style 使用

配置

可以在样式配置文件中定义一个 `style` 节点，同时设定针对于 `Label` 控件的样式，如下图：

```json
default.thm.json  ✕
 1    {
 2      "skins": {
 3        "eui.Button": "resource/eui_skins/ButtonSkin.exml",
 4        "eui.CheckBox": "resource/eui_skins/CheckBoxSkin.exml",
 5        "eui.HScrollBar": "resource/eui_skins/HScrollBarSkin.exml",
 6        "eui.HSlider": "resource/eui_skins/HSliderSkin.exml",
 7        "eui.Panel": "resource/eui_skins/PanelSkin.exml",
 8        "eui.TextInput": "resource/eui_skins/TextInputSkin.exml",
 9        "eui.ProgressBar": "resource/eui_skins/ProgressBarSkin.exml",
10        "eui.RadioButton": "resource/eui_skins/RadioButtonSkin.exml",
11        "eui.Scroller": "resource/eui_skins/ScrollerSkin.exml",
12        "eui.ToggleSwitch": "resource/eui_skins/ToggleSwitchSkin.exml",
13        "eui.VScrollBar": "resource/eui_skins/VScrollBarSkin.exml",
14        "eui.VSlider": "resource/eui_skins/VSliderSkin.exml",
15        "eui.ItemRenderer": "resource/eui_skins/ItemRendererSkin.exml"
16      },
17      "autoGenerateExmlsList": true,
18      "styles": {
19        "label1": {
20          "size": 60,
21          "border": "true",
22          "textColor": "0xFF0000"
23        }
24      },
25      "exmls": [
26        "resource/eui_skins/ButtonSkin.exml",
27        "resource/eui_skins/CheckBoxSkin.exml",
28        "resource/eui_skins/HScrollBarSkin.exml",
29        "resource/eui_skins/HSliderSkin.exml",
30        "resource/eui_skins/ItemRendererSkin.exml",
31        "resource/eui_skins/PanelSkin.exml",
32        "resource/eui_skins/ProgressBarSkin.exml",
33        "resource/eui_skins/RadioButtonSkin.exml",
34        "resource/eui_skins/ScrollerSkin.exml",
35        "resource/eui_skins/TextInputSkin.exml",
36        "resource/eui_skins/ToggleSwitchSkin.exml",
37        "resource/eui_skins/UnreadTipSkin.exml",
38        "resource/eui_skins/VScrollBarSkin.exml",
39        "resource/eui_skins/VSliderSkin.exml"
40      ]
41    }
```

使用

在 .exml 文件中如需使用该样式，可设置其 `style` 属性（配置的 key），如下图：