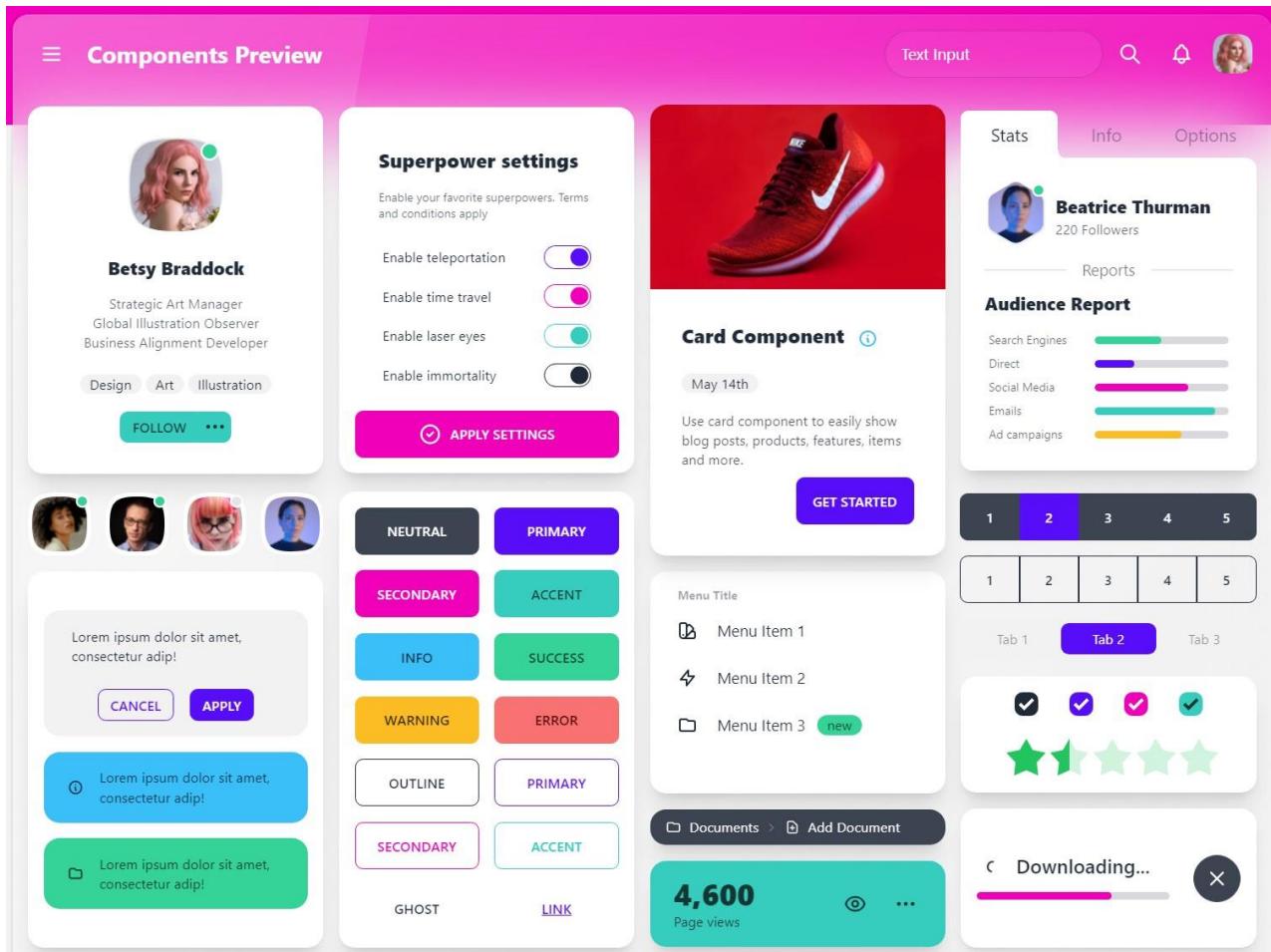


# TailwindCSS WebApps



using B4X

SithasoDaisy v1.16

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## Introduction

---

Welcome to the **SithasoDaisy** world.

SithasoDaisy is a library of components built on top of [TailwindCSS](#) (Tailwind Labs) and [DaisyUI \(Pouya Saadeghi\)](#) to help you create WebApps, WebSites, Single Page Application (SPA) and Progressive Web Apps (PWA) with the power of the b4x programming language.

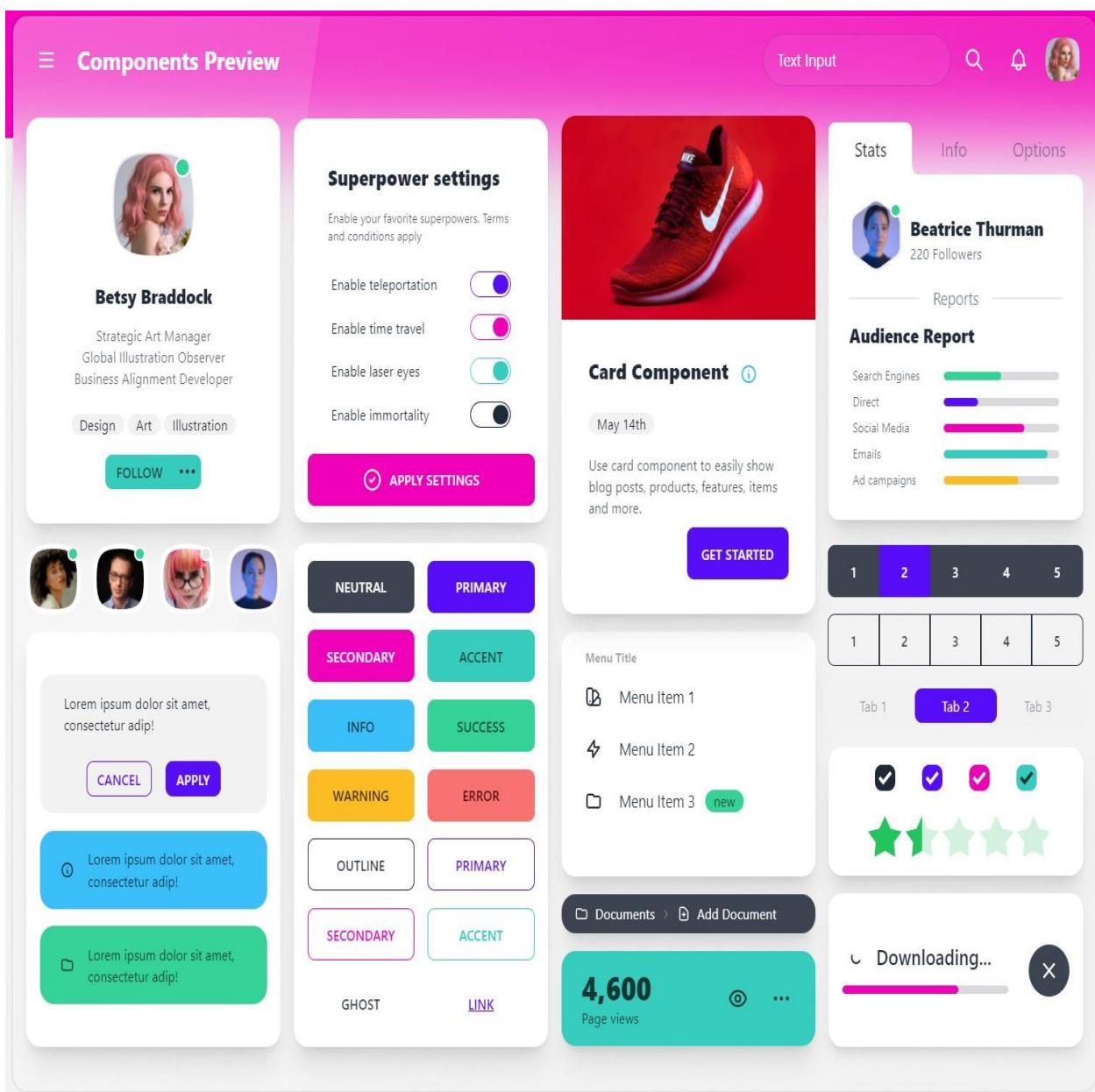
When it comes to developing anything that works on the internet browser, whether it is a WebApp or a WebSite, one has to use HTML (**Hyper Text Markup Language**), CSS (**Cascading Style Sheet**) and JavaScript (a dynamic programming language used for web development).

SithasoDaisy works on top of a programming language called **b4x**. It is not JavaScript, and for SithasoDaisy to produce web applications, a code transpiler is used. A transpiler converts source code from one programming language to another. For example, when one uses Flutter for web, they use a programming language called Dart. When they build their application, their source code is transpiled / converted to JavaScript for it to work on the interweb. There are many other programming languages that target JavaScript, the Top 10, being:

1. Scala.js
2. Haxe
3. Dart
4. Elm
5. Imba
6. Nim
7. ClojureScript
8. ReasonML
9. Kotlin
10. TypeScript

B4X is a set of programming tools that is developed by [Anywhere Software](#) that uses [Visual Basic](#) like syntax so that anyone who wants to, can create apps. The developed apps are able to run on Windows, Linux, Mac, Apple Phones, Android Phones and Arduino IoT devices, mostly from the same code base. The family product we will use here is called b4j i.e., Basic4Java. There is also b4a (basic4android), b4i (basic4ios), b4r (basic4arduino).

Our b4x to JavaScript transpiler is called BANano. It is penned by Alain Bailleul, that is the **BA** in BANano, whilst Nano, you guessed it right, nanotechnology. When creating your web projects with SithasoDaisy, one can use the Abstract Designer and or write b4x code. We will show you how. To show you an idea of the stuff we will be building, let's take a look at this image, directly from the DaisyUI website.



- We have created this [FlipBook](#) so that you can skim all the available components.
- A running demo is available on [Netlify](#). This covers both writing code and abstract designer based functionality.
- One can get the source code of the demo is in this [Github repo](#).

With a 64-bit Windows PC, let's get started.

## Getting Started

To be able to start developing using B4X, one needs the b4j IDE (Integrated Development Environment). This at the moment only runs on a Windows PC. One also needs the Java SDK. Figure 1 below depicts how the B4X IDE looks like. We have a menu, a toolbar, the coding area and a module listing area, to mention the few.

### 1. The B4J IDE

```

48 #DesignerProperty: Key: MaxH, DisplayName: Max Height, FieldType: String, DefaultValue: , Description: MaxH
49 #DesignerProperty: Key: HFull, DisplayName: H Full, FieldType: Boolean, DefaultValue: False, Description: HFull
50 #DesignerProperty: Key: WFull, DisplayName: W Full, FieldType: Boolean, DefaultValue: False, Description: WFull
51 #DesignerProperty: Key: Visible, DisplayName: Visible, FieldType: Boolean, DefaultValue: True, Description: If visible.
52 #DesignerProperty: Key: MarginAXYTBLR, DisplayName: Margins, FieldType: String, DefaultValue: a=?; x=?; y=?; t=?; b=?; r=? , Description: Margins A-X-Y-T-B-L-R
53 #DesignerProperty: Key: PaddingAXYTBLR, DisplayName: Paddings, FieldType: String, DefaultValue: a=?; x=?; y=?; t=?; b=?; l=?; r=? , Description: Paddings A-X-Y-T-B-L-R
54 #DesignerProperty: Key: RawClasses, DisplayName: Classes, FieldType: String, DefaultValue: , Description: Classes added to the HTML tag.
55 #DesignerProperty: Key: RawStyles, DisplayName: Styles, FieldType: String, DefaultValue: , Description: Styles added to the HTML tag. Must be a json String- use =
56 #DesignerProperty: Key: RawAttributes, DisplayName: Attributes, FieldType: String, DefaultValue: , Description: Attributes added to the HTML tag. Must be a json String- use =
57
58 BPrivate Sub Class_Globals
59     Private bFlexWrap As Boolean
60     Private mback As Object
61     Private mElement As BANanoElement
62     Private mName As String
63     Private pParent As BANanoElement
64     Private BANano As BANano           'ignore
65     Type GridRow(Rows As Int, columns As List, -
66     gna As String, gnx As String, gmy As String, gmt As String, gmb As String, gmr As String, gml As String, -
67     gpa As String, gpx As String, gpy As String, gpt As String, gpb As String, gpr As String, gpl As String)
68     Type GridColumn(columns As Int, gxs As String, gsm As String, gnd As String, glg As String, gxl As String, -
69     ofxs As String, ofsm As String, ofmd As String, oflg As String, ofxl As String, -
70     gna As String, gnx As String, gmy As String, gmt As String, gmb As String, gmr As String, gml As String, -
71     gpa As String, gpx As String, gpy As String, gpt As String, gpb As String, gpr As String, gpl As String)
72     'this will hold all our rows
73     Private GridRowsM As Map
74     'this will hold each row definition
75     'hold our last row
76
77     Private bRounded As Boolean
78     Private bStack As Boolean
79     Private LastRow As Int
80     Private ntrRow As Int
81     Private bShowGridDesign As Boolean
82     Public Tag As Object
83     Private TheMatrix As Map
84     Private mLastColor As String           'ignore
85     Private mLastTextColor As String
86     Private mLastDecorationColor As String
87     Private mLastTextSize As String
88     Private mLastRounded As String
89     Private mLastBGColor As String
90     Private mLastShadowColor As String
91     Private mClasses As String = ""
92     Private mStyles As String = ""
93     Private mAttributes As String = ""
94

```

## 2. Creating Folders

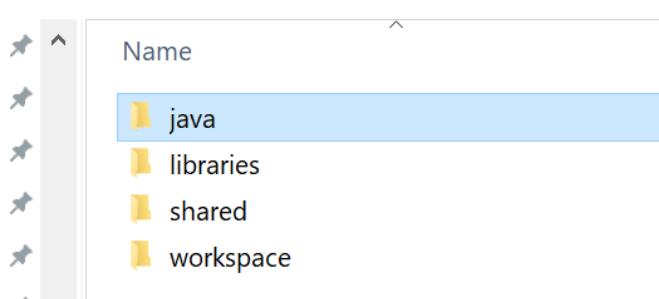
Let's set up our PC for development. We need to set up a folder structure first.

1. In your Windows PC, create the following folder structure:

- (a) c:\b4j\libraries
- (b) c:\b4j\shared
- (c) c:\b4j\workspace
- (d) c:\b4j\java

This should look like:

Local Disk (C:) > b4j



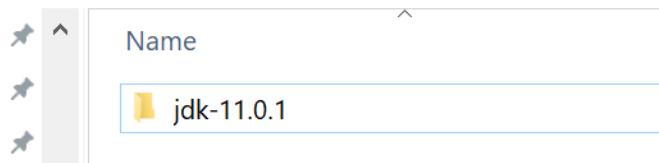
## 3. Downloading and installing B4J

1. Head over to Anywhere Software Website and download b4j. You can click [here](#) to do that.
2. Click on Download B4J Full Version (64-BIT). After you download, ensure you install the application.

## DOWNLOAD B4J FULL VERSION (64-BIT)

3. Also download the recommended OpenJDK 11. You can get it [here](#). Unpack it to **c:\b4j\java**, you should have

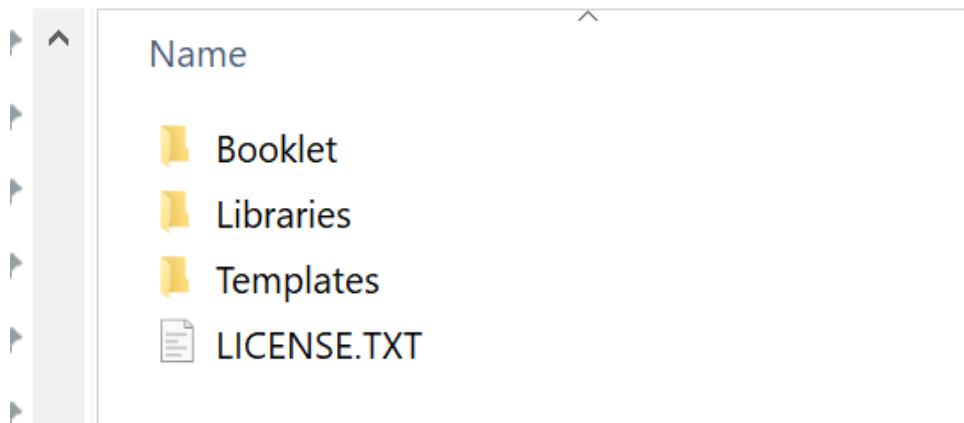
Local Disk (C:) > b4j > java >



### 4. Download BANano

You will also need BANano. This is a b4j plugin. Click [here](#) to get it and unpack it. It should have this content.

Mashy > Downloads > BANano7.37



In the BANano download copy the contents of the **Libraries** folder to **c:\b4j\libraries**.

### 5. Download SithasoDaisy

From your **SithasoDaisy** [download](#).

**Name ↑**

 PocketBase Expense Tracker
 ReadMe First.rtf
 SithasoCanvas.zip
 SithasoDaisy.b4xlib
 SithasoDaisyDemo.zip
 SithasoDrawer.zip

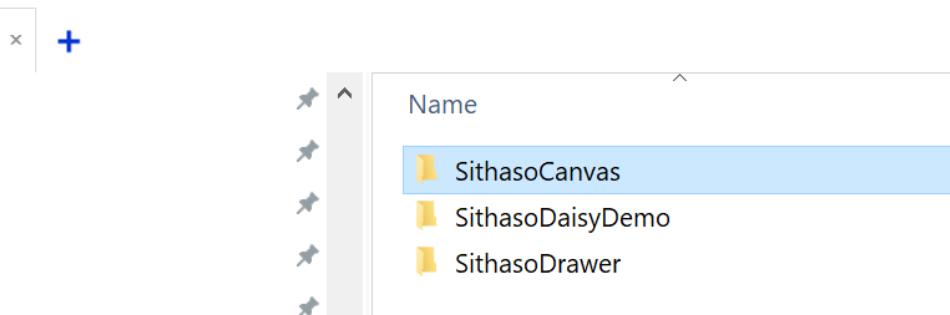
5.1 Copy the **SithasoDaisy.b4xlib** to **c:\b4j\libraries**. You now should have. Also copy the contents of the **b4xtemplates** folder to **c:\libraries**.

(C:) > b4j > libraries

Name	Date modified	Type	Size
 BANano.jar	2022/04/08 12:38	JAR File	691 KB
 BANano.xml	2022/04/08 12:31	XML Source File	361 KB
 BANanoBase64.b4xlib	2022/02/18 12:41	B4XLIB File	3 KB
 BANanoDragula.b4xlib	2022/02/18 12:41	B4XLIB File	10 KB
 BANanoLeaflet.b4xlib	2022/02/18 12:43	B4XLIB File	9 KB
 BANanoMediaRecorder.b4xlib	2022/02/18 12:43	B4XLIB File	4 KB
 BANanoPeer.b4xlib	2022/02/18 12:44	B4XLIB File	46 KB
 BANanoServer.b4xlib	2022/02/17 12:26	B4XLIB File	20 KB
 BANanoSkeleton.b4xlib	2022/04/08 12:05	B4XLIB File	1 950 KB
 BANanoSweetAlert.b4xlib	2022/02/18 12:45	B4XLIB File	4 KB
 bcprov-jdk15on-154.jar	2016/04/25 11:59	JAR File	3 201 KB
 HikariCP.jar	2018/04/03 12:36	JAR File	3 KB
 HikariCP.xml	2018/04/03 12:36	XML Source File	4 KB
 HikariCP-4.0.3.jar	2022/03/14 09:04	JAR File	156 KB
 HikaryCP.txt	2022/02/27 12:49	Text Source File	1 KB
 mysql-connector-java-8.0.23.jar	2021/02/21 10:04	JAR File	2 359 KB
 servlet-api-3.1.jar	2017/05/10 14:42	JAR File	94 KB
 SithasoDaisy.b4xlib	2022/11/06 00:00	B4XLIB File	1 648 KB
 slf4j-api-1.7.32.jar	2021/09/02 08:55	JAR File	41 KB
 slf4j-simple-1.7.32.jar	2021/09/02 09:35	JAR File	15 KB

5.1 Unpack **SithasoCanvas.zip**, **SithasoDaisyDemo.zip**, **SithasoMultiUser** and **SithasoDrawer.zip** to **c:\b4j\workspace**. You now should have, etc

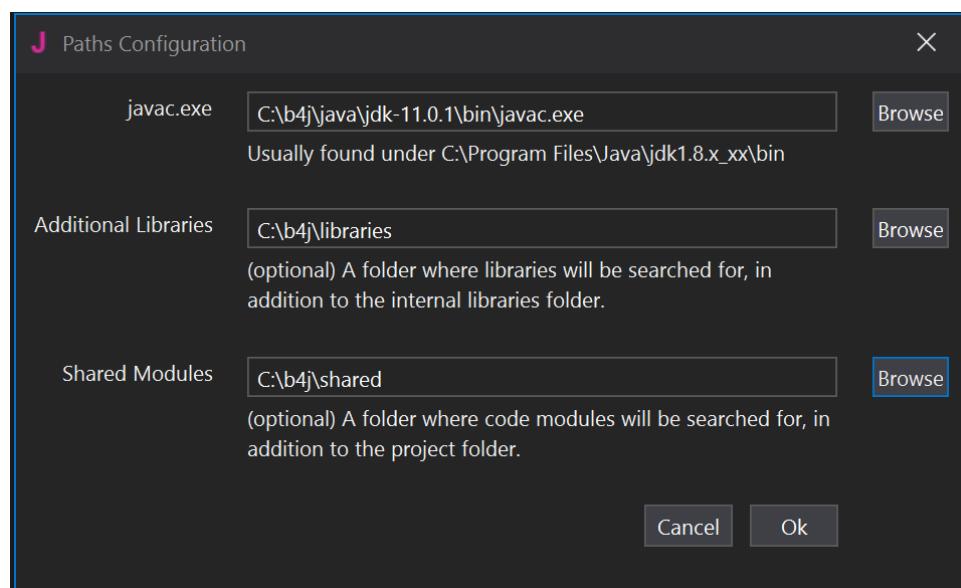
Local Disk (C:) > b4j > workspace >



## 6. B4J Paths Configuration.

Start B4J, in the menu, click on 6.1 **Tools** then **Configure Paths**.

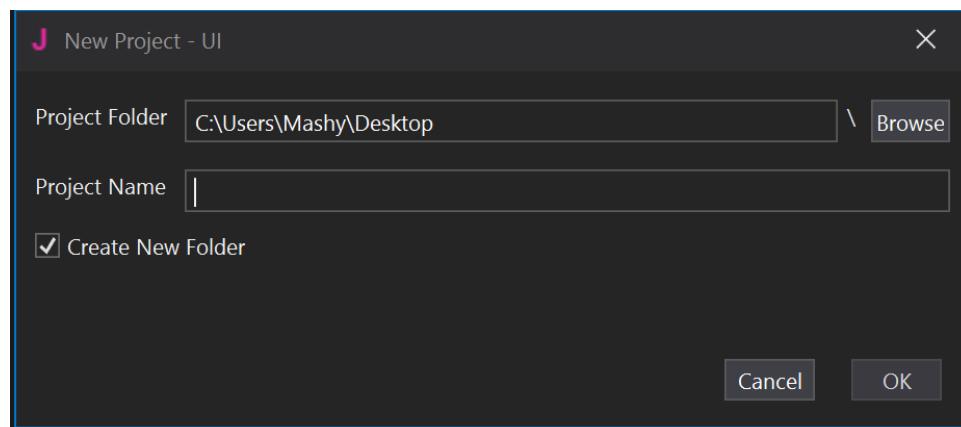
Click on the browse buttons to select the respective file and paths specified below.



Then click Ok, to save your configuration.

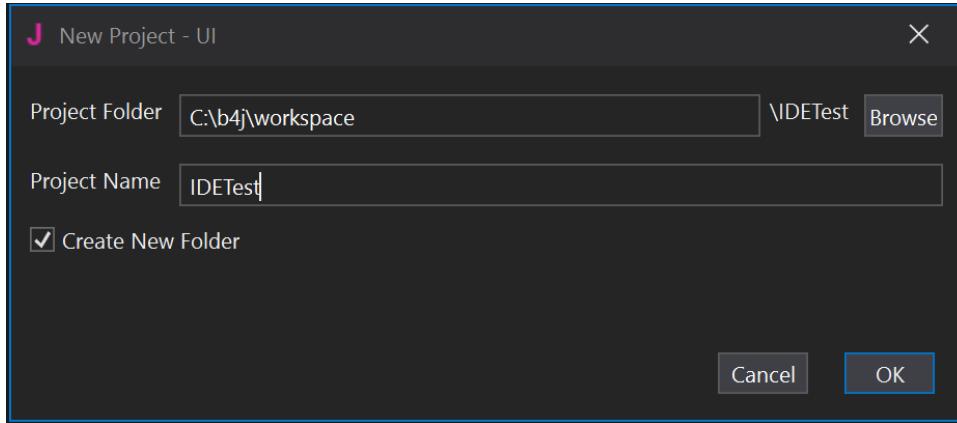
## 7. Testing B4J IDE readiness

Click on File > New > UI

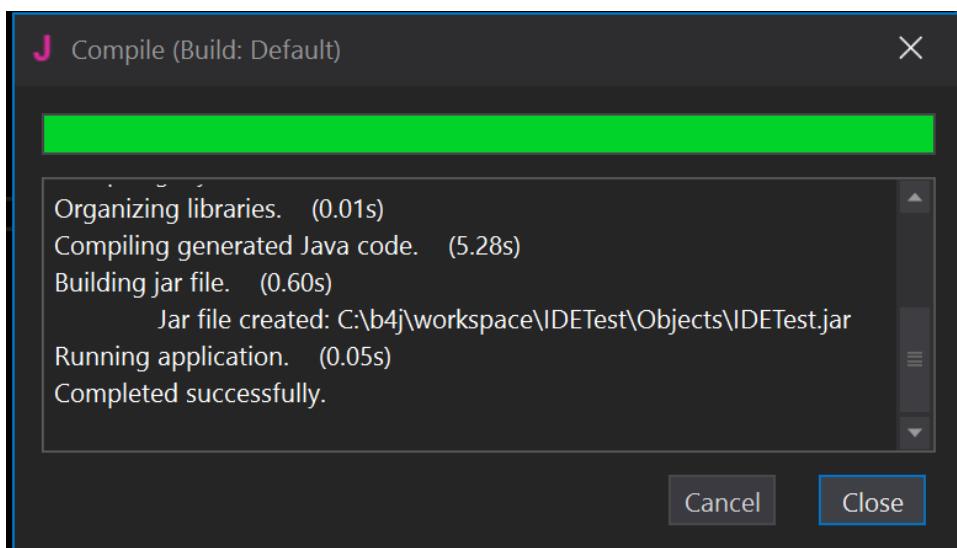


Click on Browse and ensure that the Project folder is **C:\b4j\workspace**

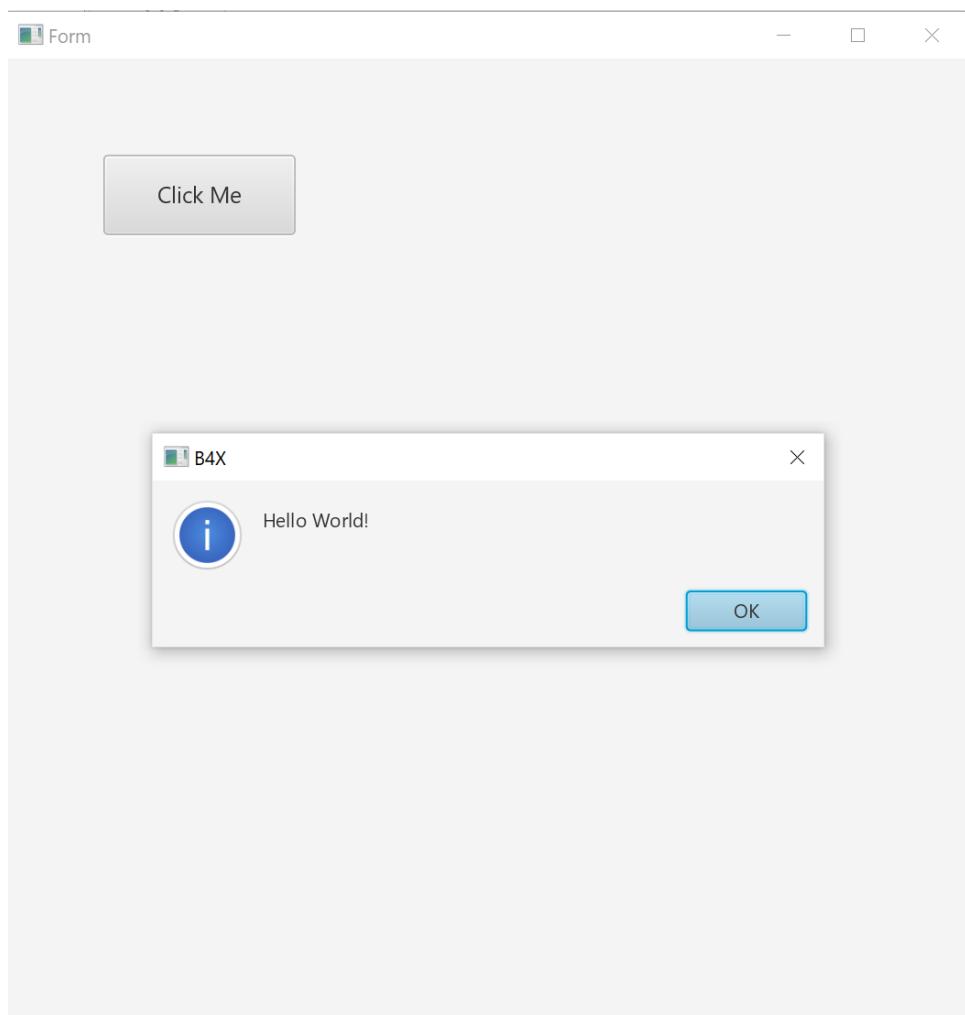
Type in a project name, for example, IDETest and click Ok.



This should open up the IDE with some template code. Press **F5**, this should compile your app and show a screen.



Click on the **Click Me** button. It should show a Message Box.

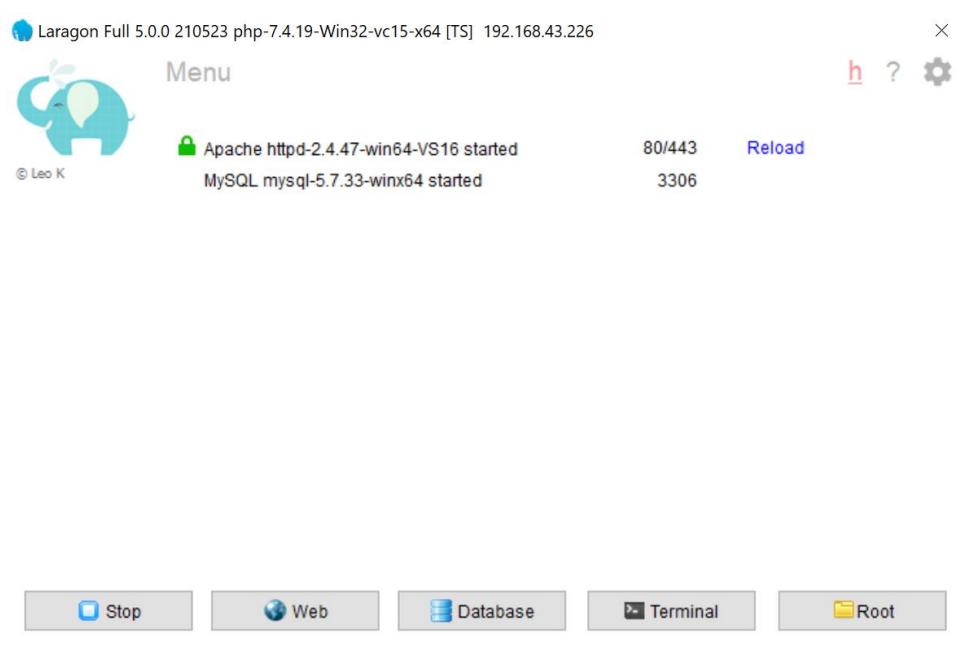


Congratulations, you have just ran your first b4j developed java application with b4x. You can close the App and the IDE.

Let's now run the other applications in our **workspace** folder which are **TailwindCSS** based, for this we will need a development **WebServer**. I like the ease of use of Laragon. It comes with MySQL and other lovely stuff.

## 8. Installing a WebServer (optional)

Download it from [here](#) and run it. After installation run it, it should look similar to this screen. You can also set it up to use SSL and different ports.



## New to B4x?

If you are new to B4x, going through the guidelines would help you a great deal. There is also [Video Material](#) done by Erel, who is the author of the b4x ecosystem.

1. Get all the guides [here](#), these speak to:

- 1.1. B4x language
- 1.2. B4x IDE
- 1.3. B4x Visual Designer / Abstract Designer

and many other useful information.

2. To understand how the BANano transpiler works, read the **BANano Essentials Booklet**

3. You can also join the wonderful community of other coders like you.

Now let's get back to our topic, Creating WebApps with SithasoDaisy. We will first explain the project templates.

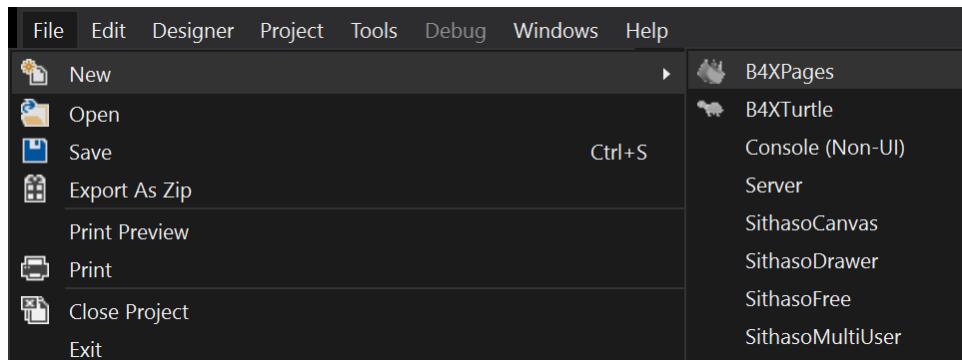
## Project Templates

SithasoDaisy comes with 4 source code templates for you to create WebApps. These are **SithasoFree**, **SithasoDrawer**, **SithasoCanvas** and **SithasoMultiUser**. These project templates are created using the abstract designer.

- Use SithasoFree as a base for completely empty projects that you design from scratch.
- Use SithasoDrawer as a base for projects with a top navigation bar and a drawer.
- Use SithasoCanvas (a thin version of SithasoDrawer) as a base for projects that you will start from scratch that has empty drawer & navbar

- Use SithasoMultiUser as a base for projects with navigation bar, drawer, login screen, forgot password screen, sign up screens. This is useful for an app with multiple users

All these templates are accessible from File > New menu and also from the downloads.



These are set to run on **localhost**. This is done in the **config.properties** in each of the projects.  
The projects are also set up to save the transpiled javascript, css and html files to **c:\www\laragon**.

These need to be changed to suit your needs if you are not using laragon and also using different port numbers.

## SithasoFree

1. Open the c:\b4j\workspace\SithasoFree folder
2. Double click the SithasoFree.b4j file. This is a b4j project file. This will activate b4j.
3. Press F5 to run the application. This will also transpile your code to JavaScript, CSS, HTML etc

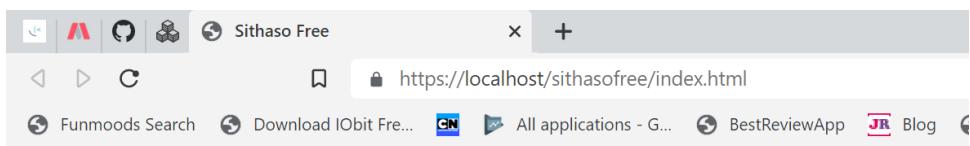
---

workspace > SithasoFree > B4J >

---

Name	
Files	2
Objects	2
BlankLayout.bas	2
pglIndex.bas	2
B4J SithasoFree.b4j	2
SithasoFree.b4j.meta	2

After compilation, you should see this app in action on your default web browser. As the app is empty, nothing will be shown on your page.



The name of this app is "**sithasofree**". This is defined in the **Main** code module.

```

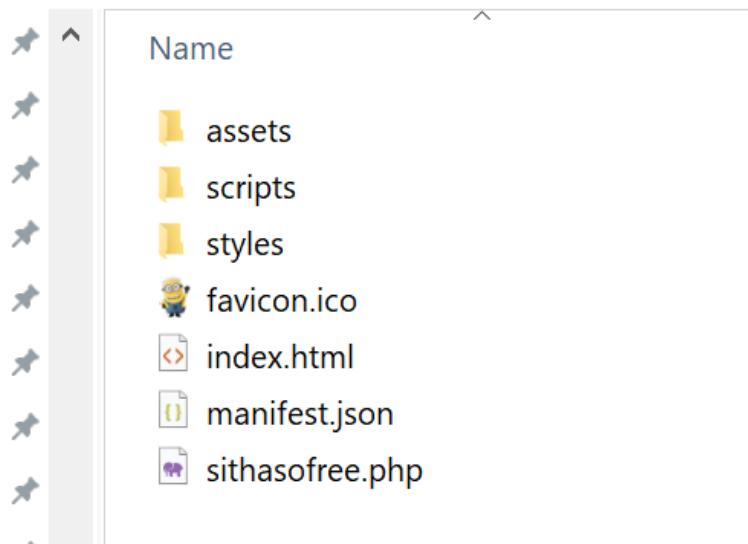
55  #IgnoreWarnings:12, 15
56  Sub Process_Globals
57      Public BANano As BANano 'ignore
58      'the name of the application &
59      'this is the folder on your development server.
60      Public AppName As String = "sithasofree"
61      Public AppTitle As String = "Sithaso Free"
62      'where the app should
63      Private Publish As String = "C:\laragon\www"
64      Public Version As String = "0.01"
65      Public ServerIP As String
66  End Sub
67

```

To access the transpiled source code (javascript, css and html) that resulted with what you see in the browser, head over to the **c:\laragon\www\sithasofree** folder.

This contains all the stuff that you can deploy to your public webserver when you are finished developing your webapp.

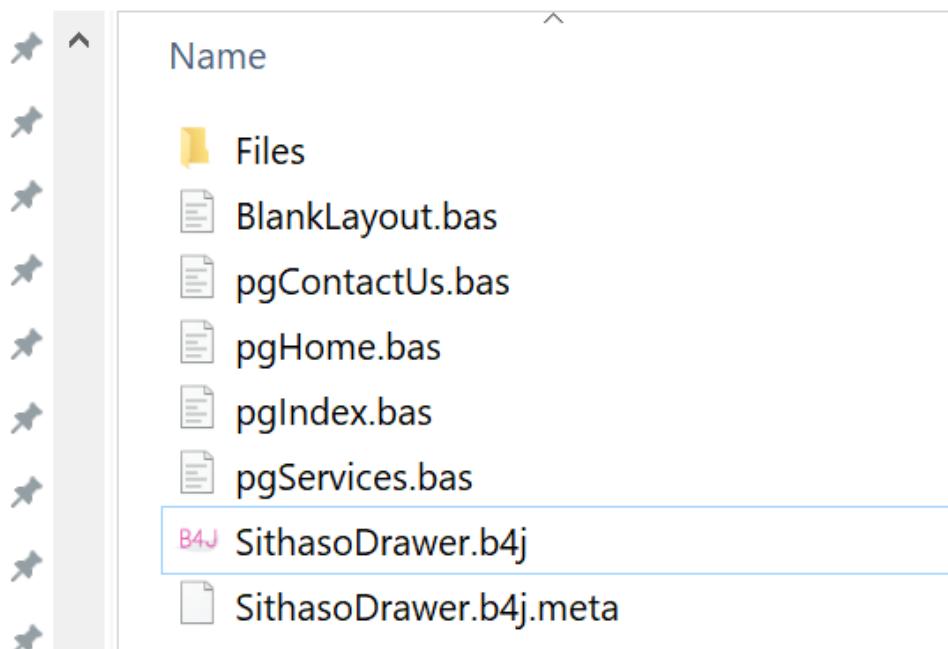
: (C:) > laragon > www > sithasofree >



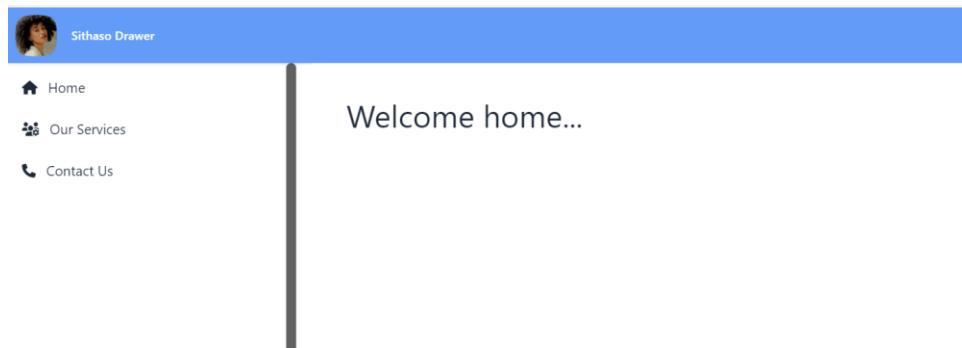
## SithasoDrawer

1. Open the c:\b4j\workspace\SithasoDrawer folder
2. Double click the SithasoDrawer.b4j file. This is a b4j project file. This will activate b4j.
3. Press F5 to run the application. This will also transpile your code to JavaScript, CSS, HTML etc

workspace > SithasoDrawer



After compilation, you should see this app in action on your default web browser.



The name of this app is "sithasodrawer". This is defined in the **Main** code module.

```

55  #IgnoreWarnings:12, 15
56  Sub Process_Globals
57      Public BANano As BANano 'ignore
58      'the name of the application &
59      'this is the folder on your development server.
60      Public AppName As String = "sithasodrawer"
61      Public AppTitle As String = "Sithaso Drawer"
62      'where the app should
63      Private Publish As String = "C:\laragon\www"
64      Public Version As String = "0.01"
65      Public ServerIP As String
66  End Sub
--
```

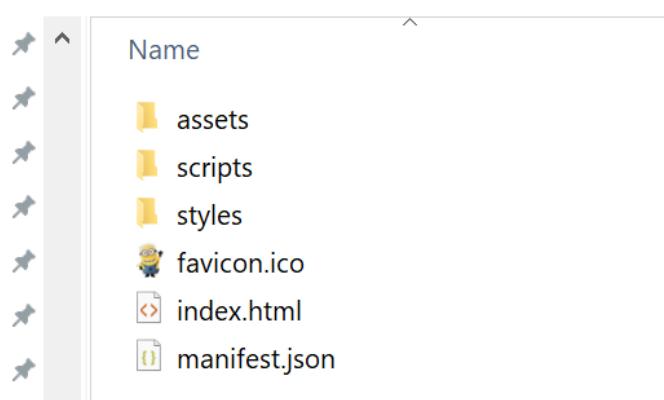
To access the transpiled source code (javascript, css and html) that resulted with what you see in the browser, head over to the **c:\laragon\www\sithasodrawer** folder.

This contains all the stuff that you can deploy to your public webserver when you are finished developing your webapp.

---

Local Disk (C:) > laragon > www > sithasodrawer

---



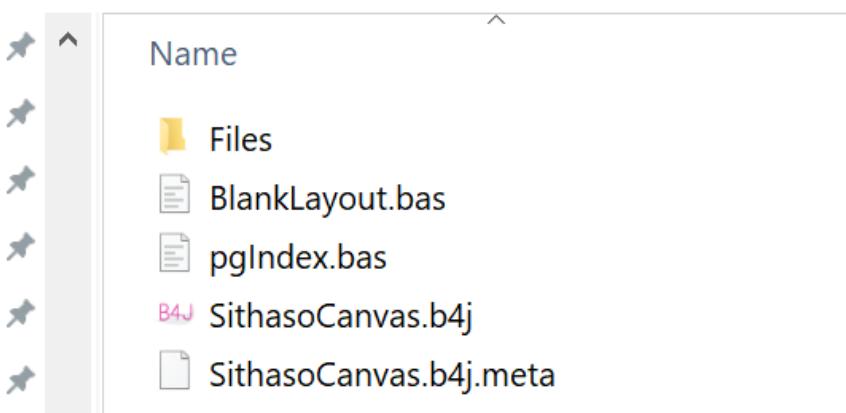
As you have noted above, this template has 3 things, these being:

1. NavBar
2. Drawer
3. PageViewer

## SithasoCanvas

1. Open the c:\b4j\workspace\SithasoCanvas folder
2. Double click the SithasoCanvas.b4j file. This is a b4j project file. This will activate b4j.
3. Press F5 to run the application. This will also transpile your code to JavaScript, CSS, HTML etc

b4j > workspace > SithasoCanvas >



After compilation, you should see this app in action on your default web browser. Click the hamburger or menu.



The name of this app is "**sithasocanvas**". This is defined in the **Main** code module.

```

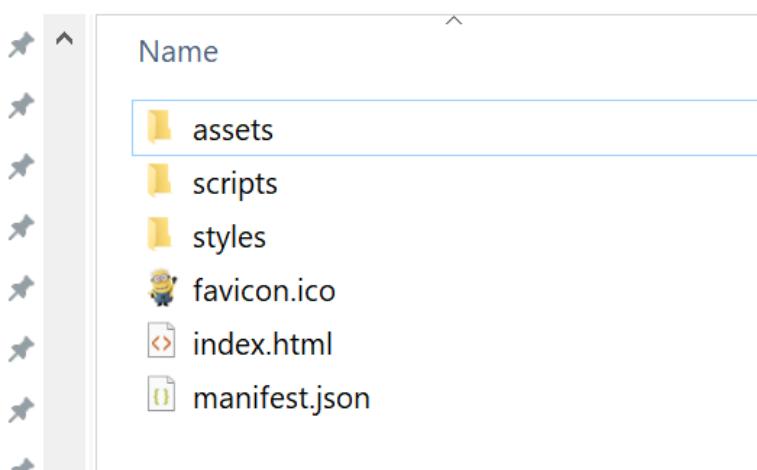
54
55 #IgnoreWarnings:12, 15
56 Sub Process_Globals
57     Public BANano As BANano 'ignore
58     'the name of the application &
59     'this is the folder on your development server.
60     Public AppName As String = "sithasocanvas"
61     Public AppTitle As String = "Sithaso Canvas"
62     'where the app should
63     Private Publish As String = "C:\laragon\www"
64     Public Version As String = "0.01"
65     Public ServerIP As String
66 End Sub

```

To access the transpiled source code (javascript, css and html) that resulted with what you see in the browser, head over to the **c:\laragon\www\sithasocanvas** folder.

This contains all the stuff that you can deploy to your public webserver when you are finished developing your webapp.

< (C:) > laragon > www > sithasocanvas

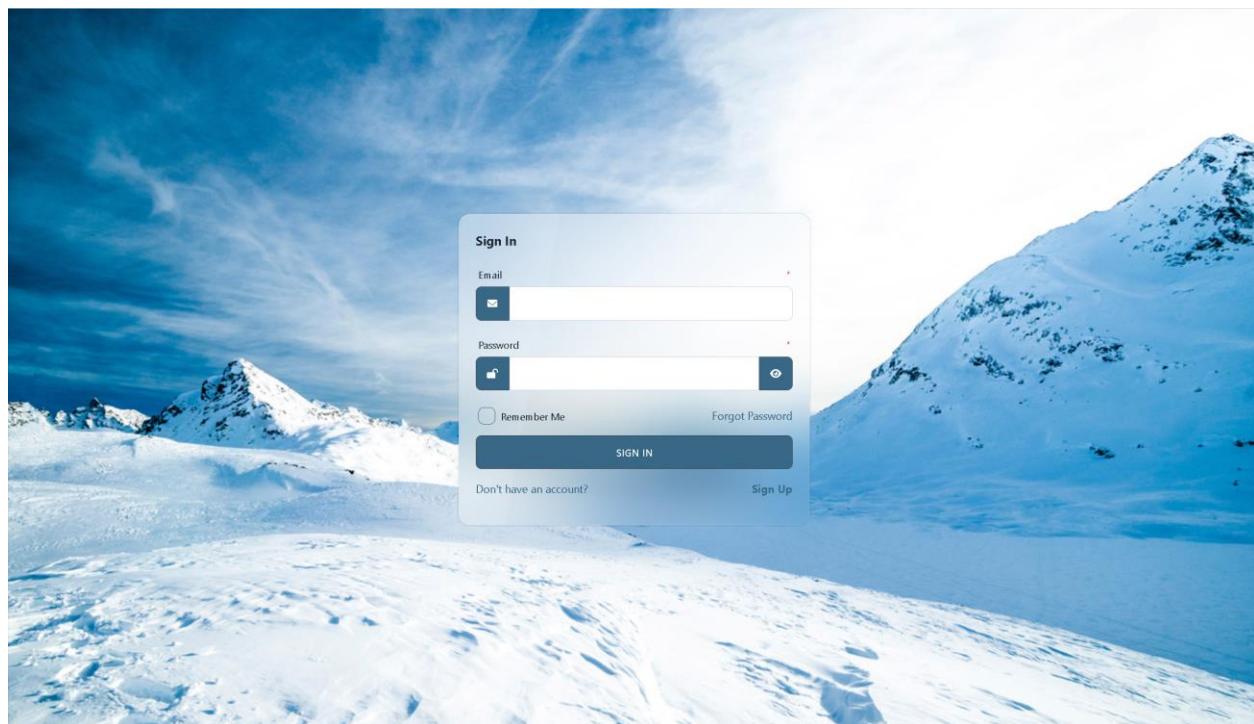


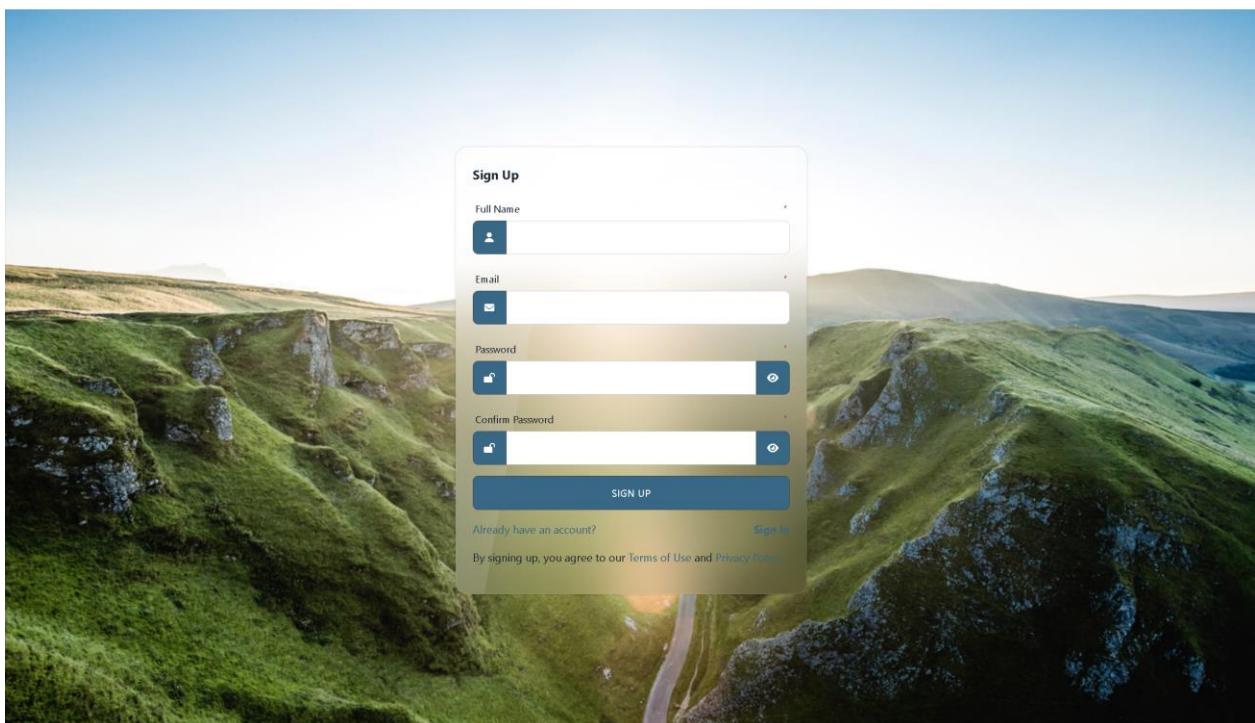
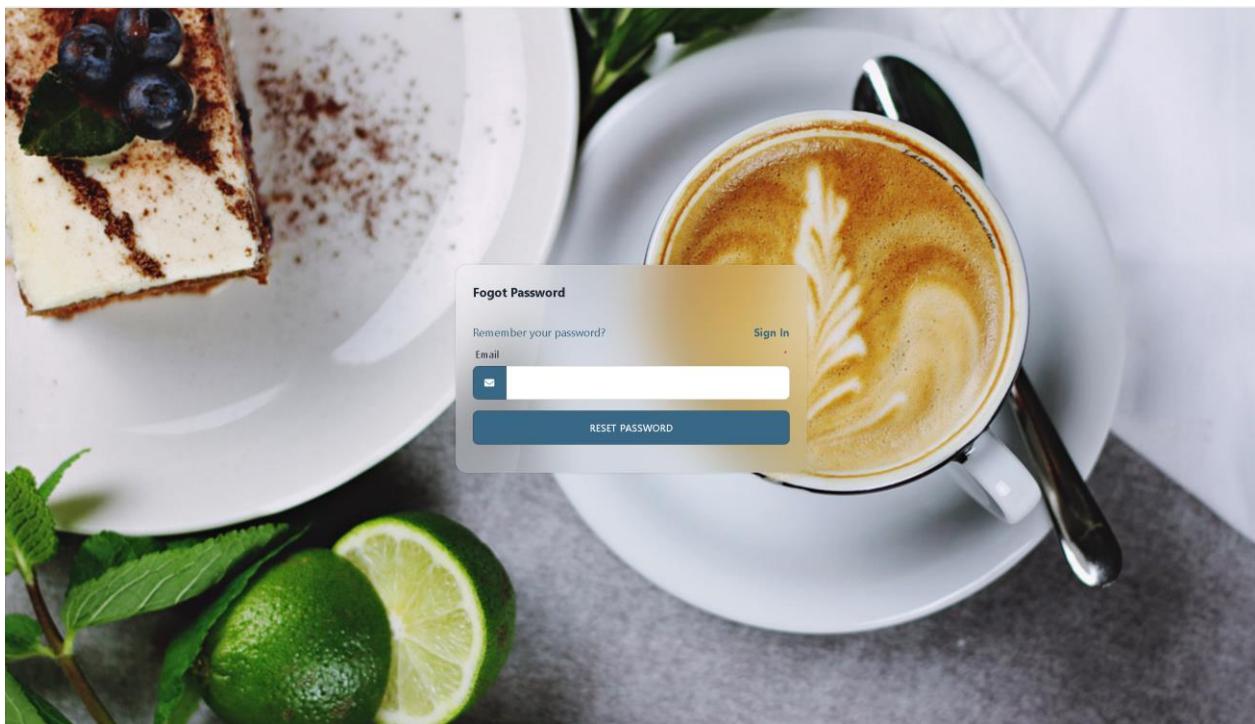
## SithasoMultiUser

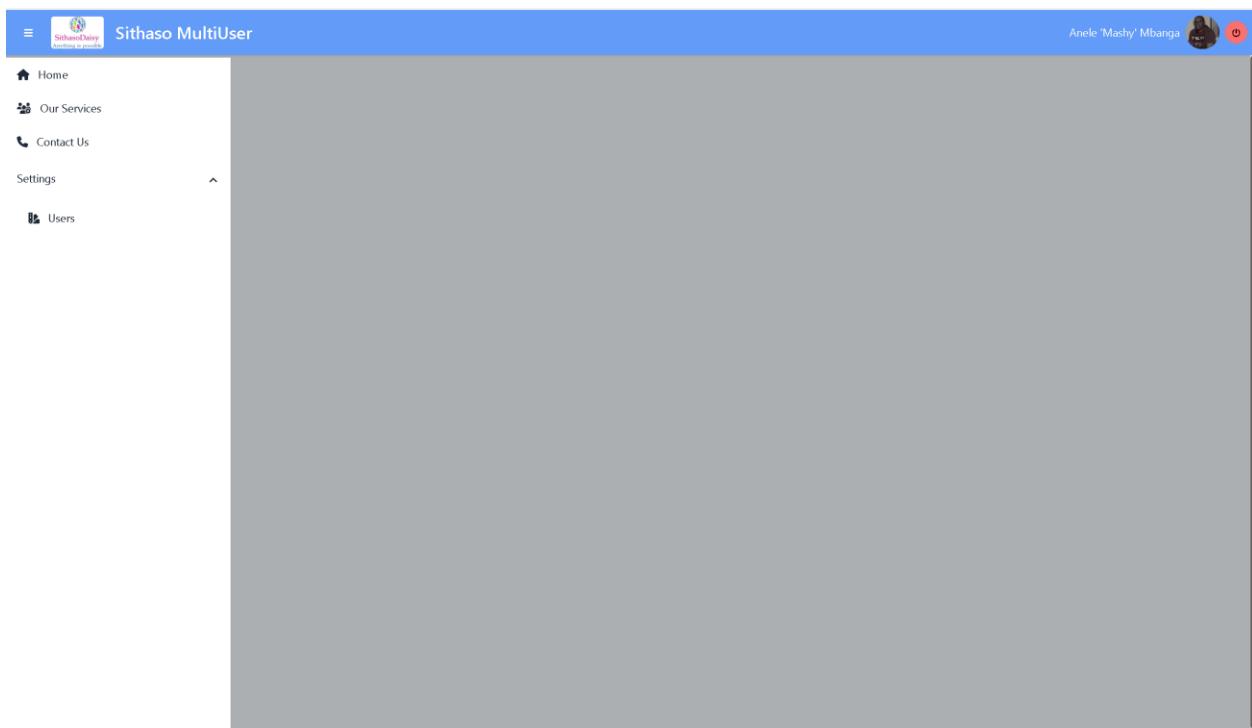
1. Open the c:\b4j\workspace\SithasoMultiUser\B4j folder
2. Double click the SithasoMultiUser.b4j file. This is a b4j project file. This will activate b4j.
3. Press F5 to run the application. This will also transpile your code to JavaScript, CSS, HTML etc

Name	Date modified
Files	2022/11/14 16:38
Objects	2022/11/14 16:43
BlankLayout.bas	2022/11/11 18:15
pgContactUs.bas	2022/11/11 18:15
pgForgotPassword.bas	2022/11/13 09:25
pgHome.bas	2022/11/11 18:15
pgIndex.bas	2022/11/13 11:34
pgLogin.bas	2022/11/11 20:05
pgServices.bas	2022/11/11 18:15
pgSignIn.bas	2022/11/13 19:33
pgSignUp.bas	2022/11/13 09:25
pgUsers.bas	2022/11/13 11:01
B4J SithasoMultiUser.b4j	2022/11/14 16:41
SithasoMultiUser.b4j.meta	2022/11/14 16:42

After compilation, you should see this app in action on your default web browser. This has the complete user cycle for (a) sign in, (b) sign up, (c) forgot password and (d) access the app.







The name of this app is "**sithasomultiuser**". This is defined in the **Main** code module.

```

55  #IgnoreWarnings:12, 15
56  Sub Process_Globals|
57      Public BANano As BANano 'ignore
58      'the name of the application &
59      'this is the folder on your development server.
60      Public AppName As String = "sithasomultiuser"
61      Public AppTitle As String = "Sithaso MultiUser"
62      'where the app should
63      Private Publish As String = "C:\laragon\www"
64      Public Version As String = "0.01"
65      Public ServerIP As String
66  End Sub
67

```

To access the transpiled source code (javascript, css and html) that resulted with what you see in the browser, head over to the **c:\laragon\www\sithasomultiuser** folder.

This contains all the stuff that you can deploy to your public webserver when you are finished developing your webapp.

\k (C) > laragon > www > sithasomultiuser >

	Name	Date modified
📁	assets	2022/11/14 16:54
📁	scripts	2022/11/14 16:54
📁	styles	2022/11/14 16:54
minion	favicon.ico	2022/11/14 16:53
📄	index.html	2022/11/14 16:54
.JSON	manifest.json	2022/11/14 16:54
PHP	sithasomultiuser.php	2022/11/14 16:54

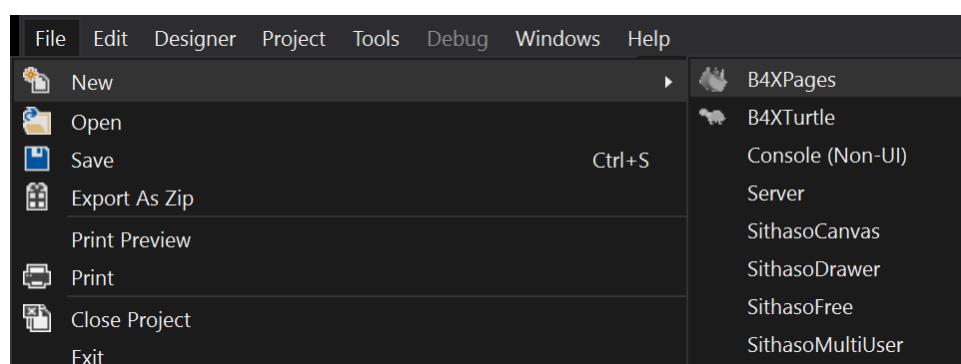
## Creating WebApps

To create a webapp, use either **SithasoFree**, **SithasoDrawer**, **SithasoCanvas** or **SithasoMultiUser** project as your base. As your WebApp will possibly have a number of pages, you will use **Code Modules** to create the pages. Each page should be unique, including its name, title, layout and possibly its icon.

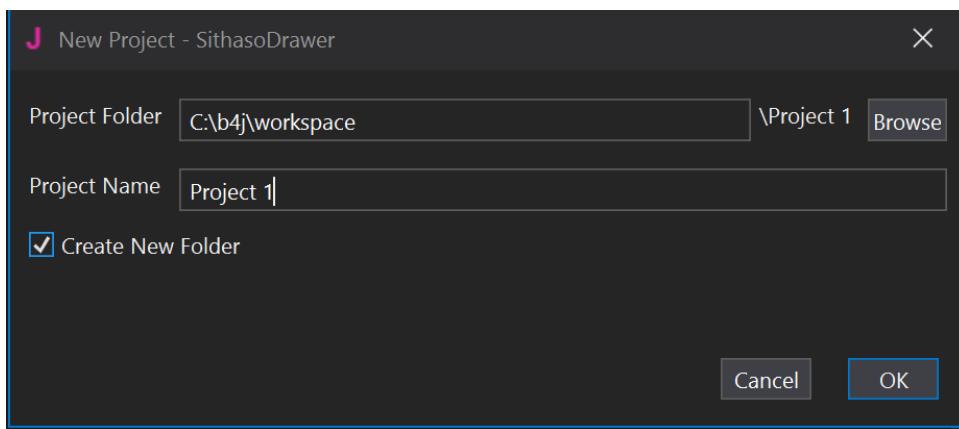
As you saw previously, both these templates provides different structured apps. Let's create an app using these.

### Creating a Project

1. Start B4J.
2. Click File
3. Click New
4. Click SithasoFree / SithasoDrawer / SithasoCanvas / SithasoMultiUser. SithasoDrawer is a 3 page project whilst SithasoCanvas has no additional pages. SithasoMultiUser supports multiple user scenarios with Sign In, Sign Up, Forgot Password screens etc.



A prompt screen will appear. Type in the Project Name and click Ok



The main starting point of the app when it runs is the **Main** code module. As soon as you press F5 to run the app, the **AppStart** sub routine will fire. This will then fire the **BANano\_Ready** method.

Banano\_Ready executes code **pgIndex.Initialize**, which is where our app structure is built. This involves building our pages, the navigation bar, drawers and other things. One can then use these templates to add more pages to the app and the provided templates will provide guidance.

Basically, in the code modules, we have a BlankLayout template and other pages. The **BlankLayout** is used to create other pages. You can double click any of the pages to activate it.

- ▲ **Default Group**
  - ▷ **BlankLayout**
  - ▷ **Main**
  - ▷ **pgContactUs**
  - ▷ **pgHome**
  - ▷ **pgIndex**
  - ▷ **pgServices**

The structure of each page is almost the same. These methods / subs are COMPULSOY

**BuildPage** - code to build the HTML of the page

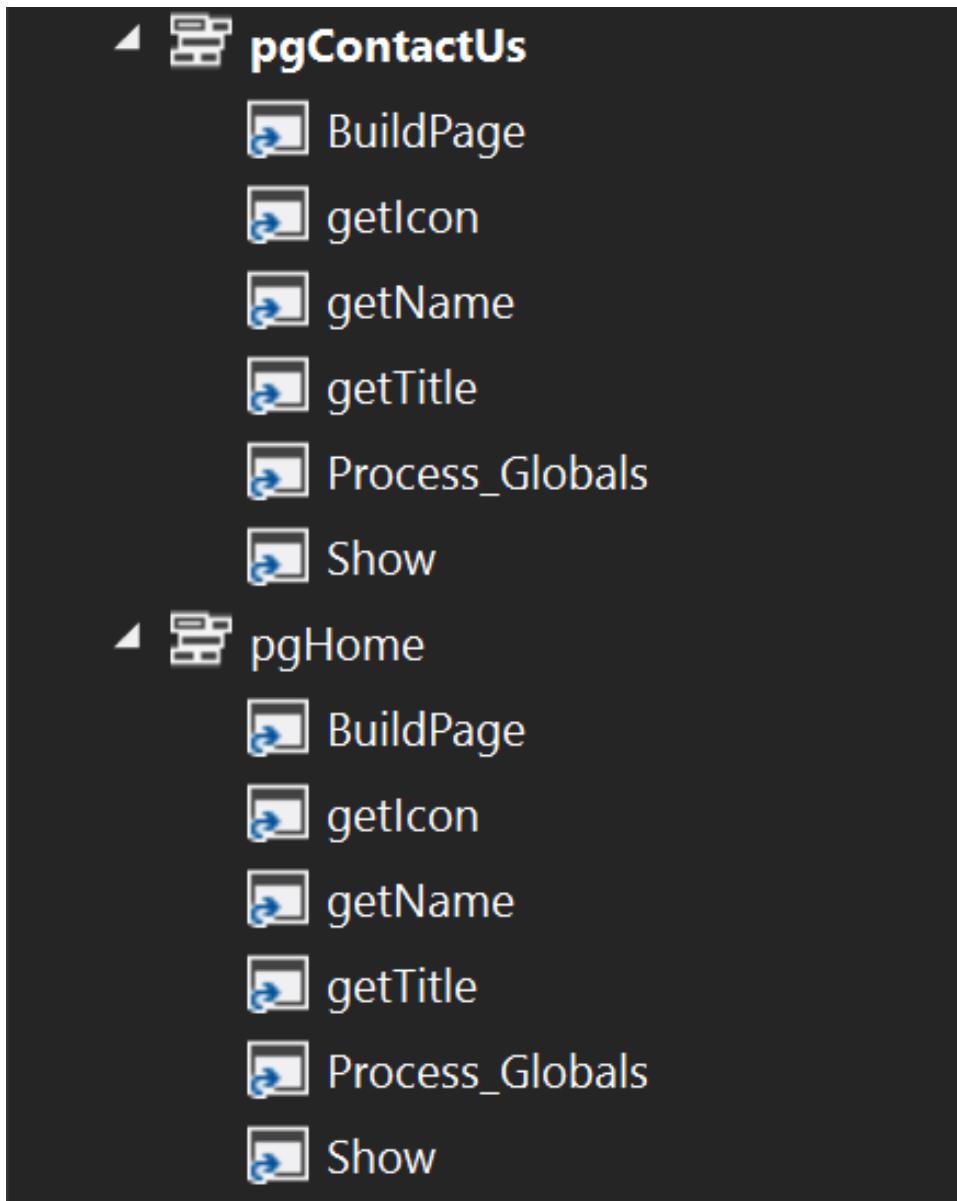
**getIcon** - the icon you specify for the page.

**getName** - the name you specify for the page

**getTitle** - the name you specify for the page

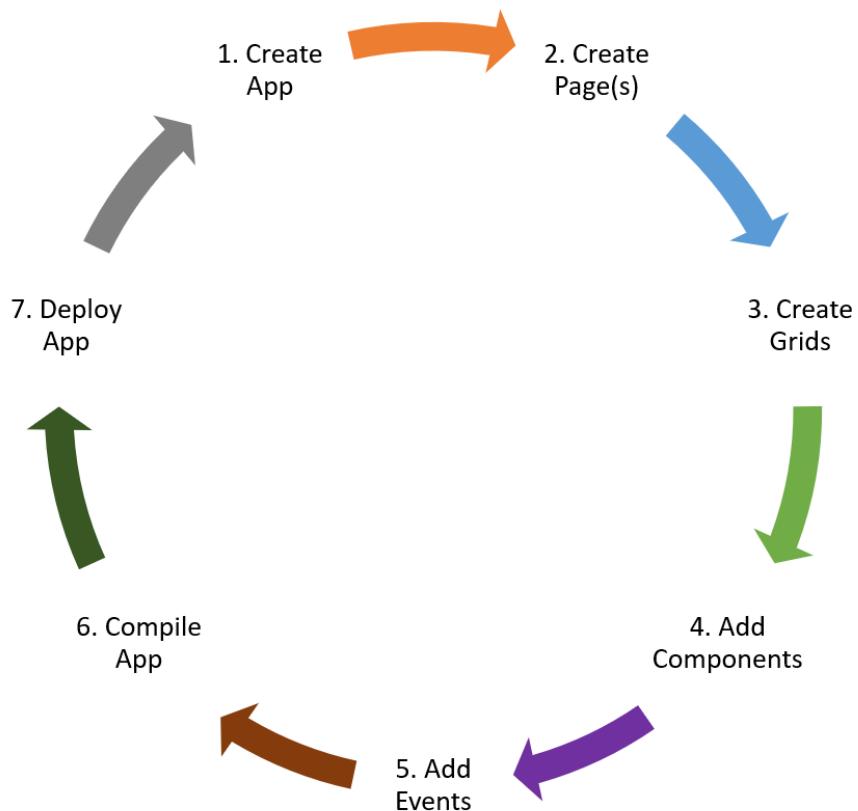
**Process\_Globals** - definition of global variables for the page

**Show** - method to show the page



You can see the [Creating a Page](#) section on how to add Pages to your project.

