\_background\_material</**item**>  
 <**item name="dropDownSelector"**>?attr/listChoiceBackgroundIndicator</**item**>  
 <**item name="popupBackground"**>@drawable/popup\_background\_material</**item**>  
 <**item name="popupElevation"**>@dimen/floating\_window\_z</**item**>  
 <**item name="popupAnimationStyle"**>@empty</**item**>  
 <**item name="popupEnterTransition"**>@transition/popup\_window\_enter</**item**>  
 <**item name="popupExitTransition"**>@transition/popup\_window\_exit</**item**>  
 <**item name="dropDownVerticalOffset"**>0dip</**item**>  
 <**item name="dropDownHorizontalOffset"**>0dip</**item**>  
 <**item name="overlapAnchor"**>true</**item**>  
 <**item name="dropDownWidth"**>wrap\_content</**item**>  
 <**item name="popupPromptView"**>@layout/simple\_dropdown\_hint</**item**>  
 <**item name="gravity"**>start|center\_vertical</**item**>  
 <**item name="disableChildrenWhenDisabled"**>true</**item**>  
</**style**>

###### Spinner\_background\_material.xml

<layer-list xmlns:android="http://schemas.android.com/apk/res/android"

android:paddingMode="stack"

android:paddingStart="0dp"

android:paddingEnd="48dp"

android:paddingLeft="0dp"

android:paddingRight="0dp">

<item

android:gravity="end|fill\_vertical"

android:width="48dp"

android:drawable="@drawable/control\_background\_40dp\_material" />

<item

android:drawable="@drawable/ic\_spinner\_caret"

android:gravity="end|center\_vertical"

android:width="24dp"

android:height="24dp"

android:end="12dp" />

</layer-list>

这里指的Spinner显示的样式，并不是指在点击Spinner后弹出的选择框的样式，而是直接显示在屏幕上的那个按钮的样式

###### ic\_spinner\_caret

<**vector xmlns:android="http://schemas.android.com/apk/res/android"  
 android:width="24dp"  
 android:height="24dp"  
 android:viewportWidth="24.0"  
 android:viewportHeight="24.0"  
 android:tint="@color/blue\_FF1088F2"**>  
 <**path  
 android:pathData="M7,10l5,5,5-5z"  
 android:fillColor="@color/white"**/>  
</**vector**>

### CheckBox样式

style="?android:attr/starStyle"

### Button

Fgh

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1. <!-- Button styles -->
3. **<item** name="f
4. "**>**@android:style/Widget.Button**</item>**


8. **<item** name="buttonStyleSmall"**>**@android:style/Widget.Button.Small**</item>**
10. **<item** name="buttonStyleInset"**>**@android:style/Widget.Button.Inset**</item>**


14. **<item** name="buttonStyleToggle"**>**@android:style/Widget.Button.Toggle**</item>**


18. **<item** name="selectableItemBackground"**>**@android:drawable/item\_background**</item>**
20. **<item** name="borderlessButtonStyle"**>**?android:attr/buttonStyle**</item>**
22. **<item** name="homeAsUpIndicator"**>**@android:drawable/ic\_ab\_back\_holo\_dark**</item>**

### List

Sdfg

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1. <!-- List attributes -->
3. **<item** name="listPreferredItemHeight"**>**64dip**</item>**
5. **<item** name="listPreferredItemHeightSmall"**>**?android:attr/listPreferredItemHeight**</item>**
7. **<item** name="listPreferredItemHeightLarge"**>**?android:attr/listPreferredItemHeight**</item>**
9. **<item** name="dropdownListPreferredItemHeight"**>**?android:attr/listPreferredItemHeight**</item>**
11. **<item** name="textAppearanceListItem"**>**?android:attr/textAppearanceLarge**</item>**
13. **<item** name="textAppearanceListItemSmall"**>**?android:attr/textAppearanceLarge**</item>**
15. **<item** name="listPreferredItemPaddingLeft"**>**6dip**</item>**
17. **<item** name="listPreferredItemPaddingRight"**>**6dip**</item>**
19. **<item** name="listPreferredItemPaddingStart"**>**6dip**</item>**
21. **<item** name="listPreferredItemPaddingEnd"**>**6dip**</item>**

、

#### 分隔符

Dfgh

横向:

android:layout\_width="fill\_parent"

android:layout\_height="1dip"

android:background="?android:attr/listDivider" />

纵向:

android:layout\_height="fill\_parent"

android:background="?android:attr/listDivider" />

### Window

Saedf

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1. <!-- Window attributes -->
3. **<item** name="windowBackground"**>**@android:drawable/screen\_background\_selector\_dark**</item>**
4. 设置有没有标题栏true|false
5. **<item** name="windowFrame"**>**@null**</item>**
7. **<item** name="windowNoTitle"**>**false**</item>**
8. 设置全屏true|false
9. **<item** name="windowFullscreen"**>**false**</item>**
11. **<item** name="windowOverscan"**>**false**</item>**
12. 设置是否浮现在activity之上true|false
13. **<item** name="windowIsFloating"**>**false**</item>**
15. **<item** name="windowContentOverlay"**>**@null**</item>**
17. **<item** name="windowShowWallpaper"**>**false**</item>**
19. **<item** name="windowTitleStyle"**>**@android:style/WindowTitle**</item>**
21. **<item** name="windowTitleSize"**>**25dip**</item>**
23. **<item** name="windowTitleBackgroundStyle"**>**@android:style/WindowTitleBackground**</item>**
25. **<item** name="android:windowAnimationStyle"**>**@android:style/Animation.Activity**</item>**
27. **<item** name="android:windowSoftInputMode"**>**stateUnspecified|adjustUnspecified**</item>**
29. **<item** name="windowActionBar"**>**false**</item>**
31. **<item** name="windowActionModeOverlay"**>**false**</item>**
33. **<item** name="windowCloseOnTouchOutside"**>**false**</item>**
35. **<item** name="windowTranslucentStatus"**>**false**</item>**
37. **<item** name="windowTranslucentNavigation"**>**false**</item>**

windowIsTranslucent设置window是否为透明

android:windowContentOverlay这个是定义contentoverlay的背景的

### Dialog

Asdf

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1. <!-- Dialog attributes -->
3. **<item** name="dialogTheme"**>**@android:style/Theme.Dialog**</item>**
5. **<item** name="dialogTitleIconsDecorLayout"**>**@layout/dialog\_title\_icons**</item>**
7. **<item** name="dialogCustomTitleDecorLayout"**>**@layout/dialog\_custom\_title**</item>**
9. **<item** name="dialogTitleDecorLayout"**>**@layout/dialog\_title**</item>**

### AlertDialog

Dj

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1. <!-- AlertDialog attributes -->
3. **<item** name="alertDialogTheme"**>**@android:style/Theme.Dialog.Alert**</item>**
5. **<item** name="alertDialogStyle"**>**@android:style/AlertDialog**</item>**
7. **<item** name="alertDialogCenterButtons"**>**true**</item>**
9. **<item** name="alertDialogIcon"**>**@android:drawable/ic\_dialog\_alert**</item>**

### Panel

Dfgs

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1. <!-- Panel attributes -->
3. **<item** name="panelBackground"**>**@android:drawable/menu\_background**</item>**
5. **<item** name="panelFullBackground"**>**@android:drawable/menu\_background\_fill\_parent\_width**</item>**
7. <!-- These three attributes do not seems to be used by the framework. Declared public though -->
9. **<item** name="panelColorBackground"**>**#000**</item>**
11. **<item** name="panelColorForeground"**>**?android:attr/textColorPrimary**</item>**
13. **<item** name="panelTextAppearance"**>**?android:attr/textAppearance**</item>**


17. **<item** name="panelMenuIsCompact"**>**false**</item>**
19. **<item** name="panelMenuListWidth"**>**296dip**</item>**

### scroll滚动条

SAD

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1. <!-- Scrollbar attributes -->
3. **<item** name="scrollbarFadeDuration"**>**250**</item>**
5. **<item** name="scrollbarDefaultDelayBeforeFade"**>**300**</item>**
7. **<item** name="scrollbarSize"**>**10dip**</item>**
9. **<item** name="scrollbarThumbHorizontal"**>**@android:drawable/scrollbar\_handle\_horizontal**</item>**
11. **<item** name="scrollbarThumbVertical"**>**@android:drawable/scrollbar\_handle\_vertical**</item>**
13. **<item** name="scrollbarTrackHorizontal"**>**@null**</item>**
15. **<item** name="scrollbarTrackVertical"**>**@null**</item>**

#### Android的ProgressBar样式:

style="?android:attr/progressBarStyleHorizontal"

style="?android:attr/progressBarStyleLarge"

style="?android:attr/progressBarStyleSmall"

style="?android:attr/progressBarStyleSmallTitle"

