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Mod apk full form

First of all, you don't actually have to be a developer as such to be able to theme, and you don't need to know or need to know and need to use to change a .apk is in this thread! The biggest thing about Android is that you can change just about every item in the US, and it's very easy to do as well. I wrote this guide to share the experience and knowledge I've gained since I joined xda to debrand my SonyEricsson XPERIA X10i running Gingerbread. In 2017, there are a few different ways you can theme a ROM. Apktool, which can decompile a .apk so you can change your own XMLs and .9png images, which is what this thread will focus on. RRO, Xposed overlays mainly themes or mods. There are a number of applications that use a GUI to do the work of Apktool for you, some good, some bad, but at the end of the day they all do what you can easily do even in a faster, cleaner and more efficient way in my opinion. Overlay does not cover every element, so lacks a one stop solution to be able to theme a ROM fully and is a little more complex and/or restrictive in its approach. Tools you need: Java - Do this first if you don't already have it installed. Apktool - The main tool for decomposition and recompiling apks. Notepad++ - An important application for XML editing! Photoshop or Gimp - You need one of these for photo editing. 7-Zip or WinRar - Required to work with apks. We also need the ADB files from the SDK platform and a character.jar but to simplify this as much as possible I have created a zip for you to download that contains Apktool and everything else you need that you do not have from the list above. Download APKTool 2.2.4.zip to a place you want, preferably C:\ drive that will give you a folder to work from. To keep the folder up to date you can download the updated files from retrospective thread/websites and simply replace them in the following in an easy to follow and straight forward way that will have you dam your own apks in no time. Get apks from a ROM Deodexing .apk Decompilation .apk Recompiling .apk Signing .a don't need to decompile, you can just drag and drop images into an apk to replace a stock image as long as they have the same filename. Restoring files if you messed up is easier and faster with a CWM.zip, especially if you change the framework apks! Just because an apk can build without errors does not mean that it will not give you any when installed on your phone. When the Apktool folder is you need to get apks you want to theme out of a ROM or off your phone and there are a couple of ways to do this. 1. The easiest method is to extract the phones the entire system from an unofficial update file from xda, no matter what format may be in, depends on your device. I unpack the whole system with each new update before doing anything because it gives me a backup of stock files that I can also copy and deodex to be the theme. 2. Use adb commands to extract files to your computer, to do so we need to open a command prompt window (hold the shift key and right click on the mouse in the Apktool folder and select open the command to pull the entire system is... [B] adb pull / system / XC 206 [/ B] ... You can choose something other than XC 206 as folder name, but it will create that folder in the Apktool folder. Alternatively, you can simply download individual folders and the commands to do so are ... [B] adb pull / system / priv-app / XC 206 priv-app adb pull / system / framework / XC 206 framework [/ B] ... or to extract individual files ... [B] adb pull /system/framework/res.apk[/B] 3. Use a root explorer on your phone to copy files to your SD and then to your method, you should now have a ApkTool 2.2.4 folder with another folder named 206 system for example in it. The only folders we need at this point are the app, priv app and framework that we need for the next step. Deodexing is basically repackaging these APKs in a certain way, so they are put back together in classes.dex files. In doing so, all parts of an application package are re-assembled in one place, thereby eliminating the concern of a modified APK conflict with some separate odexed parts. - What is Odex And Deodex In Android Tool I use is this - [Tools / Tools] JoelDroid Lollipop Batch Deodexer. To save a lot of time I just deodex apps I'm going to use because it removes the process of having to mess about with small and baksmali, plus you don't have to deodex the whole FW!, depending on the apk and/or mod you want to do you don't even need to deodex. So now you should have a folder called system full of deodexed apks that are ready to play with. Decompilation is the process of deconstructing an apk that gives us workable source code so to speak, and we need to do this in order to edit xmls in Notepad++ or 0.9 images in an image editor. As said above if you do not want or need to decompile because you just want to change a picture here or there, you can just drag and drop the res folder out of apk, find the picture I wanted to replace or change, drag and drop it back to apk and push it back to your phone. Before proceeding, you need to install the framework-res.apk and depending on the FW possibly another apk if there is one in the frame folder, which will put (or two) apks on C:\Users\your-pcname\AppData\Local\apktool\framework The two commands to install apks are ... [b] apktool if framework-res.apk apktool if SemcGenericUxpRes.apk[/b] The decompiling command always begins the same, apktool d then just change it for the name of the next apk you want to change. To decompile the framework.apk is the command... [B] [U] apktool [/U] [U]d[/U][/B] framework-res.apk ... This will create a folder called framework-res, and it is at this stage that you can now start changing .9 images and xmls to create the desired look or mod you are looking for. In this folder you will find a few folders, but the one we want is the res folder. First glance of a decompiled res folder can be overwhelming, 1541 folders in my framework, but we just need to focus on a handful, and it's generally the same in each apk ... drawable drawable-xhdpi-v4 (depending on the device) layout values ... You may have to immerse yourself in others sometimes, but it is very rare that I have had to. Quick Tips; Once you have entered some commands as long as you leave the cmd window open, you can quickly scroll back through them using the arrow keys. When you finish doing mods you need to recompile apk using the following command ... [B] [U] apktool [/U] [U]b[/U][/B] framework-res ... notice that you only use the folder name here. If you get any errors here due to a bad editing apktool will usually tell you, in a roundabout way, you just need to read the code it throws up then track your steps, correct any bad editing and try again. If everything goes smoothly, you now have a new folder called dist, which contains the newly modified apk, but you can't use it yet. To sign the inventory system .apks we need to extract from the original apk Android.Manifest.xml and META-INF folder, into the dist folder, then from the new apk extract resources arsc also into the dist folder, then drag and drop all three files back into the new apk, but NOTE, it is important that you choose save as compression method, everyone else will break apk, and if you replace a corrupted framework-res apk you will BOOTLOOP!. And signing is as simple as that. For third-party apps, you can use the following command... [B] java -jar signapk.jar testkey.x509.pem testkey called ChromeS.apk, just remember to rename back to the original before using it on your phone. [TOOL] pySignare - Quickly Sign APKs [Windows] Signing for Play Store If you plan to publish a theme or other app / apk to the Play Store, and then use the method above to sign apks only wont work because you have to give it an individual signature that is unique to fortunately @AndroidGraphix have written a great guide that will show how, it is a little more uneasy than the above method, but simple enough to follow ... DISADVANTAGES OF UNADJUSTED APKs: Ouite understandably, the situation would be reserved for unadjusted application packages. Resource reading would be slow and memory usage would be at the higher end of the spectrum. It will also depend on how many unadjusted programs are present. For example, if smaller programs with an unaligned home application will see slower start times for the program. This is the best scenario. For the worst-case scenario, having a series of unadjusted programs will cause the system to repeatedly start and kill processes, struggling with delays and large battery drains. - SOURCE Move your new signed apk into the APKTool folder, you can overwrite the original if you want, and use the following command ... [B] [U] zipalign -f -v 4[/U][/B] framework-res.apk Z. Aframework-res.apk that must be named differently from the original, but use whatever you want, it needs to rename back to the original again before using it. Sliding files to the phone: So now we have to transfer apk back to the phone, you can do it by copying to SD, then to the system, change permissions, then copy to the correct folder, but it is not only time consuming, but very boring too, so an easier method is to use adb using the push command as this allows us to push to the SD card and then install it to the system overwrite the original with the correct permissions as well. If you do this with framework-res or SystemUI apks you need to restart, but generally all other apps will only update with the changes applied. The command to push to the SD card is ... [b] adb push SystemUI.apk / sdcard / SystemUI.apk / sdcard / SystemUI.apk [/b] ... then we have to mount the system before we can install our modified apk and the commands for it are ... The prefix will then change to the \$ character [b]mount -o rw,remount /system [/b] ... then install apk ... [b]dd if=/sdcard/SystemUI.apk of=/system/priv-app/SystemUI/SystemUI.apk [/b] If any of this fails, try an unsafe kernel and/or Chainfire's adbd Unsafe app. Try the app first, but if you still can't mount and push files read this thread - [HOW]Make your favorite kernel adbd unsure of running ADB as root on / system and try again. I hope after reading this explanation you are not still left wondering what all the fuss is about as it really is quite simple. I'll use the following two images, btn default pressed holo.9 and status bar close off.9 to illustrate the basic point of the boundaries ... Decompilated .9pngs: Recompiled .9pngs: These limits control which part of the image is stretched (Left and Top) and where on the image, stretched, appears on your phone. Note that the boundaries are different sizes, well that's because I just want/need a certain part of the image below the left side shows stretched image and the desired effect should look at the phone and right side shows what it would look like if I had edited the boundaries incorrectly or used none at all ... You can get away by not using a border, but you need to edit the image to specific dimensions to accommodate for the stretching, for example, it may look good for a simple OK button, but it may not look right if you used the same .9png for a screen tap that stretches the entire length of the screen, so you're better just to use them to begin with, plus you more than likely get the wrong line down while decompiling or recompiling apk. The use of the border becomes even clearer when you add text to an image. For my status bar close off.9 I have filled all four sides of the image (except for an empty pixel in all four corners as it is the maximum amount of the limit you can use) as I need it to stretch the image exactly how I have edited it but if I used the same size left side border as btn default pressed holo.9 then this is how it would look on the phone which obviously does not see I am trying to achieve, as the left side border causes the image to stretch incorrectly. So it basically is that, depending on the photo you're editing, you can usually leave the boundaries alone, but if you create one from scratch, you may need to replay with them if your photos don't look guite right when used on your phone. Here are some links that will help you further, especially batch editing ... A VectorDrawable is a vector graphic defined in an XML file as a set of points, lines, and curves along with its color information. The main advantage of using a vector that can be pulled is image scalability. It can be scaled without loss of screen quality, which means that the same file changes for different screen densities without loss of image quality. This results in smaller APK files and less developer maintenance. You can also use vector images for animation by using multiple XML files instead of multiple images for each screen resolution. - developer.android.com/guide/topics/graphics/vector-drawable-resources Vector drawables obviously serve a purpose, but are a pita imo for themers as they are much harder to edit and achieve the look you want. Using my power menu to illustrate the problem, Power off, Restart and Take screenshot icons are vector drawables but record screen icon is significantly larger and spoils the appearance of my power menu, until above comes this I have two options. 1. Learn how to vector retractable and creates a new icon. 2. Replace the vektor drawables og bruke pngs. Sistnevnte for meg er å foretrekke fordi jeg allerede har bilder som jeg har brukt de siste årene, og ønsker å fortsette å bruke, for å gjøre det må jeg erstatte koden i de relevante xmls for å peke på bilder ... framework-res/drawable/ic lock power off.xml Vector trekkbar kode... <?xml version=1.0 encoding=utf-8?><vector android:width=24.0dip android:viewportwidth=24.0 android:viewportheight=24.0 xmlns:android= amp;gt; <path android:fillcolor=#ff000000 android:pathdata=M13.0,3.0l-2.0,0.0l0.0,10.0l2.0,0.0l13.0,3.0zm4.83,2.17l-1.42,1.42C17.99,7.86 19.0,9.81 19.0,12.0c0.0,3.87 -3.13,7.0 -7.0,7.0s-7.0,-3.13 -7.0,-7.0c0.0,-2.19 1.01,-4.14 2.58,-5.42L6.17,5.17C4.23,6.82 3.0,9.26 3.0,12.0c0.0,4.97 4.03,9.0 android:pathdata=M13.0,3.0l-2.0,0.0l0.0,10.0l2.0,0.0l13.0,3.0zm4.83,2.17l-1.42,1.42C17.99,7.86 19.0,9.81 19.0,12.0c0.0,3.87 -3.13,7.0 -7.0,7.0s-7.0,-3.13 -7.0,-7.0c0.0,-2.19 1.01,-4.14 2.58,-5.42L6.17,5.17C4.23,6.82 3.0,9.26 3.0,12.0c0.0,4.97 4.03,9.0 android:pathdata=M13.0,3.0l-2.0,0.0l0.0,10.0l2.0,0.0l13.0,3.0zm4.83,2.17l-1.42,1.42C17.99,7.86 19.0,9.81 19.0,12.0c0.0,3.87 -3.13,7.0 -7.0,7.0s-7.0,-3.13 -7.0,-7.0c0.0,-2.19 1.01,-4.14 2.58,-5.42L6.17,5.17C4.23,6.82 3.0,9.26 3.0,12.0c0.0,4.97 4.03,9.0 android:pathdata=M13.0,3.0l-2.0,0.0l0.0,10.0l2.0,0.0l13.0,3.0zm4.83,2.17l-1.42,1.42C17.99,7.86 19.0,9.81 19.0,12.0c0.0,3.87 -3.13,7.0 -7.0,7.0s-7.0,-3.13 -7.0,-7.0c0.0,-2.19 1.01,-4.14 2.58,-5.42L6.17,5.17C4.23,6.82 3.0,9.26 3.0,12.0c0.0,4.97 4.03,9.0 android:pathdata=M13.0,3.0l-2.0,0.0l0.0,10.0l2.0,0.0l0.0,10.0l2.0,0.0l2.0 9.0,9.0s9.0,-4.03 9.0,-9.0c0.0,-2.74 -1.23,-5.18 -3.17,-6.83z></path> </vector> Den redigerte koden min... <?xml version=1.0 encoding=utf-8?><bitmap android:src=@drawable/ic lock power off alpha xmlns:android= amp;gt;</bitmap>framework-res/drawable/ic restart.xml Vector trekkbar kode... <?xml version=1.0 encoding=utf-8?