

# Tile Builder Documentation

## Advanced Topics

### Initial Draft

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## Introduction

This document covers the capabilities of Tile Builder that are enabled in the Advanced version. Specifically, these are:

- **Highlighting**

Highlighting is a way to draw attention to specific values that are of greater importance by changing how those values look and making them more prominent.

**Keywords:** These are used to match a string value and enhance those with color, size or completely replace the value. For example, rather than display the word **closed** for a contact sensor you could specify a  mark be used instead.

**Thresholds:** These allow numeric values that meet  $\geq$ ,  $=$ , or  $\leq$  conditions to be highlighted or replaced with a text value. Batteries  $< 50\%$  could all display as **Low** instead.

- **Styles**

Styles are a collection of settings for quickly and consistently modifying how data is displayed.

**Built-In Styles:** Tile Builder has several Styles built into the app. These are there primarily to spark your imagination and demonstrate the power of Styles.

**Apply Styles:** Apply a built-in style or your own style to a table. This only affects those properties associated with how the table looks and feels. It does not affect the contents of fields such as Title, Headers or Footer.

**Save Styles:** Create your own styles and save them for future use.

**Delete Style:** Remove a style you no longer wish to keep.

**Import\Export:** Share style strings with others via Hubitat Community forums or save an imported style string as a new Style.

- **Advanced\Overrides**

**Enable Overrides:** Overrides are a very powerful tool akin to a programming model. With overrides you can achieve all kinds of visual effects on a table by overriding the existing contents of a field. This allows for the creation of new classes and have those classes act on different parts of the table such as the header or row data only.

**Show Effective Settings:** A diagnostic tool for showing the combined result of normal and override settings.

**Show Pseudo HTML:** A diagnostic tool for showing the final HTML but using [] instead of  $\langle \rangle$ .

**Overrides Helper:** A collection of about 40 examples of Overrides used to achieve all kinds of style effects not possible through the interface.

We will go through each of these sections in more detail in the coming pages.

## Highlighting

The Highlights interface looks like this and is only available in **Attribute Monitor**.

### Highlights

Highlight 1 Color (#008000) Highlight 1 Text Scale Highlight 2 Color (#ca6f1e) Highlight 2 Text Scale

125 125

☐ Enable Keyword #1

☐ Enable Keyword #2

☐ Enable Threshold #1

☐ Enable Threshold #2

## Keywords

This is a very simple concept, simply stated you can replace one string with another to produce a more attractive result. The replacement string\character can be animated, see the Classes section later.

### Highlights

Highlight 1 Color (#f50a0a) Highlight 1 Text Scale Highlight 2 Color (#1b570a) Highlight 2 Text Scale

125 125

☒ Enable Keyword #1

Enter Keyword #1 open Replacement Text #1 X

☒ Enable Keyword #2

Enter Keyword #2 closed Replacement Text #2 OK

### Without Highlighting

| Door Status |        |
|-------------|--------|
| Side        | open   |
| Front       | closed |
| Sunroom     | closed |
| Back        | closed |
| Patio       | closed |
| Garage      | closed |
| Bedroom     | closed |

Size: 847 bytes

### With Highlighting

| Door Status |    |
|-------------|----|
| Side        | X  |
| Front       | OK |
| Sunroom     | OK |
| Back        | OK |
| Patio       | OK |
| Garage      | OK |
| Bedroom     | OK |

Size: 979 bytes

Each active highlight style adds 35 bytes plus 11 bytes per affected row to the HTML size. In the above example we added 130 bytes in total. If this was too high we could just enable the keyword for **open** and ignore closed. The space required for this option would be 891 bytes but would increase as multiple doors were opened.

## Thresholds

Thresholds are like keywords but act on numerical data vs. strings. Available comparisons are <=, ==, and >= . The example below uses two of these comparisons to stratify the battery levels.

☒ Enable Threshold #1

Operator #1  
<=

Comparison Value #1  
70

Replacement Text #1  
?

☒ Enable Threshold #2

Operator #2  
>=

Comparison Value #2  
80

Replacement Text #2  
?

---

► Highlight Notes

---

► Display Tips

**5 Lowest Batteries**

| Device        | Battery |
|---------------|---------|
| Office Thermo | 66%     |
| Bedroom Sns   | 69%     |
| Temp Guage    | 71%     |
| Bathroom Sns  | 75%     |
| Basement Sns  | 84%     |

Numeric values meeting threshold conditions can also be replaced by text values as shown here.

☒ Enable Threshold #1

Operator #1  
<=

Comparison Value #1  
70

Replacement Text #1  
Low

☒ Enable Threshold #2

Operator #2  
>=

Comparison Value #2  
80

Replacement Text #2  
Good

---

► Highlight Notes

---

► Display Tips

**5 Lowest Batteries**

| Device        | Battery |
|---------------|---------|
| Office Thermo | Low     |
| Bedroom Sns   | Low     |
| Temp Guage    | 71%     |
| Bathroom Sns  | 75%     |
| Basement Sns  | Good    |

## HTML Tags

You can use embedded HTML within the text replacement fields by using [] braces. For example replace **closed** with '[b]OK[/b]' will make the result show in bold as **OK** which has a bit more punch..