### Widget样式

ASDF

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1. <!-- Widget styles -->
2. **<item** name="absListViewStyle"**>**@android:style/Widget.AbsListView**</item>**
3. **<item** name="autoCompleteTextViewStyle"**>**@android:style/Widget.AutoCompleteTextView**</item>**
4. **<item** name="checkboxStyle"**>**@android:style/Widget.CompoundButton.CheckBox**</item>**
5. **<item** name="checkedTextViewStyle"**>**@android:style/Widget.CheckedTextView**</item>**
6. **<item** name="dropDownListViewStyle"**>**@android:style/Widget.ListView.DropDown**</item>**
7. **<item** name="editTextStyle"**>**@android:style/Widget.EditText**</item>**
8. **<item** name="expandableListViewStyle"**>**@android:style/Widget.ExpandableListView**</item>**
9. **<item** name="expandableListViewWhiteStyle"**>**@android:style/Widget.ExpandableListView.White**</item>**
10. **<item** name="galleryStyle"**>**@android:style/Widget.Gallery**</item>**
11. **<item** name="gestureOverlayViewStyle"**>**@android:style/Widget.GestureOverlayView**</item>**
12. **<item** name="gridViewStyle"**>**@android:style/Widget.GridView**</item>**
13. **<item** name="imageButtonStyle"**>**@android:style/Widget.ImageButton**</item>**
14. **<item** name="imageWellStyle"**>**@android:style/Widget.ImageWell**</item>**
15. **<item** name="listViewStyle"**>**@android:style/Widget.ListView**</item>**
16. **<item** name="listViewWhiteStyle"**>**@android:style/Widget.ListView.White**</item>**
17. **<item** name="popupWindowStyle"**>**@android:style/Widget.PopupWindow**</item>**
18. **<item** name="progressBarStyle"**>**@android:style/Widget.ProgressBar**</item>**
19. **<item** name="progressBarStyleHorizontal"**>**@android:style/Widget.ProgressBar.Horizontal**</item>**
20. **<item** name="progressBarStyleSmall"**>**@android:style/Widget.ProgressBar.Small**</item>**
21. **<item** name="progressBarStyleSmallTitle"**>**@android:style/Widget.ProgressBar.Small.Title**</item>**
22. **<item** name="progressBarStyleLarge"**>**@android:style/Widget.ProgressBar.Large**</item>**
23. **<item** name="progressBarStyleInverse"**>**@android:style/Widget.ProgressBar.Inverse**</item>**
24. **<item** name="progressBarStyleSmallInverse"**>**@android:style/Widget.ProgressBar.Small.Inverse**</item>**
25. **<item** name="progressBarStyleLargeInverse"**>**@android:style/Widget.ProgressBar.Large.Inverse**</item>**
26. **<item** name="seekBarStyle"**>**@android:style/Widget.SeekBar**</item>**
27. **<item** name="ratingBarStyle"**>**@android:style/Widget.RatingBar**</item>**
28. **<item** name="ratingBarStyleIndicator"**>**@android:style/Widget.RatingBar.Indicator**</item>**
29. **<item** name="ratingBarStyleSmall"**>**@android:style/Widget.RatingBar.Small**</item>**
30. **<item** name="radioButtonStyle"**>**@android:style/Widget.CompoundButton.RadioButton**</item>**
31. **<item** name="scrollViewStyle"**>**@android:style/Widget.ScrollView**</item>**
32. **<item** name="horizontalScrollViewStyle"**>**@android:style/Widget.HorizontalScrollView**</item>**
33. **<item** name="spinnerStyle"**>**@android:style/Widget.Spinner**</item>**
34. **<item** name="dropDownSpinnerStyle"**>**@android:style/Widget.Spinner.DropDown**</item>**
35. **<item** name="starStyle"**>**@android:style/Widget.CompoundButton.Star**</item>**
36. **<item** name="tabWidgetStyle"**>**@android:style/Widget.TabWidget**</item>**
37. **<item** name="textViewStyle"**>**@android:style/Widget.TextView**</item>**
38. **<item** name="errorMessageBackground"**>**@android:drawable/popup\_inline\_error**</item>**
39. **<item** name="errorMessageAboveBackground"**>**@android:drawable/popup\_inline\_error\_above**</item>**
40. **<item** name="webTextViewStyle"**>**@android:style/Widget.WebTextView**</item>**
41. **<item** name="webViewStyle"**>**@android:style/Widget.WebView**</item>**
42. **<item** name="dropDownItemStyle"**>**@android:style/Widget.DropDownItem**</item>**
43. **<item** name="spinnerDropDownItemStyle"**>**@android:style/Widget.DropDownItem.Spinner**</item>**
44. **<item** name="spinnerItemStyle"**>**@android:style/Widget.TextView.SpinnerItem**</item>**
45. **<item** name="dropDownHintAppearance"**>**@android:style/TextAppearance.Widget.DropDownHint**</item>**
46. **<item** name="keyboardViewStyle"**>**@android:style/Widget.KeyboardView**</item>**
47. **<item** name="quickContactBadgeOverlay"**>**@android:drawable/quickcontact\_badge\_overlay\_dark**</item>**
48. **<item** name="quickContactBadgeStyleWindowSmall"**>**@android:style/Widget.QuickContactBadge.WindowSmall**</item>**
49. **<item** name="quickContactBadgeStyleWindowMedium"**>**@android:style/Widget.QuickContactBadge.WindowMedium**</item>**
50. **<item** name="quickContactBadgeStyleWindowLarge"**>**@android:style/Widget.QuickContactBadge.WindowLarge**</item>**
51. **<item** name="quickContactBadgeStyleSmallWindowSmall"**>**@android:style/Widget.QuickContactBadgeSmall.WindowSmall**</item>**
52. **<item** name="quickContactBadgeStyleSmallWindowMedium"**>**@android:style/Widget.QuickContactBadgeSmall.WindowMedium**</item>**
53. **<item** name="quickContactBadgeStyleSmallWindowLarge"**>**@android:style/Widget.QuickContactBadgeSmall.WindowLarge**</item>**
54. **<item** name="listPopupWindowStyle"**>**@android:style/Widget.ListPopupWindow**</item>**
55. **<item** name="popupMenuStyle"**>**@android:style/Widget.PopupMenu**</item>**
56. **<item** name="activityChooserViewStyle"**>**@android:style/Widget.ActivityChooserView**</item>**
58. **<item** name="mediaRouteButtonStyle"**>**@android:style/Widget.DeviceDefault.MediaRouteButton**</item>**

SDFG

### Preference样式（Preference Style）

SDFAZ

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1. <!-- Preference styles -->
2. **<item** name="preferenceScreenStyle"**>**@android:style/Preference.PreferenceScreen**</item>**
3. **<item** name="preferenceFragmentStyle"**>**@style/PreferenceFragment**</item>**
4. **<item** name="preferenceCategoryStyle"**>**@android:style/Preference.Category**</item>**
5. **<item** name="preferenceStyle"**>**@android:style/Preference**</item>**
6. **<item** name="preferenceInformationStyle"**>**@android:style/Preference.Information**</item>**
7. **<item** name="checkBoxPreferenceStyle"**>**@android:style/Preference.CheckBoxPreference**</item>**
8. **<item** name="switchPreferenceStyle"**>**@android:style/Preference.SwitchPreference**</item>**
9. **<item** name="yesNoPreferenceStyle"**>**@android:style/Preference.DialogPreference.YesNoPreference**</item>**
10. **<item** name="dialogPreferenceStyle"**>**@android:style/Preference.DialogPreference**</item>**
11. **<item** name="editTextPreferenceStyle"**>**@android:style/Preference.DialogPreference.EditTextPreference**</item>**
12. **<item** name="ringtonePreferenceStyle"**>**@android:style/Preference.RingtonePreference**</item>**
13. **<item** name="preferenceLayoutChild"**>**@android:layout/preference\_child**</item>**
14. **<item** name="preferencePanelStyle"**>**@style/PreferencePanel**</item>**
15. **<item** name="preferenceHeaderPanelStyle"**>**@style/PreferenceHeaderPanel**</item>**
16. **<item** name="preferenceListStyle"**>**@style/PreferenceHeaderList**</item>**
17. **<item** name="preferenceFragmentListStyle"**>**@style/PreferenceFragmentList**</item>**
18. **<item** name="preferenceFragmentPaddingSide"**>**@dimen/preference\_fragment\_padding\_side**</item>**
19. **<item** name="detailsElementBackground"**>**@android:drawable/panel\_bg\_holo\_dark**</item>**

SDC

### search控件样式

ASDF

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1. <!-- Search widget styles -->
2. **<item** name="searchWidgetCorpusItemBackground"**>**@android:color/search\_widget\_corpus\_item\_background**</item>**
3. <!-- SearchView attributes -->
4. **<item** name="searchDropdownBackground"**>**@android:drawable/spinner\_dropdown\_background**</item>**
5. **<item** name="searchViewTextField"**>**@drawable/textfield\_searchview\_holo\_dark**</item><item** name="searchViewTextFieldRight"**>**@drawable/textfield\_searchview\_right\_holo\_dark**</item>**
6. **<item** name="searchViewCloseIcon"**>**@android:drawable/ic\_clear**</item>**
7. **<item** name="searchViewSearchIcon"**>**@android:drawable/ic\_search**</item>**
8. **<item** name="searchViewGoIcon"**>**@android:drawable/ic\_go**</item>**
9. **<item** name="searchViewVoiceIcon"**>**@android:drawable/ic\_voice\_search**</item>**
10. **<item** name="searchViewEditQuery"**>**@android:drawable/ic\_commit\_search\_api\_holo\_dark**</item>**
11. **<item** name="searchViewEditQueryBackground"**>**?attr/selectableItemBackground**</item>**
13. **<item** name="searchDialogTheme"**>**@style/Theme.SearchBar**</item>**

### ActionBar样式（ Action bar Style）

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1. <!-- Action bar styles -->
2. **<item** name="actionDropDownStyle"**>**@android:style/Widget.Spinner.DropDown**</item>**
3. **<item** name="actionButtonStyle"**>**@android:style/Widget.ActionButton**</item>**
4. **<item** name="actionOverflowButtonStyle"**>**@android:style/Widget.ActionButton.Overflow**</item>**
5. **<item** name="actionModeBackground"**>**@android:drawable/cab\_background\_top\_holo\_dark**</item>**
6. **<item** name="actionModeSplitBackground"**>**@null**</item>**
7. **<item** name="actionModeCloseDrawable"**>**@android:drawable/ic\_menu\_close\_clear\_cancel**</item>**
8. **<item** name="actionModeCutDrawable"**>**@android:drawable/ic\_menu\_cut\_holo\_dark**</item>**
9. **<item** name="actionModeCopyDrawable"**>**@android:drawable/ic\_menu\_copy\_holo\_dark**</item>**
10. **<item** name="actionModePasteDrawable"**>**@android:drawable/ic\_menu\_paste\_holo\_dark**</item>**
11. **<item** name="actionModeSelectAllDrawable"**>**@android:drawable/ic\_menu\_selectall\_holo\_dark**</item>**
12. **<item** name="actionModeShareDrawable"**>**@android:drawable/ic\_menu\_share\_holo\_dark**</item>**
13. **<item** name="actionModeFindDrawable"**>**@android:drawable/ic\_menu\_find\_holo\_dark**</item>**
14. **<item** name="actionModeWebSearchDrawable"**>**@android:drawable/ic\_menu\_search**</item>**
15. **<item** name="actionBarTabStyle"**>**@style/Widget.ActionBar.TabView**</item>**
16. **<item** name="actionBarTabBarStyle"**>**@style/Widget.ActionBar.TabBar**</item>**
17. **<item** name="actionBarTabTextStyle"**>**@style/Widget.ActionBar.TabText**</item>**
18. **<item** name="actionModeStyle"**>**@style/Widget.ActionMode**</item>**
19. **<item** name="actionModeCloseButtonStyle"**>**@style/Widget.ActionButton.CloseMode**</item>**
20. **<item** name="actionBarStyle"**>**@android:style/Widget.ActionBar**</item>**
21. **<item** name="actionBarSplitStyle"**>**?android:attr/actionBarStyle**</item>**
22. **<item** name="actionBarSize"**>**@dimen/action\_bar\_default\_height**</item>**
23. **<item** name="actionModePopupWindowStyle"**>**?android:attr/popupWindowStyle**</item>**
24. **<item** name="actionMenuTextAppearance"**>**@android:style/TextAppearance.Holo.Widget.ActionBar.Menu**</item>**
25. **<item** name="actionMenuTextColor"**>**?android:attr/textColorPrimary**</item>**
26. **<item** name="actionBarWidgetTheme"**>**@null**</item>**
27. **<item** name="actionBarDivider"**>**?android:attr/dividerVertical**</item>**
28. **<item** name="actionBarItemBackground"**>**?android:attr/selectableItemBackground**</item>**
30. **<item** name="dividerVertical"**>**@drawable/divider\_vertical\_dark**</item>**
31. **<item** name="dividerHorizontal"**>**@drawable/divider\_vertical\_dark**</item>**
32. **<item** name="buttonBarStyle"**>**@android:style/ButtonBar**</item>**
33. **<item** name="buttonBarButtonStyle"**>**?android:attr/buttonStyle**</item>**
34. **<item** name="segmentedButtonStyle"**>**@android:style/SegmentedButton**</item>**

