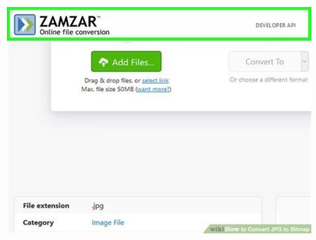
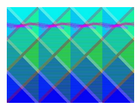
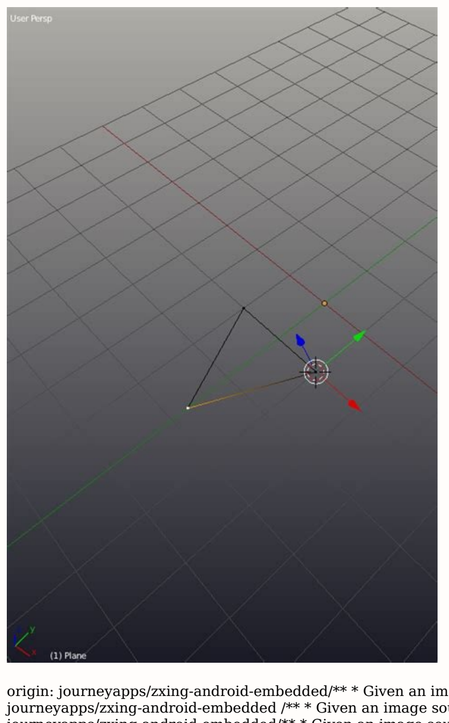
Convert bufferedimage to bitmap android

I'm not robot!







origin: journeyapps/zxing-android-embedded/** * Given an image source, convert to a binary bitmap. * * Override this to use a custom binarizer. * * @param source the image source * @return a BinaryBitmap */ protected BinaryBitmap toBitmap(LuminanceSource source) { return new BinaryBitmap(new HybridBinarizer(source)); } origin: journeyapps/zxing-android-embedded /** * Given an image source, convert to a binary bitmap. * * Override this to use a custom binarizer. * * @param source the image source * @return a BinaryBitmap */ protected BinaryBitmap toBitmap(LuminanceSource source) { return new BinaryBitmap(new HybridBinarizer(source.invert())); } } origin: journeyapps/zxing-android-embedded/** * Given an image source, convert to a binary bitmap. * * Override this to use a custom binarizer. * * @param source the image source * @return a BinaryBitmap */ protected BinaryBitmap toBitmap(LuminanceSource source) { if (isInverted) { isInverted = false; return new BinaryBitmap(new HybridBinarizer(source.invert())); } else { isInverted = true; return new BinaryBitmap(new HybridBinarizer(source)); } } /** * @param srcImgFilePath * 要解码的图片地址 * @return {Result} */ @SuppressWarnings("finally") public static Result decode(String srcImgFilePath) { Result result = null; BufferedImage image; try { File srcFile = new File(srcImgFilePath); image = ImageIO.read(srcFile); if (null != image) { LuminanceSource source = new BufferedImageLuminanceSource(image); BinaryBitmap bitmap = new BinaryBitmap(new HybridBinarizer(source)); Hashtable hints = new Hashtable(); hints.put(DecodeHintType.CHARACTER_SET, "UTF-8"); result = new MultiFormatReader().decode(bitmap, hints); } else { throw new IllegalArgumentException ("Could not decode image."); } } catch (Exception e) { e.printStackTrace(); } finally { return result; } } origin: biezhi/wechat-api/** * 读取二维码信息 * * @param filePath 文件路径 * @param hintMap hintMap * @return 二维码内容 */ private static String readQRCode(File filePath, Map hintMap) { try { BinaryBitmap binaryBitmap = new BinaryBitmap(new HybridBinarizer(new BufferedImageLuminanceSource(ImageIO.read(new FileInputStream(filePath))))); Result qrCodeResult = new MultiFormatReader().decode(binaryBitmap, hintMap); return qrCodeResult.getText(); } catch (Exception e) { e.printStackTrace(); return null; } } private String decodeQrPng(String encodedQrCode) throws IOException, NotFoundException, ChecksumException, FormatException { byte[] decodedByte = Base64.getDecoder().decode(encodedQrCode); BufferedImage image = ImageIO.read(new ByteArrayInputStream(decodedByte)); BufferedImageLuminanceSource source = new BufferedImageLuminanceSource(image); BinaryBitmap bitmap = new BinaryBitmap(new HybridBinarizer(source)); QRCodeReader reader = new QRCodeReader(); Map hintMap = new HashMap(); hintMap.put(DecodeHintType.PURE_BARCODE, true); return reader.decode(bitmap, hintMap).getText(); } private String qrCodeText(String dataUrl) throws Exception { QRCodeReader reader = new QRCodeReader(); String[] rawSplit = dataUrl.split(","); assertEquals("data:image/png;base64", rawSplit[0]); byte[] decodedByte = Base64.getDecoder().decode(rawSplit[1]); BufferedImage image = ImageIO.read(new ByteArrayInputStream(decodedByte)); BufferedImageLuminanceSource source = new BufferedImageLuminanceSource(image); Map hintMap = new HashMap(); hintMap.put(DecodeHintType.PURE_BARCODE, true); BinaryBitmap bitmap = new BinaryBitmap(new HybridBinarizer(source)); return reader.decode(bitmap, hintMap).getText(); } origin: TommyLemon/Android-ZBLibraryBinaryBitmap bitmap = new BinaryBitmap(new HybridBinarizer(source)); try { rawResult = multiFormatReader.decodeWithState(bitmap); bitmap = new BinaryBitmap(new HybridBinarizer(source)); rawResult = multiFormatReader.decodeWithState(bitmap); } catch (Exception e) { origin: SeanDragon/protools/** * 解码 * * @param filePath * @return */ @SuppressWarnings({"rawtypes", "unchecked"}) public static String decode(String filePath) throws IOException, NotFoundException { BufferedImage image = ImageIO.read(new File(filePath)); LuminanceSource source = new BufferedImageLuminanceSource(image); BinaryBitmap bitmap = new BinaryBitmap(new HybridBinarizer(source)); Hashtable hints = new Hashtable(); hints.put(DecodeHintType.CHARACTER_SET, "UTF-8"); Result result = new MultiFormatReader().decode(bitmap, hints); return result.getText(); } origin: zhangxd1989/springboot-dubbox/** * 二维码解码 * * @param imgPath 文件路径 * @return String string */ public static String decode2(String imgPath) { BufferedImage image; Result result; try { image = ImageIO.read(new File(imgPath)); if (image == null) { LOGGER.error("the decode image may be not exit."); return null; } LuminanceSource source = new BufferedImageLuminanceSource(image); BinaryBitmap bitmap = new BinaryBitmap(new HybridBinarizer(source)); EnumMap hints = new EnumMap(DecodeHintType.class); hints.put(DecodeHintType.CHARACTER_SET, "GBK"); result = new MultiFormatReader().decode(bitmap, hints); return result.getText(); } catch (Exception e) { LOGGER.error("二维码解码错误", e); } return null; } public static Result decodeQRImage(Bitmap bitmap) { Bitmap blackWhite = ConvertToBlackAndWhite(bitmap); int width = blackWhite.getWidth(), height = blackWhite.getHeight(); int[] pixels = new int[width * height]; blackWhite.getPixels(pixels, 0, width, 0, 0, width, height); RGBLuminanceSource source = new RGBLuminanceSource(width, height, pixels); BinaryBitmap bBitmap = new BinaryBitmap(new HybridBinarizer(source)); MultiFormatReader reader = new MultiFormatReader(); try { Result result = reader.decode(bBitmap); return result; } catch (NotFoundException e) { Log.e(TAG, "direct decode exception", e); HashMap map = new HashMap(); map.put(DecodeHintType.PURE_BARCODE, Boolean.TRUE); try { Result result = reader.decode(bBitmap, map); return result; } catch (NotFoundException ex) { Log.e(TAG, "DecodeHintType.PURE_BARCODE exception", ex); return null; } } } origin: zhangxd1989/springboot-dubbox/** * 条形码解码 * * @param imgPath 文件路径 * @return String string */ public static String decode(String imgPath) { BufferedImage image; Result result; try { image = ImageIO.read(new File(imgPath)); if (image == null) { LOGGER.error("the decode image may be not exit."); return null; } LuminanceSource source = new BufferedImageLuminanceSource(image); BinaryBitmap bitmap = new BinaryBitmap(new HybridBinarizer(source)); result = new MultiFormatReader().decode(bitmap, null); return