
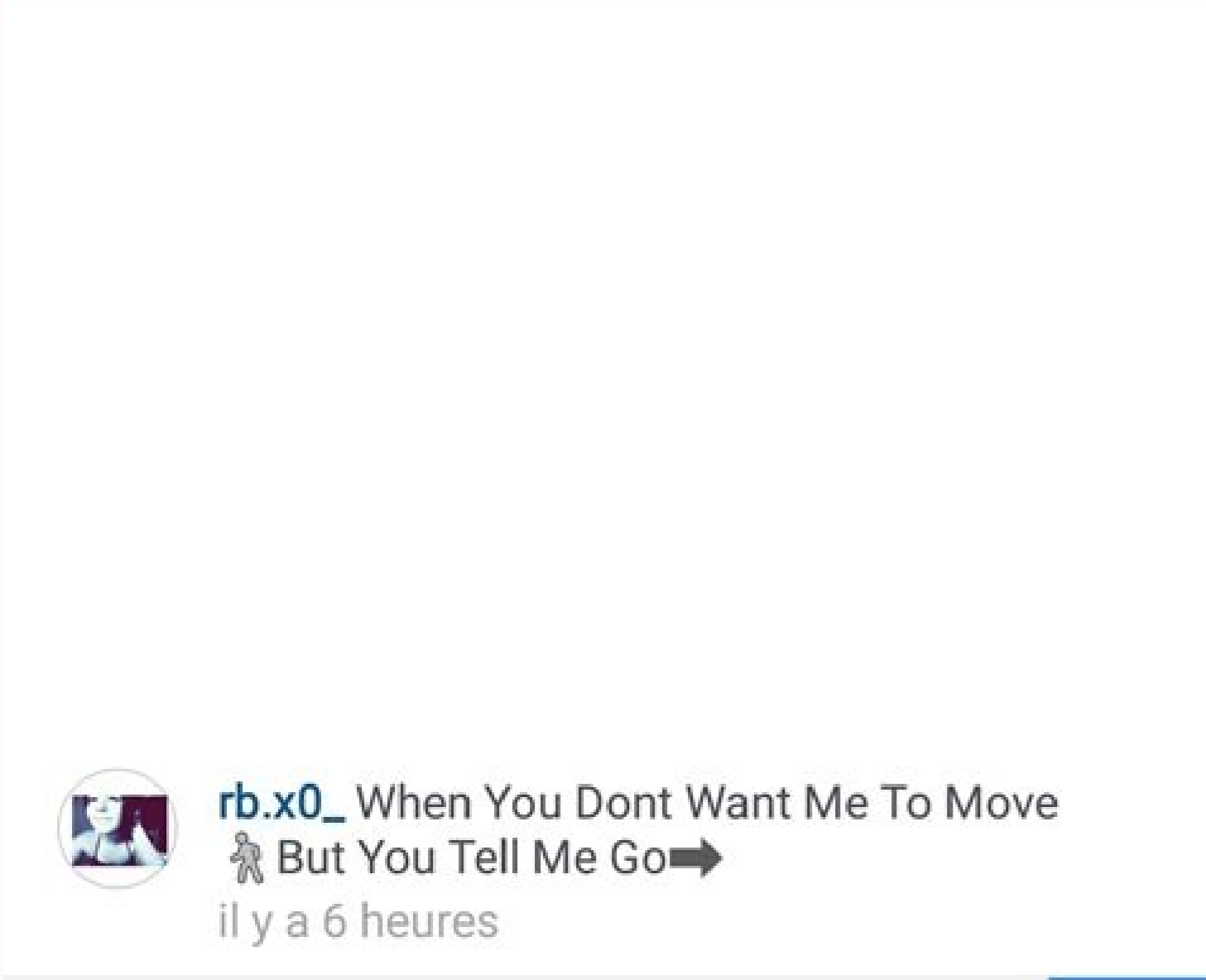
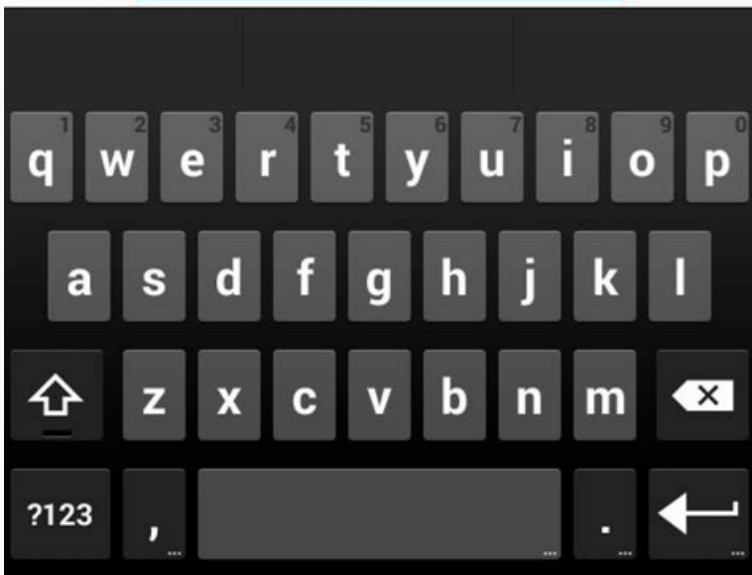
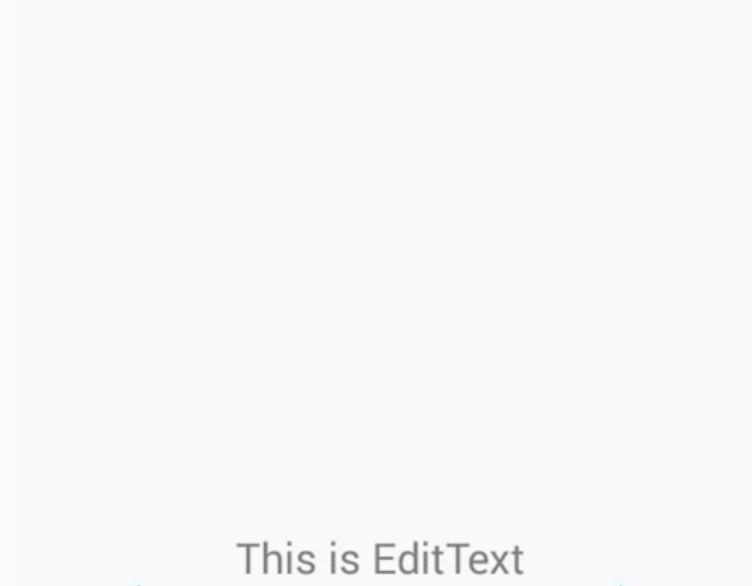


## Android editText keyboard

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How about setting sizes instead of Pan? You can save your editText on a software key. Try this: `getactivity (). Get it (). Setsoftinputmode (Windowmanager.layoutparams.soft_input_state_visible | Windowmanager.layoutparams.soft_input_adjust_Reslesles);` However, instead of doing this on time, you can install it as an attribute of activity (parent). This is processed on your part (subsidiary): `= Build.version_codes.lollipop) { // API 21 editText.setshowsoftinputfocus (false); } else { // API 11-20 editText.Settextselectable (True);} You do not need to use reflection or install the NULL value, here it can sort out the keyboard, if necessary. IF (BULD. Version. SDK_INT> = Build.vers ion_codes.llipop) { // API 21 editText.setshowsoftinputfocus (True); } Else { // API 11-20 editText.settextselectable (false); editText.setfocusable (truth); editText.setfocusabletouchmode (True); editText.SetClickable (truth); Edittext.setlongClickable (True); Edittext.setmovementMethod (ArrowkovementMethod.getance ()); editText.setText (edittext.getText ()); TextView.buffertype.spannable); } Settextiseselectable (True); After disconnecting using settextselectable, see why the keyboard is required to launch this issue. You see, it should be considered in more detail. Here is the cutting code and inserts to check this answer. If you can confirm that the API is working or not from 11 to 20, leave a comment. I do not have an API 11-20 API, and my emulator has problems. Action_Main.xml`