#### ActionBar定义剧烈

res/values/themes.xml

<?xml version="1.0" encoding="utf-8"?>

<resources>

<!-- 应用于程序或者活动的主题 -->

<style name="CustomActionBarTheme"

parent="@android:style/Theme.Holo.Light.DarkActionBar">

<item name="android:actionBarStyle">@style/MyActionBar</item>

</style>

<!-- ActionBar 样式 -->

<style name="MyActionBar"

parent="@android:style/Widget.Holo.Light.ActionBar.Solid.Inverse">

<item name="android:background">@drawable/actionbar\_background</item>

</style>

</resources>

### 其他样式

DF

**[html]** [view plain](https://blog.csdn.net/kc58236582/article/details/50469581) [copy](https://blog.csdn.net/kc58236582/article/details/50469581)

1. <!-- PreferenceFrameLayout attributes -->
2. **<item** name="preferenceFrameLayoutStyle"**>**@android:style/Widget.PreferenceFrameLayout**</item>**
4. <!-- NumberPicker style-->
5. **<item** name="numberPickerStyle"**>**@style/Widget.NumberPicker**</item>**
7. <!-- CalendarView style-->
8. **<item** name="calendarViewStyle"**>**@style/Widget.CalendarView**</item>**
10. <!-- TimePicker style -->
11. **<item** name="timePickerStyle"**>**@style/Widget.TimePicker**</item>**
13. <!-- DatePicker style -->
14. **<item** name="datePickerStyle"**>**@style/Widget.DatePicker**</item>**
16. **<item** name="fastScrollThumbDrawable"**>**@android:drawable/scrollbar\_handle\_accelerated\_anim2**</item>**
17. **<item** name="fastScrollTrackDrawable"**>**@null**</item>**
18. **<item** name="fastScrollPreviewBackgroundRight"**>**@android:drawable/menu\_submenu\_background**</item>**
19. **<item** name="fastScrollPreviewBackgroundLeft"**>**@android:drawable/menu\_submenu\_background**</item>**
20. **<item** name="fastScrollOverlayPosition"**>**floating**</item>**
21. **<item** name="fastScrollTextColor"**>**@android:color/primary\_text\_dark**</item>**
23. <!-- Pointer style -->
24. **<item** name="pointerStyle"**>**@android:style/Pointer**</item>**
26. <!-- Accessibility focused drawable. -->
27. **<item** name="accessibilityFocusedDrawable"**>**@android:drawable/view\_accessibility\_focused**</item>**

<item name="disabledAlpha">0.5</item>

<item name="backgroundDimAmount">0.6</item>

### 类似标题栏效果的TextView

style="?android:attr/listSeparatorTextViewStyle"

### 其它有用的样式

android:layout\_height="?android:attr/listPreferredItemHeight"

android:paddingRight="?android:attr/scrollbarSize"

style="?android:attr/windowTitleBackgroundStyle"

style="?android:attr/windowTitleStyle"

android:layout\_height="?android:attr/windowTitleSize"

android:background="?android:attr/windowBackground"

## colors

colors\_device\_defaults.xml

colors\_holo.xml

colors\_leanback

colors\_legacy

colors\_material

## Widget引用默认属性

Theme编辑器界面:

接下来说明每一个颜色控制器,控制控件哪些显示效果:

colorPrimary:toolbar

colorPrimaryDark:statusbar

colorAccent:seekbar、progressbar、edittext底线、Radiobutton选中状态、Checkbox选选中状态、Swith选中状态

android:colorBackgroud:activity背景色、fragment背景色

android:colorForeground:FrameLayout前景色、与foregroundTintMode结合使用

android:navigationBarColor:虚拟键背景色

android:statusBarColor:状态栏背景色

android:textColorPrimary:控制button、checkedTextView、flatButton、toggleButton的enable和false状态颜色,以及toolbar中tittle字体颜色,左侧和右侧按钮颜色

android:textColorPrimaryInverse:不知道控制什么的

android:textColorSecondary:checkBox、radioButton选择框默认颜色,progressbar底色,SeekBar底色,RatingBar默认颜色

android:textColorSeoundaryInverser:不知道控制什么

windowBackground:控制activity和fragment背景色

## 小结

两点说明，我们可以根据这些样式改变系统控件的样式

* 但不是所有的样式我们都可以修改，比如AlertDialog，布局和一些属性都是写在硬编码中了，我们是无法修改的。
* 通过学习这些主题和样式，我们能准确的把握我们能定制哪些样式，哪些我们不能定制，是否需要重新写一套替代的UI控件。

这个在项目决策和进度评估上是非常重要的。更多主题移步

https://github.com/CyanogenMod/android\_frameworks\_base/blob/cm-11.0/core/res/res/values/styles.xml

# Theme与Style加载原理浅浅析

之前我们说过我们设置Theme可以在Manifest.xml文件中定义,还能在java代码中设置使用setTheme(这个我没在实际代码中用过,而且必须是在setContentView()方法之前设置),而android初始化界面的入口,是setContentView(),那么我们就从这里开始着手浅析。

现在我们写activity时一般是继承AppComatActivity,这个是用来进行版本适配的,最近继承的还是Activity,所以我们直接来看Activity中的setContentView()方法。

### 流程分析



### 核心处理

@Override

public Resources.Theme getTheme() {

if (mTheme != null) {

return mTheme;

}

// 这里是选择默认的主题资源

mThemeResource = Resources.selectDefaultTheme(mThemeResource,

getApplicationInfo().targetSdkVersion);

initializeTheme();

return mTheme;

}

// 设置Theme,通过调用此方法然后mTheme和mThemeResource就不为null了,然后再初始化题。

// 当我们在Manifest.xml 中配置了them,在应用程序启动时会调用此方法,具体的需要去查找android启动activity的过程。

@Override

public void setTheme(int resid) {

if (mThemeResource != resid) {

mThemeResource = resid;

initializeTheme();

}

}

如主题不为空就直接返回主题,然后先选择一个默认的主题资源。我们也可以进去看看,没有什么特别的,就是对不同的sdk选择对应的主题资源。这里我们主要看initializeTheme()初始化主题。

private void initializeTheme() {

final boolean first = mTheme == null;

if (first) {

mTheme = getResources().newTheme();//调用方法获取主题,就是new了一个Theme。

final Resources.Theme theme = getBaseContext().getTheme();//调用ContextImpl类的getTheme(),获取默认的Theme

if (theme != null) {

mTheme.setTo(theme);//将获取到的默认的主题设置给mTheme

}

}

onApplyThemeResource(mTheme, mThemeResource, first);//应用主题资源

}

主题为空时,new一个Theme,然后调用ContextImpl类的getTheme(),获取默认的Theme ,然后将得到的Theme设置给mTheme,然后通过onApplyThemeResource(),应用主题资源,最后是AsserManger中调用原生的方法(c 或 c++)去加载资源

然后我们再回到getWindowStyle()方法中,这里对用了obtainStyledAttributes()方法,并且传进去com.android.internal.R.styleable.Window这是一组自定义属性集合,在android内置的系统资源中,里面定义者window的基本属性属性。而这个方法最终是通过AssetManager获取这一组自定义的属性集合,得到一个TypeArry以供使用,去设置界面窗口的样式。

<declare-styleable name="Window">

<attr name="windowBackground" /> //该界面所对应的背景图片, drawable / color

<attr name="windowFrame" /> //该界面所对应的前景frontground图片, drawable / color

<attr name="windowNoTitle" /> //是否带有title , boolean类型

<attr name="windowFullscreen" /> //是否全屏 , boolean类型

<attr name="windowIsFloating" /> //是否是悬浮窗类型 , boolean类型

<attr name="windowIsTranslucent" /> //是否透明 , boolean类型

<attr name="windowSoftInputMode" /> //设置键盘弹出来的样式 , 例如: adjustsize 等 ,其实也是int类型

<......>

<......>

<declare-styleable />

其中的而在Theme节点中有包含着window的定义,特殊的是如果某个自定义属性如果没有指名 format属性,那么该属性必须在当前已经定义,即该属性只是一个别名。而我们自定义的Theme则必须是要指定一个parent字段,我们所自定义的也只是对系统所定义的做一个修改与扩展。

<declare-styleable name="Theme">

<attr name="windowBackground" format="reference" />

<!-- Drawable to use as a frame around the window. -->

<attr name="windowFrame" format="reference" />

<!-- Flag indicating whether there should be no title on this window. -->

<attr name="windowNoTitle" format="boolean" />

<!-- Flag indicating whether this window should fill the entire screen. -->

<attr name="windowFullscreen" format="boolean" />

<!-- Flag indicating whether this is a floating window. -->

<attr name="windowIsFloating" format="boolean" />

<!-- Flag indicating whether this is a translucent window. -->

<attr name="windowIsTranslucent" format="boolean" />

<!-- Flag indicating that this window's background should be the

user's current wallpaper. -->

<attr name="windowShowWallpaper" format="boolean" />

<!-- This Drawable is overlaid over the foreground of the Window's content area, usually

to place a shadow below the title. -->

<!-- This Drawable is overlaid over the foreground of the Window's content area, usually

to place a shadow below the title. -->

<attr name="windowContentOverlay" format="reference" />

<!--more -->

</declare-styleable>

知道Theme的使用与原理了,那么对于Style则就能够理解了,在控件初始化时获取style属性,回去style定义,获取TypeArry对象给控件进行设置,然后控件绘制是就会依据TypeArry里面获取的属性来绘制控件,从而实现样式效果。

### 系统如何去选择默认的主题呢？

在Android的frameworks/base/core/res/res/values目录下有一下几个文件：

|  |  |
| --- | --- |
| 1  2  3  4 | themes.xml  themes\_device\_defaults.xml  styles.xml  styles\_device\_defaults.xml |

分别定义了各种系统Theme，Style。

主要关注themes.xml,themes\_device\_defaults.xml两个文件。

themes.xml定义了android低版本的theme和Holo theme，themes\_device\_defaults.xml定义了DeviceDefault主题（继承自Holo主题），实际上就是在Holo主题上定制主题（For厂商）。

/\*\*frameworks/base/core/java/android/content/res/Resources.java\*/

/\*\* @hide \*/

public static int selectDefaultTheme(int curTheme, int targetSdkVersion) {

return selectSystemTheme(curTheme, targetSdkVersion,

com.android.internal.R.style.Theme,

com.android.internal.R.style.Theme\_Holo,

com.android.internal.R.style.Theme\_DeviceDefault);

}

/\*\* @hide \*/

public static int selectSystemTheme(int curTheme, int targetSdkVersion,

int orig, int holo, int deviceDefault) {

if (curTheme != 0) {

return curTheme;

}

if (targetSdkVersion < Build.VERSION\_CODES.HONEYCOMB) {

// < 11

return orig;