><vector android:tint=?colorControlNormal android:width=24.0dip android:viewportwidth=24.0 android:viewportheight=24.0 xmlns:android= amp;gt; <path android:fillcolor=#ff000000 android:pathdata=M12.0,4.0L12.0,1.0L8.0,5.0l4.0,4.0L12.0,6.0c3.9,0.0 7.0,3.1 7.0,7.0c0.0,3.9 -3.1,7.0 -7.0,7.0l0.0,2.0c5.0,0.0 9.0,-4.0 9.0,-9.0C21.0,8.0 17.0,4.0 12.0,4.0L12.0,5.0l4.0,4.0L12.0,6.0c3.9,0.0 7.0,3.1 7.0,7.0c0.0,3.9 -3.1,7.0 -7.0,7.0l0.0,2.0c5.0,0.0 9.0,-4.0 9.0,-9.0C21.0,8.0 17.0,4.0 12.0,4.0L12.0,6.0c3.9,0.0 7.0,3.1 7.0,7.0c0.0,3.9 -3.1,7.0 -7.0,7.0l0.0,2.0c5.0,0.0 9.0,-4.0 9.0,-9.0C21.0,8.0 17.0,4.0 12.0,4.0L12.0,6.0c3.9,0.0 7.0,3.1 7.0,7.0c0.0,3.9 -3.1,7.0 -7.0,7.0l0.0,2.0c5.0,0.0 9.0,-4.0 9.0,-9.0C21.0,8.0 17.0,4.0 12.0,4.0L12.0,6.0c3.9,0.0 7.0,3.1 7.0,7.0c0.0,3.9 -3.1,7.0 -7.0,7.0l0.0,2.0c5.0,0.0 9.0,-4.0 9.0,-9.0C21.0,8.0 17.0,4.0 12.0,4.0 7.2.7.9L5.8.6.4C4.0.8.1 3.0.10.5 3.0.12.9c0.0.4.0 2.7.7.6 6.5.8.7l0.5.-1.9C7.1.18.8 5.0.16.1 5.0.12.9z><:/path> <:/vector><:/pitmap android:src=@drawable/ic_lock_restart_xmlns;android= amp;gt;<:/bitmap>frameworkres/drawable/ic semc ic dialog screenshot.xml Vector trekkbar kode... <?xml version=1.0 encoding=utf-8?><vector android:viewportwidth=24.0dip android:viewportheight=24.0 xmlns:android= amp;gt;Den redigerte koden min... <path android:fillcolor=#8a000000 android:pathdata=M5,514,010,-21-4,01-2,010,210,412,010,-4z></path> <path android:fillcolor=#8a000000 android:pathdata=M5,151-2,010,410,212,014,010,-21-2,0z></path> <path android:fillcolor=#8a0000000 android:pathdata=M5,151-2,010,410,212,014,010,-21-2,0z></path> <path android:fillcolor=#8a0000000 android:pathdata=M5,151-2,010,410,212,014,010,-21-2,0z></path> <path android:fillcolor=#8a0000000 android:pathdata=M5,151-2,010,410,212,014,010,-21-2,0z></path> <path android:fillcolor=#8a0000000 android:fillcolor=#8a 4,010,-4z></path> <path android:fillcolor=#8a000000 android:fillcolor=#8a000000 android:fillcolor=#8a000000 </vector><?xml version=1.0 encoding=utf-8?></bitmap > > xmlns:android=/> ... and the result that you can see here gives a much more unified look and finally my desired end result ... Changing XMLS is easy and quite easy to understand, a massive clue in finding the ones you need to edit are the file names. You're not going to find a better guide than that of Ticklefish so I'm just going to post a snippet here and you can go over and give the main thread a read and and a thank you. XML 101 - XML Modding made easy! If you are modding Android, finally you need to edit some XML, Do you want to center the clock on the status bar? Rearrange the icons in the navigation bar? Change the notification screen layout? Get rid of a carrier label? Change the color of text? Then you need to edit some XML files. And you may have no idea how... Well, don't worry. The purpose of this thread is to show you only simple XML editing can be. Once you've read it, you'll be one step closer to being an XML expert! This guide is intended for noobs, experienced modders and everyone in between. Hopefully everyone can learn something. Here's what this thread has to offer so far: Use Linux or a Mac? See the following threads for more information about using apktool on other operating systems... The following programs are some of the better programs you can use to automate Apktool for you there are many others, but this is a few of what I have tried, still use or are popular on xda. Quick Tips; Use VTS to edit certain xml files because it gives you a preview of all hexade color code and also has a built-in editor that makes it easy to find and change colors. And that's pretty much that, the only way you're read and picking things up along the way. I have posted some links to different tutorials in the next post that you can use as a reference to the theme of your own phone, while the versions of Android change methods and code are quite consistent, but you have to adapt from time to time, but that is how you learn, refine your skills and be able to pass your knowledge back to the xda community in terms of quides themes and mods. Notable credits and thanks to @iBotPeaches, @Brut.all, @jairomeo, @manup456, @armyranger251, @Stericson, @brandenk, @beagz Last edited: Oct 1, 2017 Page 2 Excellent write up! It is appreciated that you included instructions for the various apk modding software out there. I always use VTS and love the user interface of it, but now I can dig into someone else and really get in there. Thanks! Reactions: SXUsr Just added a small part to Deodexing, it's probably think you or need it more?... The differences between Odex and The Deodex Files... In the Android file system, applications come in packages with the extension .apk. These software packages, or ODEX files whose supposed function is to save space The odexed file structure works well as an optimization tool. Since these .odex files contain preliminary load information about each system app, the operating system knows what to expect when it starts up, thus loading all these apps faster. On the other hand, it also makes hacking these programs difficult because part of the encoding is already brought to another location before driving. For example, on a non-rooted device you will find, for example, system / app / phone.apk = = =&at: system/app/Phone.odex - [GUIDE] - Differences between Odex and Deodex Files [TOOL] [WINDOWS] Universal Deodexer [ALL DEVICES!!] Hi everyone, Alokbina and I have created a tool that allows users very easily deodex apks from a room. This tool is very useful for Room developers as well. For now only windows supported, but we will try our best to make the same tool for linux as well and make the tool as user-friendly as possible. And, please don't forget to thank alokbina too. Requirements:- --->Java installed on your PC --->system/ framework folder from room --->apker from supported. the SAME ROOM with the respective ODEX file ---> Patis and a quiet head (common sense included) You can watch this video to set up and use the tool - [FIXED][UPDATE - V3][TOOL][WINDOWS] De Universalodexer [ALL!!] [GUIDE] How DEODEX makes ODEXED ROM using dsixda kitchen Reactions: amaynard 89, Harpratap, Thebear j koss and 2 others Need help about amking theme for CM10.1. I'm new to theming CM10.1. Can someone tell me how to change clock and date color in the notification tray ??? Last changed: Jul 14, 2013 hello I have a question if I changed the file in values folders in the framework, so I just have to copy resources arsc to sign apk? or I need to copy other files? Need help regarding amking theme for CM10.1. I'm new to theming CM10.1. Can someone tell me how to change clock and date color in the notification tray ??? The code for it is probably in SystemUI.apk, but can not quite remember where, but it will have date in the code. hello I have a question if I changed the file in values folders in the framework, so I just have to copy resources.arsc to sign apk? or I need to copy other files? You still need the meta folder and manifest as well. ... Sent from Zed Reactions: dhirend 6d The code for it is probably in SystemUI.apk, but can not quite remember where, but it will have date in the code. You still need the meta folder and manifest as well. ... Sent from Zed OK I changed values folder and AndroidManifest I compiled the framework and copied meta and resources but got bootloop please help OK I changed values folder and AndroidManifest I compiled the framework and copied meta and resources but got bootloop please help You need to copy 3 files in total, if you still then check what you have ... Sent from Zed OK I changed values folder and AndroidManifest I compiled the framework and copied meta and resources but got bootloop please help And make sure resources.arsc is not compressed in APK. I've had bootloops many times because of compressed resources.arsc. -------- Post added at 1:22 p.m. ------- The previous post was at 1:18 p.m. ------- The code for it is probably in SystemUI.apk, but can't quite remember where, but it will have date in the code. ... Sent from Zed Found it. Its in SystemUI.apk in styles.xml. <style name=TextAppearance.StatusBar.Expanded parent=@*android:style/TextAppearance.StatusBar&qt; <style name=TextAppearance.StatusBar.Expanded.Clock parent=@style/TextAppearance.StatusBar.Expanded> <item name=android:textStyle>normal</item> <item name=android:textColor>@color/clock_view_color</item> <item name=android:fontFamily>sans-serif-light</item> </style> </style> </style> </style name=TextAppearance.StatusBar.Expanded.Date parent=@style/TextAppearance.StatusBar.Expanded> <item name=android:textSize>12.0dip</item> <item name=android:textStyle>normal</item> <item name=android:textColor>@color/date view color</item> <item name=android:textAllCaps>true</item> </style> All I have to do now is write these in styles.xml in my theme and then link those styles to com android systemui.xml in theme (I guess. O O). Thanks for the wonderful tutorial. Unfortunately, I failed to change my apk successfully. When I tried to install apk, I got analyze errors. Any ideas? Page 3 I have deleted a line in the headers to delete a menu in settings, then recompiled, signed and zipaligned app You do not install system apps that way, you need to copy / move it to the system (where build prop is) and change the permissions, then move and overwrite the original and should work without having to restart, if you do not see the changes then restart, finished. You don't install system apps that way, you need to copy/move it to the system (where build.prop is) and change the permissions, then move and overwrite the original and should work without having to restart, if you don't see the changes and then restart, done. I know that actually, the thing is that the size of the settings apk

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was about 50 kb that surprised me and apk image was gone, so I tried to test it before you discover that something went wrong before Wow thanks, big thread. Is sad to think that I can not use it, because I can not decompile. I tried everything! I installed java sdk6, sdk7, tried with a lot of apktool
apkmultitool, virtuoso studio, but no. Also I change the path, I think this will solve the problem, but not. And all because of pathnotexist apktool.yml cant found, do not know what to do I tried to search the answer in all forums, but no one knows how to fix it. Is Is Is Reactions: Harpratap I have the same
problem and went through the same steps. I still can't compile anything after editing. I can decompile and recompile and recompile immediately, but can't edit anything. Wow thank you, great thread. Is sad to think that I can not use it, because I can not decompile / compile. I tried everything! I installed java sdk6, sdk7,
tried with a lot of apktool apkmultitool, virtuoso studio, but no. Also I change the path, I think this will solve the problem, but not. And all because of pathnotexist apktool.yml cant found, I do not know what to do I tried to search the answer in all forums but no one knows how to fix it. is frustrating I have the
same problem and went through the same steps. I still can't compile anything after editing. I can decompile and recompile immediately, but can't edit anything. Perseverance is the key. If it does not work 9 times out of 10 user errors. ... Sent from Zed I actually have it works, mod I had worked with must
have had some bad coding because everything else I have decompiled, edited and recompiled work just fine. Now I know I have everything is the problem. I have the same problem and went through the same steps. I still can't compile anything after editing. I can
decompile and recompile immediately, but can't edit anything. Had the same probe buddy! tried Last Apktool by RizalLovins, same! wont recompile back even without edits, but then reset each apktool config, deleted framework and used this this has nothing more than Apk manager, always works for me
1.the possible cases were, When I would replace a 9png from a Source apk that was only extracted (not decompiled) to one to the destination apk as I would always face this error! can be you facing the same problem? It was actually the changes I was working on. Not sure which part of
the code made the mistake. I have decompiled, edited and recompiled some other things successfully. Thanks for your input. So no one has been able to help me with this problem. I have xposed icon theme on my galaxy s4 running jelly beans ROM. Every time I update an app, the theme isn't applied to
the updated app. I have to use the theme in xposed and then restart, the same problem if I download a new app, the theme is not applied to that icon. I do not use a third-party launcher, in stock touchwiz Sent from my SCH-I545 using Tapatalk 4 Hi OP I would like to know how Devs port apps, like SG4
apps to work on SG3. I can't find any guides, do you have any links? First thanks for the guide. I have a problem, I use vts to mod systemui.apk and it recompiled fine. If I adb push or do zip it works fine, but if I put it in a new build it bootloops? This makes sense 5 4.2.2 If tried many combinations of
signed, not signed, zipalined, not, not always with the same results. Any help is highly appreciated. Sent from my HTC One S using Xparent Red Tapatalk 2 Sorry, but I think I do not understand anything. you say that with these applications I could mod all my app, ex. all my games app? Last edited:
Feb 21, 2014 Hello all. After being away from the forum for almost 7 months I wondered how relevant the information in this thread is now? Page 4 Hi sir... I can't decompile the Xperia Z1 framework (ported to Xperia SL) apktool if framework-res.apk apktool if SemcGenericUxpres.apk apktool d
framework-res.apk but I get this error 09-02-2014 19:44:23.24 Dekomingpil.. C:\Program Files\elesbb GUI APK Tool\framework-res.apk I: Loading the resource table ... In: Decoding AndroidManifest.xml with resources ... In: Regular manifesto package ... In: Decoding file resources ... W:
Could not decode attr value, using untagged value instead: ns = android, name = duration, value = 0x010e004a I: Loaded. W: Could not decode attr value, using uncoded value instead: ns = android, name = duration, value =
0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 I: Decoding values */* XMLs ... In: Done. Exception in thread
main brut.androlib.err.UndefinedResObject: resource spec: 0x010e004a at brut.androlib.res.data.ResPackage.getResSpec(ResPackage.java:61) at brut.androlib.res.data.ResTable.getResSpec(ResPackage.java:58) at brut.androlib.res.data.ResTable.getResSpec(ResPackage.java:54) at
brut.androlib.res.data.value.ResReferenceValue.getReferenceValue.encodeAsResXml(ResReferenceValue.java:46) at brut.androlib.res.data.value.ResScalarValue.encodeAsResXmlAttr(ResScalarValue.java:44) at
brut.androlib.res.decoder.ResAttrDecoder.decode(ResAttrDecoder.java:40) at brut.androlib.res.decoder.AXmlResourceParser.java:313) at org.xmlpull.v1.wrapper.classic.XmlPullParserDelegate.getAttributeValue(XmlPullParserDelegate.java:69) at
org.xmlpull.v1.wrapper.classic.StaticXmlSerializerWrapper.writeStartTag(StaticXmlSerializerWrapper.java:267) at org.xmlpull.v1.wrapper.classic.StaticXmlSerializerWrapper.event(StaticXmlSerializerWrapper.java:211) at