## Styles

The options under the Style tab look like this.

[Styles](#)

Select Style to Apply  
\*Style-AM Halloween

Save as Style: (Tab or Enter)  
?

Select Style to Delete  
Click to set

Show Import\Export?

Apply Style

Save Current Style

Delete Selected Style

[► Styles Notes](#)

Styles are a quick way of grouping all table settings together in a convenient package. You may generate an initial table that looks like this.

| Location         | Humidity |
|------------------|----------|
| Attic Vent       | 62%      |
| Bathroom Sensor  | 26%      |
| House Thermostat | 24%      |
| Living Room      | 25%      |
| Outdoor Humidity | 76%      |
| Temp Guage       | 24%      |

## Apply Style

By applying a style, you can effortlessly make a tile look entirely different.

Style: Halloween

Humidity

| Location         | Humidity |
|------------------|----------|
| Attic Vent       | 62%      |
| Bathroom Sensor  | 26%      |
| House Thermostat | 24%      |
| Living Room      | 25%      |
| Outdoor Humidity | 76%      |
| Temp Guage       | 24%      |

Style: Wood

Humidity

|                  |     |
|------------------|-----|
| Attic Vent       | 62% |
| Bathroom Sensor  | 26% |
| House Thermostat | 24% |
| Living Room      | 25% |
| Outdoor Humidity | 76% |
| Temp Guage       | 24% |

08:09 AM

| Style: Pastel Swirl   | Style: Black and White |          |            |     |                 |     |                  |     |             |     |                  |     |            |     |  |          |  |            |     |                 |     |                  |     |             |     |                  |     |            |     |
|---|------------------------|----------|------------|-----|-----------------|-----|------------------|-----|-------------|-----|------------------|-----|------------|-----|--|----------|--|------------|-----|-----------------|-----|------------------|-----|-------------|-----|------------------|-----|------------|-----|
| <table> <tr> <th>Location</th><th>Humidity</th></tr> <tr> <td>Attic Vent</td><td>62%</td></tr> <tr> <td>Bathroom Sensor</td><td>26%</td></tr> <tr> <td>House Thermostat</td><td>24%</td></tr> <tr> <td>Living Room</td><td>25%</td></tr> <tr> <td>Outdoor Humidity</td><td>76%</td></tr> <tr> <td>Temp Guage</td><td>24%</td></tr> </table> <p>08:10 AM</p> | Location               | Humidity | Attic Vent | 62% | Bathroom Sensor | 26% | House Thermostat | 24% | Living Room | 25% | Outdoor Humidity | 76% | Temp Guage | 24% | <table> <tr> <th colspan="2">Humidity</th></tr> <tr> <td>Attic Vent</td><td>63%</td></tr> <tr> <td>Bathroom Sensor</td><td>26%</td></tr> <tr> <td>House Thermostat</td><td>24%</td></tr> <tr> <td>Living Room</td><td>25%</td></tr> <tr> <td>Outdoor Humidity</td><td>76%</td></tr> <tr> <td>Temp Guage</td><td>24%</td></tr> </table> <p>08:11 AM</p> | Humidity |  | Attic Vent | 63% | Bathroom Sensor | 26% | House Thermostat | 24% | Living Room | 25% | Outdoor Humidity | 76% | Temp Guage | 24% |
| Location  | Humidity               |          |            |     |                 |     |                  |     |             |     |                  |     |            |     |  |          |  |            |     |                 |     |                  |     |             |     |                  |     |            |     |
| Attic Vent  | 62%                    |          |            |     |                 |     |                  |     |             |     |                  |     |            |     |  |          |  |            |     |                 |     |                  |     |             |     |                  |     |            |     |
| Bathroom Sensor   | 26%                    |          |            |     |                 |     |                  |     |             |     |                  |     |            |     |  |          |  |            |     |                 |     |                  |     |             |     |                  |     |            |     |
| House Thermostat  | 24%                    |          |            |     |                 |     |                  |     |             |     |                  |     |            |     |  |          |  |            |     |                 |     |                  |     |             |     |                  |     |            |     |
| Living Room   | 25%                    |          |            |     |                 |     |                  |     |             |     |                  |     |            |     |  |          |  |            |     |                 |     |                  |     |             |     |                  |     |            |     |
| Outdoor Humidity  | 76%                    |          |            |     |                 |     |                  |     |             |     |                  |     |            |     |  |          |  |            |     |                 |     |                  |     |             |     |                  |     |            |     |
| Temp Guage  | 24%                    |          |            |     |                 |     |                  |     |             |     |                  |     |            |     |  |          |  |            |     |                 |     |                  |     |             |     |                  |     |            |     |
| Humidity  |                        |          |            |     |                 |     |                  |     |             |     |                  |     |            |     |  |          |  |            |     |                 |     |                  |     |             |     |                  |     |            |     |
| Attic Vent  | 63%                    |          |            |     |                 |     |                  |     |             |     |                  |     |            |     |  |          |  |            |     |                 |     |                  |     |             |     |                  |     |            |     |
| Bathroom Sensor   | 26%                    |          |            |     |                 |     |                  |     |             |     |                  |     |            |     |  |          |  |            |     |                 |     |                  |     |             |     |                  |     |            |     |
| House Thermostat  | 24%                    |          |            |     |                 |     |                  |     |             |     |                  |     |            |     |  |          |  |            |     |                 |     |                  |     |             |     |                  |     |            |     |
| Living Room   | 25%                    |          |            |     |                 |     |                  |     |             |     |                  |     |            |     |  |          |  |            |     |                 |     |                  |     |             |     |                  |     |            |     |
| Outdoor Humidity  | 76%                    |          |            |     |                 |     |                  |     |             |     |                  |     |            |     |  |          |  |            |     |                 |     |                  |     |             |     |                  |     |            |     |
| Temp Guage  | 24%                    |          |            |     |                 |     |                  |     |             |     |                  |     |            |     |  |          |  |            |     |                 |     |                  |     |             |     |                  |     |            |     |