Anyway, in creating each of our web-apps, we will follow this methodology.



One can use the abstract designer to place components or create them via code. The main controller when it comes to our app is the pgIndex code module. In it:

1. The base layout is loaded. This might have the main navigation bar and drawer of your app.
2. Other pages added on the app are linked to the drawer in this module.
3. The toggling of the drawer is done via the hamburger on this page.
4. Other nav-bar functionality can be added on this page.
5. The footer / bottom nav of your app can be added on this page.

If for example a page you add will be accessed via the drawer, it needs to be added in this method in pgIndex.

```

34  'define the menu items fo daw
35  Sub CreateDrawerMenu
36      'clear the menu
37      appdrawer.Clear("")
38      'add a page link to the drawer
39      appdrawer.AddItemPage(pgHome)
40      appdrawer.AddItemPage(pgServices)
41      appdrawer.AddItemPage(pgContactUs)
42  End Sub
43

```

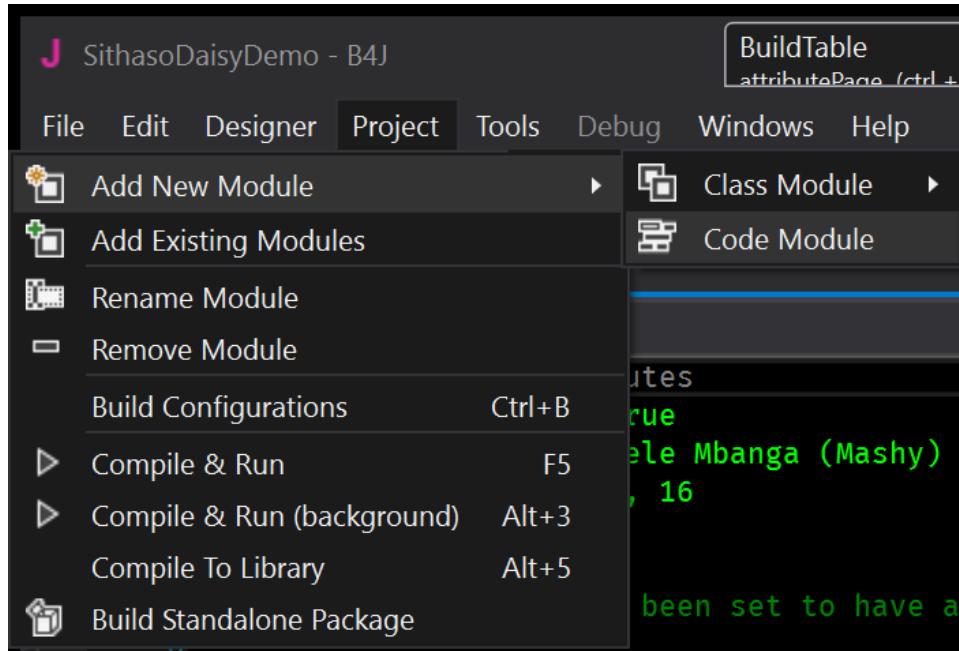
You can explore the SithasoDemo source code on how most of this coding was done for more understanding.

## Creating a Page

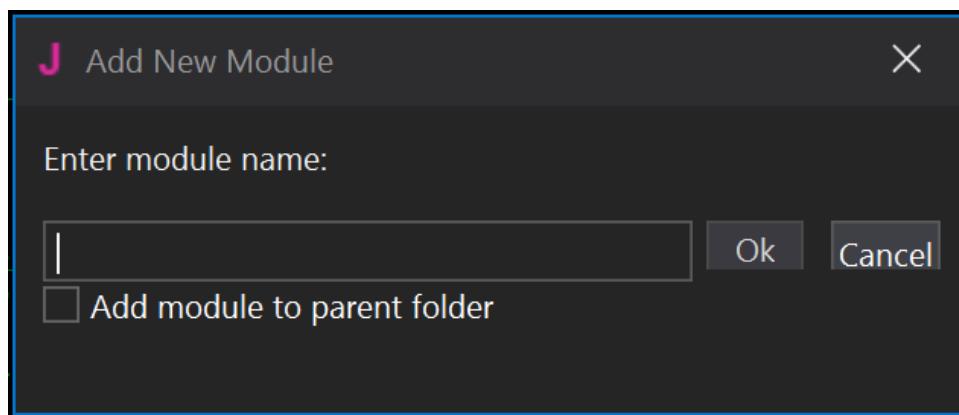
With your b4j project opened. If not opened, double click the **.bjl** file of your project.

### Step 1 - Creating a new Code Module

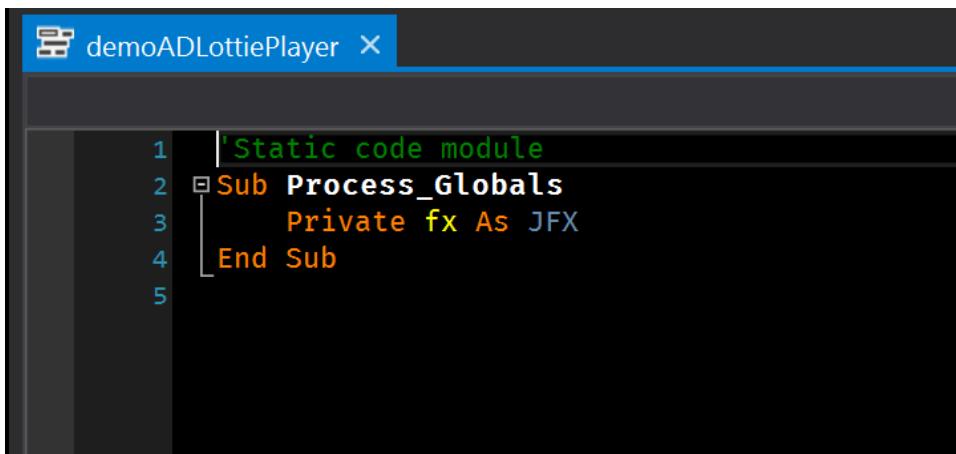
1. Click on **Project** in the Menu
2. Click **Add New Module**
3. Click on **Code Module**



4. Type in the code module name and click Ok. The name should not have spaces or special characters.



We typed in **demoADLottiePlayer** as a code module name (example), the code module is then created.



```

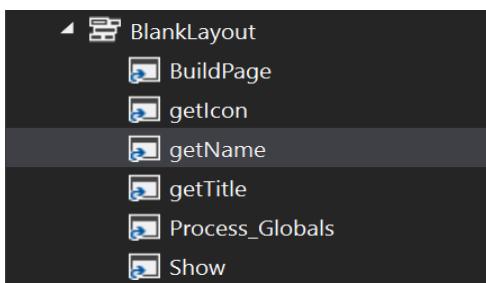
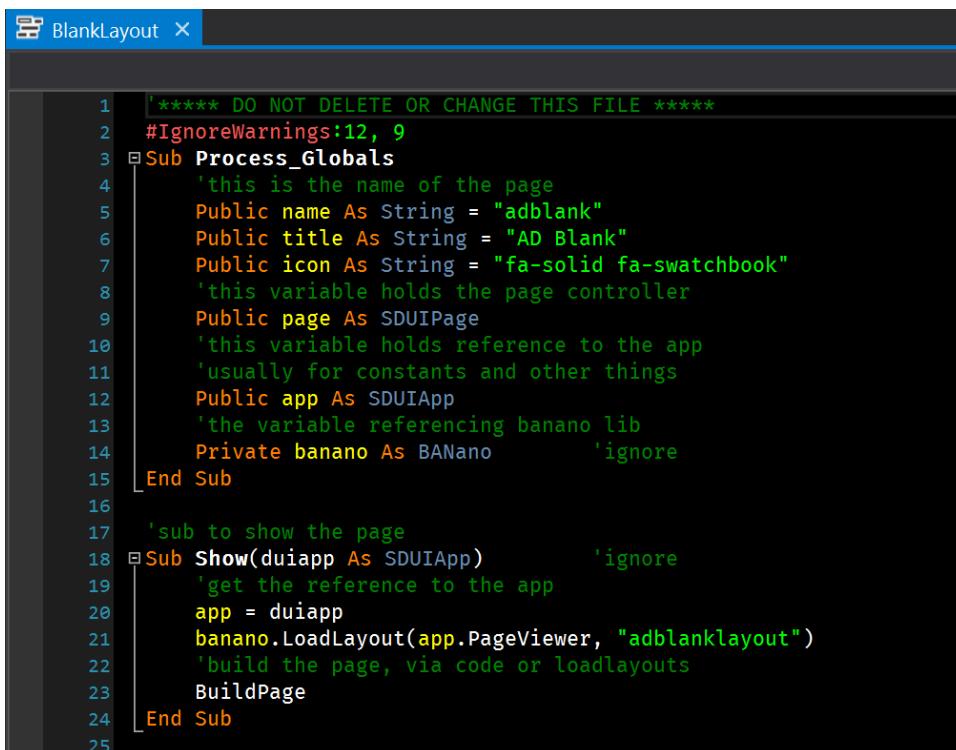
1 |'Static code module
2 |Sub Process_Globals
3 || Private fx As JFX
4 |End Sub
5 |

```

Now what we need to do is copy the page template to this code module

### Step 2 - Copying the Page Template code from "BlankLayout"

In the Modules tab, locate the "**BlankLayout**" code module. This has the structure of the code needed for any page you can create in the app. Double click the Module to activate it.

```

1 |***** DO NOT DELETE OR CHANGE THIS FILE *****
2 |#IgnoreWarnings:12, 9
3 |Sub Process_Globals
4 || 'this is the name of the page
5 || Public name As String = "adblank"
6 || Public title As String = "AD Blank"
7 || Public icon As String = "fa-solid fa-swatchbook"
8 || 'this variable holds the page controller
9 || Public page As SDUIPage
10 || 'this variable holds reference to the app
11 || 'usually for constants and other things
12 || Public app As SDUIApp
13 || 'the variable referencing banano lib
14 || Private banano As BANano      'ignore
15 |End Sub
16 |
17 |'sub to show the page
18 |Sub Show(duiapp As SDUIApp)      'ignore
19 || 'get the reference to the app
20 || app = duiapp
21 || banano.LoadLayout(app.PageViewer, "adblanklayout")
22 || 'build the page, via code or loadlayouts
23 || BuildPage
24 |End Sub
25 |

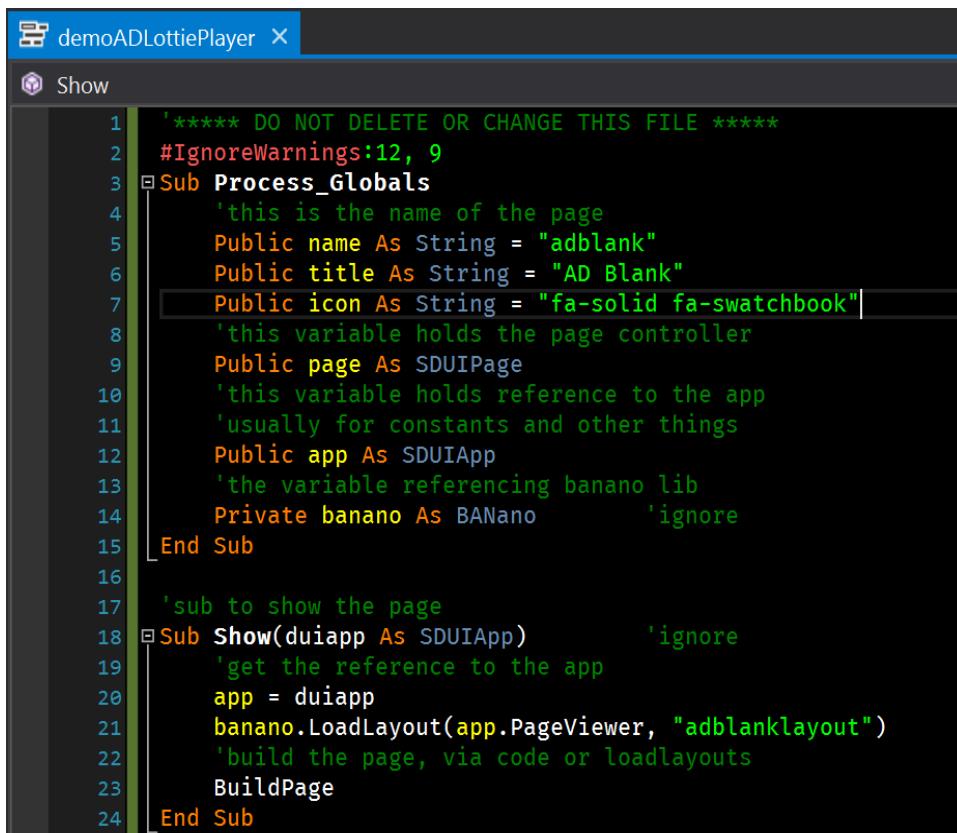
```

Select and copy all this code (Ctr + A) as is to the newly created code module. Do not change anything on the **BlankLayout** code module. Paste the code to our new code module.

### Step 3 - Giving the Page a Name, Title, Icon & Layout to load.

On the newly created code module, we need to make the page **unique**. To do this we will change 4 items in it on the code we pasted. This data is compulsory per page in your WebApp.

1. *name* - change the name string from "adblank" to be your unique page name.
2. *title* - change the title of the page from "AD Blank" to be something more catchier.
3. *icon* - change the icon also to be unique. FontAwesome is the default integrated font family. You can search for an icon there, <https://fontawesome.com/>
4. In the **Show** sub-routine, change the layout name from adblanklayout to be your unique layout name. Usually, I just use the name + "layout" here.



```

***** DO NOT DELETE OR CHANGE THIS FILE *****
#IgnoreWarnings:12, 9
Sub Process_Globals
    'this is the name of the page
    Public name As String = "adblank"
    Public title As String = "AD Blank"
    Public icon As String = "fa-solid fa-swatchbook"
    'this variable holds the page controller
    Public page As SDUIPage
    'this variable holds reference to the app
    'usually for constants and other things
    Public app As SDUIApp
    'the variable referencing banano lib
    Private banano As BANano      'ignore
End Sub

'sub to show the page
Sub Show(duiapp As SDUIApp)      'ignore
    'get the reference to the app
    app = duiapp
    banano.LoadLayout(app.PageViewer, "adblanklayout")
    'build the page, via code or loadlayouts
    BuildPage
End Sub

```

As an example, below, we have updated the code for our page to be like this:

```

1  '***** DO NOT DELETE OR CHANGE THIS FILE *****
2  #IgnoreWarnings:12, 9
3  Sub Process_Globals
4      'this is the name of the page
5      Public name As String = "adlottieplayer"
6      Public title As String = "AD Lottie Player"
7      Public icon As String = "fa-solid fa-play"
8      'this variable holds the page controller
9      Public page As SDUIPage
10     'this variable holds reference to the app
11     'usually for constants and other things
12     Public app As SDUIApp
13     'the variable referencing banano lib
14     Private banano As BANano           'ignore
15  End Sub
16
17  'sub to show the page
18  Sub Show(duiapp As SDUIApp)           'ignore
19      'get the reference to the app
20      app = duiapp
21      banano.LoadLayout(app.PageViewer, "adlottieplayerlayout")
22      'build the page, via code or loadlayouts
23      BuildPage
24  End Sub
25

```

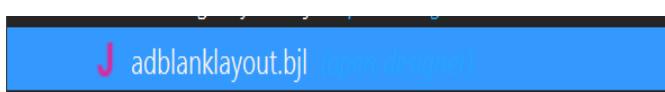
Note the following:

1. The code module name has been named in such a way that we know which page it is.
2. The name of the page on the code, title, icon and layout name on the **BANano.LoadLayout** code line has been named clearly and properly.

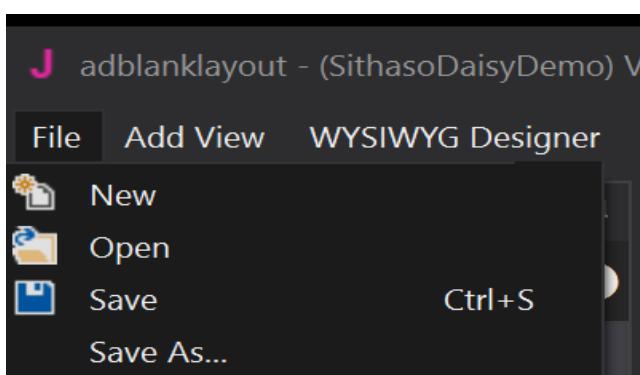
#### Step 4 - Copying the Page Layout from "adblanklayout"

Now we need to ensure that the view/layout of our page exist. We will create it from an existing .bjl file.

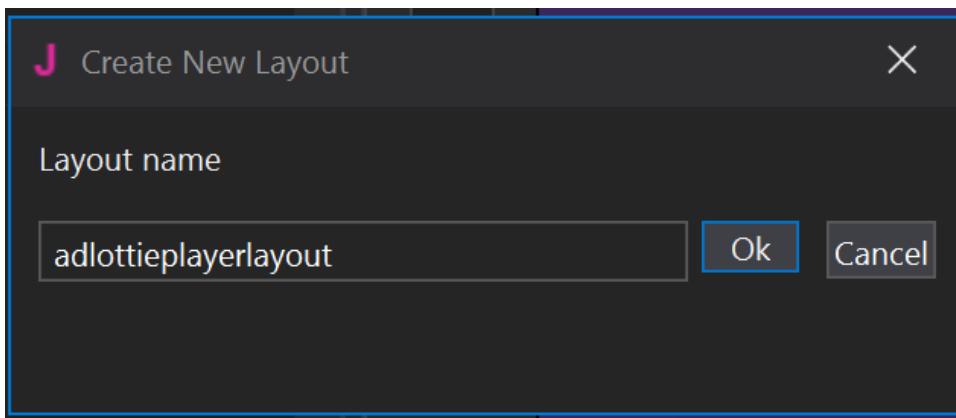
Copy the layout name e.g., "adlottieplayelayout" from the show sub.  
In the Files tab, locate the adblanklayout.bjl file and open it.



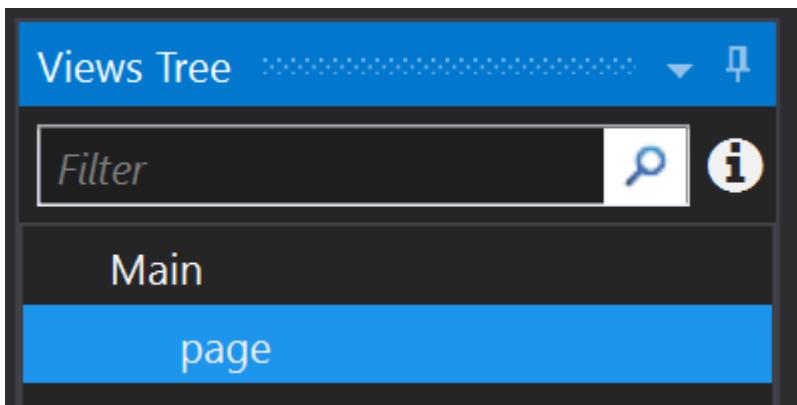
Click on File > Save As



In the prompt that follows, paste the layout name you copied and click Ok.



Now, on the Views Tree, click "page", to activate the custom view.



In the property bag for the page, change the "**Page Name\***" to EXACTLY MATCH the **name** you used in the code module. For example.

Custom Properties	
Page Name*	adlottieplayer
Description	My SDUIPage
Keywords	page
HTML	

This part below should remain UNCHANGED, i.e Name should ALWAYS be page

Main	
Name	page
Type	CustomView
Event Name	page
Parent	Main

Save your changes.

## Creating a Grid

A grid is used to place components on your page. These could be textboxes, images, labels etc. Before the components are placed, this grid needs to be defined. SithasoDaisy has a grid system that is based on the Bootstrap grid. This has "invisible" rows and columns. Each row can have 12 columns. Columns can span to a number of other columns. Below is a grid with 15 rows and in each row, we have 1 or more columns that span.



Let's explain how this structure was created by looking at each row, based on the following b4x code.

```
•••
page.Root.AddRows1.AddColumns12
page.Root.AddRows1.AddColumn11.AddColumns1
page.Root.AddRows1.AddColumn10.AddColumns2
page.Root.AddRows1.AddColumn9.AddColumns3
page.Root.AddRows1.AddColumn8.AddColumns4
page.Root.AddRows1.AddColumn7.AddColumns5
page.Root.AddRows1.AddColumn6.AddColumns6
page.Root.AddRows1.AddColumn5.AddColumns7
page.Root.AddRows1.AddColumn4.AddColumns8
page.Root.AddRows1.AddColumn3.AddColumns9
page.Root.AddRows1.AddColumn2.AddColumns10
page.Root.AddRows1.AddColumn1.AddColumns11
page.Root.AddRows1.AddColumn6.AddColumns3.AddColumn3
page.Root.AddRows1.AddColumn2.AddColumns8.AddColumn2
page.Root.AddRows1.AddColumn1.AddColumns9.AddColumn2
'build the grid
page.Root.BuildGrid
```

Each row/column is allocated a unique id when the grid is built. Let's look at the rows.

R1 - In this row we have a row with 1 column named R1C1. This was created with **.AddRows1.AddColumn12**. This adds 1 row and within that row add a column that will span 12 spaces. So, all calls that start with AddRows? are for adding rows and all the ones with AddColumns? are for adding columns within a row.

R2 - In this row we have a row with 2 columns named R1C1 and R1C2. This was created with **.AddRows1.AddColumn11.AddColumn1** - this adds 1 row and within that row two columns. The first

column R1C1 spans 11 spaces whilst the other column spans 1 space.  $11+1=12$ .

R3 - Here we have used AddColumns10.AddColumns2. This makes 1 column span 10 and the other 2.  $10+2=12$ .

etc

...

R13 - In this row we have 3 columns. We have used. AddColumns6.AddColumn3.AddColumn3.  $6+3+3=12$

If the sum of columns exceeds 12, the columns that exceed 12 will be wrapped to the following row.

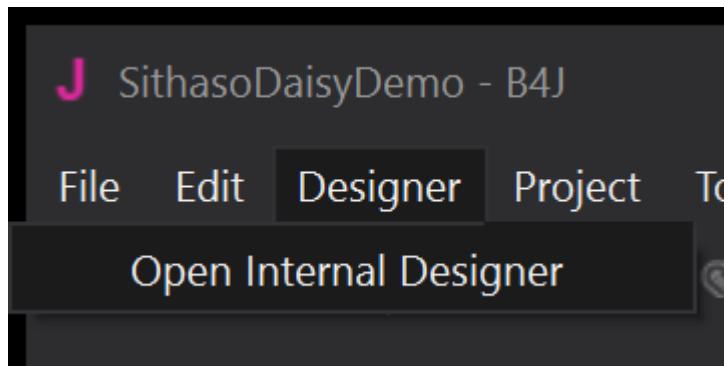
### Looking at the HTML

This is the HTML definition of r1 (row 1) and r2 (row 2) below. In the first row, we have a column that spans 12 spaces across all devices and in the second row, we have two columns, one spanning 11 and another spanning 1.

```
<div id="r1" class="row grid grid-cols-12">
    <div id="r1c1">
        class="col col-span-12 pr-4 pl-4 xs:col-span-12 sm:col-span-12 md:col-span-12 lg:col-span-12 bg-blue-600 h-10 text-white">
            R1C1 (12)</div>
</div>
<div id="r2" class="row grid grid-cols-12">
    <div id="r2c1">
        class="col col-span-12 pr-4 pl-4 xs:col-span-12 sm:col-span-12 md:col-span-11 lg:col-span-11 bg-blue-600 h-10 text-white">
            R2C1 (11)</div>
    <div id="r2c2">
        class="col col-span-12 pr-4 pl-4 xs:col-span-12 sm:col-span-12 md:col-span-1 lg:col-span-1 bg-orange-600 h-10 text-white">
            R2C2 (1)</div>
</div>
```

## Abstract Designer

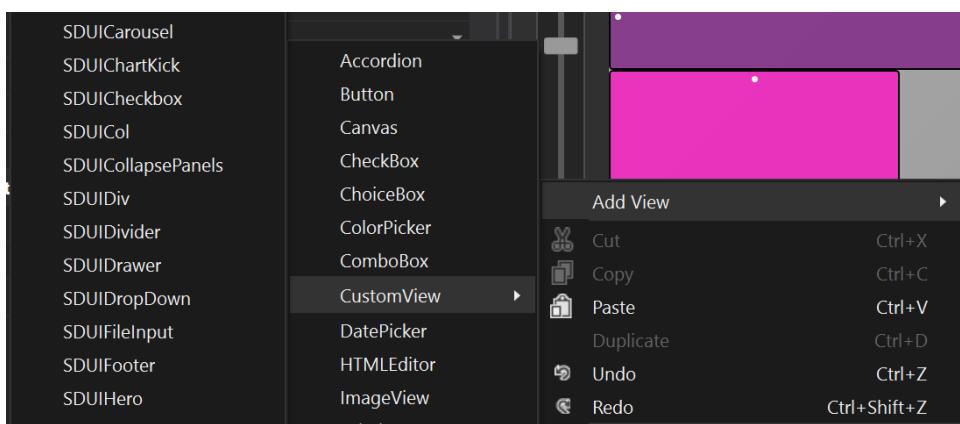
One can access the abstract designer by clicking Designer in the menu.



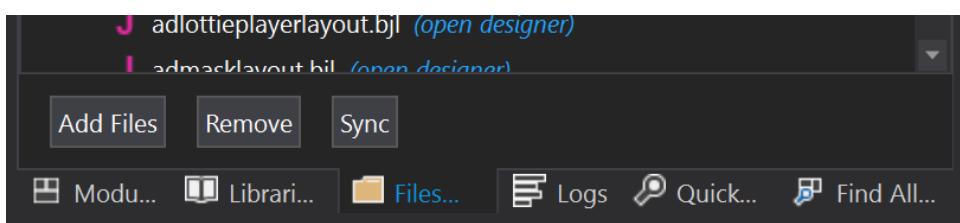
### Adding Components to the Abstract Designer Layout

The components in the design above were added by:

1. Right click on the empty abstract design canvas.
2. Click Add View
3. Click CustomView, then select an SDUI component from the list.



At the bottom right part of the b4j IDE, you will find **tabs**. These provide access to the resources of your project.



In the files tab, you will notice there are **bjl** files (SithasoDemo). These are the abstract designer files. You can click on Open Designer to open that file and drop elements to it.



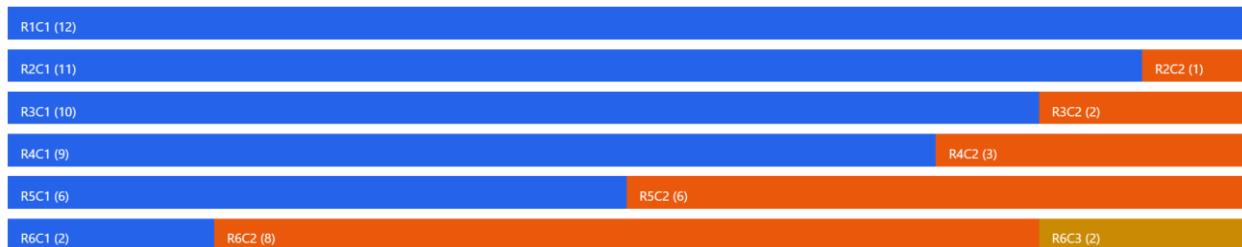
Please refer to the [New to B4x?](#) section for more details about how the whole b4x ecosystem works as that is beyond the scope of this eBook.

## Creating Grids

We can also achieve grid creation by also using the abstract designer. Inside a page we add rows and columns. We can then later add components to these columns. Items in the abstract designer are placed inside others, establishing a parent child relationship. To create a grid in the abstract designer, one will use **SDUIRow** and **SDUIColumn** components.



The output will be.



Below are the properties that have been set for each of the components placed in the abstract designer.

### SDUIPage.page

#### Properties

Property	Value
Page Name*	adgridx
Flex	false
Flex Wrap	false
Gap	6
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIRow.R1

#### Properties

Property	Value
ParentID	adgridx

### SDUICol.R1C1

#### Properties

Property	Value
ParentID	R1
Caption	R1C1 (12)
Sizes	xs=12; sm=12; md=12; lg=12; xl=?
Bg Color	blue
Bg Color Intensity	600
Height	10

Property	Value
Text Color	white

**SDUIRow.R2****Properties**

Property	Value
ParentID	adgridx

**SDUICol.R2C1****Properties**

Property	Value
ParentID	R2
Caption	R2C1 (11)
Sizes	xs=12; sm=12; md=11; lg=11; xl=?
Bg Color	blue
Bg Color Intensity	600
Height	10
Text Color	white

**SDUICol.R2C2****Properties**

Property	Value
ParentID	R2
Caption	R2C2 (1)
Sizes	xs=12; sm=12; md=1; lg=1; xl=?
Bg Color	orange
Bg Color Intensity	600
Height	10
Text Color	white

**SDUIRow.R3****Properties**

Property	Value
ParentID	adgridx

**SDUICol.R3C1****Properties**

Property	Value
ParentID	R3
Caption	R3C1 (10)
Sizes	xs=12; sm=12; md=10; lg=10; xl=?
Bg Color	blue
Bg Color Intensity	600
Height	10
Text Color	white

**SDUICol.R3C2****Properties**

Property	Value
ParentID	R3
Caption	R3C2 (2)

Property	Value
Sizes	xs=12; sm=12; md=2; lg=2; xl=?
Bg Color	orange
Bg Color Intensity	600
Height	10
Text Color	white

**SDUIRow.R4****Properties**

Property	Value
ParentID	adgridx

**SDUICol.R4C1****Properties**

Property	Value
ParentID	R4
Caption	R4C1 (9)
Sizes	xs=12; sm=12; md=9; lg=9; xl=?
Bg Color	blue
Bg Color Intensity	600
Height	10
Text Color	white

**SDUICol.R4C2****Properties**

Property	Value
ParentID	R4
Caption	R4C2 (3)
Sizes	xs=12; sm=12; md=3; lg=3; xl=?
Bg Color	orange
Bg Color Intensity	600
Height	10
Text Color	white

**SDUIRow.R5****Properties**

Property	Value
ParentID	adgridx

**SDUICol.R5C1****Properties**

Property	Value
ParentID	R5
Caption	R5C1 (6)
Sizes	xs=12; sm=12; md=6; lg=6; xl=?
Bg Color	blue
Bg Color Intensity	600
Height	10
Text Color	white

**SDUICol.R5C2**

**Properties**

<b>Property</b>	<b>Value</b>
ParentID	R5
Caption	R5C2 (6)
Sizes	xs=12; sm=12; md=6; lg=6; xl=?
Bg Color	orange
Bg Color Intensity	600
Height	10
Text Color	white

**SDUIRow.R6****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adgridx

**SDUICol.R6C1****Properties**

<b>Property</b>	<b>Value</b>
ParentID	R6
Caption	R6C1 (2)
Sizes	xs=12; sm=12; md=2; lg=2; xl=?
Bg Color	blue
Bg Color Intensity	600
Height	10
Text Color	white

**SDUICol.R6C2****Properties**

<b>Property</b>	<b>Value</b>
ParentID	R6
Caption	R6C2 (8)
Sizes	xs=12; sm=12; md=8; lg=8; xl=?
Bg Color	orange
Bg Color Intensity	600
Height	10
Text Color	white

**SDUICol.R6C3****Properties**

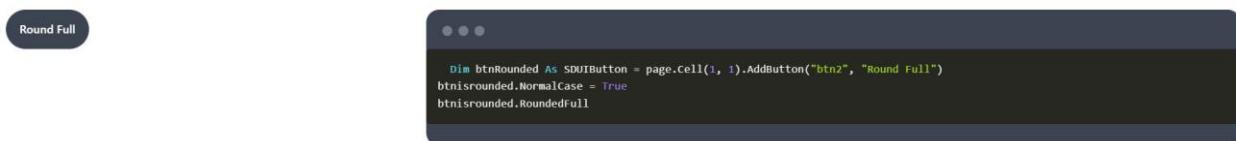
<b>Property</b>	<b>Value</b>
ParentID	R6
Caption	R6C3 (2)
Sizes	xs=12; sm=12; md=2; lg=2; xl=?
Bg Color	yellow
Bg Color Intensity	600
Height	10
Text Color	white

## Adding Components

### Adding Components to the Grid

To add components to the grid, we use a row & column reference. We call this a cell. For example, to refer to row 10 column 2, we will use **Cell(10, 2)**

In this example below, a button is added to **Cell(1, 1)** that is **R1C1**.



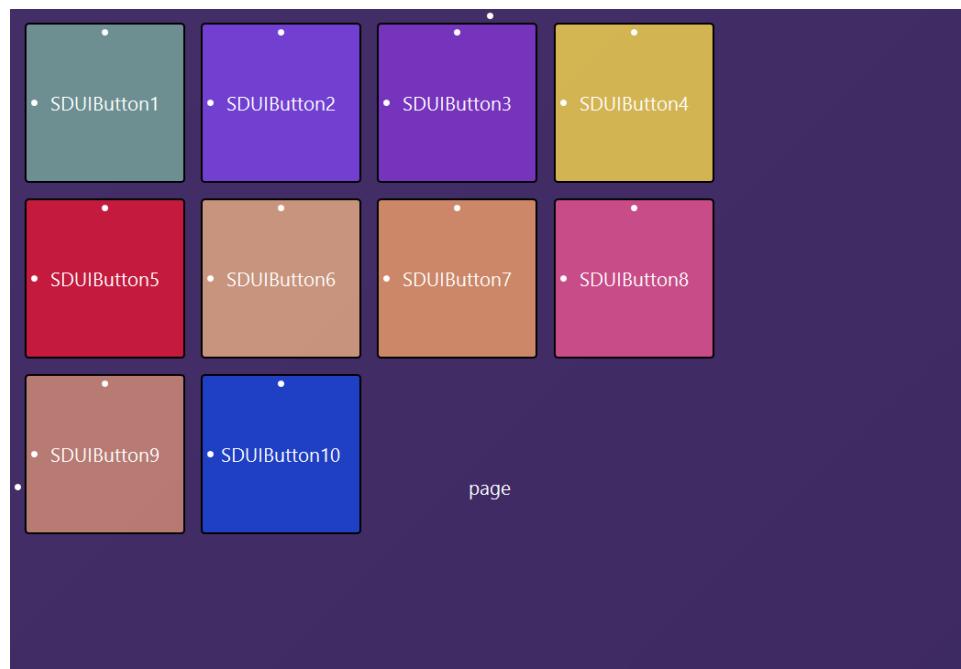
## Handling Events

When designing your webapp with the abstract designer, one is able to add events code for any component placed in the abstract designer.

As example, let's open the **abuttons.layout** file. This layout file represents these **buttons** output.



The abstract design when opened, looks like this. We have placed SDUIButtons next to each other and set their properties.



We have placed SDUIButton components inside a SDUIPage component. The "Page Name" is **abuttons**.

Custom Properties	
Page Name*	adbButtons
Title	My SDUIPage
Description	My SDUIPage
Keywords	page
BackgroundImage	
FullPage	<input type="checkbox"/>
Container	<input checked="" type="checkbox"/>
Mx Auto	<input checked="" type="checkbox"/>
Flex	<input checked="" type="checkbox"/>
Flex Col	<input type="checkbox"/>
Flex Wrap	<input checked="" type="checkbox"/>
Gap	5
Bg Color	

We have set the page (a div) to be a **container**, with **mx-auto**, it should be **flex & flex-wrap**. There should be a **gap** of 5.

Margins	a=?; x=?; y=?; t=?; b=?; l=?; r=?	...
Paddings	a=6; x=?; y=?; t=?; b=?; l=?; r=?	...

We have also set the **p(adding)** to be 6. **a(l)** sides, **x** (left & right), **y** (top & bottom), **t** (top), **b** (bottom), **l** (left), **r** (right).

For each of the buttons added to this **adbButtons** page, we have given it a **ParentID** (this is its parent) and defined the properties for it, like caption, type, color, badge value etc. Also each component should have a unique name.



The name / element id of this button is **SDUIButton1**.

The screenshot shows the Properties panel of the B4X IDE. It displays the properties of a component named SDUIButton1, which is a CustomView of type SDUIButton. The properties are organized into sections: Main, CustomView Properties, and Custom Properties.

Main	
Name	SDUIButton1
Type	CustomView
Event Name	SDUIButton1
Parent	Main

CustomView Properties	
Custom Type	SDUIButton

Custom Properties	
ParentID	adbButtons
Caption	Button
Button Type	badge
Shape	default
Variant	neutral
Active	<input type="checkbox"/>
Bg Color	
Bg Color Intensity	
Text Color	
Text Color Intensity	
Disabled	<input type="checkbox"/>
Icon	fa-solid fa-book
Right Icon	
Badge	2
Badge Color	secondary

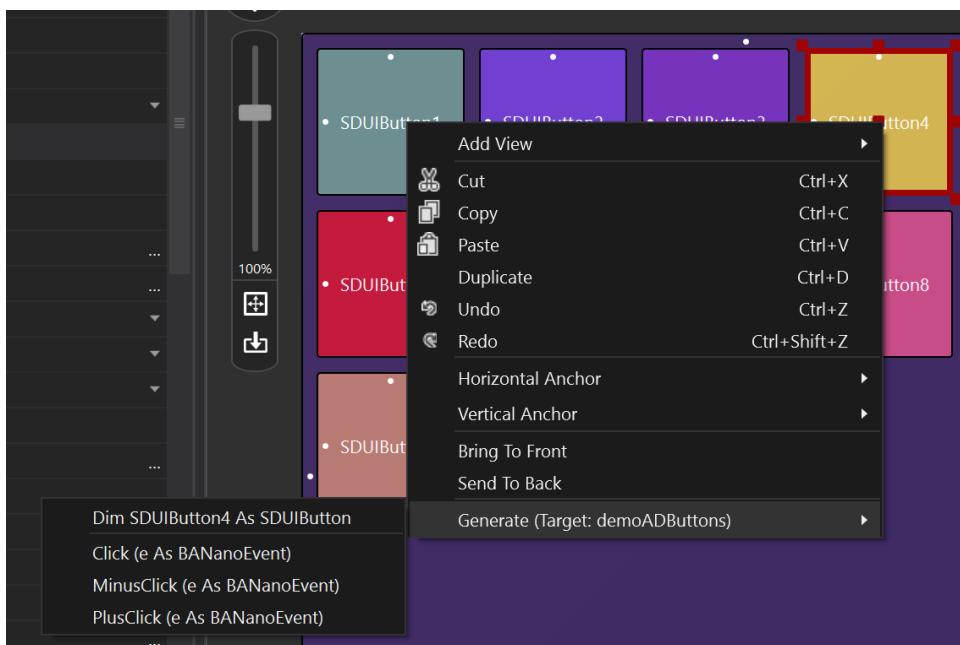
The web element inspector shows us this for this button. All this based on the props given in the abstract designer.

```

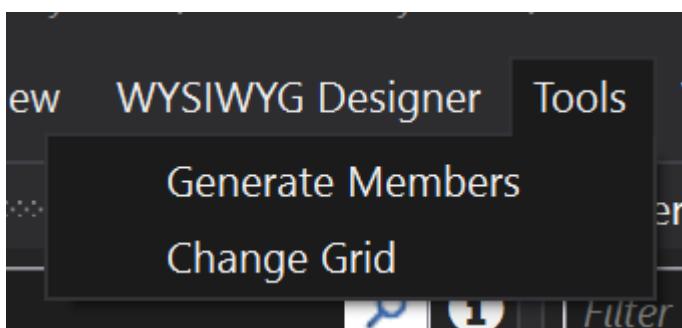
▼<button id="sduibutton1" class="btn gap-2 btn-md btn-neutral shadow">
  flex == $0
  <span id="sduibutton1_text">Button</span>
  ▶<div id="sduibutton1_badge" class="badge badge-secondary">...</div>
  flex
</button>

```

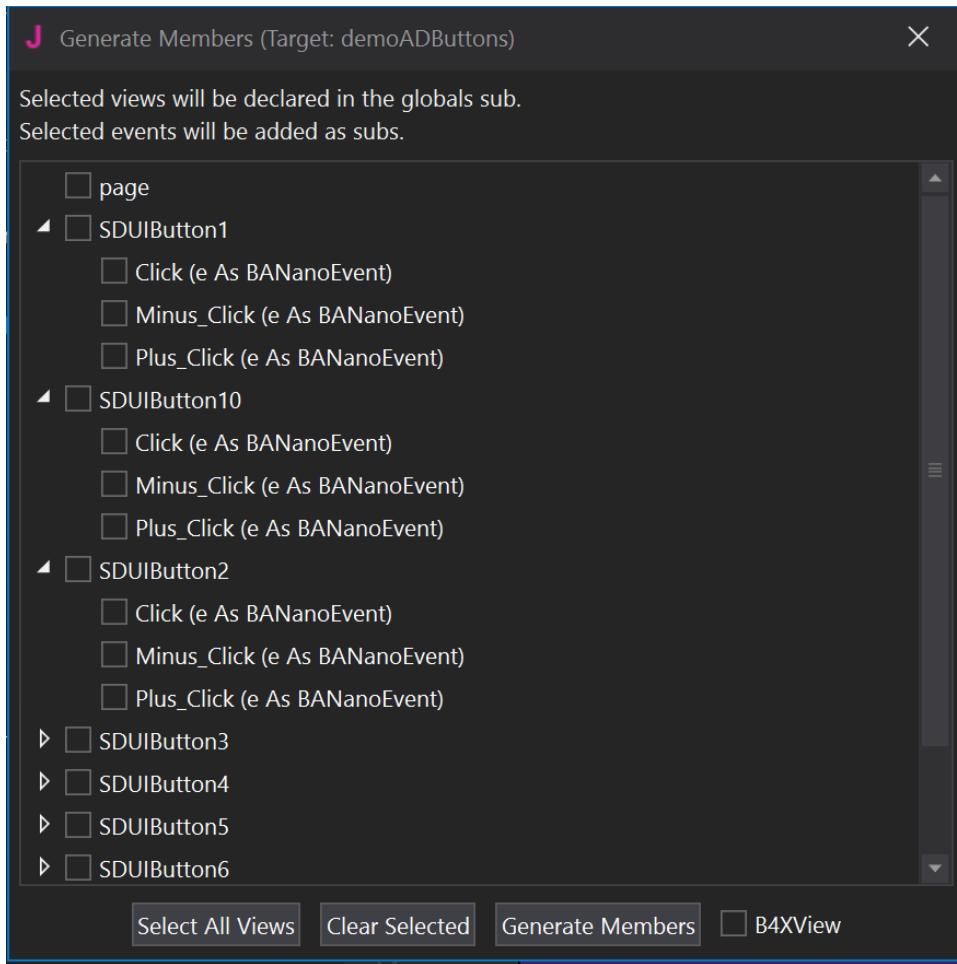
To generate events for components, one can: (a) right click on the element (b) select Generate and then (c) select the event to generate. Usually buttons have a **click** Event. Components like radio / select / checkbox usually have a **change** event, which receives which id is selected.



The other option is to use the Tools > Generate Members functionality.



This provides a list of all component on this abstract design which you can expand, select all the elements to generate events for and then click "Generate Members" for your code to have the callbacks added.



The event generated will be the unique name of the component & the event, SDUIButton1\_click. You can change this name to suit your needs on the property bag (before generating the events). Then all you have to do is add the code to execute when that event takes place.

```

67  Private Sub SDUIButton1_Click (e As BANanoEvent)
68      app.ShowSwalAlertWait("Click", "This is a button click event ... ", "ok")
69  End Sub

```

As an example, in the code below, code is executed when a **tab** is **changed**. This executes a data call on the pocketbase back-end and returns a result.

```

182 Private Sub tabsx_Change (pos As Int)
183     Select Case pos
184     Case 2
185         'clear the code
186         coder.Value = ""
187         coder.refresh
188         'get only active
189         pbComponents.CLEAR_WHERE
190         pbComponents.ADD_WHERE_STRING("attractive", "=", "true")
191         pbComponents.ADD_ORDER_BY("attrname")
192         Dim result As List = banano.Await(pbComponents.SELECT_WHERE)
193         If result.Size = 0 Then
194             app.ShowSwalWarning("No active schema element found!")
195             Return
196         End If
197         '
198         Dim cb As ComponentBuilder
199         cb.Initialize(result)
200         coder.Value = cb.tostring
201         coder.refresh
202     End Select
203 End Sub

```

Please note: Each component placed in the abstract designer **SHOULD ALWAYS** have the ParentID specified.

## Abstract Designer DeepDive

We will look at one of the abstract designs, named, **adbuttonslayout**. In the layout we have placed a **SDUIPage** component and then a couple of **SDUIButtons**.



When the demo app is ran, it displays this content. These buttons are showing these designs based on the settings applied on the properties for each of the buttons. All of these settings are explained per component in the [API](#) section.



Let's see what are the settings for each of these buttons below.

### **SDUIPage.page**

#### **Properties**

Property	Value
Page Name*	adbbuttons
Gap	5
Paddings	a=6; x=?; y=?; t=?; b=?; l=?; r=?

### **SDUIButton.SDUIButton1**

#### **Properties**

Property	Value
ParentID	adbbuttons
Button Type	badge
Badge	2
Badge Visible	true
Size	md
Shadow	true

### **SDUIButton.SDUIButton2**

#### **Properties**

Property	Value
ParentID	adbbuttons
Button Type	button-icon
Shape	circle
Variant	success
Badge	10
Badge Color	success
Badge Visible	true
Outline	true
Size	lg
Shadow	true

### **SDUIButton.SDUIButton3**

#### **Properties**

Property	Value
ParentID	adbbuttons
Button Type	indicator
Variant	error
Badge	4
Badge Color	info
Badge Outline	true
Badge Visible	true
Outline	true
Size	md
Shadow	true

### **SDUIButton.SDUIButton4**

#### **Properties**

Property	Value
ParentID	adbButtons
Button Type	minus-plus
Variant	info
Badge	
Badge Color	
Size	md

**SDUIButton.SDUIButton5****Properties**

Property	Value
ParentID	adbButtons
Button Type	normal
Badge	
Badge Color	
Loading	true
Size	lg

**SDUIButton.SDUIButton6****Properties**

Property	Value
ParentID	adbButtons
Caption	Button 6
Shape	rounded
Variant	none
Bg Color	#964B00
Text Color	white
Badge	
Badge Color	
Size	md

**SDUIButton.SDUIButton7****Properties**

Property	Value
ParentID	adbButtons
Caption	Button 7
Variant	success
Text Color	white
Badge	
Badge Color	
Size	xs

**SDUIButton.SDUIButton8****Properties**

Property	Value
ParentID	adbButtons
Caption	Button 8
Button Type	fab
Variant	success
Badge	
Badge Color	

Property	Value
Size	md

**SDUIButton.SDUIButton9****Properties**

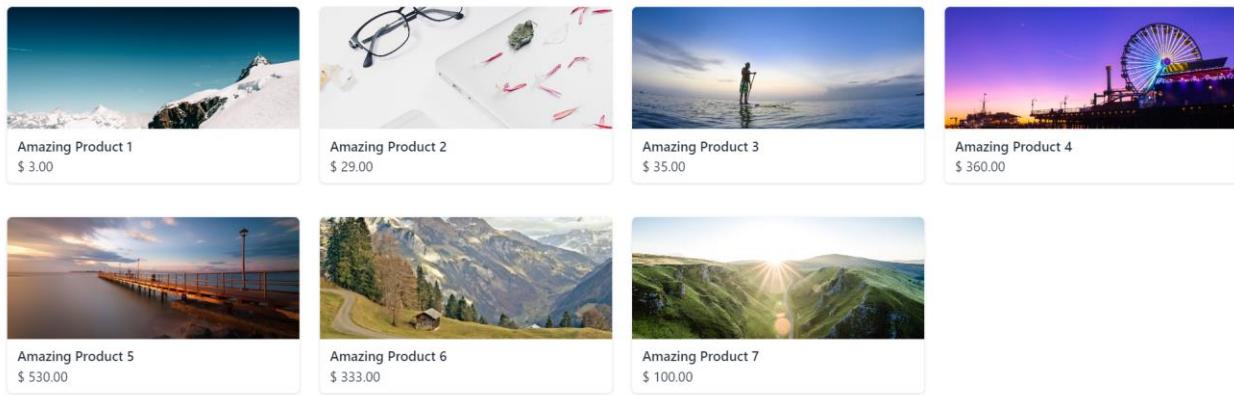
Property	Value
ParentID	adbButtons
Caption	Button 9
Variant	info
Text Color	white
Right Icon	fa-solid fa-book
Badge	
Badge Color	
Size	md

**SDUIButton.SDUIButton10****Properties**

Property	Value
ParentID	adbButtons
Caption	Button 10
Variant	accent
Icon	
Right Icon	fa-solid fa-book
Badge	
Badge Color	
Loading	true
Size	md

## Repetitive Layouts

This is a product grid created using a single template with dynamic content.



We have a list of products that we want to display and just want to create a simple template. This template can have events like click etc.

```
Dim products As List
products.Initialize
products.Add(CreateMap("id":"p1", "image": "./assets/banner_7.jpg", "alt": "", "product": "Amazing Product 1", "price": "3.00"))
products.Add(CreateMap("id":"p2", "image": "./assets/10.jpg", "alt": "", "product": "Amazing Product 2", "price": "29.00"))
products.Add(CreateMap("id":"p3", "image": "./assets/9.jpg", "alt": "", "product": "Amazing Product 3", "price": "35.00"))
products.Add(CreateMap("id":"p4", "image": "./assets/banner_8.jpg", "alt": "", "product": "Amazing Product 4", "price": "360.00"))
products.Add(CreateMap("id":"p5", "image": "./assets/nature_01.jpg", "alt": "", "product": "Amazing Product 5", "price": "530.00"))
products.Add(CreateMap("id":"p6", "image": "./assets/nature_09.jpg", "alt": "", "product": "Amazing Product 6", "price": "333.00"))
products.Add(CreateMap("id":"p7", "image": "./assets/12.jpg", "alt": "", "product": "Amazing Product 7", "price": "100.00"))
```

Step 1: Add the page.

## SDUIPage.page

### Properties

Property	Value
Page Name*	adgridy
Flex	false
Flex Wrap	false
Paddings	a=?; x=10; y=20; t=?; b=?; l=?; r=?

Step 2: Add the grid

## SDUIDiv.dprojects

### Properties

Property	Value
ParentID	adgridy
Grid	true
Grid Cols	1
Device Grid Cols	xs=?; sm=2; md=4; lg=?; xl=?
Gap X	6
Gap Y	10

The grid will host each of the products. It has grid-cols=1 and is responsive with sm:grid-cols-2 and md:grid-cols-4 and gap-x-6 and gap-y-10.

Step 3: Define the **template** for each product. Each product is defined as a card with additional components. It is clickable, so we will use a link as the parent element. The id (data-id) of this link will be sourced from each product we will add. Information that will be changed per product will be enclosed inside {{ }}



## SDUILink.pcard

### Properties

Property	Value
ParentID	adgridy
Caption	
Href	
Classes	flex flex-col bg-white drop-shadow hover:drop-shadow-lg hover:opacity-70 rounded-md
Attributes	data-id:{{id}}

*data-id:{{id}} will create an attribute in the element using the id field of each product, e.g. data-id="p1"*

## SDUImage.pimage

### Properties

Property	Value
ParentID	pcard
Source	{{image}}
Alt text	{{alt}}
Object Resize	cover
Width	
Height	36
Classes	rounded-tl-md rounded-tr-md
Attributes	data-id:{{id}}_image

## SDUIDiv.pcontent

### Properties

Property	Value
Paddings	a=?; x=3; y=2; t=?; b=?; l=?; r=?

## SDUILabel.phead

### Properties

Property	Value
ParentID	pcontent
Size	h1
Caption	{{product}}
Font Weight	semibold
Attributes	data-id:{{id}}_product

## SDUILabel.pprice

### Properties

Property	Value
ParentID	pcontent
Caption	\$ {{price}}
Attributes	data-id:{{id}}_price

Step 4: Link the products with the template.

We first add the template so that our app knows about it. When added a template can be used anywhere. A template is identified by the parent element it uses and also the children inside it. In our template, the host of other components is named 'pcard'. Inside pcard, we have pimage, pcontent, phead and pprice. So when adding a template we indicate all the components it uses starting with the main component hosting others.

```
app.AddTemplateFromLayout("pcard", True, Array("pcard", "pimage", "pcontent", "phead", "pprice"))
```

Then at anytime we want to inject the contents of our template to any parent component, we execute this call.

```
'update the parent from the template using the list
app.SetItemsFromTemplate(Me, "dprojects", "pcard", "", products)
```

Each item will have a click event based on the name of its host, being pcard. When this happens, we can get the id from the data-id that was used and process any other step needed.

```
66 Sub pcard_click (e As BANanoEvent)
67     e.PreventDefault
68     Log(e)
69     'get the clicked element id
70     Dim item As String = app.GetIDFromEvent(e)
71     app.ShowSwal(item)
72 End Sub
```

### Related Content

Xylophone App

## Components

Below we will look at how the components are created using code. You can however use the abstract designer to achieve the same functionality. The complete source code for all the components feature here is in the SithasoDaisyDemo and also the Netlify website.

The API section details all the Properties (available in the abstract designer), events and methods available for each component in SithasoDaisy.

For each component we will show the code part first and then the Abstract Designer portion indicating **only properties were changed** in the Abstract Designer to create same. This will start with the page and then each component on the page. On the page you can place a SDUIGrid or SDUIFlex first before your

components

## Alerts

Alert informs users about important events.

 Your purchase has been confirmed!

```
Dim altx2 As SDUIAlert = page.Cell(3,1).AddAlertSuccess("altx2", "Your purchase has been confirmed!")
altx2.Root.ShadowSize = app.size_lg
```

 Invalid email address!

```
Dim altx3 As SDUIAlert = page.Cell(4,1).AddAlertWarning("altx3", "Invalid email address!")
altx3.Root.Shadow(app.size_lg)
```

 Task failed successfully!

```
Dim altx4 As SDUIAlert = page.Cell(5,1).AddAlertError("altx4", "Task failed successfully!")
altx4.Root.Shadow(app.size_lg)
```



Wash Hands

Lorem ipsum dolor sit amet..



Congratulations

Lorem ipsum dolor sit amet, consectetur  
adipisicing elit; sed do..

```
Dim ba1 As SDUIAlert = page.Cell(6, 1).AddBigAlert("ba1", "fas fa-pump-soap", "blue", "Wash Hands", _  
SDUIMain.LocaleWords(5), True)
```

```
Dim ba2 As SDUIAlert = page.Cell(7, 1).AddBigAlert("ba2", "fas fa-quote-left", "red", "Congratulations", _  
SDUIMain.LocaleWords(10), False)
```

## ChangeLog Version 1.16

You can also make an alert be timed. For example, setting **altx2.TimeOut = 2000**, will hide the alert after 2 seconds.

## Abstract Designer

 This is a SithasoDaisy Alert

 This is a SithasoDaisy Alert

 This is a SithasoDaisy Alert

 This is a SithasoDaisy Alert



This is a SithasoDaisy Alert

Creating Alerts via the Abstract Designer.

 This is a SithasoDaisy Alert

Creating Alerts via the Abstract Designer.

## SDUIPage.page

### Properties

Property	Value
Page Name*	adalerts
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

**SDUIAlert.SDUIAlert1****Properties**

Property	Value
ParentID	adalerts
Text Color	white

**SDUIAlert.SDUIAlert2****Properties**

Property	Value
ParentID	adalerts
Variant	error

**SDUIAlert.SDUIAlert3****Properties**

Property	Value
ParentID	adalerts
Variant	success

**SDUIAlert.SDUIAlert4****Properties**

Property	Value
ParentID	adalerts
Variant	warning

**SDUIAlert.SDUIAlert5****Properties**

Property	Value
ParentID	adalerts
Alert Type	big
Variant	warning
Margins	a=?; x=10; y=?; t=?; b=?; l=?; r=?

**SDUIAlert.SDUIAlert6****Properties**

Property	Value
ParentID	adalerts
Alert Type	title
Variant	warning
Bg Color	#adfc03

## Animations



```
...  
Dim d1 As SDUIDiv = page.Cell(1, 1).AddDiv("d1")  
d1.w(20).h(20).p(2).bgColorIntensity("blue", 900).rounded("md").animateSpin
```



```
...  
Dim d2 As SDUIDiv = page.Cell(2, 1).AddDiv("d2")  
d2.w(20).h(20).p(2).bgColorIntensity("purple", 900).rounded("md").animatePing
```



```
...  
Dim d3 As SDUIDiv = page.Cell(3, 1).AddDiv("d3")  
d3.w(20).h(20).p(2).bgColorIntensity("green", 500).rounded("md").animateBounce
```



```
...  
Dim d4 As SDUIDiv = page.Cell(4, 1).AddDiv("d4")  
d4.w(20).h(20).p(2).bgColorIntensity("gray", 500).rounded("md").animatePulse
```

## TailwindCSS Animation

```
...  
Dim d9 As SDUILabel = page.Cell(9, 1).AddH3("d9", "TailwindCSS Animation")  
d9.root.textSize("3xl").fontBold.animateBounce.textColorIntensity("indigo", 500)
```

## IndCSS Animation



```
...  
Dim d10 As SDUILabel = page.Cell(10, 1).AddH3("d10", "TailwindCSS Animation")  
d10.root.textSize("3xl").fontBold.animatePing.textColorIntensity("indigo", 500)
```



```
...  
Dim spinner As SDUIDiv = page.Cell(11, 1).AddDiv("d11")  
spinner.flex.itemsCenter.justifyCenter.spaceX(2).animatePulse  
spinner.AddDiv("d11_1").w(8).h(8).bgColorIntensity("indigo", 500).roundedFull  
spinner.AddDiv("d11_2").w(8).h(8).bgColorIntensity("blue", 500).roundedFull  
spinner.AddDiv("d11_3").w(8).h(8).bgColorIntensity("green", 500)
```

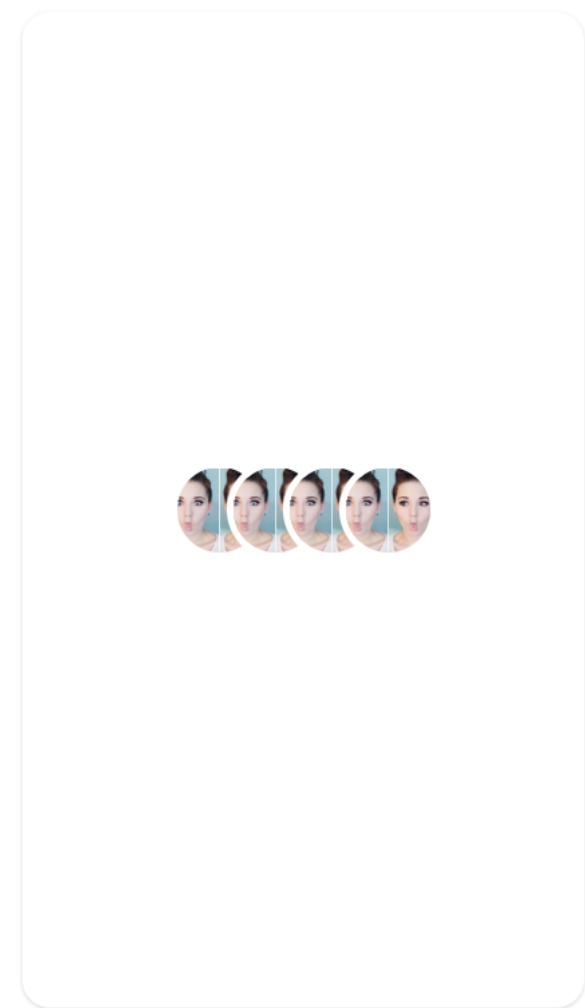
```
...  
'this is made up of 2 items  
page.Cell(12, 1).flex  
Dim avat As SDUIDiv = page.Cell(12, 1).AddDiv("d12").relative  
Dim img As SDUIImage = avat.AddImage("avat1", "./assets/mashy.jpg", "", 16, 16)  
img.RoundedFull.ObjectCover  
  
Dim span1 As SDUILabel = avat.AddSpan("span1", "")  
span1.Root.absolute.right(0).w(4).h(4).bgColorIntensity("green", 500)  
span1.Root.borderWidth(2).borderColor("white").roundedFull  
span1.Root.top(2).animatePulse
```

## Art Board

**Artboard** provides fixed size container to display a demo content on mobile size.



## Abstract Designer



### SDUIPage.page

#### Properties

Property	Value
Page Name*	adartboard
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIArtboard.SDUIArtboard1

## Properties

Property	Value
ParentID	adartboard
Demo	true

## Avatars

Avatars are used to show a thumbnail representation of an individual or business in the interface.



```
Dim avt As SDUIAvatar = page.Cell(1, 1).AddAvatar("avt", 24, "./assets/1.jpg")
avt.IsRounded
avt.BadgeColor = app.COLOR_PRIMARY
avt.BadgeValue = "typing..."
```



```
Dim avt1 As SDUIAvatar = page.cell(2, 1).AddAvatar("avt1", 20, "./assets/2.jpg")
avt1.Circle
```



```
Dim avt2 As SDUIAvatar = page.cell(3, 1).AddAvatar("avt2", 20, "./assets/3.jpg")
avt2.Mask.Squirle
```



```
Dim avt3 As SDUIAvatar = page.Cell(4, 1).AddAvatar("avt3", 12, "./assets/4.jpg")
avt3.AvatarGroup = True
avt3.AddItem("./assets/img1.png")
avt3.AddItem("./assets/img2.png")
avt3.AddItem("./assets/img3.png")
avt3.AddItem("./assets/img4.png")
avt3.AddItemPlaceHolder("+99")
```



```
Dim avt4 As SDUIAvatar = page.Cell(5, 1).AddAvatar("avt4", 24, "./assets/profile10.jpg")
avt4.Ring = True
avt4.RingColor = app.color_Primary
avt4.Circle
```



```
Dim avt5 As SDUIAvatar = page.Cell(6, 1).AddAvatar("avt5", 24, "./assets/profile11.jpg")
avt5.Circle
avt5.Offline = True
```



```
Dim avt6 As SDUIAvatar = page.cell(7, 1).AddAvatar("avt6", 24, "./assets/profile12.jpg")
avt6.circle
avt6.online = True
```



```
Dim a7 As SDUIAvatar = page.cell(8, 1).AddAvatar("a7", "20", "./assets/img9.png")
a7.Mask.Hexagon
```



```
Dim a8 As SDUIAvatar = page.Cell(9, 1).AddAvatar("a8", "20", "./assets/2.png")
a8.Caption = "AM"
a8.CaptionColorIntensity(app.COLOR_ORANGE, 700)
a8.Circle
```

A

```
'create an avatar using a normal div
Dim na1 As SDUIDiv = page.Cell(10, 1).AddDiv("na1")
na1.flex.itemsCenter.justifyCenter.w(12).h(12).fontBold.textColorIntensity("blue", 800)
na1.bgColorIntensity("blue", 100).isrounded.selectNone
na1.Caption = "A"
```

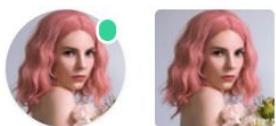
B

```
Dim na2 As SDUIDiv = page.Cell(11, 1).AddDiv("na2")
na2.flex.itemsCenter.justifyCenter.w(12).h(12).fontBold
na2.textColorIntensity("purple", 800).bgColorIntensity("purple", 100)
na2.selectNone.rounded("2x1").Caption = "B"
```

C

```
Dim na3 As SDUIDiv = page.cell(12, 1).AddDiv("na3")
na3.flex.itemsCenter.justifyCenter.w(12).h(12).fontBold
na3.roundedFull.selectNone.textColorIntensity("cyan", 800)
na3.bgcolorIntensity("cyan", 100).Caption = "C"
```

## Abstract Designer



### SDUIPage.page

#### Properties

Property	Value
Page Name*	adavatars
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIAvatar.SDUIAvatar1

#### Properties

Property	Value
ParentID	adavatars
Size	20
Status	online
Badge Color	

Property	Value
Shadow	true

**SDUIAvatar.SDUIAvatar2****Properties**

Property	Value
ParentID	adavatars
Size	20
Shape	rounded
Badge Color	

**SDUIAvatar.SDUIAvatar3****Properties**

Property	Value
ParentID	adavatars
Size	20
Shape	squircle
Badge Color	

**SDUIAvatar.SDUIAvatar4****Properties**

Property	Value
ParentID	adavatars
Size	20
Shape	hexagon
Badge Color	

**SDUIAvatar.SDUIAvatar5****Properties**

Property	Value
ParentID	adavatars
Size	20
Shape	triangle
Badge Color	

**SDUIAvatar.SDUIAvatar6****Properties**

Property	Value
ParentID	adavatars
Size	24
Status	online
Online Color	#ED0000
Badge Color	
Ring	true
Ring Color	primary
Ring Offset	2
Ring Offset Color	base
Ring Offset Color Intensity	100

**SDUIAvatar.SDUIAvatar7****Properties**

Property	Value
ParentID	adavatars
Size	20
Badge Color	

## SDUIAvatar.SDUIAvatar8

### Properties

Property	Value
ParentID	adavatars
Size	20
Image Url	
Badge Color	
Place Holder	99+
Text Size	3xl
Bg Color	neutral
Bg Color Intensity	focus

## Badges

Badges are used to inform the user of the status of specific data.

The image displays four screenshots of a mobile application interface, each showing a different type of badge:

- Badge:** A standard badge with the text "Badge".
- Large:** A larger badge with the text "Large".
- Medium:** A medium-sized badge with the text "Medium".
- Mashy:** A badge with the text "Mashy" and a GitHub icon.

Each screenshot includes a snippet of B4X code at the bottom:

- Badge: `Dim b1 As SDUIBadge = page.Cell(1,1).AddBadge("b1", "Badge")`
- Large: `Dim b2 As SDUIBadge = page.Cell(2,1).AddBadge("b2", "Large")  
b2.size = app.SIZE_LG`
- Medium: `Dim b3 As SDUIBadge = page.Cell(3,1).AddBadge("b3", "")  
b3.size = app.SIZE_M`
- Mashy: `Dim b4 As SDUIBadge = page.Cell(4,1).AddBadge("b4", "Mashy")  
b4.size = app.SIZE_M  
b4.RightIconName = "fa-solid fa-brands fa-github"  
b4.color = app.COLOR_PRIMARY`

## Abstract Designer



## SDUIPage.page

### Properties

Property	Value
Page Name*	adbpage
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

**SDUIBadge.SDUIBadge1****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adbadge
Caption	Badge
Size	md

**SDUIBadge.SDUIBadge2****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adbadge
Variant	accent
Caption	accent
Size	md

**SDUIBadge.SDUIBadge3****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adbadge
Variant	error
Caption	error
Size	md

**SDUIBadge.SDUIBadge4****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adbadge
Variant	ghost
Caption	ghost
Size	md

**SDUIBadge.SDUIBadge5****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adbadge
Variant	info
Caption	info
Size	md

**SDUIBadge.SDUIBadge6****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adbadge
Variant	primary
Caption	primary
Size	md

**SDUIBadge.SDUIBadge7****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adbadge

Property	Value
Variant	secondary
Caption	secondary
Size	md

**SDUIBadge.SDUIBadge8****Properties**

Property	Value
ParentID	adbadge
Variant	success
Caption	success
Size	md

**SDUIBadge.SDUIBadge9****Properties**

Property	Value
ParentID	adbadge
Variant	warning
Caption	warning
Size	md

**SDUIBadge.SDUIBadge10****Properties**

Property	Value
ParentID	adbadge
Variant	none
Caption	icons
Size	lg
No Icons	false
Left Icon Name	fa-solid fa-user
Right Icon Name	fa-solid fa-circle-xmark

**SDUIBadge.SDUIBadge11****Properties**

Property	Value
ParentID	adbadge
Variant	primary
Caption	outline
Outline	true
Size	md

## Bread Crumbs

**Breadcrumbs** helps users to navigate through the website.

Home > Documents > Add Documents



## Abstract Designer

Home > Documents > Add Documents Home > Documents > Add Documents

### SDUIPage.page

#### Properties

Property	Value
Page Name*	adbreadcrumbs
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIBreadCrumb.SDUIBreadCrumb1

#### Properties

Property	Value
ParentID	adbreadcrumbs
Size	md

### SDUIBreadCrumb.SDUIBreadCrumb2

#### Properties

Property	Value
ParentID	adbreadcrumbs
Size	md

## Buttons

**Buttons** allow the user to take actions or make choices.

## TailwindCSS WebApps using B4X

CLICK ME

```
'add a button on R1C1 of the grid
btn = page.Cell(1, 1).AddButton("btn1", "Click Me")
'trap click event
Private Sub btn1_Click (e As BANanoEvent)
    btn.Caption = "Clicked!"
End Sub
```

Round Full

```
Dim btnRounded As SDUIButton = page.Cell(1, 1).AddButton("btn2", "Round Full") Visual Basic Copy
btncrounded.NormalCase = True
btncrounded.RoundedFull
```

OUTLINE

```
Dim btnOutline As SDUIButton = page.Cell(3, 1).AddButton("btn3", "Outline")
btnOutline.Outline
```

PRIMARY

```
Dim btnPrimary As SDUIButton = page.Cell(4, 1).AddButton("btn4", "Primary")
btnPrimary.color = app.COLOR_PRIMARY
```

SECONDARY

```
Dim btn5 As SDUIButton = page.Cell(5, 1).AddButton("btn5", "Secondary")
btnc5.color = app.COLOR_SECONDARY
```

ACCENT

```
Dim btn6 As SDUIButton = page.Cell(6, 1).AddButton("btn6", "Accent")
btnc6.color = app.COLOR_ACCENT
```

INFO

```
Dim btn7 As SDUIButton = page.Cell(7, 1).AddButton("btn7", "Info")
btnc7.color = app.COLOR_INFO
```

SUCCESS

```
Dim btn8 As SDUIButton = page.Cell(8, 1).AddButton("btn8", "Success")
btnc8.color = app.COLOR_SUCCESS
```

WARNING

```
Dim btn9 As SDUIButton = page.Cell(9, 1).AddButton("btn9", "Warning")
btnc9.color = app.COLOR_WARNING
```

## TailwindCSS WebApps using B4X

ERROR

```
Dim btn10 As SDUIButton = page.Cell(10, 1).AddButton("btn10", "Error")
btn10.color = app.COLOR_ERROR
```

GHOST

```
Dim btn11 As SDUIButton = page.Cell(11, 1).AddButton("btn11", "Ghost")
btn11.Ghost
```

ACTIVE

```
Dim btn12 As SDUIButton = page.Cell(12, 1).AddButton("btn12", "Active")
btn12.Active = True
```

DISABLED

```
Dim btn13 As SDUIButton = page.Cell(13, 1).AddButton("btn13", "Disabled")
btn13.Disable
```

GLASS



```
Dim btn14 As SDUIButton = page.Cell(14, 1).AddButton("btn14", "Glass")
btn14.Glass
page.Cell(14, 1).BackgroundImage("./assets/arch.jpg")
page.Cell(14, 1).Root.RoundedBox
page.Cell(14, 1).Root.PlaceItemsCenter
```

NO ANIMATION

```
Dim btn15 As SDUIButton = page.Cell(15, 1).AddButton("btn15", "No Animation")
btn15.Root.NoAnimation
```

LOADING

```
Dim btn16 As SDUIButton = page.Cell(16, 1).AddButton("btn16", "Loading")
btn16.Loading = True
```

LINK

```
Dim btn17 As SDUIButton = page.Cell(17, 1).AddButton("btn17", "Link")
btn17.Link
```

LARGE

```
Dim btn18 As SDUIButton = page.Cell(18, 1).AddButton("btn18", "Large")
btn18.size = app.SIZE_LG
```

SMALL

```
Dim btn19 As SDUIButton = page.Cell(19, 1).AddButton("btn19", "Small")
btn19.size = app.SIZE_SM
```

TINY

```
Dim btn20 As SDUIButton = page.Cell(20, 1).AddButton("btn20", "Tiny")
btn20.size = app.SIZE_XS
```

Hospital

```
Dim btn21 As SDUIButton = page.Cell(21, 1).AddButtonIcon("btn21", "S", "fa-solid fa-hospital")
btn21.Square
```

## TailwindCSS WebApps using B4X

The image displays a vertical sequence of ten mobile application screenshots, each showing a different UI component or state, accompanied by its corresponding B4X code. The components include buttons, a badge, a floating action button (FAB), and a counter.