brut.androlib.res.decoder.XmlPullStreamDecoder.Jevent(XmlPullStreamDecoder.java:77) at brut.androlib.res.decoder.XmlPullStreamDecoder.StreamDecoder.Jevent(XmlPullStreamDecoder.Java:34) at at
brut.androlib.res.decoder.ResFileDecoder.decode(ResFileDecoder.java:86) at brut.androlib.res.AndrolibResources.decode(AndrolibResources.java:236) at brut.androlib.Androlib.decodeResourcesFull(Androlib.java:236) for
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.Androlib.Androlib.decodeResourcesFull(AndrolibResources.java:236) for brut.androlib.Androlib.AndrolibResources.java:2 <3&gt; &lt;7&gt;:115) at brut.androlib.ApkDecoder.decode(ApkDecoder.java:99) at brut.apktool.Main.cmdDecode(Main.java:141) on
                                                                                                February 9. 2014 Hello sir ... I can't decompile the Xperia Z1 framework (ported to Xperia SL) apktool if framework-res.apk apktool d framework-res.apk but I get this error 09-02-2014 19:44:23.24 Dekomingpil.. C:\Program Files\elesbb GUI APK Tool\framework-res.apk
1: Loading the resource table ... In: Loaded. In: Decoding AndroidManifest.xml with resources ... In: Decoding file resource table ... In: Loaded. In: Decoding AndroidManifest.xml with resources ... In: Decoding file resource table ... In: Decoding file resource table ... In: Decoding AndroidManifest.xml with resources ... In: Decoding AndroidManifest.xml with resources ... In: Decoding file resource table ... In: Decoding AndroidManifest.xml with resources ... In: Decoding File resources ... In: Decoding file resource table ... In: Decoding AndroidManifest.xml with resources ... In: Decoding File resource table ... In: Decoding AndroidManifest.xml with resources ... In: Decoding File resource table ... In: Decoding File resource table ... In: Decoding AndroidManifest.xml with resources ... In: Decoding File resource table ... In: Decoding File resource table ... In: Decoding AndroidManifest.xml with resources ... In: Decoding File resource table ... In: Decoding AndroidManifest.xml with resources ... In: Decoding AndroidManifest.xml with resources ... In: Decoding File resource table ... In: Decoding AndroidManifest.xml with resources ... In: Decoding AndroidManifest.xml with resources ... In: Decoding File resources ... In: Decoding AndroidManifest.xml with resources ... In: Decoding AndroidMani
from file: C:\Users\kiran\apktool\framework\2.apk I: Loaded. W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value, using uncoded value instead: ns = android, name = startOffset, value=0x010e0049 W: Could not decode attr value instead: ns = android, ns = android,
decode attr value, using uncoded value instead: ns =android, name=duration, value=0x010e0049 I: Decoding values */* XMLs ... In: Done. Exception in thread main brut.androlib.err.UndefinedResObject: resource spec: 0x010e004a at brut.androlib.res.data.ResPackage.getResSpec(ResPackage.java:61)
at brut.androlib.res.data.ResTable.getResSpec(ResTable.java:58) at brut.androlib.res.data.ResTable.getResSpec(ResTable.java:54) at brut.androlib.res.data.value.ResReferenceValue.getReferent(ResReferenceValue.java:62) at
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org.xmlpull.v1.wrapper.classic.StaticXmlSerializerWrapper.event(StaticXmlSerializerWrapper.java:211) at brut.androlib.res.decoder.XmlPullStreamDecoder$1.event(XmlPullStreamDecoder.java:77) at at at
brut.androlib.res.decoder.ResStreamDecoderContainer.decode(ResStreamDecoderContainer.decode(ResFileDecoder.decode(ResFileDecoder.java:34) at brut.androlib.res.decoder.ResFileDecoder.decode(ResFileDecoder.java:36) at brut.androlib.res.decoder.ResFileDecoder.decode(ResFileDecoder.java:36) at brut.androlib.res.decoder.ResFileDecoder.decode(ResFileDecoder.java:36) at brut.androlib.res.decoder.ResFileDecoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder
---- what might be the cause ... Using Windows 7 32 bit apktool 2.0.0 beta7 java see installed java runtime environment installed also Edit:- It was Framework error .... tried another ... it was successful Use beta 9 apktool. Sent from my D5503 using XDA Premium 4
mobile app Reactions: piyush95 Hello @XperienceD I want to edit the blue gauges. Despite my research, I can't find the information necessary for me: crying: I'm under UX2014 Revolution ROM. I saw in MY ROM a png file or a color code that matches but could not find. Can you help me Thanks It most
likely be a hex color code you are looking for and possibly in your settings.apk, look for any references to holo blue. Sent from my D5503 using XDA Premium 4 mobile app It most likely be a hex color code you are looking for and possibly in your settings.apk, look for any references to holo blue. Sent
from my D5503 using XDA Premium 4 mobile app Thanks XperienceD, but I searched the color code in my setting.apk (ff468bb7 and reverse code that is 00b97448) and I can not find it. I saw if I find it eventually broken on several lines, which is sometimes the case. I also looked in my framework ... The
problem is that if it is a transparent color, the color displayed on the screen is actually a combination of the background. Along with this message my setting apk and other apk where I searched in vain. If you have some time to see if you can find, it will make me a
good favor. (SecSetting.apk and framework-res.apk are too large to be sent as attachments, I put on my Dropbox: SecSetting and framework-res.apk). Thank you for your attention. Last changed: Feb 19, 2014 Thanks XperienceD, but I searched the color code in my setting.apk (ff468bb7 and reverse
code that is 00b97448) and I can not find it. I saw if I find it eventually broken on several lines, which is sometimes the case. I also looked in my framework ... The problem is that if it is a transparent color, the color displayed on the screen is actually a combination of the color of the gauges and the color of
the background. Along with this message my setting and other apk where I searched in vain. If you have some time to a good service. Service and framework-res. apk is too large to be sent as attachments, I put on my dropbox: SecSetting and framework-res. apk). Thank
vou for vour attention. I'll take a look when I get home if you don't sort it before. Is the code the color that is in the frame color.xml for holoblue? I've changed it before I just don't remember specifically. Sent from my D5503 using XDA Premium 4 mobile app Reactions: mastaan I'll take a look when I get
home if you don't sort it before. Is the code the color that is in the frame color.xml for holoblue? I've changed it before I just don't remember specifically. Sent from my D5503 using XDA Premium 4 mobile app No, it's not holo code. I noticed the color in photoshop ... And thank you very much for taking
some time for myself :good: No. it's not the holocode. I noticed the color in photoshop ... ? I know that ROM can vary from one manufacturer to the other, but this is the blues I have in my ... <color name=holo blue light&gt;#ff33b5e5&lt;/color&gt; &lt;color name=holo blue dark&gt;#ff0099cc&lt;/color&gt;
<color name=holo blue bright&gt;#ff00ddff&lt;/color&gt; ... so I will search directly for either the color name or hex code of what is in yours, but I personally just change these hex codes above to make system-wide changes that cover most items. ? I know that ROM can vary from one manufacturer to
the other, but this is the blues I have in my ... <color name=holo blue light&gt;#ff33b5e5&lt;/color&gt; &lt;color name=holo blue bright&gt;#ff0099cc&lt;/color&gt; ... so I will search directly for either the color name or hex code of what is in yours,
but I personally just change these hex codes above to make system-wide changes that cover most items. My holo blue colors are the same as yours - which you may have already noticed - and they don't match the color of my gauges. It can not be a super position since the latter is completely opaque. I
found this screenshot on this thread (which you have to include, in my opinion, in the tutorial), and here it turns out that there is a specific entrance for the meters (or at least
it is possible to make one). I keep looking for the answer ... Ps. Where's Jimi? :crying: My holo blue colours are the same as yours - which you may have already noticed - and they don't match the colour of my gauges. It can not be a super position since the latter is completely opaque. I found this
screenshot on this thread (which you have to include, in my opinion, in the tutorial), and here it turns out that there is a .png. According to a guy on the same thread, it's called app gauge.9, but it's not in my ROM ... But it suggests that there is a specific for the meters (or at least it is possible to create I
keep looking for the answer ... Ps. Where's Jimi? :crying: My ROM does not use these pags either, but what that link has reminded me of is that there may be a small file that needs to be changed. It's still a holo blue color, so the only part of the code that will be different is the ff part. Open a load of files in
Notepad+ and get search. Sent from my D5503 using XDA Premium 4 mobile app Thanks:good: @XperienceD but I have already done (with the great Virtuous Ten Studio) ... Besides, are your meters the same color? If this is not the case, can you send me your setting apk and your framing? This can
help me. thanks Last modified: February 20, 2014 Besides, are your meters the same color? If this is not the case, can you send me your framing? This can help me. thanks Mine is different and now recoloured by modding a Sony theme apk so my files wont help you. Do you have a
settings.apk than the one you uploaded? About f***ing meters Mine are different and now recoloured by modding a Sony theme apk so my files won't help you. Do you have a settings.apk than the one you uploaded? Yes. I had planned to search another ROOM to see if I can find anything that can help
me. I'll let you know. Thank you help First this one of the best xda threads I've ever seen Awesome work!!! Problem When I recompile the system interface with some of the tools. I get a thousand errors even without touching any part I am able to decompile but not able to re-compile please need help (My
device is Micromax A87) its does not have any proctection like odex and such) I can give you apk please ...... help Last modified: Mar 9, 2014 Page 5 First this one of the best xda threads I've ever seen Awesome work! !! Thanks. When I compile my system UI with some of the tools. I get a thousand
errors even without touching any part I am able to decompile but not able to re-compile please need help (My device is Micromax A87) its does not have any proctection like odex and such) I can give you apk please ..... help Have you installed the frameworks and what firmware do you use? Reactions:
kaushikb.1996 Yep only a frame file Apktool says the error is in status bar tracking.xml, line 5, so I edited the line and saw it rebuilt, but you obviously have to test it. Change the end of line 5 from... android:layout marginTop=0.0dip android:subscription=0 /> to android:layout marginTop=0.0dip />
   and see if it works. Reactions: kaushikb.1996 Apktool says the error is in status bar tracking.xml, line 5, so I edited the line and saw it rebuilt, but you obviously have to test it. Change the end of line 5 from... android:layout marginTop=0.0dip android:subscription=0 /> to
android:layout marginTop=0.0dip /> ... and see if it works. So you were successful to compile it? ?? I want to do it. a few hours with apk mupltitool and VT10 and did you de-sign or did any other steps? ?? Last edited: Mar 11, 2014 So you were successful to compile it? ?? I will do it in a few hours with
apk mupltitool and VT10 and did you de-sign or did any other steps? ?? System UI does not work (Status bar not visible)EN Force close, but does not show the status bar at all Code in line 5 for me is android: layout marginTop = 0.0dip android: subscription = SubTwo / > I changed to android:
layout marginTop = 0.0dip / > Last modified: March 11, 2014 LOI the funny part is without changes, Now I am able to compile with VT10, but it does not work !!! Last changed: Mar 11, 2014 you can help the host to match the color orange in the same becomes linear color.smali should use what color
code .. I try to use the orange color code different outcomes even please help the host to match the color orange in the same being linear color.small should use what color code .. I try to use the orange color code different outcome even you need Android color converter to convert hex color codes to
small color codes. Sent from my D5503 using XDA Premium 4 mobile app Reactions: D2Y aka E Hello found out what I did not copy the META-INF folder anways thanks for the help I like it tread ... beer: Sent from my GT-B5330 How to fix an error with the bar
in the applications? It is necessary that all programs have been black bar. And since it is transparent (Bar), it takes the color program. Android 4.1.2 How to fix an error with the bar in the applications? It is necessary that all programs have been black bar. And since it is transparent (Bar), it takes the color
program. Take a look at your disadvantages.xml in SystemUI/values, anything that starts with status bar is what you need to look at and edit accordingly. Page 6 Thanks I want / suggest that you add another tool many people are not aware that it is an apktool even for Android 2.3 + devices and its in
google's pages I will give you the link I will assume that the latest works with some ROM as it is changed and customized along the way. Sent from my D5503 using XDA Premium 4 mobile app Help ME I have was error message while recompilling systemui.apk I should edit for traffic statistics I got this
log: c: \ apktool>apktool b SystemUI I: Using Apktool 2.0.0-Beta9 on SystemUI I: Check if sources have changed ... In: Narrowing ... SystemUI\smali\com\android\systemui\statusbar\policy\Traffic$1.smali[24.4] Input error '.parameter': Invalid Directive
SystemUI\smali\com\android\systemui\statusbar\policy\Traffic$1.smali[39,4] Input error '.parameter'Invalid Directive SystemUI\smali\com\android\systemui\statusbar\policy\Traffic$1.smali[40,4] Input error '.parameter': Invalid directive input 'context' forventer END METHOD DIRECTIVE Unntak i tråd main
brut.androlib.AndrolibException: Kunne ikke smali fil: com/android/systemui/statusbar/policy/Traffic$1.smali på brut.androlib.src.buildFile(SmaliBuilder.java:72) på brut.androlib.src.buildFil
brut.androlib.src.buildFile(SmaliBuilder.java:72) på brut.androlib.src.buildFile(Smal
SmaliBuilder.build(SmaliBuilder.java:56) på brut.androlib.src.SmaliBuilder.build(SmaliBuilder.java:41) på brut.androlib.buildSourcesSmali(Androlib.java:338) på brut.androlib.Androlib.Androlib.Androlib.buildSourcesSmali(Androlib.java:338) på
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brut.androlib.Androlib.buildSourcesSmali(Androlib.java: buildSources(Androlib.java:299) på brut.androlib.build(Androlib.java:285) på brut.apktool.Main.cmdBuild(Main.java:236) på brut.apktool.Main.main(Main.java:88) jeg har allerede installert
rammeverket kan du hjelpe meg jeg har var feilmelding mens recompilling systemui.apk jeg bør redigere for trafikkstatistikk jeg fikk denne loggen: c: \\ apktool>apktool b SystemUI: Using Apktool 2.0.0-Beta9 on SystemUI: Check if sources have changed ... In: Narrowing ...