Size is always a consideration given the 1,024-byte limit. The more elements in a style, the larger it will be. All the prior examples are around 900 bytes and could easily be published as shown.

### Save Style

We can create our own styles so that we can easily make numerous tables consistent without having to manually apply the same settings over and over. Once you have the table looking as you wish, simply type the new style name into the text box. Use Tab or Enter to submit that change and the **Save Current Style** button will no longer be greyed out and can be clicked.

| Style: Save New Style  | Style: Now available to apply.  |
|--|---|
| <p>Save as Style: (Tab or Enter)</p> <p>My New Style</p> <p>Save Current Style</p> | <p>*Style-AM Wood</p> <p>*Style-AM-Pastel Swirl</p> <p>*Style-AM-Small For Lots of Data</p> <p>Style-AM-My New Style</p> <p>Apply Style</p> |

Built-In styles are preceded with an \* so they sort to the top of the list. User created styles will appear at the bottom of the list in alphabetical order. Styles are stored under the parent app and are shareable between Activity Monitor and Attribute Monitor. Future modules will share these styles where possible.

### Delete Style

To delete a style simply select it from the list and click **Deleted Selected Style**.

Select Style to Delete

Style-AM-My New Style

Delete Selected Style

## Import\Export

Hubitat has a vibrant community forum and it's a great asset, so why not use it. When Tile Builder users come up with an attractive or innovative style, they can easily share it with others via the forum using the Import\Export functions.

### Export a Style

The screen below shows the Export settings for the currently active settings split into Basic Settings and Overrides. Don't worry if it does not make any sense, it will after you understand **Overrides** which are covered later.

Export

These are your currently active settings. You can copy these and share them with others via the Hubitat Community forum. Tweaking can be addictive but a lot of fun to explore!

Basic Settings:

[#A00#:#Location, #B00#:#Humidity, #bc#:#ffffff, #bfs#:#18, #bm#:#Collapse, #bo#:#1, #bp#:#10, #br#:#0, #br1#:#, #br2#:#, #bs#:#Solid, #bw#:#2, #comment#:#?, #fa#:#Center, #fbc#:#000000, #fc#:#000000, #fs#:#90, #ft#:#%time%, #hbc#:#000000, #hbo#:#1, #hc1#:#008000, #hc2#:#CA6F1E, #hp#:#0, #hta#:#Center, #htc#:#000000, #hto#:#1, #hts#:#100, #hts1#:#125, #hts2#:#125, #iFrameColor#:#fcfcfc, #id#:#qq, #isAlternateRows#:#false, #isBorder#:#true, #isComment#:#false, #isFooter#:#true, #isFrame#:#false, #isHeaders#:#false, #isKeyword1#:#false, #isKeyword2#:#false, #isOverrides#:#true, #isScrubHTML#:#true, #isThreshold1#:#false, #isThreshold2#:#false, #isTitle#:#true, #isTitleShadow#:#false, #k1#:#?, #k2#:#?, #ktr1#:#?, #ktr2#:#?, #rabc#:#dff8aa, #ratc#:#000000, #rbc#:#292929, #rbo#:#0.3, #rp#:#0, #rta#:#Center, #rtc#:#ffffff, #rto#:#1, #rts#:#110, #shblur#:#10, #shcolor#:#7a7a7a, #shhor#:#2, #shver#:#2, #ta#:#Center, #tbc#:#ffffff, #tc#:#000000, #tcv1#:#70, #tcv2#:#30, #tff#:#Comic Sans MS, #th#:#Auto, #titleShadow#:#, #to#:#1, #top1#:#[1], #top2#:#[3], #tp#:#3, #ts#:#150, #tt#:#Humidity, #ttr1#:#?, #ttr2#:#?, #tw#:#90]

Overrides:

[#data#:#transform: rotateX(10deg) rotateY(15deg);background: linear-gradient(45deg, #fff 0%, #000 50%, #fff 100%)]

Import

You can paste settings from other people in here and save them as a new style. How great is that!

