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setOnContextClickListener(View.OnContextClickListener l) Register a callback that will be turned on when this view is clicked in context. void setOnCreateContextMenuListener(View.OnCreateContextMenuListener l) Register which is always during the build of the shortcut menu for this view. void setOnDragListener(View.OnDragListener l) Register drag the event listener callback object to this view. void setOnFocusChangeListener(View.OnFocusChangeListener l) Register a callback that will be launched when this view is applied void setOnGenericMotionListener(View.OnGenericMotionListener l) Register a callback that is launched when a general business event is sent to this view. void setOnHoverListener(View.OnHoverListener l) Register a callback that is launched when a selection event is sent to this view. void setOnKeyListener(View.OnKeyListener l) Register a callback that is started when the hardware key is pressed in this view. void setOnLongClickListener(View.OnLongClickListener l) Register a callback that is triggered when this view is clicked and held. void setOnScrollChangeListener(View.OnScrollChangeListener l) Register a callback that will be started when the X or Y scroll locations in this view change. void setOnSystemUIVisibilityChangeListener(View.OnSystemUIVisibilityChangeListener l) This method has expired at API level 30. You can use windowInsets.isVisible(int) to determine the visibilities setting on the system bar by setting the onApplyWindowInsetsListener setting in this view. void setOnTouchListener(View.OnTouchListener l) Register a callback that will be launched when a touch event is sent to this view. void setOutlineAmbientShadowColor(int color) Specifies the color of the environment shading that is plotted when the Z or height value of the view is positive. void setOutlineProvider(View.OutlineProvider provider) Specifies viewOutlineProvider for the view, which creates an outline that defines its shadow shape and enables the outline clip. void setOutlineSpotShadowColor(int color) Specifies the color of the point void that is plotted when the Z or height value of the view is positive. void setOverScrollMode(int overScrollMode) Set the scroll mode for this view. empty setPadding(int left, int top, int right, int bottom) Sets the cushion. void setPaddingRelative(int start, int top, int end, int bottom) Specifies a relative cushion. void setPivotX(float pivotX) Specifies the position of the point x around which the view is rotated and scaled. void setPivotY(float pivotY) Specifies the y-position of the point around which the view is rotated and scaled. void setPointerIcon(PointerIcon pointerIcon) Set the pointer icon for the current view. void setPressed(boolean pressed) Specifies this view in print mode. final blank settingRevealOnFocusHint(boolean revealOnFocus) Sets the penchant for this view to reveal behavior when it gets the focus. final void setRight(int right) Specifies the correct position of this view relative to the main view. empty setRotation(float rotation) Specifies the degrees that the view rotates around the PivotTable. void setRotationX(float rotationX) Specifies the degrees that the view rotates around the horizontal axis through a PivotTable. void setRotationY(float rotationY) Specifies the degrees that the view rotates around the vertical axis through a PivotTable. void setSaveEnabled(boolean value enabled) Specifies whether the status of this view is (i.e. whether it is called the onSaveInstanceState() method). void setSaveFromParentEnabled(boolean enabled) Specifies whether the enter number is under this hierarchy saves space when the state's thrifty passage takes place from its parent. void setScaleX(float scaleX) Specifies the amount that the view is scaled in x around the PivotTable as a proportion of the uncalced width of the view. void setScaleY(float scaleY) Specifies the amount that the view is scaled as a Y around the PivotTable as a proportion of the uncalced width of the view. void setScreenReaderFocusable(Boolean displayReaderFocusable) Specifies whether this view should be an advanced element for screen readers and include non-qualifier views of its subwoods when providing feedback. void setScrollBarDefaultDelayBeforeFade(int scrollbarDefaultDelayBeforeFade) Set up delay before scroll bars fade. void setScrollBarFadeDuration(int scrollbarFadeDuration) Specify the duration of scroll bar fade. void setScrollBarSize(int scrollbarSize) Set scroll bar size. void setScrollBarStyle(int style) Specify the style of scroll bars. void setScrollContainer(boolean isScrollContainer) Change whether this view is a set of scrolling containers in the window. void setScrollIndicators(int indicators, int mask) Specifies the status of scroll indicators specified by the mask. void setScrollIndicators(int indicators) Specifies the status of all scroll indicators. void setScrollX(int value) Set the scrolled horizontal position of the view. void setScrollY(int value) Specify the vertical scrolled position of the view. void setScrollbarFadingEnabled(Logical FadeScrollbars) Specify whether the scroll bar fades when the view is not scrolled. empty setSelected (boolean selected) Changes this view to selection mode. void setSoundEffectsEnabled(boolean soundEffectsEnabled) Specify whether sound effects are enabled in this view, for example, for clicking and touching. void setStateDescription(CharSequence stateDescription) Specifies the status description