}

if (targetSdkVersion < Build.VERSION\_CODES.ICE\_CREAM\_SANDWICH) {

// < 14

return holo;

}

return deviceDefault;

}

当<11时，使用以前低版本主题;当>=11&&<14，使用Holo主题;>14的时候，使用DeviceDefault主题。

### 追根溯源Theme

建立的Theme都有一个父级,那我们我们就一步一步的往上找,找到Theme的根源。

我们翻找AppThem的父级可以发现,我们可以看到父级的里面也是一层一层的套着的





在往上找几层我们可以找到Theme.Light 这个Style,可以发现到这里就没有Theme父了,而是Style地继承,者也很好的说明Theme的本质就是Style,然后我们发现这里面定义了许多的item。

然后我们继续往上找一层,发现了Theme的老巢了!Theme!这个里面定义了几百个各种各样的属性,然后我们仔细的看看这些属性,不都是一些控件的属性吗? 对的,Theme里面就是定义了各种控件,窗口(Dialog、Activity)等的样式属性。我们平时用到的Theme.NoActionBar等以及其他一些Theme都是对Theme的扩展、修改。



## REF

[android常用Style的Theme汇总](https://www.aliyun.com/jiaocheng/4050.html?spm=5176.100033.1.26.BJY6Em)

# Theme基本概念

## 基本概念

Attr:属性,风格样式的最小单元;

Style:风格,它是一系列Attr的集合用以定义一个View的样式,比如height、width、padding等;

Theme:主题,它与Style作用一样,不同于Style作用于个一个单独View,而它是作用于Activity上或是整个应用。

这三个概念贯穿Android框架的方方面面,是Android程序设计中很重要的一环,理解它们,并能学以致用,不但可以让你的代码变得简洁明了,还可以让你的应用更加灵活

flag与enum的差别,flag表示这几个值可以做或运算,如用bold|italic表示既加粗也变成斜体,而enum只能让你选择其中一个值。

自定义一个自己的属性,在values目录下创建一个attrs.xml文件,在<resources>元素里面首先申明一个自己的<declare-styleable>表示一个属性组,再在里面加上属性就行。

如下我们定义一个DogStyle的属性组,其中有三个属性一个是dogSex,一个是dogName,dogName的格式我们设置为string,最后一个是dogColor,这样一个属于我们自己的属性就定义成功了。

reference的用法。它用在一些可以设置引用值的情况,比如@drawable/myImage、@color/myColor等。当然format也可以进行或运算,一般我们定义color类型的属性时,也一般会把format写成format="reference|color"

TIPS:format即使用错,只要你自定义的View中获取对应类型值也是可以的,只是在布局中写代码时,IDE就不会根据你定义的format给出相应的提示了,所以最好在自定义View时还是仔细斟酌下类型。

### Style的使用

在styles.xml中雪纳瑞风格

<style name="SchnauzerStyle">

<item name="dogName">雪纳瑞</item>

<item name="dogColor">@drawable/schnauzer</item>

<item name="dogSex">boy</item>

</style>

下面我们看下如何让一个Style作用在一个View上的。

首先我们自定义了一个View命名为DogView,然后创建一个布局文件中加入该DogView视图,并让该View使用SchnauzerStyle风格。代码如下:

<cn.hadcn.test.DogView

android:layout\_height="wrap\_content"

android:layout\_width="wrap\_content"/>

移步到DogView的Java代码中,我们可以通过theme的obtainStyledAttributes方法来获得我们刚刚定义的几个Attr属性在Style中的内容,如下我们举一个获得dogName的例子:

final Resources.Theme theme = context.getTheme();

TypedArray dogArray = theme.obtainStyledAttributes(attrs, R.styleable.DogStyle, defStyleAttr, defStyleRes);

String name = dogArray.getString(R.styleable.DogStyle\_dogName);

Log.e("dog", "name = " + name);

dogArray.recycle();

以上obtainStyledAttributes有四个入参,前两个比较容易理解,后两个用作指定默认的Style,表示如果attrs中没有你想获得的属性,但如果你指定了默认Style,它会去从该默认的Style里面找你想要的属性。defStyleAttr和defStyleRes功能一样,指定的资源形式不同,前者表示一个默认的指向一个style风格的attr属性,而后者你可以直接传入一个style风格的id。注意以上定义的Style只能在这个DogView中被使用,如果你想在其他View使用,就需要再在需要使用的View中增加这个Style。这就是先前我们说的Style只能作用于一个View。

### Theme的使用

Theme与Style使用同一个元素标签区别在于所包含的属性不同,并且使用的地方也不一样。Theme你需要设置到AndroidManifest.xml的<application>或者<activity>标签下,设置后,被设置的Activity或整个应用下所有的View都可以使用《style》里面的属性了。

比如在上例中,我们直接把SchnauzerStyle设置到<activity>标签中,并把布局文件中DogView元素的style="@style/SchnauzerStyle"栏位删除,以此来测试下,这个Activity下的所有View是不是可以直接使用theme中声明的这些属性。

<activity

android:name=".MainActivity"

android:theme="@style/SchnauzerStyle">

...

以上理论上是可行的,不过运行后,程序却出现奔溃,出现以下错误提示:

java.lang.IllegalStateException: You need to use a Theme.AppCompat theme (or descendant) with this activity.

有些同学一眼可能就看出,因为在这里Activity或Application的需要很多属性才能工作的,而此处我们只给它传一个SchnauzerStyle,这当然不行,所以我们需要对这个Style做下处理,让SchnauzerStyle继承一个系统主题,如下:

<style name="SchnauzerStyle" parent="Theme.AppCompat">

<item name="dogName">雪纳瑞</item>

<item name="dogColor">@drawable/schnauzer</item>

<item name="dogSex">boy</item>

</style>

这样一个雪纳瑞主题就诞生了,而在这个Activity下的所有View都可以用雪纳瑞的信息了。Application中定义theme的原理一样,这里就不多说了。

TIPS:框架使用Attr的顺序是:View中的Style会优先于Activity中的Theme,Activity中的Theme会优先于Application中的Theme,所以说你可以定义整个应用的总体风格,但局部风格你也可以做出自己的调整。

在Manifest.xml文件中application节点下android:theme=""属性就是给我们添加了一个默认的主题,表示我们整个app都建使用这个主题。



在style.xml文件中我们可以找到这个主题的定义:

1、colorPrimary表示actionBar的颜色

2、coorPrimaryDark表示状态栏的颜色

3、colorAccent是定义重要的颜色,如EditText的下划线,和光标



#### Attr的获得方法

有些情况下,我们可能需要使用theme中的属性值,比如下面我们想让一个TextView直接显示dogName这个属性的内容,并且使用系统字体的颜色,则可以如下做:

<TextView

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:textColor="?android:textColorSecondary"

android:text="?attr/dogName"/>

获得一个Attr的方法,不同于普通资源使用@符号获得的方式,而是需要使用?符号来获得属性,整体的表达方式如下:

?[<package\_name>:][<resource\_type>/]<resource\_name>

如果是本应用中的attr使用,则可以省去<package\_name>部分。

此处的textColor使用当前主题的android:textColorSecondary属性内容。因为资源工具知道此处是一个属性,所以省去了attr (完整写法:?android:attr/textColorSecondary)。

#### 2、使用style

首相我们在style.xml文件中新建一个style,名字叫TextStyle,属性如下:



然后我们再布局文件中将这个样式给一个textview使用,然后我们再运行一下,看一下效果。





布局文件中并无给textview添加任何属性,但是我们给textview添加了一个style,然后我们再看看我们所定义的TextStyle样式,item中所定义的属性,是不是就是我们平时在布局文件中给控件添加的属性了?对!style中所能定义的属性,就是控件能支持的属性,至于能定义一些什么属性,可以到api中进行详细的查看,

### Theme和Style使用

themes.xml偏全局，styles.xml偏细化。

Style的定义很简单,想要给控件增加那些效果,然后查看对应api是否支持,在将需要定义的属性放到item中进行定义就好

支持父级的

Theme和Style的兼容性

建立一个名为valus-v19的文件夹,建立style.xml文件,添加名字相同的theme,然后这里定义sdk为19以上版本的theme

### 继承定义规则

一般在style中使用parent字段的继承适用于继承系统平台现有定义的style，而我们想要继承自己实现的style一般不会通过parent字段来实现，而是通过指定格式的name字段来实现，如下：

<style name="CodeFont.Red">

<item name="android:textColor">#FF0000</item>

</style>

看见name字段了吗？证明这个style继承自我们上面自定义的CodeFont style，可见我们自定义的继承是通过“.”来实现的，在使用时只需要@style/CodeFont.Red即可使用该继承重写的style啦，如果你还想继续在这基础上继承，那写法还是一样的，具体如下：

<style name="CodeFont.Red.Big">

<item name="android:textSize">30sp</item>

</style>

整明白Theme与Style的这个约定了么！就是这么简单而已，不过要注意这两种的严格区别，别乱用，譬如将系统预定义的通过name来使用时错误的。

接着我们来看看style中item属性是怎么搞来的，这玩意如果我们定义控件的style则可以直接在对应控件或者Window的API文档中或者R.attr文档中找到支持哪些属性，依次选择合适的进行使用即可（**特别提醒，这个技能很重要，譬如有时候你会说我自定义的Dialog为何背景周边多一个黑框啥玩意的问题，然后上网一顿复制别人的style，也不明白别人为啥这么写，其实一个很重要的技巧就是遇到这种问题自己去API查下相关的属性就搞定了。**）。使用系统已存在属性时切记不要忘记<item name="android:inputType">前面的android:前缀，还有就是item中存在的属性不见得对所有View都有效，譬如Theme中需要的以windowXXX开头的属性就不适用于View，但是不会报错，只是View会忽略这些不适合自己的属性，应用适合自己的属性。

应用层开发难就难在知识面很广

* 当我们想要知道Theme具体有哪些属性可以有效使用时，可以查阅API的R.styleable进行选择。
* 当我们想要知道Style具体有哪些属性可以有效使用时，可以查阅API的R.attr进行选择。
* 系统为我们提供了很多实用的Theme与Style，我们还可以通过查阅API的R.style进行选择（要注意的是这里的文档查到的不一定全，最好的办法是去查FW下base的res或者appcompat的res），不过要注意，在API中譬如Theme\_NoTitleBar主题样式在我们xml引用时要替换为@android:style/Theme.NoTitleBar的格式。

## 属性值作用域

作用域：

当个view,activity,application

优先级：属性值，sytle引用，系统默认主题



# 系统主题引擎XXX

## Material design的主题颜色控制

ColorPrimary，定义应用的主色调

colorPrimaryDark，定义按钮点击后的颜色（由于状态使用半透着色实现渐变效果，该属性在原先主题中已失效）

colorBackground，定义标题栏渐变色的结束颜色



### tint特性

tint是Material Design中的新特性，可以理解为着色，把一张图片渲染成另外一种颜色。在Android L中，EditText的下划线背景和光标颜色变化，就是使用这种特性。

### 定义主题theme

## CTS

The Holo themes must not be modified in order to pass CTS.