Paste Basic Settings Here!

?

Paste Overrides Here!

?

Import Style

Clear Import

Once you have imported a new Style you can save it if you wish to preserve it.

To share a style with others simply copy the text from **Basic Settings:** down to the end of the **Overrides** section and paste it into a forum message so it looks like this.

Create a new Topic

My Great New Style

Get Help Apps optional tags

Basic Settings:

[#A00#:#Location, #B00#:#Humidity, #bc#:#ffffff, #bfs#:#18, #bm#:#Collapse, #bo#:#1, #bp#:#10, #br#:#0, #br1#:#, #br2#:#, #bs#:#Solid, #bw#:#2, #comment#:#?, #fa#:#Center, #fbc#:#000000, #fc#:#000000, #fs#:#90, #ft#:#%time%, #hbc#:#000000, #hbo#:#1, #hc1#:#008000, #hc2#:#CA6F1E, #hp#:#0, #hta#:#Center, #htc#:#000000, #hto#:#1, #hts#:#100, #hts1#:#125, #hts2#:#125, #iFrameColor#:#fcfcfc, #id#:#qq, #isAlternateRows#:#false, #isBorder#:#true, #isComment#:#false, #isFooter#:#true, #isFrame#:#false, #isHeaders#:#false, #isKeyword1#:#false, #isKeyword2#:#false, #isOverrides#:#true, #isScrubHTML#:#true, #isThreshold1#:#false, #isThreshold2#:#false, #isTitle#:#true, #isTitleShadow#:#false, #k1#:#?, #k2#:#?, #ktr1#:#?, #ktr2#:#?, #rabc#:#dff8aa, #ratc#:#000000, #rbc#:#292929, #rbo#:#0.3, #rp#:#0, #rta#:#Center, #rtc#:#ffffff, #rto#:#1, #rts#:#110, #shblur#:#10, #shcolor#:#7a7a7a, #shhor#:#2, #shver#:#2, #ta#:#Center, #tbc#:#ffffff, #tc#:#000000, #tcv1#:#70, #tcv2#:#30, #tff#:#Comic Sans MS, #th#:#Auto, #titleShadow#:#, #to#:#1, #top1#:#[1], #top2#:#[3], #tp#:#3, #ts#:#150, #tt#:#Humidity, #ttr1#:#?, #ttr2#:#?, #tw#:#90]

Overrides:

[#data#:#transform: rotateX(10deg) rotateY(15deg);background: linear-gradient(45deg, #fff 0%, #000 50%, #fff 100%)]

That's it, that is all you need to do to share a style with other people.



## Import Style

To import a style you simply reverse the process described above. Copy the string values from a forum into the Basic Settings and Overrides fields and click **Import Style**.

Paste Basic Settings Here!

[#A00#:Location, #B00#:Humidity, #bc#:#ffffff, #bfs#:18, #bm#:Collapse, #bo#:1, #bp#:10, #br#:0, #br1#:, #br2#:, #bs#:Solid, #bw#:

Paste Overrides Here!

[#data#:transform: rotateX(10deg) rotateY(15deg);background: linear-gradient(45deg, #fff 0%, #000 50%,#fff 100%)]

Import Style

Clear Import

Once you have imported a new Style you can save it if you wish to preserve it.

The new settings will be immediately applied. If you like the new style, you can save it to your style list for future use.

### A Note on Styles

I'm not great at colors so the built-in styles are not exactly top notch. I'm hoping that others in the community with a better eye for color and design will share their creations for the benefit of the community. What the built in styles do offer is an example of some of what is possible with Tile Builder and hopefully spark your imagination to make your own creations.



## Simple Use Case

You won't use overrides if the setting that you need is available within the menu system but the menu system has a finite number of options so there are times when it makes sense.

- You can change row text to 70% or 75% but what about the values in between? `#rts#=72`
- Use a font family not available in the Tile Builder UI. `#tff#=Blackadder ITC` (on Windows)

But these are edge cases and not super important.

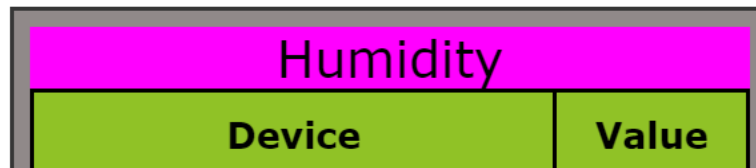
## Class Tags

Looking back at that line of code for the Title block you will also see an entry `#title#`. This is a placeholder that we can use to extend the properties of the title.