result.getText(); } catch (Exception e) { LOGGER.error("条形码解析错误", e); } return null; } origin: iluhcm/QrCodeScanner/** * Returns a new object with rotated image data by 45 degrees counterclockwise. * Only callable if {@link #isRotateSupported()} is true. * * @return A rotated version of this object. */ public BinaryBitmap rotateCounterClockwise45() { LuminanceSource newSource = binarizer.getLuminanceSource().rotateCounterClockwise45(); return new BinaryBitmap(binarizer.createBinarizer(newSource)); } enum Bitmap.CompressFormat Specifies the known formats a bitmap can be compressed into enum Bitmap.Config Possible bitmap configurations. int DENSITY_NONE Indicates that the bitmap was created for an unknown pixel density. public static final Creator CREATOR Bitmap asShared() Return an immutable bitmap backed by shared memory which can be efficiently passed between processes via Parcelable. boolean compress(Bitmap.CompressFormat format, int quality, OutputStream stream) Write a compressed version of the bitmap to the specified outputstream. Bitmap copy(Bitmap.Config config, boolean isMutable) Tries to make a new bitmap based on the dimensions of this bitmap, setting the new bitmap's config to the one specified, and then copying this bitmap's pixels into the new bitmap. void copyPixelsFromBuffer(Buffer src) Copy the pixels from the buffer, beginning at the current position, overwriting the bitmap's pixels. void copyPixelsToBuffer(Buffer dst) Copy the bitmap's pixels into the specified buffer (allocated by the caller). static Bitmap createBitmap(Bitmap source, int x, int y, int width, int height) Returns a bitmap from the specified subset of the source bitmap. static Bitmap createBitmap(int[] colors, int width, int height, Bitmap.Config config) Returns a immutable bitmap with the specified width and height, with each pixel value set to the corresponding value in the colors array. static Bitmap createBitmap(Bitmap source, int x, int y, int width, int height, Matrix m, boolean filter) Returns a bitmap from subset of the source bitmap, transformed by the optional matrix. static Bitmap createBitmap(DisplayMetrics display, int width, int height, Bitmap.Config config, boolean hasAlpha, ColorSpace colorSpace) Returns a mutable bitmap with the specified width and height. static Bitmap createBitmap(Bitmap src) Returns a bitmap from the source bitmap. static Bitmap createBitmap(Picture source) Creates a Bitmap from the given Picture source of recorded drawing commands. static Bitmap createBitmap(DisplayMetrics display, int[] colors, int offset, int stride, int width, int height, Bitmap.Config config) Returns a immutable bitmap with the specified width and height, with each pixel value set to the corresponding value in the colors array. static Bitmap createBitmap(DisplayMetrics display, int[] colors, int width, int height, Bitmap.Config config) Returns a immutable bitmap with the specified width and height, with each pixel value set to the corresponding value in the colors array. static Bitmap createBitmap(DisplayMetrics display, int width, int height, Bitmap.Config config) Returns a mutable bitmap with the specified width and height. static Bitmap createBitmap(int[] colors, int offset, int stride, int width, int height, Bitmap.Config config) Returns a immutable bitmap with the specified width and height, with each pixel value set to the corresponding value in the colors array. static Bitmap createBitmap(Picture source, int width, int height, Bitmap.Config config) Creates a Bitmap from the given Picture source of recorded drawing commands. static Bitmap createBitmap(int width, int height, Bitmap.Config config, boolean hasAlpha, ColorSpace colorSpace) Returns a mutable bitmap with the specified width and height. static Bitmap createBitmap(DisplayMetrics display, int width, int height, Bitmap.Config config, boolean hasAlpha) Returns a mutable bitmap with the specified width and height. static Bitmap createBitmap(int width, int height, Bitmap.Config config) Returns a mutable bitmap with the specified width and height. static Bitmap createBitmap(int width, int height, Bitmap.Config config, boolean hasAlpha) Returns a mutable bitmap with the specified width and height. static Bitmap createScaledBitmap(Bitmap src, int dstWidth, int dstHeight, boolean filter) Creates a new bitmap, scaled from an existing bitmap, when possible. int describeContents() No special parcel contents. void eraseColor(int c) Fills the bitmap's pixels with the specified Color. void eraseColor(long color) Fills the bitmap's pixels with the specified ColorLong. Bitmap extractAlpha() Returns a new bitmap that captures the alpha values of the original. Bitmap extractAlpha(Paint paint, int[] offsetXY) Returns a new bitmap that captures the alpha values of the original. int getAllocationByteCount() Returns the size of the allocated memory used to store this bitmap's pixels. int getByteCount() Returns the minimum number of bytes that can be used to store this bitmap's pixels. Color getColor(int x, int y) Returns the Color at the specified location. ColorSpace getColorSpace() Returns the color space associated with this bitmap. Bitmap.Config getConfig() If the bitmap's internal config is in one of the public formats, return that config, otherwise return null. int getDensity() Returns the density for this bitmap. int getGenerationId() Returns the generation ID of this bitmap. HardwareBuffer getHardwareBuffer() int getHeight() Returns the bitmap's height byte[] getNinePatchChunk() Returns an optional array of private data, used by the UI system for some bitmaps. int getPixel(int x, int y) Returns the Color at the specified location. void getPixels(int[] pixels, int offset, int stride, int x, int y, int width, int height) Returns in pixels[] a copy of the data in the bitmap. int getRowBytes() Return the number of bytes between rows in the bitmap's pixels. int getScaledHeight(int targetDensity) Convenience method that returns the height of this bitmap divided by the density scale factor. int getScaledHeight(Canvas canvas) Convenience for calling getScaledHeight(int) with the target density of the given Canvas. int getScaledHeight(DisplayMetrics metrics) Convenience for calling getScaledHeight(int) with the target density of the given DisplayMetrics. int getScaledWidth(int targetDensity) Convenience method that returns the width of this bitmap divided by the density scale factor. int getScaledWidth(DisplayMetrics metrics) Convenience for calling getScaledWidth(int) with the target density of the given DisplayMetrics. int getScaledWidth(Canvas