- Top Screenshot:** Shows a button labeled "C".  
Code:

```
Dim btn22 As SDUIButton = page.Cell(22, 1).AddButtonIcon("btn22", "C", "fa-house")  
btn22.Circle
```
- Screenshot 2:** Shows a button labeled "MASHY".  
Code:

```
Dim btn23 As SDUIButton = page.Cell(23, 1).AddButton("btn23", "MASHY")  
btn23.RightIconName = "fa-solid fa-house"
```
- Screenshot 3:** Shows a button labeled "MASHY".  
Code:

```
Dim btn24 As SDUIButton = page.Cell(24, 1).AddButton("btn24", "MASHY")  
btn24.LeftIcon = "fa-solid fa-house"
```
- Screenshot 4:** Shows a button labeled "+99".  
Code:

```
Dim btnx As SDUIButton = page.Cell(25, 1).AddButtonBadge("btnx", "Inbox", "+99")  
btnx.Badge.color = app.COLOR_SECONDARY
```
- Screenshot 5:** Shows a blue button labeled "BUTTON".  
Code:

```
Dim three3 As SDUIButton = page.Cell(26, 1).AddButton("test2", "Button")  
three3.Root.BGColorIntensity("blue", 500)  
three3.Root.HoverBGColorIntensity("blue", 400)  
three3.Root.AddClass("border-b-4")  
three3.Root.BorderColorIntensity("blue", 700)  
three3.Root.HoverBorderColorIntensity("blue", 500)  
three3.Root.TextColor(app.COLOR_WHITE)  
three3.Root.TextCenter  
three3.Root.isrounded
```
- Screenshot 6:** Shows a button labeled "Messages" with a badge of "20".  
Code:

```
Dim btn27 As SDUIButton = page.Cell(27, 1).AddButtonIndicator("btn27", "Messages", "20")  
btn27.BadgeColor = app.color_primary
```
- Screenshot 7:** Shows a floating action button (FAB) with a house icon.  
Code:

```
page.Root.AddFAB("fab", "fa-house", "20", "20")
```
- Screenshot 8:** Shows a floating action button (FAB) with a house icon.  
Code:

```
page.Root.AddFAB("fab", "fa-house", "20", "20")
```
- Screenshot 9:** Shows a counter with a minus and plus button.  
Code:

```
btnbmp = page.Cell(29, 1).AddButtonMinusPlus("bmp", app.COLOR_PRIMARY, app.SIZE_MD)  
. . .  
Private Sub bmp_Minus_Click (e As BANanoEvent)  
    btbmp.Decrement  
End Sub  
Private Sub bmp_Plus_Click (e As BANanoEvent)  
    btbmp.Increment  
End Sub
```
- Bottom Screenshot:** Shows a home icon.

## Abstract Designer

This was touched on in [Abstract Designer DeepDive](#)

## Buttons - Gradients

The image displays a grid of 8 cards, each containing a button and its corresponding B4X code. The cards are arranged in two columns of four. The buttons have different background gradients: 1. Top-left: Gray gradient (from gray-600 to gray-800). 2. Top-middle: Blue gradient (from blue-100 to blue-600). 3. Top-right: Green gradient (from green-100 to green-600). 4. Middle-left: Red gradient (from red-100 to red-600). 5. Middle-middle: Purple gradient (from purple-100 to purple-600). 6. Middle-right: A button with a green-to-purple gradient. 7. Bottom-left: A red button. 8. Bottom-right: A button with a purple-to-red gradient.

```

Card 1: Gray gradient
Dim b1 As SDUIButton = page.cell(1, 1).AddButtonNormal("b1", "Button")
b1.Root.py(2).px(0).textColorIntensity("gray", 100).isrounded.bgGradientToR.fromColorIntensity("gray", 600).toColorIntensity("gray", 800)
b1.Root.hover("from-gray-600").hover("to-gray-800")

Card 2: Blue gradient
Dim b2 As SDUIButton = page.cell(2, 1).AddButtonNormal("b2", "Button")
b2.Root.py(2).px(0).textColorIntensity("blue", 100).isrounded.bgGradientToR.fromColorIntensity("blue", 600).toColorIntensity("blue", 800)
b2.Root.hover("from-blue-100").hover("to-blue-600")

Card 3: Green gradient
Dim b3 As SDUIButton = page.cell(3, 1).AddButtonNormal("b3", "Button")
b3.Root.py(2).px(0).textColorIntensity("green", 100).isrounded.bgGradientToR.fromColorIntensity("green", 600).toColorIntensity("green", 800)
b3.Root.hover("from-green-100").hover("to-green-600")

Card 4: Red gradient
Dim b4 As SDUIButton = page.cell(4, 1).AddButtonNormal("b4", "Button")
b4.Root.py(2).px(0).textColorIntensity("red", 100).isrounded.bgGradientToR.fromColorIntensity("red", 600).toColorIntensity("red", 800)
b4.Root.hover("from-red-100").hover("to-red-600")

Card 5: Purple gradient
Dim b5 As SDUIButton = page.cell(5, 1).AddButtonNormal("b5", "Button")
b5.Root.py(2).px(0).textColorIntensity("purple", 100).isrounded.bgGradientToR.fromColorIntensity("purple", 600).toColorIntensity("purple", 800)
b5.Root.hover("from-purple-100").hover("to-purple-600")

Card 6: Green-to-Purple gradient
Dim b6 As SDUIButton = page.cell(6, 1).AddButtonNormal("b6", "Button")
b6.Root.py(2).px(0).textColorIntensity("gray", 100).isrounded.bgGradientToR.fromColorIntensity("green", 300).viaColorIntensity("blue", 500).toColorIntensity("purple", 600)
b6.Root.hover("from-gray-100").hover("via-blue-500").hover("to-purple-600")

Card 7: Red button
Dim b7div As SDUIDiv = page.cell(7, 1).AddDiv("b7div")
b7div.p(1).isrounded.bgGradientToR.fromColorIntensity("green", 500).toColorIntensity("purple", 500)
Dim b7 As SDUIButton = b7div.AddButtonNormal("b7", "Button")
b7.Root.px(6).py(0).textColorIntensity("blue", 800).bgColor("white")
b7.Root.hover("from-green-500").hover("to-purple-500").bgColor("white")

Card 8: Purple-to-Red gradient
Dim b8 As SDUIButton = page.cell(8, 1).AddButtonNormal("b8", "Button")
b8.Root.py(2).fontSemiBold.textColor("white").transition.duration(300).addClass("ease-in-out").delay(300).skewY(5).bgColor("purple")
b8.Root.isrounded.shadow("lg").hover("skew-x-6").hover("border-red-600").borderSize(4)
b8.Root.shadowColorIntensity("red", "600/50")

```

## Button Groups

**Button group** shows buttons next to each other. This can be used as **Pagination** also.

## TailwindCSS WebApps using B4X

BUTTON 1    BUTTON 2    BUTTON 3

```

Dim btnGroup As SDUIButtonGroup = page.Cell(1, 1).AddButtonGroup("btnGroup", app.SIZE_SM)
btnGroup.AddItem("grp1", "button 1")
btnGroup.AddItem("grp2", "button 2")
btnGroup.AddItem("grp3", "button 3")
'set the active button
btnGroup.Active = "grp2"
''' click events.
Private Sub btnGroup_Click (item As String)
    page.Cell(4, 1).Caption = item
End Sub

```

BUTTON 1  
BUTTON 2  
BUTTON 3

```

Dim btnGroup1 As SDUIButtonGroup = page.Cell(2, 1).AddButtonGroup("btnGroup1", app.SIZE_MD)
btnGroup1.Vertical
btnGroup1.AddItem("grp1", "Button 1")
btnGroup1.AddItem("grp2", "Button 2")
btnGroup1.AddItem("grp3", "Button 3")
'set the active button
btnGroup1.Active = "grp3"

```

1    2    3    4    5    6

```

Dim btnGroup2 As SDUIButtonGroup = page.Cell(3, 1).AddButtonGroup("btnGroup2", app.SIZE_MD)
btnGroup2.AddRadio("grp1", "1")
btnGroup2.AddRadio("grp2", "2")
btnGroup2.AddRadio("grp3", "3")
btnGroup2.AddRadio("grp4", "4")
btnGroup2.AddRadio("grp5", "5")
btnGroup2.AddRadio("grp6", "6")
'set the active button
btnGroup2.Active = "grp6"

```

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```

Dim btnGroupx As SDUIButtonGroup = page.Cell(4, 1).AddButtonGroup("btnGroupx", app.SIZE_SM)
btnGroupx.AddItem("<<")
btnGroupx.AddItem("grp2", "Page 22")
btnGroupx.AddItem(">>")
btnGroupx.Active = "grp1"
'trap click event
Private Sub btnGroupx_Click (item As String)
    page.Cell(1, 2).Caption = item
End Sub

```

1    2    ...    4

```

Dim btnGroupx As SDUIButtonGroup = page.Cell(5, 1).AddButtonGroup("btnGroupx", app.SIZE_MD)
btnGroupx.AddItem("grp1", "1")
btnGroupx.AddItem("grp2", "2")
btnGroupx.AddItem("grp3", "...")
btnGroupx.AddItem("grp4", "4")
btnGroupx.Button("grp3").Disable

```

PREVIOUS    NEXT

```

Dim btnGroup2 As SDUIButtonGroup = page.Cell(6, 1).AddButtonGroup("btnGroup2x", app.SIZE_xs)
btnGroup2.Root.Grid
btnGroup2.Root.GridCols = 2
btnGroup2.AddItem("grp1", "Previous")
btnGroup2.AddItem("grp2", "Next")
btnGroup2.Button("grp1").Outline
btnGroup2.Button("grp2").Outline

```

## Abstract Designer

HOME    DOCUMENTS    ADD DOCUMENTS



DOCUMENTS    HELP

<<    PAGE 22    >>

1    2    ...    4

PREVIOUS    NEXT

### SDUIPage.page

#### Properties

Property	Value
Page Name*	adbuttongroup

Property	Value
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

**SDUIButtonGroup.SDUIButtonGroup1****Properties**

Property	Value
ParentID	adbuttongroup
Size	md

**SDUIButtonGroup.SDUIButtonGroup2****Properties**

Property	Value
ParentID	adbuttongroup
Alignment	vertical
Size	lg

**SDUIButtonGroup.SDUIButtonGroup3****Properties**

Property	Value
ParentID	adbuttongroup
Size	xs

**SDUIButtonGroup.SDUIButtonGroup4****Properties**

Property	Value
ParentID	adbuttongroup
Size	md

**SDUIButtonGroup.SDUIButtonGroup5****Properties**

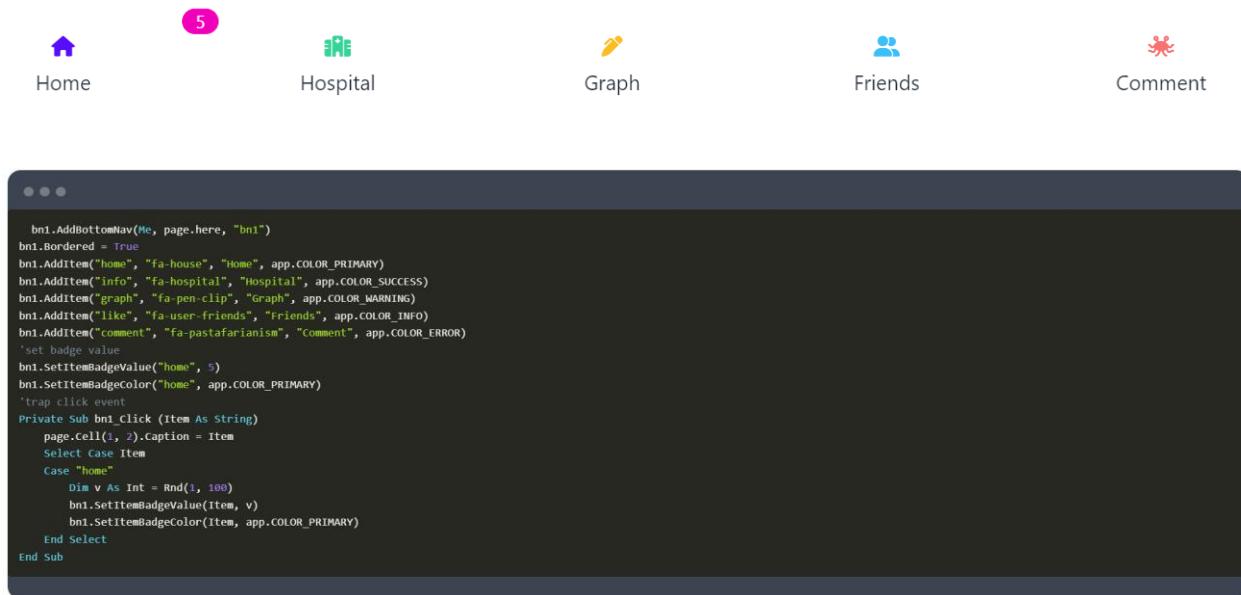
Property	Value
ParentID	adbuttongroup
Size	md

**SDUIButtonGroup.SDUIButtonGroup6****Properties**

Property	Value
ParentID	adbuttongroup
Size	lg

## Bottom Nav

**Bottom navigation** bar allows navigation between primary screens.



## Abstract Designer



### SDUIPage.page

#### Properties

Property	Value
Page Name*	adbottomnav
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIBottomNav.SDUIBottomNav1

#### Properties

Property	Value
ParentID	adbottomnav
Size	md

## Cards

**Cards** are used to group and display content in a way that is easily readable.

## TailwindCSS WebApps using B4X



### Shoes

If a dog chews shoes whose shoes does he choose?

[BUY NOW](#)

```
Dim card1 As SDUICard = page.Cell(1, 1).AddCard("card1", "./assets/banner_1.jpg", "Shoes")
card1.Root.ResponsiveOnDevice("md", "w-96")
card1.Container.AddParagraph("p1", "If a dog chews shoes whose shoes does he choose?")
Dim btnBuyNow As SDUIButton = card1.AddActionButton("btnBuyNow", "Buy Now")
btnBuyNow.Color = app.COLOR_PRIMARY
```

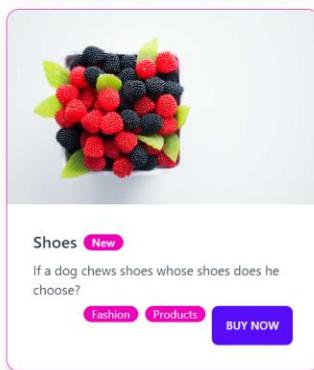


### Shoes

If a dog chews shoes whose shoes does he choose?

[BUY NOW](#)

```
Dim card2 As SDUICard = page.Cell(2, 1).AddCard("card2", "./assets/banner_2.jpg", "Shoes")
card2.Root.ResponsiveOnDevice("md", "w-96")
card2.Compact
card2.Container.AddParagraph("p2", "If a dog chews shoes whose shoes does he choose?")
Dim btnBuyNow2 As SDUIButton = card2.AddActionButton("btnBuyNow2", "Buy Now")
btnBuyNow2.Color = app.COLOR_PRIMARY
```



### Shoes New

If a dog chews shoes whose shoes does he choose?

[Fashion](#) [Products](#) [BUY NOW](#)

```
Dim card3 As SDUICard = page.Cell(3, 1).AddCard("card3", "./assets/banner_3.jpg", "Shoes")
card3.BorderColor = app.color_secondary
card3.Root.ResponsiveOnDevice("md", "w-96")
card3.AddTitleBadgeColor("new", "new", app.COLOR_SECONDARY)
card3.Container.AddParagraph("p3", "If a dog chews shoes whose shoes does he choose?")
card3.AddActionBadgeColor("fashion", "fashion", app.COLOR_SECONDARY)
card3.AddActionBadgeColor("products", "Products", app.COLOR_SECONDARY)
Dim btnBuyNow3 As SDUIButton = card3.AddActionButton("btnBuyNow3", "Buy Now")
btnBuyNow3.Color = app.COLOR_PRIMARY
```

## TailwindCSS WebApps using B4X



**Shoes** New

If a dog chews shoes whose shoes does he choose?

**BUY NOW**

```
Dim card4 As SDUICard = page.Cell(4, 1).AddCard("card4", "./assets/banner_4.jpg", "Shoes")
card4.Figure.Root.PX = 10
card4.Figure.Root.PT = 10
card4.Image.Root.RoundedSize = app.SIZE_XL
card4.Body.Root.ItemsCenter
card4.Body.Root.TextCenter
card4.Root.ResponsiveOnDevice("md", "w-96")
card4.AddTitleBadgeColor("bnew1", "New", , app.COLOR_SECONDARY)
card4.Container.AddParagraph("p4", "If a dog chews shoes whose shoes does he choose?")
Dim btnBuyNow4 As SDUIButton = card4.AddActionButton("btnBuyNow4", "Buy Now")
btnBuyNow4.Color = app.COLOR_PRIMARY
```



**Shoes**

If a dog chews shoes whose shoes does he choose?

**BUY NOW**

```
Dim cards5 As SDUICard = page.Cell(5, 1).AddCard("cards5", "./assets/banner_5.jpg", "Shoes")
cards5.Root.ResponsiveOnDevice("md", "w-96")
cards5.ImageFull
cards5.Container.AddParagraph("p5", "If a dog chews shoes whose shoes does he choose?")
Dim btnBuyNow5 As SDUIButton = cards5.AddActionButton("btnBuyNow5", "Buy Now")
btnBuyNow5.Color = app.COLOR_PRIMARY
```



**Shoes**

If a dog chews shoes whose shoes does he choose?

**BUY NOW**

```
Dim card6 As SDUICard = page.Cell(6, 1).AddCard("card6", "./assets/banner_6.jpg", "Shoes")
card6.Root.ResponsiveOnDevice("md", "w-96")
card6.Figure.Remove
card6.Container.AddParagraph("p6", "If a dog chews shoes whose shoes does he choose?")
Dim btnBuyNow6 As SDUIButton = card6.AddActionButton("btnBuyNow6", "Buy Now")
btnBuyNow6.Color = app.COLOR_PRIMARY
```



**Shoes**

If a dog chews shoes whose shoes does he choose?

**BUY NOW**

```
Dim cards8 As SDUICard = page.Cell(8, 1).AddCard("cards8", "./assets/banner_8.jpg", "Shoes")
cards8.Root.ResponsiveOnDevice("md", "w-96")
cards8.Figure.Remove
cards8.BGColor = app.COLOR_PRIMARY
cards8.TextColorIntensity(app.COLOR_PRIMARY, "content")
cards8.Container.AddParagraph("p8", "If a dog chews shoes whose shoes does he choose?")
Dim btnBuyNow8 As SDUIButton = cards8.AddActionButton("btnBuyNow8", "Buy Now")
btnBuyNow8.Color = app.COLOR_PRIMARY
```

We are using cookies for no reason?

**X**

```
Dim card9 As SDUICard = page.Cell(9, 1).AddCard("card9", "./assets/banner_9.jpg", "Shoes")
card9.Root.ResponsiveOnDevice("md", "w-96")
card9.Figure.Remove
card9.BGColor = app.COLOR_NEUTRAL
card9.TextColorIntensity(app.COLOR_NEUTRAL, "content")
card9.Container.AddParagraph("p9", "We are using cookies for no reason?")
Dim btnBuyNow9 As SDUIButton = card9.AddActionButton("btnBuyNow9", "Buy Now")
btnBuyNow9.Color = app.COLOR_PRIMARY
```

```
Dim card10 As SDUICard = page.Cell(10, 1).AddCard("card10", "./assets/banner_10.jpg", "Shoes")
card10.Root.ResponsiveOnDevice("md", "w-96")
card10.Figure.Remove
card10.Title.Remove
card10.Container.AddParagraph("p10", "We are using cookies for no reason?")
Dim btnBuyNow10 As SDUIButton = card10.AddActionButtonIcon("btnBuyNow10", "fa-solid fa-xmark")
```

## TailwindCSS WebApps using B4X

The image displays three mobile application screens, each featuring a different background image and text, along with their corresponding B4X code snippets.

**Screen 1:** Shows a dark wooden desk with a typewriter, glasses, a camera, and a rose. The text reads "Shoes" and "If a dog chews shoes whose shoes does he choose?". A purple "BUY NOW" button is at the bottom right.

```
page.cell(11, 1).BackgroundImage("./assets/arch.jpg")
Dim card11 As SDUICard = page.cell(11, 1).AddCard("card11", "./assets/banner_1.jpg", "Shoes")
card11.Root.ResponsiveOnDevice("md", "w-96")
card11.Glass
card11.Container.AddParagraph("p11", "If a dog chews shoes whose shoes does he choose?")
Dim btnBuyNow11 As SDUIButton = card11.AddActionButton("btnBuyNow11", "Buy Now")
btnBuyNow11.Color = app.COLOR_PRIMARY
```

**Screen 2:** Shows a pair of headphones on a yellow background. The text reads "Shoes" and "If a dog chews shoes whose shoes does he choose?". A purple "BUY NOW" button is at the bottom right.

```
Dim card12 As SDUICard = page.Cell(12, 1).AddCard("card12", "./assets/banner_2.jpg", "Shoes")
card12.Root.ResponsiveOnDevice("md", "w-96")
card12.Side
card12.Image.W = "200px"
card12.Image.H = "280px"
card12.Container.AddParagraph("p12", "If a dog chews shoes whose shoes does he choose?")
Dim btnBuyNow12 As SDUIButton = card12.AddActionButton("btnBuyNow12", "Buy Now")
btnBuyNow12.Color = app.COLOR_PRIMARY
```

**Screen 3:** Shows a bowl of berries (blackberries and raspberries) on a white background. The text reads "Shoes" and "If a dog chews shoes whose shoes does he choose?". A purple "BUY NOW" button is at the bottom right.

```
Dim card13 As SDUICard = page.Cell(13, 1).AddCard("card13", "./assets/banner_3.jpg", "Shoes")
card13.Root.ResponsiveOnDevice("md", "w-96")
card13.Image.W = "200px"
card13.Image.H = "280px"
card13.SideResponsive(False, False, False, True, True)
card13.AddParagraph("p13", "If a dog chews shoes whose shoes does he choose?")
Dim btnBuyNow13 As SDUIButton = card13.AddActionButton("btnBuyNow13", "Buy Now")
btnBuyNow13.Color = app.COLOR_PRIMARY
```

## Abstract Designer



### Shoes

If a dog chews shoes whose shoes does he choose?



```
SDUICard1.AddActionButtonIcon("btnnew", "fa-solid fa-location-dot", app.COLOR_ACCENT)
SDUICard1.AddActionButton("btnBuy", "Buy", app.COLOR_PRIMARY)
```

#### SDUICard.SDUICard1

##### Properties

Property	Value
ParentID	adcard
Title	Shoes
Height	96
Width	96
Col Span	3
Row Span	4
Bg Color	
Bg Color Intensity	



## Card Component

14, May

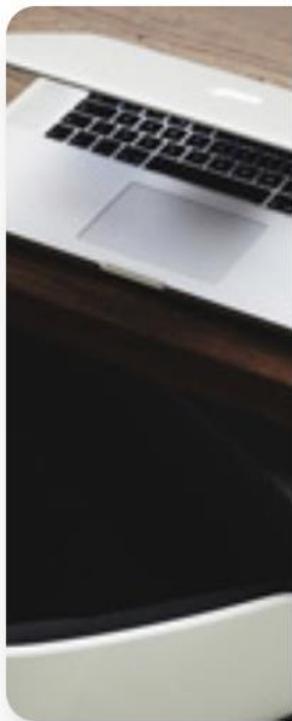
Use card component to easily show blog posts, products, features, items and more.

[GET STARTED](#)

### SDUICard.SDUICard2

#### Properties

Property	Value
ParentID	adcard
Image Url	./assets/nike.jpg
Title	Card Component
Title Badge	14, May
Title Badge Color	ghost
Description	Use card component to easily show blog posts, products, features, items and more.
Height	420px
Width	400px
Bg Color	
Bg Color Intensity	
Compact	true



## Shoes

If a dog chews shoes whose shoes does he choose?

**LISTEN**

### SDUICard.SDUICard4

#### Properties

Property	Value
ParentID	adcard
Image Width	200px
Title	Shoes
Height	96
Width	500px
Bg Color	
Bg Color Intensity	
Card Side	true



Betsy Braddock

Strategic Art Manager  
Global Illustration Observer  
Business Alignment Developer

**Design**   **Art**   **Illustration**

---

 FOLLOW...

## SDUICard.SDUICard3

### Properties

Property	Value
ParentID	adcard
Card Type	empty
Image Url	
Title	
Description	
Center Items	true
Height	400px
Width	400px
Bg Color	
Bg Color Intensity	
Compact	true

## SDUIAvatar.SDUIAvatar1

### Properties

Property	Value
ParentID	SDUICard3_content
Size	24
Shape	squircle
Status	online
Badge Color	
Margins	a=?; x=?; y=?; t=5; b=?; l=?; r=?

## SDUILabel.SDUILabel1

### Properties

Property	Value
ParentID	SDUICard3_content
Caption	Betsy Braddock
Text Size	lg
Margins	a=?; x=?; y=?; t=2; b=?; l=?; r=?

## SDUILabel.SDUILabel2

### Properties

Property	Value
ParentID	SDUICard3_content
HTML	<span>Strategic Art Manager</span> ?<span>Global Illustration Observer</span> ?<span>Business Alignment Developer</span> 
Text Size	xs
Margins	a=?; x=?; y=?; t=2; b=2; l=?; r=?

## SDUIBadge.SDUIBadge1

### Properties

Property	Value
ParentID	SDUICard3_content
Caption	Design
Size	md
Margins	a=?; x=2; y=2; t=?; b=?; l=?; r=?

## SDUIBadge.SDUIBadge2

### Properties

Property	Value
ParentID	SDUICard3_content
Caption	Art
Size	md
Margins	a=?; x=2; y=?; t=?; b=?; l=?; r=?

## SDUIBadge.SDUIBadge3

### Properties

Property	Value
ParentID	SDUICard3_content
Caption	Illustration
Size	md
Margins	a=?; x=2; y=?; t=?; b=?; l=?; r=?

## SDUIDivider.SDUIDivider1

### Properties

Property	Value
ParentID	SDUICard3_content

## SDUIButton.SDUIButton1

### Properties

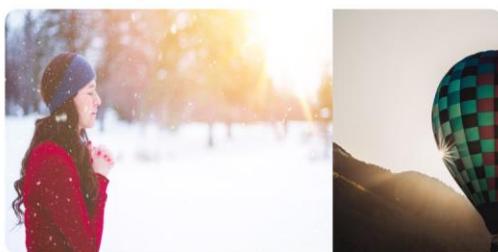
Property	Value
ParentID	SDUICard3_content
Caption	Follow...
Variant	success
Size	sm
Margins	a=?; x=?; y=?; t=4; b=?; l=?; r=?

**SDUIPage.page****Properties**

Property	Value
Page Name*	adcard
FullPage	true
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

**Carousel**

**Carousel** show images or content in a scrollable area.



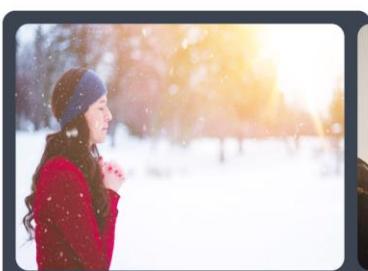
```
Dim car1 As SDUICarousel = page.Cell(1, 1).AddCarousel("car1", "400px", "300px")
car1.roundedBox
car1.AddImage("img1", "./assets/5.jpg", "Test Image")
car1.AddImage("img2", "./assets/6.jpg", "Test Image")
car1.AddImage("img3", "./assets/7.jpg", "Test Image")
car1.AddImage("img4", "./assets/8.jpg", "Test Image")
car1.AddImage("img5", "./assets/9.jpg", "Test Image")
```



```
Dim car2 As SDUICarousel = page.Cell(2, 1).AddCarousel("car2", "400px", "300px")
car2.roundedBox
'important
car2.W = 64
car2.AddImage("img11", "./assets/5.jpg", "Test Image")
car2.AddImage("img22", "./assets/6.jpg", "Test Image")
car2.AddImage("img33", "./assets/7.jpg", "Test Image")
car2.AddImage("img44", "./assets/8.jpg", "Test Image")
car2.AddImage("img55", "./assets/9.jpg", "Test Image")
car2.WFull = True
```

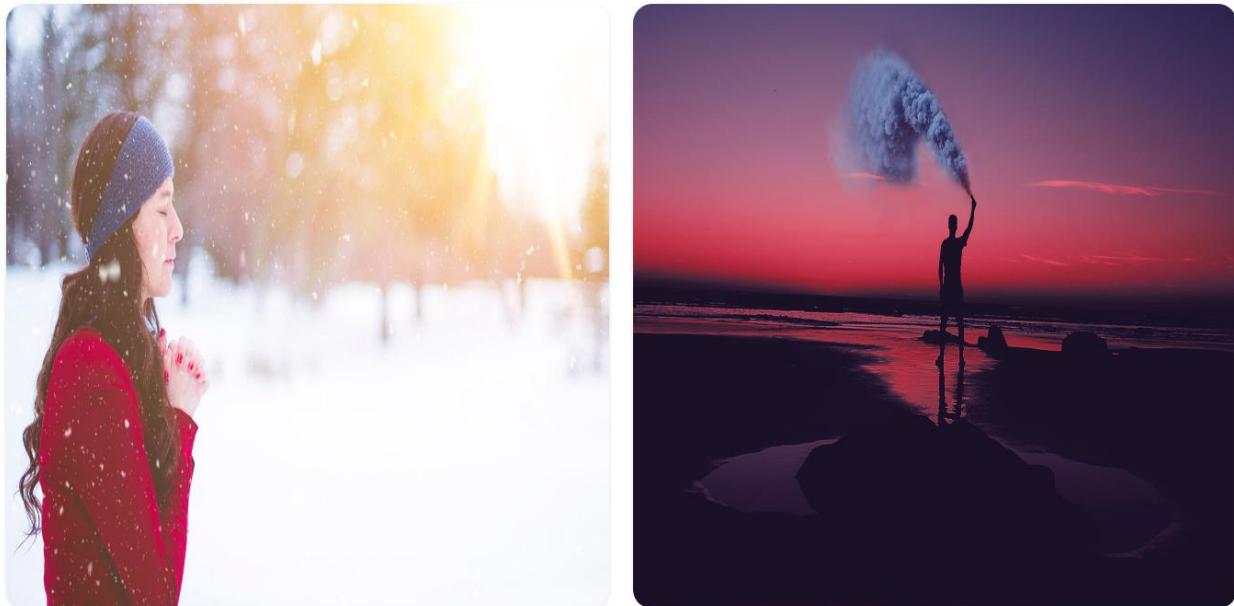


```
Dim car3 As SDUICarousel = page.Cell(3, 1).AddCarousel("car3", "256px", "400px")
car3.RoundedBox
car3.Vertical
'important
car3.H = 96
car3.AddImage("img13", "./assets/5.jpg", "Test Image")
car3.AddImage("img23", "./assets/6.jpg", "Test Image")
car3.AddImage("img33", "./assets/7.jpg", "Test Image")
car3.AddImage("img43", "./assets/8.jpg", "Test Image")
car3.AddImage("img53", "./assets/9.jpg", "Test Image")
car3.HFull = True
```



```
Dim car4 As SDUICarousel = page.Cell(7, 1).AddCarousel("car4", "400px", "300px")
car4.roundedBox
car4.Root.BGColor = app.COLOR_NEUTRAL
car4.AddImage("imgx1", "./assets/5.jpg", "Test Image")
car4.AddImage("imgx2", "./assets/6.jpg", "Test Image")
car4.AddImage("imgx3", "./assets/7.jpg", "Test Image")
car4.AddImage("imgx4", "./assets/8.jpg", "Test Image")
car4.AddImage("imgx5", "./assets/9.jpg", "Test Image")
car4.Fullbleed = True
```

## Abstract Designer



### SDUIPage.page

#### Properties

Property	Value
Page Name*	adccarousel
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUICarousel.SDUICarousel1

#### Properties

Property	Value
ParentID	adccarousel
Rounded Box	true

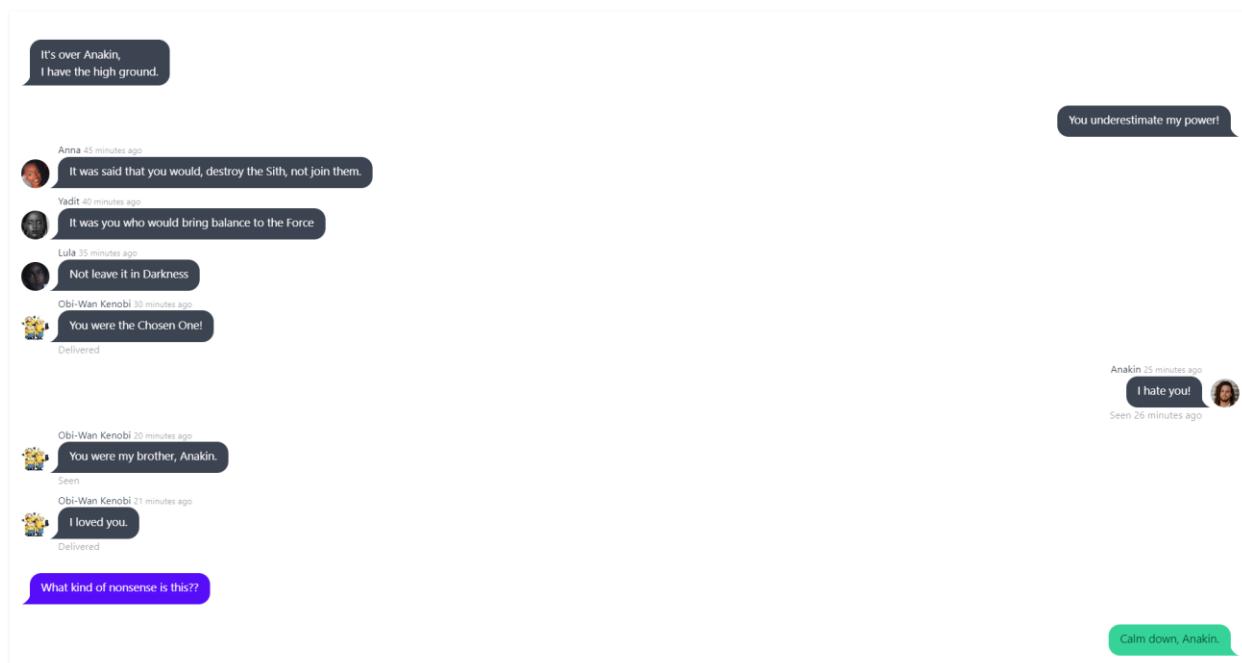
### SDUICarousel.SDUICarousel2

#### Properties

Property	Value
ParentID	adccarousel
Rounded Box	true
Vertical	true

## Chat

Chat bubbles are used to show one line of conversation and all its data, including the author image, author name, time, etc.



```

    'start adding your components here
SDUIChat1 = page.Cell(1, 1).AddChat("chat1")
SDUIChat1.Clear
SDUIChat1.AddConversation("c1", True, "", "", "", _
"It's over Anakin, bbe/>I have the high ground.", "")
SDUIChat1.AddConversation("c2", False, "", "", "", _
"You underestimate my power!", "")
SDUIChat1.AddConversation("c3", True, "./assets/Anna.jpg", "Anna", "45 minutes ago", _
"It was said that you would, destroy the Sith, not join them.", "")
SDUIChat1.AddConversation("c4", True, "./assets/yudit.jpg", "Yudit", "40 minutes ago", _
"It was you who would bring balance to the Force.", "")
SDUIChat1.AddConversation("c5", True, "./assets/lula.jpg", "Lula", "35 minutes ago", _
"Not leave it in Darkness.", "")
SDUIChat1.AddConversation("c6", True, "./assets/minion.jpg", "Obi-Man Kenobi", "30 minutes ago", _
"You were the Chosen One!").SetConversationFooter("c6", "Delivered")
SDUIChat1.AddConversation("c7", False, "./assets/face13.jpg", "Anakin", "25 minutes ago", _
"I hate you!", "").SetConversationFooter("c7", "Seen 26 minutes ago")
SDUIChat1.AddConversation("c8", True, "./assets/minion.jpg", "Obi-Man Kenobi", "20 minutes ago", _
"You were my brother, Anakin.", "").SetConversationFooter("c8", "Seen")
SDUIChat1.AddConversation("c9", True, "./assets/minion.jpg", "Obi-Man Kenobi", "21 minutes ago", _
"I loved you.", "").SetConversationFooter("c9", "Delivered")
SDUIChat1.AddConversationFromBasic("c10", "What kind of nonsense is this??").SetConversationColor("c10", app.COLOR_PRIMARY)
SDUIChat1.AddConversationToBasic("c11", "Calm down, Anakin.").SetConversationColor("c11", app.COLOR_SUCCESS)

```

## Abstract Designer

### SDUIPage.page

#### Properties

Property	Value
Page Name*	adchat
Flex Col	true
Flex Wrap	false
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIChat.SDUIChat1

#### Properties

Property	Value
ParentID	adchat

Property	Value
Image Shape	squircle
Rounded Box	true
Shadow	2xl

## CheckBox

Checkboxes are used to select or deselect a value.

chk1 = page.cell(1,1).AddCheckBox("chk1")  
chk1.color = app.COLOR\_PRIMARY

```
Private Sub chk1_Change (b As Boolean)
    page.cell(1, 4).Caption = b
End Sub
getters & setters
chk1.checked = False
page.cell(1, 4).Caption = chk1.Checked
```

Change Me

chk2 = page.cell(4,1).AddCheckBoxLabel("chk2", "Change Me", "right")  
chk2.color = app.COLOR\_ACCENT

Indeterminate

chk3 = page.cell(3,1).AddCheckBoxLabel("chk3", "Indeterminate", "left")
chk3.Indeterminate = True

Checked Color

chk4 = page.cell(4,1).AddCheckBoxLabel("chk4", "Checked Color", "left")
chk4.CheckedBGColor = "#998899"
chk4.CheckMarkColor = "#FFFFFF"

## Abstract Designer

CheckBox 1

CheckBox 1

### SDUIPage.page

#### Properties

Property	Value
Page Name*	adcheckbox
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUICheckbox.SDUICheckbox1

#### Properties

Property	Value
ParentID	adcheckbox
Checked	true
Size	md

**SDUICheckbox.SDUICheckbox2****Properties**

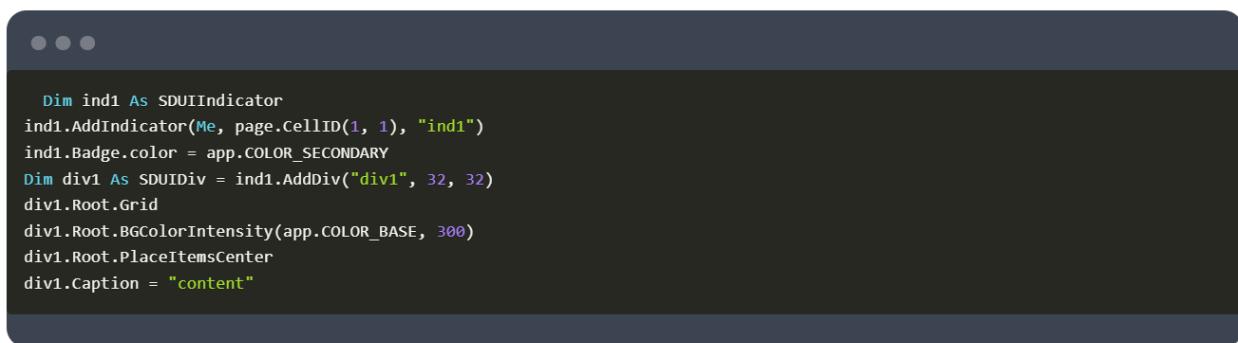
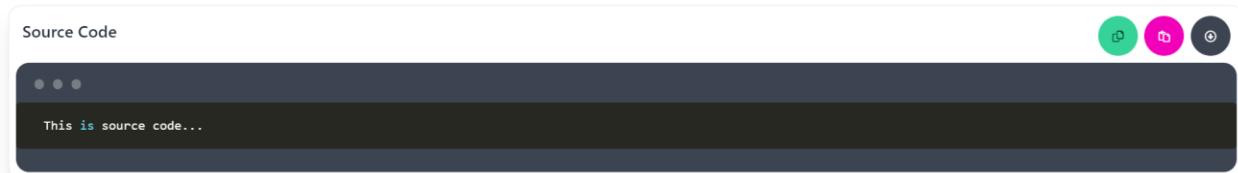
Property	Value
ParentID	adcheckbox
Variant	primary
Placement	right
Size	md

**SDUICheckbox.SDUICheckbox3****Properties**

Property	Value
ParentID	adcheckbox
Size	md
Indeterminate	true

**Code**

Code mockup is used to show a block of code in a box that looks like a code editor.

**Abstract Designer****SDUIPage.page****Properties**

Property	Value
Page Name*	admockcode
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

**SDUIMockupCode.SDUIMockupCode1****Properties**

Property	Value
ParentID	admockcode
Code Type	card

We have added some action buttons. These are available with the `_action` event

```
SDUIMockupCode1.AddActionButtonIcon("btnCopy", "fa-regular fa-copy", app.COLOR_SUCCESS)
SDUIMockupCode1.AddActionButtonIcon("btnPaste", "fa-regular fa-paste", app.COLOR_SECONDARY)
SDUIMockupCode1.AddActionButtonIcon("btnDownload", "fa-regular fa-circle-down",
app.COLOR_NEUTRAL)
```

```
'  
SDUIMockupCode1.Value = "This is source code..."  
SDUIMockupCode1.Refresh
```

## Collapse

**Collapse** is used for showing and hiding content.

Panel Title	Expansion Status
SithasoDaisy	-
Coming soon...	-
TailWindCSS	+
DaisyUI	+
B4x	+
BANano	+

```
Dim panels1 As List = Array("SithasoDaisy", "TailWindCSS", "DaisyUI", "B4x", "BANano")
Dim expnl1 As SDUICollapsePanels = page.Cell(1, 1).AddCollapsePanels("expnl1", True, panels1)
expnl1.Panel(1).AddH1("p1h", "Coming soon...")
expnl1.Panel(2).AddH1("p2h", "Coming soon...")
expnl1.Panel(3).AddH1("p3h", "Coming soon...")
expnl1.Panel(4).AddH1("p4h", "Coming soon...")
expnl1.Panel(5).AddH1("p5h", "Coming soon...")
```

Form Field	Content	Expansion Status
First Name	<input type="text"/>	^
Last Name	<input type="text"/>	^
NEXT	<button>NEXT</button>	
I have a class		▼
Noted here		▼

```
Dim panels As List = Array("Focus to see content", "I have a class", "Noted here")
expnl = page.Cell(1, 1).AddCollapsePanels("expnl", False, panels)
BuildPanel1
BuildPanel2
BuildPanel3
```

```

Sub BuildPanel1
    'get container at position
    Dim cont As SDUIDiv = expnl.Panel(1)
    cont.DesignMode = False
    cont.AddRows5.AddColumnss12
    cont.BuildGrid
    '
    cont.Cell(1, 1).AddTextBoxLabel("firstname", "First Name", "")
    cont.Cell(2, 1).AddTextBoxLabel("lastname", "Last Name", "")
    cont.Cell(3, 1).AddButtonLabel("next1", "Next")
End Sub
'
Sub BuildPanel2
    'get container at position
    Dim cont As SDUIDiv = expnl.Panel(2)
    cont.DesignMode = False
    cont.AddRows5.AddColumnss12
    cont.BuildGrid
    '
    cont.Cell(1, 1).AddTextBoxLabel("street1", "Street Address 1", "")
    cont.Cell(2, 1).AddTextBoxLabel("street2", "Street Address 2", "")
    cont.Cell(3, 1).AddTextBoxLabel("street3", "Street Address 3", "")
    cont.Cell(4, 1).AddButtonLabel("next2", "Next")
End Sub
'
Sub BuildPanel3
    'get container at position
    Dim cont As SDUIDiv = expnl.Panel(3)
    cont.DesignMode = False
    cont.AddRows5.AddColumnss12
    cont.BuildGrid
    '
    cont.Cell(1, 1).AddTextBoxLabel("grade", "Highest Grade Passed", "")
    cont.Cell(2, 1).AddTextBoxLabel("qualification", "University Qualification", "")
    cont.Cell(3, 1).AddButtonLabel("next3", "Next")
End Sub

```

## Abstract Designer

Panel 1

**Collapse 1**

Panel 2

Panel 3

**Collapse 3**

Panel 1

Panel 2

Panel 3

### SDUIPage.page

#### Properties

Property	Value
Page Name*	adcollapse
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUICollapsePanels.SDUICollapsePanels1

#### Properties

Property	Value
ReadMe Children	name
ParentID	adcollapse
Open	false

### SDUICollapsePanels.SDUICollapsePanels2

#### Properties

Property	Value
ReadMe Children	name
ParentID	adcollapse
Plus	true
Open	false
Bg Color	red
Bg Color Intensity	200

One can create the layouts for each panel and then load them like this.

```
banano.LoadLayout(SDUICollapsePanels1.Panel(1).Here, "collapse1")
banano.LoadLayout(SDUICollapsePanels1.Panel(2).Here, "collapse2")
banano.LoadLayout(SDUICollapsePanels1.Panel(3).Here, "collapse3")
```

Each component in all the panels should have a unique name. The number of panels depends on the number of titles created.

## Divider

Divider will be used to separate content vertically or horizontally.

```
content
OR
content
```

```
page.cell(1, 1).flex.flexcol.wfull
Dim d1 As SDUICard = page.cell(1, 1).AddCardEmpty("d1")
d1.H = 20
d1.BGColorIntensity(app.COLOR_BASE, 300)
d1.RoundedBox
d1.Root.placeItemsCenter
d1.Root.Grid
d1.DescriptionCaption = "content"
Dim div1 As SDUIDivider = page.cell(1, 1).Adddivider("div1")
div1.Caption = "OR"

Dim d2 As SDUICard = page.cell(1, 1).AddCardEmpty("d2")
d2.Root.Grid
d2.H = 20
d2.BGColorIntensity(app.COLOR_BASE, 300)
d2.RoundedBox
d2.Root.placeItemsCenter
d2.DescriptionCaption = "content"
```

```
content
content
OR
```

```
page.cell(1, 1).flex.wfull
Dim d3 As SDUICard = page.cell(1, 1).AddCardEmpty("d3")
d3.Root.Grid
d3.H = 20
d3.Root.flexGrow
d3.Root.BGColorIntensity(app.COLOR_BASE, 300)
d3.Root.roundedBox
d3.Root.placeItemsCenter
d3.DescriptionCaption = "content"
.

Dim div4 As SDUIDivider = page.cell(1, 1).Adddivider("div4")
div4.Caption = "OR"
div4.Horizontal

Dim d5 As SDUICard = page.cell(1, 1).AddCardEmpty("d5")
d5.Root.Grid
d5.H = 20
d5.Root.flexGrow
d5.Root.BGColorIntensity(app.COLOR_BASE, 300)
d5.Root.roundedBox
d5.Root.placeItemsCenter
d5.DescriptionCaption = "content"
```

## Abstract Designer



### SDUIPage.page

#### Properties

Property	Value
Page Name*	adddivider
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIDiv.SDUIDiv1

#### Properties

Property	Value
ParentID	adddivider
Flex	true
Flex Col	true
W Full	true
Classes	border-opacity-50

### SDUIDiv.SDUIDiv2

#### Properties

Property	Value
ParentID	SDUIDiv1
Caption	content
Grid	true
Bg Color	base
Bg Color Intensity	300
Place Items	center
Height	20
Classes	card rounded-box

### SDUIDiv.SDUIDiv3

#### Properties

Property	Value
ParentID	SDUIDiv1
Caption	content
Grid	true
Bg Color	base
Bg Color Intensity	300

Property	Value
Place Items	center
Height	20
Classes	card rounded-box

**SDUIDiv.SDUIDiv4****Properties**

Property	Value
ParentID	adddivider
Flex	true
Flex Row	true
W Full	true
Classes	border-opacity-50

**SDUIDiv.SDUIDiv5****Properties**

Property	Value
ParentID	SDUIDiv4
Caption	content
Flex Grow	true
Grid	true
Bg Color	base
Bg Color Intensity	300
Place Items	center
Height	20
Classes	card rounded-box

**SDUIDiv.SDUIDiv6****Properties**

Property	Value
ParentID	SDUIDiv4
Caption	content
Flex Grow	true
Grid	true
Bg Color	base
Bg Color Intensity	300
Place Items	center
Height	20
Classes	card rounded-box

**SDUIDivider.SDUIDivider1****Properties**

Property	Value
ParentID	SDUIDiv1
Alignment	vertical
Caption	OR

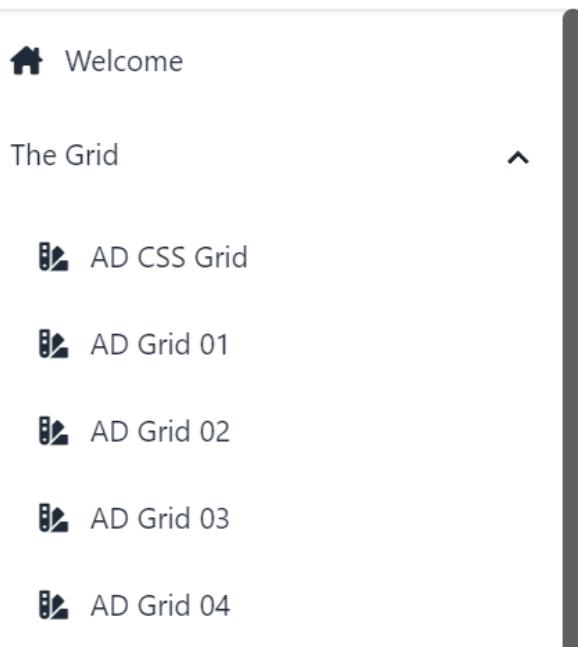
**SDUIDivider.SDUIDivider2****Properties**

Property	Value
ParentID	SDUIDiv4

Property	Value
Alignment	horizontal
Caption	OR

## Drawer

**Drawer** is a grid layout that can show/hide a sidebar on the left or right side of the page.



In **pgIndex**, there is a drawer for the app. This has been created with this code. This is then added to the **body** of the page.

### Sub CreateAppDrawer

```
'add a drawer to the body of the page
drawer = app.AddAppDrawer("80", False)
'overlay transparent
drawer.OverlayTransparent = True
drawer.ItemHoverColorIntensity("blue", "100")
drawer.ItemFocusColorIntensity("blue", "100")
drawer.ItemActiveColorIntensity("blue", "100")
'create the drawer menu and page linkages
CreateDrawerMenu
```

End Sub

Adding the drawer items is done via,

```

161 Sub CreateDrawerMenu
162     'clear the menu
163     drawer.Clear("")
164     'add a page reference
165     drawer.AddItemPage(welcome)
166     drawer.AddItem("gridx", "The Grid")
167     drawer.AddItemChildPage("gridx", demoADGridX)
168     drawer.AddItemChildPage("gridx", demoADGrid01)
169     drawer.AddItemChildPage("gridx", demoADGrid02)
170     drawer.AddItemChildPage("gridx", demoADGrid03)
171     drawer.AddItemChildPage("gridx", demoADGrid04)
172
173     'ACTIONS
174     drawer.AddItem("dbs", "PB Expense Tracker")
175     drawer.AddItemChildPage("dbs", demoPBDashboard)
176     drawer.AddItemChildPage("dbs", demoPBExpenseCategories)
177     drawer.AddItemChildPage("dbs", demoPBIIncomeCategories)
178     '
179     drawer.AddItem("actions", "Actions - Code")
180     drawer.AddItemChildPage("actions", demoButtons)
181     drawer.AddItemChildPage("actions", demoButtonGroup)
182     drawer.AddItemChildPage("actions", demoDropDowns)
183     drawer.AddItemChildPage("actions", demoModals)
184     drawer.AddItemChildPage("actions", demoSwap)

```

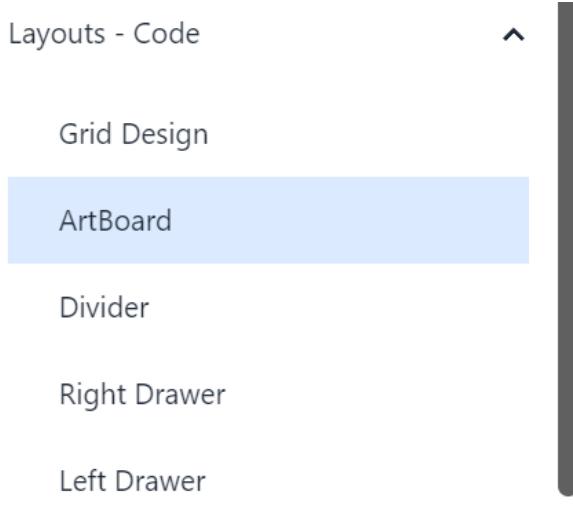
Each item in the drawer is linked to a particular page and this can have a parent & child relationship as indicated above. One can also add a link to the drawer which will not be linked to a page, for example.

```

226     'these activate other things
227     drawer.AddItemChild("layouts", "rightdrawer", "Right Drawer")
228     drawer.AddItemChild("layouts", "leftdrawer", "Left Drawer")
229

```

This for example is added under layouts.



When a drawer item is clicked, a **menu\_click** event is fired. This closes the drawer and then if the item you have clicked is linked to a page, app.ShowPage will show the page and exit. For items like the left and right drawer, their respective processes are called.

```
454 Private Sub appdrawer_menu_Click (item As String)
455     'hide the drawer
456     drawer.Close
457
458     'we have navigated to a page, exit
459     If app.ShowPage(item) Then Return
460
461     If item.StartsWith("api-") Then
462         sithasoAPI.compname = item
463         sithasoAPI.Show(app)
464         Return
465     End If
466
467     'we have code that does not open a page
468     Select Case item
469     Case "rightdrawer"
470         drwRight.show
471     Case "leftdrawer"
472         drwLeft.show
473     End Select
474 End Sub
```

For the left and right drawers, the modals are shown.

This is the left drawer

CLOSE LEFT DRAWER

This is the right drawer

CLOSE RIGHT DRAWER



These drawers were added with.

```

30 Sub AddOtherDrawers
31     '****add right and left drawer to the body of the page
32     '**** RIGHT DRAWER
33     drwLeft = app.AddLeftDrawer("leftdrawer", "300px", "500")
34     'define the form g
35     drwLeft.Form.AddRows2.AddColumn12
36     drwLeft.Form.BuildGrid
37
38     drwLeft.Cell(1, 1).Caption = "This is the left drawer"
39     'add a button to close the drawer
40     Dim btnL As SDUIButton = drwLeft.Cell(2, 1).AddButtonLabel("btnCloseLeft", "Close Left Drawer")
41     btnL.Toggle = drwLeft.Name
42
43     '**** RIGHT DRAWER
44     drwRight = app.AddRightDrawer("rightdrawer", "300px", "500")
45     drwRight.Form.AddRows2.AddColumn12
46     drwRight.Form.BuildGrid
47
48     'add a button to close the drawer
49     drwRight.Cell(1, 1).Caption = "This is the right drawer"
50     Dim btnR As SDUIButton = drwRight.Cell(2, 1).AddButtonLabel("btnCloseRight", "Close Right Drawer")
51     btnR.Toggle = drwRight.Name
52 End Sub

```

## ChangeLog Version 1.16

To close the dawer, one needs to call the **.Close** method and no longer use **.Hide**

## Drop Down

**Dropdown** can open a menu or any other element when the button is clicked.

The image contains four separate sections, each showing a dropdown menu and its corresponding code:

- CLICK:** Shows a dropdown with items Item 1, Item 2, Item 3 (with a badge '20'), Item 4 (with a house icon), Item 5 (with a person icon), and Item 6 (with a Wi-Fi icon). The badge '20' is highlighted.
- HOVER:** Shows a dropdown with items Item 1, Item 2, and Item 3. The item 'Item 3' is highlighted.
- RIGHT:** Shows a dropdown with items Item 1, Item 2, and Item 3. The item 'Item 1' is highlighted.
- AVATAR:** Shows a dropdown with items Item 1, Item 2, and Item 3. It includes an user profile picture icon.

```

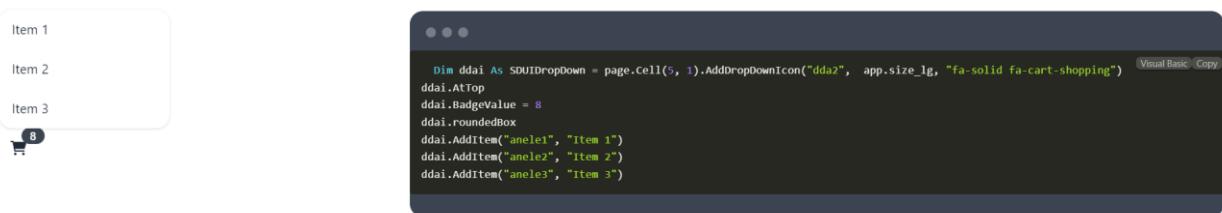
CLICK
Dim dd As SDUIDropDown = page.Cell(1, 1).AddDropDown("dd", "Click")
dd.roundedBox
dd.AddItem("item1", "Item 1")
dd.AddItem("item2", "Item 2")
dd.AddItem("item3", "Item 3")
dd.AddItemIcon("item4", "fa-house", "Item 4")
dd.AddItemIcon("item5", "fa-circle-info", "Item 5")
dd.AddItemIcon("item6", "fa-wifi", "Item 6")
dd.ItemBadge("item3").Show
dd.ItemBadge("item3").Caption = "20"
dd.SetItemBadgeColor("item3", app.COLOR_WARNING)
dd.SetItemBadgeValue("item3", 30)
'add click event
Private Sub dd_Click (item As String)
    page.Cell(1, 2).Caption = item
End Sub

HOVER
Dim dd1 As SDUIDropDown = page.Cell(2, 1).AddDropDown("dd1", "Hover")
dd1.roundedBox
dd1.Hover
dd1.AddItem("anele1", "Item 1")
dd1.AddItem("anele2", "Item 2")
dd1.AddItem("anele3", "Item 3")

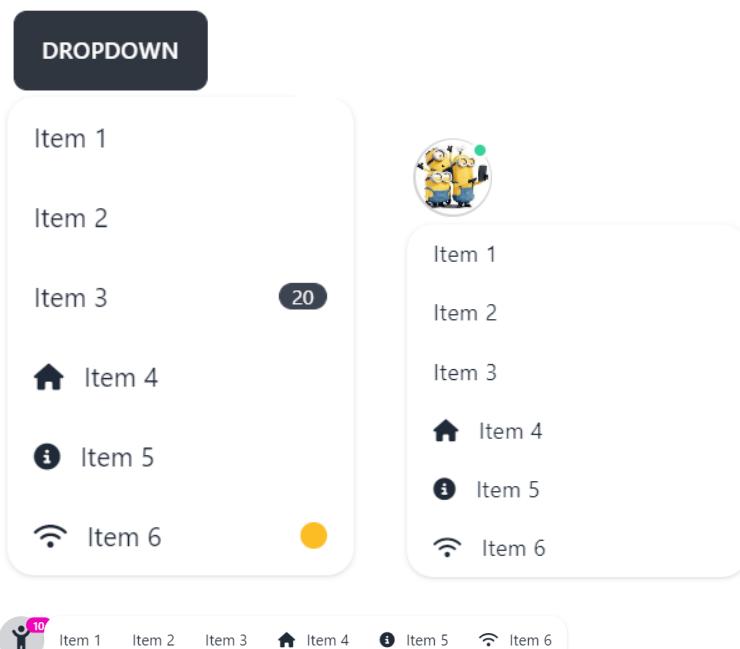
RIGHT
Dim dd2 As SDUIDropDown = page.Cell(3, 1).AddDropDown("dd2", "Right")
dd2.roundedBox
dd2.ARight
dd2.AddItem("anele1", "Item 1")
dd2.AddItem("anele2", "Item 2")
dd2.AddItem("anele3", "Item 3")

AVATAR
Dim dd3 As SDUIDropDown = page.Cell(4, 1).AddDropDownAvatar("dd3", "20", "./assets/1.jpg")
dd3.AvatarOnline = True
dd3.Hover
dd3.roundedBox
dd3.AddItem("anele1", "Item 1")
dd3.AddItem("anele2", "Item 2")
dd3.AddItem("anele3", "Item 3")

```



## Abstract Designer



## SDUIPage.page

### Properties

Property	Value
Page Name*	addropdown
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

## SDUIDropDown.SDUIDropDown1

### Properties

Property	Value
ParentID	addropdown
Button Caption	DropDown
Button/Avatar/Icon Size	md
Rounded Box	true
Shadow	true

## SDUIDropDown.SDUIDropDown2

### Properties

Property	Value
ParentID	addropdown
Activator	avatar
Button Caption	DropDown

Property	Value
Button/Avatar/Icon Size	30
Avatar Url	./assets/minion.jpg
Avatar Status	online
Menu Compact	true
Rounded Box	true
Shadow	true

## SDUIDropDown.SDUIDropDown3

### Properties

Property	Value
ParentID	adddropdown
Activator	icon
Button Caption	DropDown
Icon Name	fa-solid fa-child-reaching
Button/Avatar/Icon Size	2xl
Badge Color	secondary
Badge Value	10
Badge Visible	true
Menu Vertical	false
Rounded Box	true
Shadow	true
Width	

## Existing Blocks



"Tailwind CSS is the only framework that I've seen scale on large teams. It's easy to customize, adapts to any design, and the build size is tiny."

Sarah Dayan  
Staff Engineer, Algolia

```

Dim ncard As SDUIDiv = page.Cell(1, 1).AddDiv("ncard")
ncard.AddClass("m-5 shadow rounded-lg")
ncard.HTML = $"<figure class="md:flex bg-slate-100 rounded-xl p-8 md:p-0 dark:bg-slate-800">
<img class="w-24 h-24 md:w-48 md:h-auto md:rounded-none rounded-full mx-auto" src='./assets/sarah-dayan.jpg' alt='Sarah Dayan' width='384' height='512'>
<div class='pt-6 md:p-8 text-center md:text-left space-y-4'>
<blockquote>
<p class='text-lg font-medium'>
    Tailwind CSS is the only framework that I've seen scale on large teams. It's easy to customize, adapts to any design, and the build size is tiny.
</p>
</blockquote>
<figcaption class='font-medium'>
<div class='text-sky-500 dark:text-sky-400'>
    Sarah Dayan
</div>
<div class='text-slate-700 dark:text-slate-500'>
    Staff Engineer, Algolia
</div>
</figcaption>
</div>
</figure>"$"

```

## File Input

**File Input** is a an input field for uploading files.

Upload File

**CHOOSE FILE**

No file chosen

(png, jpg, jpeg)

```
fi = page.cell(1, 1).AddFileInputLabel("fi", "Upload File", "(png, jpg, jpeg)", False)
```



...