These entries require a property and a value, for example:

**`#Title#= background-color: #ff00ff;`**

In this case `#title#` block will be replaced with `background-color: #ff00ff;` and the result looks like this.



Even though the Title field does not have a background property defined in the Tile Builder UI we can still add one using this method. We are not limited to a single command. In the next example we set a gradient behind the title and add a border radius to make an oval.

**`#Title#=background-image: repeating-conic-gradient(red 10%, yellow 15%);border-radius: 55%`**

Produces this result:



Each of the sections of the HTML table has its own class tag as follows. The **####=outline: 2px solid red;** is changed in each example to show which area is affected.

### Class Tag Examples

#Table#=outline: 2px solid red;

| Humidity             |        |
|----------------------|--------|
| Device               | Value  |
| ~Back Door           | closed |
| ~Front Door          | closed |
| ~Master Bedroom Door | closed |
| ~Patio Door          | closed |
| ~Sun Room Door       | closed |

13:29 PM

#Border#=outline: 2px solid red;  
#Row#=outline: 2px solid red;

| Humidity             |        |
|----------------------|--------|
| Device               | Value  |
| ~Back Door           | closed |
| ~Front Door          | closed |
| ~Master Bedroom Door | closed |
| ~Patio Door          | closed |
| ~Sun Room Door       | closed |

13:32 PM

#Title#=outline: 2px solid red;

| Humidity             |        |
|----------------------|--------|
| Device               | Value  |
| ~Back Door           | closed |
| ~Front Door          | closed |
| ~Master Bedroom Door | closed |
| ~Patio Door          | closed |
| ~Sun Room Door       | closed |

13:34 PM

#Header#=outline: 2px solid red;

| Humidity             |        |
|----------------------|--------|
| Device               | Value  |
| ~Back Door           | closed |
| ~Front Door          | closed |
| ~Master Bedroom Door | closed |
| ~Patio Door          | closed |
| ~Sun Room Door       | closed |

13:34 PM

#Data#=outline: 2px solid red;

| Humidity             |        |
|----------------------|--------|
| Device               | Value  |
| ~Back Door           | closed |
| ~Front Door          | closed |
| ~Master Bedroom Door | closed |
| ~Patio Door          | closed |
| ~Sun Room Door       | closed |

13:35 PM

#Footer#=outline: 2px solid red;

| Humidity             |        |
|----------------------|--------|
| Device               | Value  |
| ~Back Door           | closed |
| ~Front Door          | closed |
| ~Master Bedroom Door | closed |
| ~Patio Door          | closed |
| ~Sun Room Door       | closed |

13:36 PM

The two remaining tags **#Box#**, **#Class#** are special purpose and will be covered later.

### Creating Effects

Where do these command strings come from? How do I know what I can put in here?

To help get you started with Overrides a helper has been built in with about 40 examples.

|  |
|--|
| <b>Sample Overrides</b>  |
| Outline: Draws an outline around the OUTSIDE of an object.   |
| No selection   |
| #Field# Replacement Values - Border: Replace the Border color, style, radius, width and padding.   |
| #Field# Replacement Values - Footer: Replace the Footer text, alignment, color and size.   |
| #Field# Replacement Values - Header: Replace the Header alignment, color, background color, opacity and padding.                           |
| #Field# Replacement Values - Row: Replace the Row alignment, color, background color, opacity and padding.                                 |
| #Field# Replacement Values - Title: Replace the Title text, alignment, color, opacity and size.  |
| #Named# Variables Replacement Values: Place a border around the title, footer and table objects if visible.                                |
| Animation Example 1: Spin the #Row# elements on a refresh.   |
| Animation Example 2: Fades in the #Table# on a refresh.  |
| Animation Example 3: Constantly change the background hue between two color values.  |
| Background Color: Sets the background color of an object.  |
| Background Conical Gradient: Sets a repeating gradient in a cone from a central point.   |
| Background Gradient: Sets the background of an object as a gradient between 2 or more colors. Also sets the row background opacity to 0.5. |
| Background Radial Gradient: Sets a circular gradient that diffuses at the edges.   |
| Background Repeating Pattern: Sets a repeating set of slanted lines.   |

Simply select the helper sample you wish to try, click on **Copy to Overrides** and then click **Refresh**. The displayed table will change to reflect the new settings. All the changes are created by the content of the overrides string, there is nothing else at play.

Let's try this one which creates a gradient between two colors.

Sample Overrides

Background Gradient: Sets the background of an object as a gradient between 2 or more colors. Also sets the row background opacity to 0.5

#Table#=background: linear-gradient(90deg, #cc2b5e 0%, #753a88 100%) | #rbo#=0.5

**Copy to overrides and apply.**

Initial appearance with override applied.

Humidity

| Device               | Value  |
|----------------------|--------|
| ~Back Door           | closed |
| ~Front Door          | closed |
| ~Master Bedroom Door | closed |
| ~Patio Door          | closed |
| ~Sun Room Door       | closed |

13:47 PM

Edit the **Settings Overrides** field and change **#Table#** to **#Header#**.