canvas) Convenience for calling getScaledWidth(int) with the target density of the given Canvas. int getWidth() Returns the bitmap's width boolean hasAlpha() Returns true if the bitmap's config supports per-pixel alpha, and if the pixels may contain non-opaque alpha values. boolean hasMipMap() Indicates whether the renderer responsible for drawing this bitmap should attempt to use mipmaps when this bitmap is drawn scaled down. boolean isMutable() Returns true if the bitmap is marked as mutable (i.e. can be drawn into) boolean isPremultiplied() Indicates whether pixels stored in this bitmaps are stored pre-multiplied. boolean isRecycled() Returns true if this bitmap has been recycled. void prepareToDraw() Builds caches associated with the bitmap that are used for drawing it. void reconfigure(int width, int height, Bitmap.Config config) Modifies the bitmap to have a specified width, height, and Config, without affecting the underlying allocation backing the bitmap. void recycle() Free the native object associated with this bitmap, and clear the reference to the pixel data. boolean sameAs(Bitmap other) Given another bitmap, return true if it has the same dimensions, config, and pixel data as this bitmap. void setColorSpace(ColorSpace colorSpace) Modifies the bitmap to have the specified ColorSpace, without affecting the underlying allocation backing the bitmap. void setConfig(Bitmap.Config config) Convenience method for calling reconfigure(int, int, android.graphics.Bitmap.Config) with the current height and width. void setDensity(int density) Specifies the density for this bitmap. void setHasAlpha(boolean hasAlpha) Tell the bitmap if all of the pixels are known to be opaque (false) or if some of the pixels may contain non-opaque alpha values (true). void setHasMipMap(boolean hasMipMap) Set a hint for the renderer responsible for drawing this bitmap indicating that it should attempt to use mipmaps when this bitmap is drawn scaled down. void setHeight(int height) Convenience method for calling reconfigure(int, int, android.graphics.Bitmap.Config) with the current width and config. void setPixel(int x, int y, int color) Write the specified Color into the bitmap (assuming it is mutable) at the x,y coordinate. void setPixels(int[] pixels, int offset, int stride, int x, int y, int width, int height) Replace pixels in the bitmap with the colors in the array. void setPremultiplied(boolean premultiplied) Sets whether the bitmap should treat its data as pre-multiplied. void setWidth(int width) Convenience method for calling reconfigure(int, int, android.graphics.Bitmap.Config) with the current height and config. static Bitmap wrapHardwareBuffer(HardwareBuffer hardwareBuffer, ColorSpace colorSpace) Create a hardware bitmap backed by a HardwareBuffer. void writeToParcel(Parcel p, int flags) Write the bitmap and its pixels to the parcel. From class java.lang.Object Object clone() Creates and returns a copy of this object. boolean equals(Object obj) Indicates whether some other object is "equal to" this one. void finalize() Called by the garbage collector on an object when garbage collection determines that there are no more references to the object. final Class getClass() Returns the runtime class of this Object. int hashCode() Returns a hash code value for the object. final void notify() Wakes up a single thread that is waiting on this object's monitor. final void notifyAll() Wakes up all threads that are waiting on this object's monitor. String toString() Returns a string representation of the object. final void wait(long timeout, int nanos) Causes the current thread to wait until another thread invokes the notify() method or the notifyAll() method for this object, or some other thread interrupts the current thread, or a certain amount of real time has elapsed. final void wait(long timeout) Causes the current thread to wait until either another thread invokes the notify() method or the notifyAll() method for this object, or a specified amount of time has elapsed. final void wait() Causes the current thread to wait until another thread invokes the notify() method or the notifyAll() method for this object. public static final int DENSITY_NONE Indicates that the bitmap was created for an unknown pixel density. See also: getDensity()setDensity(int) Constant Value: 0 (0x00000000) public static final Creator CREATOR public Bitmap asShared () Return an immutable bitmap backed by shared memory which can be efficiently passed between processes via Parcelable. If this bitmap already meets these criteria it will return itself. Returns Bitmap This value cannot be null. public boolean compress (Bitmap.CompressFormat format, int quality, OutputStream stream) Write a compressed version of the bitmap to the specified outputstream. If this returns true, the bitmap can be reconstructed by passing a corresponding inputstream to BitmapFactory.decodeStream(). Note: not all Formats support all bitmap configs directly, so it is possible that the returned bitmap from BitmapFactory could be in a different bitdepth, and/or may have lost per-pixel alpha (e.g. JPEG only supports opaque pixels). This method may take several seconds to complete, so it should only be called from a worker thread. Parameters format Bitmap.CompressFormat: The format of the compressed image quality int: Hint to the compressor, 0-100. The value is interpreted differently depending on the CompressFormat. stream OutputStream: The outputstream to write the compressed data. Returns boolean true if successfully compressed to the specified stream. public Bitmap copy (Bitmap.Config config, boolean isMutable) Tries to make a new bitmap based on the dimensions of this bitmap, setting the new bitmap's config to the one specified, and then copying this bitmap's pixels into the new bitmap. If the conversion is not supported, or the allocator fails, then this returns NULL. The returned bitmap has the same density and color space as the original, except in the following cases. When copying to Config#ALPHA_8, the color space is dropped. When copying to or from Config#RGBA_F16, EXTENDED or non-EXTENDED variants may be adjusted as appropriate. Parameters config Bitmap.Config: The desired config for the resulting bitmap isMutable boolean: True if the resulting bitmap should be mutable (i.e. its pixels can be modified) Returns Bitmap the new bitmap, or null if the copy could not be made. public void copyPixelsFromBuffer (Buffer src) Copy the pixels from the buffer, beginning at the current position, overwriting the bitmap's pixels. The data in the buffer is not