Android get image uri

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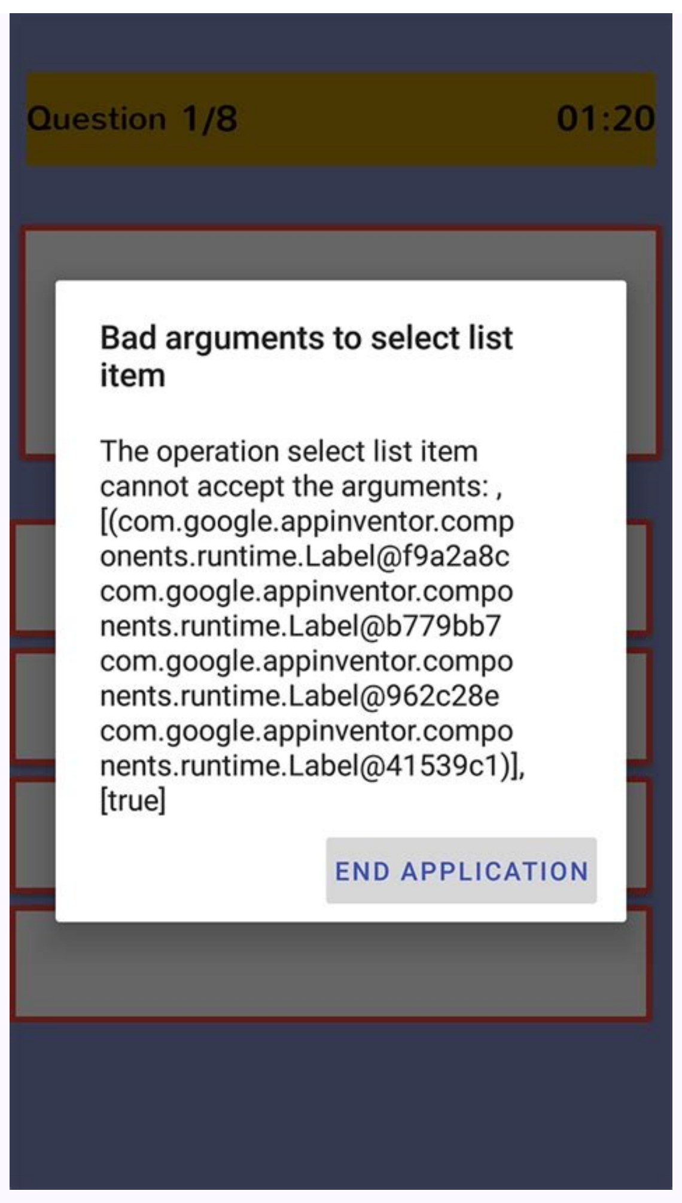
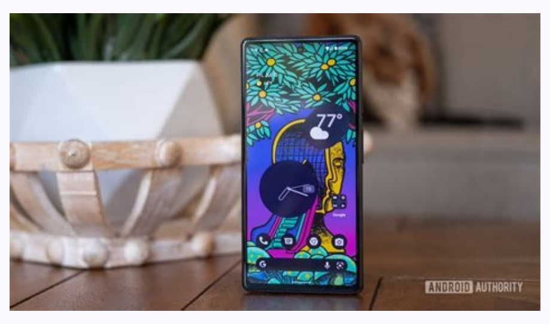


Bad arguments to select list item

The operation select list item cannot accept the arguments: , [(com.google.appinventor.components.runtime.Label@f9a2a8c com.google.appinventor.components.runtime.Label@b779bb7 com.google.appinventor.components.runtime.Label@962c28e com.google.appinventor.components.runtime.Label@41539c1)], [true]



get Image Uri Demo Code //package com.java2s; import java.io.File; import android.content.ContentValues; import android.content.Context; import android.graphics.Bitmap; import android.net.Uri; import android.provider.MediaStore; public class Main { private static final Uri external_content_uri = MediaStore.Images.Media.EXTERNAL_CONTENT_URI; public static Uri getImageUri(Context context, Bitmap bmp) { if (bmp != null) { Uri localUri = Uri.parse(MediaStore.Images.Media.insertImage(context.getContentResolver(), bmp, null, null)); if (localUri != null) { ContentValues cv = new ContentValues(); cv.put(MediaStore.Images.ImageColumns.DATE_TAKEN, Long.valueOf(System.currentTimeMillis())); cv.put(MediaStore.Images.ImageColumns.DATE_ADDED, Long.valueOf(System.currentTimeMillis())); context.getContentResolver().update(localUri, cv, null, null);//w ww.j av a 2 s . c om } bmp.recycle(); return localUri; } return null; } public static Uri getImageUri(Context context, File file) { if ((file.exists()) && (file.isFile())) try { ContentValues cv = new ContentValues(); cv.put(MediaStore.Images.ImageColumns.MIME_TYPE, "image/jpeg"); cv.put(MediaStore.Images.ImageColumns.DATA, file.getAbsolutePath()); cv.put(MediaStore.Images.ImageColumns.DATE_TAKEN, Long.valueOf(System.currentTimeMillis())); cv.put(MediaStore.Images.ImageColumns.DATE_ADDED, Long.valueOf(System.currentTimeMillis())); Uri localUri = context.getContentResolver().insert(external_content_uri, cv); return localUri; } catch (Exception e) { e.printStackTrace(); } return null; } } Related Tutorials This guide covers how to work with the camera and how to access media stored on the phone. Using the Camera The camera implementation depends on the level of customization required: The easy way - launch the camera with an intent, designating a file path, and handle the onActivityResult. The hard way - use the Camera API to embed the camera preview within your app, adding your own custom controls. Setup FileProvider You must configure a FileProvider as show in this section. The example below uses com.codepath.fileprovider and should match the authorities XML tag specified. If you see a "INSTALL_FAILED_CONFLICTING_PROVIDER" error when attempting to run the app, change this to something unique, such as com.codepath.fileprovider.YOUR_APP_NAME_HERE, and also update the value in your XML tag to match. Using Capture Intent In your AndroidManifest.xml, add the following queries block: Easy way works in most cases, using the intent to launch the camera: public final String APP_TAG = "MyCustomApp"; public final static int CAPTURE_IMAGE_ACTIVITY_REQUEST_CODE = 1034; public String photoFileName = "photo.jpg"; File photoFile; public void onLaunchCamera(View view) { // create Intent to take a picture and return control to the calling application Intent intent = new Intent(MediaStore.ACTION_IMAGE_CAPTURE); // Create a File reference for future access photoFile = getPhotoFileUri(photoFileName); // wrap File object into a content provider // required for API >= 24 // See Uri fileProvider = FileProvider.getUriForFile(MyActivity.this, "com.codepath.fileprovider", photoFile); intent.putExtra(MediaStore.EXTRA_OUTPUT, fileProvider); // If you call startActivityForResult() using an intent that no app can handle, your app will crash. // So as long as the result is not null, it's safe to use the intent. if (intent.resolveActivity(getPackageManager()) != null) { // Start the image capture intent to take photo startActivityForResult(intent, CAPTURE_IMAGE_ACTIVITY_REQUEST_CODE); } } val APP_TAG = "MyCustomApp" val CAPTURE_IMAGE_ACTIVITY_REQUEST_CODE = 1034 val photoFileName = "photo.jpg" var photoFile: File? = null fun onLaunchCamera() { // create Intent to take a picture and return control to the calling application val intent = Intent(MediaStore.ACTION_IMAGE_CAPTURE) // Create a File reference for future access photoFile = getPhotoFileUri(photoFileName) // wrap File object into a content provider // required for API >= 24 // See if (photoFile != null) { val fileProvider: Uri = FileProvider.getUriForFile(this, "com.codepath.fileprovider", photoFile!!) intent.putExtra(MediaStore.EXTRA_OUTPUT, fileProvider) // If you call startActivityForResult() using an intent that no app can handle, your app will crash. // So as long as the result is not null, it's safe to use the intent. // If you call startActivityForResult() using an intent that no app can handle, your app will crash. // So as long as the result is not null, it's safe to use the intent. if (intent.resolveActivity(packageManager) != null) { // Start the image capture intent to take photo startActivityForResult(intent, CAPTURE_IMAGE_ACTIVITY_REQUEST_CODE) } } } Create a File Reference We need to define the getPhotoFileUri() function: // Returns the File for a photo stored on disk given the fileName public File getPhotoFileUri(String fileName) { // Get safe storage directory for photos // Use `getExternalFilesDir` on Context to access package-specific directories. // This way, we don't need to request external read/write runtime permissions. File mediaStorageDir = new File(getExternalFilesDir(Environment.DIRECTORY_PICTURES), APP_TAG); // Create the storage directory if it does not exist if (!mediaStorageDir.exists() && !mediaStorageDir.mkdirs()){ Log.d(APP_TAG, "failed to create directory"); } // Return the file target for the photo based on filename File file = new File(mediaStorageDir.getPath() + File.separator + fileName); return file; } // Returns the File for a photo stored on disk given the fileName fun getPhotoFileUri(fileName: String): File { // Get safe storage directory for photos // Use `getExternalFilesDir` on Context to access package-specific directories. // This way, we don't need to request external read/write runtime permissions. val mediaStorageDir = File(getExternalFilesDir(Environment.DIRECTORY_PICTURES), APP_TAG) // Create the storage directory if it does not exist if (!mediaStorageDir.exists() && !mediaStorageDir.mkdirs()) { Log.d(APP_TAG, "failed to create directory") } // Return the file target for the photo based on filename return File(mediaStorageDir.path + File.separator + fileName) } When the camera app finishes, the registerForActivityResult() method will be called: ActivityResultLauncher cameraResultLauncher; //Within the onCreate method cameraResultLauncher = registerForActivityResult(new ActivityResultContracts.StartActivityForResult(), result -> { if (result.getResultCode() == RESULT_OK) { // by this point we have the camera photo on disk Bitmap takenImage = BitmapFactory.decodeFile(photoFile.getAbsolutePath()); // RESIZE BITMAP, see section below // Load the taken image into a preview ImageView ivPreview = ivPostImg; ivPreview.setImageBitmap(takenImage); } else { // Result was a failure Toast.makeText(this, "Error taking picture", Toast.LENGTH_SHORT).show(); } }); var cameraResultLauncher: ActivityResultLauncher? = null //Within the onCreate method cameraResultLauncher = registerForActivityResult(StartActivityForResult()) { result: ActivityResult -> if (result.resultCode == RESULT_OK) { // by this point we have the camera photo on disk val takenImage = BitmapFactory.decodeFile(photoFile!!.absolutePath) // RESIZE BITMAP, see section below // Load the taken image into a preview val ivPreview = ivPostImage ivPreview!!.setImageBitmap(takenImage) } else { // Result was a failure Toast.makeText(this, "Error taking picture", Toast.LENGTH_SHORT).show() } } Check out the official Photo Basics guide for more details. Loading the Bitmap In certain cases, when loading a bitmap with BitmapFactory.decodeFile(file) decoding the Bitmap in memory may actually cause a crash with a OutOfMemoryError: Failed to allocate error. Check out the Loading Bitmaps Efficiently guide and this stackoverflow post for an overview of the solutions. Resizing the Picture Photos taken with the Camera intent are often quite large and take a very long time to load from disk. After taking a photo, you should strongly consider resizing the Bitmap to a more manageable size and then storing that smaller bitmap to disk. We can then use that resized bitmap before displaying in an ImageView. Resizing a large bitmap and writing to disk can be done with: // See code above Uri takenPhotoUri = Uri.fromFile(getPhotoFileUri(photoFileName)); // by this point we have the camera photo on disk Bitmap rawTakenImage = BitmapFactory.decodeFile(takenPhotoUri.getPath()); // See BitmapScaler.java: Bitmap resizedBitmap = BitmapScaler.scaleToFitWidth(rawTakenImage, SOME_WIDTH); Then we can write that smaller bitmap back to disk with: // Configure byte output stream ByteArrayOutputStream bytes = new ByteArrayOutputStream(); // Compress the image further resizedBitmap.compress(Bitmap.CompressFormat.JPEG, 40, bytes); // Create a new file for the resized bitmap (`getPhotoFileUri` defined above) File resizedFile = getPhotoFileUri(photoFileName + "_resized"); resizedFile.createNewFile(); FileOutputStream fos = new