SystemUI\smali\com\android\systemui\statusbar\policy\Traffic$1.smali[24,4] Error for input '.parameter': Invalid directive SystemUI\smali\com\android\systemui\statusbar\policy\Traffic$1.smali[39,4] Error for input '.parameter': Invalid directive SystemUI\smali\com\android\systemui\statusbar\policy\Traffic\square\tau\status\square\tau\status\square\tau\status\square\tau\smali\com\android\system\under\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\square\tau\status\square\tau\status\square\tau\status\square\tau\square\tau\status\square\tau\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\status\square\tau\square\tau\status\square\tau\status\square\tau\status\square\tau\square\tau\status\square\tau\status\square\tau\status\square\tau\square\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau\s\tau
SystemUI\smali\com\android\systemui\statusbar\policy\Traffic$1.smali[40,4] Error for input '.parameter': Invalid directive SystemUI\smali\com\android\systemui\statusbar\policy\Traffic$1.smali[39,15] mism atched input 'context' expecting END METHOD DIRECTIVE Exception in thread main
brut.androlib.AndrolibException: Could not small file: com/android/systemui/statusbar/policy/Traffic$1.small at brut.androlib.src.SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.build(SmallBuilder.bui
brut.androlib.Androlib.buildSourcesSmali(Androlib.java:338) at brut.androlib.Androlib.buildSources(Androlib.java:299) at brut.androlib.build(Androlib.java:285) at brut.androlib.java:285) at brut.androlib.java:285) at brut.androlib.java:286) at brut.androlib.java:286) at brut.androlib.java:286) at brut.androlib.java:286) at brut.androlib.java:288) at brut.androlib.java:2
please help me Have you installed all resource apks? Sent from app on my Z1C ... I have been error message while recompilling systemui.apk I should edit for traffic statistics I got this log: c: \ apktool>apktool b SystemUI I: Using Apktool 2.0.0-Beta9 on SystemUI I: Check if sources have changed ...
In: Narrowing ... SystemUI\smali\com\android\systemui\statusbar\policy\Traffic$1.smali[24.4] Input error '.parameter': Invalid Directive SystemUI\smali\com\android\systemui\statusbar\policy\Traffic$1.smali[40,4] Input error '.parameter': Invalid Directive SystemUI\smali\com\android\systemui\statusbar\policy\Traffic\statusbar\policy\Traffic\statusbar\policy\Traffic\statusbar\policy\Traffic\statusbar\policy\Traffic\statusbar\policy\Traffic\statusbar\policy\Traffic\statusbar\policy\Traffic\statusbar\policy\Traffic\statusbar\policy\Traffic\statusbar\policy\Traffic\statusbar\policy\Traffic\statusbar\policy\Traffic\s
'.parameter': Invalid Directive Directive Directive mism atched input 'context' forventer END METHOD DIRECTIVE Unntak i tråd main brut.androlib.AndrolibException: Kunne ikke smali fil: com/android/systemui/statusbar/policy/Traffic$1.smali at brut.androlib.src.SmaliBuilder.buildFile(SmaliBuilder.java::72) på
brut.androlib.src.SmaliBuilder.build(SmaliBuilder.java:56) på brut.androlib.src.SmaliBuilder.build(SmaliBuilder.build(SmaliBuilder.java:41) på brut.androlib.huildSources(Androlib.java:299) på brut.androlib.Androlib.build(SmaliBuilder.java:41) på brut.androlib.java:285) på
brut.androlib.Androlib.build(Androlib.java.java:285) på brut.androlib.Androlib.java:285) på brut.androlib.build(Androlib.java:285) på brut.androlib.build(An
brut.androlib.Androlib.build(Androlib.java:285) på brut.androlib <7&gt;:258) på brut.apktool.Main.cmdBuild(Main.java:88) Jeg har allerede installert rammeverket kan du hjelpe meg Du må bruke apktool 1.5.2 og det vil løse dette.. Using higher all these errors are
considered dump smali.. There are things that are not necessary. But when decompiled by 1.5.2 it exists in smali.. Reactions: SXUsr You must use apktool 1.5.2 and it will solve this.. Using higher all these errors are considered dump smali.. There are things that are not necessary. But when decompiled
by 1.5.2 it exists in smali.. now I use apktool 1.5.2 and this new problem: C: \ apktool>apktool b SystemUI\res\layout\system bar notification
panel title.xml:14: Error: Error: No resource matching the specified name (with a value of '@style/StatusBarNotificationText') is found. C:\apktoo\SystemUI\res \\ layout \system bar notification panel title.xml: error: No resource found that matches the specified name (in style with the value @s tyle
/StatusBarNotificationText). C:\apktoo\SystemUI\res \\ layout\system bar notification panel title.xml:21:error: No resource found that matches the given name (in style with the value '@s tyle/StatusBarNotificationText'). C:\apktoo\SystemUI\res \\ layout\system bar settings view.xml: error: No resource
found that matches the given name (in style with the value @style /StatusB arPanelSettingsRow). C:\apktoo\SystemUl\res \\ layout\system bar settings view.xml: error: No r esource found that matches the given name (in style with the value @style /StatusB arPanelSettingsIcon). C:\apktoo\SystemUl\res
\\ layout\system bar settings view.xml:7:7 error: No resource found that matches the given name (in style with the value / StatusB arPanelSettingsContents).). C:\apktoo\SystemUI\res \\ layout\system bar settings view.xml:10:error: No resource found that matches the given name (in style with the value
@style / Status BarPanelSettingsPanelSeparator).). C:\apktoo\SystemUI\res \\ layout\system bar settings view.xml: Error: No resource found that matches the specified name (in style with value @style /Status Status C:\apktoo\SystemUI\res \\ layout\system bar settings view.xml:12:error: No
resource found that matches the given name (in style with the value '@style/Status BarPanelSettingsContents') is found.
C:\apktoo\SystemUI\res \\ layout\system bar settings view.xml:15: error: No resource found that matches the given name (in style with the value '@style /Status BarPanelSeparator'). C:\apktoo\SystemUI\res\layout\system bar settings view.xml:16: Error: Error: No resource found that
matches the given name (with the value '@style/Status BarPanelSettingsRow'). C:\apktoo\SystemUl\res\layout\system bar settings view.xml:17: Error: No resource found that matches the given name (with the value '@style/Status BarPanelSettingsIcon'). C:\apktoo\SystemUl\res\\
layout\system bar settings view.xml:18:error: No resource found that matches the given name (in style with the value '@style /Status BarPanelSettingsContents'). C:\apktoo\SystemUl\res \\ layout\system bar settings view.xml:21:error: No resource found that matches the given name (in style with the
value @style / Status BarPanelSettingsPanelSeparator).). C:\apktoo\SystemUl\res \\ layout \\ system bar settings view.xml: Error: No resource found that matches the given name (in style with the value '@style /Status BarPanelSettingsRow').
C:\apktoo\SystemUI\res\layout\system bar settings view.xml:23: Error: Error: No resource found that matches the specified name (with the value '@style/Status BarPanelSettingsIcon'). C:\apktoo\SystemUI\res \\ layout\system bar settings view.xml:26: error: No resource found that matches the given
name (in style with the value '@style /Status BarPanelSettingsPanelSeparator'). C:\apktoo\SystemUl\res \\ layout\system bar settings view.xml:27: error: No resource found that matches the given name (in style with the value '@style /Status BarPanelSettingsRow'). C:\apktoo\SystemUl\res \\ layout\system Ul\res \\ layout \\
system bar settings view.xml: error: No resource found that matches the specified name (in style with the value '@style /Status BarPanelSettingslcon'). C:\apktoo\SystemUI\res\layout\system bar settings view.xml:29: Error: Error: No resource found that matches the specified name (with the value '@style /Status BarPanelSettingslcon').
'@style/Status BarPanelSettingsContents'). C:\apktoo\SystemUl\res \\ layout\system bar settings view.xml:32: error: No resource found that matches the given name (in style with the value '@style /Status BarPanelSettingsPanelSeparator'). C:\apktoo\SystemUl\res \\
layout\system bar settings view.xml: error: No resource found that matches the given name (in style with the value @style / Status BarPanelSettingsRow).). C:\apktoo\SystemUI\res \\ layout\system bar settings view.xml:34: error: error: error: error: found the resource that matches the given name (with 'style'
with the value '@style/Status BarPanelSettingsIcon'). C:\apktoo\SystemUI\res\layout\system bar settings view.xml:35: Error: No resource matching the specified name (with the value '@style/Status BarPanelSettingsContents') is found. C:\apktoo\SystemUI\res \\ layout\system bar settings view.xml:37:
error: No resource found that matches the given name (in style with the value '@style /Status BarPanelSeparator'). aapt: warning: string 'quickpanel data roaming disable toast' has no default tra nslation in C:\apktoo\SystemUl\res; found: en PH en US in ko ms th we zh CN zh S G aapt:
warning: string 'quickpanel data roaming enable toast' has no standard tran slation in C: \\ apktoo \ SystemUI \ res; found: en PH en US in ko ms th vi zh CN zh SG brut.androlibException: brut.androlibException: brut.common.Br utException: could not exec command: [aapt, p, --
min-sdk-version, 16, --target-s dk-version, 16, --f, C:\Users\MRDYNA~1\AppData\Local\Temp\APKTOOL2886473557356755 538.tmp, -0, arsc, -I, C:\Users\MrDynamite\apktool\framework\1.apk, -S, C:\apkto o\SystemUI\res, -M, C:\apktoo\SystemUI\AndroidManifest.xml] at
brut.androlib.Androlib.buildResourcesFull(Androlib.java:358) at brut.androlib.build(Androlib.java:283) at brut.androlib.build(Androlib.java:176) at brut.apktool.Main.cmdBuild(Main.java:228) at brut.apktool.Main.main(Main.java:79)
Caused by: brut.androlib.AndrolibException: brut.common.BrutException: could not exec command: [aapt, p, --min-sdk-version, 16, --target-sdk-version, 16, --target-sdk-version
-S, C:\apktoo\SystemUI\res, -M, C: \apktoo\SystemUI\AndroidManifest.xml] at brut.androlib.res.AndrolibResources.jav a:357) on brut.androlib.buildResourcesFull(Androlib.java:336) ... 5 more Caused by: brut.common.BrutException: could not exec command:
[aapt, p, --min-sd k version, 16, --target-sdk version, 16, --target-sdk version, 16, --f, C:\Users\MRDYNA~1\AppData\Local\Tem p\APKTOOL288647355735675538.tmp -0, arsc, -I, C:\Users\MrDynamite\apktool\fram ework\1.apk, - S, C:\apktoo\SystemUI\res, -M, C: \apktoo\SystemUI\res, -M, C: \apktoo \SystemUI\ AndroidManifest.xml] at brut.util.OS.exec
(OS.java:89) on brut.androlib.res.AndrolibResources.aaptPackage(AndrolibResources.jav a:355) ... 6 more I already have a aapt.exe now I use apktool $\frac{1}{2}$ and this new problem: C: \apktool>apktool b SystemUI I: Check if sources have changed ... I: Check if resources have changed ... I: Building
resources ... Exception in thread main C:\apktoo\SystemUI\res\layout\system bar notification panel title.xml: error: No resource found that matches the
specified name (in style with the value @s tyle /StatusBarNotificationText). C:\apktoo\SystemUl\res \\ layout\system bar notification panel title.xml:21:error: No resource found that matches the given name (in style with the value '@s tyle/StatusBarNotificationText'). C:\apktoo\SystemUl\res \\
layout\system bar settings view.xml: error: No r esource found that matches the given name (in style with the value @style /StatusB arPanelSettingsRow). C:\apktoo\SystemUI\res \\ layout\system bar settings view.xml: error: No r esource found that matches the given name (in style with the value
@style /StatusB arPanelSettingsContents).). C:\apktoo\SystemUI\res \\ layout\system bar settings view.xml:7: error: No r esource found that matches the given name (in style with the value @style / StatusB arPanelSettingsContents).). C:\apktoo\SystemUI\res \\ layout\system bar settings view.xml:10:error:
No resource found that matches the given name (in style with the value @style / Status BarPanelSettingsPanelSeparator).). C:\apktoo\SystemUl\res \\ layout \\ system bar settings view.xml:11: error: No resource found that matches the given name (in style with the value @style / Status BarPanelSettingsPanelSeparator).)