```
img1 = page.cell(2, 1).AddImage("img1", "./assets/mashy.jpg", "Mashy", 80, 80)
```

```
Sub fi_change(e As BANanoEvent)
    ' has the file been specified
    Dim fileObj As Map = fi.GetFile
    If banano.IsNull(fileObj) Or banano.IsUndefined(fileObj) Then Return
    'get file details
    Dim fileDet As FileObject
    fileDet = SDUISHared.GetFileDetails(fileObj)
    'you can check the size here
    Dim fs As Long = fileDet.FileSize
    If fs >= 5000 Then
        End If
        'start uploading the file to assets folder
        fileDet = SDUISHared.UploadFileWait(fileObj)
        'get the file name
        Dim fn As String = fileDet.FileName
        'get the status of the upload
        Dim sstatus As String = fileDet.Status
        Select Case sstatus
        Case "error"
            Return
        Case "success"
        End Select
        'get the upload full path
        Dim fp As String = fileDet.FullPath
        img1.Src = fp
End Sub
```

## FileInputProgress



```

f3 = page.Cell(4, 1).AddFileInputProgress("f3", "110px", "gray")
Private Sub f3_Change (event As BANanoEvent)
    'has the file been specified
    Dim fileObj As Map = f3.GetFile
    If banano.IsNull(fileObj) Or banano.IsUndefined(fileObj) Then Return
    'get file details
    Dim fileDet As FileObject
    fileDet = SDUISHared.GetFileDetails(fileObj)
    'you can check the size here
    Dim fs As Long = fileDet.FileSize
    If fs >= 5000 Then
        End If
    f3.LoadingFile = True
    'start uploading the file to assets folder
    fileDet = SDUISHared.UploadFileWait(fileObj)
    'get the file name
    Dim fn As String = fileDet.FileName
    'get the status of the upload
    Dim sstatus As String = fileDet.Status
    Select Case sstatus
    Case "error"
        /*
        f3.LoadingFile = False
        Return
    Case "success"
        End Select
        'get the upload full path
        Dim fp As String = fileDet.FullPath
        f2.PreviewImage = fp
        'cancel the loading
        f3.LoadingFile = False
    End Sub

```

## FileInputCamera



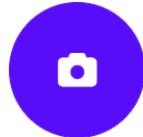
```

myCamera = page.Cell(5, 1).AddFileInputCamera("mycamera", "110px", "secondary")
.
.
.
Private Sub mycamera_Change (event As BANanoEvent)
    'has the file been specified
    Dim fileObj As Map = myCamera.GetFile
    If banano.IsNull(fileObj) Or banano.IsUndefined(fileObj) Then Return
    'get file details
    Dim fileDet As FileObject
    fileDet = SDUISHared.GetFileDetails(fileObj)
    'get the file name
    Dim fn As String = fileDet.FileName
    'you can check the size here
    Dim fs As Long = fileDet.FileSize
    If fs >= 5000 Then
        End If
        'read the file details as JSON
        Dim fText As String = banano.Await(SDUISHared.readAsDataURLWait(fileObj))
        img1.src = fText
        'save content to the tag
        img1.Tag = fText
    End Sub

```

## Abstract Designer

CHOOSE FILE
No file chosen



File Upload

CHOOSE FILE
No file chosen



### SDUIPage.page

#### Properties

Property	Value
Page Name*	adfileinput
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIFileInput.SDUIFileInput1

#### Properties

Property	Value
ParentID	adfileinput
Size	md
Caption	File Upload
Bordered	false

### SDUIFileInput.SDUIFileInput2

#### Properties

Property	Value
ParentID	adfileinput
Type	camera
Size	lg
Caption	File Upload
Bordered	false

### SDUIFileInput.SDUIFileInput3

#### Properties

Property	Value
ParentID	adfileinput
Type	input-group
Size	md
Caption	File Upload
Color	warning

Property	Value
Bordered	false

**SDUIFileInput.SDUIFileInput4****Properties**

Property	Value
ParentID	adfileinput
Type	progress
Size	lg
Caption	File Upload
Color	secondary
Bordered	false

**Footer**

Footer can contain logo, copyright notice, and links to other pages.

Services

- Branding
- Design
- Marketing
- Advertising

Company

- About Us
- Contact Us
- Jobs
- Press Kit

Legal

- Terms of Use
- Privacy Policy
- Cookie Policy

Newsletter

Enter your email address

Subscribe

```

Dim f1 As SDUIFooter = page.Cell(1, 1).AddFooter("f1")
f1.Root.P(10)
f1.Root.BGColorIntensity(app.COLOR_BASE, 200)
f1.TextColorIntensity(app.COLOR_BASE, "content")
Dim c1 As SDUIDiv = f1.AddColumn("c1", "")
c1.AddFooterTitle("services", "Services")
c1.AddLink("branding", "Branding", "#").Hover
c1.AddLink("design", "Design", "#").Hover
c1.AddLink("marketing", "Marketing", "#").Hover
c1.AddLink("advertising", "Advertising", "#").Hover
Dim c2 As SDUIDiv = f1.AddColumn("c2", "")
c2.AddFooterTitle("company", "Company")
c2.AddLink("aboutus", "About Us", "#").Hover
c2.AddLink("contactusfp", "Contact Us", "#").Hover
c2.AddLink("jobs", "Jobs", "#").Hover
c2.AddLink("press", "Press Kit", "#").Hover
Dim c3 As SDUIDiv = f1.AddColumn("c3", "")
c3.AddFooterTitle("legal", "Legal")
c3.AddLink("tou", "Terms of Use", "#").Hover
c3.AddLink("privacy", "Privacy Policy", "#").Hover
c3.AddLink("cookies", "Cookie Policy", "#").Hover
Dim c4 As SDUIDiv = f1.AddColumn("c4", "")
c4.AddFooterTitle("news", "Newsletter")
c4.AddTextBoxLabel("subscribe", "Enter your email address", "").Suffix = "Subscribe"

```

Sithaso Holdings  
Copyright © 2022 - All right reserved

```

Dim f2 As SDUIFooter = page.Cell(3, 1).AddFooter("f2")
f2.Root.PA = 10
f2.Root.BGColor = app.COLOR_PRIMARY
f2.TextColorIntensity(app.COLOR_PRIMARY, "content")
f2.Center
f2.Root.isRounded
,
Dim col1 As SDUIDiv = f2.AddColumn("title", "sithaso Holdings")
col1.Root.FontBold
col1.AddParagraph("colip", "Copyright © 2022 - All right reserved")

```

## Abstract Designer

Services

- Branding
- Design
- Marketing
- Advertisement

Company

- About Us
- Contact
- Jobs
- Press Kit

Legal

- Terms of Use
- Privacy Policy
- Cookie Policy

## SDUIPage.page

### Properties

Property	Value
Page Name*	adfooter
Flex	false
Flex Wrap	false
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

**SDUIFooter.SDUIFooter1****Properties**

Property	Value
ParentID	adfooter
Bg Color	neutral
Text Color	neutral
Text Color Intensity	content
Paddings	a=10; x=?; y=?; t=?; b=?; l=?; r=?

**Gradients**

```
Dim g1 As SDUIDiv = page.Cell(1, 1).AddDiv("g1")
g1.H(40).bgGradientToR.fromColorIntensity("purple", 600).toColorIntensity("blue", 600)
```



```
Dim g2 As SDUIDiv = page.Cell(2, 1).AddDiv("g2")
g2.H(40).bgGradientToB.fromColorIntensity("purple", 600).toColorIntensity("blue", 600)
```



```
Dim g3 As SDUIDiv = page.Cell(3, 1).AddDiv("g3")
g3.H(40).bgGradientToR.fromColorIntensity("purple", 600).viaColorIntensity("pink", 600).toColorIntensity("blue", 600)
```

**Adding gradients to text!**

```
Dim p1 As SDUILabel = page.Cell(4, 1).AddH1("p1", "Adding gradients to text!")
p1.Root.textSize("sx1").p(4).textCenter.fontbold
p1.Root.bgGradientToR.fromColorIntensity("purple", 600).viaColorIntensity("pink", 600).toColorIntensity("blue", 600)
p1.Root.bgClipText.textTransparent
```

```
Dim b1 As SDUIButton = page.Cell(5, 1).AddButtonNormal("b1", "")
b1.Root.m(A).p(1).roundedFull.bgGradientToR.fromColorIntensity("rose", 400).viaColorIntensity("fuchsia", 500)
Dim s1 As SDUILabel = b1.Root.AddSpan("b1span", "Follow Me")
s1.root.textColor("black").px(4).py(2).roundedFull.block.fontSemiBold.bgColor("white")
s1.Root.hover("bg-transparent").hover("text-white").transition
```

```
Dim ii As SDUIDiv = page.Cell(6, 1).AddDiv("ii1")
ii.m(4).p(1).roundedFull.maxW("sm").bgGradientToR.fromColorIntensity("rose", 400)
ii.viaColorIntensity("fuchsia", 500).toColorIntensity("indigo", 500)
'SR-ONLY BUG
'Dim iiLabel As SDUILabel = ii.AddLabelFor("iiLabel", "name", "Name")
'iiLabel.Root.srOnly

Dim iiInput As SDUILabel = ii.AddInput("name", "text")
iiInput.Root.p(3).wFull.roundedFull.focus("outline-none").placeholder("Enter Your Name")
```

**Take your Web Dev to skills to the Next Level**

Visit SithasoDaisy on Netlify

```
Dim a1 As SDUILabel = page.Cell(7, 1).AddArticle("a1")
a1.Root.p("1.5").mxAuto.my(4).maxW("sm").rounded("xl").bgGradientToR
a1.Root.fromColorIntensity("rose", 400).viaColorIntensity("fuchsia", 500).toColorIntensity("indigo", 500)

Dim a1div1 As SDUIMainDiv = a1.Root.AddDiv("a1div1", "Take your Web Dev to skills to the Next Level")
a1div1.Root.textSize("2xl").fontBold

Dim adiv1 As SDUILink = a1div1.AddAnchor("adiv1", "Visit SithasoDaisy on Netlify", "#")
adiv1.Root.Hover("underline").textColorIntensity("gray", 600).targetBlank
```

**Level up your Web Dev Skills, visit SithasoDaisy**

```
Dim ah1 As SDUILabel = page.Cell(8, 1).AddH1("ah1", "Level up your Web Dev Skills, visit ")
ah1.Root.textSize("3xl").fontBold.m(4)
Dim an1 As SDUILink = ah1.Root.AddAnchor("an1", "SithasoDaisy", "#")
an1.targetBlank
an1.Root.bgGradientToR.fromColorIntensity("rose", 400).viaColorIntensity("fuchsia", 500).toColorIntensity("indigo", 500)
```

**Level up your Web Dev Skills, visit SithasoDaisy**

```
Dim ah2 As SDUILabel = page.Cell(9, 1).AddH1("ah2", "Level up your Web Dev Skills, visit ")
ah2.Root.textSize("3xl").fontBold.m(4)
Dim an2 As SDUILink = ah2.Root.AddAnchor("an2", "SithasoDaisy", "#")
an2.targetBlank
an2.Root.bgGradientToR.fromColorIntensity("rose", 400).viaColorIntensity("fuchsia", 500).toColorIntensity("indigo", 500)
an2.Root.bgArbitrary("length:100%_6px").bgNoRepeat
```

**Level up your Web Dev Skills, visit SithasoDaisy**

```
Dim co10 As SDUIMockupCode = page.Cell(10, 1).AddMockupCode("co10", "vb")
co10.AddCode($"Dim ah3 As SDUILabel = page.Cell(10, 1).AddH1("ah3", "Level up your Web Dev Skills, visit ")$")
co10.AddCode($"ah3.Root.textSize("3xl").fontBold.m(4)$")
co10.AddCode($"Dim an3 As SDUILink = ah3.Root.AddAnchor("an3", "SithasoDaisy", "#")$")
co10.AddCode($"an3.targetBlank$")
co10.AddCode($"an3.Root.bgGradientToR.fromColorIntensity("rose", 400).viaColorIntensity("fuchsia", 500).toColorIntensity("indigo", 500)$")
co10.AddCode($"an3.Root.bgArbitrary("length:100%_6px").bgNoRepeat.bgBottom $")
co10.Refresh
```

**Level up your Web Dev Skills, visit SithasoDaisy**

```
Dim i2 As SDUIMainDiv = page.Cell(11, 1).AddDiv("i2")
i2.m(4).p(1).roundedFull.maxW("sm").hover("bg-gradient-to-r").focusWithin("bg-gradient-to-r").focus("").fromColorIntensity("fuchsia", 500).toColorIntensity("indigo", 500)
Dim i2Input As SDUILabel = i2.AddInput("name1", "text")
i2Input.Root.p(3).wFull.roundedFull.border("1px").borderColorIntensity("fuchsia", 500).focus("outline-none").font(" inherit")
i2Input.Root.placeholder("Enter Your Name")
```

## Hero

Hero is a component for displaying a large box or image with a title and description.

## Hello there

Lore ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

[GET STARTED](#)



## Box Office News!

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[GET STARTED](#)

## Box Office News!

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[GET STARTED](#)

## Hello there

Lore ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

[GET STARTED](#)

## Abstract Designer

### SDUIPage.page

#### Properties

Property	Value
Page Name*	adhero
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

# Hello There

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

 GETTING STARTED

### SDUIHero.SDUIHero1

#### Properties

Property	Value
ParentID	adhero
Content Classes	text-center
Height	500px
Width	800px
Rounded Box	true
Shadow	true

### SDUIDiv.SDUIDiv1

#### Properties

Property	Value
ParentID	SDUIHero1_content
Flex Wrap	true
Justify Content	
Justify Items	
Max Width	md

**SDUILabel.SDUILabel1****Properties**

Property	Value
ParentID	SDUIDiv1
Size	h1
Caption	Hello There
Text Size	5xl

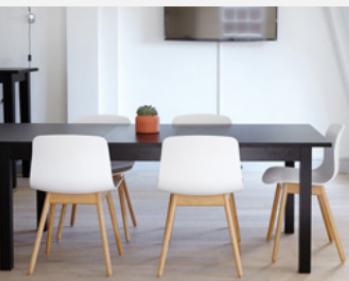
**SDUILabel.SDUILabel2****Properties**

Property	Value
ParentID	SDUIDiv1
Caption	Lorem Ipsum
Lorem Ipsum	true
Paddings	a=?; x=?; y=6; t=?; b=?; l=?; r=?

**SDUIButton.SDUIButton1****Properties**

Property	Value
ParentID	SDUIDiv1
Caption	Getting Started
Variant	primary
Size	md

# Box Office News!!!



Lore ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

» GETTING STARTED

**SDUIHero.SDUIHero2****Properties**

Property	Value
ParentID	adhero
Content Classes	flex-col lg:flex-row
Height	500px
Width	800px
Rounded Box	true
Shadow	true

**SDUIMage.SDUIMage1****Properties**

Property	Value
ParentID	SDUIHero2_content
Source	./assets/img_4.jpg
Width	260px
Height	400px
Classes	max-w-sm rounded-lg shadow-2xl

**SDUILabel.SDUILabel5****Properties**

Property	Value
ParentID	SDUIHero2_content
Size	div

**SDUILabel.SDUILabel3****Properties**

Property	Value
ParentID	SDUILabel5
Size	h1
Caption	Box Office News!!!
Text Size	5xl

**SDUILabel.SDUILabel4****Properties**

Property	Value
ParentID	SDUILabel5
Lorem Ipsum	true
Paddings	a=?; x=?; y=6; t=?; b=?; l=?; r=?

**SDUIButton.SDUIButton2****Properties**

Property	Value
ParentID	SDUILabel5
Caption	Getting Started
Variant	primary
Size	md

## Indicators

**Indicators** are used to place an element on the corner of another element.

```

    content
  
```

```

Dim ind1 As SDUIIndicator
ind1.AddIndicator(Me, page.cellID(1, 1), "ind1")
ind1.Badge.color = app.COLOR_SECONDARY
Dim div1 As SDUIDiv = ind1.AddDiv("div1", 32, 32)
div1.Root.Grid
div1.Root.BGColorIntensity(app.COLOR_BASE, 300)
div1.Root.PlaceItemsCenter
div1.Caption = "content"
  
```

```

content
  
```

```

Dim ind2 As SDUIIndicator = page.Cell(2, 1).AddIndicator("ind2")
ind2.Badge.color = app.COLOR_PRIMARY
ind2.Badge.Caption = "new"
.
Dim div2 As SDUIDiv = ind2.AddDiv("div2", 32, 32)
div2.Root.Grid
div2.Root.BGColorIntensity(app.COLOR_BASE, 300)
div2.Root.PlaceItemsCenter
div2.Caption = "content"
  
```

```

content
  
```

```

Dim ind3 As SDUIIndicator
ind3.AddIndicator(Me, page.cellID(3, 1), "ind3")
ind3.Badge.color = app.COLOR_SECONDARY
ind3.AtStart
Dim div3 As SDUIDiv = ind3.AddDiv("div3", 32, 32)
div3.Root.Grid
div3.Root.BGColorIntensity(app.COLOR_BASE, 300)
div3.Root.PlaceItemsCenter
div3.Caption = "content"
  
```

```

content
  
```

```

Dim ind4 As SDUIIndicator
ind4.AddIndicator(Me, page.cellID(4, 1), "ind4")
ind4.Badge.color = app.COLOR_SECONDARY
ind4.AtCenter
Dim div4 As SDUIDiv = ind4.AddDiv("div4", 32, 32)
div4.Root.Grid
div4.Root.BGColorIntensity(app.COLOR_BASE, 300)
div4.Root.PlaceItemsCenter
div4.Caption = "content"
  
```

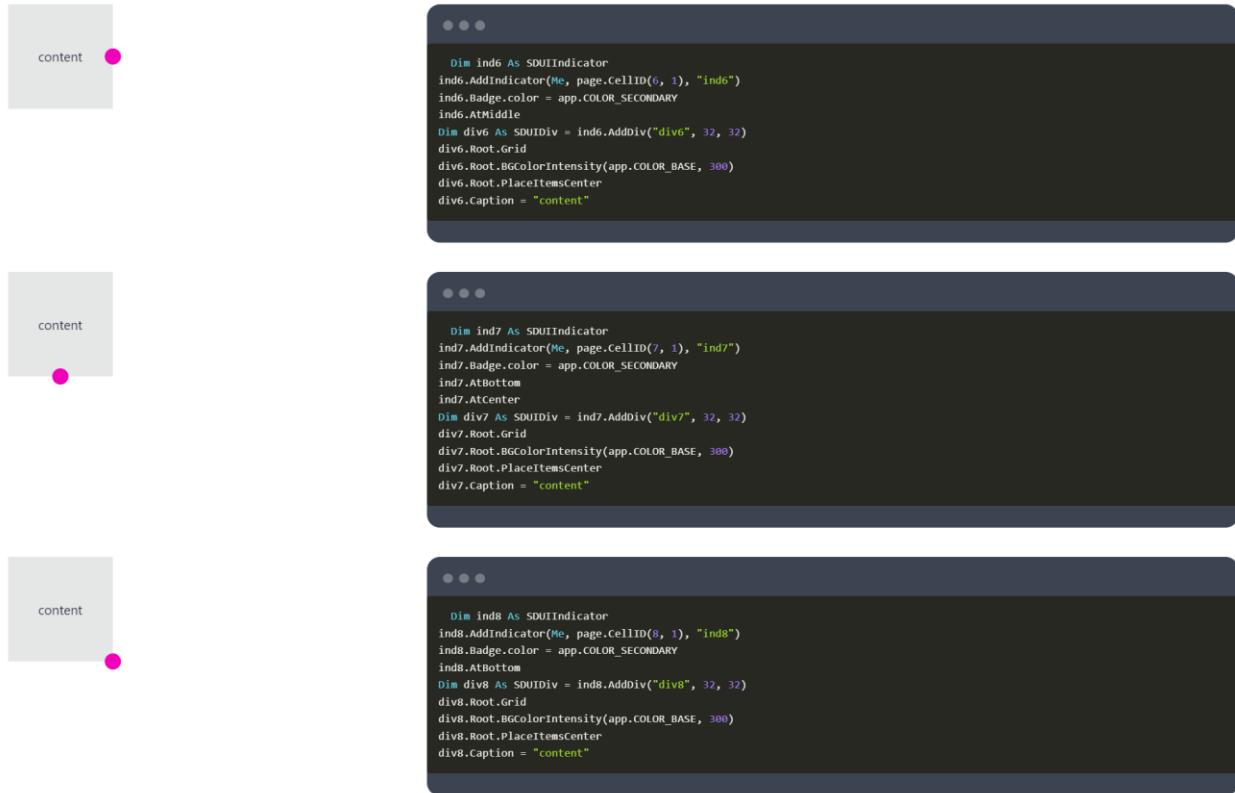
  

```

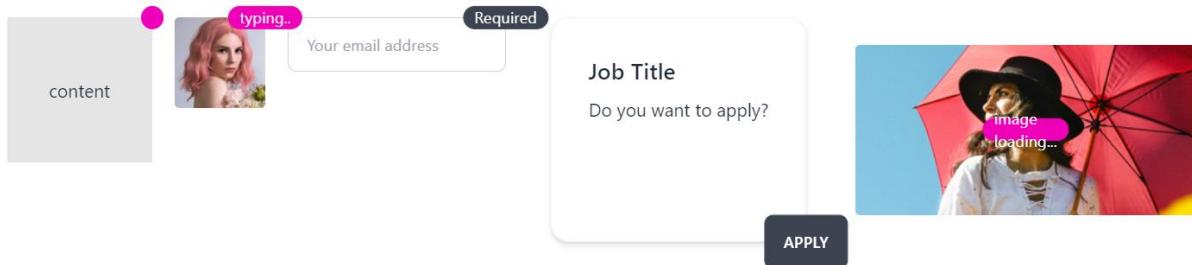
content
  
```

```

Dim ind5 As SDUIIndicator
ind5.AddIndicator(Me, page.cellID(5, 1), "ind5")
ind5.Badge.color = app.COLOR_SECONDARY
ind5.AtCenter
ind5.AtMiddle
Dim div5 As SDUIDiv = ind5.AddDiv("div5", 32, 32)
div5.Root.Grid
div5.Root.BGColorIntensity(app.COLOR_BASE, 300)
div5.Root.PlaceItemsCenter
div5.Caption = "content"
  
```



## Abstract Designer



### SDUIPage.page

#### Properties

Property	Value
Page Name*	adindicators
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIIndicator.SDUIIndicator1

#### Properties

Property	Value
ParentID	adindicators
Color	secondary
Size	md

### SDUIDiv.SDUIDiv1

#### Properties

Property	Value
ParentID	SDUIIndicator1

Property	Value
Caption	content
Grid	true
Bg Color	base
Bg Color Intensity	300
Place Items	center
Width	32
Height	32

**SDUIAvatar.SDUIAvatar1****Properties**

Property	Value
ParentID	adindicators
Size	20
Shape	rounded
Badge Caption	typing..
Badge Color	secondary
Badge Visible	true

**SDUIndicator.SDUIndicator2****Properties**

Property	Value
ParentID	adindicators
Caption	Required
Size	md

**SDUITextBox.SDUITextBox1****Properties**

Property	Value
ParentID	SDUIndicator2
Size	md
Caption	
Place Holder	Your email address
Date Time Format	yyyy-mm-dd hh:mm

**SDUIndicator.SDUIndicator3****Properties**

Property	Value
ParentID	adindicators
Type	card
Button Color	pimay
Bottom	true

**SDUIndicator.SDUIndicator4****Properties**

Property	Value
ParentID	adindicators
Color	secondary

Property	Value
Caption	image loading...
Button Color	primary
Center	true
Middle	true
Margins	a=6; x=?; y=?; t=?; b=?; l=?; r=?

**SDUIImage.SDUIImage1****Properties**

Property	Value
ParentID	SDUIIndicator4
Source	./assets/banner_6.jpg
Shape	rounded
Width	300px
Height	150px

**Kbd**

**Kbd** is used to display keyboard shortcuts.

Your content...



anele.mbang'a

Morse Code...



```
Dim keyboard3 As SDUIDiv
keyboard3.CreateDiv(Me, page.CellID(5, 1), "keyboard3")
keyboard3.Root.Flex
keyboard3.Root.Gap = 1
keyboard3.Root.MY = 1
keyboard3.Root.WFull
keyboard3.Root.JustifyCenter
keyboard3.AddKeyboardKeys(Array("1", "2", "3", "4", "5", "6", "7", "8", "9", "0"))
```

```
Private Sub keyboard3_KeyPress (item As String)
    page.Cell(2, 1).Caption = page.Cell(2, 1).Caption & item
    page.Cell(4, 1).Caption = TranslateToMorse(page.Cell(2, 1).Caption)
End Sub
```

(Visual Basic) [Copy](#)

## Abstract Designer



### SDUIPage.page

#### Properties

Property	Value
Page Name*	adkbd
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIKbd.SDUIKbd1

#### Properties

Property	Value
ParentID	adkbd
Caption	A
Size	md
Shadow	true

### SDUIKbd.SDUIKbd2

#### Properties

Property	Value
ParentID	adkbd
Caption	Shift

Property	Value
Size	md
Shadow	true

**SDUIKbd.SDUIKbd3****Properties**

Property	Value
ParentID	adkbd
Caption	⌘
Size	md
Shadow	true

**SDUIKbd.SDUIKbd4****Properties**

Property	Value
ParentID	adkbd
Caption	¬
Size	md
Shadow	true

**SDUIKbd.SDUIKbd5****Properties**

Property	Value
ParentID	adkbd
Caption	↑
Size	md
Shadow	true

**SDUIKbd.SDUIKbd6****Properties**

Property	Value
ParentID	adkbd
Caption	^
Size	md
Shadow	true

**Links**

Link adds the missing underline style to links.

Normal Link

```
Dim lnk As SDUILink = page.cell(1, 1).AddLink("lnk", "Normal Link", "#")
```

Primary Link

```
Dim lnk1 As SDUILink = page.cell(2,1).AddLink("lnk1", "Primary Link", "#")
lnk1.color = app.COLOR_PRIMARY
```

Secondary Link

```
Dim lnk2 As SDUILink = page.cell(3,1).AddLink("lnk2", "Secondary Link", "#")
lnk2.color = app.COLOR_SECONDARY
```

Hover Link

```
Dim lnk3 As SDUILink = page.cell(4,1).AddLink("lnk3", "Hover Link", "#")
lnk3.Hover
```

## Abstract Designer

A simple link   A simple link   A simple link   A simple link   A simple link

### SDUIPage.page

#### Properties

Property	Value
Page Name*	adlinks
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUILink.SDUILink1

#### Properties

Property	Value
ParentID	adlinks
Caption	A simple link

### SDUILink.SDUILink2

#### Properties

Property	Value
ParentID	adlinks
Caption	A simple link
Variant	primary

### SDUILink.SDUILink3

#### Properties

Property	Value
ParentID	adlinks
Caption	A simple link
Variant	secondary

### SDUILink.SDUILink4

#### Properties

Property	Value
ParentID	adlinks
Caption	A simple link
Variant	accent

## SDUILink.SDUILink5

### Properties

Property	Value
ParentID	adlinks
Caption	A simple link
Hover	true

## Lists

- List style with marker class 1
- List style with marker class 2
- List style with marker class 3
- List style with marker class 4

```
Dim ul1 As SDUIList = page.Cell(1, 1).AddList("ul1", False, 3, 5)
ul1.setTextSize("md")
ul1.textColorIntensity("gray", 600).listDisc.markerTextColorIntensity("orange", 700)
ul1.AddlistItemLabel("ul1i1", "list style with marker class 1")
ul1.AddlistItemLabel("ul1i2", "list style with marker class 2")
ul1.AddlistItemLabel("ul1i3", "list style with marker class 3")
ul1.AddlistItemLabel("ul1i4", "list style with marker class 4")
```

1. List style with marker class 1
2. List style with marker class 2
3. List style with marker class 3
4. List style with marker class 4

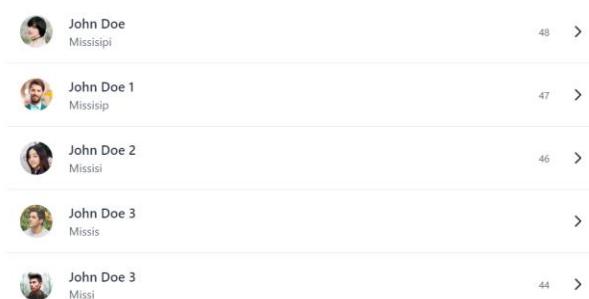
```
Dim ul2 As SDUIList = page.Cell(2, 1).AddList("ul2", False, 3, 5)
ul2.setTextSize("lg")
ul2.textColorIntensity("gray", 600).listDisc.markerTextColorIntensity("purple", 600)
ul2.AddlistItemLabel("li1", "list style with marker class 1")
ul2.AddlistItemLabel("li2", "list style with marker class 2")
ul2.AddlistItemLabel("li3", "list style with marker class 3")
ul2.AddlistItemLabel("li4", "list style with marker class 4")
```

1. List style with marker class 1
2. List style with marker class 2
3. List style with marker class 3
4. List style with marker class 4

```
Dim ul3 As SDUIList = page.Cell(3, 1).AddList("ul3", False, 3, 5)
ul3.setTextSize("xl")
ul3.textColorIntensity("gray", 600).listDecimal.markerTextColor("#ff0000")
ul3.AddlistItemLabel("li1", "list style with marker class 1")
ul3.AddlistItemLabel("li2", "list style with marker class 2")
ul3.AddlistItemLabel("li3", "list style with marker class 3")
ul3.AddlistItemLabel("li4", "list style with marker class 4")
```

## Abstract Designer

## List View

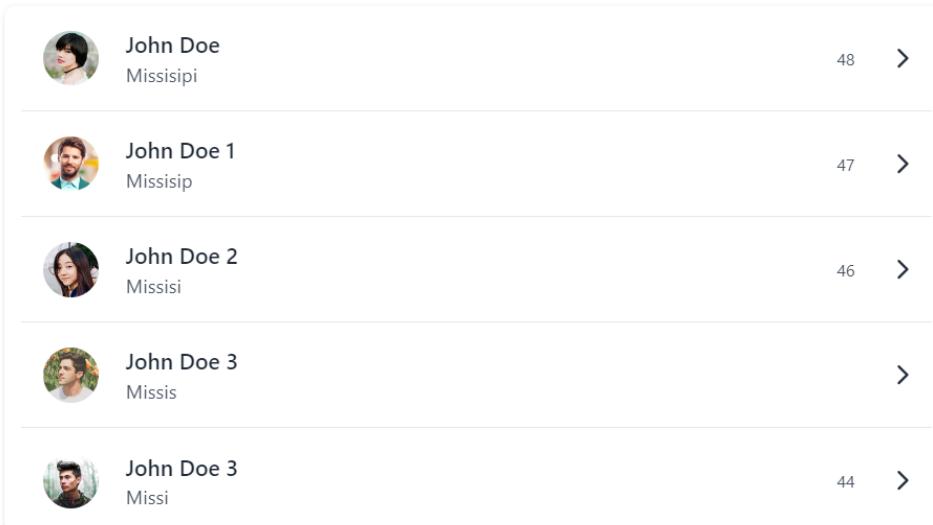


```

Dim lv As SDUIMobile.ListView = page.Cell(1, 1).AddListView("lv1")
lv.AddItem("p1", "./assets/face5.jpg", "John Doe", "Missisipi", "48")
lv.AddItem("p2", "./assets/face1.jpg", "John Doe 1", "Missisip", "47")
lv.AddItem("p3", "./assets/face2.jpg", "John Doe 2", "Missisi", "46")
lv.AddItem("p4", "./assets/face3.jpg", "John Doe 3", "Missis", "")
lv.AddItem("p5", "./assets/face4.jpg", "John Doe 3", "Missi", "44")
'trap click event
Private Sub Lv1_Click (item As String)
    page.Cell(1, 2).Caption = item
End Sub

```

## Abstract Designer



### SDUIPage.page

#### Properties

Property	Value
Page Name*	adlistview
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIListView.SDUIListView1

#### Properties

Property	Value
ParentID	adlistview

SDUIListView1.Clear

```

SDUIListView1.AddItem("p1", "./assets/face5.jpg", "John Doe", "Missisipi", "48")
SDUIListView1.AddItem("p2", "./assets/face1.jpg", "John Doe 1", "Missisip", "47")
SDUIListView1.AddItem("p3", "./assets/face2.jpg", "John Doe 2", "Missisi", "46")
SDUIListView1.AddItem("p4", "./assets/face3.jpg", "John Doe 3", "Missis", "")
SDUIListView1.AddItem("p5", "./assets/face4.jpg", "John Doe 3", "Missi", "44")

```

## Mask

Mask crops the content of the element to common shapes.



```
Dim img1 As SDUIImage
img1.AddImage(Me, page.CellID(1, 1), "img1", "./assets/arch.jpg", "", 20, 20)
img1.Mask.Heart
```



```
Dim img2 As SDUIImage = page.Cell(2, 1).AddImage("img2", "./assets/arch.jpg", "", 20, 20)
img2.Mask.Hexagon
```



```
Dim img3 As SDUIImage
img3.AddImage(Me, page.CellID(3, 1), "img3", "./assets/arch.jpg", "", 20, 20)
img3.Mask.Circle
```



```
Dim img4 As SDUIImage
img4.AddImage(Me, page.CellID(4, 1), "img4", "./assets/arch.jpg", "", 20, 20)
img4.Mask.Squircle
```



```
Dim img5 As SDUIIndicator
img5.AddIndicator(Me, page.CellID(5, 1), "img5")
img5.AtCenter
img5.ATMiddle
img5.Badge.Color = app.COLOR_SECONDARY
img5.Badge.Caption = "loading..."
img5.Root.AddImage("img5_1", "./assets/arch.jpg", "", "300", "150")
```

## Abstract Designer



### SDUIPage.page

#### Properties

Property	Value
Page Name*	admask
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIAvatar.SDUIAvatar1

#### Properties

Property	Value
ParentID	admask
Shape	squircle
Badge Color	

### SDUIAvatar.SDUIAvatar2

#### Properties

Property	Value
ParentID	admask
Shape	heart
Badge Color	

### SDUIAvatar.SDUIAvatar3

#### Properties

Property	Value
ParentID	admask
Shape	hexagon
Badge Color	

**SDUIAvatar.SDUIAvatar4****Properties**

Property	Value
ParentID	admask
Shape	hexagon-2
Badge Color	

**SDUIAvatar.SDUIAvatar5****Properties**

Property	Value
ParentID	admask
Shape	decagon
Badge Color	

**SDUIAvatar.SDUIAvatar6****Properties**

Property	Value
ParentID	admask
Shape	pentagon
Badge Color	

**SDUIAvatar.SDUIAvatar7****Properties**

Property	Value
ParentID	admask
Shape	pentagon
Badge Color	

**SDUIAvatar.SDUIAvatar8****Properties**

Property	Value
ParentID	admask
Shape	diamond
Badge Color	

**SDUIAvatar.SDUIAvatar9****Properties**

Property	Value
ParentID	admask
Shape	square
Badge Color	

**SDUIAvatar.SDUIAvatar10****Properties**

Property	Value
ParentID	admask

Property	Value
Badge Color	

**SDUIAvatar.SDUIAvatar11****Properties**

Property	Value
ParentID	admask
Shape	parallelogram
Badge Color	

**SDUIAvatar.SDUIAvatar12****Properties**

Property	Value
ParentID	admask
Shape	parallelogram-2
Badge Color	

**SDUIAvatar.SDUIAvatar13****Properties**

Property	Value
ParentID	admask
Shape	parallelogram-3
Badge Color	

**SDUIAvatar.SDUIAvatar14****Properties**

Property	Value
ParentID	admask
Shape	parallelogram-4
Badge Color	

**SDUIAvatar.SDUIAvatar15****Properties**

Property	Value
ParentID	admask
Shape	star
Badge Color	

**SDUIAvatar.SDUIAvatar16****Properties**

Property	Value
ParentID	admask
Shape	star-2
Badge Color	

**SDUIAvatar.SDUIAvatar17****Properties**

Property	Value
ParentID	admask
Shape	triangle
Badge Color	

**SDUIAvatar.SDUIAvatar18****Properties**

Property	Value
ParentID	admask
Shape	triangle-2
Badge Color	

**SDUIAvatar.SDUIAvatar19****Properties**

Property	Value
ParentID	admask
Shape	triangle-3
Badge Color	

**SDUIAvatar.SDUIAvatar20****Properties**

Property	Value
ParentID	admask
Shape	triangle-4
Badge Color	

## Menus

Menu is used to display a list of links vertically or horizontally.

```

Item 1
Item 2
Item 3
Item 4

```

```

Dim menu1 As SDUIMenu
menu1.AddMenu(Me, page.CellID(1, 1), "menu1")
menu1.AddItem("item1", "Item 1")
menu1.AddItem("item2", "Item 2")
menu1.AddItem("item3", "Item 3")
menu1.AddItem("item4", "Item 4")
menu1.SetItemBadgeValue("item2", 5)
'trap click event
Private sub menu1_click (item As String)
    page.Root.cell(8, 1).Caption = item
End Sub

```

```

Item 1
Item 2
Item 3
Item 4

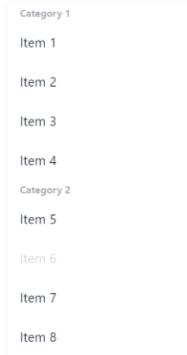
```

```

Dim menu2 As SDUIMenu
menu2.AddMenu(Me, page.CellID(2, 1), "menu2")
menu2.W = 56
menu2.Compact
menu2.AddItem("item1", "Item 1")
menu2.AddItem("item2", "Item 2")
menu2.AddItem("item3", "Item 3")
menu2.AddItem("item4", "Item 4")
menu2.Active = "item2"

```

## TailwindCSS WebApps using B4X



```

Category 1
Item 1
Item 2
Item 3
Item 4
Category 2
Item 5
Item 6
Item 7
Item 8

Dim menu3 As SDUIMenu
menu3.AddMenu(Me, page.CellID(3, 1), "menu3")
menu3.W = 56
menu3.AddTitle("cat1", "Category 1")
menu3.AddItem("item1", "Item 1")
menu3.AddItem("item2", "Item 2")
menu3.AddItem("item3", "Item 3")
menu3.AddItem("item4", "Item 4")
menu3.AddTitle("cat2", "Category 2")
menu3.AddItem("item5", "Item 5")
menu3.AddItem("item6", "Item 6")
menu3.AddItem("item7", "Item 7")
menu3.AddItem("item8", "Item 8")
menu3.DisableItem("item6")

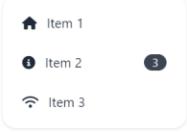
```



```

Dim hmenu As SDUIMenu = page.Cell(4, 1).AddMenu("hmenu")
hmenu.Horizontal
'hmenu.Root.roundedBox
hmenu.Root.BGColorIntensity(app.COLOR_BASE, 100)
hmenu.AddItem("item1", "Item 1")
hmenu.AddItem("item2", "Item 2")
hmenu.AddItemParent("item3", "Child Menu")
hmenu.AddItemChild("item3", "item4", "Child 1")
hmenu.AddItemChild("item3", "item5", "Child 2")
hmenu.AddItemChild("item3", "item6", "Child 3")

```



```

Dim iconMenu As SDUIMenu = page.Cell(5, 1).AddMenu("iconMenu")
iconMenu.Root.roundedBox
iconMenu.Root.pa = "2"
iconMenu.W = 56
iconMenu.AddItemIcon("item1", "fa-solid fa-house", "Item 1")
iconMenu.AddItemIcon("item2", "fa-solid fa-circle-info", "Item 2")
iconMenu.AddItemIcon("item3", "fa-solid fa-wifi", "Item 3")
iconMenu.SetItemBadgeValue("item2", 3)

```



```

Dim iconMenu1 As SDUIMenu = page.Cell(6, 1).AddMenu("iconMenu1")
iconMenu1.Root.roundedBox
iconMenu1.W = 12
iconMenu1.AddItemIconOnly("item1", "fa-solid fa-house")
iconMenu1.AddItemIconOnly("item2", "fa-solid fa-circle-info")
iconMenu1.AddItemIconOnly("item3", "fa-solid fa-wifi")

```

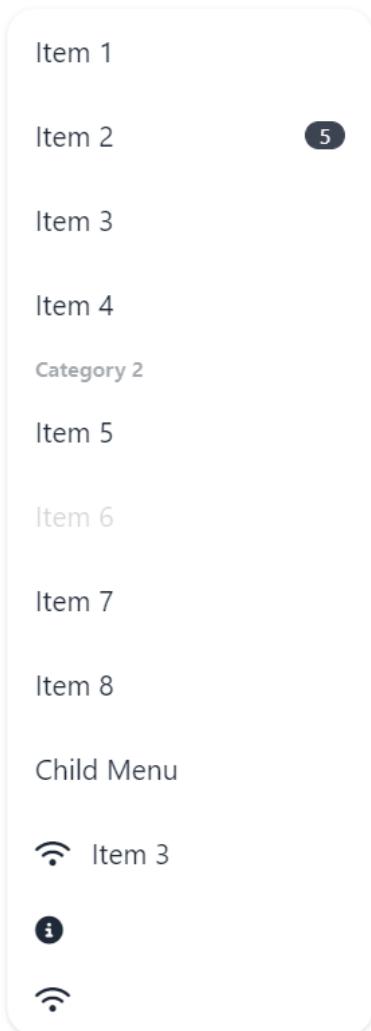


```

Dim iconMenu2 As SDUIMenu = page.Cell(7, 1).AddMenu("iconMenu2")
iconMenu2.Root.roundedBox
iconMenu2.Horizontal
iconMenu2.Root.pa = 2
iconMenu2.AddItemIconOnly("item1", "fa-solid fa-house")
iconMenu2.AddItemIconOnly("item2", "fa-solid fa-circle-info")
iconMenu2.AddItemIconOnly("item3", "fa-solid fa-wifi")

```

## Abstract Designer



### SDUIPage.page

#### Properties

Property	Value
Page Name*	admenu
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

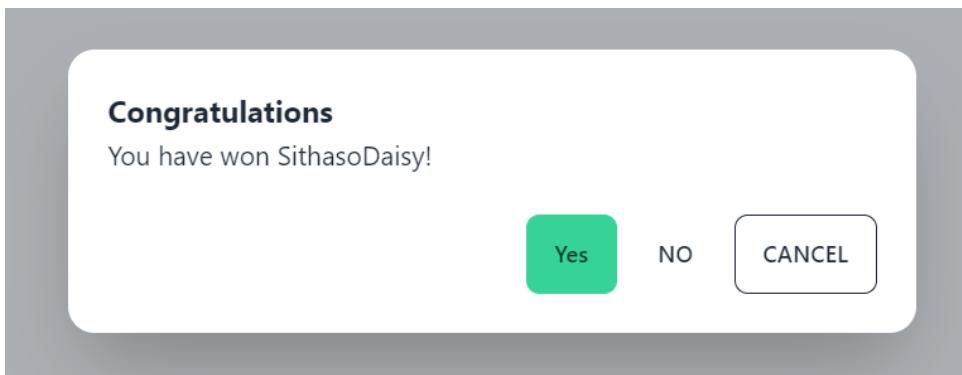
### SDUIMenu.SDUIMenu1

#### Properties

Property	Value
ParentID	admenu
Menu Vertical	true
Width	52
Rounded Box	true
Shadow	true

## Modal

**Modal** is used to show a dialog or a box when you click a button.

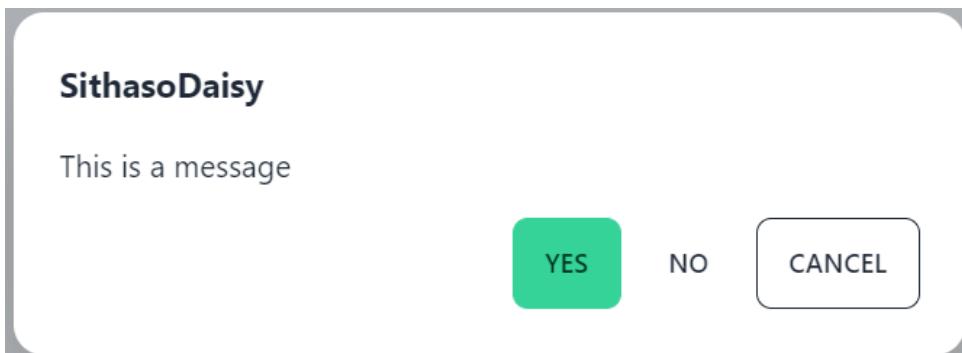


```

Private mdl As SDUIModal
mdl = page.Root.AddModal("mdl", "Congratulations", "Yes", "No", "Cancel")
mdl.Message = "You have won SithasoDaisy!"
mdl.YesNoButton.NormalCase = True
'modal events
Private Sub mdl_Yes_Click (e As BANanoEvent)
    page.Cell(1, 2).Caption = "Yes"
    mdl.YesNoLoading = True
End Sub
Private Sub mdl_No_Click (e As BANanoEvent)
    page.Cell(1, 2).Caption = "No"
    mdl.YesNoLoading = False
End Sub
Private Sub mdl_Cancel_Click (e As BANanoEvent)
    page.Cell(1, 2).Caption = "Cancel"
    mdl.Hide
End Sub

```

## Abstract Designer



## SDUIPage.page

### Properties

Property	Value
Page Name*	admmodal
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

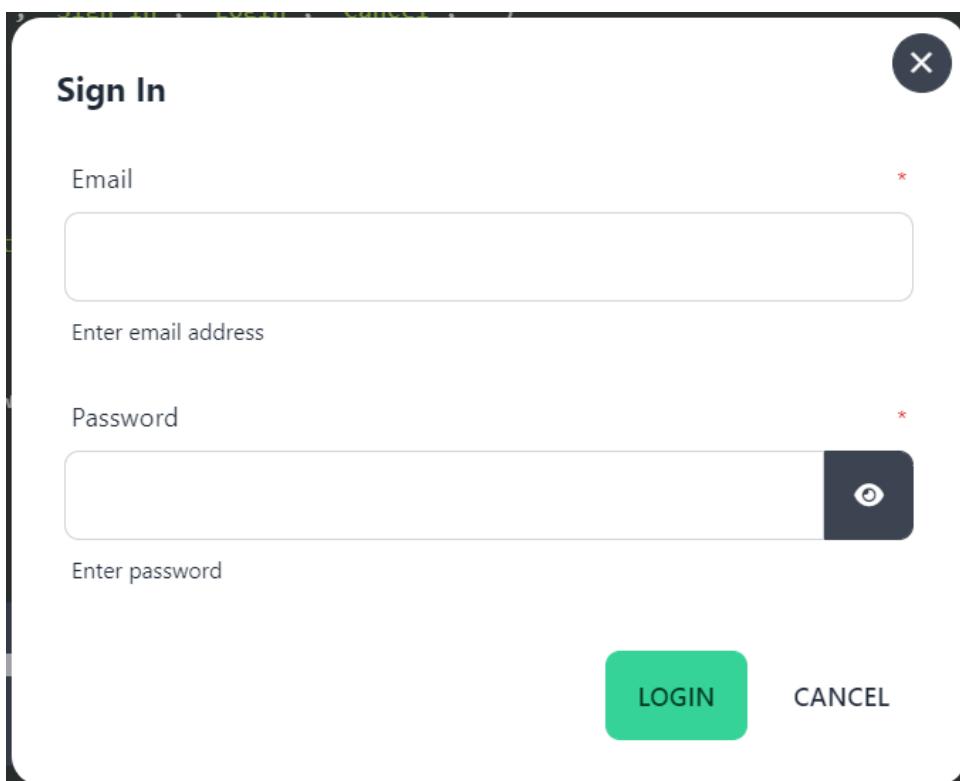
## SDUIModal.SDUIModal1

### Properties

Property	Value
ParentID	admmodal
Message (HTML)	<p>This is a message</p>

## Login Modal

The Login Modal example, provides us with details how this modal was created via code.



The components were declared.

```
Private mdlLogin As SDUIModal
Private txtEmail As SDUITextBox
Private txtpassword As SDUITextBox
```

In BuildPage, these components are then created. The modal has a **Form** internally that we will place components inside of. In this form we create the grid of 2 rows each spanning 12 columns. We then add input components inside the form.

```
'add a modal to the page
mdlLogin = page.Root.AddModal("mdllogin", "Sign In", "Login", "Cancel", "", "700px")
'build the grid for the modal
'*IMPORTANT
mdlLogin.Form.AddRows2.AddColumn12
mdlLogin.Form.BuildGrid
mdlLogin.Form.Shrink

'add the components
txtEmail = mdlLogin.Cell(1, 1).AddEmail("txtemail", "Email", "Enter email address")
txtEmail.AutoComplete = False
txtEmail.Required = True
'
txtpassword = mdlLogin.Cell(2, 1).AddPassword("txtpassword", "Password", "Enter password", True)
txtpassword.AutoComplete = False
txtpassword.Required = True
```

When the Ok / Yes and Cancel / No buttons a clicked, we want to process some events. In this case we validate what has been entered by the user. We can then save this content to a db or use it for verifying the user in this case.

```

125  Private Sub mdllogin_Yes_Click (e As BANanoEvent)
126      If txtEmail.IsBlank Then Return
127      If txtpassword.IsBlank Then Return
128      '
129      Dim record As Map = CreateMap()
130      record.Put("email", txtEmail.Value)
131      record.Put("password", txtpassword.Value)
132      Log(record)
133
134      'mdlLogin.Hide
135  End Sub
136
137  Private Sub mdllogin_No_Click (e As BANanoEvent)
138      mdlLogin.Hide
139  End Sub

```

When No is clicked, just hide the modal. As the password has a toggle eye, when this is clicked, we want to toggle the input type between password and input.

```

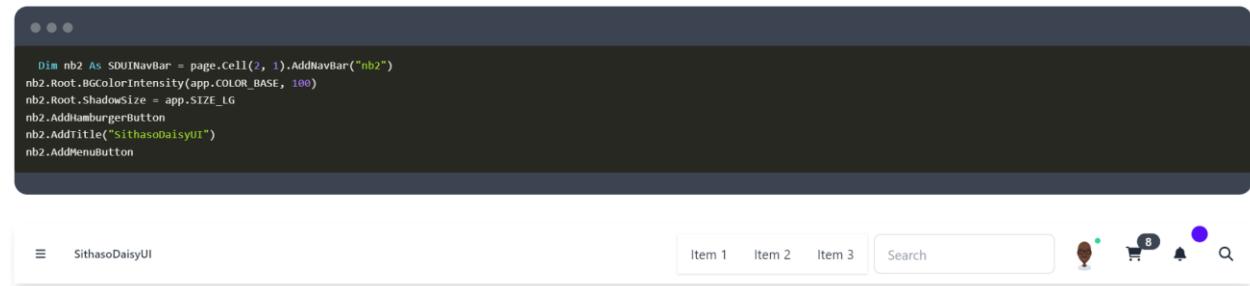
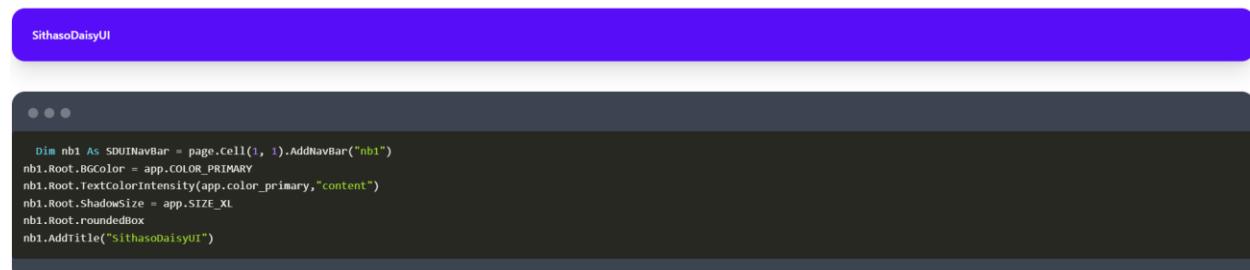
141  Private Sub txtpassword_Append_Click (event As BANanoEvent)
142      txtpassword.toggleEyes
143  End Sub

```

There are examples included with source code that dive deeper into the use of modals with other components like tables etc.

## NavBar

**Navbar** is used to show a navigation bar on the top of the page.



## Abstract Designer



**SDUIPage.page****Properties**

Property	Value
Page Name*	adnavbar
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

**SDUINavBar.SDUINavBar1****Properties**

Property	Value
ParentID	adnavbar
Hamburger On Small Only	false
Logo Width	
Logo Height	
Has Menu Button	false
Bg Color	blue
Bg Color Intensity	500
Text Color	white
Rounded Box	true

**SDUIAvatar.SDUIAvatar1****Properties**

Property	Value
ParentID	SDUINavBar1
Shape	squircle
Status	online
Badge Color	
Shadow	true
Margins	a=?; x=2; y=?; t=?; b=?; l=?; r=?

**SDUIButton.SDUIButton1****Properties**

Property	Value
ParentID	SDUINavBar1
Caption	
Button Type	button-icon
Shape	circle
Variant	secondary
Icon	fa-solid fa-car
Badge	2
Badge Color	success
Badge Visible	true
Size	md
Shadow	true

## Options Card

**b4a**  
Create Android Apps

**b4j**  
Create Desktop Apps

**b4r**  
Create Arduino Apps

**b4i**  
Create iOS Apps

```

Dim oc As SDUIOptionsCard
oc.Addoptionscard(Me, page.cellID(1, 1), "oci")
oc.AddItem("b4a", "b4a", "Create Android Apps", "./assets/8.jpg")
oc.AddItem("b4j", "b4j", "Create Desktop Apps", "./assets/9.jpg")
oc.AddItem("b4r", "b4r", "Create Arduino Apps", "./assets/10.jpg")
oc.AddItem("b4i", "b4i", "Create iOS Apps", "./assets/11.jpg")

Private Sub oci_Change (item As String)
    page.cell(1, 1).Caption = item
End Sub

```

## Abstract Designer

### SDUIPage.page

#### Properties

Property	Value
Page Name*	adoptionscard
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIOptionsCard.SDUIOptionsCard1

#### Properties

Property	Value
ParentID	adoptionscard
Rounded Box	true
Shadow	true

## Phone

Phone mockup shows a mockup of an iPhone.

Welcome to Sithaso Daisy

```

Dim phone As SDUIMockupPhone
phone.AddMockupPhone(Me, page.cellID(1, 1), "phone1")
phone.content = "Welcome to Sithaso Daisy"
phone.Root.BorderColor = app.color_Success

```

## Abstract Designer

### SDUIPage.page

#### Properties

Property	Value
Page Name*	adphone
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

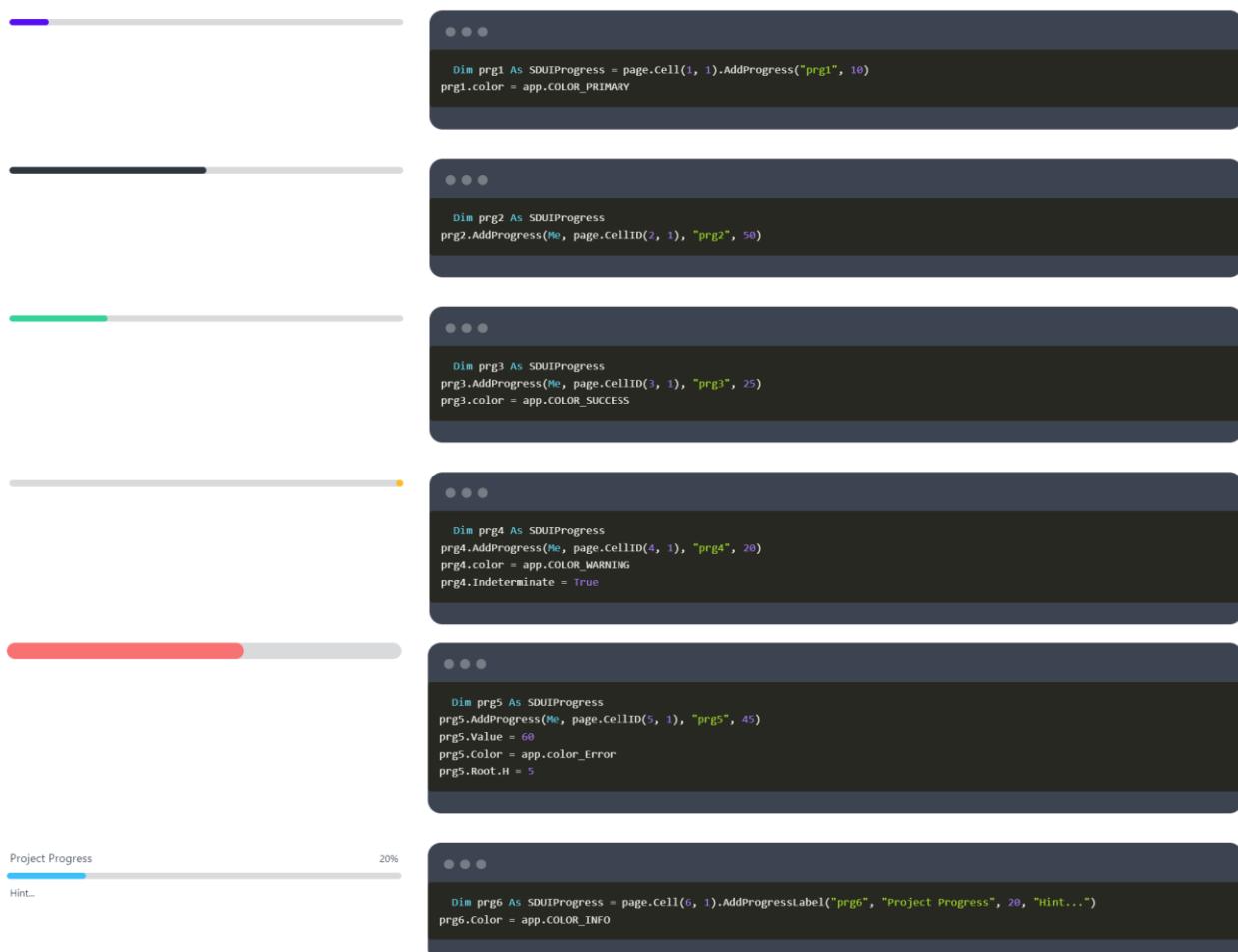
### SDUIMockupPhone.SDUIMockupPhone1

#### Properties

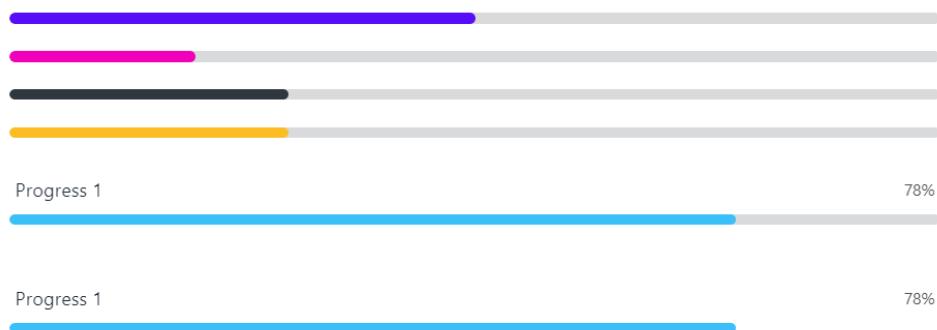
Property	Value
ParentID	adphone
Caption	My Phone
Border Color	primary

## Progress

Progress bar can be used to show the progress of a task or to show the passing of time.



## Abstract Designer



### SDUIPage.page

#### Properties

Property	Value
Page Name*	adprogress
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIProgress.SDUIProgress1

#### Properties

Property	Value
ParentID	adprogress
Size	md

### SDUIProgress.SDUIProgress2

#### Properties

Property	Value
ParentID	adprogress
Size	md
Value	20
Color	secondary

### SDUIProgress.SDUIProgress3

#### Properties

Property	Value
ParentID	adprogress
Size	md
Value	30
Color	nuetral

### SDUIProgress.SDUIProgress4

#### Properties

Property	Value
ParentID	adprogress
Size	md
Value	30
Color	warning
Indeterminate	true

### SDUIProgress.SDUIProgress5

**Properties**

<b>Property</b>	<b>Value</b>
ParentID	adprogress
Type	input-group
Size	md
Value	78
Color	info

**SDUIProgress.SDUIProgress6****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adprogress
Type	input-group
Size	lg
Value	78
Color	info
Bg Color	transparent

## Radial Progress

Radial Progress can be used to show the progress of a task or to show the passing of time.



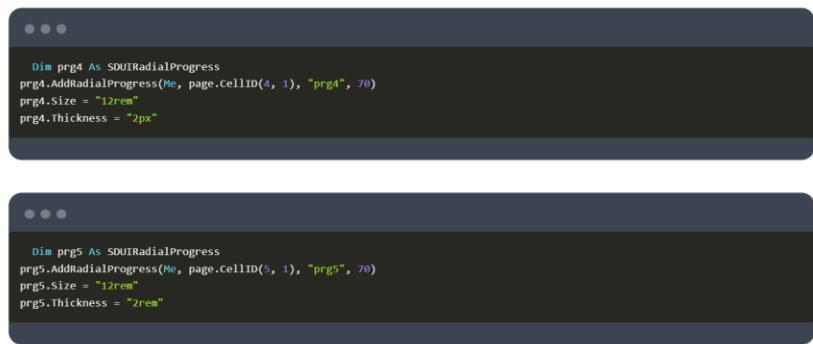
```
Dim prg1 As SDUIRadialProgress = page.Cell(1, 1).AddRadialProgress("prg1", 70)
```



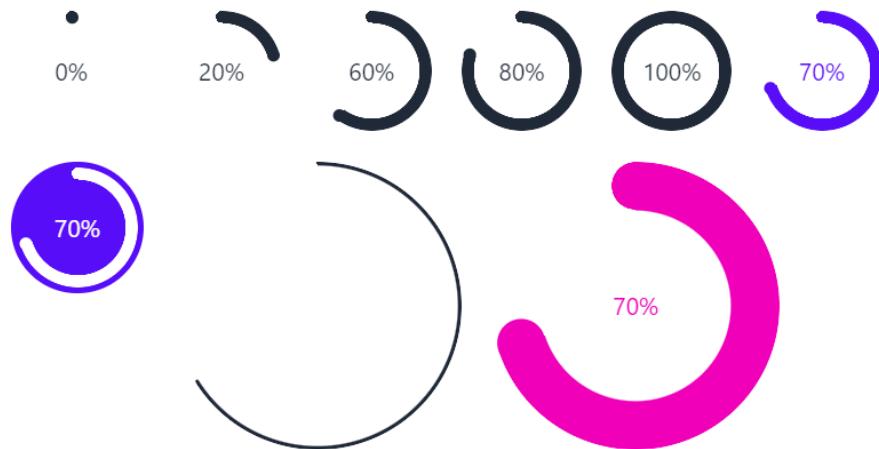
```
Dim prg2 As SDUIRadialProgress
prg2.AddRadialProgress(Me, page.CellID(2, 1), "prg2", 40)
prg2.Root.Textcolor = app.color_Primary
```



```
Dim prg3 As SDUIRadialProgress
prg3.AddRadialProgress(Me, page.CellID(3, 1), "prg3", 70)
prg3.Root.BGColor = app.color_Primary
prg3.Root.TextcolorIntensity(app.color_Primary, "content")
prg3.Root.BorderSize = 4
prg3.Root.BorderColor = app.color_Primary
```



## Abstract Designer



## SDUIPage.page

### Properties

Property	Value
Page Name*	adradial
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

## SDUIRadialProgress.SDUIRadialProgress1

### Properties

Property	Value
ParentID	adradial
Value	70
Text Color	secondary
Size	12rem
Thickness	2rem

## SDUIRadialProgress.SDUIRadialProgress2

### Properties

Property	Value
ParentID	adradial
Value	
Size	12rem
Thickness	2px
Indeterminate	true

Property	Value
Interval	100

**SDUIRadialProgress.SDUIRadialProgress3****Properties**

Property	Value
ParentID	adradial
Value	0

**SDUIRadialProgress.SDUIRadialProgress4****Properties**

Property	Value
ParentID	adradial
Value	20

**SDUIRadialProgress.SDUIRadialProgress5****Properties**

Property	Value
ParentID	adradial
Value	60

**SDUIRadialProgress.SDUIRadialProgress6****Properties**

Property	Value
ParentID	adradial
Value	80

**SDUIRadialProgress.SDUIRadialProgress7****Properties**

Property	Value
ParentID	adradial
Value	100

**SDUIRadialProgress.SDUIRadialProgress8****Properties**

Property	Value
ParentID	adradial
Value	70
Text Color	primary

**SDUIRadialProgress.SDUIRadialProgress9****Properties**

Property	Value
ParentID	adradial
Value	70
Text Color	primary
Text Color Intensity	content
Bg Color	primary
Border	4
Border Color	primary

## Radio

Radio buttons allow the user to select one option from a set.



```
Gender
 Male  Female  Other
Select a gender

rad2 = page.Cell(3, 1).AddRadioGroup("rad2", "Gender", "Select a gender", True, "md", "secondary", CreateMap())
rad2.AddItem("male", "Male")
rad2.AddItem("female", "Female")
rad2.AddItem("other", "Other")
```

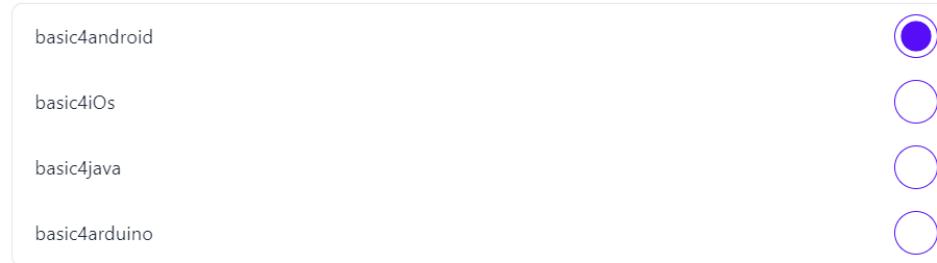


```
Choices
 Blue Pill
 Red Pill
Here are some choices

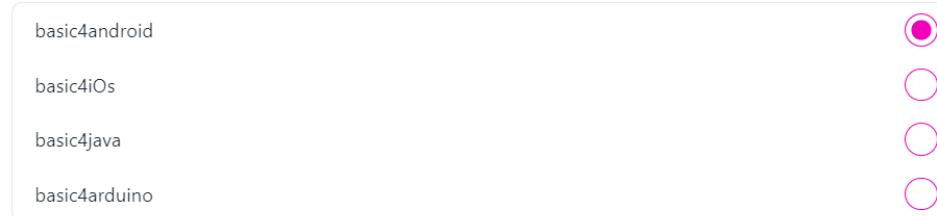
radi1 = page.Cell(1, 1).AddRadioGroup("radi1", "Choices", "Here are some choices", False, "md", "primary", CreateMap())
radi1.AddItem("blue", "Blue Pill")
radi1.AddItem("red", "Red Pill")
radi1.SetItemColor("blue", "primary")
radi1.SetItemColor("red", "secondary")
'trap change event
Private Sub radi1_change (item As String)
    page.Cell(4, 1).Caption = item
End Sub
```

## Abstract Designer

Software Package



Software Package



### SDUIPage.page

#### Properties

Property	Value
Page Name*	adradiogroup
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIRadioGroup.SDUIRadioGroup1

#### Properties

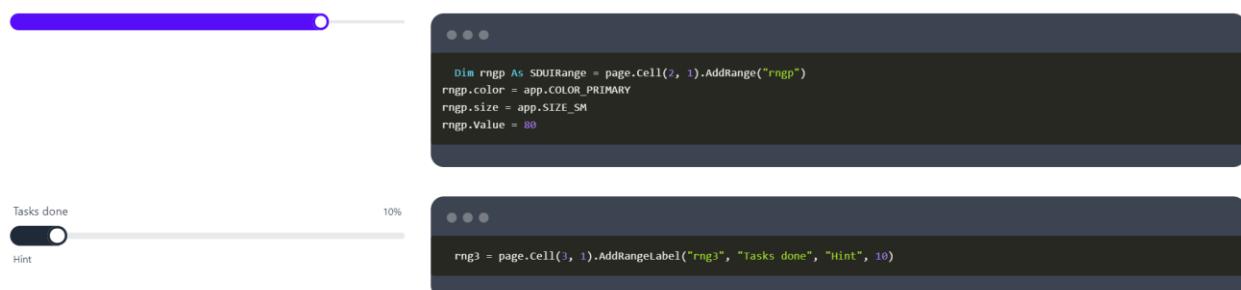
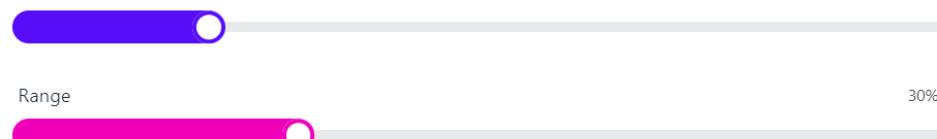
Property	Value
ParentID	adradiogroup
Caption	Software Package
Raw Key Values	b4a:basic4android; b4i:basic4ios; b4j:basic4java; b4r:basic4arduino
Size	lg

**SDUIRadioGroup.SDUIRadioGroup2****Properties**

Property	Value
ParentID	adradiogroup
Caption	Software Package
Raw Key Values	b4a:basic4android; b4i:basic4ios; b4j:basic4java; b4r:basic4arduino
Size	md
Color	secondary

**Range**

Range slider is used to select a value by sliding a handle.

**Abstract Designer****SDUIPage.page****Properties**

Property	Value
Page Name*	adrangle
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

**SDUIRange.SDUIRange1****Properties**

Property	Value
ParentID	adrangle
Size	md

**SDUIRange.SDUIRange2****Properties**

Property	Value
ParentID	adrangle
Input Type	input-group
Size	md

Property	Value
Color	secondary
Value	30

## Rating

Rating is a set of radio buttons that allow the user to rate something.



