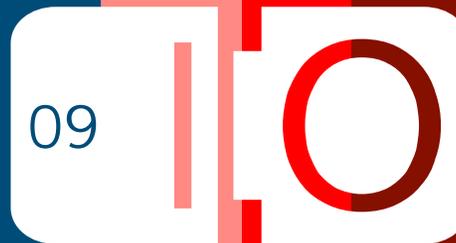


Google™





Supporting Multiple Devices

Joe Onorato
May 28, 2009



Only write your app once

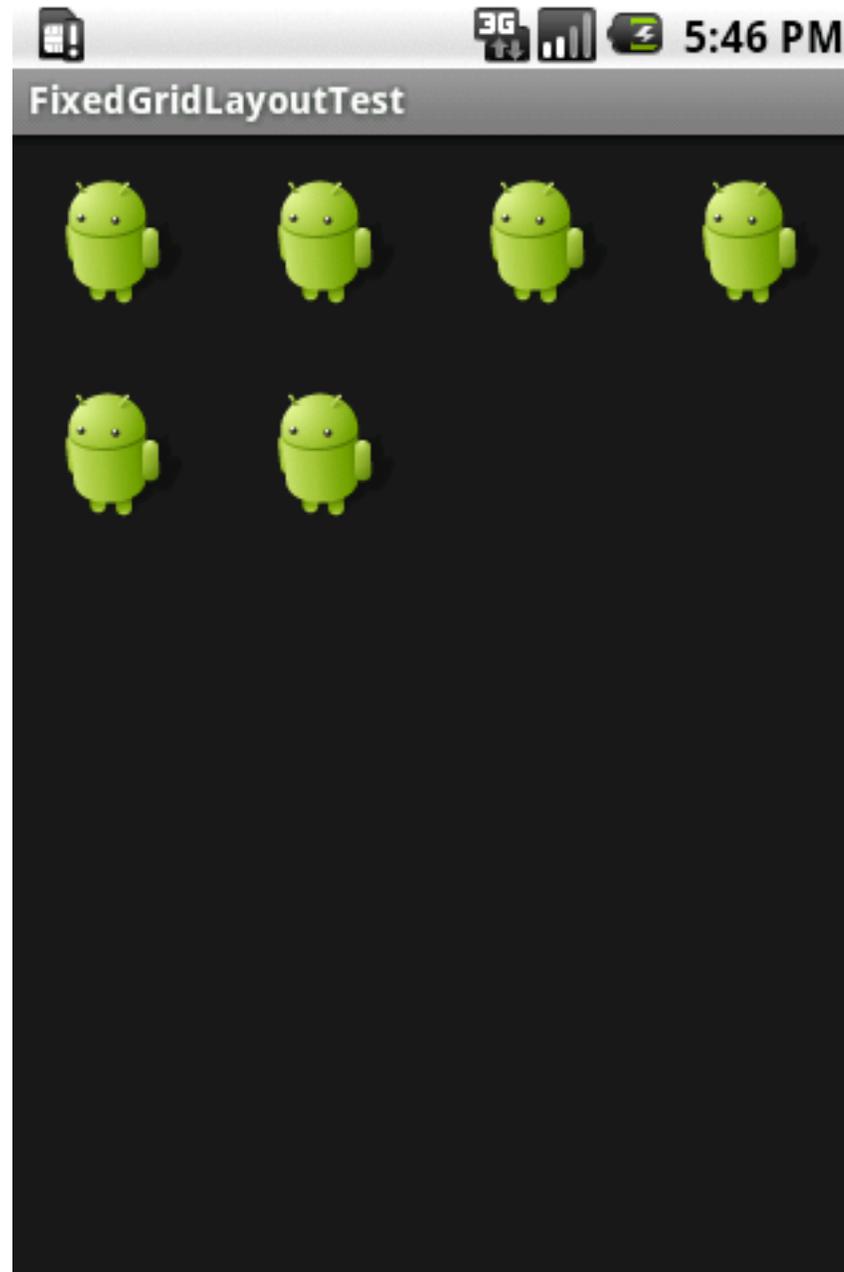
- OS Versions
 - 1.0
 - 1.5 (cupcake)
 - Donut
- Runtime configuration options
 - Locales
 - Orientation
 - Operator
 - *many more*
- Different hardware