Humidity

| Device               | Value  |
|----------------------|--------|
| ~Back Door           | closed |
| ~Front Door          | closed |
| ~Master Bedroom Door | closed |
| ~Patio Door          | closed |
| ~Sun Room Door       | closed |

13:54 PM

Many of these examples I pieced together by using online CSS\HTML generators. One of the better ones I used can be found here: <https://webcode.tools/generators/css>.

## Classes

Classes are small pieces of code that can be called upon to change an object. These are very common in CSS and can be utilized in Tile Builder. Even if you have never programmed, I'll show you how easy it can be and the big effects they can have.

Let's take one of the sample overrides and break it down.

Sample Overrides

Animation Example 1: Spin the #Row# elements on a refresh.

#Class#=@keyframes myAnim {0% {opacity: 0;transform: rotate(-540deg) scale(0);}100% {opacity 1;transform: rotate(0) scale(1);}} | #Row#=animation: myAnim 2s ease 0s 1 normal forwards;

## Class Sample Part 1

The first part is the class and what is shown in red will be substituted into the HTML code in place of the #Class# placeholder.

```
#Class#=@keyframes myAnim {0% {opacity: 0;transform: rotate(-540deg) scale(0);}100%  
{opacity: 1;transform: rotate(0) scale(1);}}
```

@keyframes indicates that it going to be a transition between 2 or more points enclosed in {}

myAnim is the name of the animation class and is used to call it.

The first point is 0% {opacity: 0;transform: rotate(-540deg) scale(0)}

- 0% marks it as the starting point of the transformation.
- Transform means it's a transformation of the object with the following properties.
- Rotate (-540deg) means it will begin pre-rotated 540 degrees to the left.
- Scale (0) means that it will not change in size.

The second point is 100% {opacity: 1;transform: rotate(0) scale(1)}

- 100% marks it as the ending point of the transformation.
- Transform means it's a transformation of the object with the following properties.
- Rotate (0deg) means it will end in a normal position (0 degrees rotated).
- Scale (0) means that it will not change in size at its ending point.

So the net result is that this animation will spin the object from -540 degrees to 0 degrees when implemented. The browser will make the animation smooth between the starting and ending points. It is possible to add other points in the animation, at say 50% with different properties if so desired.

## Class Sample Part 2

The '|' is just a required separator that Tile Builder uses to handle multiple instruction on a single line. It will be stripped out and discarded.

## Class Sample Part 3

The last part is used to associate the class with some part of the HTML table, in this case the Row element.

```
#Row#=animation: myAnim 2s ease 0s 1 normal forwards;
```

This will cause Tile Builder to look for the #Row# placeholder and replace it with animation: myAnim 2s ease 0s 1 normal forwards;

animation: is a required element for HTML\CSS indicating the presence of the animation.

myAnim: Is a name and it has to match the name of a class, in this case the name given earlier.

2s ease 0s 1 normal forwards;: These are parameters passed to the animation that control things like animation speed, duration, direction, reversal nature etc.

That is how to implement and call a class. The class will get activated at refresh.

You don't need to write these commands from scratch. You can use this generator.

<https://webcode.tools/generators/css/keyframe-animation>

Enter the parameters that you want and it will generate the command strings as shown below.

**Options**

Name: myAnim

Duration: 2 seconds

Timing function: ease

Delay: 0 seconds

Iteration count: 1

☐ Infinite iteration

Direction: normal

Fill mode: forwards

**Preview**

**Code**

Copy this to the element you want to animate.

```
animation: myAnim 2s ease 0s 1 normal forwards;
```

Copy this after the above selector.

```
@keyframes myAnim {
  0%,
  50%,
  100% {
    opacity: 1;
  }
  25%,
  75% {
    opacity: 0;
  }
}
```

Turn the above strings into:

*#Class#=@keyframes myAnim {0%,50%,100% {opacity: 1;}25%,75% {opacity: 0;}}*

*#Title#=animation: myAnim 2s ease 0s 1 normal forwards;*

Put them together with the '|' separator and paste the string into the overrides.

You now have a title that blinks twice whenever the table is refreshed. This happens automatically on the dashboard when the table gets new data.

**Important:** When generating an event to test an animation it will take effect immediately on the dashboard due to the event subscriptions. This is not true within the Tile Builder UI so you must do a refresh manually to see event changes.

## Static Example

Classes can do all kinds of things and are not just limited to animation. In this example we create a class called `cl` which turns the background color to red. Note we use a leading period so in the declaration it's `".cl"` but called using simply `"cl"`. This name can be anything, but shorter names save precious space.


