

Create Layout Dialog

Project Tool Window | context menu of a package with the application classes | New - Component

The dialog box opens when you create a component of the type *activity* or *fragment* and select the **Create layout file** check box.

In this dialog box, specify the layout name, its root element, and the set of qualifiers to include in the layout.

Item	Description
File name	In this text box, specify the name of the layout definition file associated with the new component. Use only lowercase letters and numbers.
Root element	In this text box, specify the root element of the layout. Press Ctrl+Space to get a list of available values. The value must be of the type View or ViewGroup , learn more at http://developer.android.com/guide/topics/resources/layout-resource.html .
Directory name	<p>In this text box, specify the folder where the layout definition will be stored relative to the <code>res</code> folder.</p> <ul style="list-style-type: none">■ If your application does not need to be compatible with various Android devices and therefore no multiple screens support is required, accept the default subfolder <code>layout</code>.■ To provide alternative resources, specify the resource qualifiers that determine the specific device configuration. Move the relevant qualifiers from the Available qualifiers list to the Chosen qualifiers list and specify their values. IntelliJ IDEA appends all the selected qualifiers to the Directory name field with a dash character as separator. <p>For details, see Creating Resources.</p>
Available qualifiers	From this list, choose the resource qualifiers that determine the specific device configuration. Select the relevant qualifier and click » . Then specify the value of the qualifier in the dialog box that opens. The qualifier is added to the Chosen qualifiers list.

See Also

Reference:

- [Creating Android Application Components](#)
- [Android Reference](#)

Android:

- [Creating Android Application Components](#)
- [Android](#)

Web Resources:

- [Developer Community](#)