FileOutputStream(resizedFile); // Write the bytes of the bitmap to file fos.write(bytes.toByteArray()); fos.close(); Now, we can store the path to that resized image and load that from disk instead for much faster load times. Rotating the Picture When using the Camera intent to capture a photo, the picture is always taken in the orientation the camera is built into the device. To get your image rotated correctly you'll have to read the orientation information that is stored into the picture (EXIF meta data) and perform the following transformation using the ExifInterface Support Library: public Bitmap rotateBitmapOrientation(String photoFilePath) { // Create and configure BitmapFactory BitmapFactory.Options bounds = new BitmapFactory.Options(); bounds.inJustDecodeBounds = true; BitmapFactory.decodeFile(photoFilePath, bounds); BitmapFactory.Options opts = new BitmapFactory.Options(); Bitmap bm = BitmapFactory.decodeFile(photoFilePath, opts); // Read EXIF Data ExifInterface exif = null; try { exif = new ExifInterface(photoFilePath); } catch (IOException e) { e.printStackTrace(); } String orientString = exif.getAttribute(ExifInterface.TAG_ORIENTATION); int orientation = orientString != null ? Integer.parseInt(orientString) : ExifInterface.ORIENTATION_NORMAL; int rotationAngle = 0; if (orientation == ExifInterface.ORIENTATION_ROTATE_90) rotationAngle = 90; if (orientation == ExifInterface.ORIENTATION_ROTATE_180) rotationAngle = 180; if (orientation == ExifInterface.ORIENTATION_ROTATE_270) rotationAngle = 270; // Rotate Bitmap Matrix matrix = new Matrix(); matrix.setRotate(rotationAngle, (float) bm.getWidth() / 2, (float) bm.getHeight() / 2); Bitmap rotatedBitmap = Bitmap.createBitmap(bm, 0, 0, bounds.outWidth, bounds.outHeight, matrix, true); // Return result return rotatedBitmap; } See this guide for the source for this answer. Be aware that on certain devices even the EXIF data isn't set properly, in which case you should checkout this workaround for a fix. You can read more here about the ExifInterface Support Library. Checking image type If you need to lookup the image type, there is the guessContentTypeFromStream() in the Java library that allows you to get back the mime type (i.e. image/jpeg). It will read the first 16 bytes to determine the type of file. In order to use this API call, you must pass in a BufferedInputStream() which supports the mark() and reset() method calls required for the guessContentTypeFromStream() to work. // need BufferedInputStream() to satisfy the `markSupported()` condition described in // BufferedInputStream bis = BufferedInputStream(FileInputStream(file)); String contentType = URLConnection.guessContentTypeFromStream(bis); Applying Filters to Images For applying filters to your captured images, check out the following libraries: CameraFilter - Realtime camera filters. Process frames by OpenGL shaders. photofilter - Apply filters to images after they are captured. Saving to External Storage If you sure to enable access to the external storage to save to the public image, you must add this permission to your AndroidManifest.xml file:

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