```
rat2 = page.cell(2,1).AddRating("rat2", 5)
rat2.Mask = app.MASK_HEART
rat2.BGColorIntensity(app.COLOR_RED, 700)
rat2.size = app.SIZE_MD
```



```
rat3 = page.cell(3,1).AddRating("rat3", 5)
'change color of items
rat3.ItemBGColorIntensity(1, app.color_red, 700)
rat3.ItemBGColorIntensity(2, app.color_orange, 700)
rat3.ItemBGColorIntensity(3, app.color_yellow, 700)
rat3.ItemBGColorIntensity(4, app.color_lime, 700)
rat3.ItemBGColorIntensity(5, app.color_green, 700)
```



```
Dim rat4 As SDUIRating = page.cell(4, 1).AddRatingLabel("rat4", "Performance", "Employee Performance", 5)
'trap change event
Private Sub rat4_Change (value As Double)
    page.Cell(5, 1).Caption = value
End Sub
```

## Abstract Designer



Rating



Rating



## SDUIPage.page

### Properties

Property	Value
Page Name*	adrating
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

## SDUIRating.SDUIRating1

### Properties

Property	Value
ParentID	adrating
Size	md
Bordered	true

## SDUIRating.SDUIRating2

### Properties

Property	Value
ParentID	adrating
Input Type	input-group
Mask	heart
Size	md
Bg Color	blue
Bordered	true

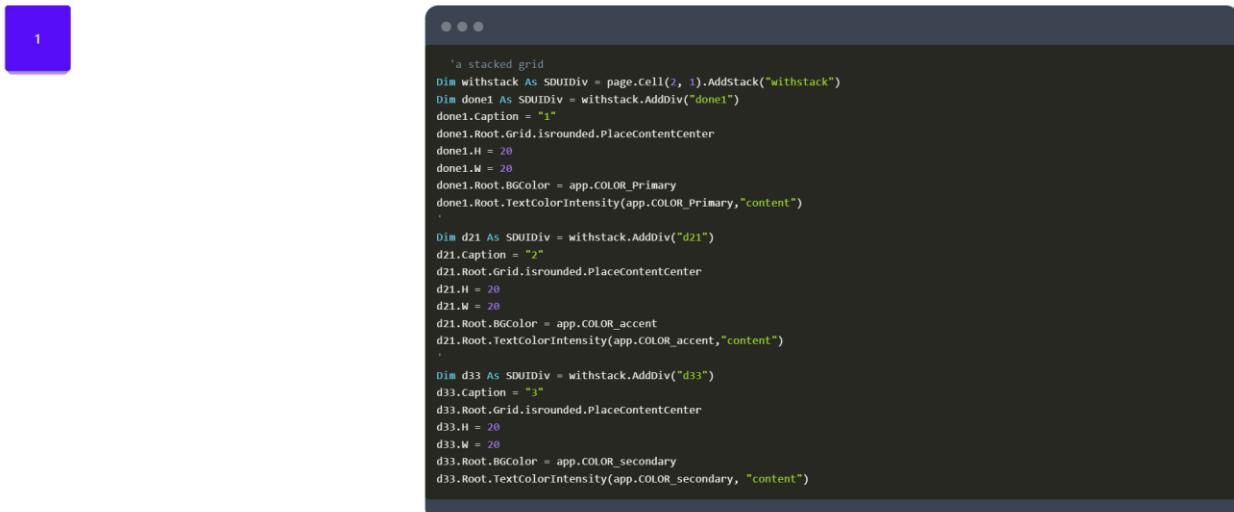
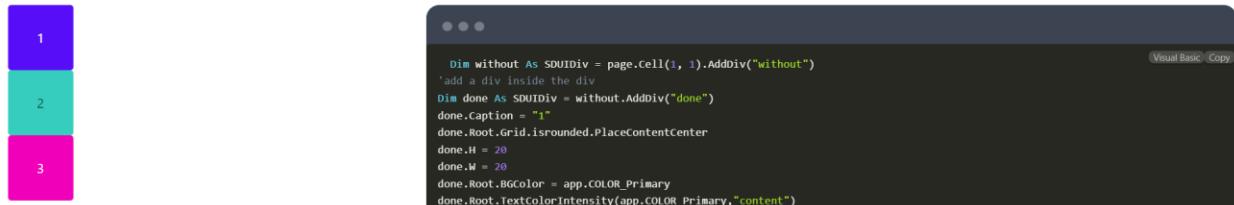
### SDUIRating.SDUIRating3

#### Properties

Property	Value
ParentID	adrating
Input Type	input-group
Mask	squircle
Size	md
Bg Color	red
Bordered	true

## Stack

Stack visually puts elements on top of each other.

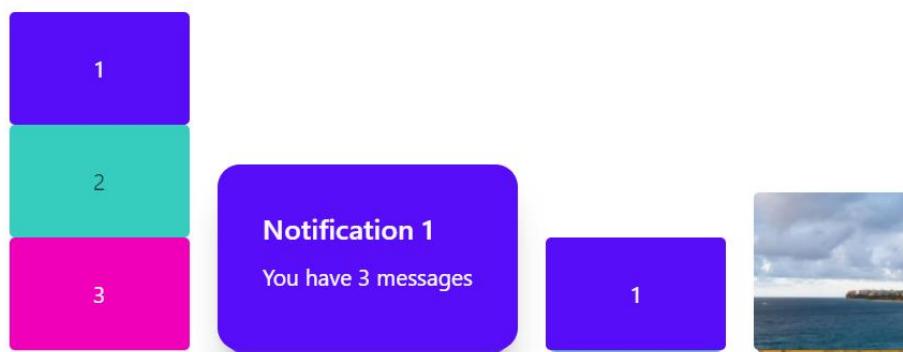
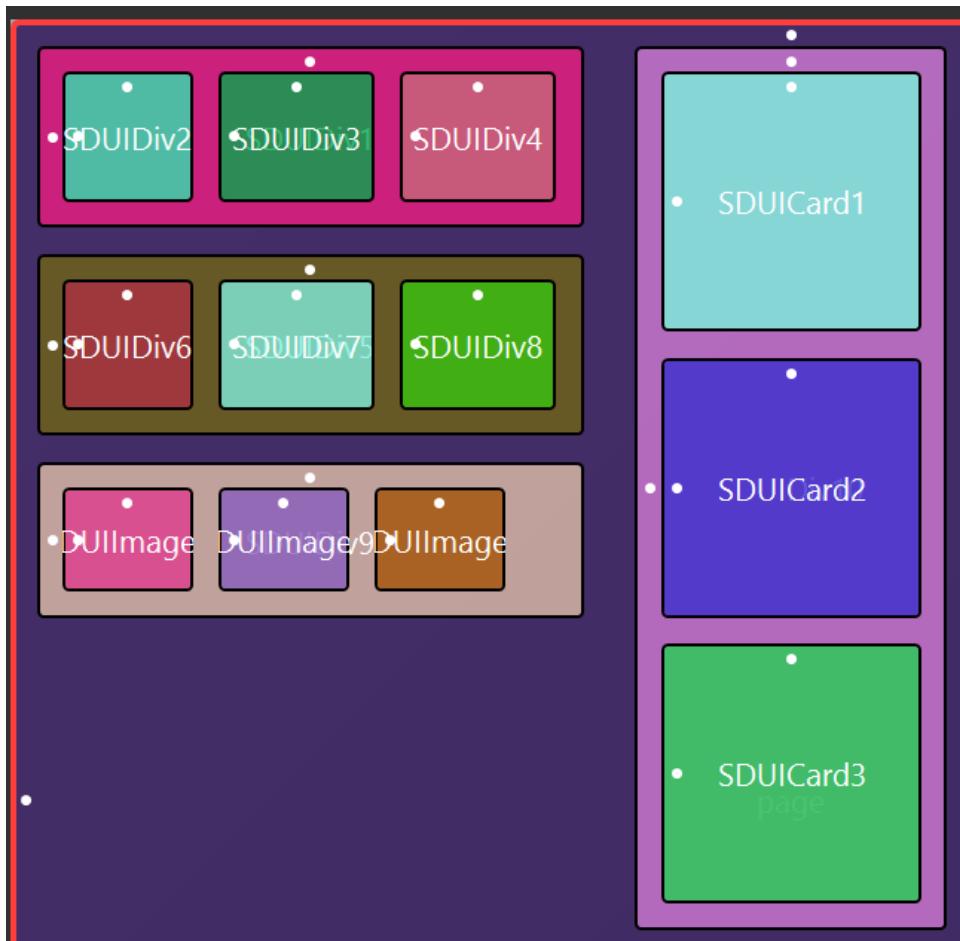




```
Dim imageStack As SDUIDiv = page.Cell(3, 1).AddStack("imgstack")
.
Dim img1 As SDUIMage = imageStack.AddImage("img1", "./assets/1.jpg","", "100px", "100px")
img1.Root.isrounded
.
Dim img2 As SDUIMage = imageStack.AddImage("img2", "./assets/2.jpg","", "100px", "100px")
img2.Root.isrounded
.
Dim img3 As SDUIMage = imageStack.AddImage("img3", "./assets/3.jpg","", "100px", "100px")
img3.Root.isrounded
```

Visual Basic · Copy

## Abstract Designer



## SDUIPage.page

### Properties

Property	Value
Page Name*	adstack

Property	Value
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

**SDUIDiv.SDUIDiv1****Properties**

Property	Value
ParentID	adstack

**SDUIDiv.SDUIDiv2****Properties**

Property	Value
ParentID	SDUIDiv1
Caption	1
Grid	true
Bg Color	primary
Text Color	primary
Text Color Intensity	content
Rounded	true
Place Content	center
Width	32
Height	20

**SDUIDiv.SDUIDiv3****Properties**

Property	Value
ParentID	SDUIDiv1
Caption	2
Grid	true
Bg Color	accent
Text Color	accent
Text Color Intensity	content
Rounded	true
Place Content	center
Width	32
Height	20

**SDUIDiv.SDUIDiv4****Properties**

Property	Value
ParentID	SDUIDiv1
Caption	3
Grid	true
Bg Color	secondary
Text Color	secondary
Text Color Intensity	content
Rounded	true
Place Content	center
Width	32
Height	20

**SDUDiv.SDUDiv5****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adstack
Stack	true

**SDUDiv.SDUDiv6****Properties**

<b>Property</b>	<b>Value</b>
ParentID	SDUDiv5
Caption	1
Grid	true
Bg Color	primary
Text Color	primary
Text Color Intensity	content
Rounded	true
Place Content	center
Width	32
Height	20

**SDUDiv.SDUDiv7****Properties**

<b>Property</b>	<b>Value</b>
ParentID	SDUDiv5
Caption	2
Grid	true
Bg Color	accent
Text Color	accent
Text Color Intensity	content
Rounded	true
Place Content	center
Width	32
Height	20

**SDUDiv.SDUDiv8****Properties**

<b>Property</b>	<b>Value</b>
ParentID	SDUDiv5
Caption	3
Grid	true
Bg Color	secondary
Text Color	secondary
Text Color Intensity	content
Rounded	true
Place Content	center
Width	32
Height	20

**SDUDiv.SDUDiv9**

**Properties**

<b>Property</b>	<b>Value</b>
ParentID	adstack
Stack	true

**SDUImage.SDUImage1****Properties**

<b>Property</b>	<b>Value</b>
ParentID	SDUDiv9
Source	./assets/nature_03.jpg
Shape	rounded
Width	112px
Height	112px

**SDUImage.SDUImage2****Properties**

<b>Property</b>	<b>Value</b>
ParentID	SDUDiv9
Source	./assets/nature_03.jpg
Shape	rounded
Width	112px
Height	112px

**SDUImage.SDUImage3****Properties**

<b>Property</b>	<b>Value</b>
ParentID	SDUDiv9
Source	./assets/nature_03.jpg
Shape	rounded
Width	112px
Height	112px

**SDUDiv.SDUDiv10****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adstack
Stack	true

**SDUICard.SDUICard1****Properties**

<b>Property</b>	<b>Value</b>
ParentID	SDUDiv10
Image Url	
Title	Notification 1
Description	You have 3 messages
Height	
Width	
Bg Color	primary

Property	Value
Bg Color Intensity	
Text Color	primary
Text Color Intensity	content

## SDUICard.SDUICard2

### Properties

Property	Value
ParentID	SDUIDiv10
Image Url	
Title	Notification 2
Description	You have 3 messages
Height	
Width	
Bg Color	primary
Bg Color Intensity	
Text Color	primary
Text Color Intensity	content

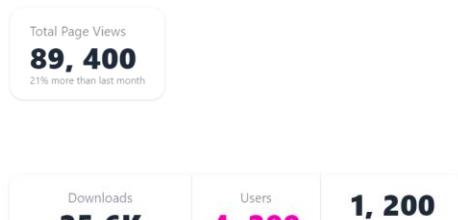
## SDUICard.SDUICard3

### Properties

Property	Value
ParentID	SDUIDiv10
Image Url	
Title	Notification 3
Description	You have 3 messages
Height	
Width	
Bg Color	primary
Bg Color Intensity	
Text Color	primary
Text Color Intensity	content

## Stat

Stat is used to show numbers and data in a box.



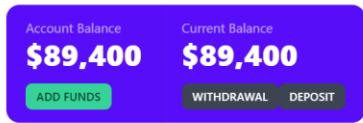
```
Dim stats1 As SDUIStats = page.Cell(1, 1).AddStats("stats1")
stats1.AddItem("pageviews", "Total Page Views", "89, 400", "21% more than last month")
stats1.Root.Shadow= True
```



```
Dim stats3 As SDUIStats = page.Cell(3, 1).AddStats("stats3")
stats3.Root.Shadow= True
stats3.AddItem("downs", "Downloads", "25.6K", "From January 1st To February 1st")
stats3.Item("downs").PlaceItemsCenter

stats3.AddItem("users", "Users", "4, 200", "> 40 (2%)")
stats3.Item("users").PlaceItemsCenter
stats3.ItemValue("users").TextColor = app.color_Secondary
stats3.ItemDesc("users").TextColor = app.color_Secondary

stats3.AddItem("new", "New Registrations", "1, 200", "> 90 (14%)")
stats3.Item("new").PlaceItemsCenter
```



Account Balance  
**\$89,400**

Current Balance  
**\$89,400**

**ADD FUNDS**   **WITHDRAWAL**   **DEPOSIT**

```

Dim stats5 As SDUIStats = page.Cell(5, 1).AddStats("stats5")
stats5.Root.BGColor = app.color_Primary
stats5.Root.TextColorIntensity(app.COLOR_PRIMARY, "content")

stats5.AddItem("downs2", "Account Balance", "$89,400", "")
stats5.AddItemActionButton("downs2", "addfunds", "Add Funds")
stats5.ItemAction("downs2", "addfunds").size = app.SIZE_SM
stats5.ItemAction("downs2", "addfunds").color = app.COLOR_SUCCESS

stats5.AddItem("users2", "Current Balance", "$89,400", "")
stats5.AddItemActionButton("users2", "withdrawal", "Withdrawal")
stats5.ItemAction("users2", "withdrawal").size = app.SIZE_SM

stats5.AddItemActionButton("users2", "deposit", "Deposit")
stats5.ItemAction("users2", "deposit").size = app.SIZE_SM

Sub downs2_addfunds_click (e As BNanoEvent)
    page.Cell(6, 1).Caption = "Add Funds"
End Sub

Sub users2_withdrawal_click (e As BNanoEvent)
    page.Cell(6, 1).Caption = "Withdrawal"
End Sub

Sub users2_deposit_click (e As BNanoEvent)
    page.Cell(6, 1).Caption = "Deposit"
End Sub

```



Total Likes  
**25.6K** 

21% more than last month

Page Views  
**2.6M**

21% more than last month

80% 

Tasks Done  
31 tasks remaining

```

Dim stats2 As SDUIStats = page.Cell(2, 1).AddStats("stats2")
stats2.Root.Shadow = True
stats2.AddItem("likes", "Total Likes", "25.6K", "21% more than last month")
stats2.ItemFigure("likes").TextColor = app.color_Primary
stats2.ItemValue("likes").TextColor = app.color_Primary
stats2.ItemIcon("likes").IconName = "fa-solid fa-circle-info"
stats2.ItemIcon("likes").SizeOwn = 2

stats2.AddItem("views", "Page Views", "2.6M", "21% more than last month")
stats2.ItemFigure("views").TextColor = app.color_Secondary
stats2.ItemValue("views").TextColor = app.color_Secondary

stats2.AddItem("tasks", "Tasks Done", "80%", "31 tasks remaining")
stats2.ItemFigure("tasks").TextColor = app.color_Secondary
stats2.ItemDesc("tasks").TextColor = app.color_Secondary
stats2.ItemAvatar("tasks").Src = "./assets/faces5.jpg"
stats2.ItemAvatar("tasks").Online = True

```

## Abstract Designer



Total Likes  
**25.6K** 

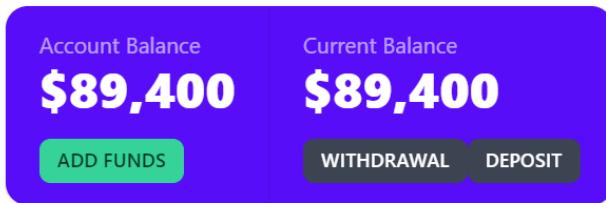
21% more than last month

Page Views  
**2.6M**

21% more than last month

80% 

Tasks Done  
31 tasks remaining



Account Balance  
**\$89,400**

Current Balance  
**\$89,400**

**ADD FUNDS**   **WITHDRAWAL**   **DEPOSIT**

## SDUIPage.page

### Properties

Property	Value
Page Name*	adstat
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

## SDUIStats.SDUIStats1

### Properties

Property	Value
ParentID	adstat
Vertical On Small Only	true

**SDUIStats.SDUIStats2****Properties**

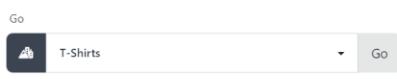
Property	Value
ParentID	adstat
Vertical On Small Only	true
Bg Color	primary
Text Color	primary
Text Color Intensity	content

**Select**

**Select** is used to pick a value from a list of options.



```
sel1 = page.Cell(2,1).AddSelect("franchise", "Fantasy Franchise", "Pick a fantasy franchise", CreateMap())
sel1.AddItem("", "---Nothing Selected---")
sel1.AddItem("sw", "Star Wars")
sel1.AddItem("hp", "Harry Potter")
sel1.AddItem("lotr", "Lord of the Rings")
sel1.AddItem("poa", "Planet of the Apes")
sel1.AddItem("st", "Star Trek")
sel1.color = app.COLOR_PRIMARY
```



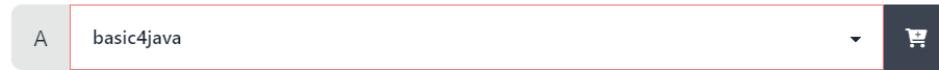
```
cboGo = page.Cell(3, 1).AddSelect("cboGo", "Go", "", CreateMap())
cboGo.Placeholder = "Pick a category"
cboGo.Suffix = "Go"
cboGo.AddItem("tshirts", "T-Shirts")
cboGo.AddItem("mugs", "Mugs")
cboGo.PrependIcon = "fa-mountain-city"
```

**Abstract Designer**

Progress 2



Progress 2



Select a product

**SDUIPage.page****Properties**

Property	Value
Page Name*	adselect
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

**SDUISelect.SDUISelect1****Properties**

Property	Value
ParentID	adselect
Size	md
Raw Key Values	b4a:basic4android; b4i:basic4ios; b4j:basic4java; b4r:basic4arduino

**SDUISelect.SDUISelect2****Properties**

Property	Value
ParentID	adselect
Select Type	input-group
Size	md
Caption	Progress 2
Raw Key Values	b4a:basic4android;? b4i:basic4ios;? b4j:basic4java;? b4r:basic4arduino
Prefix	A
Suffix	B
Auto Focus	true
Color	secondary

**SDUISelect.SDUISelect3****Properties**

Property	Value
ParentID	adselect
Select Type	input-group
Size	md
Caption	Progress 2
Value	b4j
Raw Key Values	b4a:basic4android;? b4i:basic4ios;? b4j:basic4java;? b4r:basic4arduino
Prefix	A
Append Icon	fa-solid fa-cart-plus
Auto Focus	true
Color	error
Hint	Select a product
Required	true

## Steps

**Steps** can be used to show a list of steps in a process.

## TailwindCSS WebApps using B4X

1 Register      2 Choose a plan      3 Purchase      4 Receive Product

First Name

Last Name

**NEXT**

```
steps1.AddSteps(Me, page.CellID(1, 1), "step1", app.COLOR_PRIMARY)
steps1.WFull
steps1.AddItem("Register", "Choose a plan", "Purchase", "Receive Product")
BuildStep1
BuildStep2
BuildStep3
```

```
Sub BuildStep1
    'get container at position
    Dim cont As SDUDiv = steps1.Panel(1)
    cont.DesignMode = False
    cont.AddRows2.AddColumn2x6
    cont.BuildGrid

    cont.Cell(1, 1).AddTextBoxLabel("firstname", "First Name", "")
    cont.Cell(1, 2).AddTextBoxLabel("lastname", "Last Name", "")
    cont.Cell(2, 1).AddButtonLabel("next1", "Next")

End Sub

Sub BuildStep2
    'get container at position
    Dim cont As SDUDiv = steps1.Panel(2)
    cont.DesignMode = False
    cont.AddRows2.AddColumn2x6
    cont.BuildGrid

    cont.Cell(1, 1).AddTextBoxLabel("street1", "Street Address 1", "")
    cont.Cell(1, 2).AddTextBoxLabel("street2", "Street Address 2", "")
    cont.Cell(2, 1).AddTextBoxLabel("street3", "Street Address 3", "")
    cont.Cell(2, 2).AddButtonLabel("next2", "Next")

End Sub

Sub BuildStep3
    'get container at position
    Dim cont As SDUDiv = steps1.Panel(3)
    cont.DesignMode = False
    cont.AddRows2.AddColumn2x6
    cont.BuildGrid

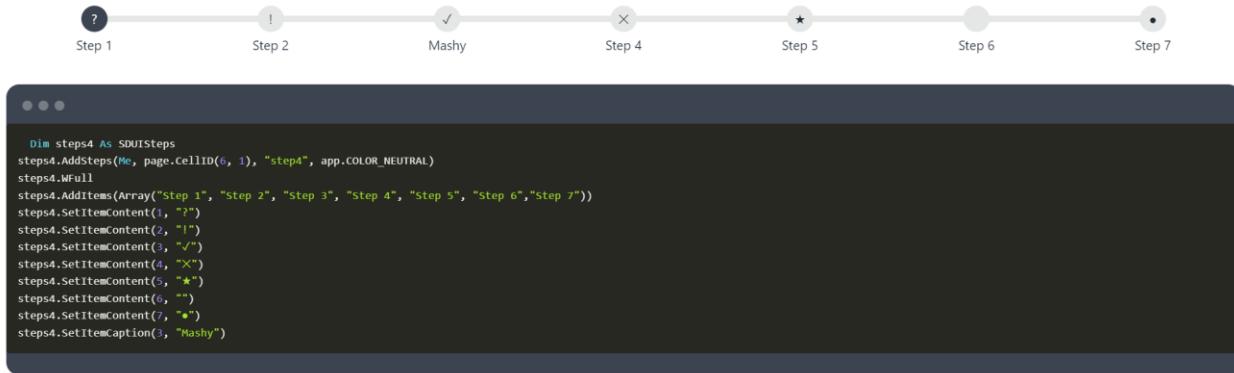
    cont.Cell(1, 1).AddTextBoxLabel("grade", "Highest Grade Passed", "")
    cont.Cell(1, 2).AddTextBoxLabel("qualification", "University Qualification", "")
    cont.Cell(2, 1).AddButtonLabel("next3", "Next")

End Sub

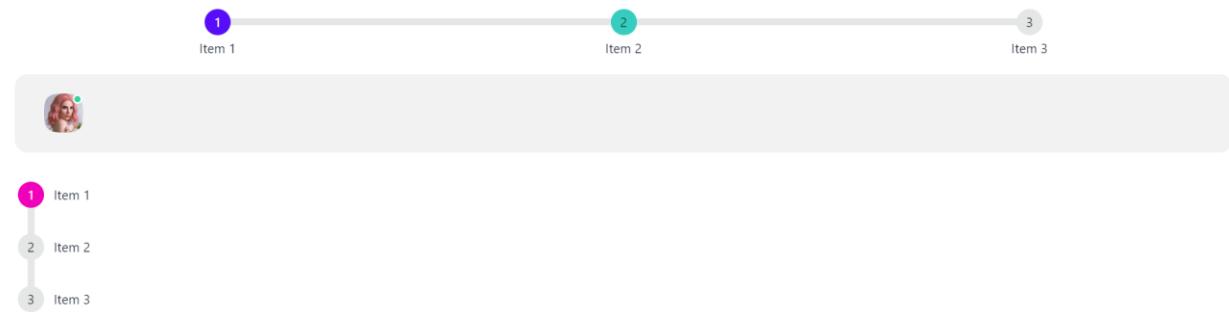
Private Sub step1_Change (pos As Int)
    Log(pos)
End Sub
```

1 Register      2 Choose a plan      3 Purchase      4 Receive Product

```
Dim steps2 As SDUDiv
steps2.AddSteps(Me, page.CellID(4, 1), "step2", app.COLOR_INFO)
steps2.Vertical
steps2.AddItem("Register", "Choose a plan", "Purchase", "Receive Product")
```



## Abstract Designer



## SDUIPage.page

### Properties

Property	Value
Page Name*	adsteps
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

## SDUISteps.SDUISteps1

### Properties

Property	Value
ParentID	adsteps

## SDUISteps.SDUISteps2

### Properties

Property	Value
ParentID	adsteps
Step Type	vertical
Color	secondary

One can also create other layouts and load them inside each of the step. Each component in a step should have a unique name.

```
banano.LoadLayout(SDUISteps1.Panel(1).Here, "tab1child")
banano.LoadLayout(SDUISteps1.Panel(2).Here, "tab2child")
banano.LoadLayout(SDUISteps1.Panel(3).Here, "tab3child")
```

## Swap

Swap allows you to toggle the visibility of two elements using a checkbox or a class name.

Off

```

Dim swap As SDUISwap
swap.AddSwap(Me, page.CellID(1,1), "swp1", "On", "off")

'when swap is ON
Private Sub swp1_On_Click (e As BANanoEvent)
    page.Cell(1, 2).Caption = "On"
End Sub

'when swap is OFF
Private Sub swp1_Off_Click (e As BANanoEvent)
    page.Cell(1, 2).Caption = "Off"
End Sub

```



## Abstract Designer

OFF



ON



### SDUIPage.page

#### Properties

Property	Value
Page Name*	adswap
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUISwap.SDUISwap1

#### Properties

Property	Value
ParentID	adswap
Size	md

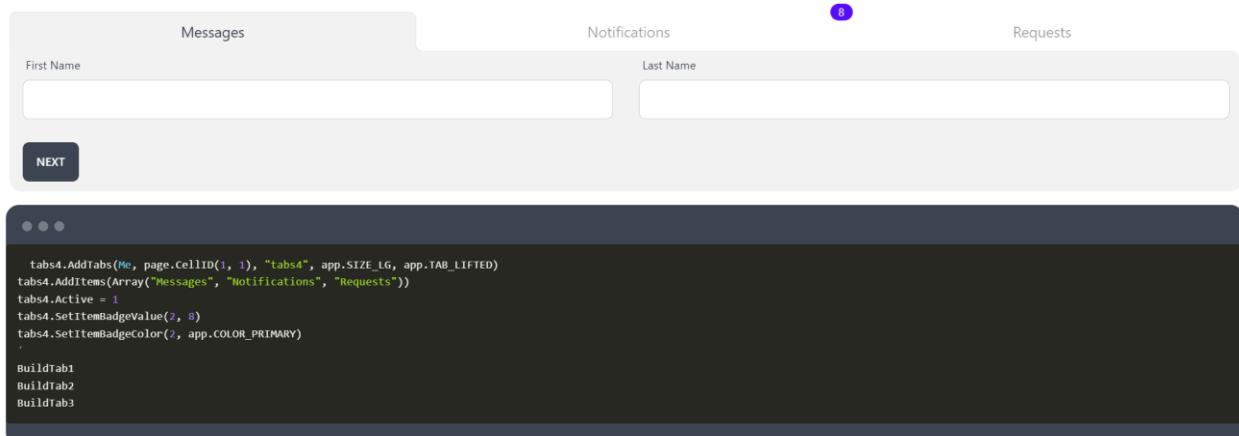
### SDUISwap.SDUISwap2

#### Properties

Property	Value
ParentID	adswap
Type	icon
Off Value	fa-solid fa-moon
On Value	fa-regular fa-sun
Size	4
Effect	flip

## Tabs

Tabs can be used to show a list of links in a tabbed format.



```
tabs4.AddTabs(Me, page.CellID(1, 1), "tabs4", app.SIZE_LG, app.TAB_LIFTED)
tabs4.AddItems(Array("Messages", "Notifications", "Requests"))
tabs4.Active = 1
tabs4.SetItemBadgeValue(2, 1)
tabs4.SetItemBadgeColor(2, app.COLOR_PRIMARY)
'
BuildTab1
BuildTab2
BuildTab3
```


```
Sub BuildTab1
    'get container at position
    Dim cont As SDUIDiv = tabs4.Panel(1)
    cont.DesignMode = False
    cont.AddRows5.AddColumn2x6
    cont.BuildGrid

    cont.Cell(1, 1).AddTextBoxLabel("firstname", "First Name", "")
    cont.Cell(1, 2).AddTextBoxLabel("lastname", "Last Name", "")
    cont.Cell(2, 1).AddButtonLabel("next1", "Next")

End Sub
Sub BuildTab2
    'get container at position
    Dim cont As SDUIDiv = tabs4.Panel(2)
    cont.DesignMode = False
    cont.AddRows5.AddColumn2x6
    cont.BuildGrid

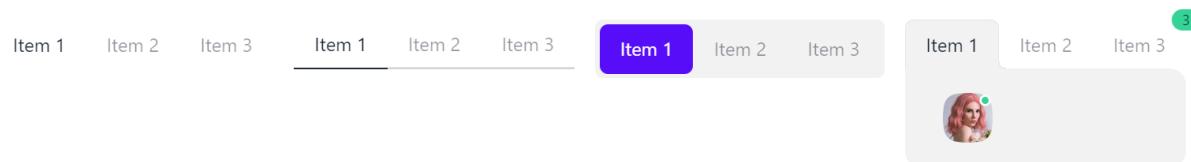
    cont.Cell(1, 1).AddTextBoxLabel("street1", "Street Address 1", "")
    cont.Cell(1, 2).AddTextBoxLabel("street2", "Street Address 2", "")
    cont.Cell(2, 1).AddTextBoxLabel("street3", "Street Address 3", "")
    cont.Cell(2, 2).AddButtonLabel("next2", "Next")

End Sub
Sub BuildTab3
    'get container at position
    Dim cont As SDUIDiv = tabs4.Panel(3)
    cont.DesignMode = False
    cont.AddRows5.AddColumn2x6
    cont.BuildGrid

    cont.Cell(1, 1).AddTextBoxLabel("grade", "Highest Grade Passed", "")
    cont.Cell(1, 2).AddTextBoxLabel("qualification", "University Qualification", "")
    cont.Cell(2, 1).AddButtonLabel("next3", "Next")

End Sub
```

## Abstract Designer



## SDUIPage.page

### Properties

Property	Value
Page Name*	adtabs
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

## SDUITabs.SDUTabs1

### Properties

Property	Value
ParentID	adtabs
Size	lg

**SDUITabs.SDUITabs2****Properties**

Property	Value
ParentID	adtabs
Size	lg
Type	bordered

**SDUITabs.SDUITabs3****Properties**

Property	Value
ParentID	adtabs
Size	lg
Type	lifted

**SDUITabs.SDUITabs4****Properties**

Property	Value
ParentID	adtabs
Size	lg
Type	boxed

One can also create other layouts and load them in each tab with code like this:

```
'build the page, via code or loadlayouts
banano.LoadLayout(SDUITabs3.Panel(1).Here, "tab1child")
banano.LoadLayout(SDUITabs3.Panel(2).Here, "tab2child")
banano.LoadLayout(SDUITabs3.Panel(3).Here, "tab3child")
```

Each element in the tabs should have a unique name.

## Typography

`strike tag (cut text)`

```
Dim p1 As SDUILabel = page.Cell(1, 1).AddParagraph("p1", "strike tag (cut text)")
p1.Root.linethrough(True)
```

`strike tag (cut text) red color`

```
Dim p2 As SDUILabel = page.Cell(2, 1).AddParagraph("p2", "strike tag (cut text) red color")
p2.Root.linethrough(True).textsize("x1").textcolorIntensity("red", 600)
```

`strike tag (cut text) green color`

```
Dim p3 As SDUILabel = page.Cell(3, 1).AddParagraph("p3", "strike tag (cut text) green color")
p3.Root.linethrough(True).textsize("x1").textcolorIntensity("green", 600)
```

`strike tag (cut text) blue color`

```
Dim p4 As SDUILabel = page.Cell(4, 1).AddParagraph("p4", "strike tag (cut text) blue color")
p4.Root.linethrough(True).textsize("x1").textcolorIntensity("blue", 600)
```

`hover strike tag (cut text)`

```
Dim p5 As SDUILabel = page.Cell(5, 1).AddParagraph("p5", "hover strike tag (cut text)")
p5.Root.hover("line-through").textsize("x1")
```

`shadow-md gray`

```
Dim div1 As SDUIDiv = page.Cell(1, 1).AddDiv("div1")
div1.p(6).Shadow("md").shadowColorIntensity("gray", 500)
div1.Caption = "shadow-md gray"
```

`shadow-lg green`

```
Dim div2 As SDUIDiv = page.Cell(2, 1).AddDiv("div2")
div2.p(6).Shadow("lg").shadowColorIntensity("green", 500)
div2.Caption = "shadow-lg green"
```

`shadow-xl red`

```
Dim div3 As SDUIDiv = page.Cell(3, 1).AddDiv("div3")
div3.p(6).Shadow("xl").shadowColorIntensity("red", 500)
div3.Caption = "shadow-xl red"
```

`shadow-2xl purple`

```
Dim div4 As SDUIDiv = page.Cell(4, 1).AddDiv("div4")
div4.p(6).Shadow("2xl").shadowColorIntensity("purple", 500)
div4.Caption = "shadow-2xl purple"
```

## TailwindCSS WebApps using B4X

Shadow Color Button

```
Dim btn1 As SDUIButton = page.cell(5, 1).AddButtonNormal("btn1", "Shadow color button")
btn1.Root.px(6).py(2).textColorIntensity("purple", 100).bgColorIntensity("purple", 500).isRounded
btn1.Root.shadow("xl").shadowColorIntensity("purple", 400).hover("shadow-purple-100")
```

### Tailwind CSS Card with Shadow Color

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

[Read more](#)

```
'normal card
Dim c1 As SDUIDiv = page.cell(6, 1).AddDiv("c1")
c1.wFull.p(6).bgColor("white").border("1px").borderColorIntensity("gray", 200).rounded("lg").shadow("md")
c1.shadowColorIntensity("purple", 500).responsivePer("lg", "max-w-md")

Dim c1h2 As SDUILabel = c1.AddH2("c1h2", "Tailwind CSS Card with Shadow color")
c1h2.Root.mb(2).fontSize("2xl").fontBold.textColorIntensity("gray", 900).trackingTight

Dim c1p1 As SDUILabel = c1.AddParagraph("c1p1", "")
c1p1.Root.textColorIntensity("gray", 700).mb(3).fontNormal.loremIpsum

Dim c1btn As SDUILink = c1.AddAnchor("c1btn", "Read more", "#")
c1btn.Root.inlineFlex.itemsCenter.px(2).fontSize("sm").fontMedium.textCenter.textColor("white")
c1btn.Root.bgColorIntensity("purple", 700).rounded("lg").hover("bg-purple-800").focus("outline-none")
```

## Abstract Designer

### TextBox

**Text Input** is a simple input field.

Sithaso DaisyUI

Enter your first name

Ghost

First name

Enter your last name

Last name

MC Hammer

You can't touch this!

## TailwindCSS WebApps using B4X

Password		<pre>txtPassword = page.Cell(6, 1).AddPassword("txtpassword", "Password", "Enter your password", True) txtPassword.Value = "password" txtPassword.PrependIcon = "fa-lock"</pre>
Password		<pre>txtPassword1 = page.Cell(7, 1).AddPassword("txtpassword1", "Password", "", False) txtPassword1.Value = "password" txtPassword1.PrependIcon = "fa-solid fa-lock"</pre>
Email		<pre>txtEmail = page.Cell(8, 1).AddEmail("txtemail", "Email", "") txtEmail.Value = "sithasodaisyui@tailwind.com" txtEmail.PrependIcon = "fa-solid fa-envelope"</pre>
Mobile #		<pre>txtTelephone = page.Cell(9, 1).AddTelephone("txttel", "Mobile #", "") txtTelephone.Pattern = "[0-9]{3}-[0-9]{4}-[0-9]{4}" txtTelephone.Value = "12334567890" txtTelephone.PrependIcon = "fa-solid fa-phone"</pre>
Quantity		<pre>txtNumber = page.Cell(10, 1).AddNumber("txtnumber", "Quantity", "", 1, 5)</pre>
Enter Amount		<pre>txtAmount.AddTextBoxGroup(Me, page.CellID(3, 1), "txtamount", "Enter Amount", "", "", "BTC") txtAmount.Placeholder = "0.01"</pre>
Enter Amount		<pre>txtAmount.AddTextBoxGroup(Me, page.CellID(4, 1), "txtamount1", "Enter Amount", "", "Price", "USD") txtAmount1.Placeholder = "10"</pre>
Your Email		<pre>txtEmail.AddTextBoxGroup(Me, page.CellID(5, 1), "txtemail", "Your Email", "", "Email", "") txtEmail.Placeholder = "Enter your email" txtEmail.InputGroupVertical = True</pre>
Large		<pre>txtLarge.AddTextBoxGroup(Me, page.CellID(6, 1), "txtlarge", "Large", "", "LG", "") txtLarge.Placeholder = "Type Here" txtLarge.InputGroupSize = app.SIZE_LG</pre>
Medium		<pre>txtMedium.AddTextBoxGroup(Me, page.CellID(7, 1), "txtmedium", "Medium", "", "MD", "") txtMedium.Placeholder = "Type Here" txtMedium.InputGroupSize = app.SIZE_MD</pre>

## TailwindCSS WebApps using B4X

The image displays four examples of TailwindCSS WebApp components and their underlying B4X code:

- Small Input:** Shows a standard input field labeled "Type Here".

```
txtSmall.AddTextBoxGroup(Me, page.CellID(8, 1), "txtsmall", "Small","", "SM", "")  
txtSmall.Placeholder = "Type Here"  
txtSmall.InputGroupSize = app.SIZE_SM
```
- XSmall Input:** Shows a smaller input field labeled "Type Here".

```
txtXSmall.AddTextBoxGroup(Me, page.CellID(9, 1), "txtxsmall", "XSmall","", "XS", "")  
txtXSmall.Placeholder = "Type Here"  
txtXSmall.InputGroupSize = app.SIZE_XS
```
- Search Input:** Shows a search input field labeled "Search" with a magnifying glass icon.

```
txtSearch.AddTextBoxGroup(Me, page.CellID(10, 1), "txtsearch", "Search", "", "", "")  
txtSearch.Placeholder = "Search"  
txtSearch.AppendIcon = "fa-solid fa-magnifying-glass"
```
- Category Selection:** Shows a dropdown menu labeled "Pick a category" with a "Go" button.

```
Dim txtGo As SDUITextBox = page.Cell(11, 1).AddTextBoxGroup("txtGo", "Go", "", "", "Go")  
txtGo.Placeholder = "Pick a category"  
txtGo.PrependIcon = "fa-solid fa-mountain-city"
```

## Abstract Designer

3

TextBox1

3

TextBox1

P 3 S

First Name

 Enter first name here 

Password

Telephone



Weight

Dialer

- -4 +

## SDUIPage.page

### Properties

Property	Value
Page Name*	adtextbox
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

## SDUITextBox.SDUITextBox1

### Properties

Property	Value
ParentID	adtextbox
Size	md
Color	primary
Value	3
Bordered	false

**SDUITextBox.SDUITextBox2****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adtextbox
Input Type	input-group
Size	md
Color	primary
Value	3
Bordered	false

**SDUITextBox.SDUITextBox3****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adtextbox
Input Type	input-group
Size	md
Color	primary
Value	3
Prefix	P
Suffix	S

**SDUITextBox.SDUITextBox4****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adtextbox
Input Type	input-group
Size	md
Color	primary
Caption	First Name
Place Holder	Enter first name here
Prepend Icon	fa-solid fa-volume-xmark
Append Icon	fa-solid fa-volume-high

**SDUITextBox.SDUITextBox5****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adtextbox
Input Type	password
Size	md
Color	primary
Caption	Password
Show Eyes	true
Prepend Icon	fa-solid fa-lock

**SDUITextBox.SDUITextBox6****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adtextbox
Input Type	telephone
Size	md
Color	secondary

Property	Value
Caption	Telephone
Prepend Icon	fa-solid fa-mobile

**SDUITextBox.SDUITextBox7****Properties**

Property	Value
ParentID	adtextbox
Input Type	number
Size	md
Color	secondary
Caption	Weight

**SDUITextBox.SDUITextBox8****Properties**

Property	Value
ParentID	adtextbox
Input Type	dialer
Size	md
Color	secondary
Caption	Dialer
Value	1
Max Value	100
Step Value	5

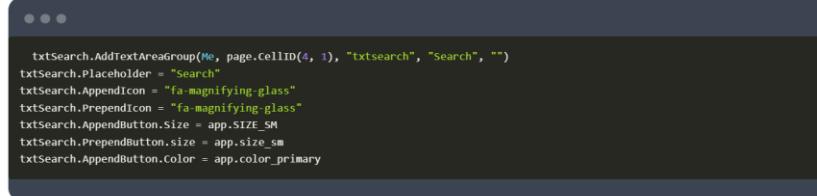
**TextArea**

**Textarea** allows users to enter text in multiple lines.



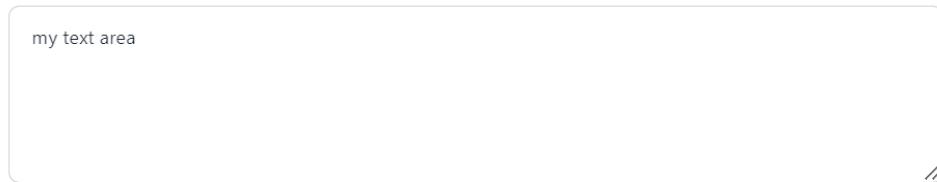
```
txtb.AddTextAreaGroup(Me, page.cellID(3,1), "txtb", "News", "Enter your news article here")
txtb.Placeholder = "News"
```

Enter your news article here

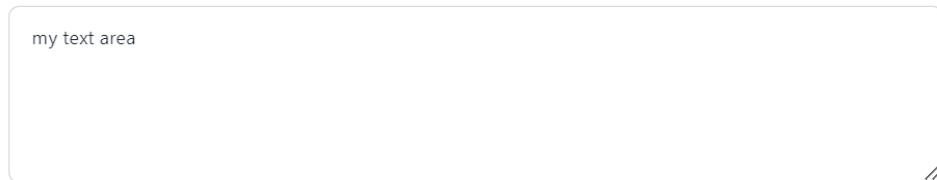


```
txtSearch.AddTextAreaGroup(Me, page.cellID(4, 1), "txtsearch", "Search", "")
txtSearch.Placeholder = "Search"
txtSearch.AppendIcon = "fa-magnifying-glass"
txtSearch.PrependIcon = "fa-magnifying-glass"
txtSearch.AppendButton.Size = app.SIZE_SM
txtSearch.PrependButton.size = app.size_sm
txtSearch.AppendButton.Color = app.color_primary
```

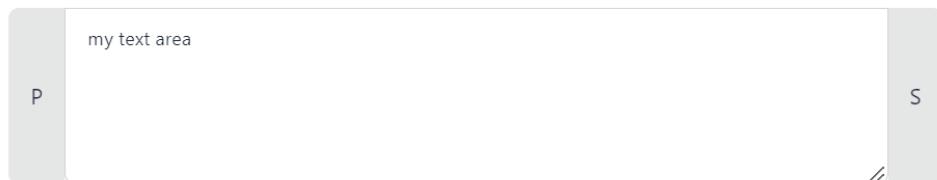
## Abstract Designer



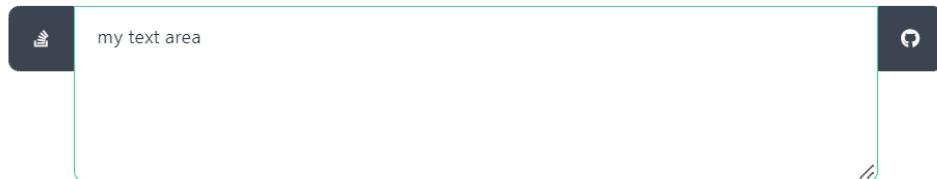
Text Area 1



Text Area 1



Text Area 1



### SDUIPage.page

#### Properties

Property	Value
Page Name*	adtextarea
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUITextArea.SDUITextArea1

#### Properties

Property	Value
ParentID	adtextarea
Caption	Text Area 1
Value	my text area

### SDUITextArea.SDUITextArea2

#### Properties

Property	Value
ParentID	adtextarea
Input Type	input-group
Caption	Text Area 1
Color	nuetral

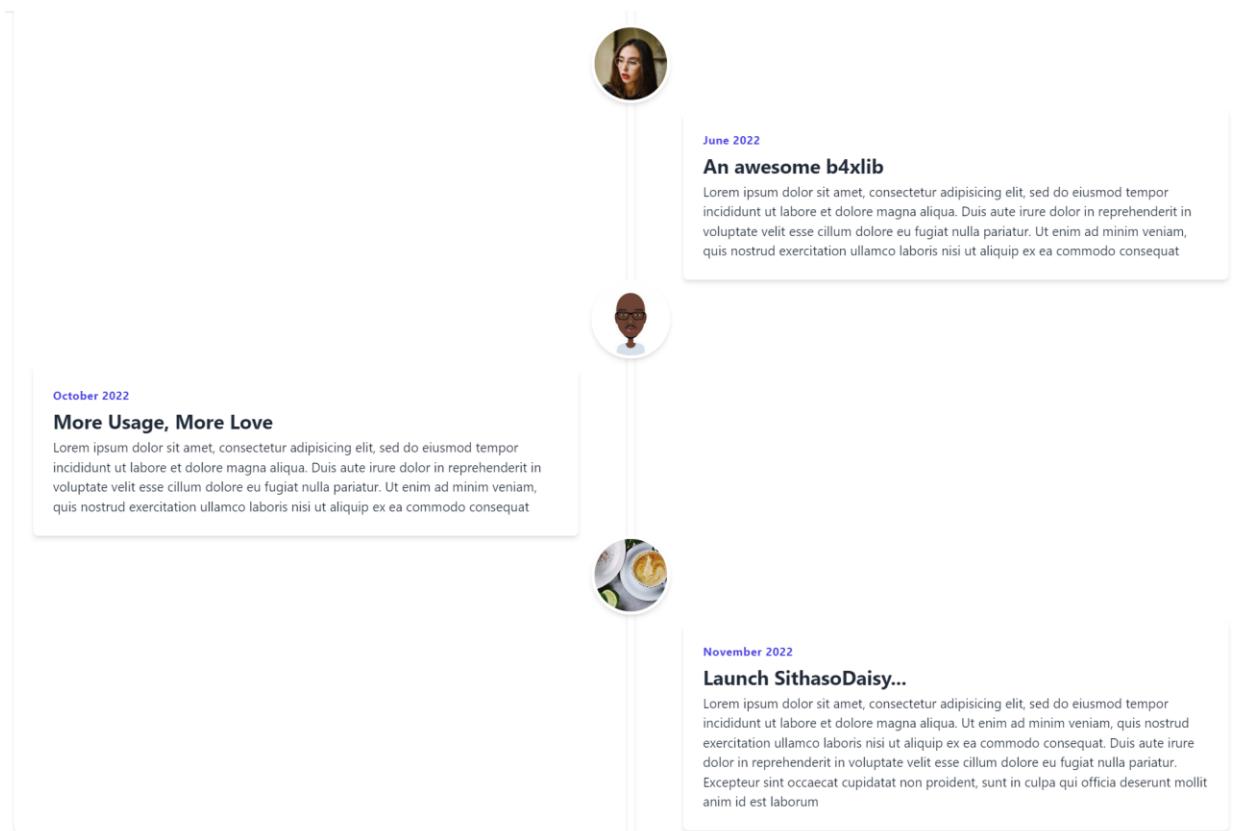
Property	Value
Value	my text area

**SDUITextArea.SDUITextArea3****Properties**

Property	Value
ParentID	adtextarea
Input Type	input-group
Caption	Text Area 1
Color	nuetral
Value	my text area
Prefix	P
Suffix	S

**SDUITextArea.SDUITextArea4****Properties**

Property	Value
ParentID	adtextarea
Input Type	input-group
Caption	Text Area 1
Color	success
Value	my text area
Prepend Icon	fa-brands fa-stack-overflow
Append Icon	fa-brands fa-github

**Time Lines**

```
Dim bt1 As SDUITimeline = page.Cell(1, 1).AddBeautifulTimeline("bt1")
bt1.AddBeautifulTimelineItem("bt1_1", "June 2022", "An awesome b4xlib", "./assets/face11.jpg", _
SDUIShared.loremIpsumSentence(3), False)
.
bt1.AddBeautifulTimelineItem("bt1_2", "October 2022", "More Usage, More Love", "./assets/sponge.png", _
SDUIShared.loremIpsumSentence(3), True)
.
bt1.AddBeautifulTimelineItem("bt1_3", "November 2022", "Launch SithasDaisy...", "./assets/13.jpg", _
SDUIShared.loremIpsumSentence(4), False)
```

```
Dim bt2 As SDUITimeline = page.Cell(3, 1).AddTimeline("bt2")
bt2.AddTimelineSuccess("bt2_s1", "Package Booked", "21 July 2021, 04:30 PM")
bt2.AddTimelineSuccess("bt2_s2", "Out for Delivery", "22 July 2021, 01:00 PM")
bt2.AddTimelineWarning("bt2_w1", "Driver Stuck in Traffic", "22 July 2021, 04:30 PM")
bt2.AddTimelineError("bt2_e1", "Eish...", "22 July 2021, 04:31 PM")
bt2.AddTimelineGray("bt2_e2", "Missing in Action", "22 July 2021, 05:00 PM")
```

## Abstract Designer

### Toast

**Toast** is a wrapper to stack elements, positioned on the corner of page.

A new message has arrived!

```
Dim t1 As SDUIToast
t1.AddToast(Me, page.CellID(1, 1), "t1", "A new message has arrived!")
t1.Alert.Info
t1.TopRight
```

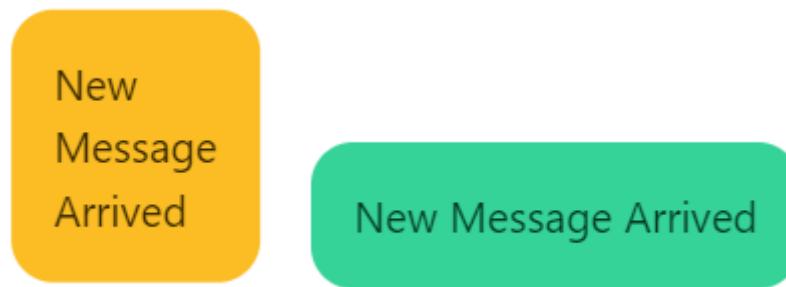
A new message has arrived!

```
Dim t2 As SDUIToast = page.Cell(2, 1).AddToast("t2", "A new message has arrived!")
t2.Alert.Success
t2.BottomRight
```

## ChangeLog Version 1.16

You can also make an toast be timed. For example, setting **t1.TimeOut = 2000**, will hide the toast after 2 seconds.

## Abstract Designer



## SDUIPage.page

### Properties

Property	Value
Page Name*	adtoast
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

## SDUIToast.SDUIToast1

### Properties

Property	Value
ParentID	adtoast

## SDUIToast.SDUIToast2

### Properties

Property	Value
ParentID	adtoast
Color	warning
At Center	true
At Middle	true

## ToolTip

Tooltip can be used to show a message when hovering over an element.

```
Dim btn1 As SDUITooltip = page.Cell(1, 1).AddTooltipButton("btn1", "Hover Me", "Hello")
btn1.AddButton(Me, page.CellID(1, 1), "btn1", "Hover Me", "Hello")
btn1.Color = app.color_secondary
```

```
Dim btn2 As SDUITooltip = page.Cell(2, 1).AddTooltipButton("btn2", "Open Right Tooltip", "I am open")
btn2.ARight
btn2.Open = TRUE
btn2.Color = app.COLOR_Secondary
btn2.Button.Color = app.COLOR_SECONDARY
```

## Abstract Designer



### SDUIPage.page

#### Properties

Property	Value
Page Name*	adtooltip
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUITooltip.SDUITooltip1

#### Properties

Property	Value
ParentID	adtooltip
Caption	ToolTip 1
Position	left

### SDUITooltip.SDUITooltip2

#### Properties

Property	Value
ParentID	adtooltip
Caption	ToolTip 1
Color	secondary
Position	right

### SDUIButton.SDUIButton1

#### Properties

Property	Value
ParentID	SDUITooltip1

### SDUIButton.SDUIButton2

#### Properties

Property	Value
ParentID	SDUITooltip2
Shape	rounded
Icon	

## Table

Table can be used to show a list of data in a table format.

For the examples below, this is the structure of the records we will use.

## TailwindCSS WebApps using B4X

```

18 'Sub to show the page
19 Sub Show(duiapp As SDUIApp)           'ignore
20     'initializes the page
21     'this clears the 'pageview'
22     page.AddPage("M", name)
23     page.Root.p(6)
24     'get the reference to the app
25     app = duiapp
26     'build the page, via code or loadlayouts
27
28     Items.Initialize
29     Items.Add(CreateMap("hours":4, "on":True, "id":1, "rate":2, "email":"user1@gmail.com", "link":"https://tailwindcomponents.com/", "progress":10, "active":False, "name":"Cy
Ganderton", "job":"Quality Control Specialist", "color":"Error", "avatar": "./assets/face1.jpg", "country": "USA", "clicklink": 56, "sm": "fa-brands fa-twitter"))
30     Items.Add(CreateMap("hours": 5, "on":False, "id":2, "rate":4, "progress":20, "active":True, "link":"https://daisysui.com/", "email": "user1@gmail.com", "name": "Hart
Hagerty", "job": "Desktop Support Technician", "color": "Secondary", "avatar": "./assets/face17.jpg", "country": "Nigeria", "clicklink": 90, "sm": "fa-brands fa-facebook"))
31     Items.Add(CreateMap("hours": 8, "on":True, "id":3, "rate":3, "progress":90, "active":True, "link": "https://github.com/Mashiane", "email": "user1@gmail.com", "name": "Anele
Mbanga", "job": "Software Engineer", "color": "Primary", "avatar": "./assets/mashy.jpg", "country": "South Africa", "clicklink": 100, "sm": "fa-brands fa-whatsapp"))
32
33     BuildPage
34 End Sub

```

**Table1**

	#	IMAGE	NAME	JOB	FAVOURITE COLOR	APPROVE	REJECT	EDIT	DELETE
<input type="checkbox"/>	1		Cy Ganderton	Quality Control Specialist	Error	<button>APPROVE</button>	<button>REJECT</button>	<button>EDIT</button>	<button>DELETE</button>
<input type="checkbox"/>	2		Hart Hagerty	Desktop Support Technician	Secondary	<button>APPROVE</button>	<button>REJECT</button>	<button>EDIT</button>	<button>DELETE</button>
<input type="checkbox"/>	3		Anele Mbanga	Software Engineer	Primary	<button>APPROVE</button>	<button>REJECT</button>	<button>EDIT</button>	<button>DELETE</button>

```

Sub Build_Table1
    Dim tbi As SDUITable = page.Cell(1, 1).AddTable("tbi")
    tbi.Hover = True
    tbi.Zebra
    tbi.AddColumnSelectAll
    tbi.ButtonSize = app.SIZE_SM
    tbi.Buttonsoutlined = True
    tbi.BadgesSize = app.SIZE_LG
    tbi.Badgesoutlined = True
    '
    tbi.AddColumn("id", "#")
    tbi.AddColumnAvatar("avatar", "Image", 12, app.MASK_SQUIRCLE)
    tbi.AddColumn("name", "Name")
    tbi.AddColumn("job", "Job")
    'add a badge and use a color from the row
    tbi.AddColumnBadge("color", "Favourite Color", "item.color")
    tbi.AddColumnButton("approve", "Approve", app.COLOR_SUCCESS)
    tbi.AddColumnButton("reject", "Reject", app.color_error)
    'ad as last columns
    tbi.AddColumnEdit(app.COLOR_PRIMARY)
    tbi.AddColumnDelete(app.COLOR_SECONDARY)
    tbi.setItems(Items)
End Sub

Private Sub tbi_SelectAll (Checked As Boolean)
    Log("tbi_Selectall")
    Log(Checked)
End Sub
'

'a click event on the row
Private Sub tbi_approve (item As Map)
    Log("tbi_approve")
    Log(item)
End Sub
'

'a click event on the row
Private Sub tbi_reject (item As Map)
    Log("tbi_reject")
    Log(item)
End Sub

```

**Table2**

#	EMPLOYEE	JOB	FAVOURATE COLOR	COMPLETED	ACTIVE
1	 Cy Ganderton	Quality Control Specialist USA	Error	10% <div style="width: 10%; background-color: red;"></div>	<input type="checkbox"/>
2	 Hart Hagerty	Desktop Support Technician Nigeria	Secondary	20% <div style="width: 20%; background-color: magenta;"></div>	<input checked="" type="checkbox"/>
3	 Anele Mbanga	Software Engineer South Africa	Primary	90% <div style="width: 90%; background-color: blue;"></div>	<input checked="" type="checkbox"/>

```

Sub Build_Table2
    Dim tb2 As SDUITable = page.Cell(3, 1).AddTable("tb2")
    tb2.Hover = True
    tb2.Zebra
    tb2.Compact
    '
    tb2.AddColumn("id", "#")
    tb2.AddColumnAvatarTitle("avatar", "Employee", 12, "name", app.MASK_CIRCLE)
    tb2.AddColumnTitleSubTitle("job", "Job", "country")
    tb2.AddColumn("color", "Favourite color")
    tb2.AddColumnProgress("progress", "Completed", 40, 100, "item.color")
    tb2.AddColumnCheckBox("active", "Active", app.COLOR_PRIMARY, False)
    tb2.SetItems(items)
End Sub

Private Sub tb2_change (Value As Object, Column As String, item As Map)
    Log(Value)
    Log(Column)
    Log(item)
End Sub

```

**Table3**

#	EMPLOYEE	JOB	HOURS	OFF/ON
1	 Cy Ganderton USA	Quality Control Specialist Error	4	<div style="width: 40%; background-color: #00AEEF;"></div> <input checked="" type="checkbox"/>
2	 Hart Hagerty Nigeria	Desktop Support Technician Secondary	5	<div style="width: 50%; background-color: #00AEEF;"></div> <input type="checkbox"/>
3	 Anele Mbanga South Africa	Software Engineer Primary	8	<div style="width: 80%; background-color: #00AEEF;"></div> <input checked="" type="checkbox"/>

```

Sub Build_Table3
    Dim tb3 As SDUITable = page.Cell(5, 1).AddTable("tb3")
    tb3.Hover = True
    tb3.Zebra
    '
    tb3.AddColumn("id", "#")
    tb3.AddColumnAvatarTitleSubTitle("avatar", "Employee", 12, "name", "country", app.MASK_HEXAGON)
    tb3.AddColumnTitleSubTitle("job", "Job", "color")
    tb3.AddColumnRange("hours", "Hours", 8, app.COLOR_ACCENT)
    tb3.AddColumnToggle("on", "Off/On", app.COLOR_PRIMARY, False)
    '
    tb3.SetItems(items)
End Sub

Private Sub tb3_change (Value As Object, Column As String, item As Map)
    Log(Value)
    Log(Column)
    Log(item)
End Sub

```

**Table4**

#	IMAGE	EMAIL	LINK	AISLE	SOCIAL MEDIA	SATISFACTION	PROGRESS
1		<a href="https://tailwindcomponents.com/">Cy Ganderton</a>	<a href="https://tailwindcomponents.com/">https://tailwindcomponents.com/</a>	56			<div style="width: 10%; background-color: #FF5722;">10%</div>
2		<a href="https://daisyyui.com/">Hart Hagerty</a>	<a href="https://daisyyui.com/">https://daisyyui.com/</a>	90			<div style="width: 20%; background-color: #FF5722;">20%</div>
3		<a href="https://github.com/Mashiane">Anele Mbanga</a>	<a href="https://github.com/Mashiane">https://github.com/Mashiane</a>	100			<div style="width: 90%; background-color: #00AEEF;">90%</div>

```

Sub Build_Table4
    Dim tb4 As SDUITable = page.Cell(7, 1).AddTable("tb4")
    tb4.Hover = True
    tb4.Zebra =
    'add a badge and use a color from the row
    'tbl1.AddColumnBadge("color", "Favourite color", "item.color")
    'tbl1.AddColumnButton("approve", "Approve", app.COLOR_SUCCESS)
    'tbl1.AddColumnButton("reject", "Reject", app.color_error)
    'ad as last columns
    'tbl1.AddColumnEdit(app.COLOR_PRIMARY)
    'tbl1.AddColumnDelete(app.COLOR_SECONDARY)
    tb4.SetItems(items)
End Sub

Private Sub tb4_change (Value As Object, Column As String, item As Map)
    Log("tb4_change...")
    Log(Value)
    Log(Column)
    Log(item)
End Sub

Private Sub tb4_sm (item As Map)
    Log("sm...")
    Log(item)
End Sub

Private Sub tb4_clicklink (item As Map)
    Log("clicklink...")
    Log(item)
End Sub

```

## Abstract Designer

Test Table

	#	EMPLOYEE	JOB	FAVOURATE COLOR	COMPLETED	ACTIVE	EDIT	DELETE	CLONE	UPLOAD	MENU
<input type="checkbox"/>	1	 Cy Ganderton	Quality Control Specialist USA	Error	<div style="width: 10%;">10%</div>	<input type="checkbox"/>					
<input type="checkbox"/>	2	 Hart Hagerty	Desktop Support Technician Nigeria	Secondary	<div style="width: 20%;">20%</div>	<input checked="" type="checkbox"/>					
<input type="checkbox"/>	3	 Anele Mbanga	Software Engineer South Africa	Primary	<div style="width: 90%;">90%</div>	<input checked="" type="checkbox"/>					

## SDUIPage.page

### Properties

Property	Value
Page Name*	adtable
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

## SDUITable.SDUITable1

### Properties

Property	Value
ParentID	adtable
Title	Test Table
Is Normal	true
Is Zebra	true
Badges Size	sm
Button Size	sm

Property	Value
Hover	true
Select All	true
Has Search	true
Has Delete All	true
Has Edit	true
Has Clone	true
Has Delete	true
Has Upload	true
Has Menu	true

## Toggle

**Toggle** is a checkbox that is styled to look like a switch button.

The image displays three examples of the SDUIToggle component:

- Remember Me**: Shows a standard toggle button with a blue track and a white dot. The code is:

```
tgle2.AddToggleLabel(Me, page.CellId(2,1), "tgle2", "Remember Me", "right")
tgle2.color = app.COLOR_ACCENT
```
- Color Coded**: Shows a toggle button with a red track and a blue dot. The code is:

```
tgle3 = page.Cell(3,1).AddToggleLabel("tgle3", "Remember Me", "left")
tgle3.color = app.COLOR_PRIMARY
```
- Color Coded**: Shows a toggle button with a red track and a green dot. The code is:

```
tgle4 = page.Cell(4, 1).AddToggleLabel("tgle4", "Color Coded", "right")
'tset the color
tgle4.bgColorIntensity("red", 600)
'tset the checked color
tgle4.checkedBgColorIntensity("green", 600)
```

## Abstract Designer



## SDUIPage.page

### Properties

Property	Value
Page Name*	adttoggle
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

## SDUIToggle.SDUIToggle1

**Properties**

<b>Property</b>	<b>Value</b>
ParentID	adtoggle
Size	md

**SDUIToggle.SDUIToggle2****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adtoggle
Input Type	input-group
Color	secondary
Size	md

**SDUIToggle.SDUIToggle3****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adtoggle
Input Type	input-group
Color	success
Size	md

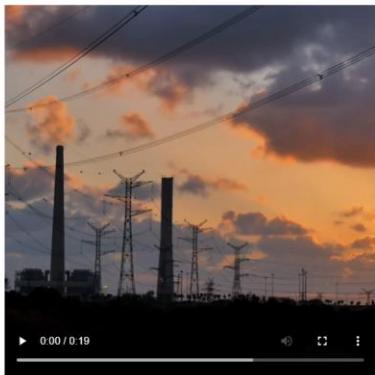
**SDUIToggle.SDUIToggle4****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adtoggle
Input Type	input-group
Color	warning
Size	md

**SDUIToggle.SDUIToggle5****Properties**

<b>Property</b>	<b>Value</b>
ParentID	adtoggle
Input Type	input-group
Position	right
Color	warning
Size	md
Checked	true
Bg Color	red
Bg Color Intensity	700
Checked Bg Color	green
Checked Bg Color Intensity	700

## Video



## Abstract Designer

### SDUIPage.page

#### Properties

Property	Value
Page Name*	advideo
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

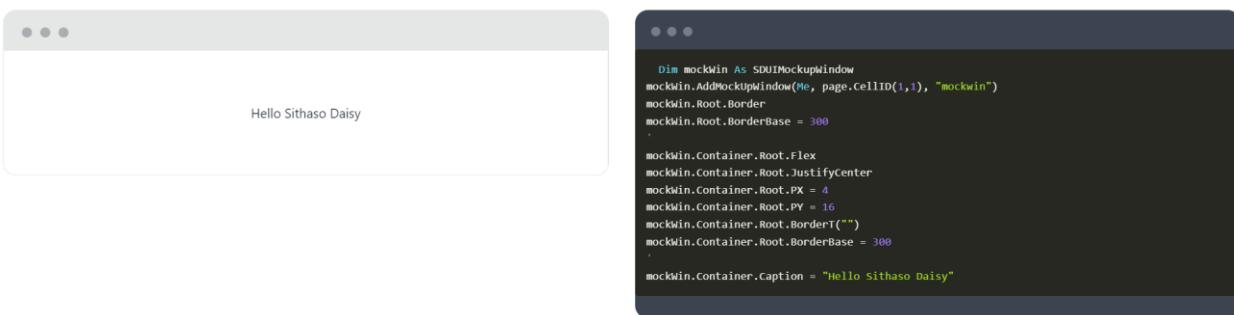
### SDUIVideo.SDUIVideo1

#### Properties

Property	Value
ParentID	advideo
Auto Play	true
Webm Url	./assets/video2.webm

## Window

Window mockup shows a box that looks like an operating system window.



## Abstract Designer

### SDUIPage.page

#### Properties

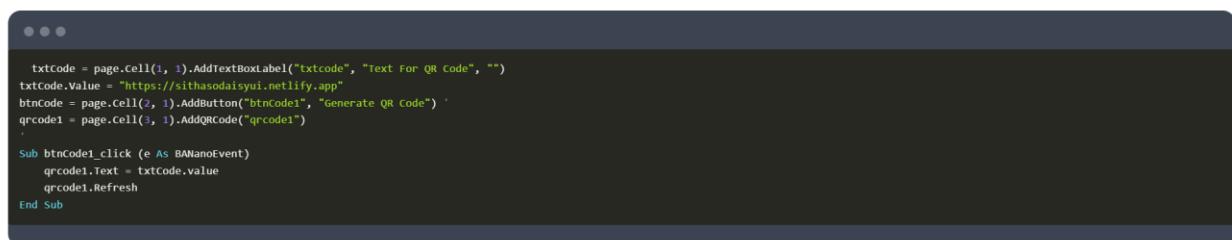
Property	Value
Page Name*	admockwindow
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

**SDUIMockupWindow.SDUIMockupWindow1****Properties**

Property	Value
ParentID	admockwindow
Caption	This is a Mock Window
Border Color	primary

**PlugIns****QRCode**

GENERATE QR CODE

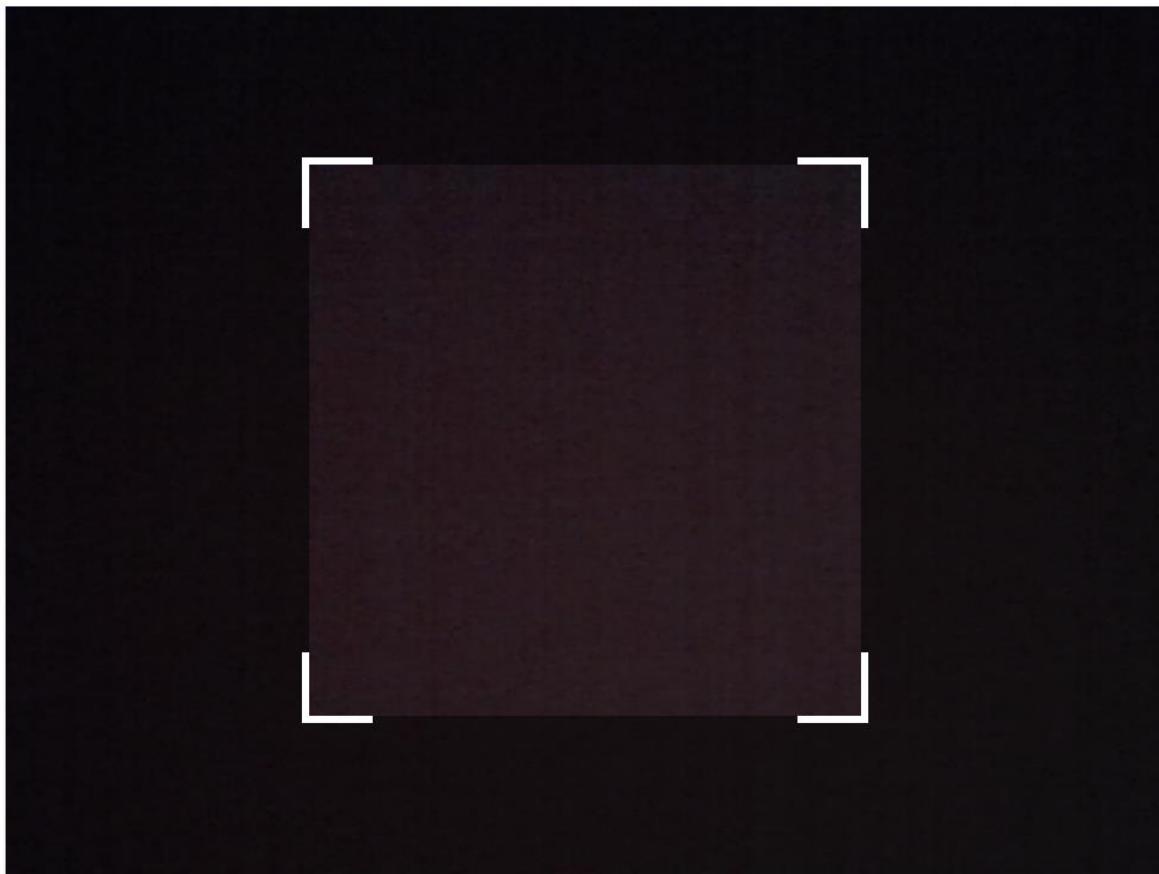
**Abstract Designer****SDUIPage.page****Properties**

Property	Value
Page Name*	adqrcode
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

**SDUIQRCode.SDUIQRCode1****Properties**

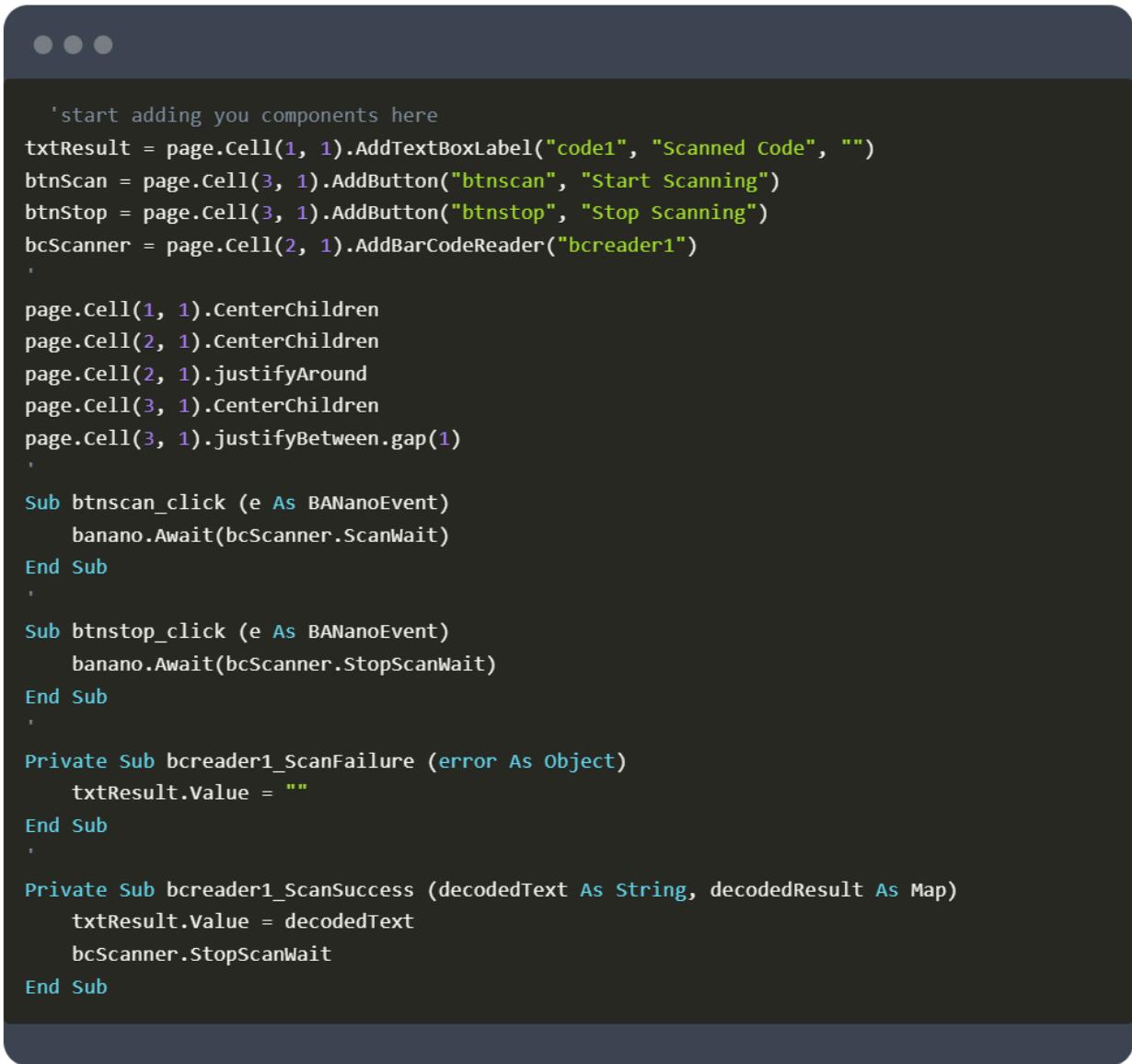
Property	Value
ParentID	adqrcode
Text	https://sithasodaisyui.netlify.app

## QRCode/Barcode Scanner



START SCANNING

STOP SCANNING



