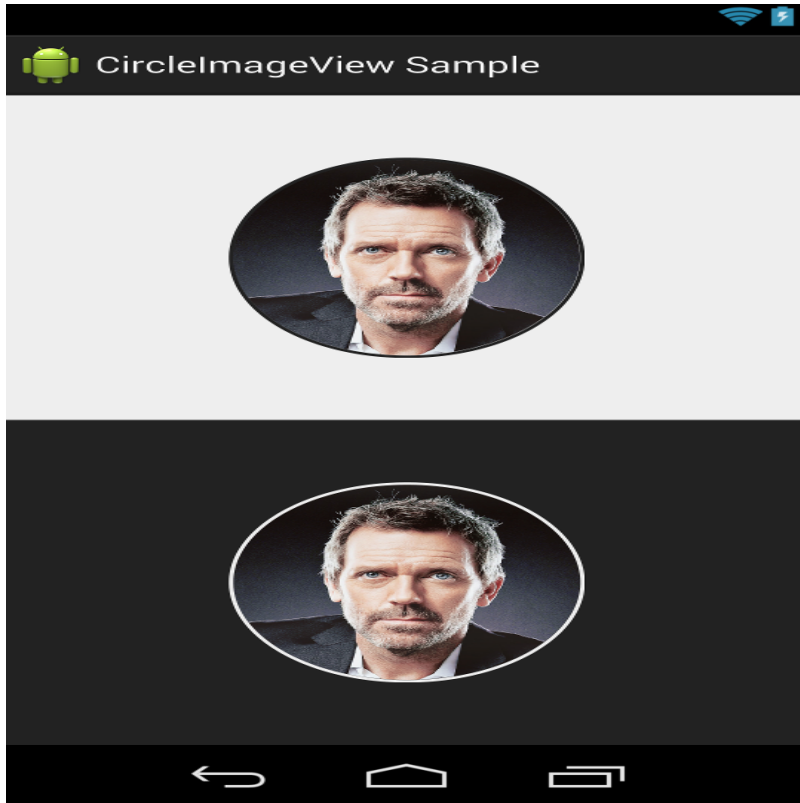


# CircleImageView

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



It uses a BitmapShader and **does not**

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

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

## Gradle

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```
dependencies {  
    ...  
    compile 'de.hdodenhof:circleimageview:2.1.0'  
}
```

# Usage

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## Limitations

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

## Changelog

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- **2.1.0**

\* Add support for padding \* Add option to disable circular transformation \* Fix hairline gap being drawn between image and border under some conditions \* Fix NPE when using tint attribute (which is not supported) \* Deprecate fill color as it seems to cause quite some confusion

- **2.0.0**

\* BREAKING: Custom xml attributes are now prefixed with "civ\_" \* Graceful handling of incompatible drawables \* Add support for a fill color shown behind images with transparent areas \* Fix dimension calculation issues with small images \* Fix bitmap not being cleared when set to null

- **1.3.0**

\* Add `setBorderColorResource(int resId)` \* Add resource type annotations \* Add `border_overlay` attribute to allow drawing border on top of the base image

- **1.2.2**

\* Add `ColorFilter` support

- **1.2.1**

\* Fix `ColorDrawables` not being rendered properly on Lollipop

- **1.2.0**

\* Add support for `setImageURI(Uri uri)` \* Fix view not being initialized when using `CircleImageView(Context context)`

- **1.1.1**

\* Fix border being shown although border width is set to 0

- **1.1.0**

\* Add support for ColorDrawables \* Add getters and setters for border color and border width

- **1.0.1**

\* Prevent crash due to OutOfMemoryError

- **1.0.0**

\* Initial release

## License

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