changed in any way (unlike setPixels(), which converts from unpremultiplied 32bit to whatever the bitmap's native format is. The pixels in the source buffer are assumed to be in the bitmap's color space. After this method returns, the current position of the buffer is updated: the position is incremented by the number of elements read from the buffer. If you need to read the bitmap from the buffer again you must first rewind the buffer. Throws IllegalStateException if the bitmap's config is Config#HARDWARE public void copyPixelsToBuffer (Buffer dst) Copy the bitmap's pixels into the specified buffer (allocated by the caller). An exception is thrown if the buffer is not large enough to hold all of the pixels (taking into account the number of bytes per pixel) or if the Buffer subclass is not one of the support types (ByteBuffer, ShortBuffer, IntBuffer). The content of the bitmap is copied into the buffer as-is. This means that if this bitmap stores its pixels pre-multiplied (see isPremultiplied(), the values in the buffer will also be pre-multiplied. The pixels remain in the color space of the bitmap. After this method returns, the current position of the buffer is updated: the position is incremented by the number of elements written in the buffer. Throws IllegalStateException if the bitmap's config is Config#HARDWARE public static Bitmap createBitmap (Bitmap source, int x, int y, int width, int height) Returns a bitmap from the specified subset of the source bitmap. The new bitmap may be the same object as source, or a copy may have been made. It is initialized with the same density and color space as the original bitmap. Parameters source Bitmap: The bitmap we are subsetting This value cannot be null. x int: The x coordinate of the first pixel in source y int: The y coordinate of the first pixel in source width int: The number of pixels in each row height int: The number of rows Returns Bitmap A copy of a subset of the source bitmap or the source bitmap itself. Throws IllegalArgumentException if the x, y, width, height values are outside of the dimensions of the source bitmap, or width is public static Bitmap createBitmap (int[] colors, int width, int height, Bitmap.Config config) Returns a immutable bitmap with the specified width and height, with each pixel value set to the corresponding value in the colors array. Its initial density is as per getDensity(). The newly created bitmap is in the sRGB color space. Parameters colors int: Array of sRGB colors used to initialize the pixels. This array must be at least as large as width * height. This value cannot be null. width int: The width of the bitmap height int: The height of the bitmap config Bitmap.Config: The bitmap config to create. If the config does not support per-pixel alpha (e.g. RGB_565), then the alpha bytes in the colors[] will be ignored (assumed to be FF) Throws IllegalArgumentException if the width or height are public static Bitmap createBitmap (Bitmap source, int x, int y, int width, int height, Matrix m, boolean filter) Returns a bitmap from subset of the source bitmap, transformed by the optional matrix. The new bitmap may be the same object as source, or a copy may have been made. It is initialized with the same density and color space as the original bitmap. If the source bitmap is immutable and the requested subset is the same as the source bitmap itself, then the source bitmap is returned and no new bitmap is created. The returned bitmap will always be mutable except in the following scenarios: (1) In situations where the source bitmap is returned and the source bitmap is immutable (2) The source bitmap is a hardware bitmap. That is getConfig() is equivalent to Config#HARDWARE Parameters source Bitmap: The bitmap we are subsetting This value cannot be null. x int: The x coordinate of the first pixel in source y int:

The y coordinate of the first pixel in source width int: The number of pixels in each row height int: The number of rows m Matrix: Optional matrix to be applied to the pixels This value may be null. filter boolean: true if the source should be filtered. Only applies if the matrix contains more than just translation. Returns Bitmap A bitmap that represents the specified subset of source Throws IllegalArgumentException if the x, y, width, height values are outside of the dimensions of the source bitmap, or width is public static Bitmap createBitmap (DisplayMetrics display, int width, int height, Bitmap.Config config, boolean hasAlpha, ColorSpace colorSpace) Returns a mutable bitmap with the specified width and height. Its initial density is determined from the given DisplayMetrics. The newly created bitmap is in the sRGB color space. Parameters display DisplayMetrics: Display metrics for the display this bitmap will be drawn on. This value may be null. width int: The width of the bitmap height int: The height of the bitmap config Bitmap.Config: The bitmap config to create. This value cannot be null. hasAlpha boolean: If the bitmap is ARGB_8888, RGBA_16F, or RGBA_1010102 this flag can be used to mark the bitmap as opaque. Doing so will clear the bitmap in black instead of transparent. colorSpace ColorSpace: The color space of the bitmap. If the config is Config#RGBA_F16 and sRGB or Linear sRGB is provided then the corresponding extended range variant is assumed. This value cannot be null. public static Bitmap createBitmap (Bitmap src) Returns a bitmap from the source bitmap. The new bitmap may be the same object as source, or a copy may have been made. It is initialized with the same density and color space as the original bitmap. Parameters src Bitmap: This value cannot be null. public static Bitmap createBitmap (Picture source) Creates a Bitmap from the given Picture source of recorded drawing commands. Equivalent to calling createBitmap(android.graphics.Picture, int, int, android.graphics.Bitmap.Config) with width and height the same as the Picture's width and height and a Config.HARDWARE config. Parameters source Picture: The recorded Picture of drawing commands that will be drawn into the returned Bitmap. This value cannot be null. Returns Bitmap An immutable bitmap with a HARDWARE config whose contents are created from the recorded drawing commands in the Picture source. This value cannot be null. public static Bitmap createBitmap (DisplayMetrics display, int[] colors, int offset, int stride, int width, int height, Bitmap.Config config) Returns a immutable bitmap with the specified width and height, with each pixel value set to the corresponding value in the colors array. Its initial density is determined