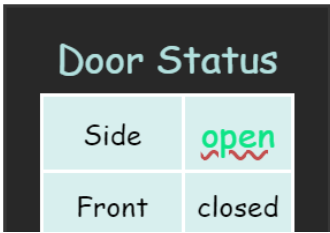


```
#Class#=.cl{background-color: #ff0000;}
```

We can call this class when we get a matching condition in Highlights by doing the following. Whenever the word 'open' is detected, we call the class to change the background color.

### Highlights

|   |                                  |                                      |                                  |
|---|----------------------------------|--------------------------------------|----------------------------------|
| Highlight 1 Color (#0ce486)                           | Highlight 1 Text Scale           | Highlight 2 Color (#1b570a)          | Highlight 2 Text Scale           |
| <input type="text" value="#0ce486"/>                  | <input type="text" value="125"/> | <input type="text" value="#1b570a"/> | <input type="text" value="125"/> |
| <input checked="" type="checkbox"/> Enable Keyword #1 | Enter Keyword #1                 | Replacement Text #1                  |                                  |
|   | open                             | [div class=cl]open[/div]             |                                  |

The above example result is shown in the first cell. The required class definition is shown for other effects. The results looks like this:

|   |  |
|---|--|
| <pre>#Class#=.cl{background-color: #ff0000;}</pre>  | <pre>#Class#=.cl{text-decoration: underline wavy #C34E4E;}</pre>  |
| <pre>#Class#=.cl{outline: 2px solid red;}</pre>    | <pre>#Class#=.cl{box-shadow: 0px 0px 10px 10px #E8DD95;}</pre>   |

If we were to look inside the HTML we would see the code `[div class=cl]open[/div]` repeated on each line where a contact is open. Naturally this takes up more space. When you are considering these enhancements, it is best to apply these effects to a small number of results where space is a concern.



## Animated Icon Examples

The following line of code is an animation that will move an element 20 pixels to the left at the start and end at 20 pixels to the right of it's normal position.

```
animation: myAnim 1s linear 0s infinite alternate-reverse;} @keyframes myAnim {0% {transform: translateX(-20px);}100% {transform: translateX(20px);}}
```

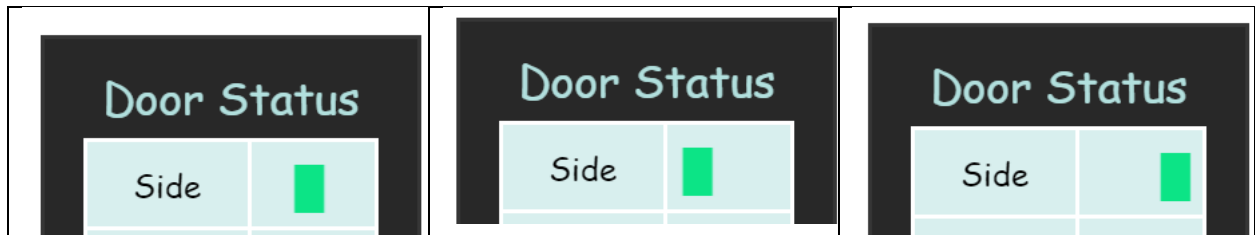
We can use it as a class by doing this in overrides. The class name is cl1.

```
#Class#=.cl1{animation: myAnim 1s linear 0s infinite alternate-reverse;} @keyframes myAnim {0% {transform: translateX(-20px);}100% {transform: translateX(20px);}}
```

Using the same trick as the prior example we can add this animation for any open door.

|   |                          |   |
|---|--------------------------|---|
| <input checked="" type="checkbox"/> Enable Keyword #1 | Enter Keyword #1<br>open | Replacement Text #1<br>[div class=cl1]█[/div] |
|---|--------------------------|---|

Using an ascii block character combined with the animation class we get a pleasing blob that moves back and forth smoothly and continuously until the door is closed.



Again, you don't have to write most of these statements by hand. Use the Overrides Helper examples or an HTML\CCC generator such as <https://webcode.tools/generators/css/keyframe-animation>.

## Spinner Example

Spinners are commonly used to indicate activity and a variety of characters are suitable. I chose the emoji character 🛑 but there are suitable extended ascii characters such as ⚙️, 🌀, ✳️ which are suited to indicating a spinning motion. With Unicode characters you also get the option of specifying the character color and size. With emojis you can only specify size. Try this out.

Copy this line to your overrides field and press enter.

```
#Class#=.cl1{animation: myAnim 1s linear 0s infinite normal forwards;} @keyframes myAnim {0% {transform: rotate(0deg);}100% {transform: rotate(360deg);}}
```

Change the replacement text in Highlights to [div class=cl1]🛑[/div]

The result is a red X that will spin continuously when the door is open. Spinners are a good option for motion, contacts or switches.



## It's a Wrap

Well, if you made it this far you are ready to exploit most of the power of Tile Builder to build beautiful, functional, and animated tiles to make your Hubitat dashboard a lot more fun and engaging. I look forward to seeing some of the designs that people come up with and share on the community forums.