of the view. void setStateListAnimator(StateListAnimator stateListAnimator) Pastes the StateListAnimator expression associated with this view. void setSystemGestureExclusionRects(List rects) Specifies a list of areas of post-layout coordinate mode in this view where the system should not intercept touch or other gestures from the &lt;Rect&gt; pointing device. SystemUIVisibility flags have expired. Instead, use the WindowInsetsController. void setTag(int key, Object tag) Specifies the tag and key associated with this view. void setTag(Object tag) Specifies the tag associated with this view. void setTextAlignment(int textAlignment) Set text alignment. void setTextDirection(int textDirection) Specify the direction of the text. void setTooltipText(CharSequence tooltipText) Specifies the text in the tooltip that appears in a small pop-up window next to the view. final void setTop(int top) Specifies the top position of this view relative to the main view. void setTouchDelegate(TouchDelegate representative) Sets TouchDelegate for this view. void setTransitionAlpha(float alpha) the feature is for Fade &lt;Rect&gt; &lt;Rect&gt; which animates it to produce visual translucency that does not affect (or affect) the actual alpha property. final void setTransitionName(String transitionName) Specifies the name of the view used to identify navigation views. void setTransitionVisibility(int visibility) Changes the visibility of this view without triggering any other changes. void setTranslationX(float translationX) Specifies the horizontal position of this view relative to its left position. void setTranslationY(float translationY) Specifies the vertical position of this view relative to its top position. void setTranslationZ(float translationZ) Specifies the depth position of this view in relation to its elevation. void setVerticalFadingEdgeEnabled(boolean verticalFadingEdgeEnabled) Specify whether to fade vertical borders when scrolling this view vertically. void setVerticalScrollbarEnabled(boolean verticalScrollbarEnabled) Specify whether or not to draw a vertical scroll bar. void setVerticalScrollbarThumbDrawable(Drawable drawable) Specifies the vertical scroll bar thumb-pulled blank setVerticalScrollbarTrackDrawable(Drawable drawable) Specifies the vertical scroll bar track to drag blank draw (invisibility visibility) Sets the view visibility status. void setWillNotCacheDrawing(boolean willNotCacheDrawing) This method has expired at API level 28. The view drawing cache was largely obsolete when API 11 introduced hardware-accelerating rendering. Hardware accelerator makes cache levels largely unnecessary and can easily lead to a net loss of performance from creating and updating a layer. In rare cases where cache layers are useful, such as alpha animations, setLayerType(int, android.graphics.Paint) handles this with hardware rendering. For snapshots rendered by software, it is recommended that you create a canvas of a small part of the View hierarchy or individual views, either from a bitmap or image, and an invitation drawing (android.graphics.Canvas) in the view. However, these software-rendered uses are untidy and only have compatibility issues with hardware rendering features such as Config.HARDWARE bitmap, real-time shading, and outline clips. The PixelCopy API is recommended for screenshots of the user interface for feedback reports or unit testing. void setWillNotDraw(boolean willNotDraw) If this view does not make the drawing on its own, configure this flag to allow additional optimization. void setWindowInsetsAnimationCallback(WindowInsetsAnimation.Callback callback) Sets the WindowInsetsAnimation.Callback notification for windows animations that cause inset series. void setX(float x) Specifies the visual x-position of this view as pixels. blank setY(float y) Specifies the visual position of this view as pixels. void setZ(float z) Specifies the visual z-location of this view Boolean PresentationContextMenu() Displays the shortcut menu on the shortcut menu this view. Boolean PresentationContextMenu(float x, float y) Displays the relative coordinate of the view specified anchored on the shortcut menu for this view. ActionMode startActionMode(ActionMode.Callback callback, int type) Start the action mode of type entered. ActionMode startActionMode(ActionMode.Callback callback) Start action mode with the default actionmodeETYPE\_PRIMARY. void startAnimation(Animation animation) Start the specified animation now. final boolean startDrag(ClipData data, View.DragShadowBuilder shadowBuilder, Object myLocalState, int flags) The value of this method has expired at API level 24. Use the startDragAndDrop() file for later environmental versions. final boolean startDragAndDrop(ClipData data, View.DragShadowBuilder shadowBuilder, Object myLocalState, int flags) Starts drag-and-drop. logical value startupNestedScroll(int)Start nested scrolling operation along the given axes. void stopNestedScroll() Stop nested scrolling in progress. String() Returns the representation of an object string. void transformMatrixToGlobal(Matrix matrix) modifies the input matrix to connect the local coordinates of the view to the coordinates on the screen. void transformMatrixToLocal(Matrix matrix) modifies the input matrix to connect the coordinates of the display to view local coordinates. void unscheduleDrawable(Drawable who, Runnable what) Cancels the scheduled operation of the action to be pulled. Void the scheduling of events related to the