from the given DisplayMetrics. The newly created bitmap is in the sRGB color space. Parameters display DisplayMetrics: Display metrics for the display this bitmap will be drawn on. This value cannot be null. colors int: Array of sRGB colors used to initialize the pixels. This value cannot be null. offset int: Number of values to skip before the first color in the array of colors. stride int: Number of colors in the array between rows (must be >= width or width int: The width of the bitmap height int: The height of the bitmap config Bitmap.Config: The bitmap config to create. If the config does not support per-pixel alpha (e.g. RGB_565), then the alpha bytes in the colors[] will be ignored (assumed to be FF) This value cannot be null. Throws IllegalArgumentException if the width or height are public static Bitmap createBitmap (DisplayMetrics display, int[] colors, int width, int height, Bitmap.Config config) Returns a immutable bitmap with the specified width and height, with each pixel value set to the corresponding value in the colors array. Its initial density is determined from the given DisplayMetrics. The newly created bitmap is in the sRGB color space. Parameters display DisplayMetrics: Display metrics for the display this bitmap will be drawn on. This value may be null. colors int: Array of sRGB colors used to initialize the pixels. This array must be at least as large as width * height. This value cannot be null. width int: The width of the bitmap height int: The height of the bitmap config Bitmap.Config: The bitmap config to create. If the config does not support per-pixel alpha (e.g. RGB_565), then the alpha bytes in the colors[] will be ignored (assumed to be FF) This value cannot be null. Throws IllegalArgumentException if the width or height are public static Bitmap createBitmap (DisplayMetrics display, int width, int height, Bitmap.Config config) Returns a mutable bitmap with the specified width and height. Its initial density is determined from the given DisplayMetrics. The newly created bitmap is in the sRGB color space. Parameters display DisplayMetrics: Display metrics for the display this bitmap will be drawn on. This value may be null. width int: The width of the bitmap height int: The height of the bitmap config Bitmap.Config: The bitmap config to create. This value cannot be null. Throws IllegalArgumentException if the width or height are public static Bitmap createBitmap (int[] colors, int offset, int stride, int width, int height, Bitmap.Config config) Returns a immutable bitmap with the specified width and height, with each pixel value set to the corresponding value in the colors array. Its initial density is as per getDensity(). The newly created bitmap is in the sRGB color space. Parameters colors int: Array of sRGB colors used to initialize the pixels. This value cannot be null. offset int: Number of values to skip before the first color in the array of colors. stride int: Number of colors in the array between rows (must be >= width or width int: The width of the bitmap height int: The height of the bitmap config Bitmap.Config: The bitmap config to create. If the config does not support per-pixel alpha (e.g. RGB_565), then the alpha bytes in the colors[] will be ignored (assumed to be FF) This value cannot be null. Throws IllegalArgumentException if the width or height are public static Bitmap createBitmap (Picture source, int width, int height, Bitmap.Config config) Creates a Bitmap from the given Picture source of recorded drawing commands. The bitmap will be immutable with the given width and height. If the width and height are not the same as the Picture's width & height, the Picture will be scaled to fit the given width and height. Parameters source Picture: The recorded Picture of drawing commands that will be drawn into the returned Bitmap. This value cannot be null. width int: The width of the bitmap to create. The picture's width will be scaled to match if necessary. height int: The height of the bitmap to create. The picture's height will be scaled to match if necessary. config Bitmap.Config: The Config of the created bitmap. This value cannot be null. Returns Bitmap An immutable bitmap with a configuration specified by the config parameter This value cannot be null. public static Bitmap createBitmap (int width, int height, Bitmap.Config config, boolean hasAlpha, ColorSpace colorSpace) Returns a mutable bitmap with the specified width and height. Its initial density is as per getDensity(). Parameters width int: The width of the bitmap height int: The height of the bitmap config Bitmap.Config: The bitmap config to create. This value cannot be null. hasAlpha boolean: If the bitmap is ARGB_8888, RGBA_16F, or RGBA_1010102 this flag can be used to mark the bitmap as opaque. Doing so will clear the bitmap in black instead of transparent. colorSpace ColorSpace: The color space of the bitmap. If the config is Config#RGBA_F16 and sRGB or Linear sRGB is provided then the corresponding extended range variant is assumed. This value cannot be null. public static Bitmap createBitmap (DisplayMetrics display, int width, int height, Bitmap.Config config, boolean hasAlpha) Returns a mutable bitmap with the specified width and height. Its initial density is determined from the given DisplayMetrics. The newly created bitmap is in the sRGB color space. Parameters display DisplayMetrics: Display metrics for the display this bitmap will be drawn on. This value may be null. width int: The width of the bitmap height int: The height of the bitmap config Bitmap.Config: The bitmap config to create. This value cannot be null. hasAlpha boolean: If the bitmap is ARGB_8888, RGBA_16F, or RGBA_1010102 this flag can be used to mark the bitmap as opaque. Doing so will clear the bitmap in black instead of transparent. Throws IllegalArgumentException if the width or height are public static Bitmap createBitmap (int width, int height, Bitmap.Config config) Returns a mutable bitmap with the specified width and height. Its initial density is as per getDensity(). The newly created bitmap is in the sRGB color space. Parameters width int: The width of the bitmap height int: The height of the bitmap config Bitmap.Config: The bitmap config to create. This value cannot be null. Throws IllegalArgumentException if the width or height are public static Bitmap createBitmap (int width, int height, Bitmap.Config config, boolean hasAlpha) Returns a mutable bitmap with the specified width and height. Its initial density is as per getDensity(). The newly created bitmap is in the sRGB color space. Parameters