Many related themes and styles depend on other values defined in this file.

If you would like to provide custom themes and styles for your device,

please see themes\_device\_defaults.xml.

一下文件不允许修改，否则过不了CTS认证

themes.xml(v2006)

themes\_material.xml (v2014)( Many related themes and styles depend on other values defined in this file.)

## 自定义系统主题

themes\_device\_defaults.xml.

## REF

[Android 党福利，Android 8.0 将可无需 Root 改变系统主题](http://www.ifanr.com/898217)

[substratum](https://github.com/substratum/substratum)

[Android Oreo将在1周内获得无需root主题支持](http://t.cj.sina.com.cn/articles/view/6420358328/17eaee4b8001004c5f)

GIT 源码

<http://www.jcodecraeer.com/a/anzhuokaifa/androidkaifa/2017/0502/7901.html>

<http://yifeng.studio/2017/04/18/android-theme-appcompat-color-attrs/>

<http://www.ifanr.com/898217>

<https://blog.csdn.net/maetelibom/article/details/54956877>

<https://blog.csdn.net/archer_zoro/article/details/56304498>

# 业务定制-黑蓝主题

resource android:style/Theme.DeviceDefault.Settings.Dark is private.

按照这个继承关系，写一个DJI版本的，继承于DeviceDefault

themes\_device\_defaults

themes\_rm500\_defaults

## Dlg

https://www.crifan.com/android\_alertdialog\_custom\_dialod\_window\_background\_color\_use\_styles\_xml-2/

 <item name="android:background">@android:color/holo\_green\_light</item>

### Theme.DeviceDefault.Settings.Dialog.Alert

<**item name="colorPrimary"**>@color/primary\_device\_default\_settings</**item**>  
<**item name="colorPrimaryDark"**>@color/primary\_dark\_device\_default\_settings</**item**>  
<**item name="colorSecondary"**>@color/secondary\_device\_default\_settings</**item**>  
<**item name="colorAccent"**>@color/accent\_device\_default\_light</**item**>

### Theme.Material.Settings.Dialog.Alert

<**style name="Theme.Material.Settings.Dialog.Alert" parent="Theme.Material.Settings.Dialog.BaseAlert"** />

### Theme.Material.Settings.Dialog.BaseAlert

<**style name="Theme.Material.Settings.Dialog.BaseAlert" parent="Theme.Material.Light.Dialog.BaseAlert"**>  
 <**item name="colorPrimary"**>@color/primary\_material\_settings</**item**>  
 <**item name="colorPrimaryDark"**>@color/primary\_dark\_material\_settings</**item**>  
 <**item name="colorSecondary"**>@color/secondary\_material\_settings</**item**>  
</**style**>

<**style name="Theme.Material.Light.Dialog.BaseAlert"**>  
 <**item name="windowMinWidthMajor"**>@dimen/dialog\_min\_width\_major</**item**>  
 <**item name="windowMinWidthMinor"**>@dimen/dialog\_min\_width\_minor</**item**>  
</**style**>

<**style name="Theme.Material.Light.Dialog" parent="Theme.Material.Light.BaseDialog"**/>

<style name="Theme.Material.Light.BaseDialog">  
 <**item name="colorBackground"**>?attr/colorBackgroundFloating</**item**>  
  
 <**item name="windowFrame"**>@null</**item**>  
 <**item name="windowTitleStyle"**>@style/DialogWindowTitle.Material.Light</**item**>  
 <**item name="windowTitleBackgroundStyle"**>@style/DialogWindowTitleBackground.Material.Light</**item**>  
 <**item name="windowBackground"**>@drawable/dialog\_background\_material</**item**>  
 <**item name="windowElevation"**>@dimen/floating\_window\_z</**item**>  
 <**item name="windowIsFloating"**>true</**item**>  
 <**item name="windowContentOverlay"**>@null</**item**>  
 <**item name="windowAnimationStyle"**>@style/Animation.Material.Dialog</**item**>  
 <**item name="windowSoftInputMode"**>stateUnspecified|adjustPan</**item**>  
 <**item name="windowActionBar"**>false</**item**>  
 <**item name="windowActionModeOverlay"**>true</**item**>  
 <**item name="windowCloseOnTouchOutside"**>@bool/config\_closeDialogWhenTouchOutside</**item**>  
  
 <**item name="colorBackgroundCacheHint"**>@null</**item**>  
  
 <**item name="listPreferredItemPaddingLeft"**>?attr/dialogPreferredPadding</**item**>  
 <**item name="listPreferredItemPaddingRight"**>?attr/dialogPreferredPadding</**item**>  
 <**item name="listPreferredItemPaddingStart"**>?attr/dialogPreferredPadding</**item**>  
 <**item name="listPreferredItemPaddingEnd"**>?attr/dialogPreferredPadding</**item**>  
  
 <**item name="listDivider"**>@null</**item**>  
  
 <**item name="preferencePanelStyle"**>@style/PreferencePanel.Dialog</**item**>  
</**style**>

### Theme.Material.Light

*<!-- Material theme (light version). -->*<**style name="Theme.Material.Light" parent="Theme.Light"**>  
 <**item name="colorForeground"**>@color/foreground\_material\_light</**item**>  
 <**item name="colorForegroundInverse"**>@color/foreground\_material\_dark</**item**>  
 <**item name="colorBackground"**>@color/background\_material\_light</**item**>  
 <**item name="colorBackgroundFloating"**>@color/background\_floating\_material\_light</**item**>  
 <**item name="colorBackgroundCacheHint"**>@color/background\_cache\_hint\_selector\_material\_light</**item**>  
 <**item name="disabledAlpha"**>@dimen/disabled\_alpha\_material\_light</**item**>  
 <**item name="backgroundDimAmount"**>0.6</**item**>  
  
 *<!-- Text styles -->* <**item name="textAppearance"**>@style/TextAppearance.Material</**item**>  
 <**item name="textAppearanceInverse"**>@style/TextAppearance.Material.Inverse</**item**>  
  
 <**item name="textColorPrimary"**>@color/primary\_text\_material\_light</**item**>  
 <**item name="textColorPrimaryInverse"**>@color/primary\_text\_material\_dark</**item**>  
 <**item name="textColorPrimaryActivated"**>@color/primary\_text\_inverse\_when\_activated\_material</**item**>  
 <**item name="textColorSecondary"**>@color/secondary\_text\_material\_light</**item**>  
 <**item name="textColorSecondaryInverse"**>@color/secondary\_text\_material\_dark</**item**>  
 <**item name="textColorSecondaryActivated"**>@color/secondary\_text\_inverse\_when\_activated\_material</**item**>  
 <**item name="textColorTertiary"**>@color/secondary\_text\_material\_light</**item**>  
 <**item name="textColorTertiaryInverse"**>@color/secondary\_text\_material\_dark</**item**>  
 <**item name="textColorPrimaryDisableOnly"**>@color/primary\_text\_disable\_only\_material\_light</**item**>  
 <**item name="textColorPrimaryInverseDisableOnly"**>@color/primary\_text\_disable\_only\_material\_dark</**item**>  
 <**item name="textColorHint"**>@color/hint\_foreground\_material\_light</**item**>  
 <**item name="textColorHintInverse"**>@color/hint\_foreground\_material\_dark</**item**>  
 <**item name="textColorHighlight"**>@color/highlighted\_text\_material</**item**>  
 <**item name="textColorHighlightInverse"**>@color/highlighted\_text\_material</**item**>  
 <**item name="textColorLink"**>?attr/colorAccent</**item**>  
 <**item name="textColorLinkInverse"**>?attr/colorAccent</**item**>  
 <**item name="textColorSearchUrl"**>@color/search\_url\_text\_material\_light</**item**>  
 <**item name="textColorAlertDialogListItem"**>@color/primary\_text\_material\_light</**item**>  
  
 <**item name="textAppearanceLarge"**>@style/TextAppearance.Material.Large</**item**>  
 <**item name="textAppearanceLargeInverse"**>@style/TextAppearance.Material.Large.Inverse</**item**>  
 <**item name="textAppearanceMedium"**>@style/TextAppearance.Material.Medium</**item**>  
 <**item name="textAppearanceMediumInverse"**>@style/TextAppearance.Material.Medium.Inverse</**item**>  
 <**item name="textAppearanceSmall"**>@style/TextAppearance.Material.Small</**item**>  
 <**item name="textAppearanceSmallInverse"**>@style/TextAppearance.Material.Small.Inverse</**item**>  
 <**item name="textAppearanceSearchResultTitle"**>@style/TextAppearance.Material.SearchResult.Title</**item**>  
 <**item name="textAppearanceSearchResultSubtitle"**>@style/TextAppearance.Material.SearchResult.Subtitle</**item**>  
  
 <**item name="textAppearanceButton"**>@style/TextAppearance.Material.Widget.Button</**item**>  
  
 <**item name="editTextColor"**>?attr/textColorPrimary</**item**>  
 <**item name="editTextBackground"**>@drawable/edit\_text\_material</**item**>  
  
 <**item name="candidatesTextStyleSpans"**>@string/candidates\_style</**item**>  
  
 <**item name="textCheckMark"**>@drawable/indicator\_check\_mark\_light</**item**>  
 <**item name="textCheckMarkInverse"**>@drawable/indicator\_check\_mark\_dark</**item**>  
  
 <**item name="textAppearanceLargePopupMenu"**>@style/TextAppearance.Material.Widget.PopupMenu.Large</**item**>  
 <**item name="textAppearanceSmallPopupMenu"**>@style/TextAppearance.Material.Widget.PopupMenu.Small</**item**>  
 <**item name="textAppearancePopupMenuHeader"**>@style/TextAppearance.Material.Widget.PopupMenu.Header</**item**>  
  
 *<!-- Button styles -->* <**item name="buttonStyle"**>@style/Widget.Material.Light.Button</**item**>  
  
 <**item name="buttonStyleSmall"**>@style/Widget.Material.Light.Button.Small</**item**>  
 <**item name="buttonStyleInset"**>@style/Widget.Material.Light.Button.Inset</**item**>  
 <**item name="buttonStyleToggle"**>@style/Widget.Material.Light.Button.Toggle</**item**>  
  
 <**item name="switchStyle"**>@style/Widget.Material.Light.CompoundButton.Switch</**item**>  
 <**item name="mediaRouteButtonStyle"**>@style/Widget.Material.Light.MediaRouteButton</**item**>  
  
 <**item name="selectableItemBackground"**>@drawable/item\_background\_material</**item**>  
 <**item name="selectableItemBackgroundBorderless"**>@drawable/item\_background\_borderless\_material</**item**>  
 <**item name="borderlessButtonStyle"**>@style/Widget.Material.Light.Button.Borderless</**item**>  
 <**item name="homeAsUpIndicator"**>@drawable/ic\_ab\_back\_material</**item**>  
  