Resource configuration options (G1/ADP1 values)

- MCC (Mobile Country Code) 310 (USA)
- MNC (Mobile Network Code) 410 (AT&T)
- Locale (language, region) en-rUS
- Orientation port
- Density 160dpi
- Touch screen finger
- Keyboard hidden / visible keyshidden
- Keyboard type qwerty
- Navigation trackball
- Screen size 480x320

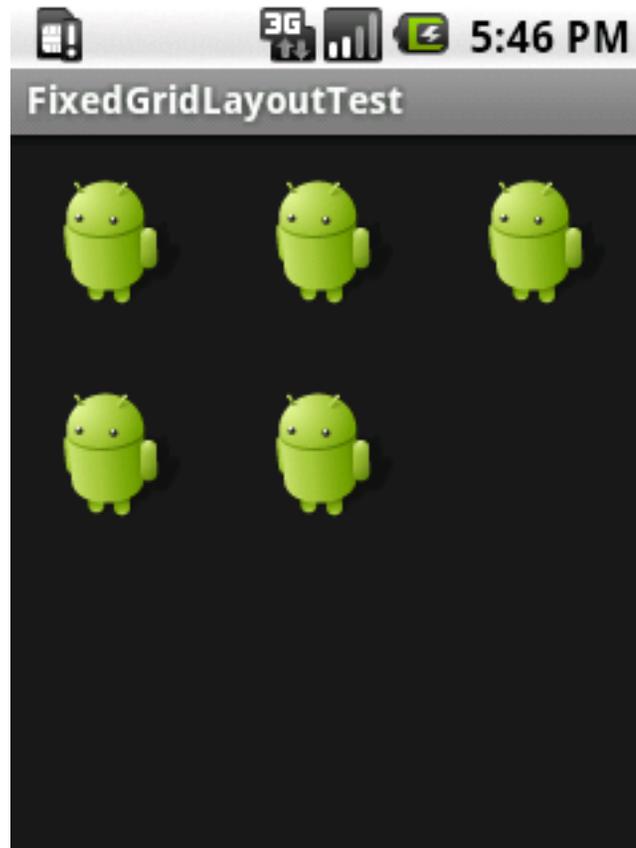
HVGA



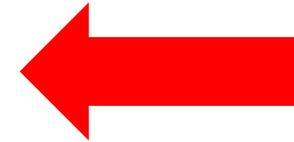