width int: The width of the bitmap height int: The height of the bitmap config Bitmap.Config: The bitmap config to create. This value cannot be null. hasAlpha boolean: If the bitmap is ARGB_8888, RGBA_16F, or RGBA_1010102 this flag can be used to mark the bitmap as opaque. Doing so will clear the bitmap in black instead of transparent. Throws IllegalArgumentException if the width or height are public static Bitmap createScaledBitmap (Bitmap src, int dstWidth, int dstHeight, boolean filter) Creates a new bitmap, scaled from an existing bitmap, when possible. If the specified width and height are the same as the current width and height of the source bitmap, the source bitmap is returned and no new bitmap is created. Parameters src Bitmap: The source bitmap. This value cannot be null. dstWidth int: The new bitmap's desired width. dstHeight int: The new bitmap's desired height. filter boolean: Whether or not bilinear filtering should be used when scaling the bitmap. If this is true then bilinear filtering will be used when scaling which has better image quality at the cost of worse performance. If this is false then nearest-neighbor scaling is used instead which will have worse image quality but is faster. Recommended default is to set filter to 'true' as the cost of bilinear filtering is typically minimal and the improved image quality is significant. Returns Bitmap The new scaled bitmap or the source bitmap if no scaling is required. Throws IllegalArgumentException if width is public int describeContents () No special parcel contents. Returns int a bitmask indicating the set of special object types marshaled by this Parcelable object instance. Value is either 0 or CONTENTS_FILE_DESCRIPTOR public void eraseColor (long color) Fills the bitmap's pixels with the specified ColorLong. Parameters color long: The color to fill as packed by the Color class. public Bitmap extractAlpha () Returns a new bitmap that captures the alpha values of the original. This may be drawn with Canvas.drawBitmap(), where the color(s) will be taken from the paint that is passed to the draw call. Returns Bitmap new bitmap containing the alpha channel of the original bitmap. public Bitmap extractAlpha (Paint paint, int[] offsetXY) Returns a new bitmap that captures the alpha values of the original. These values may be affected by the optional Paint parameter, which can contain its own alpha, and may also contain a MaskFilter which could change the actual dimensions of the resulting bitmap (e.g. a blur maskfilter might enlarge the resulting bitmap). If offsetXY is not null, it returns the amount to offset the returned bitmap so that it will logically align with the original. For example, if the paint contains a blur of radius 2, then offsetXY[] would contains -2, -2, so that drawing the alpha bitmap offset by (-2, -2) and then drawing the original would result in the blur visually aligning with the original. The initial density of the returned bitmap is the same as the original's. Parameters paint Paint: Optional paint used to modify the alpha values in the resulting bitmap. Pass null for default behavior. offsetXY int: Optional array that returns the X (index 0) and Y (index 1) offset needed to position the returned bitmap so that it visually lines up with the original. Returns Bitmap new bitmap containing the (optionally modified by paint) alpha channel of the original bitmap. This may be drawn with Canvas.drawBitmap(), where the color(s) will be taken from the paint that is passed to the draw call. public int getAllocationByteCount () Returns the size of the allocated memory used to store this bitmap's pixels. This can be larger than the result of getByteCount() if a bitmap is reused to decode other bitmaps of smaller size, or by manual reconfiguration. See reconfigure(int, int, android.graphics.Bitmap.Config), setWidth(int), setHeight(int), setConfig(android.graphics.Bitmap.Config), and BitmapFactory.Options.inBitmap. If a bitmap is not modified in this way, this value will be the same as that returned by getByteCount(). This value will not change over the lifetime of a Bitmap. See also: reconfigure(int, int, Config) public Color getColor (int x, int y) Returns the Color at the specified location. Throws an exception if x or y are out of bounds (negative or >= to the width or height respectively). Parameters x int: The x coordinate (0...width-1) of the pixel to return y int: The y coordinate (0...height-1) of the pixel to return Returns Color The Color at the specified coordinate This value cannot be null. public ColorSpace getColorSpace () Returns the color space associated with this bitmap. If the color space is unknown, this method returns null. public int getDensity () Returns the density for this bitmap. The default density is the same density as the current display, unless the current application does not support different screen densities in which case it is DisplayMetrics.DENSITY_DEFAULT. Note that compatibility mode is determined by the application that was initially loaded into a process -- applications that share the same process should all have the same compatibility, or ensure they explicitly set the density of their bitmaps appropriately. Returns int A scaling factor of the default density or DENSITY_NONE if the scaling factor is unknown. public int getGenerationId () Returns the generation ID of this bitmap. The generation ID changes whenever the bitmap is modified. This can be used as an efficient way to check if a bitmap has changed. Returns int The current generation ID for this bitmap. public int getHeight () Returns the bitmap's height public byte[] getNinePatchChunk () Returns an optional array of private data, used by the UI system for some bitmaps. Not intended to be called by applications. public int getPixel (int x, int y) Returns the Color at the specified location. Throws an exception if x or y are out of bounds (negative or >= to the width or height respectively). The returned color is a non-premultiplied ARGB value in the sRGB color space. Parameters x int: The x coordinate (0...width-1) of the pixel to return y int: The y coordinate (0...height-1) of the pixel to return Returns int The argb Color at the specified coordinate public void getPixels (int[] pixels, int offset, int stride, int x, int y, int width, int height) Returns in pixels[] a copy of the data in the bitmap. Each value is a packed int representing a Color. The stride parameter allows the caller to allow for gaps in the returned pixels array between rows. For normal packed results, just pass width for the stride