 *<!-- List attributes -->* <**item name="listPreferredItemHeight"**>64dip</**item**>  
 <**item name="listPreferredItemHeightSmall"**>48dip</**item**>  
 <**item name="listPreferredItemHeightLarge"**>80dip</**item**>  
 <**item name="dropdownListPreferredItemHeight"**>?attr/listPreferredItemHeightSmall</**item**>  
 <**item name="textAppearanceListItem"**>@style/TextAppearance.Material.Subhead</**item**>  
 <**item name="textAppearanceListItemSmall"**>@style/TextAppearance.Material.Subhead</**item**>  
 <**item name="textAppearanceListItemSecondary"**>@style/TextAppearance.Material.Body1</**item**>  
 <**item name="listPreferredItemPaddingLeft"**>@dimen/list\_item\_padding\_horizontal\_material</**item**>  
 <**item name="listPreferredItemPaddingRight"**>@dimen/list\_item\_padding\_horizontal\_material</**item**>  
 <**item name="listPreferredItemPaddingStart"**>@dimen/list\_item\_padding\_start\_material</**item**>  
 <**item name="listPreferredItemPaddingEnd"**>@dimen/list\_item\_padding\_end\_material</**item**>  
  
 *<!-- @hide -->* <**item name="searchResultListItemHeight"**>58dip</**item**>  
 <**item name="listDivider"**>@drawable/list\_divider\_material</**item**>  
 <**item name="listSeparatorTextViewStyle"**>@style/Widget.Material.Light.TextView.ListSeparator</**item**>  
  
 <**item name="listChoiceIndicatorSingle"**>@drawable/btn\_radio\_material\_anim</**item**>  
 <**item name="listChoiceIndicatorMultiple"**>@drawable/btn\_check\_material\_anim</**item**>  
  
 <**item name="listChoiceBackgroundIndicator"**>@drawable/list\_choice\_background\_material</**item**>  
 <**item name="activatedBackgroundIndicator"**>@drawable/activated\_background\_material</**item**>  
  
 <**item name="listDividerAlertDialog"**>@null</**item**>  
  
 <**item name="expandableListPreferredItemPaddingLeft"**>40dip</**item**>  
 <**item name="expandableListPreferredChildPaddingLeft"**>?attr/expandableListPreferredItemPaddingLeft</**item**>  
  
 <**item name="expandableListPreferredItemIndicatorLeft"**>3dip</**item**>  
 <**item name="expandableListPreferredItemIndicatorRight"**>0dip</**item**>  
 <**item name="expandableListPreferredChildIndicatorLeft"**>?attr/expandableListPreferredItemIndicatorLeft</**item**>  
 <**item name="expandableListPreferredChildIndicatorRight"**>?attr/expandableListPreferredItemIndicatorRight</**item**>  
  
 <**item name="findOnPageNextDrawable"**>@drawable/ic\_find\_next\_material</**item**>  
 <**item name="findOnPagePreviousDrawable"**>@drawable/ic\_find\_previous\_material</**item**>  
  
 *<!-- Gallery attributes -->* <**item name="galleryItemBackground"**>@drawable/gallery\_item\_background</**item**>  
  
 *<!-- Window attributes -->* <**item name="windowBackground"**>?attr/colorBackground</**item**>  
 <**item name="windowClipToOutline"**>true</**item**>  
 <**item name="windowFrame"**>@null</**item**>  
 <**item name="windowNoTitle"**>@bool/config\_windowNoTitleDefault</**item**>  
 <**item name="windowFullscreen"**>false</**item**>  
 <**item name="windowOverscan"**>@bool/config\_windowOverscanByDefault</**item**>  
 <**item name="windowIsFloating"**>false</**item**>  
 <**item name="windowContentOverlay"**>@null</**item**>  
 <**item name="windowShowWallpaper"**>false</**item**>  
 <**item name="windowTitleStyle"**>@style/WindowTitle.Material</**item**>  
 <**item name="windowTitleSize"**>@dimen/action\_bar\_default\_height\_material</**item**>  
 <**item name="windowTitleBackgroundStyle"**>@style/WindowTitleBackground.Material</**item**>  
 <**item name="windowAnimationStyle"**>@style/Animation.Material.Activity</**item**>  
 <**item name="windowSoftInputMode"**>stateUnspecified|adjustUnspecified</**item**>  
 <**item name="windowActionBar"**>@bool/config\_windowActionBarSupported</**item**>  
 <**item name="windowActionModeOverlay"**>false</**item**>  
 <**item name="windowDrawsSystemBarBackgrounds"**>true</**item**>  
 <**item name="windowActionBarFullscreenDecorLayout"**>@layout/screen\_toolbar</**item**>  
 <**item name="statusBarColor"**>?attr/colorPrimaryDark</**item**>  
 <**item name="navigationBarColor"**>@color/black</**item**>  
 <**item name="windowEnterTransition"**>@transition/fade</**item**>  
 <**item name="windowSharedElementEnterTransition"**>@transition/move</**item**>  
 <**item name="windowSharedElementExitTransition"**>@transition/move</**item**>  
 <**item name="windowContentTransitions"**>false</**item**>  
 <**item name="windowActivityTransitions"**>true</**item**>  
  
 *<!-- Dialog attributes -->* <**item name="dialogTheme"**>@style/ThemeOverlay.Material.Dialog</**item**>  
 <**item name="dialogTitleIconsDecorLayout"**>@layout/dialog\_title\_icons\_material</**item**>  
 <**item name="dialogCustomTitleDecorLayout"**>@layout/dialog\_custom\_title\_material</**item**>  
 <**item name="dialogTitleDecorLayout"**>@layout/dialog\_title\_material</**item**>  
 <**item name="dialogPreferredPadding"**>@dimen/dialog\_padding\_material</**item**>  
  
 *<!-- AlertDialog attributes -->* <**item name="alertDialogTheme"**>@style/ThemeOverlay.Material.Dialog.Alert</**item**>  
 <**item name="alertDialogStyle"**>@style/AlertDialog.Material.Light</**item**>  
 <**item name="alertDialogCenterButtons"**>false</**item**>  
 <**item name="alertDialogIcon"**>@drawable/ic\_dialog\_alert\_material</**item**>  
  
 *<!-- Presentation attributes -->* <**item name="presentationTheme"**>@style/Theme.Material.Light.Dialog.Presentation</**item**>  
  
 *<!-- Toast attributes -->* <**item name="toastFrameBackground"**>@drawable/toast\_frame</**item**>  
  
 *<!-- Panel attributes -->* <**item name="panelBackground"**>?attr/colorBackground</**item**>  
 <**item name="panelFullBackground"**>@drawable/menu\_background\_fill\_parent\_width</**item**>  
 *<!-- These three attributes do not seems to be used by the framework. Declared public though -->* <**item name="panelColorBackground"**>#000</**item**>  
 <**item name="panelColorForeground"**>?attr/textColorPrimary</**item**>  
 <**item name="panelTextAppearance"**>?attr/textAppearance</**item**>  
  
 <**item name="panelMenuIsCompact"**>true</**item**>  
 <**item name="panelMenuListWidth"**>250dip</**item**>  
 <**item name="panelMenuListTheme"**>@style/Theme.Material.Light.CompactMenu</**item**>  
  
 *<!-- Scrollbar attributes -->* <**item name="scrollbarFadeDuration"**>250</**item**>  
 <**item name="scrollbarDefaultDelayBeforeFade"**>400</**item**>  
 <**item name="scrollbarSize"**>10dp</**item**>  
 <**item name="scrollbarThumbHorizontal"**>@drawable/scrollbar\_handle\_material</**item**>  
 <**item name="scrollbarThumbVertical"**>@drawable/scrollbar\_handle\_material</**item**>  
 <**item name="scrollbarTrackHorizontal"**>@null</**item**>  
 <**item name="scrollbarTrackVertical"**>@null</**item**>  
  
 *<!-- Text selection handle attributes -->* <**item name="textSelectHandleLeft"**>@drawable/text\_select\_handle\_left\_material</**item**>  
 <**item name="textSelectHandleRight"**>@drawable/text\_select\_handle\_right\_material</**item**>  
 <**item name="textSelectHandle"**>@drawable/text\_select\_handle\_middle\_material</**item**>  
 <**item name="textSelectHandleWindowStyle"**>@style/Widget.Material.TextSelectHandle</**item**>  
 <**item name="textCursorDrawable"**>@drawable/text\_cursor\_material</**item**>  
  
 *<!-- Suggestion window attributes -->* <**item name="textEditSuggestionItemLayout"**>@layout/text\_edit\_suggestion\_item\_material</**item**>  
 <**item name="textEditSuggestionContainerLayout"**>@layout/text\_edit\_suggestion\_container\_material</**item**>  
 <**item name="textEditSuggestionHighlightStyle"**>@style/TextAppearance.Material.TextSuggestionHighlight</**item**>  
  