```

'start adding your components here
txtResult = page.Cell(1, 1).AddTextBoxLabel("code1", "Scanned Code", "")
btnScan = page.Cell(3, 1).AddButton("btnclick", "Start Scanning")
btnStop = page.Cell(3, 1).AddButton("btnclick", "Stop Scanning")
bcScanner = page.Cell(2, 1).AddBarcodeReader("bcreader1")
'

page.Cell(1, 1).CenterChildren
page.Cell(2, 1).CenterChildren
page.Cell(2, 1).justifyAround
page.Cell(3, 1).CenterChildren
page.Cell(3, 1).justifyBetween.gap(1)
'

Sub btnclick_Click (e As BANanoEvent)
    banano.Await(bcScanner.ScanWait)
End Sub
'

Sub btnclick_Click (e As BANanoEvent)
    banano.Await(bcScanner.StopScanWait)
End Sub
'

Private Sub bcreader1_ScanFailure (error As Object)
    txtResult.Value = ""
End Sub
'

Private Sub bcreader1_ScanSuccess (decodedText As String, decodedResult As Map)
    txtResult.Value = decodedText
    bcScanner.StopScanWait
End Sub

```

## Abstract Designer

### SDUIPage.page

#### Properties

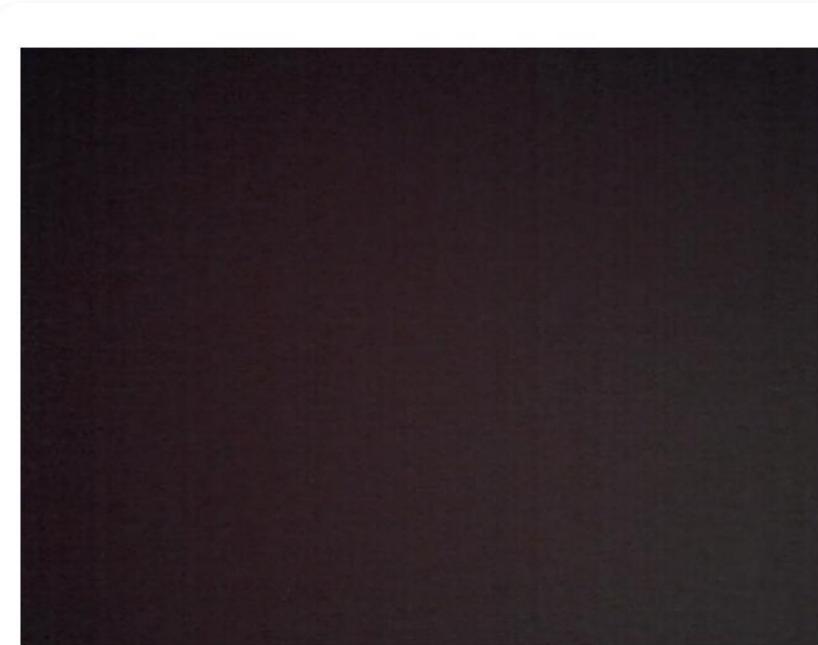
Property	Value
Page Name*	adqrcodescanner
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIBarcodeReader.SDUIBarcodeReader1

#### Properties

Property	Value
ParentID	adqrcodescanner
Width	500px

## WebCam



**START**

**FREEZE**

**UN-FREEZE**

**TAKE PICTURE**

**STOP**

```

...
bcsanner = page.cell(1, 1).AddWebCam("webcam1")
btnStart = page.cell(2, 1).AddButton("btncstart", "Start")
btnFreeze = page.cell(2, 1).AddButton("btndefreeze", "Freeze")
btnUnfreeze = page.cell(2, 1).AddButton("bttnunfreeze", "Un-Freeze")
btnScan = page.cell(2, 1).AddButton("btncan", "Take Picture")
btnStop = page.cell(2, 1).AddButton("btntstop", "Stop")
imgPicture = page.cell(3, 1).AddImage("cam1", app.imgHolder, "", "200px", "200px")
''

page.Cell(1, 1).CenterChildren
page.Cell(2, 1).justifyAround.flex.flexWrap.gap(1)
page.Cell(3, 1).CenterChildren

Sub btntstop_click (e As BANanoEvent)
    bcsanner.StopWebCam
End Sub

Sub btndefreeze_click (e As BANanoEvent)
    bcsanner.freeze
End Sub

Sub bttnunfreeze_click (e As BANanoEvent)
    bcsanner.UnFreeze
End Sub

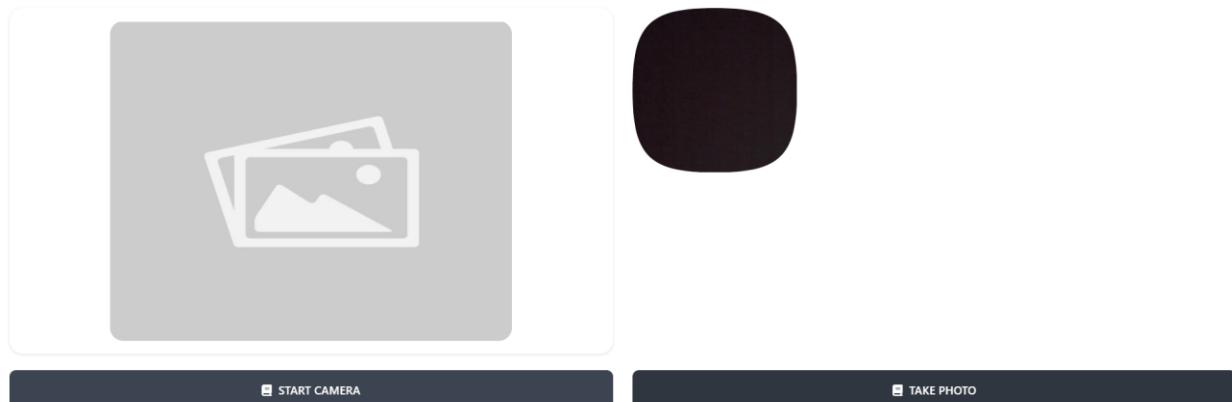
Sub btncstart_click (e As BANanoEvent)
    bcsanner.StartWebCam
End Sub

Sub btncan_click (e As BANanoEvent)
    bcsanner.TakePicture
End Sub

Private Sub webcam1_SnapSuccess (data_URI As String)
    imgPicture.Src = data_URI
End Sub

```

## Abstract Designer



One can also add the WebCam using the abstract designer.

### SDUIPage.page

#### Properties

Property	Value
Page Name*	adcam
Flex Wrap	false
Gap	5
Grid	true
Grid Cols	1
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIGrid.SDUIGrid1

#### Properties

Property	Value
ParentID	adcam
Grid	true
Align Content	evenly
Gap	6
Grid Cols	1
Device Grid Cols	xs=?; sm=?; md=2; lg=2; xl=?

### SDUIWebcam.SDUIWebcam1

#### Properties

Property	Value
ParentID	SDUIGrid1

### SDUIMage.SDUIMage1

#### Properties

Property	Value
ParentID	SDUIGrid1
Shape	squircle
Width	200px
Height	200px

### SDUIGrid.SDUIGrid2

#### Properties

Property	Value
ParentID	adcams
Grid	true
Align Content	evenly
Gap	6
Grid Cols	1
Device Grid Cols	xs=?; sm=?; md=2; lg=2; xl=?

**SDUIButton.btnStart****Properties**

Property	Value
ParentID	SDUIGrid2
Caption	Start Camera

**SDUIButton.btnTakePhoto****Properties**

Property	Value
ParentID	SDUIGrid2
Caption	Take Photo

**Events**

```
Private Sub SDUIWebcam1_SnapSuccess (data_URI As String)
    SDUIImage1.Src = data_URI
    banano.Await(SDUIWebcam1.StopWebCam)
```

```
End Sub
```

```
Private Sub btnTakePhoto_Click (e As BANanoEvent)
    banano.Await(SDUIWebcam1.TakePicture)
```

```
End Sub
```

```
Private Sub btnStart_Click (e As BANanoEvent)
    banano.Await(SDUIWebcam1.StartWebCam)
```

```
End Sub
```

## Sweet Alert

The screenshot shows a B4X application interface with three main sections:

- ALERT**: A dark-themed alert box with the title "ALERT" and the message "This is a swal!". It has an "OK" button.
- ALERT WAIT**: A dark-themed alert box with the title "ALERT WAIT" and the message "This is a swal!". It has an "OK" button.
- CONFIRM WAIT**: A dark-themed confirmation box with the title "CONFIRM WAIT" and the message "Do you want to download SithasoDaisy?". It contains two buttons: a green "Yes" button and a red "No" button.

At the top of the screen, there is a code editor window displaying B4X code for creating the alerts:

```
'global settings
`app.SwallowPosition = app.SWAL_BOTTOM_END
`app.SwallowTimer = 2000
`page.Cell(1, 1).AddButton("swal1", "Alert")
Sub swal1_Click (e As BANanoEvent)
    app.ShowSwal("This is a swal!")
End Sub

`page.Cell(2, 1).AddButton("alertwait4", "Alert Wait")
Sub alertwait4_Click (e As BANanoEvent)
    app.ShowSwal("This is a swal!", "A UI toolbox without Swal2 is incomplete!", "ok")
End Sub

`page.Cell(3, 1).AddButton("confirmwait1", "Confirm Wait")
Sub confirmwait1_Click (e As BANanoEvent)
    If app.ShowConfirm("Do you want to download SithasoDaisy?", "Yes", "No") = "Yes" Then
        `page.Cell(3, 1).Text("Downloaded!")
    End If
End Sub
```



## Name

Please enter your name below.

Ok

Cancel



## Error notification



It was a success!

OK

## Lottie Player



### Abstract Designer

#### **SDUIPage.page**

##### Properties

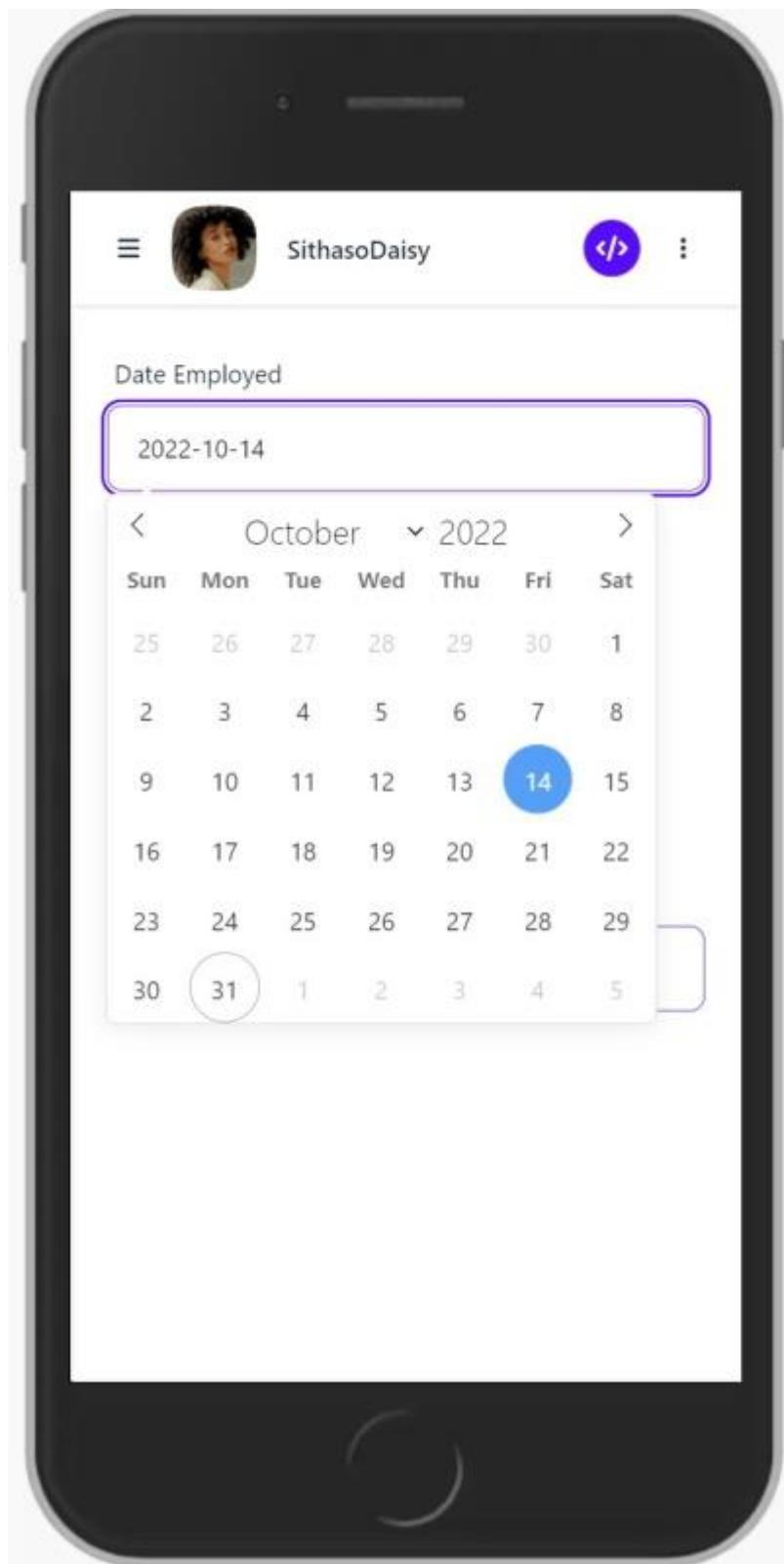
Property	Value
Page Name*	adlottieplayer
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

#### **SDUILottiePlayer.SDUILottiePlayer1**

##### Properties

Property	Value
ParentID	adlottieplayer
Json URL	./assets/liftoff.json
Loop	true

## FlatPick DateTimePicker



## Abstract Designer

Date Employed

< November ▾ 2022 >

Sun	Mon	Tue	Wed	Thu	Fri	Sat
30	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	1	2	3
4	5	6	7	8	9	10

Date & Time of Leave

< November ▾ 2022 >

Sun	Mon	Tue	Wed	Thu	Fri	Sat
30	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	1	2	3
4	5	6	7	8	9	10

12 : 00 PM

Time Only

12:00

12 : 00 PM

< November ▾ 2022 >

Wk	Sun	Mon	Tue	Wed	Thu	Fri	Sat
44	30	31	1	2	3	4	5
45	6	7	8	9	10	11	12
46	13	14	15	16	17	18	19
47	20	21	22	23	24	25	26
48	27	28	29	30	1	2	3
49	4	5	6	7	8	9	10

2022-11-07 to 2022-11-11

< November ▾ 2022 >

Sun	Mon	Tue	Wed	Thu	Fri	Sat
30	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	1	2	3
4	5	6	7	8	9	10

November 7, 2022, November 9, 2022, N

## SDUIPage.page

### Properties

Property	Value
Page Name*	adddatepicker
Gap	5

Property	Value
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

**SDUITextBox.SDUITextBox1****Properties**

Property	Value
ParentID	adddatepicker
Input Type	date-picker
Size	md
Color	primary
Caption	Date Employed
Bordered	false
Date Time Format	Y-m-d

**SDUITextBox.SDUITextBox2****Properties**

Property	Value
ParentID	adddatepicker
Input Type	date-time-picker
Size	md
Color	primary
Caption	Date & Time of Leave
Bordered	false
Date Time Format	Y-m-d H:i

**SDUITextBox.SDUITextBox3****Properties**

Property	Value
ParentID	adddatepicker
Input Type	time-picker
Size	md
Color	primary
Caption	Time Only
Bordered	false
Date Time Format	H:i
DP No Calendar	true

**SDUITextBox.SDUITextBox4****Properties**

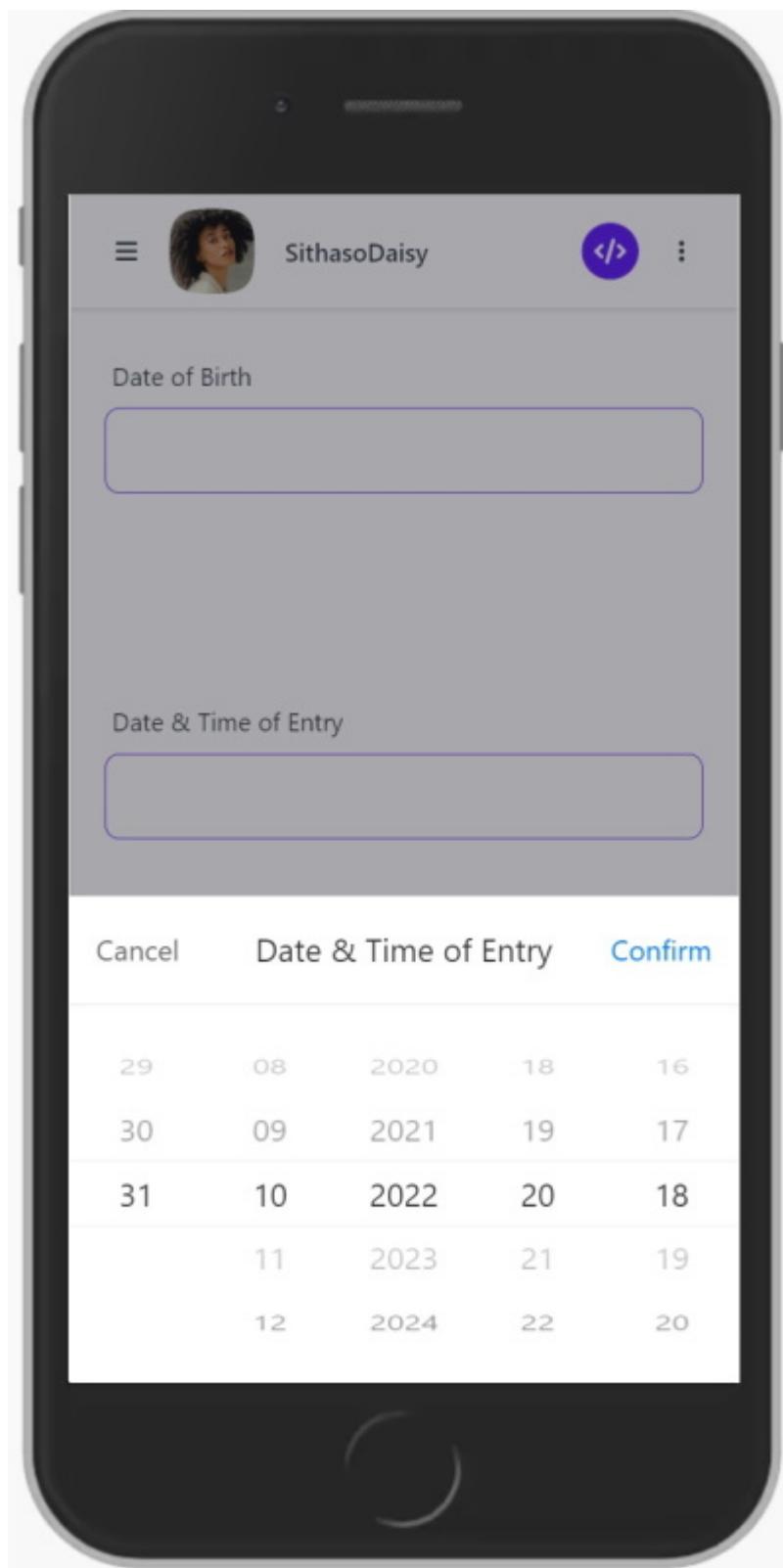
Property	Value
ParentID	adddatepicker
Input Type	date-picker
Size	md
Color	primary
Caption	Date range
Bordered	false
Date Time Format	Y-m-d
DP Mode	range
DP Week Numbers	true

**SDUITextBox.SDUITextBox5**

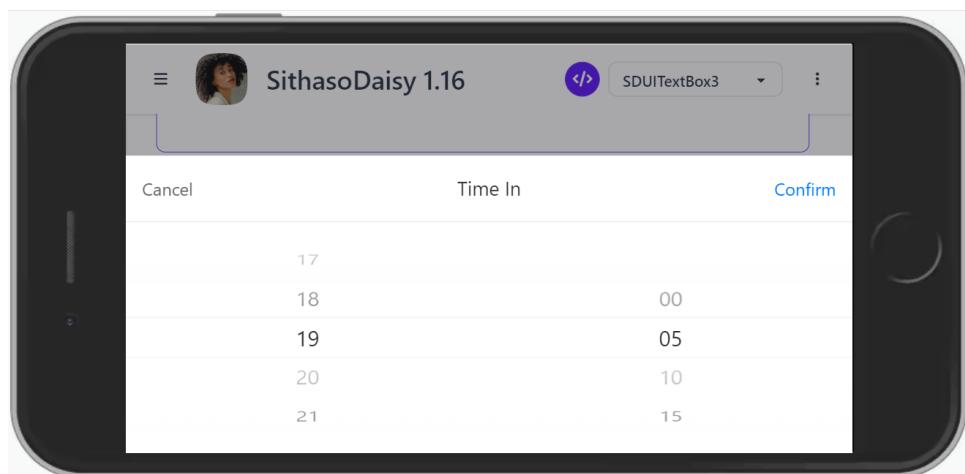
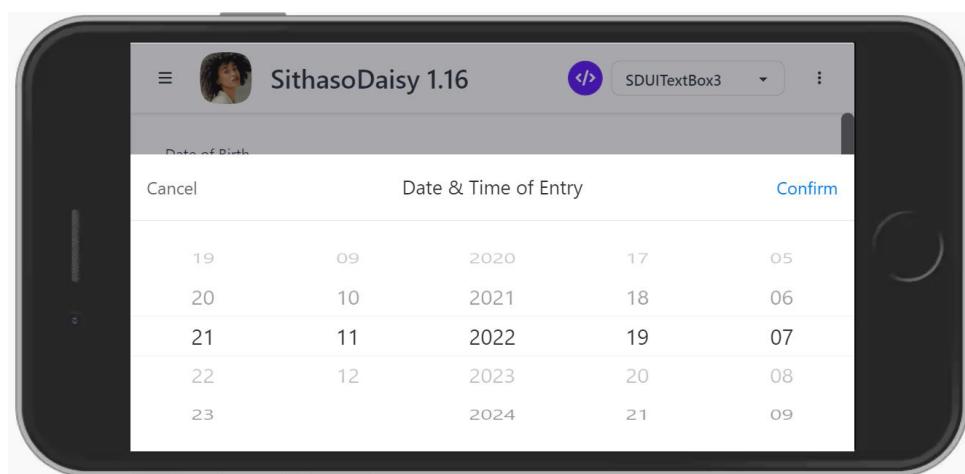
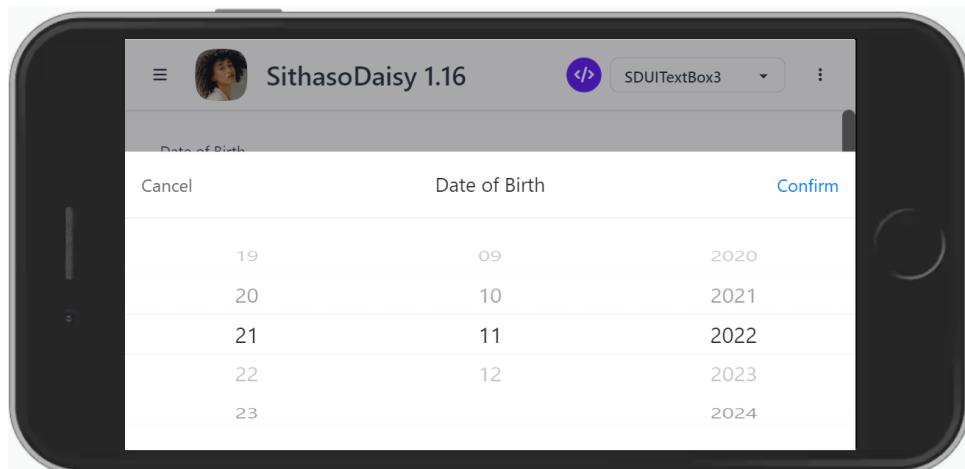
**Properties**

<b>Property</b>	<b>Value</b>
ParentID	adddatepicker
Input Type	date-picker
Size	md
Color	primary
Caption	Date Multiple
Bordered	false
Date Time Format	Y-m-d
DP Alt Format	F j, Y
DP Alt Input	true
DP Mode	multiple

## Roll DateTimePicker



## Abstract Designer



### SDUIPage.page

#### Properties

Property	Value
Page Name*	adrolldate
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

**SDUITextBox.SDUITextBox1****Properties**

Property	Value
ParentID	adrolldate
Input Type	roll-date
Size	md
Color	primary
Caption	Date of Birth
Bordered	false

**SDUITextBox.SDUITextBox2****Properties**

Property	Value
ParentID	adrolldate
Input Type	roll-date-time
Size	md
Color	primary
Caption	Date & Time of Entry
Bordered	false

**SDUITextBox.SDUITextBox3****Properties**

Property	Value
ParentID	adrolldate
Input Type	roll-time
Size	md
Color	primary
Caption	Time In
RollDate Step	5
Bordered	false

**FullCalendar**

```

... ● ● ●

fc = page.Cell(1, 1).AddFullCalendar("Fc")
fc.AddEvent("1", "", "All Day Event", "2022-11-01", "", False, "", "", "", False, True)
fc.AddEvent("2", "", "Long Event", "2022-11-07", "2022-11-10", False, "", "", "", False, True)
fc.AddEvent("3", "", "Repeating Event", "2022-11-09T16:00:00-05:00", "", False, "", "", "", False, True)
fc.AddEvent("4", "", "Conference", "2022-11-11", "2022-11-13", False, "", "", "", False, True)
fc.AddEvent("5", "", "Meeting", "2022-11-12T10:30:00-05:00", "2022-11-12T12:30:00-05:00", False, "", "", "", False, True)
fc.AddEvent("6", "", "Lunch", "2022-11-12T12:00:00-05:00", "", True, "", "", False, True)
fc.Refresh
'

Private Sub fc_EventClick (args As Map)
    Dim sout As String = bananoToJson(args)
    lbl.Caption = sout
End Sub

```

This component can be added by code and also via the abstract designer. It raises an \_eventClick event which receives the event being clicked on the calendar. To add events to the calendar call the .AddEvent method.

An **event** can have the following properties:

- allDay
- Title
- Color
- Start
- End
- Constraint e.g. businessHours / available
- groupId
- url
- overlap
- background

More details about the FullCalendar are available from its web site, <https://fullcalendar.io/>

## Abstract Designer

### SDUIPage.page

#### Properties

Property	Value
Page Name*	adfullcalendar
Flex Wrap	false
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIFullCalendar.calendar1

#### Properties

Property	Value
ParentID	adfullcalendar

## PropertyTable

A Property Table acts like a property bag, where one can define its schema and use it to display and solicit input from users. The example below shows a property bag that is placed using the abstract designer and then its schema designed. This component is based on the SDUITable.

### property table

ParentID	<div style="border: 1px solid #ccc; padding: 5px;">div1</div>
Margins	a=2; x=?; y=?; t=?; b=?; l=?; r=?
Button Size	xs
Profile Pic	<input type="button" value="CHOOSE FILE"/> No file chosen 
Display Pic	
Progress 1	10% <div style="width: 10%;">[progress bar]</div>
Range 1	10 <div style="width: 100%;">[range slider]</div>
CheckBox 1	<input checked="" type="checkbox"/>
Toggle 1	<input checked="" type="button"/>
Radial Progress 1	
Rating X	
Radio Group	Male <input checked="" type="radio"/> Female <input type="radio"/>
<b>SAVE</b>	

One is able to add components to the property table. Above we have added text-boxes, check-boxes, ranges etc.

```

SDUITable1.ClearPropertyBag
SDUITable1.AddPropertyTextBox("ParentID", "ParentID", "", "The ParentID of this div", True, "top")
SDUITable1.AddPropertyTextArea("MarginAXYTLBLR", "Margins", "a=?; x=?; y=?; t=?; b=?; l=?; r=?", "Margins A-X-Y-T-B-L-R", False, "bottom")
SDUITable1.AddPropertySelect("ButtonSize", "Button Size", "md", "Button Size", True, "bottom", SDUIShared.KeyValuesFromMV("|", "lg|md|sm|x"))
SDUITable1.AddPropertyFileInput("pdisplay", "Profile Pic", "Upload Profile Picture", "bottom")
SDUITable1.AddPropertyAvatar("avata1", "Display Pic", "Display Picture", "12", app.MASK_HEXAGON, "./assets/face11.jpg")
SDUITable1.AddPropertyProgress("prg1", "Progress 1", "10", app.color_primary, _ 
"1", "10", "100", "The progress", "top")
SDUITable1.AddPropertyRange("Range1", "Range 1", "10", app.color_primary, _ 
"1", "10", "100", "The Range", "top")
SDUITable1.AddPropertyCheckBox("chk1", "CheckBox 1", True, app.COLOR_PRIMARY, "This is a checkbox")
SDUITable1.AddPropertyToggle("toggle1", "Toggle 1", True, app.COLOR_ACCENT, "This is a toggle")
SDUITable1.AddPropertyRadialProgress("prg1", "Radial Progress 1", "80", app.COLOR_PRIMARY, "Project Progress")
SDUITable1.AddPropertyRating("rating1", "Rating X", "2", app.COLOR_ORANGE, "This is a new rating ...")
SDUITable1.AddPropertyRadioGroup("rg1", "Radio Group", "male", app.COLOR_PRIMARY, "Gender", "top", _ 
CreateMap("male": "Male", "female": "Female"))
SDUITable1.AddPropertyActionButton("btnSavePropBag", "Save", app.COLOR_PINK)

```

To get the entered contents of the property bag, we execute `.GetData`, the opposite of this is `.SetData` to set the contents of the properties of the bag. We have also added an action button at the bottom of the bag, which when clicked gets the contents of the property bag.

```
Sub SDUITable1_btnSavePropBag (e As BANanoEvent)
    Dim pbag As Map = SDUITable1.GetData
    Log(pbag)
End Sub
```

We can also trap changes to the property bag when any of the input elements change value with.

```
Private Sub SDUITable1_ChangeProperties (item As Map)
    Log("SDUITable1_ChangeProperties...")
    Log(item)
End Sub
```

NB: check-boxes and toggles return "on" when true.

### Abstract Designer

Let's look at the layout definition and see each component and which properties were changed:

## SDUIPage.page

### Properties

Property	Value
Page Name*	adpropertytable
Flex Wrap	false
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

## SDUIDiv.SDUIDiv1

### Properties

Property	Value
ParentID	adpropertytable
Gap	6
Grid	true
Grid Cols	2

## SDUITable.SDUITable1

### Properties

Property	Value
ParentID	SDUIDiv1
Table Type	property
Title	property table
Pagination	false
Is Compact	true
Component Size	md
Has Addnew	false
Has Refresh	false
Has Back	false

## SDUIMockupCode.SDUIMockupCode1

### Properties

Property	Value
ParentID	SDUIDiv1
Caption	Property Table

## SignaturePad



This signature is placed in the abstract designer where people can sign on. We then add methods to clear and then download the contents as an image. This image can be saved as a base64 string or uploaded to a server.

## Abstract Designer

### SDUIPage.page

#### Properties

Property	Value
Page Name*	adsignature
Flex Col	true
Flex Wrap	false
Gap	5
Paddings	a=5; x=?; y=?; t=?; b=?; l=?; r=?

### SDUIRow.SDUIRow2

#### Properties

Property	Value
ParentID	adsignature

### SDUICol.SDUICol3

#### Properties

Property	Value
ParentID	SDUIRow2
Sizes	xs=?; sm=12; md=6; lg=6; xl=6

### SDUISignaturePad.SDUISignaturePad1

#### Properties

Property	Value
ParentID	SDUICol3

### SDUIRow.SDUIRow1

#### Properties

Property	Value
ParentID	adsignature

**SDUICol.SDUICol1****Properties**

Property	Value
ParentID	SDUIRow1
Sizes	xs=?; sm=12; md=6; lg=?; xl=?

**SDUICol.SDUICol2****Properties**

Property	Value
ParentID	SDUIRow1
Sizes	xs=?; sm=12; md=6; lg=?; xl=?

**SDUIButton.btnSave****Properties**

Property	Value
ParentID	SDUICol2
Caption	Save

**SDUIButton.btnClear****Properties**

Property	Value
ParentID	SDUICol1
Caption	Clear

**DocxTemplator**

The **DocxTemplator** is a class that helps you create reports in MS Word.

You create your MS Word template and then give it fields that will be replaced. Below is an example of a template. We will replace all the words inside { } in this template.

For the tables, the contents of *properties*, *events* and *methods* are lists / array. Each object in the list is an object / map with the named fields.

- properties fields are: DisplayName, FieldType, DefaultValue, List and Description.
- events fields are: name

- methods fields are: name

To indicate that the records to be displayed are a list, we enclose the list name inside `{# [listname]} {}`

### **{component}**

#### **Properties**

Property	Type	Default Value	Options	Description
<code>{#properties}{Display Name}</code>	<code>{FieldT ype}</code>	<code>{DefaultValue}</code>	<code>{List}</code>	<code>{Description}{}{}/{}{}</code>

#### **Events**

Event Signature
<code>{#events}{name}{}{}/{}{}</code>

#### **Methods (`set...` is a *setter* & `get` is a *getter*)**

Method Name	Method Signature
<code>{#methods}{name}</code>	<code>{signature}{}{}/{}{}</code>

We then build our document feeding it the template file name and output file name.