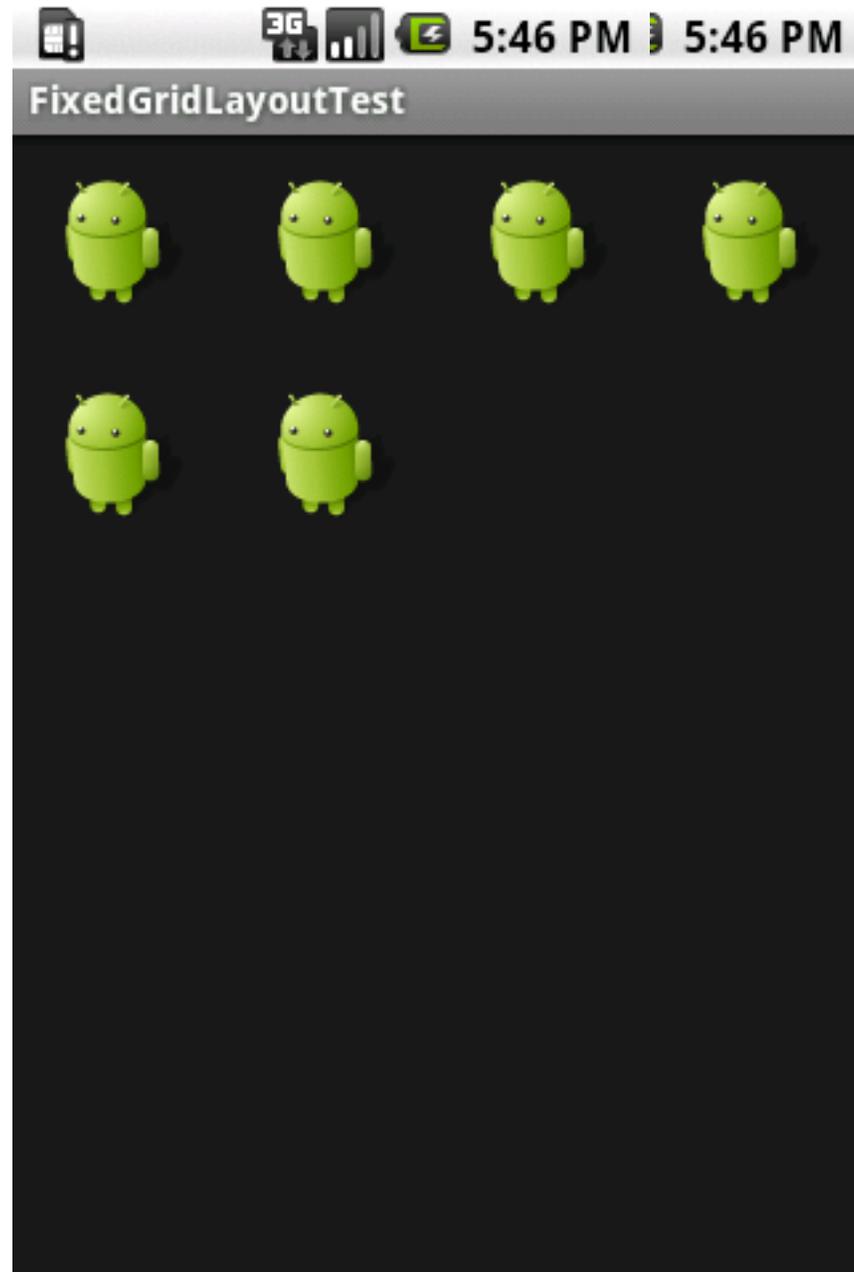
HVGA

```
<?xml version="1.0" encoding="utf-8"?>  
<AbsoluteLayout  
    xmlns:android="http://schemas.android.com  
    android:orientation="vertical"  
    android:layout_width="fill_parent"  
    android:layout_height="fill_parent"  
    >  
<ImageView  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_x="16px"  
    android:layout_y="16px"  
    android:src="@drawable/bugdroid"  
    />
```