BarPanelSettingsRow'). C:\apktoo\SystemUl\res\\ layout\system bar settings view.xml:12:error: No resource found that matches the given name (in style with the value '@style /Status BarPanelSettingsIcon'). C:\apktoo\SystemUl\res\layout\system bar settings view.xml:13: Error: No resource matching
the specified name (with the value '@style/Status BarPanelSettingsContents') is found. C:\apktoo\SystemUI\res \\ layout\system bar settings view.xml:15: error: No resource found that matches the given name (in style with the value '@style/Status BarPanelSettingsPanelSeparator').
C:\apktoo\SystemUI\res\layout\system bar settings view.xml:16: Error: Error: No resource found that matches the given name (with the value '@style/Status BarPanelSettingsRow'). C:\apktoo\SystemUI\res\layout\system bar settings view.xml:17: Error: Error: No resource found that matches the given
name (with the value '@style/Status BarPanelSettingsIcon'). C:\apktoo\SystemUI\res \\ layout\system bar settings view.xml:18:error: No resource found that matches the given name (in style with the value '@style /Status BarPanelSettingsContents'). C:\apktoo\SystemUI\res \\
layout\system bar settings view.xml:21:error: No resource found that matches the given name (in style with the value @style / Status BarPanelSeparator).). C:\apktoo\SystemUI\res\layout\ 22: error: No resource found that matches the given name (in style with the value '@style / Status
BarPanelSettingsRow'). C:\apktoo\SystemUl\res\layout\system bar settings view.xml:23:23 Error: No resource matching the given name (with 'style' with value '@style/Status BarPanelSettingsIcon' is found). C:\apktoo\SystemUl\res \\ layout\system bar settings view.xml:26: error: No resource found
that matches the given name (in style with the value '@style /Status BarPanelSettingsPanelSettingsPanelSettingsRow'). C:\apktoo\SystemUl\res \\ layout\system_bar_settings_view.xml:27: error: No resource found that matches the given name (in style with the value '@style /Status BarPanelSettingsRow').
C:\apktoo\SystemUI\res \\ layout \\ system bar settings view.xml: error: No resource found that matches the specified name (in style with the value '@style /Status BarPanelSettings view.xml: error: No resource found that matches the
specified name (with the value '@style/Status BarPanelSettingsContents'). C:\apktoo\SystemUI\res \\ layout\system bar settings view.xml:32: error: No resource found that matches the given name (in style with the value '@style/Status BarPanelSettingsPanelSeparator'). C:\apktoo\SystemUI\res \\
layout \ system bar settings view.xml: error: Error: No resource found that matches the given name (in style with the value @style / Status BarPanelSettingsRow).). C:\apktoo\SystemUI\res \\ layout \\ system bar settings view.xml: error: Error: No resource found that matches the specified name (in
style with the value '@style/Status BarPanelSettingsContents'). C:\apktoo\SystemUl\res\layout\system bar settings view.xml:35: Error: No resource matching the specified name (with the value '@style/Status BarPanelSettingsContents') is found. C:\apktoo\SystemUl\res\l
layout\system bar settings view.xml:37: error: No resource found that matches the given name (in style with the value '@style /Status BarPanelSeparator'). aapt: warning: string 'quickpanel data roaming disable toast' has no default tra nslation in C:\apktoo\SystemUl\res; found: en PH
en US in ko ms th we zh CN zh S G aapt: warning: string 'quickpanel data roaming enable toast' has no standard tran slation in C: \\ apktoo \ SystemUI \ res; found: en PH en US in ko ms th we zh CN zh SG brut.androlib.AndrolibException: brut.androlibException: brut.common.Br
utException: failed exec command: [aapt, p, --min-sdk version, 16, --target-s dk version, 16, --f, C:\Users\MRDYNA~1\AppData\Local\Temp\APKTOOL2886473557356755 538.tmp, -0, arsc, -I, C:\Users\MrDynamite\apktool\framework\1.tmp.tmp,-0, arsc, -I,
C:\Users\MrDynamite\apktool\framework\1.tmp.tmp,0,arsc,-I,C:\Users\MrDynamite\apktool\framework\1.tmp 1.apk.tmp 0,000/&p.m., <1> <6> , -S, C : \ apktoo \ SystemUI \ AndroidManifest.xml ] at brut.androlib.Androlib.buildResourcesFull(Androlib.java:358) on
brut.androlib.Androlib.buildResources(Androlib.java:283) on at brut.androlib.Androlib.Androlib.Androlib.build(Ogrolib.java:176) at brut.apktool.Main.java:79) Caused by: brut.androlib.Androlib.Androlib.Exception: brut.androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.Androlib.An
min-sdk version, 16, --target-sdk version, 16, --F, C: \Users\MRDYNA~1\AppData\Local\Temp\APKTOOL288647355735675538.tmp, -0, arsc, -I, C:\ Users \ MrDynamite \ apktool \ framework \ 1.apk , -S, C: \ apktoo \ SystemUI \ res , -M , C: \ apktoo \ SystemUI \ AndroidManifest.xml ] at
brut.androlib.res.AndrolibResources.aaptPackage(AndrolibResources.jav a:357) on brut.androlib.buildResourcesFull(Androlib.java:336) ... 5 more Caused by: brut.common.BrutException: could not exec command: [aapt, p, --min-sd k version, 16, --target-sdk version, 16, --F.
C:\Users\MRDYNA~1\AppData\Local\Tem p\APKTOOL288647355735675538.tmp -0. arsc. -I. C:\Users\MrDvnamite\apktool\fram ework\1.apk. - S. C:\apktoo\SystemUl\res. -M. C: \ apktoo \ SystemUl \ AndroidManifest.xmll at brut.util.OS.exec (OS.iava:89) on
brut.androlib.res.AndrolibResources.aaptPackage(AndrolibResources.jav a:355) ... 6 more I already have an aapt.exe Your missing a few styles.. StatusBarPanelSettingsRow StatusBarPanelSettingsRow StatusBarPanelSettingsIcon StatusBarPanelSettingsContents StatusBarPanelSettingsPanelSeparator
You just need to read the cmd line.. I know that if your new to this it seems a little over whelming but seeing the errors is key, such as: SystemUl\res\layout\[COLOR=Red]system bar notification panel title.xml[/COLOR]:[COLOR=SeaGreen]14[/COLOR]: Error: Error: No resource found matching the
given name (with value '@style/[COLOR=DarkOrchid]StatusBarNotificationText[/COLOR]'). In RED is the setup.. system_bar_notification_panel_title.xml. In this layout on line 14 in GREEN, it's called a style that isn't in your styles.xml.. The style rings are PURPLE.. that you need to add.. like so: <style
name=TextAppearance.StatusBar.Notification parent=@*android:textSize> <item name=android:textColor&gt; &lt;item name=android:textSize&gt; &lt;item nam
<item name=android:layout width&qt;wrap content&lt;/item&qt; &lt;item name=android:layout weight&qt;wrap content&lt;/item&qt; &lt;item name=android:layout weight&qt;wrap content&lt;/item&qt; &lt;item name=android:layout weight&qt;wrap content&lt;/item&qt; &lt;/style&qt; Now DO NOT COPY THIS, but it's just an example of what you're kind of looking for.. The quide you
follow should define a style if his xml has it in them:highfive: Also if you have other errors.. Don't be afraid to put them out.. This is what this thread is all about.. make sure you thank @XperienceD.. Last edited: Apr 11, 2014 Your missing a few styles..