 *<!-- Widget styles -->* <**item name="absListViewStyle"**>@style/Widget.Material.Light.AbsListView</**item**>  
 <**item name="autoCompleteTextViewStyle"**>@style/Widget.Material.Light.AutoCompleteTextView</**item**>  
 <**item name="checkboxStyle"**>@style/Widget.Material.Light.CompoundButton.CheckBox</**item**>  
 <**item name="checkedTextViewStyle"**>@style/Widget.Material.Light.CheckedTextView</**item**>  
 <**item name="dropDownListViewStyle"**>@style/Widget.Material.ListView.DropDown</**item**>  
 <**item name="editTextStyle"**>@style/Widget.Material.Light.EditText</**item**>  
 <**item name="expandableListViewStyle"**>@style/Widget.Material.Light.ExpandableListView</**item**>  
 <**item name="expandableListViewWhiteStyle"**>@style/Widget.Material.Light.ExpandableListView.White</**item**>  
 <**item name="fastScrollStyle"**>@style/Widget.Material.Light.FastScroll</**item**>  
 <**item name="galleryStyle"**>@style/Widget.Material.Light.Gallery</**item**>  
 <**item name="gestureOverlayViewStyle"**>@style/Widget.Material.Light.GestureOverlayView</**item**>  
 <**item name="gridViewStyle"**>@style/Widget.Material.Light.GridView</**item**>  
 <**item name="imageButtonStyle"**>@style/Widget.Material.Light.ImageButton</**item**>  
 <**item name="imageWellStyle"**>@style/Widget.Material.Light.ImageWell</**item**>  
 <**item name="listMenuViewStyle"**>@style/Widget.Material.ListMenuView</**item**>  
 <**item name="listViewStyle"**>@style/Widget.Material.Light.ListView</**item**>  
 <**item name="listViewWhiteStyle"**>@style/Widget.Material.Light.ListView.White</**item**>  
 <**item name="popupWindowStyle"**>@style/Widget.Material.Light.PopupWindow</**item**>  
 <**item name="progressBarStyle"**>@style/Widget.Material.Light.ProgressBar</**item**>  
 <**item name="progressBarStyleHorizontal"**>@style/Widget.Material.Light.ProgressBar.Horizontal</**item**>  
 <**item name="progressBarStyleSmall"**>@style/Widget.Material.Light.ProgressBar.Small</**item**>  
 <**item name="progressBarStyleSmallTitle"**>@style/Widget.Material.Light.ProgressBar.Small.Title</**item**>  
 <**item name="progressBarStyleLarge"**>@style/Widget.Material.Light.ProgressBar.Large</**item**>  
 <**item name="progressBarStyleInverse"**>@style/Widget.Material.Light.ProgressBar.Inverse</**item**>  
 <**item name="progressBarStyleSmallInverse"**>@style/Widget.Material.Light.ProgressBar.Small.Inverse</**item**>  
 <**item name="progressBarStyleLargeInverse"**>@style/Widget.Material.Light.ProgressBar.Large.Inverse</**item**>  
 <**item name="seekBarStyle"**>@style/Widget.Material.Light.SeekBar</**item**>  
 <**item name="ratingBarStyle"**>@style/Widget.Material.Light.RatingBar</**item**>  
 <**item name="ratingBarStyleIndicator"**>@style/Widget.Material.Light.RatingBar.Indicator</**item**>  
 <**item name="ratingBarStyleSmall"**>@style/Widget.Material.Light.RatingBar.Small</**item**>  
 <**item name="radioButtonStyle"**>@style/Widget.Material.Light.CompoundButton.RadioButton</**item**>  
 <**item name="scrollViewStyle"**>@style/Widget.Material.Light.ScrollView</**item**>  
 <**item name="horizontalScrollViewStyle"**>@style/Widget.Material.Light.HorizontalScrollView</**item**>  
 <**item name="spinnerStyle"**>?attr/dropDownSpinnerStyle</**item**>  
 <**item name="dropDownSpinnerStyle"**>@style/Widget.Material.Light.Spinner.DropDown</**item**>  
 <**item name="starStyle"**>@style/Widget.Material.Light.CompoundButton.Star</**item**>  
 <**item name="tabWidgetStyle"**>@style/Widget.Material.Light.TabWidget</**item**>  
 <**item name="textViewStyle"**>@style/Widget.Material.Light.TextView</**item**>  
 <**item name="errorMessageBackground"**>@drawable/popup\_inline\_error\_holo\_light</**item**>  
 <**item name="errorMessageAboveBackground"**>@drawable/popup\_inline\_error\_above\_holo\_light</**item**>  
 <**item name="webTextViewStyle"**>@style/Widget.Material.Light.WebTextView</**item**>  
 <**item name="webViewStyle"**>@style/Widget.Material.Light.WebView</**item**>  
 <**item name="dropDownItemStyle"**>@style/Widget.Material.Light.DropDownItem</**item**>  
 <**item name="spinnerDropDownItemStyle"**>@style/Widget.Material.Light.DropDownItem.Spinner</**item**>  
 <**item name="spinnerItemStyle"**>@style/Widget.Material.TextView.SpinnerItem</**item**>  
 <**item name="dropDownHintAppearance"**>@style/TextAppearance.Material.Widget.DropDownHint</**item**>  
 <**item name="keyboardViewStyle"**>@style/Widget.Material.KeyboardView</**item**>  
 <**item name="quickContactBadgeStyleWindowSmall"**>@style/Widget.Material.QuickContactBadge.WindowSmall</**item**>  
 <**item name="quickContactBadgeStyleWindowMedium"**>@style/Widget.Material.QuickContactBadge.WindowMedium</**item**>  
 <**item name="quickContactBadgeStyleWindowLarge"**>@style/Widget.Material.QuickContactBadge.WindowLarge</**item**>  
 <**item name="quickContactBadgeStyleSmallWindowSmall"**>@style/Widget.Material.QuickContactBadgeSmall.WindowSmall</**item**>  
 <**item name="quickContactBadgeStyleSmallWindowMedium"**>@style/Widget.Material.QuickContactBadgeSmall.WindowMedium</**item**>  
 <**item name="quickContactBadgeStyleSmallWindowLarge"**>@style/Widget.Material.QuickContactBadgeSmall.WindowLarge</**item**>  
 <**item name="listPopupWindowStyle"**>@style/Widget.Material.Light.ListPopupWindow</**item**>  
 <**item name="popupMenuStyle"**>@style/Widget.Material.Light.PopupMenu</**item**>  
 <**item name="popupTheme"**>@null</**item**>  
 <**item name="stackViewStyle"**>@style/Widget.Material.Light.StackView</**item**>  
 <**item name="activityChooserViewStyle"**>@style/Widget.Material.Light.ActivityChooserView</**item**>  
 <**item name="fragmentBreadCrumbsStyle"**>@style/Widget.Material.FragmentBreadCrumbs</**item**>  
 <**item name="contextPopupMenuStyle"**>@style/Widget.Material.ContextPopupMenu</**item**>  
  
 *<!-- Preference styles -->* <**item name="preferenceScreenStyle"**>@style/Preference.Material.PreferenceScreen</**item**>  
 <**item name="preferenceActivityStyle"**>@style/PreferenceActivity.Material</**item**>  
 <**item name="preferenceFragmentStyle"**>@style/PreferenceFragment.Material</**item**>  
 <**item name="preferenceCategoryStyle"**>@style/Preference.Material.Category</**item**>  
 <**item name="preferenceStyle"**>@style/Preference.Material</**item**>  
 <**item name="preferenceInformationStyle"**>@style/Preference.Material.Information</**item**>  
 <**item name="checkBoxPreferenceStyle"**>@style/Preference.Material.CheckBoxPreference</**item**>  
 <**item name="switchPreferenceStyle"**>@style/Preference.Material.SwitchPreference</**item**>  
 <**item name="seekBarPreferenceStyle"**>@style/Preference.Material.SeekBarPreference</**item**>  
 <**item name="yesNoPreferenceStyle"**>@style/Preference.Material.DialogPreference.YesNoPreference</**item**>  
 <**item name="dialogPreferenceStyle"**>@style/Preference.Material.DialogPreference</**item**>  
 <**item name="seekBarDialogPreferenceStyle"**>@style/Preference.Material.DialogPreference.SeekBarPreference</**item**>  
 <**item name="editTextPreferenceStyle"**>@style/Preference.Material.DialogPreference.EditTextPreference</**item**>  
 <**item name="ringtonePreferenceStyle"**>@style/Preference.Material.RingtonePreference</**item**>  
 <**item name="preferenceLayoutChild"**>@layout/preference\_child\_material</**item**>  
 <**item name="preferencePanelStyle"**>@style/PreferencePanel.Material</**item**>  
 <**item name="preferenceHeaderPanelStyle"**>@style/PreferenceHeaderPanel.Material</**item**>  
 <**item name="preferenceListStyle"**>@style/PreferenceHeaderList.Material</**item**>  
 <**item name="preferenceFragmentListStyle"**>@style/PreferenceFragmentList.Material</**item**>  
 <**item name="preferenceFragmentPaddingSide"**>@dimen/preference\_fragment\_padding\_side\_material</**item**>  
 <**item name="detailsElementBackground"**>?attr/colorBackground</**item**>  
  
 *<!-- PreferenceFrameLayout attributes -->* <**item name="preferenceFrameLayoutStyle"**>@style/Widget.Material.PreferenceFrameLayout</**item**>  
  
 *<!-- Search widget styles -->* <**item name="searchWidgetCorpusItemBackground"**>@color/search\_widget\_corpus\_item\_background</**item**>  
  
 *<!-- Action bar styles -->* <**item name="actionDropDownStyle"**>@style/Widget.Material.Light.Spinner.DropDown.ActionBar</**item**>  
 <**item name="actionButtonStyle"**>@style/Widget.Material.Light.ActionButton</**item**>  
 <**item name="actionOverflowButtonStyle"**>@style/Widget.Material.Light.ActionButton.Overflow</**item**>  
 <**item name="actionOverflowMenuStyle"**>@style/Widget.Material.Light.PopupMenu.Overflow</**item**>  
 <**item name="actionModeBackground"**>@drawable/cab\_background\_top\_material</**item**>  
 <**item name="actionModeSplitBackground"**>@drawable/cab\_background\_bottom\_material</**item**>  
 <**item name="actionModeCloseDrawable"**>@drawable/ic\_ab\_back\_material</**item**>  
 <**item name="actionBarTabStyle"**>@style/Widget.Material.Light.ActionBar.TabView</**item**>  
 <**item name="actionBarTabBarStyle"**>@style/Widget.Material.Light.ActionBar.TabBar</**item**>  
 <**item name="actionBarTabTextStyle"**>@style/Widget.Material.Light.ActionBar.TabText</**item**>  
 <**item name="actionModeStyle"**>@style/Widget.Material.Light.ActionMode</**item**>  
 <**item name="actionModeCloseButtonStyle"**>@style/Widget.Material.Light.ActionButton.CloseMode</**item**>  
 <**item name="actionBarStyle"**>@style/Widget.Material.Light.ActionBar.Solid</**item**>  
 <**item name="actionBarSize"**>@dimen/action\_bar\_default\_height\_material</**item**>  
 <**item name="actionModePopupWindowStyle"**>@style/Widget.Material.Light.PopupWindow.ActionMode</**item**>  
 <**item name="actionMenuTextAppearance"**>@style/TextAppearance.Material.Widget.ActionBar.Menu</**item**>  
 <**item name="actionMenuTextColor"**>?attr/textColorPrimary</**item**>  
 <**item name="actionBarWidgetTheme"**>@null</**item**>  
 <**item name="actionBarPopupTheme"**>?attr/popupTheme</**item**>  
 <**item name="actionBarTheme"**>@style/ThemeOverlay.Material.ActionBar</**item**>  
 <**item name="actionBarItemBackground"**>@drawable/action\_bar\_item\_background\_material</**item**>  
  
 <**item name="actionModeCutDrawable"**>@drawable/ic\_menu\_cut\_material</**item**>  
 <**item name="actionModeCopyDrawable"**>@drawable/ic\_menu\_copy\_material</**item**>  
 <**item name="actionModePasteDrawable"**>@drawable/ic\_menu\_paste\_material</**item**>  
 <**item name="actionModeSelectAllDrawable"**>@drawable/ic\_menu\_selectall\_material</**item**>  
 <**item name="actionModeShareDrawable"**>@drawable/ic\_menu\_share\_material</**item**>  
 <**item name="actionModeFindDrawable"**>@drawable/ic\_menu\_find\_material</**item**>  
 <**item name="actionModeWebSearchDrawable"**>@drawable/ic\_menu\_search\_material</**item**>  
  
 <**item name="toolbarStyle"**>@style/Widget.Material.Toolbar</**item**>  
  
 <**item name="dividerVertical"**>?attr/listDivider</**item**>  
 <**item name="dividerHorizontal"**>?attr/listDivider</**item**>  
 <**item name="buttonBarStyle"**>@style/Widget.Material.Light.ButtonBar.AlertDialog</**item**>  
 <**item name="buttonBarButtonStyle"**>@style/Widget.Material.Light.Button.ButtonBar.AlertDialog</**item**>  
 <**item name="segmentedButtonStyle"**>@style/Widget.Material.Light.SegmentedButton</**item**>  
  