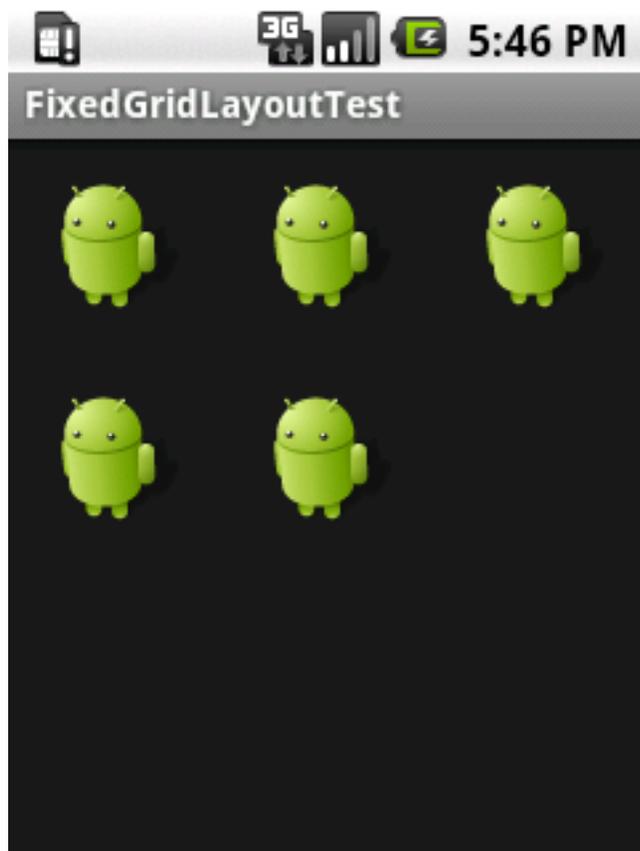
QVGA



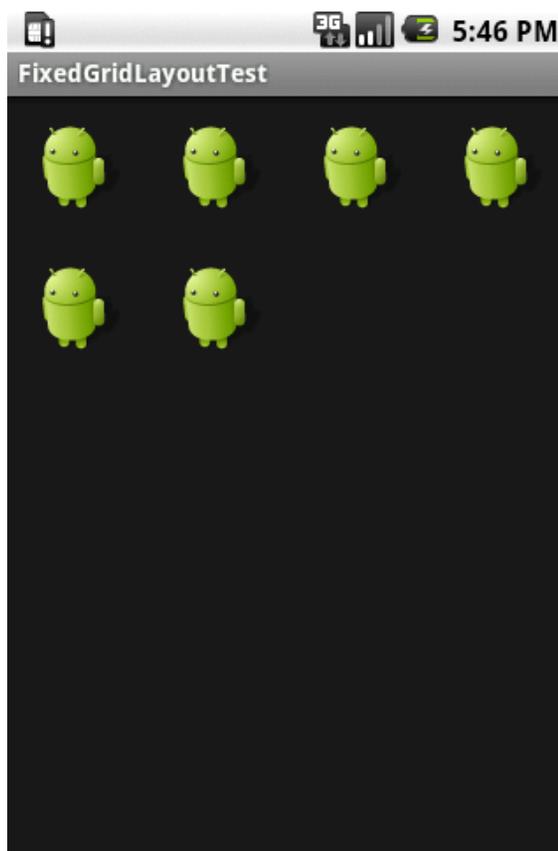
QVGA



Physical Size – “Density”



QVGA



HVGA



WVGA

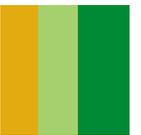


Don't use `AbsoluteLayout`!

```
<?xml version="1.0" encoding="utf-8"?>  
<AbsoluteLayout  
    xmlns:android="http://schemas.android.com  
    android:orientation="vertical"  
    android:layout_width="fill_parent"  
    android:layout_height="fill_parent"  
    >  
<ImageView  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_x="16px"  
    android:layout_y="16px"  
    android:src="@drawable/bugdroid"  
    />
```



Writing a custom view



Read these first

- Declaring Layout

<http://developer.android.com/guide/topics/ui/declaring-layout.html>

- Building Custom Components

<http://developer.android.com/guide/topics/ui/custom-components.html>

- Resources

<http://developer.android.com/guide/topics/resources/index.html>



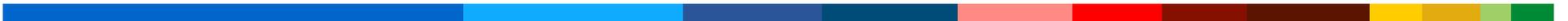
Writing a custom view

- Measure
- Layout
- Units
- Attributes



Units

- Pixels (px)
- Millimeters (mm)
- Inches (in)
- Points (pt)
- Device independent pixels (dp)
- Scaled pixels (sp)



Where the code went

(this slide was added after the presentation)

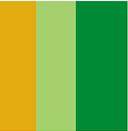
We found the code we submitted. It took a few minutes for it to replicate to the android.git.kernel.org server we were using. Here's the url:

<http://android.git.kernel.org/?p=platform/development.git;a=commit;h=a42091afb7b122c753f9050ff5dbcb792eb36a78>

-joe



Questions?



Google™

