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Android graphics apk

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READ_EXTERNAL_STORAGE: Add images from the photo gallery. Camera/WRITE_EXTERNAL_STORAGE: Take photos with app & store designs in your gallery. Google is working to increase racial equity in the black community. See how. This guide explains how to reduce the size of your game. During installation, small games require less time to download and less data. Both of these lead to higher installation conversions. According to Google research, a 6 MB increase in APK size resulted in a 1% drop in installation rates. Many developers move assets from the APK to the Content Delivery Network (CDN), but both cdn hosting and asset management systems are expensive to develop and maintain. To reduce the size of your game, follow these steps: Consider the following delivery methods that use optimized delivery methods, such as Android app bundles and Play asset delivery: App bundles provide an APK that is optimized for each user's device configuration. App bundles reduce app size by an average of 20 percent. If you provide game assets via Google Play and exceed the download size limit of 150 MB for app bundles up to multiple GB, use Play Asset Delivery (PAD). No external CDN is required. PAD supports three different delivery methods, each of which can be used in one game: during installation: downloading assets during installation. Assets are packaged in asset packs and replace opaque binary blob (OBB) files. Fast follow: Download assets after installation. On demand: If necessary, the game starts downloading assets. On a PAD, the game must be packaged using the app bundle format. PAD can also reduce the amount of data used by the developer's CDN (if still needed). Google Play uses android app bundles to generate and deliver APKs that are optimized for each user's device configuration. The optimized APK contains one set of texture assets. You can use the compression format that best for your device. Configure app bundles to support a variety of texture compression formats to support the widest range of devices. Determine the baseline size of the game and understand its structure To familiarly get used to the game, determine how much work is required for a particular optimization, and decide whether the game will download additional assets, follow these steps: Record the size of the binary file on the game's Play Store page if it is provided by the developer or if the game is public. For APK size, the most important factor is the amount of data that the user needs to download to run the actual game. Install the game on your device and run it in the first game menu. At this point, check the installation size of the game reported on Android (Storage Settings >). Some games have a smaller initial installation size because it is the key number to optimize, but they download additional data after installation. Some games download multiple gigabytes of data after installation. Some games only download data after you start playing. For a typical user playing a game for the first time, you need to play a little game to see how much data the game downloads. Find assets and other files that can be reduced in size This section describes how to reduce the size of files in the APK. You can use application bundle explorer to download device-specific APKs. Note: For games built in Unity, ignore this section. Unity packages the games in the engine, and most of the game's assets are put into a single binary file in asset/bin/data/data.unity3d. To reduce the size of files packaged directly into the APK, do the following: In Android Studio, select File > Profile or Debug APK, and then select THE APK. Select the Assets folder. For each file, it lists the percentage of the raw file size and download size as a total. Check the Assets folder to see where most of the game's data is located. Determine if you have assets that take up excess capacity (i.e., more than 1% of the total). In particular, look for large images and video files (PNG, JPEG, MP4 files, etc.): these files are usually used on splash screens, backgrounds and logos. These files are rarely used in most games and can be further compressed without affecting the user experience. Lossless PNG files are particularly large and a good candidate for compression. Large font files (such as TTF files): Adding emoji support can significantly increase the size of font files. If the font file is more than a few hundred KB, consider reducing the size. Duplicates the audio file format or version that can be combined. If the APK contains multiple application binary interfaces (AIS), the app bundle or buildApk. Determines the size of a binary shared object (.so) file. Use the Bloaty McBloatface tool to examine binary files to see if there are any log files or other things that you don't need to include. For more information about how to optimize binary files, see compilation flags and options. Check the graphics formats supported by the Android manifest file. </supports-gl-texture>Check if the APK has more than one tag. If your game supports multiple GPU formats on a single APK, consider using binomial basis universal. This GPU texture compression system can create texture files in intermediate format and quickly transcode them to the GPU. Examine graphic textures to identify optimization opportunities This section describes the tools and methods you need to determine whether you can optimize the graphics textures used in your game. To inspect in-game textures, use the Snapdragon Profiler only on the Android GPU Inspector (AGI), RenderDoc, or Qualcomm Snapdragon GPU. Look for the following: Textures that can be resized to a smaller resolution, such as large textures that are rendered only at smaller sizes in the game. Downsampling textures are computationally expensive. Use multiple small textures that can be combined into a single texture map. A texture that can reduce the number of bits available in a color channel. A good candidate is a texture with some solid textures. Gradients and color shading are not good candidates because they require a bit of resolution. Look for better texture compression algorithms, from ETC1 to ETC2 and ASTC. To save memory, discard the top mipmap level when loading textures into the lower-end device. Unity's texture streaming system can do this. If it is not already supported, check the graphics formats supported by the Android manifest file. </supports-gl-texture>Check if the APK has more than one tag. If your game supports multiple GPU formats on a single APK, consider using binomial basis universal. This GPU texture compression system can create texture files in intermediate format and quickly transcode them to the GPU. General asset recommendations Follow the APK asset recommendations: Image, audio, and video assets (not GPU textures): Determine whether the asset can be resized or compressed further. Games typically have a higher compression ratio. Lossless PNG files are particularly large and are a good candidate for compression. Image assets (not GPU textures): Consider using WEBP, an image compression format that is compatible with both lossy and lossy compression. Rossy WEPP compresses between 25% and 34% more images than JPG. Reduce texture resolution: Textures that are much larger than the number of pixels that are ultimately rendered to the screen are inefficient use of space and GPU resources. Use AGI to change the texture and see what it looks like in the frame without ing to rebuild the game. Change graphics'</supports-gl-texture></supports-gl-texture>Format: Use a texture format with fewer bits per channel. For example, use a 16-bit texture format, such as RGB565, instead of a 32-bit texture format such as ARGB. For more information, see: The content and code samples on this page are based on the licenses listed in the content license. Java is a registered trademark of Oracle and its affiliates. Last Updated 2020-09-21 UTC. Utc.

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