value. The returned colors are non-premultiplied ARGB values in the sRGB color space. Parameters pixels int: The array to receive the bitmap's colors offset int: The first index to write into pixels[] stride int: The number of entries in pixels[] to skip between rows (must be >= bitmap's width). Can be negative. x int: The x coordinate of the first pixel to read from the bitmap y int: The y coordinate of the first pixel to read from the bitmap width int: The number of pixels to read from each row height int: The number of rows to read public int getRowBytes () Return the number of bytes between rows in the bitmap's pixels. Note that this refers to the pixels as stored natively by the bitmap. If you call getPixels() or setPixels(), then the pixels are uniformly treated as 32bit values, packed according to the Color class. As of Build.VERSION_CODES.KITKAT, this method should not be used to calculate the memory usage of the bitmap. Instead, see getAllocationByteCount(). Returns int number of bytes between rows of the native bitmap pixels. public int getScaledHeight (int targetDensity) Convenience method that returns the height of this bitmap divided by the density scale factor. Returns the bitmap's height multiplied by the ratio of the target density to the bitmap's source density Parameters targetDensity int: The density of the target canvas of the bitmap. Returns int The scaled height of this bitmap, according to the density scale factor. public int getScaledWidth (int targetDensity) Convenience method that returns the width of this bitmap divided by the density scale factor. Returns the bitmap's width multiplied by the ratio of the target density to the bitmap's source density Parameters targetDensity int: The density of the target canvas of the bitmap. Returns int The scaled width of this bitmap, according to the density scale factor. public int getWidth () Returns the bitmap's width public boolean hasAlpha () Returns true if the bitmap's config supports per-pixel alpha, and if the pixels may contain non-opaque alpha values. For some configs, this is always false (e.g. RGB_565), since they do not support per-pixel alpha. However, for configs that do, the bitmap may be flagged to be known that all of its pixels are opaque. In this case hasAlpha() will also return false. If a config such as ARGB_8888 is not so flagged, it will return true by default. public boolean hasMipMap () Indicates whether the renderer responsible for drawing this bitmap should attempt to use mipmaps when this bitmap is drawn scaled down. If you know that you are going to draw this bitmap at less than 50% of its original size, you may be able to obtain a higher quality This property is only a suggestion that can be ignored by the renderer. It is not guaranteed to have any effect. Returns boolean true if the renderer should attempt to use mipmaps, false otherwise See also: public boolean isMutable () Returns true if the bitmap is marked as mutable (i.e. can be drawn into) public boolean isPremultiplied () Indicates whether pixels stored in this bitmaps are stored pre-multiplied. When a pixel is pre-multiplied, the RGB components have been multiplied by the alpha component. For instance, if the original color is a 50% translucent red (128, 255, 0, 0), the pre-multiplied form is (128, 128, 0, 0). This method always returns false if getConfig() is Bitmap.Config#RGB_565. The return value is undefined if getConfig() is Bitmap.Config#ALPHA_8. This method only returns true if hasAlpha() returns true. A bitmap with no alpha channel can be used both as a pre-multiplied and as a non pre-multiplied bitmap. Only pre-multiplied bitmaps may be drawn by the view system or Canvas. If a non-pre-multiplied bitmap with an alpha channel is drawn to a Canvas, a RuntimeException will be thrown. Returns boolean true if the underlying pixels have been pre-multiplied, false otherwise See also: setPremultiplied(boolean)BitmapFactory.Options.inPremultiplied public boolean isRecycled () Returns true if this bitmap has been recycled. If so, then it is an error to try to access its pixels, and the bitmap will not draw. Returns boolean true if the bitmap has been recycled public void prepareToDraw () Builds caches associated with the bitmap that are used for drawing it. Starting in Build.VERSION_CODES.N, this call initiates an asynchronous upload to the GPU on RenderThread, if the Bitmap is not already uploaded. With Hardware Acceleration, Bitmaps must be uploaded to the GPU in order to be rendered. This is done by default the first time a Bitmap is drawn, but the process can take several milliseconds, depending on the size of the Bitmap. Each time a Bitmap is modified and drawn again, it must be re-uploaded. Calling this method in advance can save time in the first frame it's used. For example, it is recommended to call this on an image decoding worker thread when a decoded Bitmap is about to be displayed. It is recommended to make any pre-draw modifications to the Bitmap before calling this method, so the cached, uploaded copy may be reused without re-uploading. In Build.VERSION_CODES.KITKAT and below, for purgeable bitmaps, this call would attempt to ensure that the pixels have been decoded. public void reconfigure (int width, int height, Bitmap.Config config) Modifies the bitmap to have a specified width, height, and Config, without affecting the underlying allocation backing the bitmap. Bitmap pixel data is not re-initialized for the new configuration. This method can be used to avoid allocating a new bitmap, instead reusing an existing bitmap's allocation for a new configuration of equal or lesser size. If the Bitmap's allocation isn't large enough to support the new configuration, an IllegalArgumentException will be thrown and the bitmap will not be modified. The result of getByteCount() will reflect the new configuration, while getAllocationByteCount() will reflect that of the initial configuration. Note: This may change this result of hasAlpha(). When converting to 565, the new bitmap will always be considered opaque. When converting from 565, the new bitmap will be considered non-opaque, and will respect the value set by setPremultiplied(). WARNING: This method should NOT be called on a bitmap currently in use by the view system, Canvas, or the AndroidBitmap NDK API. It does not make guarantees about how the underlying pixel buffer is remapped to the new config, just that the allocation is reused. Additionally, the view system does not account for bitmap properties being modifying during use, e.g. while attached to drawables. In order to