 *<!-- SearchView attributes -->* <**item name="searchViewStyle"**>@style/Widget.Material.Light.SearchView</**item**>  
 <**item name="searchDialogTheme"**>@style/Theme.Material.Light.SearchBar</**item**>  
  
 *<!-- NumberPicker style-->* <**item name="numberPickerStyle"**>@style/Widget.Material.Light.NumberPicker</**item**>  
  
 *<!-- CalendarView style-->* <**item name="calendarViewStyle"**>@style/Widget.Material.Light.CalendarView</**item**>  
  
 *<!-- TimePicker style -->* <**item name="timePickerStyle"**>@style/Widget.Material.Light.TimePicker</**item**>  
  
 *<!-- TimePicker dialog theme -->* <**item name="timePickerDialogTheme"**>@style/ThemeOverlay.Material.Dialog.TimePicker</**item**>  
  
 *<!-- DatePicker style -->* <**item name="datePickerStyle"**>@style/Widget.Material.Light.DatePicker</**item**>  
  
 *<!-- DatePicker dialog theme -->* <**item name="datePickerDialogTheme"**>@style/ThemeOverlay.Material.Dialog.DatePicker</**item**>  
  
 *<!-- TODO: This belongs in a FastScroll style -->* <**item name="fastScrollThumbDrawable"**>@drawable/fastscroll\_thumb\_material</**item**>  
 <**item name="fastScrollPreviewBackgroundLeft"**>@drawable/fastscroll\_label\_left\_material</**item**>  
 <**item name="fastScrollPreviewBackgroundRight"**>@drawable/fastscroll\_label\_right\_material</**item**>  
 <**item name="fastScrollTrackDrawable"**>@drawable/fastscroll\_track\_material</**item**>  
 <**item name="fastScrollOverlayPosition"**>aboveThumb</**item**>  
  
 *<!-- Color palette -->* <**item name="colorPrimaryDark"**>@color/primary\_dark\_material\_light</**item**>  
 <**item name="colorPrimary"**>@color/primary\_material\_light</**item**>  
 <**item name="colorAccent"**>@color/accent\_material\_light</**item**>  
 <**item name="colorEdgeEffect"**>?attr/colorPrimary</**item**>  
  
 <**item name="colorControlNormal"**>?attr/textColorSecondary</**item**>  
 <**item name="colorControlActivated"**>?attr/colorAccent</**item**>  
  
 <**item name="colorControlHighlight"**>@color/ripple\_material\_light</**item**>  
 <**item name="colorButtonNormal"**>@color/btn\_default\_material\_light</**item**>  
 <**item name="colorSwitchThumbNormal"**>@color/switch\_thumb\_material\_light</**item**>  
</**style**>

## Datepicker



### 结构分析

<LinearLayout

android:orientation="vertical">

<include

layout="@layout/time\_picker\_header\_material"

/>

<android.widget.RadialTimePickerView

/>

</LinearLayout>

### 原生

*headerTextColor 不能识别*

*<!-- DatePicker style -->*<**item name="android:datePickerStyle"**>@style/Widget.Rm500.DatePicker</**item**>

<**style name="Widget.Material.DatePicker"**>  
 <**item name="datePickerMode"**>calendar</**item**>  
 <**item name="legacyLayout"**>@layout/date\_picker\_legacy\_holo</**item**>  
 <**item name="calendarViewShown"**>true</**item**>  
 *<!-- Attributes for new-style DatePicker. -->* <**item name="internalLayout"**>@layout/date\_picker\_material</**item**>  
 <**item name="headerTextColor"**>@color/primary\_text\_secondary\_when\_activated\_material</**item**>  
 <**item name="headerBackground"**>#ff555555</**item**>  
</**style**>

<**style name="Widget.Material.TimePicker"**>  
 <**item name="timePickerMode"**>clock</**item**>  
 <**item name="legacyLayout"**>@layout/time\_picker\_legacy\_material</**item**>  
 *<!-- Attributes for new-style TimePicker. -->* <**item name="internalLayout"**>@layout/time\_picker\_material</**item**>  
 <**item name="headerTextColor"**>@color/primary\_text\_secondary\_when\_activated\_material</**item**>  
 <**item name="headerBackground"**>#ff555555</**item**>  
 <**item name="numbersTextColor"**>?attr/textColorPrimaryActivated</**item**>  
 <**item name="numbersInnerTextColor"**>?attr/textColorSecondaryActivated</**item**>  
 <**item name="numbersSelectorColor"**>?attr/colorControlActivated</**item**>  
 <**item name="numbersBackgroundColor"**>#ff555555</**item**>  
 <**item name="amPmTextColor"**>?attr/textColorSecondary</**item**>  
</**style**>

### 系统设置diy

<**item name="android:datePickerDialogTheme"**>@style/DJI\_DatePickerDialog</**item**>

*<!--copy from ThemeOverlay.Material.Dark"-->*<**style name="DJI\_DatePickerDialog" parent="android:ThemeOverlay.Material.Dialog"**>  
 *<!--btn line "-->* <**item name="android:colorForeground"**>@color/black</**item**>  
 <**item name="android:colorForegroundInverse"**>@color/foreground\_material\_light</**item**>  
 <**item name="android:colorBackground"**>@color/background\_material\_dark</**item**>  
 <**item name="android:colorBackgroundFloating"**>@color/background\_floating\_material\_dark</**item**>  
 <**item name="android:colorBackgroundCacheHint"**>@color/blue\_FF1FA3F6</**item**>  
 *<!--day table text"-->* <**item name="android:textColorPrimary"**>@color/white</**item**>  
 *<!--right:3号高亮文字 left星期月日，-->* <**item name="android:textColorPrimaryInverse"**>#02ffa0</**item**>  
 <**item name="android:textColorPrimaryDisableOnly"**>@color/test\_red\_ff0000</**item**>  
 *<!--top:week S-S table text"-->* <**item name="android:textColorSecondary"**>@color/white</**item**>  
 *<!--left: year/d/m text color:高亮状态"-->* <**item name="android:textColorSecondaryInverse"**>#ffa0a0</**item**>  
 <**item name="android:textColorTertiary"**>#f0f000</**item**>  
 <**item name="android:textColorTertiaryInverse"**>#f0f0</**item**>  
 <**item name="android:textColorHint"**>#80ffffff</**item**>  
 <**item name="android:textColorHintInverse"**>#80000000</**item**>  
 <**item name="android:textColorHighlight"**>@color/blue\_FF1FA3F6</**item**>  
 <**item name="android:textColorHighlightInverse"**>@color/green</**item**>  
 <**item name="textColorSearchUrl"**>@color/test\_red\_ff0000</**item**>  
 <**item name="textColorAlertDialogListItem"**>@color/test\_yellow\_FFFF00</**item**>  
  
 <**item name="android:textCheckMark"**>@drawable/ic\_bt\_cellphone</**item**>  
 <**item name="android:textCheckMarkInverse"**>@drawable/ic\_bt\_headset\_hfp</**item**>  
  
 <**item name="android:colorControlNormal"**>#ff00a0</**item**>  
 <**item name="android:colorControlHighlight"**>@color/blue\_FF1FA3F6</**item**>  
 <**item name="android:colorButtonNormal"**>@color/blue\_FF1FA3F6</**item**>  
 <**item name="colorSwitchThumbNormal"**>@color/switch\_thumb\_material\_dark</**item**>  
 *<!-- <item name="android:colorPrimary">@color/black\_1F</item>  
 <item name="android:colorAccent">@color/black\_1F</item>-->  
 <!--<item name="android:textColorPrimary">@color/test\_red\_ff0000</item>  
 <item name="android:textColorSecondary">@color/text\_white\_cc</item>-->*</**style**>

### 源码分析

new DatePickerDialog(

**super**(context, *resolveDialogTheme*(context, themeResId));***timePickerDialogTheme***

**final** View view = inflater.inflate(R.layout. ***date\_picker\_dialog***, **null**);

<**DatePicker xmlns**

**public class** DatePicker **extends** FrameLayout {

**this**(context, attrs, R.attr.***datePickerStyle***);

## TIMpicker

### 老方案

Df

<**style name="DJI\_DatePickerDialog" parent="android:ThemeOverlay.Material.Dialog"**>

*<!-- Theme overlay that overrides window properties to display as a dialog. -->*<**style name="ThemeOverlay.Material.Dialog" parent="ThemeOverlay.Material.BaseDialog"**>  
 <**item name="colorBackgroundCacheHint"**>@null</**item**>  
 <**item name="colorBackground"**>?attr/colorBackgroundFloating</**item**>  
</**style**>

<**style name="ThemeOverlay.Material.BaseDialog"**>

<**style name="ThemeOverlay"** />  
<**style name="ThemeOverlay.Material"** />

### 新方案

<**style name="ThemeOverlay.Material.Dialog.TimePicker"**>  
 <**item name="alertDialogStyle"**>@style/TimePickerDialog.Material</**item**>  
</**style**>

<**style name="TimePickerDialog.Material" parent="AlertDialog.Material"**>  
 <**item name="showTitle"**>false</**item**>  
</**style**>

<**style name="AlertDialog.Material" parent="AlertDialog"**>  
 <**item name="fullDark"**>@empty</**item**>  
 <**item name="topDark"**>@empty</**item**>  
 <**item name="centerDark"**>@empty</**item**>  
 <**item name="bottomDark"**>@empty</**item**>  
 <**item name="fullBright"**>@empty</**item**>  
 <**item name="topBright"**>@empty</**item**>  
 <**item name="centerBright"**>@empty</**item**>  
 <**item name="bottomBright"**>@empty</**item**>  
 <**item name="bottomMedium"**>@empty</**item**>  
 <**item name="centerMedium"**>@empty</**item**>  
 <**item name="layout"**>@layout/alert\_dialog\_material</**item**>  
 <**item name="listLayout"**>@layout/select\_dialog\_material</**item**>  
 <**item name="progressLayout"**>@layout/progress\_dialog\_material</**item**>  
 <**item name="horizontalProgressLayout"**>@layout/alert\_dialog\_progress\_material</**item**>  
 <**item name="listItemLayout"**>@layout/select\_dialog\_item\_material</**item**>  
 <**item name="multiChoiceItemLayout"**>@layout/select\_dialog\_multichoice\_material</**item**>  
 <**item name="singleChoiceItemLayout"**>@layout/select\_dialog\_singlechoice\_material</**item**>  
 <**item name="controllerType"**>@integer/config\_alertDialogController</**item**>  
</**style**>

### 源码分析

new TimePickerDialog(

**super**(context, *resolveDialogTheme*(context, themeResId));***timePickerDialogTheme***

**final** View view = inflater.inflate(R.layout.***time\_picker\_dialog***, **null**);

**android:drawableEnd="@drawable/btn\_radio\_material\_anim"**

# 动效剖析

# REF

[Android Theme详细](https://blog.csdn.net/yanbober/article/details/51015630)