# **Glide**

## **Download**

You can download a jar from GitHub's [releases page](https://github.com/bumptech/glide/releases).

Or use Gradle:

repositories {

mavenCentral() // jcenter() works as well because it pulls from Maven Central

}

dependencies {

compile 'com.github.bumptech.glide:glide:3.7.0'

compile 'com.android.support:support-v4:19.1.0'

}

Or Maven:

<dependency>

<groupId>com.github.bumptech.glide</groupId>

<artifactId>glide</artifactId>

<version>3.7.0</version>

</dependency>

<dependency>

<groupId>com.google.android</groupId>

<artifactId>support-v4</artifactId>

<version>r7</version>

</dependency>

For info on using the bleeding edge, see the [Snapshots](https://github.com/bumptech/glide/wiki/Snapshots) wiki page.

## **ProGuard**

Depending on your ProGuard (DexGuard) config and usage, you may need to include the following lines in your proguard.cfg (see [Configuration wiki](https://github.com/bumptech/glide/wiki/Configuration" \l "keeping-a-glidemodule) for more details):

-keep public class \* implements com.bumptech.glide.module.GlideModule-keep public enum com.bumptech.glide.load.resource.bitmap.ImageHeaderParser$\*\* {

\*\*[] $VALUES;

public \*;

}-keepresourcexmlelements manifest/application/meta-data@value=GlideModule

## **How do I use Glide?**

Checkout the [GitHub wiki](https://github.com/bumptech/glide/wiki) for pages on a variety of topics, and see the [javadocs](http://bumptech.github.io/glide/javadocs/latest/index.html).

Simple use cases will look something like this:

// For a simple view:@Override public void onCreate(Bundle savedInstanceState) {

...

ImageView imageView = (ImageView) findViewById(R.id.my\_image\_view);

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

}

// For a simple image list:@Override public View getView(int position, View recycled, ViewGroup container) {

final ImageView myImageView;

if (recycled == null) {

myImageView = (ImageView) inflater.inflate(R.layout.my\_image\_view, container, false);

} else {

myImageView = (ImageView) recycled;

}

String url = myUrls.get(position);

Glide

.with(myFragment)

.load(url)

.centerCrop()

.placeholder(R.drawable.loading\_spinner)

.crossFade()

.into(myImageView);

return myImageView;

}

## **Status**

[Version 3 on the 3.0 branch](https://github.com/bumptech/glide/tree/3.0) is a stable public release used in multiple open source projects at Google including in the Android Camera app and in the 2014 Google IO app. Version 4 is currently under development on the master branch.

Comments/bugs/questions/pull requests are always welcome! Please read [CONTRIBUTING.md](https://github.com/bumptech/glide/blob/master/CONTRIBUTING.md) on how to report issues.

## **Compatibility**

* ****Android SDK****: Glide requires a minimum API level of 10.
* ****OkHttp 2.x****: there are optional dependencies available called okhttp-integration, see [Integration Libraries](https://github.com/bumptech/glide/wiki/Integration-Libraries) wiki page.
* ****OkHttp 3.x****: there are optional dependencies available called okhttp3-integration, see [Integration Libraries](https://github.com/bumptech/glide/wiki/Integration-Libraries) wiki page.
* ****Volley****: there are optional dependencies available called volley-integration, see [Integration Libraries](https://github.com/bumptech/glide/wiki/Integration-Libraries) wiki page.
* ****Round Pictures****: CircleImageView/CircularImageView/RoundedImageView are known to have [issues](https://github.com/bumptech/glide/issues?q=is:issue+CircleImageView+OR+CircularImageView+OR+RoundedImageView) withTransitionDrawable (.crossFade() with .thumbnail() or .placeholder()) and animated GIFs, use a[BitmapTransformation](https://github.com/wasabeef/glide-transformations) (.circleCrop() will be available in v4) or .dontAnimate() to fix the issue.
* ****Huge Images**** (maps, comic strips): Glide can load huge images by downsampling them, but does not support zooming and panning ImageViews as they require special resource optimizations (such as tiling) to work withoutOutOfMemoryErrors.

## **Build**

Building Glide with gradle is fairly straight forward:

git clone git@github.com:bumptech/glide.git # use https://github.com/bumptech/glide.git if "Permission Denied"cd glide

git submodule init && git submodule update

./gradlew jar

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

## **Samples**

Follow the steps in the [Build](https://github.com/bumptech/glide" \l "build) section to setup the project and then:

./gradlew :samples:flickr:run

./gradlew :samples:giphy:run

./gradlew :samples:svg:run

You may also find precompiled APKs on the [releases page](https://github.com/bumptech/glide/releases).

## **Development**

Follow the steps in the [Build](https://github.com/bumptech/glide" \l "build) section to setup the project and then edit the files however you wish. [Intellij IDEA 14](https://www.jetbrains.com/idea/download/) cleanly imports both Glide's source and tests and is the recommended way to work with Glide.

To open the project in IntelliJ IDEA:

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

## **Getting Help**

To report a specific problem or feature request, [open a new issue on Github](https://github.com/bumptech/glide/blob/master/CONTRIBUTING.md). For questions, suggestions, or anything else, email [Glide's discussion group](https://groups.google.com/forum/" \l "!forum/glidelibrary), or join our IRC channel: [irc.freenode.net#glide-library](http://webchat.freenode.net/?channels=glide-library).

## **Contributing**

Before submitting pull requests, contributors must sign Google's [individual contributor license agreement](https://developers.google.com/open-source/cla/individual).

## **Thanks**

* The ****Android team**** and ****Jake Wharton**** for the [disk cache implementation](https://github.com/JakeWharton/DiskLruCache) Glide's disk cache is based on.
* ****Dave Smith**** for the [GIF decoder gist](https://gist.github.com/devunwired/4479231) Glide's GIF decoder is based on.
* ****Chris Banes**** for his [gradle-mvn-push](https://github.com/chrisbanes/gradle-mvn-push) script.
* ****Corey Hall**** for Glide's [amazing logo](https://github.com/bumptech/glide/blob/master/static/glide_logo.png).
* Everyone who has contributed code and reported issues!

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## **License**

BSD, part MIT and Apache 2.0. See the [LICENSE](https://github.com/bumptech/glide/blob/master/LICENSE) file for details.

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