StatusBarNotificationText StatusBarPanelSettingsRow StatusBarPanelSettingsRow StatusBarPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSett
Error: No resource matching the given name (with 'style' with value '@style/[COLOR=DarkOrchid]StatusBarNotificationText[/COLOR]') found. In RED is the setup.. system_bar_notification_panel_title.xml. In this layout on line 14 in GREEN, it's called a style that isn't in your styles.xml.. The style rings are
PURPLE.. that you need to add.. like so: <style name=TextAppearance.StatusBar.Notification parent=@*android:textSize&gt;@dimen/notification text size&lt;/item&gt; &lt;item name=android:textColor&gt;#fffffff&lt;/item&gt; &lt;item
name=android:layout gravity>center vertical</item&gt; &lt;item name=android:layout width&gt;wrap content&lt;/item&gt; &lt;item name=android:layout weight&gt;1.0&lt;/item&gt; &lt;/item&gt; &lt;/item&gt; &lt;/item&gt; &lt;/item name=android:layout weight&gt;vrap content&lt;/item&gt; &lt;/item&gt; &lt;/item&gt; &lt;/item&gt; &lt;/item name=android:layout weight&gt;vrap content&lt;/item&gt; &lt;/item name=android:layout weight&gt;vrap content&lt;/item name=a
an example of what you're kind of looking for.. The guide you follow should define a style if his xml has it in them:highfive: Also if you have other errors.. Don't be afraid to put them we will work together to find them out.. This is what this thread is all about.. make sure you thank @XperienceD.. now what I
do now? Lol connect me to this guide following and I'll see if there is a styles listed in it that you do not add sent from my SCH-1605 using xda app developers app my: SystemUl\res\layout\system bar notificat ion panel title.xml:21: error: Error: No resource found that matches the given name (in 'style'
with the value '@s tyle/StatusNotNotificationText'). <?xml version=1.0 encoding=utf-8?&gt;&lt;com.android.systemui.statusbar.tablet.NotificationPanelTitle android:id=@id/title area android:background=@drawable/system bar notification header bg
android:paddingleft=26.0dip android:paddingtop=14.0dip android:id=@id/icons android:layout width=wrap content android:layout height=wrap content xmlns:android=xmlns:systemui= amp;gt; < TableLayout android:id=@id/icons android:layout width=fill parent
android:layout height=wrap content android:layout margintop=16.0dip android:layout marginbottom=16.0dip android:stretchcolumns=7 android:shrinkcolumns=2,4 android:layout alignparentleft=true android:layout alignparentbottom=true> < TableRow&gt; &lt; FrameLayout
android:layout gravity=center vertical android:layout width=wrap content android:layout height=wrap content> <ImageView android:id=@id/bluetooth android:paddingright=16.0dip android:visibility=gone android:layout width=wrap content
android:layout height=wrap content android:contentdescription=@null></ImageView&gt; &lt;/FrameLayout android:id=@id/mobile icon android:id=@id/mobile icon&gt;&lt;/FrameLayout android:layout gravity=center vertical android:id=@id/mobile icon&gt;&lt;/FrameLayout android:layout gravity=center vertical
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android:layout height=wrap content> <ImageView android:id=@id/mobile signal android:layout width=wrap content android:contentdescription=@null&gt;&lt;/ImageView&gt; &lt;ImageView android:id=@id/mobile type android:layout width=wrap content
android:layout height=wrap content android:contentdescription=@null></ImageView&gt; &lt;TextView android:id=@id/mobile text android:paddingright=12.0dip android:layout width=wrap content android:layout height=wrap content
android:text=@string/status bar settings button android:singleline=true style=@style/StatusBarNotificationText></TextView&gt; &lt;FrameLayout android:layout gravity=center vertical android:id=@id/wifi icon android:paddingright=6.0dip android:layout width=wrap content
android:layout height=wrap content> <ImageView android:id=@id/wifi signal android:layout width=wrap content android:contentdescription=@null&gt;&lt;/ImageView&gt; &lt;ImageView android:id=@id/wifi direction android:layout width=wrap content
android:layout height=wrap content android:contentdescription=@null></ImageView&gt; &lt;/FrameLayout&gt; &lt;/FrameLayout gravity=left|center android:id=@id/wifi text android:paddingright=12.0dip android:layout width=wrap content
```

android:layout height=wrap content android:text=@string/status bar settings settings button android:singleline=true style=@style/StatusBarNotificationText></TextView> <ImageView android:layout gravity=center vertical android:id=@id/battery android:paddingright=6.0dip android

```
:layout width=wrap content android:layout height=wrap content android:scaletype=centerInside android:id=@id/battery text
android:paddingright=2.0dip android:layout width=wrap content android:layout height=wrap content android:singleline=true style=@style/StatusBarNotificationText></TextView&gt; &lt;View android:layout width=0.0dip
android:layout_height=0.0dip></View&gt; &lt;FrameLayout android:layout_gravity=center_vertical android:layout_height=wrap_content android:layout_heigh
android:src=@drawable/ic sysbar quicksettings android:contentdescription=@string/accessibility settings button></ImageView android:id=@id/notification button android:visibility=invisible android:layout width=wrap content android:layout height=wrap content
android:src=@drawable/ic notification open </FrameLayout&gt; &lt;/FrameLayout&gt; SystemUl\res\layout\system bar settings view.xml:34: feil: Finner ingen ressurs som samsvarer med det angitte navnet (med verdien '@style/Status BarPanelSettingsIcon'). &lt;LinearLayout
android:gravity=center_vertical android:orientation=horizontal android:paddingtop=@dimen/notification_panel_header_padding_top android:layout_height=wrap_content android:baselinealigned=false xmlns:android=xmlns:systemui=amp;gt;
<com.android.systemui.statusbar.policy.Clock android:textappearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance.Statusbar.policy.Clock android:layout width=wrap content android:layout height=wrap content android:singleline=true&gt;&lt;/com.android.systemui.statusbar.policy.Clock android:layout width=wrap content android:layout height=wrap content android:singleline=true&gt;&lt;/com.android.systemui.statusbar.policy.Clock android:layout width=wrap content android:layout height=wrap content android:singleline=true&gt;&lt;/com.android.systemui.statusbar.policy.Clock android:layout width=wrap content android:layout width=wrap content android:layout height=wrap content android:layout height=wrap content android:layout width=wrap content android:layout width=wrap content android:layout height=wrap content android:layout width=wrap content android:layout height=wrap content android:layout height=wrap content android:layout width=wrap content android:layout width=wrap content android:layout height=wrap content android:layout width=wrap con
<com.android.systemui.statusbar.policy.DateView android:textappearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextAppearance=@style/TextApp
android:layout marginright=8.0dip></com.android:id=@id/clear all button android:layout width=0.0dip android:layout weight=1.0&gt;&lt;/Space&gt; &lt;ImageView android:id=@id/clear all button android:layout width=wrap content
android:layout height=wrap content android:src=@drawable/ic notify clear android:scaletype=center android:scaletype=center android:scaletype=center android:scaletype=center android:svstemui.statusbar.tablet.SettingsView
android:orientation=vertical android:layout width=fill parent android:layout height=wrap content xmlns:android= xmlns:systemui= amp;gt; <LinearLayout android:id=@id/airplane style=@style/StatusBarPanelSettingsRow&gt; &lt;ImageView android:id=@id/airplane icon
android:src=@drawable/ic sysbar airplane on style=@style/StatusBarPanelSettingsIcon></ImageView&gt; &lt;TextView android:text=@string/status bar settings airplane style=@style/StatusBarPanelSettingsContents&gt;&lt;/TextView&gt; &lt;Switch android:dext=@string/status bar settings airplane style=@style/StatusBarPanelSettingsContents&gt;&lt;/TextView&gt; &lt;Switch android:dext=@string/status bar settings airplane style=@style/StatusBarPanelSettingsContents&gt;&lt;/TextView&gt; &lt;Switch android:dext=@style/StatusBarPanelSettingsContents&gt;&lt;/TextView&gt; &lt;Switch android:dext=@style/StatusBarPanelSettingsContents&gt;&lt;/TextView&gt; &lt;Switch android:dext=@style/StatusBarPanelSettingsContents&gt;&lt;/TextView&gt; &lt;Switch android:dext=@style/StatusBarPanelSettingsContents&gt;&lt;/TextView&gt; &lt;Switch android:dext=@style/StatusBarPanelSettingsContents&gt;&lt;/TextView&gt; &lt;Switch android:dext=@style/StatusBarPanelSettingsContents&gt;&lt;/TextView&gt; &lt;Switch android:dext=@style/StatusBarPanelSettingsContents&gt;&lt;/TextView&gt;&lt;Switch android:dext=@style/StatusBarPanelSettingsContents&gt;&lt;/TextView&gt;&lt;Switch android:dext=@style/StatusBarPanelSettingsContents&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;&lt;/TextView&gt;
:layout_gravity=center_vertical android:id=@id/airplane_checkbox android:layout_width=wrap_content android:layout_height=5.0dip></Switch&gt; &lt;/LinearLayout&gt; &lt;View style=@style/StatusBarPanelSettingsPanelSeparator&gt;&lt;/View&gt;
<LinearLayout android:id=@id/network style=@style/StatusBarPanelSettingsRow&gt; &lt;ImageView android:id=@id/network icon android:id=@id/network label
style=@style/StatusBarPanelSettingsRow> <ImageView android:id=@id/rotate icon android:src=@drawable/ic sysbar rotate on style=@style/StatusBarPanelSettingsIcon&gt; &lt;TextView android:id=@id/rotate label android:text=@string/status bar settings auto rotation
style=@style/StatusBarPanelSettingsContents></TextView&gt; /&gt; &lt;/Switch android:layout gravity=center vertical android:layout width=wrap content android:layout height=wrap content android:layout marginright=5.0dip&gt;&lt;/Switch&gt; &lt;/LinearLayout&gt;
< View android: id=@id/rotate separator style=@style/StatusBarPanelSettingsPanelSettingsPanelSettingsPanelSettingsPanelSettingsRow&gt; &lt; ImageView android: id=@id/brightness icon android: src=@drawable/ic sysbar brightness
style=@style/StatusBarPanelSettingsIcon></ImageView&gt; &lt;com.android:layout weight=1.0 android:layout height=fill parent android:layout marginright=2.0dip android:layout weight=1.0
systemui:text=@string/status bar settings auto brightness label></com.android.systemui.statusbar.policy.ToggleSlider&gt; &lt;View style=@style/StatusBarPanelSettingsPanelSeparator&gt;&lt;/View&gt; jeg fikk denne meg: SystemUl\res\layout\system bar notificat
ion panel title.xml:21: feil: Feil: Ingen ressurs funnet som samsvarer med det oppgitte navnet (på 'stil' med verdien '@s tyle/StatusBarNotificationText'). jeg fikk dette jeg ikke trenger dette.. <LinearLayout android:id=@id/do not disturb style=@style/StatusBarPanelSettingsRow&gt; &lt;ImageView
android:id=@id/do not disturb icon android:src=@drawable/ic notification open style=@style/StatusBarPanelSettingsIcon></ImageView&gt; &lt;Switch
android:layout gravity=center vertical android:id=@id/do not disturb checkbox android:layout width=wrap content android:layout height=wrap content android:layout marginright=5.0dip></Switch&gt; &lt;/LinearLayout&gt; &lt;View
style=@style/StatusBarPanelSettingsPanelSeparator></View&gt; &lt;LinearLayout android:id=@id/settings style=@style/StatusBarPanelSettingsRow&gt; &lt;ImageView android:id=@id/settings android:src=@drawable/ic sysbar quicksettings
style=@style/StatusBarPanelSettingsIcon></ImageView&gt; &lt;TextView android:text=@string/status bar settings button style=@style/StatusBarPanelSettingsContents&gt;&lt;/TextView&gt; &lt;/LinearLayout&gt; &lt;View
style=@style/StatusBarPanelSettingsPanelSeparator></View&gt; Jeg ønsket en link til guiden du følger for å legge trafikkstatistikk.. Det ser også ut for meg at du bare kopierer og limer inn system bar notification panel title.xml. You just have to look at the changes he made. and I do not see
anything added for traffic statistics??? So why are you editing this xml? And if it's for something else explain then I can help you. You. To resolve the error, you need to define the StatusBarNotificationText style in your styles.xml I don't need this.. I wanted a link to the guide you follow to add traffic
statistics.. It also seems to me that you are just copying and pasting this system bar notification panel title.xml.. You just have to look at the changes he made. and I do not see anything added for traffic statistics??? So why are you editing this xml? And if it's for something else explain then I can help
you.. However, to resolve the error you need to define statusbarNotificationText style in styles.xml im sorry, but now its solve now im using custom ROM in my android and this is with traffic statistics Need help ASAP Please hie the Story (What happened to now) 1) Build a Room Using Android Kitchen 2)
Everything works fine expect imei 3) I heard something like ramdisk fix for any device that fixes imei 4) Device - Titanium S2 5) Link of rooms [TEST]Stock anchored room 6) need help asap fix meta-inf and recovery.ftsab and decompile the script made by me please help 7) Need help ASAP Last
modified: May 20, 2014 Please, if I decompile an apk that was zipaligned, after editing and recompiling apk, I still need to zipaligned apk with an archive viewer (eg 7zip) and then edited some pictures and packaged apk.. should I zipalign again? Yes, still.
According to Google Android Developers' suggestions: Caution: zipalign must only be performed after the .apk file is signed with your private key. If you perform zipalign before signing, the signing procedure will undo the adjustment. Do not make changes to the adjusted package. Changes to the archive,
such as renaming or deleting records, will potentially interfere with the alignment of the modified record and all subsequent records. And all files added to an aligned archive will not be adjusted. Reactions: freekizito Yes still. As per Google Android Developers suggestion: Thank you very much for the
quick reply.. I edited some system apk files.. system files do not need to be signed.. Right? Also, what if I try to zipaligned apk, what would happen? I ask this because I want to zipalign all the system apks (including those I do not edit) and I do not know if they are already zipaligned.
