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Home screens for android

Android 12 adds the SplashScreen API, which allows a new start animation for all apps. This includes an in-app movement to the launch, a splash screen showing the app icon and a transition to your app itself. Figure 1: Example of a SPLASH screen The new experience brings standard design elements for each launch of the app, but it is also customizable so that your app can keep your own brand. In addition to using the SplashScreen API directly, you can also use the Compat Splashscreen library, which envelops the Splashscreen API. How the SPLASH screen works when a user starts an app while the app process is not running (a cold start) or the activity has not been created (a hot boot), the following events occur. (The SPLASH screen is never displayed during a hot start.) The system shows the SPLASH screen using themes and any animation you have defined. When the app is ready, the SPLASH screen is rejected and the app is displayed. Animation elements and mechanics The animation elements are defined by XML resource files in the Android manifest. There are bright and dark versions for each. Consist of the window window, the animated app icon and the bottom of the icon: Figure 2: The customizable elements of a splash screen are aware of the following considerations related to these elements: the app icon (1) It should be a vector result and can be static or animated. Although the animations can have an unlimited duration, we recommend not exceeding 1,000 milliseconds. By default, Launcher icon is used. The background icon (2) is optional and is useful if you need more contrast between the icon and the background of the window. If you use an adaptive icon, your background is displayed if there is enough contrast with the window background. As with the adaptive icons, ... "Close-up is masked (3). The window background (4) consists of a single opaque color. If the window background is set and is a normal color , it is used by default if the attribute is not set. The animation screen animation mechanics consists of entry and output animations. Enter animation consists of displaying the system to the SPLASH screen . This is controlled by the system and is not customizable. The output animation is composed of the stroke of the animation that hides the splash screen. If you want to customize it, you will have access to the splashscreenview and its icon and you can perform any Animation on them, with the settings for transformation, the opacity and color. In this case, the SPLASH screen must be removed manually when the animation is finished. Customize the SPLASH screen in your app PE R Default setting, Splashscreen uses the windowbackground of your theme if it is a single color and the launch icon. The customization of the SPLASH screen is performed by adding attributes to the theme of the app. The AMP splash screen can be customized in one of the following ways: Setting the theme attributes to change its appearance by keeping it on the screen for a longer period that customizes the animation to reject the splash screen sets a theme for The SPLASH screen to change its appearance can specify the following attributes in the activity theme to customize the SPLASH screen for your app. If you already have a legacy spray implementation that uses attributes like Android: Windowground, consider an alternative resource file for Android 12. Use WindowsplashScreenBackground to fill the background with a specific single color: à €

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