```

52
53     Dim doc As SDUIDocxTemplator
54     doc.Initialize(Me, "docx", "./assets/api.docx", $"${CompName}.docx$")
55     doc.SetField("component", CompName.ToUpper)
56     doc.SetField("properties", properties)
57     doc.SetField("events", events)
58     doc.SetField("methods", methods)
59     banano.Await(doc.BuildWait)

```

## **API**

---

With the API, one is able to understand the inner workings of each of the components. We look at:

1. Properties - these are the designer properties used in the Abstract Designer.
2. Events - these are events available for that components
3. Methods - these are methods available for that component, including getters and setters.

## **Alert**

### **SDUIALERT**

#### **Properties**

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Alert Type	String	normal	big empty normal title	Alert Type
Variant	String	info	none error info success warning	Alert Variant
Icon Name	String	fa-solid fa-bell		Icon Name
Icon Color	String	blue		Icon Color
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity

Property	Type	Default Value	Options	Description
Caption	String	This is a SithasoDaisy Alert		Alert Caption
Description	String	Creating Alerts via the Abstract Designer		Alert Description
Rounded (Big Alert)	Boolean	True		Rounded (Big Alert)
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
TimeOut	String			Time Out for 1 second use 1000
Shadow	Boolean	True		Elevation
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Event Signature
Click (e As BANanoEvent)
Action (item As String)

**Methods (set... is a *setter* & get is a *getter*)**

Method Name	Method Signature
setTimeOut	setTimeOut(ti As String)
shadow	shadow(s As String)
setBColor	setBColor(s As String)
BColorIntensity	BColorIntensity(c As String, s As String)
setTextColor	setTextColor(s As String)
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
AddAlert	AddAlert(mCallback As Object, ParentID As String, ID As String, Label As String)
AddAlertWithTitle	AddAlertWithTitle(mCallback As Object, ParentID As String, ID As String, sTitle As String, sDescription As String)
AddBigAlert	AddBigAlert(mCallback As Object, ParentID As String, ID As String, slcon As String, sColor As String, Title As String, Description As String, Rounded As Boolean)
AddAlertEmpty	AddAlertEmpty(mCallback As Object, ParentID As String, ID As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide
getName	getName As String

Method Name	Method Signature
getHere	getHere As String
ShowActions	ShowActions
HideActions	HideActions
AddActionButton	AddActionButton(btnID As String, btnCaption As String, btnColor As String) As SDUIButton
AddActionButtonIcon	AddActionButtonIcon(btnID As String, sIcon As String, btnColor As String) As SDUIButton
setCaption	setCaption(l As String)
setDescription	setDescription(l As String)
setIconName	setIconName(i As String)
Info	Info
Success	Success
Warning	Warning
Error	Error

## Art Board

### SDUIARTBOARD

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Phone	String	1	1 2 3 4 5 6	Phone
Demo	Boolean	False		Demo
Horizontal	Boolean	False		Horizontal
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

#### Events

--

#### Methods (set... is a *setter* & get is a *getter*)

Method Name	Method Signature
AddArtBoard	AddArtBoard(mCallback As Object, ParentID As String, ID As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
getHere	getHere As String
setCaption	setCaption(l As String)
setHTML	setHTML(l As String)

Method Name	Method Signature
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
Demo	Demo
setPhoneSize	setPhoneSize(s As String)
setHorizontal	setHorizontal(b As Boolean)
CellID	CellID(xRow As Int, xCol As Int) As String
Row	Row(xRow As Int) As SDUIDiv
Cell	Cell(xRow As Int, xCol As Int) As SDUIDiv

## Avatar

### SDUIAVATAR

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Size	String	12		Avatar Size
Image Url	String	./assets/daisywoman1.jpg		Url For Image
Shape	String	circle	none circle rounded squircle heart hexagon hexagon-2 decagon pentagon diamond square parallelogram parallelogram-2 parallelogram-3 parallelogram-4 star star-2 triangle triangle-2 triangle-3 triangle-4 half-1 half-2	Shape
Status	String	none	none offline online	If Online Or Offline
Online Color	String			Online Color
Avatar Group	Boolean	False		If Avatar Group
Badge Caption	String			Badge Value
Badge Color	String	none	accent error ghost info primary secondary success warning none	Badge Color
Badge Outline	Boolean	False		Badge Outline
Badge Visible	Boolean	False		If Badge Visible
Place Holder	String			Placeholder
Text Size	String			Text Size

Property	Type	Default Value	Options	Description
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Ring	Boolean	False		Has A Ring
Ring Color	String			Ring Color
Ring Color Intensity	String			Ring Color Intensity
Ring Offset	String			Ring Offset
Ring Offset Color	String			Ring Offset Color
Ring Offset Color Intensity	String			Ring Offset Color Intensity
Shadow	Boolean	False		Elevation
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Click (e As BANanoEvent)

**Methods (set... is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
setOnlineColor	setOnlineColor(s As String)
shadow	shadow(s As String)
AddAvatar	AddAvatar(mCallback As Object, ParentID As String, ID As String, Size As Int, ImgURL As String)
AddAvatarGroup	AddAvatarGroup(mCallback As Object, ParentID As String, ID As String, Size As Int)
setTextSize	setTextSize(s As String)
setCaption	setCaption(c As String)
CaptionColorIntensity	CaptionColorIntensity(c As String, i As String)
Circle	Circle
IsRounded	IsRounded
setRing	setRing(b As Boolean)
setRingColor	setRingColor(c As String)
RingColorIntensity	RingColorIntensity(c As String, i As String)

Method Name	Method Signature
setRingOffset	setRingOffset(c As String)
RingOffsetColorIntensity	RingOffsetColorIntensity(c As String, i As String)
setRoundedSize	setRoundedSize(s As String)
Clear	Clear
AssignElement	AssignElement(mCallBack As Object, ID As String)
setBadgeColor	setBadgeColor(value As String)
setBadgeValue	setBadgeValue(value As String)
setBadgeOutline	setBadgeOutline(b As Boolean)
setBadgeVisible	setBadgeVisible(b As Boolean)
On	On(event As String, CallBack As Object, MethodName As String)
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide
AddItem	AddItem(imgURL As String)
AddItemPlaceHolder	AddItemPlaceHolder(value As String)
getName	getName As String
getHere	getHere As String
setSrc	setSrc(l As String)
setSize	setSize(l As String)
setAvatarGroup	setAvatarGroup(b As Boolean)
setOnline	setOnline(b As Boolean)
setOffline	setOffline(b As Boolean)

## Badge

### SDUIBADGE

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Variant	String		accent error ghost info none primary secondary success warning	Variant
Caption	String			Caption
Outline	Boolean	False		Outlined
Shadow	Boolean	False		Elevation
Size	String	none	lg md sm xs none	Size
No Icons	Boolean	True		Hide Left & Right Icons
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Left Icon Name	String			Left Icon Name
Right Icon Name	String			Right Icon Name
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity

Property	Type	Default Value	Options	Description
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Click (e As BANanoEvent)

**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
AddBadge	AddBadge(mCallback As Object, ParentID As String, ID As String, Label As String)
AddBadgeEmpty	AddBadgeEmpty(mCallback As Object, ParentID As String, ID As String)
setRightIconName	setRightIconName(i As String)
setLeftIconName	setLeftIconName(i As String)
AssignElement	AssignElement(mCallback As Object, ID As String)
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide
On	On(event As String, CallBack As Object, MethodName As String)
getName	getName As String
getHere	getHere As String
setCaption	setCaption(l As String)
getCaption	getCaption As String
setOutline	setOutline(b As Boolean)
setGhost	setGhost(b As Boolean)
setColor	setColor(s As String)
setSize	setSize(s As String)
SizeLG	SizeLG
SizeSM	SizeSM
SizeMD	SizeMD
SizeXS	SizeXS
ColorIntensity	ColorIntensity(s As String, i As String)
SizeResponsiveLG	SizeResponsiveLG(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeResponsiveMD	SizeResponsiveMD(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeResponsiveSM	SizeResponsiveSM(xs As Boolean, sm As Boolean, md As Boolean,

Method Name	Method Signature
	lg As Boolean)
SizeResponsiveXS	SizeResponsiveXS(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
BGColorIntensity	BGColorIntensity(c As String, s As String)
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
setShadow	setShadow(s As String)

## Bar Code Reader

### SDUIBARCODEREADER

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The id of the element to place this into
Hidden	Boolean	False		The component is visible / hidden
Camera	String	environment	environment user	Camera Being Used
Fps	Int	60		Frames Per Second
Width	String	full		Width
Height	String			Height
Qrbox Height	Int	350		Qrbox Height
Qrbox Width	Int	350		Qrbox Width
Remember Last Used Camera	Boolean	False		Remember Last Used Camera
Torch	Boolean	False		Torch On Or Off
Margins AXYTBLR	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings AXYTBLR	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String
Attributes	String			Attributes added to the HTML tag. Must be a json String

#### Events

ScanFailure (error As Object)
ScanSuccess (decodedText As String, decodedResult As Map)

#### Methods (set... is a setter & get is a getter)

Method Name	Method Signature
FrontCamera	FrontCamera
RearCamera	RearCamera
Restart	Restart
ScanWait	ScanWait As Boolean
TorchOn	TorchOn
TorchOff	TorchOff

Method Name	Method Signature
StopScanWait	StopScanWait As Boolean
Defaults	Defaults
getID	getID As String
getHere	getHere As String
setCamera	setCamera(v As String)
getCamera	getCamera As String
setFps	setFps(v As Int)
setQrboxHeight	setQrboxHeight(v As Int)
setQrboxWidth	setQrboxWidth(v As Int)
setRememberLastUsedCamera	setRememberLastUsedCamera(v As Boolean)
setTorch	setTorch(v As Boolean)
getTorch	getTorch As Boolean
setW	setW(v As String)
setH	setH(v As String)
AddBarcodeReader	AddBarcodeReader(CallBack As Object, ParentID As String, id As String) As SDUIBarcodeReader
Pause	Pause(shouldPauseVideo As Boolean)
Resume	Resume

## Bottom Nav

### SDUIBOTTOMNAV

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Size	String	none	lg md sm xs none	Size
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

#### Events

Click (item As String)

Methods (set... is a setter & get is a getter)

Method Name	Method Signature
AddBottomNav	AddBottomNav(mCallback As Object, ParentID As String, ID As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
Size	Size As Int
SetElement	SetElement(e As BANanoElement)
SetItems	SetItems(l As List)
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide
On	On(event As String, CallBack As Object, MethodName As String)
getName	getName As String
getHere	getHere As String
Clear	Clear
setActive	setActive(ID As String)
setDisabledItem	setDisabledItem(ID As String)
getItemDisabled	getItemDisabled As String
getItemActive	getItemActive As String
AddItem	AddItem(id As String, IconName As String, Label As String, Color As String)
ButtonItem	ButtonItem(id As String) As SDUIButton
ItemIndicator	ItemIndicator(id As String) As SDUIIndicator
ItemBadge	ItemBadge(id As String) As SDUIBadge
SetItemBadgeValue	SetItemBadgeValue(id As String, ivalue As string)
SetItemBadgeColor	SetItemBadgeColor(id As String, cvalue As String)
SetItemBadgeOutline	SetItemBadgeOutline(id As String, b As Boolean)
setColor	setColor(s As String)
setSize	setSize(s As String)
SizeLG	SizeLG
SizeSM	SizeSM
SizeMD	SizeMD
SizeXS	SizeXS
SizeLGRollable	SizeLGRollable(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeMDRollable	SizeMDRollable(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeSMRollable	SizeSMRollable(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeXSResponsive	SizeXSResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
BGColorIntensity	BGColorIntensity(c As String, s As String)
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)

## Bread Crumbs

### SDUIBREADCRUMBS

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div

Property	Type	Default Value	Options	Description
Size	String	none	lg md sm xs none	Size
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

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**Methods (set... is a *setter* & get is a *getter*)**

Method Name	Method Signature
AddBreadCrumbs	AddBreadCrumbs(mCallback As Object, ParentID As String, ID As String)
AssignElement	AssignElement(mcallback As Object, ID As String)
AddItem	AddItem(sID As String, Label As String, href As String)
AddItemIcon	AddItemIcon(sID As String, sIcon As String, Label As String, href As String)
ItemLink	ItemLink(sID As String) As SDUILink
ItemIcon	ItemIcon(sID As String) As SDUIIcon
Size	Size As Int
DisableItem	DisableItem(btnID As String)
Item	Item(itemID As String) As SDUIButton
SetElement	SetElement(e As BANanoElement)
SetItems	SetItems(l As List)
getHere	getHere As String
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
Clear	Clear
setTextColor	setTextColor(s As String)
setTextSize	setTextSize(s As String)
SizeLG	SizeLG
SizeSM	SizeSM
SizeMD	SizeMD
SizeXS	SizeXS
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)

## Button

### SDUIBUTTON

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Caption	String	Button		Caption Of The Button
Button Type	String	button	badge button button-icon fab indicator minus-plus normal	Type Of Button Tag
Shape	String	default	circle default square rounded	Shape Of The Button
Variant	String	neutral	none accent error ghost glass info link neutral primary secondary success warning	Button Color Type
Active	Boolean	False		If Active
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Disabled	Boolean	False		If Disabled
Icon	String	fa-solid fa-book		Icon For Button Icon
Right Icon	String			Right Icon
Badge	String	5		Badge Value
Badge Color	String	secondary	accent error ghost info primary secondary success warning	Badge Color
Badge Outline	Boolean	False		Badge Outline
Badge Visible	Boolean	False		If Badge Visible
Loading	Boolean	False		If Loading
No Animation	Boolean	False		Whether To Show Animation
No Icons	Boolean	False		Remove All Icon Placeholders
Normal Case	Boolean	False		Caption Is Normal Case
Outline	Boolean	False		If Outlined
Size	String	none	lg md sm xs none	Button Size
Shadow	Boolean	False		Elevation

Property	Type	Default Value	Options	Description
n				
Wide	Boolean	False		Wide
Block	Boolean	False		Full Width Button
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Click (e As BANanoEvent)	Minus_Click (e As BANanoEvent)	Plus_Click (e As BANanoEvent)
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**Methods (set... is a setter & get is a getter)**

Method Name	Method Signature
AddFAB	AddFAB(mcallback As Object, ParentID As String, id As String, IconName As String, sWidth As String, sHeight As String) As SDUIButton
shadow	shadow(s As String)
AddButton	AddButton(mCallback As Object, ParentID As String, ID As String, Label As String, ButtonType As String) As SDUIButton
AddButtonMinusPlus	AddButtonMinusPlus(mCallback As Object, ParentID As String, ID As String, sColor As String, xSize As String) As SDUIButton
AddButtonNormal	AddButtonNormal(mCallback As Object, ParentID As String, ID As String, Label As String) As SDUIButton
RemoveLeftIcon	RemoveLeftIcon
RemoveRightIcon	RemoveRightIcon
RemoveBadge	RemoveBadge
Removelcon	Removelcon
setLeftIconName	setLeftIconName(i As String)
setRightIconName	setRightIconName(i As String)
AddButtonIndicator	AddButtonIndicator(mCallback As Object, ParentID As String, ID As String, Label As String, xBadge As String) As SDUIButton
AddButtonBadge	AddButtonBadge(mCallback As Object, ParentID As String, ID As String, Label As String, xBadge As String) As SDUIButton
AddButtonIcon	AddButtonIcon(mCallback As Object, ParentID As String, ID As String, IconSize As String, IconName As String) As SDUIButton
AddButtonIconLabelTag	AddButtonIconLabelTag(mCallback As Object, ParentID As String, ID As String, IconSize As String, IconName As String) As SDUIButton
AssignElement	AssignElement(mCallback As Object, ID As String)

<b>Method Name</b>	<b>Method Signature</b>
setIconName	setIconName(i As String)
setBadgeValue	setBadgeValue(ivalue As Int)
getBadgeValue	getBadgeValue As Int
setBadgeColor	setBadgeColor(cvalue As String)
setBadgeOutline	setBadgeOutline(b As Boolean)
setBadgeVisible	setBadgeVisible(b As Boolean)
Remove	Remove
Show	Show As SDUIButton
Hide	Hide As SDUIButton
setOpensModal	setOpensModal(mdl As SDUIModal)
setClosesModal	setClosesModal(mdl As SDUIModal)
setToggle	setToggle(s As String)
setFor	setFor(l As String)
setHRef	setHRef(l As String)
getName	getName As String
getHere	getHere As String
On	On(event As String, mCallBack As Object, MethodName As String)
Enable	Enable
Disable	Disable
setCaption	setCaption(l As String)
getCaption	getCaption As String
Increment	Increment
Decrement	Decrement
IncrementBadge	IncrementBadge
DecrementBadge	DecrementBadge
FAB	FAB As SDUIButton
setNormalCase	setNormalCase(b As Boolean)
Glass	Glass As SDUIButton
setW	setW(i As String)
setH	setH(i As String)
Outline	Outline As SDUIButton
Ghost	Ghost As SDUIButton
Link	Link As SDUIButton
setActive	setActive(b As Boolean)
Wide	Wide As SDUIButton
Block	Block As SDUIButton
Circle	Circle As SDUIButton
Square	Square As SDUIButton
IconMenu	IconMenu As SDUIButton
IconHamburger	IconHamburger As SDUIButton
setColor	setColor(s As String)
setTextSize	setTextSize(s As String)
setTextColor	setTextColor(s As String)
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
setSize	setSize(s As String)
SizeLG	SizeLG As SDUIButton
SizeSM	SizeSM As SDUIButton
SizeMD	SizeMD As SDUIButton
SizeXS	SizeXS As SDUIButton

Method Name	Method Signature
SetData	SetData(k As String, v As String)
GetData	GetData(k As String) As String
setLoading	setLoading(b As Boolean)
SizeLGResponsive	SizeLGResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeMDResponsive	SizeMDResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeSMResponsive	SizeSMResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeXSResponsive	SizeXSResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
WideResponsive	WideResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
BlockResponsive	BlockResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
CircleResponsive	CircleResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SquareResponsive	SquareResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
setBGColor	setBGColor(s As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
roundedFull	roundedFull As SDUIButton
ShowOnSmallOnly	ShowOnSmallOnly
Nolcons	Nolcons As SDUIButton
NoAnimation	NoAnimation

## Button Group

### SDUIBUTTONGROUP

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Alignment	String	horizontal	horizontal vertical	
Size	String	none	lg md sm xs none	Size
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

#### Events

Click (item As string)
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**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
AddButtonGroup	AddButtonGroup(mCallback As Object, ParentID As String, ID As String, iSize As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
Size	Size As Int
SetElement	SetElement(e As BANanoElement)
SetItems	SetItems(l As List)
AddItem	AddItem(ID As String, Label As String)
AddItemColor	AddItemColor(ID As String, Label As String, color As String)
AddItemIcon	AddItemIcon(ID As String, slcon As String)
AddRadio	AddRadio(ID As String, Label As String)
Button	Button(ID As String) As SDUIButton
Radio	Radio(ID As String) As SDUIRadio
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
Clear	Clear
Horizontal	Horizontal
Vertical	Vertical
HorizontalResponsive	HorizontalResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
VerticalResponsive	VerticalResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
setActive	setActive(btnID As String)
setRounded	setRounded(b As Boolean)
setSize	setSize(s As String)
SizeLGResponsive	SizeLGResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeMDResponsive	SizeMDResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeSMResponsive	SizeSMResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeXSResponsive	SizeXSResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)

## Card

**SDUICARD****Properties**

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Card Type	String	default	default empty form	
Image Url	String	./assets/img_2.jpg		Image Url

Property	Type	Default Value	Options	Description
Image Full	Boolean	False		Image Full
Image Height	String			Image Height
Image Width	String			Image Width
Figure Class	String			Figure Classes
Image Class	String			Image Classes
Title	String	Card 1		Title
Title Badge	String			Title Badge
Title Badge Color	String			Title Badge Color
Description	String	If a dog chews shoes whose shoes does he choose?		Description
Center Items	Boolean	False		Center Items
Height	String	26.25rem		Height
Width	String	25rem		Width
Col Span	String			Column Span
Row Span	String			Row Span
Bg Color	String	base		Background Color
Bg Color Intensity	String	100		Background Color Intensity
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Bordered	Boolean	False		Bordered
Border Color	String			Border Color
Border Color Intensity	String			Border Color Intensity
Card Side	Boolean	False		Card Side
Compact	Boolean	False		Compact
Glass	Boolean	False		Apply Glass Effect
Visible	Boolean	True		If visible.
Title Class	String			Title Classes
Content Class	String			Content Classes
Actions Class	String			Actions Classes
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json

Property	Type	Default Value	Options	Description
				String- use =

**Events**

Click (e As BANanoEvent)Action (item As String)

**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
setActionClass	setActionClass(s As String)
setContentClass	setContentClass(s As String)
setImageURL	setImageURL(s As String)
AddCard	AddCard(mCallback As Object, ParentID As String, ID As String, ImageURL As String, CardTitle As String)
AddCardEmpty	AddCardEmpty(mCallback As Object, ParentID As String, ID As String)
AddCardForm	AddCardForm(mCallback As Object, ParentID As String, ID As String, xTitle As String)
setFormName	setFormName(s As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
setCenterChildren	setCenterChildren(b As Boolean)
AddActionButton	AddActionButton(btnID As String, btnCaption As String, btnColor As String) As SDUIButton
AddActionButtonIcon	AddActionButtonIcon(btnID As String, sIcon As String, btnColor As String) As SDUIButton
AddActionBadgeColor	AddActionBadgeColor(btnID As String, btnCaption As String, Color As String) As SDUIBadge
AddTitleBadgeColor	AddTitleBadgeColor(btnID As String, btnCaption As String, Color As String) As SDUIBadge
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
ClearActions	ClearActions
setBGColor	setBGColor(s As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
setBorderColor	setBorderColor(c As String)
BorderColorIntensity	BorderColorIntensity(c As String, i As String)
Bordered	Bordered
ImageFull	ImageFull
Normal	Normal
Compact	Compact
Side	Side
SideResponsive	SideResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
NormalResponsive	NormalResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
CompactResponsive	CompactResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)

Method Name	Method Signature
setW	setW(s As String)
setH	setH(s As String)
setShadow	setShadow(s As String)
RoundedBox	RoundedBox
Glass	Glass
CellID	CellID(xRow As Int, xCol As Int) As String
Row	Row(xRow As Int) As SDUIDiv
Cell	Cell(xRow As Int, xCol As Int) As SDUIDiv
DropDownContent	DropDownContent
setSrc	setSrc(l As String)
setTitleCaption	setTitleCaption(l As String)
setDescriptionCaption	setDescriptionCaption(l As String)
flexGrow	flexGrow As SDUICard
flex	flex As SDUICard
flex1	flex1 As SDUICard
wFull	wFull As SDUICard
BuildGrid	BuildGrid
ResetValidation	ResetValidation
ValidateEach	ValidateEach
ValidateAll	ValidateAll
Validate	Validate(response As Boolean)
IsValid	IsValid As Boolean
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
setColSpan	setColSpan(s As String)
setRowSpan	setRowSpan(s As String)

## Carousel

### SDUICAROUSEL

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Height	String	500px		Height
Width	String	500px		Width
Item Alignment	String	center	center end	Item Alignment
Rounded Box	Boolean	False		Rounded Box
Shadow	Boolean	True		Shadow
Vertical	Boolean	False		Vertical
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.

Property	Type	Default Value	Options	Description
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

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**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
AddCarousel	AddCarousel(mCallback As Object, ParentID As String, ID As String, iWidth As String, iHeight As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
AddImage	AddImage(id As String, imageURL As String, imageAlt As String) As SDUICarouselItem
AddItem	AddItem(id As String) As SDUICarouselItem
Panel	Panel(id As String) As SDUIDiv
RoundedBox	RoundedBox
setW	setW(w As String)
setH	setH(h As String)
setWFull	setWFull(c As Boolean)
setHFull	setHFull(c As Boolean)
setFullBleed	setFullBleed(c As Boolean)
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
Clear	Clear
Center	Center
AtEnd	AtEnd
Vertical	Vertical
setShadow	setShadow(s As String)

## ChartKick

**SDUICHARTKICK****Properties**

Property	Type	Default Value	Options	Description
ParentID	String			The id of the element to place this into
Title	String	My Chart		Title
XTitle	String	X		XTitle
YTitle	String	Y		YTitle
Hidden	Boolean	False		Hidden

Property	Type	Default Value	Options	Description
BorderDash	String	0		Border Dash
BorderWidth	String	0		Border Width
Bytes	Boolean	False		Friendly bytes sizes
ChartType	String	LineChart	AreaChart BarChart BubbleChart ColumnChart LineChart PieChart ScatterChart	ChartType
DownloadBackgroundColor	String		accent amber black blue blue-grey brown cyan deep-orange deep-purple error green grey indigo info light-blue light-green lime none orange pink primary purple red secondary success teal transparent warning white yellow	DownloadBackgroundColorColor
Curve	Boolean	False		Curve
Decimals	String			Decimals
Discrete	Boolean	False		Discrete
Donut	Boolean	False		Donut
EmptyLabel	String	No Data		EmptyLabel
FileName	String	chart		FileName
Download	Boolean	True		Download
Height	String	25rem		Height
Width	String	25rem		Width
LegendPosition	String		bottom none right top	LegendPosition
LibraryBackgroundColorColor	String		accent amber black blue blue-grey brown cyan deep-orange deep-purple error green grey indigo info light-blue light-green lime none orange pink primary purple red secondary success teal transparent warning white yellow	LibraryBackgroundColorColor
LoadingLabel	String	Loading...		LoadingLabel

Property	Type	Default Value	Options	Description
Max	String			Max
Min	String			Min
SetMinMax	Boolean	False		SetMinMax
Points	Boolean	False		Points
SetPrecision	Boolean	False		SetPrecision
Precision	String			Precision
SetRound	Boolean	False		SetRound
Round	String			Round
Prefix	String			Prefix
Refresh	String	0		Refresh
Stacked	Boolean	False		Stacked
Suffix	String			Suffix
Thousands	String			Thousands
XMax	String			XMax
XMin	String			XMin
SetXMinXMax	Boolean	False		SetXMinXMax
ShowLine	Boolean	True		ShowLine
Zeros	Boolean	False		Zeros
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =
Disabled	Boolean	False		Disabled
Margins AXYTBLR	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings AXYTBLR	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R

## Events

Click (e As BANanoEvent)

## Methods (set... is a setter & get is a getter)

Method Name	Method Signature
Remove	Remove()
getID	getID As String
getHere	getHere As String
setBorderDash	setBorderDash(vBorderDash As String)

<b>Method Name</b>	<b>Method Signature</b>
setBorderWidth	setBorderWidth(vBorderWidth As String)
setBytes	setBytes(vBytes As Boolean)
setChartType	setChartType(vChartType As String)
setCurve	setCurve(vCurve As Boolean)
setDecimal	setDecimal(vDecimals As String)
setDiscrete	setDiscrete(vDiscrete As Boolean)
setDonut	setDonut(vDonut As Boolean)
setDownload	setDownload(vDownload As Boolean)
setDownloadBackground	setDownloadBackground(vDownloadBackgroundColor As String)
setEmptyLabel	setEmptyLabel(vEmptyLabel As String)
getFileName	getFileName As String
setFileName	setFileName(vFileName As String)
setH	setH(vHeight As String)
setTitle	setTitle(xLabel As String)
setLegendPosition	setLegendPosition(vLegendPosition As String)
setLibraryBackgroundColor	setLibraryBackgroundColor(vLibraryBackgroundColor As String)
setLoadingLabel	setLoadingLabel(vLoadingLabel As String)
setMax	setMax(vMax As String)
setMin	setMin(vMin As String)
setPoints	setPoints(vPoints As Boolean)
setPrecision	setPrecision(vPrecision As String)
setPrefix	setPrefix(vPrefix As String)
setRefresh	setRefresh(vRefresh As String)
setRound	setRound(vRound As String)
setStacked	setStacked(vStacked As Boolean)
setSuffix	setSuffix(vSuffix As String)
setThousands	setThousands(vThousands As String)
setW	setW(vWidth As String)
setXMax	setXMax(vXMax As String)
setXMin	setXMin(vXMin As String)
setXTITLE	setXTITLE(vXTITLE As String)
setYTITLE	setYTITLE(vYTITLE As String)
setZeros	setZeros(vZeros As Boolean)
Clear	Clear
AddXYMap	AddXYMap(values As Map)
AddBubble	AddBubble(X As String, y As String, size As Double)
AddSeries1	AddSeries1(seriesCaption As String, seriesColor As String, seriesCurve As Boolean)
AddSeries	AddSeries(seriesCaption As String, seriesColor As String, seriesCurve As Boolean, seriesData As Map)
AddSeriesXY	AddSeriesXY(seriesCaption As String, X As String, Y As String)
AddSeriesXYMap	AddSeriesXYMap(seriesName As String, values As Map)
AddXY	AddXY(X As String, y As String)
AddXYColor	AddXYColor(X As String, y As String, color As String)
Refresh	Refresh
getHTML	getHTML As String
HiddenIndices	HiddenIndices As Map
ChartObject	ChartObject As BANanoObject

## Chat

### SDUICHAT

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Show Image	Boolean	True		Show Image
Image Shape	String	circle	none circle rounded squircle heart hexagon hexagon-2 decagon pentagon diamond square parallelogram parallelogram-2 parallelogram-3 parallelogram-4 star star-2 triangle triangle-2 triangle-3 triangle-4 half-1 half-2	Image Shape
Image Size	String	10		Image Size
Show Header	Boolean	True		Show Header
Show Footer	Boolean	True		Show Footer
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Bg Color	String			Bg Color
Bg Color Intensity	String			Bg Color Intensity
Height	String			Height
Width	String	full		Width
Rounded Box	Boolean	False		Rounded Box
Shadow	String			Shadow
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

#### Events

Event Signature

**Methods (set... is a *setter* & get is a *getter*)**

Method Name	Method Signature
Class_Globals	Class_Globals
DesignerCreateView	DesignerCreateView (Target As BANanoElement, Props As Map)
Initialize	Initialize (CallBack As Object, cName As String, EventName As String)
shadow	shadow(s As String)
RoundedBox	RoundedBox
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
setBgColor	setBgColor(s As String)
height	height(s As String)
width	width(s As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
AddChat	AddChat(mCallback As Object, ParentID As String, ID As String)
Clear	Clear
Enable	Enable
Disable	Disable
getName	getName As String
getHere	getHere As String
Show	Show
Hide	Hide
setShowFooter	setShowFooter(b As Boolean)
setShowHeader	setShowHeader(b As Boolean)
setShowImage	setShowImage(b As Boolean)
AddConversationFromBasic	AddConversationFromBasic(cID As String, sMessage As String) As SDUIChat
AddConversationToBasic	AddConversationToBasic(cID As String, sMessage As String) As SDUIChat
AddConversation	AddConversation(cID As String, bIncoming As Boolean, sSenderId As String, sSenderId As String, sSenderId As String, sSenderId As String, sSenderId As String) As SDUIChat
DeleteConversation	DeleteConversation(cID As String) As SDUIChat
HideConversation	HideConversation(cID As String) As SDUIChat
ShowConversation	ShowConversation(cID As String) As SDUIChat
ShowConversationImage	ShowConversationImage(cID As String) As SDUIChat
HideConversationImage	HideConversationImage(cID As String) As SDUIChat
ShowConversationHeader	ShowConversationHeader(cID As String) As SDUIChat
HideConversationHeader	HideConversationHeader(cID As String) As SDUIChat
ShowConversationFooter	ShowConversationFooter(cID As String) As SDUIChat
HideConversationFooter	HideConversationFooter(cID As String) As SDUIChat
ShowConversationMessage	ShowConversationMessage(cID As String) As SDUIChat
HideConversationMessage	HideConversationMessage(cID As String) As SDUIChat
UpdateConversation	UpdateConversation(cID As String, sSenderId As String, sSenderId As String, sSenderId As String, sSenderId As String) As SDUIChat
SetConversationSenderId	SetConversationSenderId(cID As String, sSenderId As String) As SDUIChat

Method Name	Method Signature
SetConversationFooter	SetConversationFooter(cID As String, sFooter As String) As SDUIChat
SetConversationSenderName	SetConversationSenderName(cID As String, sSenderName As String) As SDUIChat
SetConversationSenderImage	SetConversationSenderImage(cID As String, sSenderImage As String) As SDUIChat
SetConversationMessage	SetConversationMessage(cID As String, sMessage As String) As SDUIChat
SetConversationColor	SetConversationColor(cID As String, sColor As String) As SDUIChat
AddToParent	AddToParent(targetID As String, props As Map)

## Checkbox

### SDUICHECKBOX

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Caption	String	CheckBox 1		Caption
Variant	String	neutral	accent error ghost  info none neutral  primary secondary  success warning	Variant
Checked	Boolean	False		Checked
Check Mark Color (Hex)	String			The color of the check mark (Hex)
Checked BG Color (Hex)	String			Checked background Color (Hex)
Disabled	Boolean	False		If Disabled
Placement	String	left	left right	Placement Of The Component
Read Only	Boolean	False		Read Only
Size	String	none	lg md sm xs none	Size
Width	String	full		Width
Indeterminate	Boolean	False		Indeterminate
Auto Focus	Boolean	False		Auto Focus
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.

Property	Type	Default Value	Options	Description
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Change (Checked As Boolean)

**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
setW	setW(v As String)
AddCheckBox	AddCheckBox(mCallback As Object, ParentID As String, ID As String)
setFieldName	setFieldName(s As String)
AddCheckBoxLabel	AddCheckBoxLabel(mCallback As Object, ParentID As String, ID As String, Label As String, position As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
setAutoFocus	setAutoFocus(p As Boolean)
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide
Toggle	Toggle
setChecked	setChecked(b As Boolean)
getChecked	getChecked As Boolean
setIndeterminate	setIndeterminate (b As Boolean)
getIndeterminate	getIndeterminate As Boolean
getDisabled	getDisabled As Boolean
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
getName	getName As String
setCaption	setCaption(l As String)
setColor	setColor(s As String)
setSize	setSize(s As String)
setRequired	setRequired(b As Boolean)
setReadOnly	setReadOnly(b As Boolean)
SizeLG	SizeLG
SizeSM	SizeSM
SizeMD	SizeMD
SizeXS	SizeXS
SizeLGRewponsive	SizeLGRewponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeMDRewponsive	SizeMDRewponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeSMRewponsive	SizeSMRewponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeXSRewponsive	SizeXSRewponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)

Method Name	Method Signature
setCheckMarkColor	setCheckMarkColor(c As String)
setCheckedBGColor	setCheckedBGColor(c As String)

## Col

### SDUICOL

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Caption	String			The caption of the element
Sizes	String	xs=?; sm=?; md=?; lg=?; xl=?		Sizes xs=?; sm=12; md=?; lg=?; xl=?
Absolute	Boolean	False		Absolute
Align Content	String	none	around baseline between center end evenly none start	Align Content
Align Items	String	none	baseline center end none start stretch	Align Items
Background Image	String			Background Image
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Border	String			Border Size
Border Color	String			Border Color
Border Color Intensity	String			Border Color Intensity
Columns	String			Number Of Columns Within An Element
Gap	String			Gap
Height	String			Height
Hover	String			Classes To Apply On Hover
Place Content	String	none	around baseline between center end evenly none start stretch	How Content Is Justified And Aligned At The Same Time
Place Items	String	none	baseline center end none start stretch	Place Items
Relative	Boolean	False		Relative
Rounded	String			Rounded
Shadow	String			Shadow
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Width	String			Width
Visible	Boolean	True		If visible.

Property	Type	Default Value	Options	Description
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Click (e As BANanoEvent)

**Methods (set... is a *setter* & get is a *getter*)**

Method Name	Method Signature
DesignerCreateView	DesignerCreateView (Target As BANanoElement, Props As Map)
Initialize	Initialize (CallBack As Object, cName As String, EventName As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
setCaption	setCaption(l As String)
getCaption	getCaption As String
setHTML	setHTML(hx As String)
shadow	shadow(s As String)
RoundedBox	RoundedBox
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
alignContent	alignContent(s As String) As SDUICol
alignItems	alignItems(s As String) As SDUICol
setBackgroundImage	setBackgroundImage(s As String)
bgColor	bgColor(s As String) As SDUICol
border	border(s As String) As SDUICol
borderColor	borderColor(s As String) As SDUICol
borderColorIntensity	borderColorIntensity(c As String, i As String) As SDUICol
columns	columns(s As String) As SDUICol
setGap	setGap(s As String)
height	height(s As String) As SDUICol
hover	hover(s As String) As SDUICol
placeContent	placeContent(s As String) As SDUICol
placeItems	placeItems(s As String) As SDUICol
rounded	rounded(s As String) As SDUICol
textColor	textColor(s As String) As SDUICol
width	width(s As String) As SDUICol
Enable	Enable
Disable	Disable
getName	getName As String
getHere	getHere As String
Show	Show

Method Name	Method Signature
Hide	Hide
absolute	absolute As SDUICol
relative	relative As SDUICol

## Collapse Panels

### SDUICOLLAPSEPANELS

#### Properties

Property	Type	Default Value	Options	Description
ReadMe Children	String	[name]_1_content		The id of each panel
ParentID	String			The ParentID of this div
Titles	String	Panel 1; Panel 2; Panel 3		Panels Separated By ;
Plus	Boolean	False		Use Plus And Not Arrow
Rounded Box	Boolean	True		Rounded Box
Shadow	Boolean	True		Shadow
Open	Boolean	True		If Open.
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

#### Events

Change (pos As Int)
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#### Methods (*set...* is a *setter* & *get* is a *getter*)

Method Name	Method Signature
shadow	shadow(s As String)
RoundedBox	RoundedBox
setTextColor	setTextColor(s As String)
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)

Method Name	Method Signature
AddCollapsePanels	AddCollapsePanels(mCallback As Object, ParentID As String, ID As String)
Clear	Clear
AssignElement	AssignElement(mCallBack As Object, ID As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
Size	Size As Int
SetElement	SetElement(e As BANanoElement)
SetItems	SetItems(l As List)
Arrow	Arrow
Plus	Plus
AddItems	AddItems(ItemsToAdd As List)
setActive	setActive(pos As Int)
Item	Item(pos As Int) As SDUICollapse
Panel	Panel(pos As Int) As SDUIDiv
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable

## Div

### SDUIDIV

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Caption	String			The caption of the element
HTML	String			RAW HTML. Overrides the Caption property.
Container	Boolean	False		Container
Mx Auto	Boolean	False		Mx-auto
BackgroundImage	String			The background image of the page
FullPage	Boolean	False		w-full & h-full
Flex	Boolean	False		Flex
Flex1	Boolean	False		Flex1
Flex Col	Boolean	False		FlexCol
Flex None	Boolean	False		FlexNone
Flex Row	Boolean	False		FlexRow
Flex Grow	Boolean	False		Flex Grow

Property	Type	Default Value	Options	Description
Flex Wrap	Boolean	False		Wrap Overflow Contents
Gap	String			Gap Between Items
Grid	Boolean	False		Grid
Grid Cols	String			GridCols
Device Grid Cols	String	xs=?; sm=?; md=?; lg=?; xl=?		Grid Cols Per Device xs=?; sm=?; md=?; lg=?; xl=?
Gap X	String			Gap X
Gap Y	String			Gap Y
Grid Flow Col	Boolean	False		Grid-flow-col
Grid Rows	String			GridRows
Grid Flow Row	Boolean	False		Grid-flow-row
Col Span	String			ColSpan
Row Span	String			RowSpan
Justify Content	String	none	none around between center end evenly start	
Justify Items	String	none	none center end start stretch	
Align Content	String	none	around baseline between center end evenly none start	Align Content
Align Items	String	none	baseline center end none start stretch	Align Items
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Rounded	Boolean	False		Rounded
Stack	Boolean	False		Stack
Bordered	Boolean	False		Bordered
Border Color	String			Border Color
Border Color Intensity	String			Border Color Intensity
Columns	String			Number Of Columns Within An Element
Place Content	String	none	around baseline between center end evenly none start stretch	How Content Is Justified And Aligned At The Same Time
Place Items	String	none	baseline center end none start stretch	Place Items
Width	String			Width
Min Width	String			MinW
Max Width	String			MaxW
Height	String			Height
Min Height	String			MinH
Max Height	String			MaxH
H Full	Boolean	False		HFull

Property	Type	Default Value	Options	Description
W Full	Boolean	False		WFull
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Event Signature
Click (e As BANanoEvent)KeyClick (item As string)

**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
setDeviceGridCols	setDeviceGridCols(s As String)
hasborder	hasborder
alignContent	alignContent(s As String) As SDUIDiv
alignItems	alignItems(s As String) As SDUIDiv
setFullPage	setFullPage(b As Boolean)
CreateDiv	CreateDiv(mCallback As Object, ParentID As String, ID As String) As SDUIDiv
CreateCustomTag	CreateCustomTag(mCallback As Object, ParentID As String, ID As String, sTag As String) As SDUIDiv
AddFileInputCamera	AddFileInputCamera(ID As String, xSize As String, sColor As String) As SDUIFileInput
AddFileInputProgress	AddFileInputProgress(ID As String, xszie As String, sColor As String) As SDUIFileInput
AssignElement	AssignElement(mCallBack As Object, ID As String)
CenterChildren	CenterChildren As SDUIDiv
AddStyleComputed	AddStyleComputed(var As String, value As String) As SDUIDiv
GetStyleComputed	GetStyleComputed(var As String) As Object
RemoveStyleComputed	RemoveStyleComputed(var As String) As SDUIDiv
styles	styles(varStyles As String) As SDUIDiv
classes	classes(varStyles As String) As SDUIDiv
attributes	attributes(varStyles As String) As SDUIDiv
bordered	bordered As SDUIDiv
colStart	colStart(s As String) As SDUIDiv
colEnd	colEnd(i As String) As SDUIDiv
colSpan	colSpan(i As String) As SDUIDiv
rowSpan	rowSpan(i As String) As SDUIDiv
opacity	opacity(i As String) As SDUIDiv
borderOpacity	borderOpacity(i As String) As SDUIDiv
divideOpacity	divideOpacity(i As String) As SDUIDiv
objectCover	objectCover As SDUIDiv
colSpanResponsive	colSpanResponsive(xs As String, sm As String, md As String, lg As String, xl As String) As SDUIDiv

Method Name	Method Signature
gap	gap(i As String) As SDUIDiv
gapX	gapX(i As String) As SDUIDiv
spaceX	spaceX(i As String) As SDUIDiv
spaceY	spaceY(i As String) As SDUIDiv
spaceYPx	spaceYPx As SDUIDiv
spaceYReverse	spaceYReverse As SDUIDiv
spaceXReverse	spaceXReverse As SDUIDiv
spaceXPx	spaceXPx As SDUIDiv
toColorIntensity	toColorIntensity(c As String, i As String) As SDUIDiv
fromColor	fromColor(c As String) As SDUIDiv
toColor	toColor(c As String) As SDUIDiv
viaColorIntensity	viaColorIntensity(c As String, i As String) As SDUIDiv
fromCurrent	fromCurrent As SDUIDiv
fromTransparent	fromTransparent As SDUIDiv
listNone	listNone As SDUIDiv
FixColor	FixColor(prefix As String, v As String) As String
FixColorIntensity	FixColorIntensity(prefix As String, v As String, i As String) As String
FixSize	FixSize(prefix As String, v As String) As String
hiddenResponsive	hiddenResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean) As SDUIDiv
AddContainer	AddContainer(mCallback As Object, ParentID As String, ID As String)
AddRollDateTime	AddRollDateTime(sID As String, sCaption As String, sHint As String, sPrefix As String, sSuffix As String, options As RollDateOptions) As SDUITextBox
AddFlatPickDateTime	AddFlatPickDateTime(sID As String, sCaption As String, sHint As String, sPrefix As String, sSuffix As String, bIncludeTime As Boolean) As SDUITextBox
AddDateTimePicker	AddDateTimePicker(sID As String, xCaption As String, xHint As String, xPrefix As String, xSuffix As String, bIncludeTime As Boolean, sDateFormat As String, nMode As String, bAltInput As Boolean, sAltInput As String, bNoCalendar As Boolean, bWeekNumbers As Boolean) As SDUITextBox
AddForm	AddForm(mCallback As Object, ParentID As String, ID As String)
container	container As SDUIDiv
Show	Show As SDUIDiv
Hide	Hide As SDUIDiv
Enable	Enable As SDUIDiv
Disable	Disable As SDUIDiv
Clear	Clear As SDUIDiv
Empty	Empty As SDUIDiv
designMode	designMode(b As Boolean) As SDUIDiv
getDisabled	getDisabled As Boolean
BuildGrid	BuildGrid As SDUIDiv
Shrink	Shrink As SDUIDiv
Append	Append(varText As String) As SDUIDiv
On	On(event As String, CallBack As Object, MethodName As String)
getName	getName As String
getHere	getHere As String
RemoveAttr	RemoveAttr(k As String) As SDUIDiv
AddAttr	AddAttr(k As String, v As String) As SDUIDiv
AddStyleM	AddStyleM(ms As Map) As SDUIDiv
NextRow	NextRow As Int
ThisRow	ThisRow As Int
Row	Row(r As Int) As SDUIDiv
RowID	RowID(r As Int) As String
CellID	CellID(r As Int, c As Int) As String
Cell	Cell(r As Int, c As Int) As SDUIDiv

<b>Method Name</b>	<b>Method Signature</b>
AddRows1	AddRows1 As SDUIDiv
AddRows2	AddRows2 As SDUIDiv
AddRows3	AddRows3 As SDUIDiv
AddRows4	AddRows4 As SDUIDiv
AddRows5	AddRows5 As SDUIDiv
AddRows6	AddRows6 As SDUIDiv
AddRows7	AddRows7 As SDUIDiv
AddRows8	AddRows8 As SDUIDiv
AddRows9	AddRows9 As SDUIDiv
AddRows10	AddRows10 As SDUIDiv
AddRows11	AddRows11 As SDUIDiv
AddRows12	AddRows12 As SDUIDiv
AddRows	AddRows(iRows As Int) As SDUIDiv
AddColumns	AddColumns(iColumns As Int, gxs As Int, gsm As Int, gmd As Int, glg As Int, gxl As Int) As SDUIDiv
AddColumnsOS	AddColumnsOS(iColumns As Int, osxs As Int, osm As Int, omd As Int, olg As Int, oxl As Int, gxs As Int, gsm As Int, gmd As Int, glg As Int, gxl As Int) As SDUIDiv
AddColumnsOSMP	AddColumnsOSMP(iColumns As Int, osm As Int, omd As Int, olg As Int, oxl As Int, gsm As Int, gmd As Int, glg As Int, gxl As Int, gpa As Int, gpx As Int, gpy As Int, gpt As Int, gpb As Int, gpl As Int, gpr As Int, _)
AddColumns3x4	AddColumns3x4 As SDUIDiv
AddColumns4x3	AddColumns4x3 As SDUIDiv
AddColumns2x6	AddColumns2x6 As SDUIDiv
AddColumns6x2	AddColumns6x2 As SDUIDiv
AddColumns5x2	AddColumns5x2 As SDUIDiv
AddColumns3x2	AddColumns3x2 As SDUIDiv
AddColumns11x1	AddColumns11x1 As SDUIDiv
AddColumns10x1	AddColumns10x1 As SDUIDiv
AddColumns9x1	AddColumns9x1 As SDUIDiv
AddColumns8x1	AddColumns8x1 As SDUIDiv
AddColumns7x1	AddColumns7x1 As SDUIDiv
AddColumns12x1	AddColumns12x1 As SDUIDiv
AddColumns8p4	AddColumns8p4 As SDUIDiv
AddColumns4p8	AddColumns4p8 As SDUIDiv
AddColumns1p11	AddColumns1p11 As SDUIDiv
AddColumns11p1	AddColumns11p1 As SDUIDiv
AddColumns2p10	AddColumns2p10 As SDUIDiv
AddColumns10p2	AddColumns10p2 As SDUIDiv
AddColumns3p9	AddColumns3p9 As SDUIDiv
AddColumns9p3	AddColumns9p3 As SDUIDiv
AddColumns3p6p3	AddColumns3p6p3 As SDUIDiv
AddColumns6p3p3	AddColumns6p3p3 As SDUIDiv
AddColumns7p5	AddColumns7p5 As SDUIDiv
AddColumns5p7	AddColumns5p7 As SDUIDiv
AddColumns12	AddColumns12 As SDUIDiv
AddColumns6	AddColumns6 As SDUIDiv
AddColumns2	AddColumns2 As SDUIDiv
AddColumns1	AddColumns1 As SDUIDiv
AddColumns3	AddColumns3 As SDUIDiv
AddColumns4	AddColumns4 As SDUIDiv
AddColumns5	AddColumns5 As SDUIDiv
AddColumns7	AddColumns7 As SDUIDiv
AddColumns8	AddColumns8 As SDUIDiv

<b>Method Name</b>	<b>Method Signature</b>
AddColumns9	AddColumns9 As SDUIDiv
AddColumns10	AddColumns10 As SDUIDiv
AddColumns11	AddColumns11 As SDUIDiv
setCaption	setCaption(l As String)
getCaption	getCaption As String
setHTML	setHTML(hx As String)
setText	setText(hx As String)
backGroundImage	backGroundImage(url As String) As SDUIDiv
backgroundImageFull	backgroundImageFull(url As String) As SDUIDiv
itemsCenter	itemsCenter As SDUIDiv
contentCenter	contentCenter As SDUIDiv
inlineBlock	inlineBlock As SDUIDiv
AddDiv	AddDiv(id As String) As SDUIDiv
Remove	Remove
action	action(s As String) As SDUIDiv
absolute	absolute As SDUIDiv
method	method(s As String) As SDUIDiv
autoComplete	autoComplete(b As Boolean) As SDUIDiv
encType	encType(s As String) As SDUIDiv
noValidate	noValidate(p1 As Boolean) As SDUIDiv
focusWithin	focusWithin(c As String) As SDUIDiv
applyTheme	applyTheme(app As SDUIApp, themeName As String) As SDUIDiv
addClass	addClass(c As String) As SDUIDiv
removeClass	removeClass(c As String) As SDUIDiv
loremIpsum	loremIpsum As SDUIDiv
AddTable	AddTable(id As String) As SDUITable
AddTableCard	AddTableCard(id As String) As SDUITable
AddPropertyTable	AddPropertyTable(id As String) As SDUITable
AddFigure	AddFigure(id As String, scaption As String) As SDUILabel
AddFigCaption	AddFigCaption(id As String, scaption As String) As SDUILabel
AddFooterTitle	AddFooterTitle(id As String, scaption As String) As SDUIDiv
AddBlockQuote	AddBlockQuote(id As String, scaption As String) As SDUILabel
AddParagraph	AddParagraph(id As String, scaption As String) As SDUILabel
AddButtonMinusPlus	AddButtonMinusPlus(ID As String, sColor As String, sSize As String) As SDUIButton
AddFAB	AddFAB(id As String, IconName As String, sWidth As String, sHeight As String) As SDUIButton
AddFooter	AddFooter(id As String) As SDUIFooter
AddH1	AddH1(id As String, scaption As String) As SDUILabel
AddCustomTag	AddCustomTag(id As String, sTag As String) As SDUIDiv
AddLabel	AddLabel(id As String, scaption As String) As SDUILabel
AddLabelFor	AddLabelFor(id As String, forE As String, scaption As String) As SDUILabel
AddInput	AddInput(id As String, stypeOf As String) As SDUILabel
AddLoremIpsum	AddLoremIpsum(id As String) As SDUILabel
AddLoremIpsumWords	AddLoremIpsumWords(id As String, howMany As Int) As SDUILabel
AddH2	AddH2(id As String, scaption As String) As SDUILabel
AddH3	AddH3(id As String, scaption As String) As SDUILabel
AddH4	AddH4(id As String, scaption As String) As SDUILabel
AddH5	AddH5(id As String, scaption As String) As SDUILabel
AddH6	AddH6(id As String, scaption As String) As SDUILabel
AddKeyboardKey	AddKeyboardKey(id As String, caption As String) As SDUIKbd
AddKeyboardKeys	AddKeyboardKeys(keys As List)
AddImage	AddImage(id As String, URL As String, alt As String, swidth As String, sheight As String) As SDUIImage

<b>Method Name</b>	<b>Method Signature</b>
AddMenu	AddMenu(id As String) As SDUIMenu
AddCarousel	AddCarousel(id As String, iWidth As String, iHeight As String) As SDUICarousel
AddHero	AddHero(id As String) As SDUIHero
textCenter	textCenter As SDUIDiv
verticalAlign	verticalAlign(s As String) As SDUIDiv
textAlign	textAlign(s As String) As SDUIDiv
fontWeight	fontWeight(s As String) As SDUIDiv
AddButton	AddButton(id As String, label As String) As SDUIButton
AddButtonNormal	AddButtonNormal(id As String, label As String) As SDUIButton
AddButtonAnchor	AddButtonAnchor(id As String, label As String) As SDUIButton
AddButtonLabel	AddButtonLabel(id As String, label As String) As SDUIButton
AddButtonBadge	AddButtonBadge(ID As String, Label As String, sBadge As String) As SDUIButton
AddButtonIndicator	AddButtonIndicator(ID As String, Label As String, sBadge As String) As SDUIButton
AddDivider	AddDivider(id As String) As SDUIDivider
AddSection	AddSection(ID As String) As SDUILabel
AddAlertInfo	AddAlertInfo(id As String, label As String) As SDUIAlert
AddAlertEmpty	AddAlertEmpty(id As String) As SDUIAlert
AddBigAlert	AddBigAlert(ID As String, sIcon As String, sColor As String, Title As String, Description As String, xrounded As Boolean) As SDUIAlert
AddAlertSuccess	AddAlertSuccess(id As String, label As String) As SDUIAlert
AddAlertWarning	AddAlertWarning(id As String, label As String) As SDUIAlert
AddAlertWithTitle	AddAlertWithTitle(ID As String, sCaption As String, sAlertDescription As String) As SDUIAlert
AddAlert	AddAlert(id As String, label As String) As SDUIAlert
AddLottiePlayer	AddLottiePlayer(id As String, url As String, xwidth As String, xheight As String) As SDUILottiePlayer
AddArticle	AddArticle(id As String) As SDUILabel
AddSummary	AddSummary(id As String, scaption As String) As SDUILabel
AddDetails	AddDetails(id As String) As SDUILabel
AddHeader	AddHeader(id As String) As SDUILabel
AddAlertError	AddAlertError(id As String, label As String) As SDUIAlert
AddArtBoard	AddArtBoard(id As String, xSize As Int) As SDUIArtboard
AddAvatar	AddAvatar(id As String, xsize As String, url As String) As SDUIAvatar
AddAvatarGroup	AddAvatarGroup(id As String, xsize As String) As SDUIAvatar
AddBadge	AddBadge(id As String, label As String) As SDUIBadge
AddBadgeEmpty	AddBadgeEmpty(id As String) As SDUIBadge
AddBottomNav	AddBottomNav(id As String) As SDUIBottomNav
AddBreadCrums	AddBreadCrums(id As String) As SDUIBreadCrums
AddButtonGroup	AddButtonGroup(id As String, xsize As String) As SDUIButtonGroup
AddCardEmpty	AddCardEmpty(ID As String) As SDUICard
AddCardForm	AddCardForm(ID As String, sTitle As String) As SDUICard
AddCard	AddCard(ID As String, ImageURL As String, sCardTitle As String) As SDUICard
AddCheckBoxLabel	AddCheckBoxLabel(ID As String, Label As String, position As String) As SDUICheckbox
AddCheckBox	AddCheckBox(ID As String) As SDUICheckbox
AddChat	AddChat(ID As String) As SDUIChat
AddCollapsePanels	AddCollapsePanels(ID As String, Plus As Boolean, ItemsToAdd As List) As SDUICollapsePanels
AddDropDown	AddDropDown(ID As String, Label As String) As SDUIDropDown
AddDropDownAvatar	AddDropDownAvatar(ID As String, xSize As Int, URL As String) As SDUIDropDown

<b>Method Name</b>	<b>Method Signature</b>
AddDropDownIcon	AddDropDownIcon(ID As String, xsize As Int, IconName As String) As SDUIDropDown
AddIcon	AddIcon(ID As String, Label As String) As SDUIIcon
AddIndicator	AddIndicator(ID As String) As SDUIIndicator
AddIndicatorCard	AddIndicatorCard(ID As String, sButtonColor As String, sButtonCaption As String) As SDUIIndicator
AddLink	AddLink(id As String, scaption As String, href As String) As SDUILink
AddAnchor	AddAnchor(id As String, scaption As String, href As String) As SDUILink
AddList	AddList(id As String, xbordered As Boolean, ispaceY As String, ipadL As String) As SDUIList
AddSpan	AddSpan(id As String, scaption As String) As SDUILabel
AddMockUpCode	AddMockUpCode(id As String, lang As String) As SDUIMockupCode
AddMockUpPhone	AddMockUpPhone(id As String) As SDUIMockupPhone
AddMockUpWindow	AddMockUpWindow(id As String) As SDUIMockupWindow
AddModal	AddModal(id As String, Label As String, YesLabel As String, NoLabel As String, CancelLabel As String, sWidth As String) As SDUIModal
AddModalAsDrawer	AddModalAsDrawer(id As String, position As String, iwidth As String) As SDUIModal
AddNavBar	AddNavBar(id As String) As SDUINavBar
AddProgress	AddProgress(id As String, iValue As Int) As SDUIProgress
AddProgressLabel	AddProgressLabel(id As String, Label As String, iValue As Int, sHint As String) As SDUIProgress
AddRatingLabel	AddRatingLabel(id As String, Label As String, sHint As String, iSize As Int) As SDUIRating
AddRangeLabel	AddRangeLabel(id As String, Label As String, sHint As String, iValue As Int) As SDUIRange
AddRadialProgress	AddRadialProgress(id As String, iValue As Int) As SDUIRadialProgress
AddSelectNormal	AddSelectNormal(id As String, bMultiple As Boolean, options As Map) As SDUISelect
AddSelect	AddSelect(id As String, sCaption As String, sHint As String, options As Map) As SDUISelect
AddRadioGroup	AddRadioGroup(id As String, sCaption As String, sHint As String, RowView As Boolean, sSize As String, sColor As String, options As Map) As SDUIRadioGroup
AddRange	AddRange(id As String) As SDUIRange
AddRating	AddRating(id As String, xsize As Int) As SDUIRating
AddStats	AddStats(id As String) As SDUIStats
AddInfoCard	AddInfoCard(ID As String, Icon As String, IconColor As String, Value As String, Description As String) As SDUIStats
getHTML	getHTML As String
AddStack	AddStack(id As String) As SDUIDiv
AddSteps	AddSteps(id As String, xcolor As String, xitems As List) As SDUISteps
AddSwap	AddSwap(id As String, offi As String, Oni As String) As SDUISwap
AddSwapIcon	AddSwapIcon(id As String, xsize As String, offi As String, Oni As String) As SDUISwap
AddTabs	AddTabs(id As String, TabSize As String, TabType As String, xitems As List) As SDUITabs
AddToast	AddToast(id As String, Label As String) As SDUIToast
AddToastEmpty	AddToastEmpty(id As String) As SDUIToast
AddToggleLabel	AddToggleLabel(id As String, Label As String, position As String) As SDUIToggle
AddToggle	AddToggle(id As String) As SDUIToggle
AddTextBox	AddTextBox(id As String) As SDUITextBox
AddTextBoxSearch	AddTextBoxSearch(id As String) As SDUITextBox
AddTextBoxGroup	AddTextBoxGroup(sID As String, sCaption As String, sHint As String,

<b>Method Name</b>	<b>Method Signature</b>
	sPrefix As String, sSuffix As String) As SDUITextBox
AddTextAreaGroup	AddTextAreaGroup(sID As String, sCaption As String, sHint As String) As SDUITextArea
AddTextBoxLabel	AddTextBoxLabel(id As String, label As String, hint As String) As SDUITextBox
AddDialer	AddDialer(id As String, label As String, minValue As String, maxValue As String, stepValue As String, hint As String) As SDUITextBox
AddFullCalendar	AddFullCalendar(id As String) As SDUIFullCalendar
AddPassword	AddPassword(id As String, label As String, hint As String, showEyes As Boolean) As SDUITextBox
AddFileInput	AddFileInput(id As String, multiple As Boolean) As SDUIFileInput
AddFileInputLabel	AddFileInputLabel(id As String, label As String, hint As String, multiple As Boolean) As SDUIFileInput
AddEmail	AddEmail(id As String, label As String, hint As String) As SDUITextBox
AddTelephone	AddTelephone(id As String, label As String, hint As String) As SDUITextBox
AddNumber	AddNumber(id As String, label As String, hint As String, iMin As Int, iMax As Int) As SDUITextBox
AddURL	AddURL(id As String, label As String, hint As String) As SDUITextBox
AddTextArea	AddTextArea(id As String) As SDUITextArea
AddTextAreaLabel	AddTextAreaLabel(id As String, label As String, hint As String) As SDUITextArea
AddTooltipButton	AddTooltipButton(id As String, label As String, tooltip As String) As SDUITooltip
AddBeautifulTimeLine	AddBeautifulTimeLine(ID As String) As SDUITimeLine
AddTimeLine1	AddTimeLine1(ID As String) As SDUITimeLine
TooltipButton	TooltipButton(id As String) As SDUIButton
AddTooltip	AddTooltip(id As String, tooltip As String) As SDUITooltip
fitScreen	fitScreen As SDUIDiv
AddButtonIcon	AddButtonIcon(ID As String, IconSize As String, IconName As String) As SDUIButton
AddButtonIconLabelTag	AddButtonIconLabelTag(ID As String, IconSize As String, IconName As String) As SDUIButton
AddListView	AddListView(ID As String) As SDUIListView
AddOptionsCard	AddOptionsCard(ID As String) As SDUIOptionsCard
AddSignaturePad	AddSignaturePad(ID As String) As SDUISignaturePad
AddBR	AddBR
AddMockUpCodeCard	AddMockUpCodeCard(sID As String, lang As String, sCaption As String) As SDUIMockupCode
responsivePer	responsivePer(device As String, className As String) As SDUIDiv
fontMedium	fontMedium As SDUIDiv
selectionTextColor	selectionTextColor(c As String) As SDUIDiv
selectionTextColorIntensity	selectionTextColorIntensity(c As String, i As String) As SDUIDiv
selectionBGColor	selectionBGColor(c As String) As SDUIDiv
selectionBGColorIntensity	selectionBGColorIntensity(c As String, i As String) As SDUIDiv
markerTextColor	markerTextColor(c As String) As SDUIDiv
markerTextColorIntensity	markerTextColorIntensity(c As String, i As String) As SDUIDiv
listDisc	listDisc As SDUIDiv
listDecimal	listDecimal As SDUIDiv
AddSpacer	AddSpacer(id As String) As SDUIDiv
fromInherit	fromInherit As SDUIDiv
fromColorIntensity	fromColorIntensity(c As String, i As String) As SDUIDiv
bgGradientToR	bgGradientToR As SDUIDiv
bgGradientToL	bgGradientToL As SDUIDiv
bgGradientToT	bgGradientToT As SDUIDiv
bgGradientToB	bgGradientToB As SDUIDiv

<b>Method Name</b>	<b>Method Signature</b>
bgGradientToTR	bgGradientToTR As SDUIDiv
bgGradientToTL	bgGradientToTL As SDUIDiv
bgGradientToBR	bgGradientToBR As SDUIDiv
bgGradientToBL	bgGradientToBL As SDUIDiv
textTransparent	textTransparent As SDUIDiv
bgClipText	bgClipText As SDUIDiv
block	block As SDUIDiv
fontSemiBold	fontSemiBold As SDUIDiv
maxW	maxW(s As String) As SDUIDiv
maxH	maxH(s As String) As SDUIDiv
minW	minW(s As String) As SDUIDiv
minH	minH(s As String) As SDUIDiv
delay	delay(s As String) As SDUIDiv
skewY	skewY(s As String) As SDUIDiv
skewX	skewX(s As String) As SDUIDiv
duration	duration(s As String) As SDUIDiv
forID	forID(s As String) As SDUIDiv
placeHolder	placeHolder(s As String) As SDUIDiv
mxAuto	mxAuto As SDUIDiv
myAuto	myAuto As SDUIDiv
mtAuto	mtAuto As SDUIDiv
mbAuto	mbAuto As SDUIDiv
mrAuto	mrAuto As SDUIDiv
mAuto	mAuto As SDUIDiv
mlAuto	mlAuto As SDUIDiv
targetBlank	targetBlank As SDUIDiv
bgNoRepeat	bgNoRepeat As SDUIDiv
bgArbitrary	bgArbitrary(s As String) As SDUIDiv
transitionArbitrary	transitionArbitrary(s As String) As SDUIDiv
bgBottom	bgBottom As SDUIDiv
transition	transition As SDUIDiv
divideY	divideY As SDUIDiv
divideYSize	divideYSize(s As String) As SDUIDiv
divideX	divideX As SDUIDiv
divideXSize	divideXSize(s As String) As SDUIDiv
divideColorIntensity	divideColorIntensity(c As String, i As String) As SDUIDiv
whitespaceNowrap	whitespaceNowrap As SDUIDiv
truncate	truncate As SDUIDiv
bgCover	bgCover As SDUIDiv
bgCenter	bgCenter As SDUIDiv
bgImageURL	bgImageURL(s As String) As SDUIDiv
roundedBrFull	roundedBrFull As SDUIDiv
cursorPointer	cursorPointer As SDUIDiv
gapY	gapY(i As String) As SDUIDiv
textSize	textSize(s As String) As SDUIDiv
size	size(prefix As String, s As String) As SDUIDiv
textBase	textBase As SDUIDiv
color	color(prefix As String, s As String) As SDUIDiv
ColorIntensity	ColorIntensity(prefix As String, c As String, i As String) As SDUIDiv
textColor	textColor(s As String) As SDUIDiv
decorationColor	decorationColor(s As String) As SDUIDiv
fontSize	fontSize(s As String) As SDUIDiv
minHScreen	minHScreen As SDUIDiv
grid	grid As SDUIDiv

Method Name	Method Signature
roundedBox	roundedBox As SDUIDiv
relative	relative As SDUIDiv
overflowXAuto	overflowXAuto As SDUIDiv
overflowHidden	overflowHidden As SDUIDiv
gridFlowRowDense	gridFlowRowDense As SDUIDiv
gridCols	gridCols(s As String) As SDUIDiv
first	first(s As String) As SDUIDiv
last	last(s As String) As SDUIDiv
gridColsSM	gridColsSM(s As String) As SDUIDiv
gridColsLG	gridColsLG(s As String) As SDUIDiv
gridColsXL	gridColsXL(s As String) As SDUIDiv
gridColsMD	gridColsMD(s As String) As SDUIDiv
gridColsResponsive	gridColsResponsive(cols As String, xs As String, sm As String, md As String, lg As String, xl As String)
placeItemsCenter	placeItemsCenter As SDUIDiv
placeItemsStart	placeItemsStart As SDUIDiv
placeItemsEnd	placeItemsEnd As SDUIDiv
placeItemsStretch	placeItemsStretch As SDUIDiv
placeContentCenter	placeContentCenter As SDUIDiv
placeContentStart	placeContentStart As SDUIDiv
placeContentEnd	placeContentEnd As SDUIDiv
placeContentBetween	placeContentBetween As SDUIDiv
placeContentAround	placeContentAround As SDUIDiv
placeContentEvenly	placeContentEvenly As SDUIDiv
placeContentStretch	placeContentStretch As SDUIDiv
border	border(s As String) As SDUIDiv
borderRColor	borderRColor(s As String) As SDUIDiv
borderLColor	borderLColor(s As String) As SDUIDiv
borderTColor	borderTColor(s As String) As SDUIDiv
borderBColor	borderBColor(s As String) As SDUIDiv
borderRColorIntensity	borderRColorIntensity(c As String, i As Int) As SDUIDiv
borderTColorIntensity	borderTColorIntensity(c As String, i As Int) As SDUIDiv
borderLColorIntensity	borderLColorIntensity(c As String, i As Int) As SDUIDiv
borderBColorIntensity	borderBColorIntensity(c As String, i As Int) As SDUIDiv
borderXColor	borderXColor(c As String) As SDUIDiv
borderYColor	borderYColor(c As String) As SDUIDiv
borderR	borderR(s As String) As SDUIDiv
borderL	borderL(s As String) As SDUIDiv
borderT	borderT(s As String) As SDUIDiv
borderB	borderB(s As String) As SDUIDiv
borderX	borderX(s As String) As SDUIDiv
borderY	borderY(s As String) As SDUIDiv
shadow	shadow(s As String) As SDUIDiv
antialiased	antialiased As SDUIDiv
textColorIntensity	textColorIntensity(s As String, i As String) As SDUIDiv
decorationColorIntensity	decorationColorIntensity(s As String, i As String) As SDUIDiv
ringColorIntensity	ringColorIntensity(s As String, i As String) As SDUIDiv
ringColor	ringColor(s As String) As SDUIDiv
wFull	wFull As SDUIDiv
wPx	wPx As SDUIDiv
hPx	hPx As SDUIDiv
wScreen	wScreen As SDUIDiv
hScreen	hScreen As SDUIDiv
roundedFull	roundedFull As SDUIDiv

Method Name	Method Signature
normalCase	normalCase As SDUIDiv
glass	glass As SDUIDiv
loading	loading(b As Boolean) As SDUIDiv
noAnimation	noAnimation As SDUIDiv
sticky	sticky As SDUIDiv
rounded	rounded(s As String) As SDUIDiv
isRounded	isRounded As SDUIDiv
h	h(i As String) As SDUIDiv
w	w(i As String) As SDUIDiv
mx	mx(sma As String) As SDUIDiv
my	my(sma As String) As SDUIDiv
mt	mt(sma As String) As SDUIDiv
mb	mb(sma As String) As SDUIDiv
ml	ml(sma As String) As SDUIDiv
mr	mr(sma As String) As SDUIDiv
p	p(sma As String) As SDUIDiv
px	px(sma As String) As SDUIDiv
py	py(sma As String) As SDUIDiv
pt	pt(sma As String) As SDUIDiv
pb	pb(sma As String) As SDUIDiv
pl	pl(sma As String) As SDUIDiv
pr	pr(sma As String) As SDUIDiv
m	m(sma As String) As SDUIDiv
fontMono	fontMono As SDUIDiv
fontBold	fontBold As SDUIDiv
underline	underline As SDUIDiv
trackingNormal	trackingNormal As SDUIDiv
trackingWider	trackingWider As SDUIDiv
trackingWidest	trackingWidest As SDUIDiv
trackingWide	trackingWide As SDUIDiv
trackingTight	trackingTight As SDUIDiv
trackingTighter	trackingTighter As SDUIDiv
autoColsMax	autoColsMax As SDUIDiv
divideColor	divideColor(s As String) As SDUIDiv
bgColor	bgColor(s As String) As SDUIDiv
shadowColor	shadowColor(s As String) As SDUIDiv
shadowColorIntensity	shadowColorIntensity(c As String, i As String) As SDUIDiv
borderColor	borderColor(s As String) As SDUIDiv
borderColorIntensity	borderColorIntensity(c As String, i As String) As SDUIDiv
hoverBorderColorIntensity	hoverBorderColorIntensity(c As String, i As String) As SDUIDiv
hoverClass	hoverClass(s As String) As SDUIDiv
hoverBColorIntensity	hoverBColorIntensity(c As String, i As String) As SDUIDiv
hoverBorderColor	hoverBorderColor(scolor As String) As SDUIDiv
hoverBColor	hoverBColor(scolor As String) As SDUIDiv
hoverTextColor	hoverTextColor(scolor As String) As SDUIDiv
hoverTextColorIntensity	hoverTextColorIntensity(c As String, i As Int) As SDUIDiv
hoverTextSize	hoverTextSize(ssize As String) As SDUIDiv
hover	hover(c As String) As SDUIDiv
focus	focus(c As String) As SDUIDiv
AddStyle	AddStyle(k As String, v As String) As SDUIDiv
bgColorIntensity	bgColorIntensity(xcolor As String, intensity As String) As SDUIDiv
bgOpacity	bgOpacity(intensity As String) As SDUIDiv
flex	flex As SDUIDiv
flexCol	flexCol As SDUIDiv

Method Name	Method Signature
basisAuto	basisAuto As SDUIDiv
basis	basis(s As String) As SDUIDiv
basisFull	basisFull As SDUIDiv
basisPx	basisPx As SDUIDiv
flexColReverse	flexColReverse As SDUIDiv
readOnly	readOnly(b As Boolean) As SDUIDiv
required	required(b As Boolean) As SDUIDiv
flexRow	flexRow As SDUIDiv
flexRowReverse	flexRowReverse As SDUIDiv
wrap	wrap As SDUIDiv
nowrap	nowrap As SDUIDiv
selfStart	selfStart As SDUIDiv
roundedTLBox	roundedTLBox As SDUIDiv
roundedBLBox	roundedBLBox As SDUIDiv
roundedBRBox	roundedBRBox As SDUIDiv
roundedBBox	roundedBBox As SDUIDiv
roundedTRBox	roundedTRBox As SDUIDiv
selfAuto	selfAuto As SDUIDiv
selfEnd	selfEnd As SDUIDiv
selfCenter	selfCenter As SDUIDiv
selfStretch	selfStretch As SDUIDiv
justifySelfStart	justifySelfStart As SDUIDiv
justifySelfAuto	justifySelfAuto As SDUIDiv
justifySelfEnd	justifySelfEnd As SDUIDiv
justifySelfCenter	justifySelfCenter As SDUIDiv
justifySelfStretch	justifySelfStretch As SDUIDiv
justifyStart	justifyStart As SDUIDiv
justifyEnd	justifyEnd As SDUIDiv
justifyCenter	justifyCenter As SDUIDiv
justifyBetween	justifyBetween As SDUIDiv
justifyAround	justifyAround As SDUIDiv
contentAround	contentAround As SDUIDiv
justifyEvenly	justifyEvenly As SDUIDiv
contentEvenly	contentEvenly As SDUIDiv
itemsStart	itemsStart As SDUIDiv
contentStart	contentStart As SDUIDiv
contentBetween	contentBetween As SDUIDiv
itemsEnd	itemsEnd As SDUIDiv
contentEnd	contentEnd As SDUIDiv
itemsBaseline	itemsBaseline As SDUIDiv
itemsStretch	itemsStretch As SDUIDiv
flexGrow0	flexGrow0 As SDUIDiv
flexGrow	flexGrow As SDUIDiv
flexWrap	flexWrap As SDUIDiv
flex1	flex1 As SDUIDiv
flexAuto	flexAuto As SDUIDiv
flexInitial	flexInitial As SDUIDiv
flexNone	flexNone As SDUIDiv
flexGrow1	flexGrow1 As SDUIDiv
flexShrink0	flexShrink0 As SDUIDiv
flexShrink1	flexShrink1 As SDUIDiv
orderFirst	orderFirst As SDUIDiv
order	order(s As String) As SDUIDiv
orderLast	orderLast As SDUIDiv

Method Name	Method Signature
orderNone	orderNone As SDUIDiv
responsiveClass	responsiveClass(className As String, xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean) As SDUIDiv
responsiveOnDevice	responsiveOnDevice(device As String, className As String) As SDUIDiv
responsiveXS	responsiveXS(className As String) As SDUIDiv
responsiveSM	responsiveSM(className As String) As SDUIDiv
responsiveMD	responsiveMD(className As String) As SDUIDiv
responsiveLG	responsiveLG(className As String) As SDUIDiv
fontThin	fontThin As SDUIDiv
fontExtralight	fontExtralight As SDUIDiv
fontLight	fontLight As SDUIDiv
fontNormal	fontNormal As SDUIDiv
inlineFlex	inlineFlex As SDUIDiv
lowercase	lowercase As SDUIDiv
fontExtrabold	fontExtrabold As SDUIDiv
fontBlack	fontBlack As SDUIDiv
italic	italic As SDUIDiv
overline	overline As SDUIDiv
outline	outline(s As String) As SDUIDiv
noUnderline	noUnderline As SDUIDiv
upperCase	upperCase As SDUIDiv
capitalize	capitalize As SDUIDiv
lineThrough	lineThrough(b As Boolean) As SDUIDiv
emptyBGColor	emptyBGColor(xcolor As String) As SDUIDiv
emptyBGColorIntensity	emptyBGColorIntensity(c As String, i As String) As SDUIDiv
rotate	rotate(sma As String) As SDUIDiv
disabled	disabled(b As Boolean) As SDUIDiv
stack	stack As SDUIDiv
hidden	hidden(b As Boolean) As SDUIDiv
SetData	SetData(k As String, v As String) As SDUIDiv
GetData	GetData(k As String) As String
borderStyle	borderStyle(s As String) As SDUIDiv
role	role(r As String) As SDUIDiv
formMultiselect	formMultiselect As SDUIDiv
focusOutlineNone	focusOutlineNone As SDUIDiv
animateSpin	animateSpin As SDUIDiv
animatePing	animatePing As SDUIDiv
animateBounce	animateBounce As SDUIDiv
animatePulse	animatePulse As SDUIDiv
hoverAnimateSpin	hoverAnimateSpin As SDUIDiv
hoverAnimatePing	hoverAnimatePing As SDUIDiv
hoverAnimateBounce	hoverAnimateBounce As SDUIDiv
hoverAnimatePulse	hoverAnimatePulse As SDUIDiv
animateNone	animateNone As SDUIDiv
top	top(i As Int) As SDUIDiv
bottom	bottom(i As Int) As SDUIDiv
left	left(i As Int) As SDUIDiv
right	right(i As Int) As SDUIDiv
placeholderTransparent	placeholderTransparent As SDUIDiv
AddRemoveClassCondition	AddRemoveClassCondition(b As Boolean, c As String)
peer	peer As SDUIDiv
focusBorderColorIntensity	focusBorderColorIntensity(c As String, s As String) As SDUIDiv
focusShadow	focusShadow(s As String) As SDUIDiv
hFull	hFull As SDUIDiv

<b>Method Name</b>	<b>Method Signature</b>
transitionAll	transitionAll As SDUIDiv
easeInOut	easeInOut As SDUIDiv
originLeft	originLeft As SDUIDiv
transform	transform As SDUIDiv
scale	scale(s As String) As SDUIDiv
translateX	translateX(i As String) As SDUIDiv
translateY	translateY(i As String) As SDUIDiv
pointerEventsNone	pointerEventsNone As SDUIDiv
peerPlaceholderShownOpacity	peerPlaceholderShownOpacity(s As String) As SDUIDiv
peerFocusOpacity	peerFocusOpacity(s As String) As SDUIDiv
peerPlaceholderShownScale	peerPlaceholderShownScale(s As String) As SDUIDiv
peerFocusScale	peerFocusScale(s As String) As SDUIDiv
peerPlaceholderShownTranslateY	peerPlaceholderShownTranslateY(s As String) As SDUIDiv
peerFocusTranslateY	peerFocusTranslateY(s As String) As SDUIDiv
peerPlaceholderShownTranslateX	peerPlaceholderShownTranslateX(s As String) As SDUIDiv
peerFocusTranslateX	peerFocusTranslateX(s As String) As SDUIDiv
selectNone	selectNone As SDUIDiv
leadingNone	leadingNone As SDUIDiv
card	card As SDUIDiv
hoverScale	hoverScale(s As String) As SDUIDiv
hoverShadow	hoverShadow(s As String) As SDUIDiv
transitionTransform	transitionTransform As SDUIDiv
smGridCols	smGridCols(s As String) As SDUIDiv
PaddingAXYTBLR	PaddingAXYTBLR(varsetPaddingTBLR As String) As SDUIDiv
MarginAXYTBLR	MarginAXYTBLR(varMarginAXYTBLR As String) As SDUIDiv
DevicesSizes	DevicesSizes(vSizes As String) As SDUIDiv
GetMarginPadding	GetMarginPadding(varOffsets As String) As Map
GetSizes	GetSizes(varOffsets As String) As Map
AddQRCode	AddQRCode(id As String) As SDUIQRCode
AddBarCodeReader	AddBarCodeReader(id As String) As SDUIBarCodeReader
AddWebCam	AddWebCam(id As String) As SDUIWebcam
AddVideo	AddVideo(id As String, src As String, sMp4url As String, sOggurl As String, sWebmUrl As String) As SDUIVideo
textLeft	textLeft As SDUIDiv
textRight	textRight As SDUIDiv
textJustify	textJustify As SDUIDiv
textStart	textStart As SDUIDiv
textEnd	textEnd As SDUIDiv
wAuto	wAuto As SDUIDiv
wFit	wFit As SDUIDiv
wMin	wMin As SDUIDiv
wMax	wMax As SDUIDiv
minWFull	minWFull As SDUIDiv
minWMin	minWMin As SDUIDiv
minWMax	minWMax As SDUIDiv
minWFit	minWFit As SDUIDiv
hAuto	hAuto As SDUIDiv
hFit	hFit As SDUIDiv
hMin	hMin As SDUIDiv
hMax	hMax As SDUIDiv
minHFull	minHFull As SDUIDiv
minHMin	minHMin As SDUIDiv
minHMax	minHMax As SDUIDiv
minHFit	minHFit As SDUIDiv

<b>Method Name</b>	<b>Method Signature</b>
minH1	minH1 As SDUIDiv
minHPx	minHPx As SDUIDiv
maxH1	maxH1 As SDUIDiv
maxHPx	maxHPx As SDUIDiv
maxHFull	maxHFull As SDUIDiv
maxHMin	maxHMin As SDUIDiv
maxHMax	maxHMax As SDUIDiv
maxHFit	maxHFit As SDUIDiv
OnClick	OnClick As SDUIDiv
OnChange	OnChange As SDUIDiv
maxWNone	maxWNone As SDUIDiv
maxWFull	maxWFull As SDUIDiv
maxWMin	maxWMin As SDUIDiv
maxWMax	maxWMax As SDUIDiv
maxWFit	maxWFit As SDUIDiv
maxWProse	maxWProse As SDUIDiv
maxHScreen	maxHScreen As SDUIDiv
autoColsAuto	autoColsAuto As SDUIDiv
autoColsFr	autoColsFr As SDUIDiv
autoColsMin	autoColsMin As SDUIDiv
autoRowsAuto	autoRowsAuto As SDUIDiv
autoRowsFr	autoRowsFr As SDUIDiv
autoRowsMax	autoRowsMax As SDUIDiv
autoRowsMin	autoRowsMin As SDUIDiv
colAuto	colAuto As SDUIDiv
content	content(s As String) As SDUIDiv
flexNowrap	flexNowrap As SDUIDiv
flexWrapReverse	flexWrapReverse As SDUIDiv
gridColsNone	gridColsNone As SDUIDiv
gridFlowCol	gridFlowCol As SDUIDiv
gridFlowColDense	gridFlowColDense As SDUIDiv
gridFlowDense	gridFlowDense As SDUIDiv
gridFlowRow	gridFlowRow As SDUIDiv
gridRows	gridRows(s As String) As SDUIDiv
gridRowsNone	gridRowsNone As SDUIDiv
grow	grow As SDUIDiv
grow0	grow0 As SDUIDiv
items	items(s As String) As SDUIDiv
justify	justify(s As String) As SDUIDiv
justifyItems	justifyItems(s As String) As SDUIDiv
justifySelf	justifySelf(s As String) As SDUIDiv
minW0	minW0 As SDUIDiv
placeContent	placeContent(s As String) As SDUIDiv
placeItems	placeItems(s As String) As SDUIDiv
placeSelf	placeSelf(s As String) As SDUIDiv
rowAuto	rowAuto As SDUIDiv
rowEnd	rowEnd(s As String) As SDUIDiv
rowEndAuto	rowEndAuto As SDUIDiv
rowSpanFull	rowSpanFull As SDUIDiv
rowStart	rowStart(s As String) As SDUIDiv
rowStartAuto	rowStartAuto As SDUIDiv
self	self(s As String) As SDUIDiv
shrink0	shrink0 As SDUIDiv
normalNums	normalNums As SDUIDiv

<b>Method Name</b>	<b>Method Signature</b>
ordinal	ordinal As SDUIDiv
slashedZero	slashedZero As SDUIDiv
liningNums	liningNums As SDUIDiv
oldstyleNums	oldstyleNums As SDUIDiv
proportionalNums	proportionalNums As SDUIDiv
tabularNums	tabularNums As SDUIDiv
diagonalFractions	diagonalFractions As SDUIDiv
stackedFractions	stackedFractions As SDUIDiv
leading	leading(s As String) As SDUIDiv
leadingTight	leadingTight As SDUIDiv
leadingSnug	leadingSnug As SDUIDiv
leadingNormal	leadingNormal As SDUIDiv
leadingRelaxed	leadingRelaxed As SDUIDiv
leadingLoose	leadingLoose As SDUIDiv
fontSans	fontSans As SDUIDiv
fontSerif	fontSerif As SDUIDiv
notItalic	notItalic As SDUIDiv
subpixelAntialiased	subpixelAntialiased As SDUIDiv
textBlack	textBlack As SDUIDiv
textCurrent	textCurrent As SDUIDiv
textInherit	textInherit As SDUIDiv
textWhite	textWhite As SDUIDiv
decorationBlack	decorationBlack As SDUIDiv
decorationCurrent	decorationCurrent As SDUIDiv
decorationInherit	decorationInherit As SDUIDiv
decorationTransparent	decorationTransparent As SDUIDiv
decorationWhite	decorationWhite As SDUIDiv
decorationDashed	decorationDashed As SDUIDiv
decorationDotted	decorationDotted As SDUIDiv
decorationDouble	decorationDouble As SDUIDiv
decorationSolid	decorationSolid As SDUIDiv
decorationWavy	decorationWavy As SDUIDiv
decorationSize	decorationSize(s As String) As SDUIDiv
decorationAuto	decorationAuto As SDUIDiv
decorationFromFont	decorationFromFont As SDUIDiv
underlineOffsetAuto	underlineOffsetAuto As SDUIDiv
underlineOffsetSize	underlineOffsetSize(s As String) As SDUIDiv
textClip	textClip As SDUIDiv
textEllipsis	textEllipsis As SDUIDiv
indentPx	indentPx As SDUIDiv
indentSize	indentSize(s As String) As SDUIDiv
alignBaseline	alignBaseline As SDUIDiv
alignBottom	alignBottom As SDUIDiv
alignMiddle	alignMiddle As SDUIDiv
alignSub	alignSub As SDUIDiv
alignSuper	alignSuper As SDUIDiv
alignTextBottom	alignTextBottom As SDUIDiv
alignTextTop	alignTextTop As SDUIDiv
alignTop	alignTop As SDUIDiv
whitespaceNormal	whitespaceNormal As SDUIDiv
whitespacePre	whitespacePre As SDUIDiv
whitespacePreLine	whitespacePreLine As SDUIDiv
whitespacePreWrap	whitespacePreWrap As SDUIDiv
breakAll	breakAll As SDUIDiv

Method Name	Method Signature
breakKeep	breakKeep As SDUIDiv
breakNormal	breakNormal As SDUIDiv
breakWords	breakWords As SDUIDiv
contentNone	contentNone As SDUIDiv
bgFixed	bgFixed As SDUIDiv
bgLocal	bgLocal As SDUIDiv
bgScroll	bgScroll As SDUIDiv
bgClipBorder	bgClipBorder As SDUIDiv
bgClipContent	bgClipContent As SDUIDiv
bgClipPadding	bgClipPadding As SDUIDiv
bgBlack	bgBlack As SDUIDiv
bgCurrent	bgCurrent As SDUIDiv
bgInherit	bgInherit As SDUIDiv
bgTransparent	bgTransparent As SDUIDiv
bgWhite	bgWhite As SDUIDiv
bgOriginBorder	bgOriginBorder As SDUIDiv
bgOriginContent	bgOriginContent As SDUIDiv
bgOriginPadding	bgOriginPadding As SDUIDiv
bgLeft	bgLeft As SDUIDiv
bgLeftBottom	bgLeftBottom As SDUIDiv
bgLeftTop	bgLeftTop As SDUIDiv
bgRight	bgRight As SDUIDiv
bgRightBottom	bgRightBottom As SDUIDiv
bgRightTop	bgRightTop As SDUIDiv
bgTop	bgTop As SDUIDiv
bgRepeat	bgRepeat As SDUIDiv
bgRepeatRound	bgRepeatRound As SDUIDiv
bgRepeatSpace	bgRepeatSpace As SDUIDiv
bgRepeatX	bgRepeatX As SDUIDiv
bgRepeatY	bgRepeatY As SDUIDiv
bgAuto	bgAuto As SDUIDiv
bgContain	bgContain As SDUIDiv
bgNone	bgNone As SDUIDiv
roundedB	roundedB(s As String) As SDUIDiv
roundedBFull	roundedBFull As SDUIDiv
roundedBNone	roundedBNone As SDUIDiv
roundedBI	roundedBI As SDUIDiv
roundedBIFull	roundedBIFull As SDUIDiv
roundedBINone	roundedBINone As SDUIDiv
roundedBr	roundedBr As SDUIDiv
roundedBrNone	roundedBrNone As SDUIDiv
roundedL	roundedL(s As String) As SDUIDiv
roundedLFull	roundedLFull As SDUIDiv
roundedLNone	roundedLNone As SDUIDiv
roundedNone	roundedNone As SDUIDiv
roundedR	roundedR(s As String) As SDUIDiv
roundedRFull	roundedRFull As SDUIDiv
roundedRNone	roundedRNone As SDUIDiv
roundedT	roundedT(s As String) As SDUIDiv
roundedTFull	roundedTFull As SDUIDiv
roundedTNone	roundedTNone As SDUIDiv
roundedTI	roundedTI As SDUIDiv
roundedTIFull	roundedTIFull As SDUIDiv
roundedTINone	roundedTINone As SDUIDiv

Method Name	Method Signature
roundedTr	roundedTr As SDUIDiv
roundedTrFull	roundedTrFull As SDUIDiv
roundedTrNone	roundedTrNone As SDUIDiv
borderBBlack	borderBBlack As SDUIDiv
borderBCurrent	borderBCurrent As SDUIDiv
borderBInherit	borderBInherit As SDUIDiv
borderBTransparent	borderBTransparent As SDUIDiv
borderBWhite	borderBWhite As SDUIDiv
borderBlack	borderBlack As SDUIDiv
borderCurrent	borderCurrent As SDUIDiv
borderInherit	borderInherit As SDUIDiv
borderLBlack	borderLBlack As SDUIDiv
borderLCurrent	borderLCurrent As SDUIDiv
borderLInherit	borderLInherit As SDUIDiv
borderLTransparent	borderLTransparent As SDUIDiv
borderLWhite	borderLWhite As SDUIDiv
borderRBlack	borderRBlack As SDUIDiv
borderRCurrent	borderRCurrent As SDUIDiv
borderRInherit	borderRInherit As SDUIDiv