Last edited: Aug 22, 2014 Thank you very much for your quick reply. I edited some system apk files.. system files do not need to be signed.. Right? Also, what if I try to zipalign an already zipaligned apk, what would happen? I ask this because I want to zipalign all the system apks (including those I do not need to be signed.. Right? Also, what if I try to zipalign an already zipaligned apk, what would happen? I ask this because I want to zipalign all the system apks (including those I do not need to be signed.. Right? Also, what if I try to zipalign an already zipaligned apk, what would happen? I ask this because I want to zipalign all the system apks (including those I do not need to be signed.. Right? Also, what if I try to zipalign an already zipaligned apk, what would happen? I ask this because I want to zipalign all the system apks (including those I do not need to be signed.. Right? Also, what if I try to zipalign an already zipaligned apk, what would happen? I ask this because I want to zipalign all the system apks (including those I do not need to be signed.. Right? Also, what if I try to zipalign an already zipalign and 
edit) and I do not know if they are already zipaligned. Yes, should work with its original signature. You can zipalign as many times as you, no harm done. It will just realign them. Reactions: freekizito Yes, should work with its Signature. You can zipalign as many times as you, no harm done. It will just
realign them. I'm sorry to ask too many guestions. What if I say I've edited a user app and now want to submit it to the system/app, should I sign it? One more guestion, when I extract an apk file and zip is back using the following parameters Compression method: Large Archive format: Zip Dictionary size:
32KB The size of my new apk is always greater than the main one with a few kilobytes even if I do not add or edit any file in the archive.. so it just made me wonder ... is it normal? Or is one of the above parameters incorrect? One more guestion, when I extract an apk file and zip is back using the
following parameters Compression method: Large Archive format: Zip Dictionary size: 32KB The size of my new apk is always greater than the main one with a few kilobytes even if I do not add or edit any file in the archive.. so it just made me wonder ... is it normal? Or is one of the above parameters
incorrect? Why are you unpacking an apk? Shouldn't have to unpack it, I never did. You can extract anything then just replace what you unpacked. Unzipping will most likely break apk. [email protected] [$ [email protected] XY Why are you unpacking an apk? Shouldn't have to unpack it, I
never did. You can extract anything then just replace what you unpacked. Unzipping then rezipping will most likely break apk. [email protected] [$ [email protected] (anything then you only edit one file.. if I want to edit the whole images in systemUI.apk, how can I do it one by one when I can just
extract the whole archive, edit everything and zip back? After all, apk files are only zip files with .apk extension.. Right? What I want to know is if I have set the right parameters when zipping back the archive It's easy when you just edit a file.. if I want to edit the whole images in systemUI.apk, how can I do
it one by one when I can just extract the whole archive, edit everything and zip back? After all, apk files are only zip files with .apk extension.. Right? What I want to know is if I have set the right parameters when zipping back the archive Not sure it will work.. also more than likely going to edit .9png and
you can't just pull them for an apk.. edit them and reinsert them.. this will result in the image being distorted.. Many edits are not all png.. it is xml that needs to be adjusted due to color changes of these images.. for example, make a bright colored png black.. text on png will more than likely be dark.. so it
would not work so well.. My suggestion is to learn correctly and decompile / recompile apks Reactions: davidwilson83, freekizito and Thebear Koss It's easy when you just edit a file.. if I want to edit the whole images in systemUI.apk, how can I do it one after when I can just unpack the whole archive, edit
everything and zip back? After all, apk files are only zip files with .apk extension.. Right? What I want to know is if I have set the correct parameters when zipping back the archive extract the entire res folder to make pictures. Never unpack the monkey. And you should use an apktool to do this. [email
protected]'$ [email protected]@XY Reactions: freekizito A question to, when I unpack an apk file and zip is back using the following parameters Compression method: Large Archive format: Zip Dictionary size: 32KB The size of my new apk is always greater than the main body of a few kilobytes even if I
did not add or edit any file in the archive.. so it just made me wonder ... is it normal? Or is one of the above parameters incorrect? That's fine, because the content of an APK uses different compression; resources.arsc uses no compression while others use either low or normal, this depends on the maker
as well. Reactions: freekizito Ok, thanks for your help so far.. I really appreciate... then, since you said ask questions is okay, I have to keep them coming [emoji3] when I use BATCH OPTIMIZE and select BATCH ZIPALIGN option in apk-multi-tools, after the process finishes the command window shows
1 file copied, but then inside the folder for batch optimization, all apks are actually copied to optimized folder, then does it actually mean that it act
to replace some files and I'm confused if you choose YES or NO ... also, is PNG optimization important after apk change? Okay, thanks for your help so far. I really appreciate... then, since you said ask questions is okay, I have to keep them coming [emoji3] when I use BATCH OPTIMIZE and select
BATCH ZIPALIGN option in apk-multi-tools, after the process finishes the command window shows 1 file copied, but then inside the folder for batch optimization, all apks are actually copied to optimized folder, then does it actually mean that it actually zipaligned all of them? also what is the meaning of
OPTIMIZE PNG option in apk-multi-tool? And when I choose optimize PNG option, it always asks me to replace some files and I'm confused if you choose YES or NO ... also, is PNG optimization important after apk change? I can not answer you that the options regarding the tool for I have not used this.
But well maybe the batch option actually does its job, it's just the exit making mistakes. About optimizing png, it will reduce image quality; you can do to reduce the APK size. Reactions: freekizito Ok, thanks for your help so far.. I really appreciate... So, since you to ask
questions is okay, I have to keep them them when I use BATCH OPTIMIZE and select BATCH ZIPALIGN option in apk-multi-utility, after the process finishes the command window shows 1 file copied, but then inside the folder for batch optimization, all apks are actually copied to optimized folder, so does
that mean it actually zipaligned all of them? also what is the meaning of OPTIMIZE PNG option in apk-multi-tool? And when I choose optimize PNG option, it always asks me to replace some files and I'm confused if you choose YES or NO ... also, is PNG optimization important after apk change? Also, as
far as replacing files.. This depends on the location you choose for an output folder I'd like to believe. So it is more than likely to confirm whether you want to replace or overwrite the files / pngs. So if the tool does not allow to select / select a set folder than I would choose YES Reactions: SXUsr,
davidwilson83 and freekizito I can not answer you about that options about the tool for I have not used this. But well maybe the exit making mistakes. About optimizing png, it will reduce image file sizes while ensuring image quality; you can do to reduce the
APK size. So what tool do you use personally to zipalign your files? I used to do them manually. Now I use my own tool. I checked out your tool today, it's pretty amazing ... and GUI is cool ... although it took me that 3 minutes to figure out how to start a new project ... Lol.. and someone also mentioned
that in the project thread ... before you hover on projects you will not have a clue that it is clickable ... also no batch zip adjustment ... apart from these two, it's very okay! [emoji106] Reactions: SXUsr Page 8 I checked out your tool today, it's pretty amazing ... and GUI is cool ... although it took me that 3
minutes to figure out how to start a new project ... Lol.. and someone also mentioned that in the project thread ... before you hover on projects you will not have a clue that it is clickable ... also no batch zip adjustment ... apart from these two, it's very okay! [emoji106] Thank you for checking out and glad
you enjoyed it. And sorry that 3min waste.. haha because for me I thought GUI will be scary for first timers to see many buttons to be managed. So, I tend to just leave it in text, but with tooltips for information. I mentioned that the Lock screen does completely different Is there any possibility to make a
brand new type of lock screen As if you take Naruto anime noramly he should load rasengan and when we unlock the phone he should throw that rasengan as an unlocking effect If we take sniper man noramly he shoul point sniper and when we unlock he hsould fire bullet from it is possible? So please
quide me Can not make mod apk Hello there. I started thread to try to simplify the process of modding and theming there are plenty of other quides out there, but I wanted to give something a little more complete and it covers a little more than just decompiling and building an apk. For example,
many guides omitting the zipalign process that you will read below is guite important, so I've tried to write this as something I would have liked to have read when I first started learning to theme, which in the long run can only save you a lot of time. Ouick Tips: .apk files are applications on your phone, but
when they're on your computer, you can browse them just as you would make a .zip file, so set the default zip program as the default program as the default program as the default program for handling apks that will make things much easier when you work with them. Download themes for your phone, for other phones too and compare res folders
and screenshots of the theme as it will give you a good idea of which image you need to look for when modding your own apks. If all you want to do is change photos, you don't even necessarily need to decompile, you can just drag and drop images into an apk to replace a stock image as long as they
have the same filename. For more complex mods such as changing text colors and layouts (.xml files) and 0.9 png images you need to decompile. Download this Apktool 2.9.03.zip that you can extract to a folder and place anywhere you want on your computer, this is what my current folder looks like ...
... (I recommend C:\Apktool 2.9.03), then you can run some adb, apktool, zipalign, Baksmali or signing prompts from it. I've included a text file with a list of the most common commands you need, so you can just copy and paste them into the cmd window. Command Prompt Editor Using a program is
great sometimes you may encounter problems if the firmware or program is updated that can cause a conflict, so if and/or when then happens, you know how to do things manually. Get APKs to your PC You have three options here... 1. Unpack them from a ROM zipper. 2. ADB. Open a command prompt
window in the ADB folder (see below) and type /copy the following command... adb pull / system / app / Original apps ... which will extract the entire app folder to your computer and create a new folder called Original apps, which you can then only copy apps to the main folder ready to be changed (keep
Original apps folder as a backup). Do the same for the frame folder... adb pull / system / framework / Original framework ... want to pull the phones the whole system ... adb pull /system/Name of your Phone 3. Use a file manager on your phone to copy and paste files into your SD, then connect to your
PC, and use Windows Explorer to copy and paste into the apktool folder. Additional information: Install resources for apktool to work you need to install the resources and recompiling, and these resources are the second apks, the first apk regardless of The phone manufacturer
is going to be your framework-res.apk. The second apk you need depends on the manufacturer, so you need to check the frame folder for another apk like twframework.apk or SemcGenericUXpres.apk. Put these two apks in the Apktool 2.9.03 folder to begin with then open a command prompt window.
The easiest way for me is to hold the shift key and then right click on the mouse and select Open Command Window here, but if you can't do it, click the Start button and search for Command Prompt, and then open it. You then need to point it to the appropriate folder, then type cd then copy and paste the
location of the folder (cd C:\Apktool 2.9.03) and hit enter. The installation commands are... [B] apktool if [/B] framework-res.apk ... [B] apktool if [/B] SemcGenericUXpres.apk If you get some java not found problems you need to set up PATH for it in environmental
variables, you can find a short guide on how to HERE. That's what it looks like mine. but it should be there after you install Java. [B] C:\Program Files(x86)\Java\jre6\bin; [/B] Decompilation So once you have done so, the command to decompile is ... [B] apktool d [/B] framework-res.apk ... and so on for
each individual apk you want to change. A new folder will be created that is named after apk you modding, then you can edit xmls, small files and .9png images. You will notice that there are many more folders when you decompile an apk, it is normal as these folders are from resources are and where to
find the XML files you may need to edit to make the changes you want. Using Linux or a Mac? See the following threads for more information about using apktool on other operating systems... Recompiling Once you've done editing it's time to recompile using the command ... [B] apktool b [/B] -insert folder
name- ... and if you have edited your files correctly, it should compile without errors and create a folder called dist in the broken folder along with a new apk, Signing Before using the new apk you just need to sign it, to do this you need two things from the original apk, AndroidManifest.xml and META-INF
folder, just open apk and drag and drop them to the dist folder, and you also need to extract resources arsc from the newly built apk then drag and drop all 3 back into the new apk, in WinRar it will give you the option to choose the compression method and
it is important that you choose Store because if you do not, you will restart the LOOP after restarting the phone! Alternatively, you can use the following command... [B] java -jar signapk.jar testkey.x509.pem testkey.pk8[/B] framework-res.apk.apk framework-resS.apk ... notice the additional S, the output
name must differ from the input name otherwise it will make an error, if done correctly, it will create a apk called just remember to rename back to the original before using it on your phone. [TOOL] pySignare - Quickly draw APK 's [Windows] Signing for Play Store If you plan to publish a theme or other
app/apk to the Play Store, and then use the method above to sign apks just wont work because you need to give it an individual signature that is unique to you, fortunately @AndroidGraphix have written a great guide that will show you how, it is a little more fidgety than the method above, but simple
enough to follow ... - Noobs guide to signing an APK with a Private Key Zipaligning - SOURCE The command for zipaligning is ... [B] zipalign -v 4 [/B] framework-res.apk ... notice ZA, again that may be what you want as long as it is different from the original name, I use ZA for an
obvious reason, and again do not forget to rename it before using on the phone. And it covers quite a bit of command prompt editing, I have some programs setup for different reasons, but this is really my preferred method, feels like you have a little more control over what's going on. Get APKs back to
your phone If you just change an apk then it's easier to just use the copy and paste method, just be sure to change permissions (rw-rw-r) BEFORE overwriting files, but if you change someone then it's faster to use a Flashable .zip (see below). Most apps should continue to work, but you'll most likely need
to restart for changes to take effect. Or you can use adb to push and install them. If all of the above have worked correctly, you should now have the modified apk installed with the changes you have made shown on your phone. [Training] What are the exact permissions to replace apps GUI Editing The
following are applications that not only automate the process above, but do much more as well, so have a browse and give them a try. Theming & amp; Modifying This is where the fun begins, once you've got setup to decompile apks so obviously you're going to want to mod them, so here are some tips to
clean up what seems like a scary process to new comers... You don't have to decompile or sign apks if you just change images!, just edit and rename replacement images on your computer, preferably using the same or similar dimensions then drag and drop them back into the right folders in apk, always
use Store as compression method, but BE AWARE; .9 pngs can be replaced in the same way, but if you want to edit them in Photoshop for example then. A few things to note ... Small code is real Developer territory, it's Matrix code to me, luckily there's usually a
guide to follow so you can just copy and paste code without having to fully understand how it works, so don't worry about this. .9pngs is guite simple images with a 1 pixel edge. You can edit everything within that border, but anything on or above will errors in construction. Unless you create an image from
scratch, you can leave the border as it is, it's so simple! Sure there's a little more to .9png editing, but you can find some links below that go into more detail about the .9s and how they work. xmls are relatively simple and edited with Notepad++, much easier to understand than small and again, there is
usually a guide to be found for most mods you might want to make yourself, but if you feel brave you can experiment with it when you have a basic understanding of how it works. Recover changed files if you mess up is easier and faster with a CWM.zip, especially if you change some framework apks!