unscheduleDrawable(Drawable who) Extract the given drawing. final void updateDragShadow(View.DragShadowBuilder shadowBuilder) Updates the drag shadow that is running. Checking the booleanDrawable(Drawable who) If the subrediment of the view displays its own drawing objects, it should skip this action and return true to all drawing objects displayed. boolean willNotCacheDrawing() The api level 28 of this method was outdated. The view drawing cache was largely obsolete when API 11 introduced hardware-accelerating rendering. Hardware accelerator makes cache levels largely unnecessary and can easily lead to a net loss of performance from creating and updating a layer. In rare cases where cache layers are useful, such as alpha animations, setLayerType(int, android.graphics.Paint) handles this with hardware rendering. For snapshots rendered by software, it is recommended that you create a canvas of a small part of the View hierarchy or individual views, either from a bitmap or image, and an invitation drawing (android.graphics.Canvas) in the view. However, these software-rendered uses are untidy and only have compatibility issues with hardware rendering features such as Config.HARDWARE bitmap, real-time shading, and outline clips. PixelCopy The interface is recommended for screenshots of the user interface for feedback reports or unit testing. boolean willNotDraw() Returns whether this view draws itself or not. In java.lang.Object Object Clone() Create and restore a copy of this object. Copy, equals(Object obj) Indicates whether any other object is equal to this object. void finalize() Called a garbage collector for an object when garbage collection determines that there are no more references to the item. final category&lt;?&gt;. getClass() Returns the runtime class of this object. String() Returns the representation of an object string. final blank wait (long timeout, int nanos) Causes the current thread to wait until another thread starts the notify() method or notifyAll() method for this object, or another thread interrupts the current thread or a specific real time has elapsed. final blank wait (long timeout) Causes the current thread to wait until another thread starts the notify() method or notifyAll() method for this object, or that a certain amount of time has elapsed. final blank wait() Causes the current thread to wait until another thread starts the notify() method or notifyAll method for this object. From android.view.KeyEvent.Callback abstract boolean onKeyDown(int keyCode, KeyEvent event) Called when the key-down event has occurred. abstract boolean value onKeyLongPress (int keyCode, KeyEvent event) Is called when a long print has occurred. abstract boolean valueKeyMultiple (int keyCode, int count, KeyEvent event) Is called when user interaction with an analog control, such as throwing a track ball, creates simulated down/up events for the same key several times in quick succession. abstract boolean value onKeyUp (int keyCode, KeyEvent event) Is called when a key up event occurs. Alpha that applies to the detector when it is disabled. Can be a floating point value, such as 1.2. android:textOff Button text when not selected. Can be a string value that uses the \u, character to escape unicode characters such as \r or \u000a. android:textOn Button text when it is checked. Can be a string value that uses the \u, character to escape unicode characters such as \r or \u000a. Public constructors public ToggleButton (Context, AttributeSet attrs, int defStyleAttr, int defStyleRes) Context attrsSet defStyleAttr Attribute int defStyleAttr int public ToggleButton (context, AttributeSet attrs, int defStyleAttr) Parameters context Context attrs AttributeSet defStyleAttr int Public Methods Public CharSequence getAccessClassClassName () Restore the class name of this object for easy use. Subcategories should only be bypassed if they implement something that should be considered as a completely new category of vision when used in an accessibility not related to the category from which it originates. This is used to fill in the AccessibilityNodeInfoofseClassName. public float getDisablerAlpha () Returns: button value when disabled Returns an alpha value. 0.0-1.0 The value is between 0.0 and 1.0, including the public blank setTactd (boolean checked) Changes the selected status of this button. Parameters verified boolean: true checks the button, untrue removes its public voiding setTextOff (CharSequence textOff) Sets text when the button is not selected. Parameter TextOff CharSequence: Text. public void setTextOn (CharSequence textOn) Specifies text when the button is checked. Parameter TextMarkSequence: Text. Protected methods protected by an empty drawingStateChanged () This function is called whenever the view status changes to affect the state of the drawing methods displayed. If the view has a StateListAnimator, it is also called to display the required state change animations. Be sure to call the upper class when you skip this action. If you skip this method, you must call the upper class implementation. Secure voiding in FinishInflate () Complete filling the view from XML. This is called the last stage of inflation, when all children's views have been added. Even if the subredri would overtake theFinishInflate rating, they should always be sure to call the super method to get us a call. If you skip this method, you must call the upper class implementation. Implementation.

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