safely ensure that a Bitmap is no longer in use by the View system it is necessary to wait for a draw pass to occur after invalidate()'ing any view that had previously drawn the Bitmap in the last draw pass due to hardware acceleration's caching of draw commands. As an example, here is how this can be done for an ImageView: ImageView myImageView = ...; final Bitmap myBitmap = ...; myImageView.setImageDrawable(null); myImageView.post(new Runnable() { public void run() { // myBitmap is now no longer in use by the ImageView // and can be safely reconfigured. myBitmap.reconfigure(...); } }); Parameters width int height int config Bitmap.Config See also: setWidth(int)setHeight(int)setConfig(Config) public void recycle () Free the native object associated with this bitmap, and clear the reference to the pixel data. This will not free the pixel data synchronously; it simply allows it to be garbage collected if there are no other references. The bitmap is marked as "dead", meaning it will throw an exception if getPixels() or setPixels() is called, and will draw nothing. This operation cannot be reversed, so it should only be called if you are sure there are no further uses for the bitmap. This is an advanced call, and normally need not be called, since the normal GC process will free up this memory when there are no more references to this bitmap. public boolean sameAs (Bitmap other) Given another bitmap, return true if it has the same dimensions, config, and pixel data as this bitmap. If any of those differ, return false. If other is null, return false. public void setColorSpace (ColorSpace colorSpace) Modifies the bitmap to have the specified ColorSpace, without affecting the underlying allocation backing the bitmap. This affects how the framework will interpret the color at each pixel. A bitmap with Config#ALPHA_8 never has a color space, since a color space does not affect the alpha channel. Other Configs must always have a non-null ColorSpace. Parameters colorSpace ColorSpace: to assign to the bitmap This value cannot be null. public void setHasAlpha (boolean hasAlpha) Tell the bitmap if all of the pixels are known to be opaque (false) or if some of the pixels may contain non-opaque alpha values (true). Note, for some configs (e.g. RGB_565) this call is ignored, since it does not support per-pixel alpha values. This is meant as a drawing hint, as in some cases a bitmap that is known to be opaque can take a faster drawing case than one that may have non-opaque per-pixel alpha values. Parameters hasAlpha boolean public void setHasMipMap (boolean hasMipMap) Set a hint for the renderer responsible for drawing this bitmap indicating that it should attempt to use mipmaps when this bitmap is drawn scaled down. If you know that you are going to draw this bitmap at less than 50% of its original size, you may be able to obtain a higher quality by turning this property on. Note that if the renderer respects this hint it might have to allocate extra memory to hold the mipmap levels for this bitmap. This property is only a suggestion that can be ignored by the renderer. It is not guaranteed to have any effect. Parameters hasMipMap boolean: indicates whether the renderer should attempt to use mipmaps public void setPixel (int x, int y, int color) Write the specified Color into the bitmap (assuming it is mutable) at the x,y coordinate. The color must be a non-premultiplied ARGB value in the sRGB color space. Parameters x int: The x coordinate of the pixel to replace (0...width-1) y int: The y coordinate of the pixel to replace (0...height-1) color int: The ARGB color to write into the bitmap public void setPixels (int[] pixels, int offset, int stride, int x, int y, int width, int height) Replace pixels in the bitmap with the colors in the array. Each element in the array is a packed int representing a non-premultiplied ARGB Color in the sRGB color space. Parameters pixels int: The colors to write to the bitmap offset int: The index of the first color to read from pixels[] stride int: The number of colors in pixels[] to skip between rows. Normally this value will be the same as the width of the bitmap, but it can be larger (or negative). x int: The x coordinate of the first pixel to write to in the bitmap. y int: The y coordinate of the first pixel to write to in the bitmap. width int: The number of colors to copy from pixels[] per row height int: The number of rows to write to the bitmap public void setPremultiplied (boolean premultiplied) Sets whether the bitmap should treat its data as pre-multiplied. Bitmaps are always treated as pre-multiplied by the view system and Canvas for performance reasons. Storing un-pre-multiplied data in a Bitmap (through setPixel(int, int, int), setPixels(int[], int, int, int, int, int, int), or BitmapFactory.Options.inPremultiplied) can lead to incorrect blending if drawn by the framework. This method will not affect the behavior of a bitmap without an alpha channel, or if hasAlpha() returns false. Calling createBitmap(Bitmap) or createScaledBitmap(Bitmap, int, int, boolean) with a source Bitmap whose colors are not pre-multiplied may result in a RuntimeException, since those functions require drawing the source, which is not supported for un-pre-multiplied Bitmaps. Parameters premultiplied boolean See also: isPremultiplied()BitmapFactory.Options.inPremultiplied public static Bitmap wrapHardwareBuffer (HardwareBuffer hardwareBuffer, ColorSpace colorSpace) Create a hardware bitmap backed by a HardwareBuffer. The passed HardwareBuffer's usage flags must contain HardwareBuffer#USAGE_GPU_SAMPLED_IMAGE. The bitmap will keep a reference to the buffer so that callers can safely close the HardwareBuffer without affecting the Bitmap. However the HardwareBuffer must not be modified while a wrapped Bitmap is accessing it. Doing so will result in undefined behavior. Parameters hardwareBuffer HardwareBuffer: The HardwareBuffer to wrap. This value cannot be null. colorSpace ColorSpace: The color space of the bitmap. Must be a ColorSpace.Rgb colorspace. If null, SRGB is assumed. Returns Bitmap A bitmap wrapping the buffer, or null if there was a problem creating the bitmap. public void writeToParcel (Parcel p, int flags) Write the bitmap and its pixels to the parcel. The bitmap can be rebuilt from the parcel by calling CREATOR.createFromParcel(). If this bitmap is Config#HARDWARE, it may be unparceled with a different pixel format (e.g. 565, 8888), but the content will be preserved to the best quality permitted by the final pixel format

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