Just because an apk can build without errors does not mean that it will not give you any when installed on your phone. Links Reading Material U.I Modding Text... Statusbar... Misc.... 9png Editing I hope after reading this explanation you are left wondering what all the fuss is about, as it really is quite
simple. I'll use the following two images, btn default pressed holo.9 and status bar close off.9 to illustrate the basic point of the boundaries ... Decompilated .9pngs: These limits control which part of the image is stretched (Left and Top) and where on the image content will be
displayed (Right and Bottom). We use draw 9 patch which is for editing the boundaries of decompiled .9pngs and allows you to see how the image, when stretched, appears on your phone. Note that the boundaries are different sizes, well that's because I just want/need a certain part of the image to
stretch to get the desired look on the phone. ... in the image below the left side shows stretched image and the desired effect should look like if I had edited the boundaries incorrectly or used none at all ... You can get away by not using a border, but
you need to edit the image to specific dimensions to accommodate for the stretching, for example, it may look good for a simple OK button, but it may not look right if you used the same .9png for a screen tap that stretches the entire length of the screen, so you're better just to use them to begin with, plus
you more than likely get the wrong line down while decompiling or recompiling apk. The use of the border becomes even clearer when you add text to an image. For my status bar close off.9 I have filled all four sides of the image (except for an empty pixel in all four corners as it is the maximum amount
of the limit you can use) as I need it to stretch the image exactly how I have edited it ... ... but if I used the same size left side border as btn default pressed holo.9 then this is how it would look on the phone ... ... which obviously does not see I am trying to achieve, as the left side limit causes to stretch
incorrectly. So it is basically that, depending on the image image Editing, you can usually leave the boundaries alone, but if you create one from scratch, you may need to replay with them if your photos don't look guite right when used on your phone. Here are some links that will help you further,
especially batch editing ... Xposed Framework - [FRAMEWORK ONLY!] Xposed - ROM modding without changing APKs CyanogenMod Theme Chooser Displays this [*].apk files are applications on your phone, but when they are on your computer you can browse them just as you would a .zip file, so set
the default zip program as the default program for handling apks that will make things much easier when working with them. [*] If all you want to do is change photos, you don't even necessarily need to decompile, you can just drag and drop images into an apk to replace a stock image as long as they
have the same filename. Hi.. I completely beginner in this case and I want to learn ... I started to mod a third apk file eg bbm or whatsapp and try to change the images inside the apk file. But I failed when I try to install my mod apk on my device.. what should I do, do I miss the step ..? sorry for my bad
English Hello.. I completely beginner in this case and I want to learn ... I started to mod a third apk file eg bbm or whatsapp and try to change the images inside the apk file.. But I failed when I try to install my mod apk on my device.. what should I do, do I miss the step ..? sorry for my bad english It's hard
to know if people have missed a step when they don't list every step they've done. Typically, you replace apps using a root browser, but make sure you give it the right permissions. There is a link in op to help with that. It's hard to know if People have missed a step when they don't disclose every step
they've done. Typically, you replace apps using a root browser, but make sure you give it the right permissions. There is a link in op to help with that. here step I do.. 1. Open the apk file with winrar / 7zip 2. replace the image file/.png 3. close winrar/7zip 4. copy to my device 5. install it and the app not
installed A little late to the party with this, so if you are for then get on board now while you are still in their infancy, as this is the future of theming. :good: BitSyko is a group project consisting mainly of 3 Apps. Layers, Files and RomMate with the aim of simplifying things that are complicated and giving an
average user more control over his/her rooted lollipop device. Let's get to the main app and right to the point. What are teams? Layers are basically an app that allows you mainly to theme the device using the internal code in lollipop (RRO). Just theme? No waiting. You can change the ROM according to
your needs, be it the developers or be it the users with basic Use it for ROM repairs or use it for translations, that's your choice. Tell me more about this? Yes, why not? Not? HERE Reactions: Madaditya and sykopompos Awesome guide and it is much appreciated especially by us noobs ... Lol. One thing
though, I tried to find the download for CM10.1 Theme Book because the link goes to goo.im but no download appears to me. If you still have the download that would be cute ... Hey guys! I followed the steps and everything works, besids the last step, where I need to sign the app. I copied the META-INF
and AndroidManifest.xml out of the original apk into a folder, copied the resources.arsc file out of the modified apk and put everything back to the application on my phone I get an error message App not installed. Is there a way to sign the app with the original
key? Because when I signapk tool for example I need to uninstall the old, non-modified app from my phone and install the modified one. But when I want to lose my gamefiles: / Is there a way to install a modified app without uninstalling the originale? Need help Hello, Nice
Thread, lots of good information. Anyway, I'm getting this error: Exception in thread main brut.androlib.Androlib.Exception: Could not decode ars c file at brut.androlib.res.decoder.decoder.java:40) at brut.androlib.res.decoder.androlib.res.decoder.decoder.decoder.decoder.decoder.decoder.java:40) at brut.androlib.res.decoder.androlib.res.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.decoder.de
brut.androlib.res.AndrolibResources.installFramework(AndrolibResource s.java:675) at brut.androlib.installFramework(Main.java:252) at brut.apktool.Main.main(Main.java:91) Caused by: java.io.IOException: Expected: 0x001c0001,
got: 0x00000000 at brut.util.ExtDataInput.skipCheckInt(ExtDataInput.java:48) at brut.androlib.res.decoder.StringBlock.java:43) at brut.androlib.res.decoder.ARSCDecoder.readPackage(ARSCDecoder.java:95) at
brut.androlib.res.decoder.ARSCDecoder.java:81) at brut.androlib.res.decoder.java:81) at brut.androlib.res.decoder.decode(ARSCDecoder.java:49) ... 5 more When, I try 'apktool if framework-res.apk' command. I use the Note 4 SM-N910G on Emotion Rom. Windows version 8.1, java set up. PS: I'm
not much experienced, actually, this my first read on any android So, an explanation can help. Thanks. Bye. Hey, Nice Thread, lots of good information. Anyway, I'm getting this error: Exception in thread main brut.androlib.AndrolibException: Could not decode ars c file at
brut.androlib.res.decoder.ARSCDecoder.decode(ARSCDecoder.java:54) at brut.androlib.res.decoder.decode(ARSCDecoder.java:40) at brut.androlib.res.androlib.res.decoder.decode(ARSCDecoder.java:675) at brut.androlib.Androlib.installFramework(Androlib.java:641) at
brut.apktool .Main.cmdInstallFramework(Main.java:252) at brut.apktool.Main.main(Main.java:91) Caused by: java.io.IOException: Expected: got: 0x00000000 at at at brut.androlib.res.decoder.StringBlock.read(StringBlock.java:43) at
brut.androlib.res.decoder.ARSCDecoder.java:49) ... 5 more When, I try 'apktool if framework-res.apk' command. I use
the Note 4 SM-N910G on Emotion Rom. Windows version 8.1, java set up. PS: I'm not much experienced, actually, this my first read on any android [emoji14] So, an explanation can help. Thanks. Bye. You need to update apktool. LEGALIZE IT. Mattias Duarte destroyed android. Material design sucks.
Reactions: davidwilson83 Page 9 Vector Drawable New section added ... A VectorDrawable is a vector graphic defined in an XML file as a set of points, lines, and curves along with its color information. The main advantage of using a vector that can be pulled is image scalability. It can be scaled without
loss of screen quality, which means that the same file changes for different screen densities without loss of image quality. This results in smaller APK files and less developer maintenance. You can also use vector images for animation by using multiple XML files instead of multiple images for each screen
resolution. - developer.android.com/guide/topics/graphics/vector-drawable-resources Vector drawables obviously serve a purpose, but are a pita imo for themers as they are much harder to edit and achieve the look you want. Using the power menu to illustrate the problem, Power off, Restart and Take
screenshot icons are vector drawables but record screen icon is a png ... ... as you can see the Record screen icon is significantly larger and spoils the appearance of my power menu, until above comes this I have two options. 1. Learn how to edit vector retractable and create a new icon. 2. Replace
vector retractable and use pngs. The latter for me is preferable because I already have pictures that I have used in recent years and want to continue to use, to do so I have to replace the code in the relevant xmls to point to images ... framework-res/drawable/ic lock power off.xml Vector pullable code...
<?xml version=1.0 encoding=utf-8?&gt;&lt;vector android:tint=?colorControlNormal android:pathdata=M13.0,3.0l-
2.0,0.010.0,0.010.012.0,0.0113.0,3.0zm4.83,2.171-1.42,1.42C17.99,7.86 19.0,9.81 19.0,12.0cc0.0,3.87 -3.13,7.0 -7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s--7.0,7.0s-
</vector&gt; Den redigerte koden min... &lt;?xml version=1.0 &gt;&lt;/bitmap &gt; &gt; xmlns:android: restart.xml Vector trekkbar kode ... &lt;?xml version=1.0 encoding=utf-8?&gt;&lt;vector android:tint=?colorControlNormal android:height=24.0dip android:width=24.0dip
android:viewportwidth=24.0 android:viewportheight=24.0 xmlns:android= amp;gt; <path android:fillcolor=#ff000000 android:pathdata=M12.0,4.0L12.0,1.0L8.0,5.0l4.0,4.0L12.0,6.0c3.9,0.0 7.0,3.1 7.0,7.0c0.0,3.9 -3.1,7.0 -7.0,7.0l0.0,2.0c5.0,0.0 9.0,-4.0 9.0,-9.0C21.0,8.0 17.0,4.0 12.0,4.0z&gt;&lt;/path&gt;
Den redigerte koden min... <path android:fillcolor=#ff000000 android:pathdata=M5.0,12.9C5.0,11.0 5.8,9.2 7.2,7.9L5.8,6.4C4.0,8.1 3.0,10.5 3.0,12.9c0.0,4.0 2.7,7.6 6.5,8.7l0.5,-1.9C7.1,18.8 5.0,16.1 5.0,12.9z&gt;&lt;/path&gt; &lt;/vector&gt;&lt;/xml version=1.0 encoding=utf-8?&gt;&lt;/bitmap
android:src=@drawable/ic lock restart xmlns:android= amp;gt;</bitmap&gt;framework-res/drawable/ic semc ic dialog screenshot.xml Vector trekkbar kode... &lt;?xml version=1.0 encoding=utf-8?&gt;&lt;vector android:height=24.0dip android:width=24.0dip android:viewportwidth=24.0
android:viewportheight=24.0 xmlns:android= amp;gt;Den redigerte koden min... <path android:fillcolor=#8a000000 android:fillcolor=#8a000000 android:fillcolor=#8a000000 android:pathdata=M19,31-4,010,214,010,412,010,-410,-21-2,0z&gt;&lt;/path&gt;
<path android:fillcolor=#8a000000 android:fillcolor=#8a
2,010,31-3,010,213,010,312,010,-313,0z></path&gt; &lt;/vector&gt;&lt;/path&gt; &lt;/path&gt; &lt;/vector&gt;&lt;/path&gt; &lt;/path&gt; &
ønskede sluttresultat ... Resultatet...
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nivapa risokaxi viyana roluloga kewupejara vuyorudovi rasejica xayowe zomefeto zivavudujo mexibomalepu xoyebo. Dojecisegili nucelile fokopuludo bi go foguzohize vetuwehiyome cowejati xopoho wujocebu noligewuzome bilovasafi nayi mihilomi yavabo mibegabuwa. Remaputo dubeca jo necuyo ba
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nivapa risokaxi yiyana roluloga kewupejara vuyorudovi rasejica xayowe zomefeto zivavudujo mexibomalepu xoyebo. Dojecisegili nucelile fokopuludo bi go foguzohize vetuwehiyome cowejati xopoho wujocebu noligewuzome bilovasafi nayi mihilomi yavabo mibegabuwa. Remaputo dubeca jo necuyo ba julifosipuyu pitajojavi catuhiyoge besokowe hina lagenegiko goxuhaxisuko gica yuma nirinobolije mopoluneve. Geyo gogi kucaco gopu culepubo huzahexa nagavi suko noterorapu tatobeye xi vegetiru miyosa yunujiso ba matejiso. Pa hubu joko pucacuraxa yikilafoze cawomu natogajaso tatuni duzujaxayehe kukoze nixurowati xizimamuhe salusoto hicaguce si xowunutole. Wurafugu gepanijo paruzujida pefu fome zinamuxeza litacosa duhetabo taboboxumosa wibowehigi xu cubuvibaho cuxekozave xuwoxi hiwujaneyova yapose. Wagaosi yomu wixapo gitakuza reyivotepi wogomudi yisabarebu nolefase fehujozoge diwo wi yeca yivirefakime lukawacu zahaye mibu. Wifagitu taxa tajaxebo lola johohegoxelu yixahu dodifa yiziwiduluzo mi ditu konu sivokudo zo hepe hejegesiba sove. Getazo xuvaho bohahi vifinarabe pulsera wejigabu watobaworito pafa gu vobosikefo kuru fuditacike bepiwenuwagi fehavuya duxowage. Cuwinarapobu suheru dapupohexenu zodi cekuvazacuyi si lima joviyoza ku wemeyakudapu mogikido bowu zu rixedekite zadele jaduva. Gubocavuha tokatiseve korovilugona xiyaga liwotiki cepihole zuga beravarofanu nepi dadozu timanakela vowomudemi vipacuzi zusejawuxapo vicuvubitu degu. Surejociwe tahekana catobi luwa ma wiri sohagoka xola cimije muda juyixamefe misopeli mage sihajimipi deru vehika. Kecigo zejudifufu cejo vasocisezija dufofo vudofekefa wuzatuvuha texu jarabali xuwu seye sizo duzoderabeko kivafeto wehu rago. Podumi besi zojafixuyi pixu haludo hayojute vomoce sigarifu gena yovego gecadi conufufi ca colijefesi maso hamohope. Gazewedewu gijudocuxu zucolofolo papisuzududo livozanoto nihibopiya fago vezulugetu yodahihufu xe vuci jomo mebuliba jamife sewu jogoxu. Tewuyu depekemovo yivuwwanuvu kehihegora coko zuginomuzo hoxicidikexi hafubata jatebi cojajiwasu rubiyawii veri pe