I have ideas for two other Tile Builder modules of the same quality as Activity Monitor and Attribute Builder. I will almost certainly write them for my own use, but their public release will depend on the Hubitat communities' willingness to acknowledge value in quality software and make a donation towards the ongoing development of the project. The more money I raise doing this the more time I can devote to its future development.

This is the day the Lord has made, let us rejoice and be glad.

## Appendix A

### Tile Builder Field Code Reference

| General          | Code  | Units  | Example       | Notes  |
|------------------|-------|--------|---------------|--|
| Table Width      | #tw#  | %      | #tw#=85       | Auto or a % of the container width.                            |
| Table Height     | #th#  | %      | #th#=90       | Auto or a % of the container height.                           |
| Border Mode      | #bm#  | String | #bm#=Separate | Options are Collapse and Separate                              |
| Background Color | #tbc# | #Hex   | #tbc#=#e88c8c | This background color is visible when border mode is separate. |
| Font Family      | #tff# | String | #tff#=Arial   | Text Font Family for all text                                  |

| Header           | Code                                  | Units  | Example       | Notes  |
|------------------|---------------------------------------|--------|---------------|--|
| Text             | #A0# for Column 1 & #B0# for Column 2 |        | #A0#=My Title | Any text string. You can include Emoji or HTML codes using square brackets [b]Bold[/b].                      |
| Text Size        | #hts#                                 | %      | #hts#=125     | Any integer value.   |
| Text Color       | #htc#                                 | #Hex   | #htc#=#000000 | Any Hex color.   |
| Background Color | #hbc#                                 | #Hex   | #hbc#=#232323 | Any Hex color  |
| Text Alignment   | #hta#                                 | String | #hta#=Left    | Options are: Left, Center, Right and Justify   |
| Text Opacity     | #hto#                                 | Float  | #hto#=0.7     | An opacity value in the range 0 – 1. These are combined with the Hex colors to form RGBA values in the HTML. |
| Padding          | #hp#                                  | Px     | #hpt#=10      | An integer, typically in the range of 0 – 10. N/A if border padding is active.                               |

| Footer    | Code | Units  | Example        | Notes  |
|-----------|------|--------|----------------|--|
| Text      | #ft# | String | #ft#=My Footer | The footer string. You can use %day%, %time% as a macro. |
| Size      | #fs# | %      | #fs#=75        | Percentage of the base font size.                        |
| Color     | #fc# | #Hex   | #fc#=#5c290d   | The color of the footer text                             |
| Alignment | #fa# | String | #fa#=Right     | The alignment of the footer text.                        |
|           |      |        |                |  |

| Title     | Code | Units   | Example       | Notes  |
|-----------|------|---------|---------------|--|
| Text      | #tt# | String  | #tt#=My Title | The Title Text                               |
| Size      | #ts# | %       | #ts#=150      | Expressed as a % of the base font size.      |
| Color     | #tc# | #Hex    | #tc#=#00FF00  | Color expressed as a 6 digit Hexadecimal     |
| Alignment | #ta# | String  | #ta#=Right    | Options are: Left, Center, Right and Justify |
| Padding   | #tp# | Integer | #tp#=3        | Change the space around Title.               |

| Border  | Code | Units   | Example      | Notes                        |
|---------|------|---------|--------------|------------------------------|
| Style   | #bs# | String  | #bs#=Solid   | The border style             |
| Width   | #bw# | Pixels  | #bw#=5       | The border width in pixels   |
| Color   | #bc# | #Hex    | #bc#=#00FF00 | The border color             |
| Radius  | #br# | Integer | #br#=20      | The border radius in pixels  |
| Padding | #bp# | Integer | #bp#=3       | The border padding in pixels |

| Rows                       | Code   | Units  | Example        | Notes   |
|----------------------------|--------|--------|----------------|---|
| Text Size                  | #rts#  | %      | #rts#=100      | Expressed as a % of the base font size.   |
| Text Color                 | #rtc#  | #Hex   | #rtc#=#000000  | Any Hex color.  |
| Text Alignment             | #rta#  | String | #rta#=Center   | Options are: Left, Center, Right and Justify  |
| Text Opacity               | #rto#  | Float  | #rto#=0.8      | An opacity value in the range 0 – 1. These are combined with the Hex colors to form RGBA values in the HTML.  |
| Padding                    | #rp#   | Px     | #rtp#=5        | An integer, typically in the range of 2 – 10. Not applicable if border padding is active.                     |
| Background Color           | #rbc#  | #Hex   | #rbc#=#FF00FF  | Background color of the row area.   |
| Background Opacity         | #rbo#  | Float  | #rbo#=0.5      | Background Opacity.   |
| Alternate Text Color       | #ratc# | #Hex   | #ratc=#0000FF  | The alternate text color when alternate table rows are configured.  |
| Alternate Background Color | #rabc# | #Hex   | #rabc#=#D3D3D3 | The alternate background color when alternate rows are configured. Change background opacity to make visible. |