borderRTransparent	borderRTransparent As SDUIDiv
borderRWhite	borderRWhite As SDUIDiv
borderTBlack	borderTBlack As SDUIDiv
borderTCurrent	borderTCurrent As SDUIDiv
borderTInherit	borderTInherit As SDUIDiv
borderTTransparent	borderTTransparent As SDUIDiv
borderTWhite	borderTWhite As SDUIDiv
borderTransparent	borderTransparent As SDUIDiv
borderWhite	borderWhite As SDUIDiv
borderXBlack	borderXBlack As SDUIDiv
borderXCurrent	borderXCurrent As SDUIDiv
borderXInherit	borderXInherit As SDUIDiv
borderXTransparent	borderXTransparent As SDUIDiv
borderXWhite	borderXWhite As SDUIDiv
borderYBlack	borderYBlack As SDUIDiv
borderYCurrent	borderYCurrent As SDUIDiv
borderYInherit	borderYInherit As SDUIDiv
borderYTransparent	borderYTransparent As SDUIDiv
borderYWhite	borderYWhite As SDUIDiv
outlineColorIntensity	outlineColorIntensity(c As String, i As Int) As SDUIDiv
borderDashed	borderDashed As SDUIDiv
borderDotted	borderDotted As SDUIDiv
borderDouble	borderDouble As SDUIDiv
borderHidden	borderHidden As SDUIDiv
borderNone	borderNone As SDUIDiv
borderSolid	borderSolid As SDUIDiv
divideBlack	divideBlack As SDUIDiv
divideCurrent	divideCurrent As SDUIDiv
divideInherit	divideInherit As SDUIDiv
divideTransparent	divideTransparent As SDUIDiv
divideWhite	divideWhite As SDUIDiv
divideDashed	divideDashed As SDUIDiv
divideDotted	divideDotted As SDUIDiv
divideDouble	divideDouble As SDUIDiv
divideNone	divideNone As SDUIDiv

Method Name	Method Signature
divideSolid	divideSolid As SDUIDiv
outlineBlack	outlineBlack As SDUIDiv
outlineCurrent	outlineCurrent As SDUIDiv
outlineInherit	outlineInherit As SDUIDiv
outlineTransparent	outlineTransparent As SDUIDiv
outlineWhite	outlineWhite As SDUIDiv
outlineDashed	outlineDashed As SDUIDiv
outlineDotted	outlineDotted As SDUIDiv
outlineDouble	outlineDouble As SDUIDiv
outlineNone	outlineNone As SDUIDiv
outlineOffset	outlineOffset(s As String) As SDUIDiv
ring	ring(s As String) As SDUIDiv
ringInset	ringInset As SDUIDiv
ringBlack	ringBlack As SDUIDiv
ringCurrent	ringCurrent As SDUIDiv
ringInherit	ringInherit As SDUIDiv
ringTransparent	ringTransparent As SDUIDiv
ringWhite	ringWhite As SDUIDiv
ringOffsetColor	ringOffsetColor(s As String) As SDUIDiv
ringOffsetColorIntensity	ringOffsetColorIntensity(c As String, i As Int) As SDUIDiv
ringOffsetBlack	ringOffsetBlack As SDUIDiv
ringOffsetCurrent	ringOffsetCurrent As SDUIDiv
ringOffsetInherit	ringOffsetInherit As SDUIDiv
ringOffsetTransparent	ringOffsetTransparent As SDUIDiv
ringOffsetWhite	ringOffsetWhite As SDUIDiv
ringOffsetWidth	ringOffsetWidth(s As String) As SDUIDiv
shadowInner	shadowInner As SDUIDiv
shadowNone	shadowNone As SDUIDiv
shadowBlack	shadowBlack As SDUIDiv
shadowCurrent	shadowCurrent As SDUIDiv
shadowInherit	shadowInherit As SDUIDiv
shadowTransparent	shadowTransparent As SDUIDiv
shadowWhite	shadowWhite As SDUIDiv
mixBlendColor	mixBlendColor As SDUIDiv
mixBlendColorBurn	mixBlendColorBurn As SDUIDiv
mixBlendColorDodge	mixBlendColorDodge As SDUIDiv
mixBlendDarken	mixBlendDarken As SDUIDiv
mixBlendDifference	mixBlendDifference As SDUIDiv
mixBlendExclusion	mixBlendExclusion As SDUIDiv
mixBlendHardLight	mixBlendHardLight As SDUIDiv
mixBlendHue	mixBlendHue As SDUIDiv
mixBlendLighten	mixBlendLighten As SDUIDiv
mixBlendLuminosity	mixBlendLuminosity As SDUIDiv
mixBlendMultiply	mixBlendMultiply As SDUIDiv
mixBlendNormal	mixBlendNormal As SDUIDiv
mixBlendOverlay	mixBlendOverlay As SDUIDiv
mixBlendPlusLighter	mixBlendPlusLighter As SDUIDiv
mixBlendSaturation	mixBlendSaturation As SDUIDiv
mixBlendScreen	mixBlendScreen As SDUIDiv
mixBlendSoftLight	mixBlendSoftLight As SDUIDiv
bgBlendColor	bgBlendColor As SDUIDiv
bgBlendColorBurn	bgBlendColorBurn As SDUIDiv
bgBlendColorDodge	bgBlendColorDodge As SDUIDiv
bgBlendDarken	bgBlendDarken As SDUIDiv

Method Name	Method Signature
bgBlendDifference	bgBlendDifference As SDUIDiv
bgBlendExclusion	bgBlendExclusion As SDUIDiv
bgBlendHardLight	bgBlendHardLight As SDUIDiv
bgBlendHue	bgBlendHue As SDUIDiv
bgBlendLighten	bgBlendLighten As SDUIDiv
bgBlendLuminosity	bgBlendLuminosity As SDUIDiv
bgBlendMultiply	bgBlendMultiply As SDUIDiv
bgBlendNormal	bgBlendNormal As SDUIDiv
bgBlendOverlay	bgBlendOverlay As SDUIDiv
bgBlendSaturation	bgBlendSaturation As SDUIDiv
bgBlendScreen	bgBlendScreen As SDUIDiv
bgBlendSoftLight	bgBlendSoftLight As SDUIDiv
blur	blur(s As String) As SDUIDiv
blurNone	blurNone As SDUIDiv
brightness	brightness(s As String) As SDUIDiv
contrast	contrast(s As String) As SDUIDiv
dropShadow	dropShadow(s As String) As SDUIDiv
dropShadowNone	dropShadowNone As SDUIDiv
grayscale	grayscale(s As String) As SDUIDiv
hueRotate	hueRotate(i As String) As SDUIDiv
invert	invert(s As String) As SDUIDiv
saturate	saturate(s As String) As SDUIDiv
sepia	sepia(s As String) As SDUIDiv
backdropBlur	backdropBlur(i As String) As SDUIDiv
backdropBlurNone	backdropBlurNone As SDUIDiv
backdropBrightness	backdropBrightness(i As String) As SDUIDiv
backdropContrast	backdropContrast(i As String) As SDUIDiv
backdropGrayscale	backdropGrayscale(i As String) As SDUIDiv
backdropHueRotate	backdropHueRotate(s As String) As SDUIDiv
backdropInvert	backdropInvert(i As String) As SDUIDiv
backdropOpacity	backdropOpacity(i As String) As SDUIDiv
backdropSaturate	backdropSaturate(i As String) As SDUIDiv
backdropSepia	backdropSepia(i As String) As SDUIDiv
borderCollapse	borderCollapse As SDUIDiv
borderSeparate	borderSeparate As SDUIDiv
borderSpacingPx	borderSpacingPx As SDUIDiv
borderSpacingXPx	borderSpacingXPx As SDUIDiv
borderSpacingYPx	borderSpacingYPx As SDUIDiv
borderSpacing	borderSpacing(i As String) As SDUIDiv
borderSpacingX	borderSpacingX(s As String) As SDUIDiv
borderSpacingY	borderSpacingY(s As String) As SDUIDiv
transitionColors	transitionColors As SDUIDiv
transitionNone	transitionNone As SDUIDiv
transitionOpacity	transitionOpacity As SDUIDiv
transitionShadow	transitionShadow As SDUIDiv
easeIn	easeIn As SDUIDiv
easeLinear	easeLinear As SDUIDiv
easeOut	easeOut As SDUIDiv
scaleX	scaleX(i As String) As SDUIDiv
scaleY	scaleY(i As String) As SDUIDiv
translateXFull	translateXFull As SDUIDiv
translateXPx	translateXPx As SDUIDiv
translateYFull	translateYFull As SDUIDiv
translateYPx	translateYPx As SDUIDiv

<b>Method Name</b>	<b>Method Signature</b>
skew	skew(s As String) As SDUIDiv
originBottom	originBottom As SDUIDiv
originBottomLeft	originBottomLeft As SDUIDiv
originBottomRight	originBottomRight As SDUIDiv
originCenter	originCenter As SDUIDiv
originRight	originRight As SDUIDiv
originTop	originTop As SDUIDiv
originTopLeft	originTopLeft As SDUIDiv
originTopRight	originTopRight As SDUIDiv
accentAuto	accentAuto As SDUIDiv
accentColorIntensity	accentColorIntensity(c As String, i As Int) As SDUIDiv
accentBlack	accentBlack As SDUIDiv
accentCurrent	accentCurrent As SDUIDiv
accentInherit	accentInherit As SDUIDiv
accentTransparent	accentTransparent As SDUIDiv
accentWhite	accentWhite As SDUIDiv
appearanceNone	appearanceNone As SDUIDiv
cursorAlias	cursorAlias As SDUIDiv
cursorAllScroll	cursorAllScroll As SDUIDiv
cursorAuto	cursorAuto As SDUIDiv
cursorCell	cursorCell As SDUIDiv
cursorColResize	cursorColResize As SDUIDiv
cursorContextMenu	cursorContextMenu As SDUIDiv
cursorCopy	cursorCopy As SDUIDiv
cursorCrosshair	cursorCrosshair As SDUIDiv
cursorDefault	cursorDefault As SDUIDiv
cursorEResize	cursorEResize As SDUIDiv
cursorEwResize	cursorEwResize As SDUIDiv
cursorGrab	cursorGrab As SDUIDiv
cursorGrabbing	cursorGrabbing As SDUIDiv
cursorHelp	cursorHelp As SDUIDiv
cursorMove	cursorMove As SDUIDiv
cursorNResize	cursorNResize As SDUIDiv
cursorNeResize	cursorNeResize As SDUIDiv
cursorNeswResize	cursorNeswResize As SDUIDiv
cursorNoDrop	cursorNoDrop As SDUIDiv
cursorNone	cursorNone As SDUIDiv
cursorNotAllowed	cursorNotAllowed As SDUIDiv
cursorNsResize	cursorNsResize As SDUIDiv
cursorNwResize	cursorNwResize As SDUIDiv
cursorNwseResize	cursorNwseResize As SDUIDiv
cursorProgress	cursorProgress As SDUIDiv
cursorRowResize	cursorRowResize As SDUIDiv
cursorSResize	cursorSResize As SDUIDiv
cursorSeResize	cursorSeResize As SDUIDiv
cursorSwResize	cursorSwResize As SDUIDiv
cursorText	cursorText As SDUIDiv
cursorVerticalText	cursorVerticalText As SDUIDiv
cursorWResize	cursorWResize As SDUIDiv
cursorWait	cursorWait As SDUIDiv
cursorZoomIn	cursorZoomIn As SDUIDiv
cursorZoomOut	cursorZoomOut As SDUIDiv
caretBlack	caretBlack As SDUIDiv
caretCurrent	caretCurrent As SDUIDiv

Method Name	Method Signature
caretInherit	caretInherit As SDUIDiv
caretTransparent	caretTransparent As SDUIDiv
caretWhite	caretWhite As SDUIDiv
caretColorIntensity	caretColorIntensity(c As String, i As Int) As SDUIDiv
pointerEventsAuto	pointerEventsAuto As SDUIDiv
resize	resize As SDUIDiv
resizeNone	resizeNone As SDUIDiv
resizeX	resizeX As SDUIDiv
resizeY	resizeY As SDUIDiv
scrollAuto	scrollAuto As SDUIDiv
scrollSmooth	scrollSmooth As SDUIDiv
scrollIMPx	scrollIMPx(s As String) As SDUIDiv
scrollIMbPx	scrollIMbPx(s As String) As SDUIDiv
scrollIMIPx	scrollIMIPx(s As String) As SDUIDiv
scrollIMrPx	scrollIMrPx(s As String) As SDUIDiv
scrollIMtPx	scrollIMtPx(s As String) As SDUIDiv
scrollIMxPx	scrollIMxPx(s As String) As SDUIDiv
scrollIMyPx	scrollIMyPx(s As String) As SDUIDiv
scrollIPPx	scrollIPPx(s As String) As SDUIDiv
scrollIPbPx	scrollIPbPx(s As String) As SDUIDiv
scrollIPIPx	scrollIPIPx(s As String) As SDUIDiv
scrollIPrPx	scrollIPrPx(s As String) As SDUIDiv
scrollIPtPx	scrollIPtPx(s As String) As SDUIDiv
scrollIPxPx	scrollIPxPx(s As String) As SDUIDiv
scrollIPyPx	scrollIPyPx(s As String) As SDUIDiv
snapAlignNone	snapAlignNone As SDUIDiv
snapCenter	snapCenter As SDUIDiv
snapEnd	snapEnd As SDUIDiv
snapStart	snapStart As SDUIDiv
snapAlways	snapAlways As SDUIDiv
snapNormal	snapNormal As SDUIDiv
snapBoth	snapBoth As SDUIDiv
snapMandatory	snapMandatory As SDUIDiv
snapNone	snapNone As SDUIDiv
snapProximity	snapProximity As SDUIDiv
snapX	snapX As SDUIDiv
snapY	snapY As SDUIDiv
touchAuto	touchAuto As SDUIDiv
touchManipulation	touchManipulation As SDUIDiv
touchNone	touchNone As SDUIDiv
touchPanDown	touchPanDown As SDUIDiv
touchPanLeft	touchPanLeft As SDUIDiv
touchPanRight	touchPanRight As SDUIDiv
touchPanUp	touchPanUp As SDUIDiv
touchPanX	touchPanX As SDUIDiv
touchPanY	touchPanY As SDUIDiv
touchPinchZoom	touchPinchZoom As SDUIDiv
selectAll	selectAll As SDUIDiv
selectAuto	selectAuto As SDUIDiv
selectText	selectText As SDUIDiv
willChangeAuto	willChangeAuto As SDUIDiv
willChangeContents	willChangeContents As SDUIDiv
willChangeScroll	willChangeScroll As SDUIDiv
willChangeTransform	willChangeTransform As SDUIDiv

<b>Method Name</b>	<b>Method Signature</b>
fillColorIntensity	fillColorIntensity(c As String, i As Int) As SDUIDiv
fillBlack	fillBlack As SDUIDiv
fillCurrent	fillCurrent As SDUIDiv
fillInherit	fillInherit As SDUIDiv
fillNone	fillNone As SDUIDiv
fillTransparent	fillTransparent As SDUIDiv
fillWhite	fillWhite As SDUIDiv
strokeColorIntensity	strokeColorIntensity(c As String, i As Int) As SDUIDiv
strokeBlack	strokeBlack As SDUIDiv
strokeCurrent	strokeCurrent As SDUIDiv
strokeInherit	strokeInherit As SDUIDiv
strokeNone	strokeNone As SDUIDiv
strokeTransparent	strokeTransparent As SDUIDiv
strokeWhite	strokeWhite As SDUIDiv
stroke	stroke(s As String) As SDUIDiv
notSrOnly	notSrOnly As SDUIDiv
srOnly	srOnly As SDUIDiv
prose	prose(s As String) As SDUIDiv
aspectAuto	aspectAuto As SDUIDiv
aspectSquare	aspectSquare As SDUIDiv
aspectVideo	aspectVideo As SDUIDiv
columns	columns(s As String) As SDUIDiv
columnsAuto	columnsAuto As SDUIDiv
breakAfterAll	breakAfterAll As SDUIDiv
breakAfterAuto	breakAfterAuto As SDUIDiv
breakAfterAvoid	breakAfterAvoid As SDUIDiv
breakAfterAvoidPage	breakAfterAvoidPage As SDUIDiv
breakAfterColumn	breakAfterColumn As SDUIDiv
breakAfterLeft	breakAfterLeft As SDUIDiv
breakAfterPage	breakAfterPage As SDUIDiv
breakAfterRight	breakAfterRight As SDUIDiv
breakBeforeAll	breakBeforeAll As SDUIDiv
breakBeforeAuto	breakBeforeAuto As SDUIDiv
breakBeforeAvoid	breakBeforeAvoid As SDUIDiv
breakBeforeAvoidPage	breakBeforeAvoidPage As SDUIDiv
breakBeforeColumn	breakBeforeColumn As SDUIDiv
breakBeforeLeft	breakBeforeLeft As SDUIDiv
breakBeforePage	breakBeforePage As SDUIDiv
breakBeforeRight	breakBeforeRight As SDUIDiv
breakInsideAuto	breakInsideAuto As SDUIDiv
breakInsideAvoid	breakInsideAvoid As SDUIDiv
breakInsideAvoidColumn	breakInsideAvoidColumn As SDUIDiv
breakInsideAvoidPage	breakInsideAvoidPage As SDUIDiv
boxDecorationClone	boxDecorationClone As SDUIDiv
boxDecorationSlice	boxDecorationSlice As SDUIDiv
boxBorder	boxBorder As SDUIDiv
boxContent	boxContent As SDUIDiv
contents	contents As SDUIDiv
flowRoot	flowRoot As SDUIDiv
inline	inline As SDUIDiv
inlineGrid	inlineGrid As SDUIDiv
inlineTable	inlineTable As SDUIDiv
listItem	listItem As SDUIDiv
table	table As SDUIDiv

Method Name	Method Signature
tableCaption	tableCaption As SDUIDiv
tableCell	tableCell As SDUIDiv
tableColumn	tableColumn As SDUIDiv
tableColumnGroup	tableColumnGroup As SDUIDiv
tableFooterGroup	tableFooterGroup As SDUIDiv
tableHeaderGroup	tableHeaderGroup As SDUIDiv
tableRow	tableRow As SDUIDiv
tableRowGroup	tableRowGroup As SDUIDiv
floatLeft	floatLeft As SDUIDiv
floatNone	floatNone As SDUIDiv
floatRight	floatRight As SDUIDiv
clearBoth	clearBoth As SDUIDiv
clearLeft	clearLeft As SDUIDiv
clearNone	clearNone As SDUIDiv
clearRight	clearRight As SDUIDiv
isolate	isolate As SDUIDiv
isolationAuto	isolationAuto As SDUIDiv
objectContain	objectContain As SDUIDiv
objectFill	objectFill As SDUIDiv
objectNone	objectNone As SDUIDiv
objectScaleDown	objectScaleDown As SDUIDiv
objectBottom	objectBottom As SDUIDiv
objectCenter	objectCenter As SDUIDiv
objectLeft	objectLeft As SDUIDiv
objectLeftBottom	objectLeftBottom As SDUIDiv
objectLeftTop	objectLeftTop As SDUIDiv
objectRight	objectRight As SDUIDiv
objectRightBottom	objectRightBottom As SDUIDiv
objectRightTop	objectRightTop As SDUIDiv
objectTop	objectTop As SDUIDiv
overflowAuto	overflowAuto As SDUIDiv
overflowClip	overflowClip As SDUIDiv
overflowScroll	overflowScroll As SDUIDiv
overflowVisible	overflowVisible As SDUIDiv
overflowXClip	overflowXClip As SDUIDiv
overflowXHidden	overflowXHidden As SDUIDiv
overflowXScroll	overflowXScroll As SDUIDiv
overflowXVisible	overflowXVisible As SDUIDiv
overflowYAuto	overflowYAuto As SDUIDiv
overflowYClip	overflowYClip As SDUIDiv
overflowYHidden	overflowYHidden As SDUIDiv
overflowYScroll	overflowYScroll As SDUIDiv
overflowYVisible	overflowYVisible As SDUIDiv
overscrollAuto	overscrollAuto As SDUIDiv
overscrollContain	overscrollContain As SDUIDiv
overscrollNone	overscrollNone As SDUIDiv
overscrollXAuto	overscrollXAuto As SDUIDiv
overscrollXContain	overscrollXContain As SDUIDiv
overscrollXNone	overscrollXNone As SDUIDiv
overscrollYAuto	overscrollYAuto As SDUIDiv
overscrollYContain	overscrollYContain As SDUIDiv
overscrollYNone	overscrollYNone As SDUIDiv
fixed	fixed As SDUIDiv
static	static As SDUIDiv

Method Name	Method Signature
bottomAuto	bottomAuto As SDUIDiv
bottomFull	bottomFull As SDUIDiv
bottomPx	bottomPx As SDUIDiv
insetAuto	insetAuto As SDUIDiv
inset	inset(s As String) As SDUIDiv
insetFull	insetFull As SDUIDiv
insetPx	insetPx As SDUIDiv
insetXAuto	insetXAuto As SDUIDiv
insetXFull	insetXFull As SDUIDiv
insetXPx	insetXPx As SDUIDiv
insetYAuto	insetYAuto As SDUIDiv
insetYFull	insetYFull As SDUIDiv
insetYPx	insetYPx As SDUIDiv
leftAuto	leftAuto As SDUIDiv
leftFull	leftFull As SDUIDiv
leftPx	leftPx As SDUIDiv
rightAuto	rightAuto As SDUIDiv
rightFull	rightFull As SDUIDiv
rightPx	rightPx As SDUIDiv
topAuto	topAuto As SDUIDiv
topFull	topFull As SDUIDiv
topPx	topPx As SDUIDiv
collapse	collapse As SDUIDiv
invisible	invisible As SDUIDiv
visible	visible As SDUIDiv
zAuto	zAuto As SDUIDiv
z	z(s As String) As SDUIDiv
ShowItem	ShowItem(elID As String)
HideItem	HideItem(elID As String)
AddEvent	AddEvent(event As String, args As List)
SetBorder	SetBorder(xBorderPosition As String, xBorderStyle As String, xBorderWidth As String, xBorderColor As String, xBorderRadius As String)

## Divider

### SDUIDIVIDER

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Alignment	String	none	horizontal none vertical	Alignment
Caption	String			Caption
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?;		Paddings A-X-Y-T-B-L-R

Property	Type	Default Value	Options	Description
		b=?; l=?; r=?		
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

## Events

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## Methods (set... is a *setter* & get is a *getter*)

Method Name	Method Signature
AddDivider	AddDivider(mCallback As Object, ParentID As String, ID As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide
getName	getName As String
getHere	getHere As String
setCaption	setCaption(l As String)
Vertical	Vertical
Horizontal	Horizontal
setBGColor	setBGColor(s As String)
HorizontalResponsive	HorizontalResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
VerticalResponsive	VerticalResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
BGColorIntensity	BGColorIntensity(c As String, s As String)
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)

## Drawer

### SDUIDRAWER

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Clipped Left	Boolean	False		Clipped Left
Height	String	screen		Height
Width	String	80		Width
Has Navbar	Boolean	False		Has Navbar
Has Bottom Nav	Boolean	False		Has Bottom Navigation
Has Footer	Boolean	False		Has Footer

Property	Type	Default Value	Options	Description
At Right	Boolean	False		At Right
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Overlay Bg Color	String			Overlay Background Color
Overlay Bg Color Intensity	String			Overlay Background Color Intensity
Mobile	Boolean	False		Mobile
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Menu\_Click (item As String)

**Methods (set... is a setter & get is a getter)**

Method Name	Method Signature
DesignerCreateView	DesignerCreateView (Target As BANanoElement, Props As Map)
Initialize	Initialize (CallBack As Object, cName As String, EventName As String)
AddDrawer	AddDrawer(mCallback As Object, ParentID As String, ID As String, xHasNavBar As Boolean)
AssignElement	AssignElement(mCallBack As Object, ID As String)
Toggle	Toggle
getMenulD	getMenulD As String
ClearContent	ClearContent
ClearSide	ClearSide
Show	Show
Hide	Hide
Close	Close
Open	Open
getContentID	getContentID As String
getName	getName As String
getHere	getHere As String
Enable	Enable

Method Name	Method Signature
Disable	Disable
Mobile	Mobile
AtRight	AtRight
setW	setW(s As String)
setH	setH(s As String)
setBGColor	setBGColor(s As String)
Clear	Clear(parentID As String)
AddItem	AddItem(ID As String, Label As String)
AddItemChild	AddItemChild(parentID As String, ID As String, Label As String)
AddItemPage	AddItemPage(pgObj As Object)
AddItemChildPage	AddItemChildPage(parentID As String, pgObj As Object)
ClippedLeft	ClippedLeft
AdjustClippedLeft	AdjustClippedLeft(b As Boolean)
ClippedLeftWithFooter	ClippedLeftWithFooter
HScreen	HScreen
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
ClearPageView	ClearPageView

## Drop Down

### SDUIDROPDOWN

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Activator	String	button	avatar button icon	Dropdown Activator
Button Caption	String			Button Caption (if Activator Is Button)
Icon Name	String			Icon Name (if Activator Is Icon)
Button/Avatar/Icon Size	String	20		Button/Avatar/Icon Size
Avatar Url	String			Avatar Image Url
Avatar Status	String	none	none offline online	
Badge Color	String			Badge Color
Badge Value	String			Badge Value
Badge Visible	Boolean	False		Badge Visible
Position	String	default	default end left right top	
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Highlight Active	Boolean	False		Highlight Active Item
Hover	Boolean	False		Hover To Open
Item Color	String			Background Color Of Items
Item Color Intensity	String			Item Color Intensity
Menu Compact	Boolean	False		Menu Compact

Property	Type	Default Value	Options	Description
n				
Menu Normal	Boolean	False		Menu Normal
Menu Vertical	Boolean	True		Menu Vertical
Open	Boolean	False		If Opened
Rounded Box	Boolean	False		Rounded Box
Shadow	Boolean	False		Shadow
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Width	String	52		Width - do not set for 'horizontal' menu
Height	String			Height
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

## Events

Click (item As String)

## Methods (*set...* is a *setter* & *get* is a *getter*)

Method Name	Method Signature
AddDropDown	AddDropDown(mCallback As Object, ParentID As String, ID As String, Label As String)
AddDropDownAvatar	AddDropDownAvatar(mCallback As Object, ParentID As String, ID As String, sSize As String, ImgURL As String)
AddDropDownIcon	AddDropDownIcon(mCallback As Object, ParentID As String, ID As String, xSize As String, xlIconName As String)
SetElement	SetElement(e As BANanoElement)
SetItems	SetItems(l As List)
ItemColorIntensity	ItemColorIntensity(c As String, i As String)
AssignElement	AssignElement(mcallback As Object, ID As String)
setBadgeValue	setBadgeValue(value As Int)
setBadgeColor	setBadgeColor(value As String)
setAvatarOnline	setAvatarOnline(b As Boolean)
setBadgeVisible	setBadgeVisible(b As Boolean)

<b>Method Name</b>	<b>Method Signature</b>
setAvatarOffline	setAvatarOffline(b As Boolean)
Size	Size As Int
AddItemBadge	AddItemBadge(parentID As String, ID As String, Label As String, sBadge As String)
AddItemChildBadge	AddItemChildBadge(parentID As String, ID As String, Label As String, sBadge As String)
ItemChildren	ItemChildren(itemID As String) As SDUIDiv
SetItemBadgeValue	SetItemBadgeValue(id As String, value As String)
SetItemBadgeColor	SetItemBadgeColor(id As String, value As String)
SetItemBadgeOutline	SetItemBadgeOutline(id As String, bb As Boolean)
AddTitle	AddTitle(ID As String, Label As String)
Link	Link(btnID As String) As SDUILink
ItemBadge	ItemBadge(itemID As String) As SDUIBadge
setActive	setActive(btnID As String)
DisableItem	DisableItem(btnID As String)
Item	Item(itemID As String) As SDUIButton
Clear	Clear(parentID As String)
Normal	Normal
Compact	Compact
Vertical	Vertical
Horizontal	Horizontal
HorizontalResponsive	HorizontalResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
VerticalResponsive	VerticalResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
AddItemChild	AddItemChild(parentID As String, ID As String, Label As String)
AddItemParent	AddItemParent(ID As String, Label As String)
AddItem	AddItem(ID As String, Label As String)
AddItemDivider	AddItemDivider(parentID As String, Label As String)
AddItemIcon	AddItemIcon(ID As String, IconName As String, Label As String)
AddItemIcon1	AddItemIcon1(parentID As String, ID As String, IconName As String, Label As String)
AddItemIconOnly	AddItemIconOnly(ID As String, IconName As String)
AddItemIconOnly1	AddItemIconOnly1(ParentID As String, ID As String, IconName As String)
AddItem1	AddItem1(parentID As String, ID As String, Label As String, HasChildren As Boolean)
setW	setW(i As String)
setH	setH(i As String)
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide
On	On(event As String, CallBack As Object, MethodName As String)
getName	getName As String
getHere	getHere As String
AtEnd	AtEnd
AtTop	AtTop
AtLeft	AtLeft
AtRight	AtRight

Method Name	Method Signature
Hover	Hover
setOpen	setOpen(b As Boolean)
RoundedBox	RoundedBox
NormalResponsive	NormalResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
CompactResponsive	CompactResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
shadow	shadow(s As String)
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
setAvatarImage	setAvatarImage(l As String)
setAvatarSize	setAvatarSize(l As String)

## DocxTemplator

### SDUIDOCXTEMPLATOR

#### Events

Finished

#### Methods (set... is a *setter* & get is a *getter*)

Method Name	Method Signature
Initialize	Initialize(mcb As Object, event As String, tmpFile As String, target As String)
SetField	SetField(key As String, value As Object)
BuildWait	BuildWait

## File Input

### SDUIFILEINPUT

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Type	String	default	camera default input-group progress	
Size	String	none	lg md sm xs none	Size
OwnSize	String	100px		Own Size for progress & camera
Width	String	full		Width
Caption	String	Progress 1		Caption
Color	String	primary	accent error ghost ghost info none neutral primary secondary success warning	Variant
Bordered	Boolean	True		Bordered
Auto Focus	Boolean	False		Auto Focus
Prefix	String			Prefix
Prepend Icon	String			Prepend Icon

Property	Type	Default Value	Options	Description
Append Icon	String			Append Icon
Suffix	String			Suffix
Disabled	Boolean	False		If Disabled
Error Message	String			Error Message
Hide Details	Boolean	False		Hide Details
Hint	String			Hint
Read Only	Boolean	False		Read Only
Required	Boolean	False		Is Required
Rounded Full	Boolean	False		Rounded Full
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

## Events

Focus (event As BANanoEvent)  
 Blur (event As BANanoEvent)  
 Keydown (event As BANanoEvent)  
 KeyUp (event As BANanoEvent)  
 TouchEnd (event As BANanoEvent)  
 Change (event As BANanoEvent)  
 Prepend\_Click (event As BANanoEvent)  
 Append\_Click (event As BANanoEvent)  
 Click (event As BANanoEvent)  
 Uploading (b as Boolean)

## Methods (set... is a *setter* & *get* is a *getter*)

Method Name	Method Signature
BorderColorIntensity	BorderColorIntensity(c As String, i As String)
Enable	Enable
Disable	Disable
AddFileInput	AddFileInput(mCallback As Object, ParentID As String, ID As String) As SDUIFileInput
setFieldName	setFieldName(s As String)
AddFileInputProgress	AddFileInputProgress(mCallback As Object, ParentID As String, ID As String, xSize As String, xColor As String) As SDUIFileInput

<b>Method Name</b>	<b>Method Signature</b>
setLoadingFile	setLoadingFile(b As Boolean)
setW	setW(v As String)
uploadit_tick	uploadit_tick
setPreviewImage	setPreviewImage(s As String)
AddInputGroup	AddInputGroup(mCallback As Object, ParentID As String, sID As String, xCaption As String, xHint As String, xPrefix As String, xSuffix As String) As SDUIFileInput
setHideDetails	setHideDetails(b As Boolean)
AssignElement	AssignElement(mCallBack As Object, ID As String)
setMultiple	setMultiple(b As Boolean) As SDUIFileInput
setPrependIcon	setPrependIcon(picon As String)
setAppendIcon	setAppendIcon(picon As String)
setAppendIconBGColor	setAppendIconBGColor(c As String)
setPrependIconBGColor	setPrependIconBGColor(c As String)
setValue	setValue(s As String)
getValue	getValue As String
setCaption	setCaption(l As String)
setHintCaption	setHintCaption(l As String)
setPrefix	setPrefix(l As String)
setSuffix	setSuffix(l As String)
On	On(event As String, CallBack As Object, MethodName As String)
getName	getName As String
getHere	getHere As String
setBordered	setBordered(b As Boolean)
setGhost	setGhost(b As Boolean)
setPlaceholder	setPlaceholder(s As String)
getDisabled	getDisabled As Boolean
setRequired	setRequired(b As Boolean)
setReadOnly	setReadOnly(b As Boolean)
setInputGroupSize	setInputGroupSize(S As String)
setInputGroupVertical	setInputGroupVertical(b As Boolean)
Show	Show
Hide	Hide
setColor	setColor(s As String)
setSize	setSize(s As String)
setAutoFocus	setAutoFocus(p As Boolean)
setError Message	setError Message(p As String)
HintColorIntensity	HintColorIntensity(hcolor As String, intensity As String)
IsBlank	IsBlank As Boolean
Large	Large
Small	Small
Medium	Medium
Tiny	Tiny
BackCamera	BackCamera
FrontCamera	FrontCamera
AcceptImagesOnly	AcceptImagesOnly
ChangeSingleAsJson	ChangeSingleAsJson
ChangeSingleAsArrayBuffer	ChangeSingleAsArrayBuffer
ChangeSingleAsText	ChangeSingleAsText

Method Name	Method Signature
ChangeSingleAsDataURL	ChangeSingleAsDataURL
ChangeSingle	ChangeSingle
ChangeMultiple	ChangeMultiple
SizeLG	SizeLG
SizeSM	SizeSM
SizeMD	SizeMD
SizeXS	SizeXS
SizeLGRResponsive	SizeLGRResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeMDResponsive	SizeMDResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeSMResponsive	SizeSMResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeXSResponsive	SizeXSResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
GetFiles	GetFiles As List
GetFile	GetFile As Map
rounded	rounded(s As String) As SDUIFileInput
roundedFull	roundedFull As SDUIFileInput
wFull	wFull As SDUIFileInput

## Flex

### SDUIFLEX

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Flex Type	String	String	1 auto flex initial none	Flex Type
Align Content	String		around baseline between center end evenly none start	Align Content
Align Items	String		baseline baseline center end none start	Align Items
Align Self	String		auto baseline center end none start stretch	Align Self
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Flex Basis	String			Flex Basis
Flex Direction	String		col col-reverse none row row-reverse	Flex Direction
Flex Grow	String		none grow 0	Flex Grow
Flex Shrink	String		none shrink 0	Flex Shrink
Gap	String			Gap
Horizontal Gap	String			Horizontal Gap
Vertical Gap	String			Vertical Gap

Property	Type	Default Value	Options	Description
Height	String			Height
Min Height	String			Min Height
Max Height	String			Max Height
Width	String			Width
Min Width	String			Min Width
Max Width	String			Max Width
Horizontal Spacing	String	0	0 0.5 1 1.5 2 2.5 3 3.5 4 5 6 7 8 9 10	Horizontal Spacing
Vertical Spacing	String		0 0.5 1 1.5 2 2.5 3 3.5 4 5 6 7 8 9 10	Vertical Spacing
Justify Content	String		around between center end evenly none start	Justify Content
Justify Items	String		center end none start stretch	Justify Items
Justify Self	String		center end none start stretch	Justify Self
Order	String		1 10 11 12 2 3 4 5 6 7 8 9 first last none	Order
Place Content	String		around baseline between center end evenly none start stretch	Place Content
Place Items	String		baseline center end none start stretch	Place Items
Place Self	String	String	auto center end none start stretch	Place Self
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Wrap	String		flex-nowrap flex-wrap flex-wrap-reverse none	Wrap
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Click (e As BANanoEvent)
--------------------------

**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
Class_Globals	Class_Globals
DesignerCreateView	DesignerCreateView (Target As BANanoElement, Props As Map)
Initialize	Initialize (CallBack As Object, cName As String, EventName As String)
CreateDiv	CreateDiv(mCallback As Object, ParentID As String, ID As String) As SDUIFlex
shadow	shadow(s As String)
RoundedBox	RoundedBox
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
alignContent	alignContent(s As String) As SDUIFlex
alignItems	alignItems(s As String) As SDUIFlex
alignSelf	alignSelf(s As String) As SDUIFlex
flexBasis	flexBasis(s As String) As SDUIFlex
flexDirection	flexDirection(s As String) As SDUIFlex
flexGrow	flexGrow(s As String) As SDUIFlex
flexShrink	flexShrink(s As String) As SDUIFlex
flexType	flexType(s As String) As SDUIFlex
gap	gap(s As String) As SDUIFlex
height	height(s As String) As SDUIFlex
horizontalGap	horizontalGap(s As String) As SDUIFlex
horizontalSpacing	horizontalSpacing(s As String) As SDUIFlex
justifyContent	justifyContent(s As String) As SDUIFlex
justifyItems	justifyItems(s As String) As SDUIFlex
justifySelf	justifySelf(s As String) As SDUIFlex
maxHeight	maxHeight(s As String) As SDUIFlex
maxWidth	maxWidth(s As String) As SDUIFlex
minHeight	minHeight(s As String) As SDUIFlex
minWidth	minWidth(s As String) As SDUIFlex
order	order(s As String) As SDUIFlex
placeContent	placeContent(s As String) As SDUIFlex
placeItems	placeItems(s As String) As SDUIFlex
placeSelf	placeSelf(s As String) As SDUIFlex
verticalGap	verticalGap(s As String) As SDUIFlex
verticalSpacing	verticalSpacing(s As String) As SDUIFlex
width	width(s As String) As SDUIFlex
wrap	wrap(s As String) As SDUIFlex
AssignElement	AssignElement(mCallBack As Object, ID As String)
Enable	Enable
Disable	Disable
getName	getName As String
getHere	getHere As String
Show	Show
Hide	Hide

## Footer

### SDUIFOOTER

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Center	Boolean	False		Center
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

#### Events

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#### Methods (*set...* is a *setter* & *get* is a *getter*)

Method Name	Method Signature
AddFooter	AddFooter(mCallback As Object, ParentID As String, ID As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
AddColumn	AddColumn(id As String, scaption As String) As SDUIDiv
getHere	getHere As String
setCaption	setCaption(l As String)
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
setBGCOLOR	setBGCOLOR(s As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
Center	Center As SDUIFooter
CellID	CellID(xRow As Int, xCol As Int) As String
Row	Row(xRow As Int) As SDUIDiv
Cell	Cell(xRow As Int, xCol As Int) As SDUIDiv
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)

## FullCalendar

### SDUIFULLCALENDAR

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Initial View	String	dayGridMonth	dayGridMonth dayGridWeek listMonth listWeek timeGridDay timeGridWeek	Initial View
Initial Date	String	now		Initial Date
Aspect Ratio	String	3		Aspect Ratio
Business Hours	Boolean	False		Business Hours
Button Icons	Boolean	True		Show The Prev/next Text
Day Max Events	Boolean	True		Day Max Events
Editable	Boolean	True		Editable
Selectable	Boolean	True		Selectable
Select Mirror	Boolean	True		Select Mirror
Locale	String	en		Locale
Month Text	String	month		Month Text
Week Text	String	week		Week Text
Day Text	String	day		Day Text
Nav Links	Boolean	True		Nav Links
Now Indicator	Boolean	True		Now Indicator
Week Numbers	Boolean	False		Week Numbers
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

#### Events

##### Event Signature

EventClick (args As Map)
--------------------------

**Methods (set... is a *setter* & get is a *getter*)**

Method Name	Method Signature
Class_Globals	Class_Globals
DesignerCreateView	DesignerCreateView (Target As BANanoElement, Props As Map)
AddFullCalendar	AddFullCalendar(mCallback As Object, ParentID As String, ID As String)
Refresh	Refresh
Initialize	Initialize (CallBack As Object, cName As String, EventName As String)
shadow	shadow(s As String)
RoundedBox	RoundedBox
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
AddEvent	AddEvent(eID As String, egroupId As String, eTitle As String, eStart As String, eEnd As String, eAllDay As Boolean, eurl As String, eColor As String, eConstraint As String, eBackground As Boolean, eOverlap As Boolean)
UnSelect	UnSelect
setAspectRatio	setAspectRatio(s As String)
setBusinessHours	setBusinessHours(b As Boolean)
setButtonIcons	setButtonIcons(b As Boolean)
setContentHeight	setContentHeight(s As String)
setDayMaxEvents	setDayMaxEvents(b As Boolean)
setDroppable	setDroppable(b As Boolean)
setEditable	setEditable(b As Boolean)
setInitialDate	setInitialDate(s As String)
setInitialView	setInitialView(s As String)
setLocale	setLocale(s As String)
setMonthText	setMonthText(s As String)
setDayText	setDayText(s As String)
setNavLink	setNavLink(b As Boolean)
setNow	setNow(s As String)
setNowIndicator	setNowIndicator(b As Boolean)
setSelectMirror	setSelectMirror(b As Boolean)
setSelectable	setSelectable(b As Boolean)
setWeekNumbers	setWeekNumbers(b As Boolean)
setWeekText	setWeekText(s As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
Enable	Enable
Disable	Disable
getName	getName As String
getHere	getHere As String
Show	Show
Hide	Hide
AddToParent	AddToParent(targetID As String, props As Map)

## Grid

### SDUIGRID

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Grid	Boolean	False		Grid
Align Content	String		around baseline between center end evenly none start	Align Content
Align Items	String		baseline baseline center end none start	Align Items
Align Self	String		auto baseline center end none start stretch	Align Self
Align Self	String		auto baseline center end none start stretch	Align Self
Auto Cols	String		auto fr max min none	Auto Cols
Auto Rows	String		auto fr max min none	Auto Rows
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Col End	String			Column End
Col Span	String			Col Span
Device Col Span	String	xs=?; sm=?; md=?; lg=?; xl=?		Grid Cols Per Device xs=?; sm=?; md=?; lg=?; xl=?
Col Start	String			Column Start
Gap	String			Gap
Grid Cols	String			Grid Columns
Device Grid Cols	String	xs=?; sm=?; md=?; lg=?; xl=?		Grid Cols Per Device xs=?; sm=?; md=?; lg=?; xl=?
Grid Flow	String		col col-dense dense none row row-dense	Grid Flow
Grid Rows	String			Grid Rows
Height	String		1 of 2 1 of 3 1 of 4 2 of 3 3 of 4 auto full max min none screen	Height
Horizontal Gap	String			Horizontal Gap
Horizontal Spacing	String	0	0 0.5 1 1.5 2 2.5 3 3.5 4 5 6 7 8 9 10	Horizontal Spacing
Justify Content	String		around between center end evenly none start	Justify Content
Justify Items	String		center end none s	Justify Items

Property	Type	Default Value	Options	Description
			tart stretch	
Justify Self	String		center end none s tart stretch	Justify Self
Max Height	String			Max Height
Max Width	String			Max Width
Min Height	String			Min Height
Min Width	String			Min Width
Order	String		1 10 11 12 2 3 4  5 6 7 8 9 first la st none	Order
Place Content	String		around baseline be tween center end evenly none start stretch	Place Content
Place Items	String		baseline center en d none start stretc h	Place Items
Place Self	String		auto center end n one start stretch	Place Self
Row End	String			Row End
Row Span	String			Row Span
Row Start	String			Row Start
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Vertical Gap	String			Vertical Gap
Vertical Spacing	String		0 0.5 1 1.5 2 2.5 3 3.5 4 5 6 7 8 9 10	Vertical Spacing
Width	String		1 of 2 1 of 3 1 of 4 2 of 3 3 of 4 auto full max min none screen	Width
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Click (e As BANanoEvent)

**Methods** (*set...* is a setter & *get* is a getter)

<b>Method Name</b>	<b>Method Signature</b>
Class_Globals	Class_Globals
DesignerCreateView	DesignerCreateView (Target As BANanoElement, Props As Map)
setDeviceGridCols	setDeviceGridCols(s As String)
CreateDiv	CreateDiv(mCallback As Object, ParentID As String, ID As String) As SDUIGrid
Initialize	Initialize (CallBack As Object, cName As String, EventName As String)
shadow	shadow(s As String)
RoundedBox	RoundedBox
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
alignContent	alignContent(s As String) As SDUIGrid
alignItems	alignItems(s As String) As SDUIGrid
alignSelf	alignSelf(s As String) As SDUIGrid
gap	gap(s As String) As SDUIGrid
height	height(s As String) As SDUIGrid
horizontalGap	horizontalGap(s As String) As SDUIGrid
horizontalSpacing	horizontalSpacing(s As String) As SDUIGrid
justifyContent	justifyContent(s As String) As SDUIGrid
justifyItems	justifyItems(s As String) As SDUIGrid
justifySelf	justifySelf(s As String) As SDUIGrid
maxHeight	maxHeight(s As String) As SDUIGrid
maxWidth	maxWidth(s As String) As SDUIGrid
minHeight	minHeight(s As String) As SDUIGrid
minWidth	minWidth(s As String) As SDUIGrid
order	order(s As String) As SDUIGrid
placeContent	placeContent(s As String) As SDUIGrid
placeItems	placeItems(s As String) As SDUIGrid
placeSelf	placeSelf(s As String) As SDUIGrid
verticalGap	verticalGap(s As String) As SDUIGrid
verticalSpacing	verticalSpacing(s As String) As SDUIGrid
width	width(s As String) As SDUIGrid
wrap	wrap(s As String) As SDUIGrid
AssignElement	AssignElement(mCallBack As Object, ID As String)
Enable	Enable
Disable	Disable
getName	getName As String
getHere	getHere As String
Show	Show
Hide	Hide
autoCols	autoCols(s As String) As SDUIGrid
autoRows	autoRows(s As String) As SDUIGrid
colEnd	colEnd(s As String) As SDUIGrid
colSpan	colSpan(s As String) As SDUIGrid
colStart	colStart(s As String) As SDUIGrid
gridCols	gridCols(s As String) As SDUIGrid
gridFlow	gridFlow(s As String) As SDUIGrid
gridRows	gridRows(s As String) As SDUIGrid
rowEnd	rowEnd(s As String) As SDUIGrid

Method Name	Method Signature
rowSpan	rowSpan(s As String) As SDUIGrid
rowStart	rowStart(s As String) As SDUIGrid

## Hero

### SDUIHERO

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Overlay Opacity	String			Overlay Opacity
Overlay Visible	Boolean	False		Overlay Is Visible
Content Classes	String			Content Classes
Bg Color	String	base		Background Color
Bg Color Intensity	String	200		Background Color Intensity
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Height	String			Height
Width	String			Width
Background Image	String			Background Image Url
Min H Screen	Boolean	False		Min H Screen
Rounded Box	Boolean	False		Rounded Box
Shadow	Boolean	False		Shadow
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

#### Events

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#### Methods (set... is a setter & get is a getter)

Method Name	Method Signature
AddHero	AddHero(mCallback As Object, ParentID As String, ID As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
getHere	getHere As String

Method Name	Method Signature
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
MinHScreen	MinHScreen
setBackgroundImage	setBackgroundImage(url As String)
CellID	CellID(xRow As Int, xCol As Int) As String
Row	Row(xRow As Int) As SDUIDiv
Cell	Cell(xRow As Int, xCol As Int) As SDUIDiv
shadow	shadow(s As String)
RoundedBox	RoundedBox
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
setW	setW(s As String)
setH	setH(s As String)

## Image

### SDUIIMAGE

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Source	String			The image source.
Shape	String	none	none circle rounded squircle heart hexagon hexagon-2 decagon pentagon diamond square parallelogram parallelogram-2 parallelogram-3 parallelogram-4 star star-2 triangle triangle-2 triangle-3 triangle-4 half-1 half-2	Shape
Alt text	String			Text shown if the image is not available.
Object Resize	String	none	contain cover fill scale-down none	Object Resize
Width	String	12		Width of image
Height	String	12		Height of image
Max Width	String			Max Width
Min Width	String			Min Width
Min Height	String			Min Height
Max Height	String			Max Height
Rounded	String			Rounded
Shadow	Boolean	False		Shadow

Property	Type	Default Value	Options	Description
	n			
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Click (e As BANanoEvent)

**Methods (set... is a setter & get is a getter)**

Method Name	Method Signature
setClasses	setClasses(s As String)
setStyles	setStyles(s As String)
setAttributes	setAttributes(s As String)
setObjectResize	setObjectResize(s As String)
Circle	Circle
isRounded	isRounded
maxW	maxW(s As String)
maxH	maxH(s As String)
minW	minW(s As String)
minH	minH(s As String)
AddImage	AddImage(mCallback As Object, ParentID As String, ID As String, URL As String, Alt As String, width As String, height As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
ObjectContain	ObjectContain As SDUIImage
ObjectCover	ObjectCover As SDUIImage
ObjectFill	ObjectFill As SDUIImage
ObjectScaleDown	ObjectScaleDown As SDUIImage
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide
setAlt	setAlt(s As String)
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
getName	getName As String
setSrc	setSrc(URL As String)
getSrc	getSrc As String
setValue	setValue(URL As String)
getValue	getValue As String

Method Name	Method Signature
setW	setW(s As String)
setH	setH(s As String)
SrcFromFile	SrcFromFile(fi As SDUIFileInput)
Rounded	Rounded(s As String) As SDUIImage
RoundedFull	RoundedFull As SDUIImage
hFull	hFull As SDUIImage
wFull	wFull As SDUIImage
shadow	shadow(s As String)
RoundedBox	RoundedBox

## Indicator

### SDUIINDICATOR

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Type	String	default	default card	
Color	String			Color
Caption	String			Caption
Size	String	none	lg md sm xs none	Size
Button Color	String	neutral		Button Color
Button Caption	String	Apply		Button Caption
Start	Boolean	False		Start
End	Boolean	False		End
Top	Boolean	False		Top
Bottom	Boolean	False		Bottom
Center	Boolean	False		Center
Middle	Boolean	False		Middle
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

#### Events

Click (e As BANanoEvent)
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**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
AddIndicator	AddIndicator(mCallback As Object, ParentID As String, ID As String)
AddIndicatorCard	AddIndicatorCard(mCallback As Object, ParentID As String, ID As String, xButtonColor As String, xButtonCaption As String)
AddDiv	AddDiv(id As String, w As String, h As String) As SDUIDiv
On	On(event As String, CallBack As Object, MethodName As String)
AssignElement	AssignElement(mCallback As Object, ID As String)
setCaption	setCaption(value As String)
setColor	setColor(value As String)
setOutline	setOutline(b As Boolean)
setVisible	setVisible(b As Boolean)
getHere	getHere As String
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
AtStart	AtStart
AtCenter	AtCenter
AtEnd	AtEnd
AtTop	AtTop
AtMiddle	AtMiddle
AtBottom	AtBottom
StartResponsive	StartResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
CenterResponsive	CenterResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
EndResponsive	EndResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
TopResponsive	TopResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
MiddleResponsive	MiddleResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
BottomResponsive	BottomResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
setSize	setSize(s As String)
SizeLG	SizeLG
SizeSM	SizeSM
SizeMD	SizeMD
SizeXS	SizeXS

**Kbd****SDUIKBD****Properties**

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Caption	String			Caption

Property	Type	Default Value	Options	Description
Size	String	none	lg md sm xs none	Size
Shadow	Boolean	False		Shadow
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Click (e As BANanoEvent)

**Methods (set... is a *setter* & get is a *getter*)**

Method Name	Method Signature
AddKBD	AddKBD(mCallback As Object, ParentID As String, ID As String, Label As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
setCaption	setCaption(l As String)
getCaption	getCaption As String
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
setSize	setSize(s As String)
SizeLG	SizeLG As SDUIKbd
SizeSM	SizeSM As SDUIKbd
SizeMD	SizeMD As SDUIKbd
SizeXS	SizeXS As SDUIKbd
SizeLGResponsive	SizeLGResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeMDResponsive	SizeMDResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeSMResponsive	SizeSMResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeXSResponsive	SizeXSResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
shadow	shadow(s As String)

## Label

### SDUILABEL

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Size	String	p	p nav article aside section div span h1 h2 h3 h4 h5 h6 header main li	Size of the label
CustomTag	String			Use a custom tag
Caption	String			The caption of the element
HTML	String			RAW HTML. Overrides the Caption property.
Lorem Ipsum	Boolean	False		Is Lorem Ipsum
For	String			For attribute
Text Size	String			Text
Text Align	String	none	none left center right justify start end	Text Align
Vertical Align	String	none	none baseline top middle bottom text-top text-bottom sub super	Text Align
Font Weight	String	none	none thin extralight light normal medium semibold bold extrabold black	Font Weight
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Decoration	String	none	line-through no-underline none overline underline	Text Decoration
Decoration Style	String	none	dashed dotted double none solid wavy	Decoration Style
Decoration Color	String			Decoration Color
Decoration Color Intensity	String			Decoration Color Intensity
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Text Overflow	String	none	none text-clip text-ellipsis truncate	Text Overflow
Text Transform	String	none	capitalize lowercase none normal-case uppercase	Text Transform
White Space	String	none	none normal nowrap pre pre-line pre-wrap	White Space

Property	Type	Default Value	Options	Description
Word Break	String	none	all keep none normal words	Word Break
Italic	Boolean	False		Italic
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Click (e As BANanoEvent)  
 MouseDown (e As BANanoEvent)  
 MouseEnter (e As BANanoEvent)  
 MouseLeave (e As BANanoEvent)  
 MouseMove (e As BANanoEvent)  
 MouseOver (e As BANanoEvent)  
 MouseOut (e As BANanoEvent)  
 MouseUp (e As BANanoEvent)

**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
decorationStyle	decorationStyle(s As String)
textDecoration	textDecoration(s As String)
textOverflow	textOverflow(s As String)
textTransform	textTransform(s As String)
whiteSpace	whiteSpace(s As String)
wordBreak	wordBreak(s As String)
AddLabel	AddLabel(mCallback As Object, ParentID As String, ID As String, Size As String, sCaption As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
textColor	textColor(s As String) As SDUILabel
textColorIntensity	textColorIntensity(s As String, i As Int) As SDUILabel
decorationColorIntensity	decorationColorIntensity(s As String, i As Int) As SDUILabel
bgColor	bgColor(s As String) As SDUILabel
bgColorIntensity	bgColorIntensity(s As String, i As Int) As SDUILabel
Loremlipsum	Loremlipsum
LoremlipsumWords	LoremlipsumWords(howMany As Int)
Enable	Enable
Disable	Disable
Show	Show

Method Name	Method Signature
Hide	Hide
Append	Append(varText As String)
Remove	Remove
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
getName	getName As String
setCaption	setCaption(l As String)
setFor	setFor(s As String)
Clear	Clear
CellID	CellID(xRow As Int, xCol As Int) As String
Row	Row(xRow As Int) As SDUIDiv
Cell	Cell(xRow As Int, xCol As Int) As SDUIDiv
textSize	textSize(s As String) As SDUILabel
textAlign	textAlign(s As String)
fontWeight	fontWeight(s As String)
verticalAlign	verticalAlign(s As String)

## Link

### SDUILINK

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Caption	String	Link		Caption
Hover	Boolean	False		Hover
Href	String	#		Href
Normal Anchor	Boolean	False		Normal Anchor
Target	String	_blank	_blank _parent _self _top none	Target
Variant	String	none	accent error info none neutral primary secondary success warning	Variant
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json

Property	Type	Default Value	Options	Description
				String- use =

**Events**

Click (e As BANanoEvent)

**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
setTextColor	setTextColor(s As String)
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
AddLink	AddLink(mCallback As Object, ParentID As String, ID As String, Label As String, href As String)
AddAnchor	AddAnchor(mCallback As Object, ParentID As String, ID As String, Label As String, href As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide
getName	getName As String
getHere	getHere As String
On	On(event As String, CallBack As Object, MethodName As String)
setCaption	setCaption(l As String)
setTarget	setTarget(t As String)
setHRef	setHRef(l As String)
Hover	Hover As SDUILink
setColor	setColor(s As String)
targetBlank	targetBlank As SDUILink

## List

**SDUILIST****Properties**

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
List Type	String	none	decimal disc none	List Type
Space Y	String	1		Space Y
Style Position	String	none	none inside outsid e	Style Position
Ordered	Boolean	False		Ordered List
Text Size	String			Text Size
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML

Property	Type	Default Value	Options	Description
				tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Click (e As BANanoEvent)

**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
AddList	AddList(mCallback As Object, ParentID As String, ID As String, HasOrder As Boolean)
AssignElement	AssignElement(mCallBack As Object, ID As String)
markerTextColor	markerTextColor(c As String) As SDUIList
markerTextColorIntensity	markerTextColorIntensity(c As String, i As String) As SDUIList
listDisc	listDisc As SDUIList
listDecimal	listDecimal As SDUIList
listNone	listNone As SDUIList
textColor	textColor(s As String) As SDUIList
textSize	textSize(s As String) As SDUIList
textColorIntensity	textColorIntensity(s As String, i As Int) As SDUIList
bgColor	bgColor(s As String) As SDUIList
bgColorIntensity	bgColorIntensity(s As String, i As Int) As SDUIList
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide
Append	Append(varText As String)
Remove	Remove
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
getName	getName As String
Clear	Clear
CellID	CellID(xRow As Int, xCol As Int) As String
Row	Row(xRow As Int) As SDUIDiv
Cell	Cell(xRow As Int, xCol As Int) As SDUIDiv
listType	listType(s As String) As SDUIList
stylePosition	stylePosition(s As String) As SDUIList
AddListItemLabel	AddListItemLabel(id As String, scaption As String) As SDUILabel
AddListItemLabelAnchor	AddListItemLabelAnchor(id As String, scaption As String, goto As String) As SDUILabel
spaceY	spaceY(s As String) As SDUIList
pl	pl(s As String) As SDUIList

## List View

### SDUILISTVIEW

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Rounded Box	Boolean	True		Rounded Box
Shadow	Boolean	True		Elevation
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Click (item As String)

**Methods (set... is a setter & get is a getter)**

Method Name	Method Signature
AddListView	AddListView(mCallback As Object, ParentID As String, ID As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
Size	Size As Int
AddItem	AddItem(ID As String, sImage As String, sTitle As String, sSubTitle As String, sRightText As String)
getHere	getHere As String
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
Clear	Clear
shadow	shadow(s As String)
RoundedBox	RoundedBox

## Lottie Player

**SDUILOTTIEPLAYER****Properties**

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Json URL	String			Json File Url
Animation Speed	String	1		Animation Speed
Auto Play	Boolean	True		Auto Play

Property	Type	Default Value	Options	Description
Controls	Boolean	False		Show Controls
Direction	String	forward	backward forward	Direction
Hover	Boolean	False		Play Animation On Hover
Loop	Boolean	False		Play In A Loop
Mode	String	normal	bounce normal	Play Mode
Height	String	300px		Height
Width	String	300px		Width
Bg Color	String	transparent		Background Color
Bg Color Intensity	String			Background Color Intensity
Bordered	Boolean	False		Bordered
Border Color	String			Border Color
Border Color Intensity	String			Border Color Intensity
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

## Events

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## Methods (set... is a setter & get is a getter)

Method Name	Method Signature
setBordered	setBordered(b As Boolean)
BorderColorIntensity	BorderColorIntensity(c As String, i As String)
AddLottiePlayer	AddLottiePlayer(mCallback As Object, ParentID As String, ID As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
shadow	shadow(s As String)
RoundedBox	RoundedBox
BGColorIntensity	BGColorIntensity(c As String, s As String)
setAnimationSpeed	setAnimationSpeed(s As String)
setAutoPlay	setAutoPlay(b As Boolean)
setControls	setControls(b As Boolean)
setDirection	setDirection(s As String)

Method Name	Method Signature
setHeight	setHeight(s As String)
setHover	setHover(b As Boolean)
setJsonUrl	setJsonUrl(s As String)
setIsLoop	setIsLoop(b As Boolean)
setMode	setMode(s As String)
setWidth	setWidth(s As String)
Enable	Enable
Disable	Disable
getName	getName As String
getHere	getHere As String
Show	Show
Hide	Hide

## Menu

### SDUIMENU

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Item Color	String			Background Color Of Items
Item Color Intensity	String			Item Color Intensity
Menu Compact	Boolean	False		Menu Compact
Menu Normal	Boolean	False		Menu Normal
Menu Vertical	Boolean	False		Menu Vertical
Height	String			Height
Width	String			Width
Highlight Active	Boolean	False		Highlight Active Item
Rounded Box	Boolean	False		Rounded Box
Shadow	Boolean	False		Shadow
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String-

Property	Type	Default Value	Options	Description
				use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Click (item As String)

**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
AddMenu	AddMenu(mCallback As Object, ParentID As String, ID As String)
ItemColorIntensity	ItemColorIntensity(c As String, i As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
Size	Size As Int
SetElement	SetElement(e As BANanoElement)
SetItems	SetItems(l As List)
setW	setW(i As String)
AddItemBadge	AddItemBadge(parentID As String, ID As String, Label As String, sBadge As String)
AddItemChildBadge	AddItemChildBadge(parentID As String, ID As String, Label As String, sBadge As String)
ItemChildren	ItemChildren(itemID As String) As SDUIDiv
SetItemBadgeValue	SetItemBadgeValue(id As String, value As string)
SetItemBadgeColor	SetItemBadgeColor(id As String, value As String)
SetItemBadgeOutline	SetItemBadgeOutline(id As String, bb As Boolean)
AddTitle	AddTitle(ID As String, Label As String)
Link	Link(btnID As String) As SDUILink
ItemBadge	ItemBadge(itemID As String) As SDUIBadge
setActive	setActive(btnID As String)
DisableItem	DisableItem(btnID As String)
Item	Item(itemID As String) As SDUIButton
getHere	getHere As String
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
Clear	Clear(parentID As String)
Normal	Normal
Compact	Compact
Vertical	Vertical
Horizontal	Horizontal
HorizontalResponsive	HorizontalResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
VerticalResponsive	VerticalResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
AddItemChild	AddItemChild(parentID As String, ID As String, Label As String)
AddItemParent	AddItemParent(ID As String, Label As String)
AddItem	AddItem(ID As String, Label As String)
AddItemDivider	AddItemDivider(parentID As String, Label As String)

Method Name	Method Signature
AddItemIcon	AddItemIcon(ID As String, IconName As String, Label As String)
AddItemIcon1	AddItemIcon1(parentID As String, ID As String, IconName As String, Label As String)
AddItemIconOnly	AddItemIconOnly(ID As String, IconName As String)
AddItemIconOnly1	AddItemIconOnly1(ParentID As String, ID As String, IconName As String)
AddItem1	AddItem1(parentID As String, ID As String, Label As String, HasChildren As Boolean)
RoundedBox	RoundedBox
NormalResponsive	NormalResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
CompactResponsive	CompactResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
BGColorIntensity	BGColorIntensity(c As String, s As String)
shadow	shadow(s As String)
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
setH	setH(i As String)

## Mockup Code

### SDUIMOCKUPCODE

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Language	String	vb	css html js vb	Language
Caption	String	Source Code		Caption
Code Type	String	default	card default	Code Type
File Name	String	code.bas		File Name
Font Name	String			Font Name
Font Size	String			Font Size
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

#### Events

Action (item As String)

Methods (set... is a setter & get is a getter)

Method Name	Method Signature
DesignerCreateView	DesignerCreateView (Target As BANanoElement, Props As Map)
Initialize	Initialize (CallBack As Object, cName As String, EventName As String)
AddMockUpCode	AddMockUpCode(mCallback As Object, ParentID As String, ID As String, lang As String)
AddMockUpCodeCard	AddMockUpCodeCard(mCallback As Object, ParentID As String, ID As String, lang As String, sTitle As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
AddActionButton	AddActionButton(btnID As String, btnCaption As String, btnColor As String) As SDUIButton
AddActionButtonIcon	AddActionButtonIcon(btnID As String, sIcon As String, btnColor As String) As SDUIButton
setCaption	setCaption(l As String)
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide
Clear	Clear
AddCode	AddCode(cl As String)
PasteFromClipboard	PasteFromClipboard
CopyToClipboard	CopyToClipboard(txt As String)
Refresh	Refresh
RefreshRaw	RefreshRaw
setValue	setValue(s As String)
getValue	getValue As String
Download	Download(FileName As String)
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
getName	getName As String
setFontsize	setFontsize(fs As String)
setFontName	setFontName(fs As String)

## Mockup Phone

### SDUIMOCKUPPHONE

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Caption	String	Source Code		Caption
Raw Html	String			Html
Border Color	String			Border Color
Border Color Intensity	String			Border Color Intensity
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the

Property	Type	Default Value	Options	Description
				HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

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**Methods (set... is a *setter* & get is a *getter*)**

Method Name	Method Signature
DesignerCreateView	DesignerCreateView (Target As BANanoElement, Props As Map)
Initialize	Initialize (CallBack As Object, cName As String, EventName As String)
AddMockUpPhone	AddMockUpPhone(mCallback As Object, ParentID As String, ID As String)
getContentHere	getContentHere As String
AssignElement	AssignElement(mCallBack As Object, ID As String)
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide
getHere	getHere As String
Clear	Clear
setContent	setContent(l As String)
setCaption	setCaption(l As String)
setHTML	setHTML(l As String)
getName	getName As String
CellID	CellID(xRow As Int, xCol As Int) As String
Row	Row(xRow As Int) As SDUIDiv
Cell	Cell(xRow As Int, xCol As Int) As SDUIDiv
BorderColorIntensity	BorderColorIntensity(c As String, i As String)

## Mockup Window

**SDUIMOCKUPWINDOW****Properties**

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Caption	String	Source Code		Caption
Raw Html	String			Html
Border Color	String			Border Color
Border Color Intensity	String			Border Color Intensity
Width	String	full		Width
Height	String	300px		Height
Visible	Boolean	True		If visible.

Property	Type	Default Value	Options	Description
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

## Events

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## Methods (set... is a *setter* & get is a *getter*)

Method Name	Method Signature
DesignerCreateView	DesignerCreateView (Target As BANanoElement, Props As Map)
setWidth	setWidth(s As String)
setHeight	setHeight(s As String)
BorderColorIntensity	BorderColorIntensity(c As String, i As String)
Initialize	Initialize (CallBack As Object, cName As String, EventName As String)
AddMockUpWindow	AddMockUpWindow(mCallback As Object, ParentID As String, ID As String)
AssignElement	AssignElement(mCallback As Object, ID As String)
getContentHere	getContentHere As String
getHere	getHere As String
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
setCaption	setCaption(l As String)
setHTML	setHTML(l As String)
CellID	CellID(xRow As Int, xCol As Int) As String
Row	Row(xRow As Int) As SDUIDiv
Cell	Cell(xRow As Int, xCol As Int) As SDUIDiv

## Modal

### SDUIMODAL

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Title	String	SithasoDaisy		Title
Message (HTML)	String			Message (Html)
Width	String	500px		Width
Own Actions	Boolea	False		Own Actions

Property	Type	Default Value	Options	Description
	n			
Yes Caption	String	Yes		Yes Button Caption
Yes Color	String	success		Yes Button Color
Yes Visible	Boolean	True		Yes Button Visible
No Caption	String	No		No Button Caption
No Color	String	error		No Button Color
No Visible	Boolean	True		No Button Visible
Cancel Caption	String	Cancel		Cancel Button Caption
Cancel Color	String	gray		Cancel Button Color
Cancel Visible	Boolean	True		Cancel Button Visible
Bottom	Boolean	False		Moves Modal To The Bottom
Middle	String			Moves The Modal To The Middle
Is Drawer	Boolean	False		This Modal Is A Drawer
Is Open	Boolean	False		If Open
Glass	Boolean	False		Glass
Is Right Drawer	Boolean	False		The Drawer Should Be On The Right
Min Height	String			Min Height
Max Height	String			Max Height
Min Width	String			Min Width
Max Width	String			Max Width
Visible	Boolean	False		If visible.
Overlay Bg Color	String			Overlay Background Color
Overlay Bg Color Intensity	String			Overlay Background Color Intensity
CloseAble	Boolean	False		Show the closing button
Title Class	String			Title Classes
Content Class	String			Content Classes
Actions Class	String			Actions Classes
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json

Property	Type	Default Value	Options	Description
				String- use =

**Events**

Yes_Click (e As BANanoEvent)
No_Click (e As BANanoEvent)
Cancel_Click (e As BANanoEvent)

**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
Creating	Creating
Updating	Updating
Reading	Reading
Deleting	Deleting
AddModal	AddModal(mCallback As Object, ParentID As String, ID As String, Label As String, YesLabel As String, NoLabel As String, CancelLabel As String, xWidth As String)
OverlayBGColorIntensity	OverlayBGColorIntensity(c As String, s As String)
PreventFormSubmission	PreventFormSubmission
setTitleCaption	setTitleCaption(s As String)
AddModalAsDrawer	AddModalAsDrawer(mCallback As Object, ParentID As String, ID As String, position As String, iwidth As String)
setFormName	setFormName(s As String)
getFormID	getFormID As String
AssignElement	AssignElement(mCallBack As Object, ID As String)
BottomResponsive	BottomResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
MiddleResponsive	MiddleResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
setYesLoading	setYesLoading(b As Boolean)
setNoLoading	setNoLoading(b As Boolean)
setCancelLoading	setCancelLoading(b As Boolean)
Enable	Enable
Disable	Disable
AddAction	AddAction(itemID As String, actionCaption As String) As SDUIButton
Show	Show
Hide	Hide
On	On(event As String, CallBack As Object, MethodName As String)
getToggle	getToggle As String
ClearActions	ClearActions
setMessage	setMessage(s As String)
setMessageHTML	setMessageHTML(s As String)
getName	getName As String
getHere	getHere As String
setOpen	setOpen(b As Boolean)
Bottom	Bottom
Middle	Middle
CellID	CellID(xRow As Int, xCol As Int) As String
Row	Row(xRow As Int) As SDUIDiv
Cell	Cell(xRow As Int, xCol As Int) As SDUIDiv

Method Name	Method Signature
setmaxWidth	setmaxWidth(w As String)
BuildGrid	BuildGrid
ResetValidation	ResetValidation
YesClickValidateEach	YesClickValidateEach
YesClickValidateForm	YesClickValidateForm
Validate	Validate(response As Boolean)
IsValid	IsValid As Boolean
setW	setW(w As String)
setMaxW	setMaxW(w As String)
WFull	WFull
setYesVisible	setYesVisible(b As Boolean)
setNoVisible	setNoVisible(b As Boolean)
setCancelVisible	setCancelVisible(b As Boolean)
setYesCaption	setYesCaption(s As String)
setNoCaption	setNoCaption(s As String)
setCancelCaption	setCancelCaption(S As String)
setButtonsOutlined	setButtonsOutlined(b As Boolean)
setButtonsRounded	setButtonsRounded(b As Boolean)
setYesColor	setYesColor(s As String)
setNoColor	setNoColor(s As String)
setCancelColor	setCancelColor(S As String)
Confirm	Confirm(sProcess As String, xTitle As String, Message As String, ConfirmText As String, CancelText As String)
Alert	Alert(sProcess As String, xTitle As String, Message As String, ConfirmText As String)
setOwnActions	setOwnActions(b As Boolean)
setCloseAble	setCloseAble(b As Boolean)
setActionClass	setActionClass(s As String)
setContentClass	setContentClass(s As String)
setTitleClass	setTitleClass(s As String)
maxW	maxW(s As String)
maxH	maxH(s As String)
minW	minW(s As String)
minH	minH(s As String)
shadow	shadow(s As String)
RoundedBox	RoundedBox
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
getFormHere	getFormHere As String
GetData	GetData As Map
SetData	SetData(dataJSON As Map)
setGlass	setGlass(b As Boolean)

## Nav Bar

### SDUINAVBAR

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div

Property	Type	Default Value	Options	Description
Title	String	NavBar		Title
Has Hamburger	Boolean	True		Has Hamburger Button
Hamburger On Small Only	Boolean	True		Show hamburger on small devices only
Hamburger Drawer	String	appdrawer		The name of the component the hamburger toggles
Has Logo	Boolean	True		Has Logo
Logo URL	String	./assets/daisywoman3.png		Logo URL
Avatar Logo	Boolean	True		Logo is Avatar
Avatar Size	String	12		Avatar Size
Logo Shape	String	none	none circle rounded squircle heart hexagon hexagon-2 decagon pentagon diamond square parallelogram parallelogram-2 parallelogram-3 parallelogram-4 star star-2 triangle triangle-2 triangle-3 triangle-4 half-1 half-2	Shape
Logo Width	String	75px		Logo Width
Logo Height	String	46px		Logo Height
Has Spacer	Boolean	True		Has A Spacer
Has Menu Button	Boolean	True		Has a Menu Button
Bg Color	String	base		Background Color
Bg Color Intensity	String	100		Background Color Intensity
Fixed	Boolean	False		Is Fixed
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Shadow	Boolean	True		Elevation
Rounded Box	Boolean	False		Rounded Box
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?;		Paddings A-X-Y-T-B-L-R

Property	Type	Default Value	Options	Description
		b=?; l=?; r=?		
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Hamburger\_Click (e As BANanoEvent)

Menu\_Click (e As BANanoEvent)

**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
AddNavBar	AddNavBar(mCallback As Object, ParentID As String, ID As String)
shadow	shadow(s As String)
RoundedBox	RoundedBox
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
On	On(event As String, CallBack As Object, MethodName As String)
Enable	Enable
setFixed	setFixed(b As Boolean)
Disable	Disable
Show	Show
Hide	Hide
getName	getName As String
getHere	getHere As String
getStart	getStart As String
getCenter	getCenter As String
getEnd	getEnd As String
AddTitle	AddTitle(label As String)
setTitleCaption	setTitleCaption(s As String)
setLogoSrc	setLogoSrc(s As String)
AddHamburgerButton	AddHamburgerButton(toggle As String)
AddLogoAvatar	AddLogoAvatar(url As String, lsize As String)
AddLogoImage	AddLogoImage(url As String, lWidth As String, lHeight As String)
AddFlexNoneDiv	AddFlexNoneDiv(num As Int) As SDUIDiv
AddMenuButton	AddMenuButton
setBGColor	setBGColor(s As String)
setTextColor	setTextColor(s As String)
AddSpacer	AddSpacer(id As String) As SDUIDiv

**Options Card****SDUIOPTIONSCARD****Properties**

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Height	String			Height
Width	String	700px		Width
Rounded Box	Boolean	False		Rounded Box
Shadow	Boolean	False		Elevation
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Change (item As String)

**Methods (set... is a setter & get is a getter)**

Method Name	Method Signature
AddOptionsCard	AddOptionsCard(mCallback As Object, ParentID As String, ID As String)
shadow	shadow(s As String)
RoundedBox	RoundedBox
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
AddItem	AddItem(itemID As String, sTitle As String, sDescription As String, sImageURL As String)
getHere	getHere As String
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
Clear	Clear
setW	setW(w As String)
setH	setH(h As String)

**Page****SDUIPAGE Properties**

Property	Type	Default Value	Options	Description
Page Name*	String	page1		The unique name of the page this should match your module 'name' variable
Title	String	My SDUIPage		Title of the page
Description	String	My SDUIPage		Description Of The Page
Keywords	String	page		Keywords Of The Page
BackgroundImage	String			The background image of the page
FullPage	Boolean	False		w-full & h-full
Container	Boolean	True		Container
Mx Auto	Boolean	True		Mx-auto
Flex	Boolean	True		Flex
Flex Col	Boolean	False		FlexCol
Flex Wrap	Boolean	True		Wrap Overflow Contents
Gap	String			Gap Between Items
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Width	String			Width
Min Width	String			MinW
Max Width	String			MaxW
W Full	Boolean	False		WFull
Height	String			Height
Min Height	String			MinH
Max Height	String			MaxH
H Full	Boolean	False		HFull
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

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### Methods (*set...* is a *setter* & *get* is a *getter*)

Method Name	Method Signature
setFullPage	setFullPage(b As Boolean)
setDescription	setDescription(v As String)
getDescription	getDescription As String
getPageName	getPageName As String
setKeywords	setKeywords(v As String)
getKeywords	getKeywords As String
setTitle	setTitle(v As String)
getTitle	getTitle As String
AddPage	AddPage(mCallback As Object, ID As String) As SDUIPage
AssignElement	AssignElement(mcallback As Object, ID As String)
CellID	CellID(xRow As Int, xCol As Int) As String
Row	Row(xRow As Int) As SDUIDiv
Cell	Cell(xRow As Int, xCol As Int) As SDUIDiv
backGroundImage	backGroundImage(url As String)
BuildGrid	BuildGrid
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
ScrollToTop	ScrollToTop

## Progress

### SDUIPROGRESS

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Type	String	default	default input-group	
Size	String	none	lg md sm xs none	Size
Width	String	full		Width
Caption	String	Progress 1		Caption
Value	String	50		Value
Hint	String			Hint
Min Value	String	0		Min Value
Max Value	String	100		Max Value
Step Value	String	1		Step Value
Auto Focus	Boolean	False		Auto Focus
Bordered	Boolean	False		Bordered
Color	String	primary	accent error ghost info none neutral primary secondary success warning	Variant
Required	Boolean	False		Is Required
Error Message	String			Error Message
Prefix	String			Prefix

Property	Type	Default Value	Options	Description
Prepend Icon	String			Prepend Icon
Suffix	String			Suffix
Append Icon	String			Append Icon
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Bg Transparent	Boolean	False		Background Transparent
Indeterminate	Boolean	False		Indeterminate
Read Only	Boolean	False		Read Only
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Change (value As int)  
 Prepend\_Click (event As BANanoEvent)  
 Append\_Click (event As BANanoEvent)

**Methods (set... is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
Enable	Enable
Disable	Disable
AddProgress	AddProgress(mCallback As Object, ParentID As String, ID As String, iValue As Int)
AddProgressLabel	AddProgressLabel(mCallback As Object, ParentID As String, sID As String, xCaption As String, iValue As Int, xHint As String, xPrefix As String, xSuffix As String) As SDUIProgress
setW	setW(v As String)
setHideDetails	setHideDetails(b As Boolean)
AssignElement	AssignElement(mCallBack As Object, ID As String)
setPrependIcon	setPrependIcon(picon As String)
setAppendIconBGColor	setAppendIconBGColor(c As String)
setPrependIconBGColor	setPrependIconBGColor(c As String)
setAppendIcon	setAppendIcon(picon As String)
setValue	setValue(s As String)
getValue	getValue As String

Method Name	Method Signature
setCaption	setCaption(l As String)
setHintCaption	setHintCaption(l As String)
setPrefix	setPrefix(l As String)
setSuffix	setSuffix(l As String)
On	On(event As String, CallBack As Object, MethodName As String)
getName	getName As String
getHere	getHere As String
setBordered	setBordered(b As Boolean)
setGhost	setGhost(b As Boolean)
setRequired	setRequired(b As Boolean)
setReadOnly	setReadOnly(b As Boolean)
setInputGroupSize	setInputGroupSize(s As String)
setInputGroupVertical	setInputGroupVertical(b As Boolean)
Show	Show
Hide	Hide
setColor	setColor(s As String)
setSize	setSize(s As String)
setMinValue	setMinValue(i As String)
setMaxValue	setMaxValue(i As String)
setStepValue	setStepValue(i As String)
setAutoFocus	setAutoFocus(p As Boolean)
setBGTransparent	setBGTransparent(p As Boolean)
setError Message	setError Message(p As String)
setIndeterminate	setIndeterminate(b As Boolean)
SizeXLarge	SizeXLarge
SizeLarge	SizeLarge
SizeSmall	SizeSmall
SizeMedium	SizeMedium
SizeTiny	SizeTiny
shadow	shadow(s As String)
RoundedBox	RoundedBox
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)

## QRCode

### SDUIQRCode

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The id of the element to place this into
Hidden	Boolean	False		Hidden
Text	String	SithasoDaisy		Text
Size	String	200	100 200 300 400 500 600 700	Size
Color Dark	String	#000000		Color Dark
Color Light	String	#ffffff		Color Light
Correct Level	String	H	H L M Q	Correct Level

Property	Type	Default Value	Options	Description
Margins AXYTBLR	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings AXYTBLR	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

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**Methods (set... is a *setter* & get is a *getter*)**

Method Name	Method Signature
getID	getID As String
getHere	getHere As String
getColorDark	getColorDark As String
setColorDark	setColorDark(vColorDark As String)
getColorLight	getColorLight As String
setColorLight	setColorLight(vColorLight As String)
getCorrectLevel	getCorrectLevel As String
setCorrectLevel	setCorrectLevel(vCorrectLevel As String)
getText	getText As String
setText	setText(vText As String)
Refresh	Refresh
Clear	Clear
AddQRCode	AddQRCode(CallBack As Object, ParentID As String, id As String) As SDUIQRCode

## RadialProgress

**SDUIRADIALPROGRESS****Properties**

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Value	String	3		Value
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Size	String			Size
Thickness	String			Thickness
Indeterminate	Boolean	False		Indeterminate
Interval	String	10		Timer Interval
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity

Property	Type	Default Value	Options	Description
Border	String			Border Size
Border Color	String			Border Color
Border Color Intensity	String			Border Color Intensity
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

## Events

--

## Methods (set... is a *setter* & get is a *getter*)

Method Name	Method Signature
AddRadialProgress	AddRadialProgress(mCallback As Object, ParentID As String, ID As String, iValue As String)
Reset	Reset
Start	Start
Stop	Stop
AssignElement	AssignElement(mCallBack As Object, ID As String)
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide
setSize	setSize(s As String)
setThickness	setThickness(s As String)
getHere	getHere As String
setValue	setValue(i As String)
setIndeterminate	setIndeterminate(i As String)
getName	getName As String
uploadit_tick	uploadit_tick
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
BorderColorIntensity	BorderColorIntensity(c As String, i As String)
setBorder	setBorder(s As String)

## RadioGroup

### SDUIRADIOGROUP

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Caption	String	Progress 1		Caption
Row View	Boolean	False		Row View
Raw Key Values	String	b4a		Key Values For The Items [k
Value	String	b4a		Value
Size	String	none	lg md sm xs none	Size
Width	String	full		Width
Color	String	primary	accent error info none neutral primary secondary success warning	Variant
Hint	String			Hint
Auto Focus	Boolean	False		Auto Focus
Read Only	Boolean	False		Read Only
Required	Boolean	False		Is Required
Rounded	String			Rounded
Rounded Box	Boolean	False		Rounded Box
Bordered	Boolean	False		Bordered
Border Color	String			Border Color
Border Color Intensity	String			Border Color Intensity
Disabled	Boolean	False		If Disabled
Error Message	String			Error Message
Hide Details	Boolean	False		Hide Details
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Change (item As String)
-------------------------

**Methods (*set...* is a *setter* & *get* is a *getter*)**

<b>Method Name</b>	<b>Method Signature</b>
AddRadioGroup	AddRadioGroup(mCallback As Object, ParentID As String, sID As String, xCaption As String, xHint As String, xRowView As Boolean, xSize As String, xColor As String) As SDUIRadioGroup
setHideDetails	setHideDetails(b As Boolean)
AssignElement	AssignElement(mCallBack As Object, ID As String)
setW	setW(v As String)
setBordered	setBordered(b As Boolean)
setHintCaption	setHintCaption(l As String)
SizeLG	SizeLG
SizeSM	SizeSM
SizeMD	SizeMD
SizeXS	SizeXS
setSize	setSize(s As String)
setColor	setColor(s As String)
SizeLGRollable	SizeLGRollable(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeMDRollable	SizeMDRollable(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeSMRollable	SizeSMRollable(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeXSResponsive	SizeXSResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
Item	Item(i As String) As SDUIRadio
AddItem	AddItem(itemID As String, sLabel As String)
SetItemColor	SetItemColor(itemx As String, color As String)
SetItems	SetItems(m As Map)
SetItemsList	SetItemsList(m As List)
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
setCaption	setCaption(l As String)
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
Clear	Clear
getValue	getValue As String
setValue	setValue(s As String)
setRequired	setRequired(b As Boolean)
setError	setError(p As String)
setReadOnly	setReadOnly(b As Boolean)
setBorderColor	setBorderColor(s As String)
HintColorIntensity	HintColorIntensity(hcolor As String, intensity As String)
IsBlank	IsBlank As Boolean
shadow	shadow(s As String)
setRounded	setRounded(s As String)
RoundedBox	RoundedBox
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)

Method Name	Method Signature
BorderColorIntensity	BorderColorIntensity(c As String, i As String)

## Range

### SDUIRANGE

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Input Type	String	default	default input-group	
Caption	String	Range		Caption
Size	String	none	lg md sm xs none	Size
Width	String	full		Width
Color	String	primary	accent error ghost ghost info none neutral primary secondary success warning	Variant
Value	String	20		Value
Hint	String			Hint
Min Value	String	0		Min Value
Max Value	String	100		Max Value
Step Value	String	1		Step Value
Auto Focus	Boolean	False		Auto Focus
Bordered	Boolean	False		Bordered
Border Color	String			Border Color
Border Color Intensity	String			Border Color Intensity
Disabled	Boolean	False		If Disabled
Error Message	String			Error Message
Hide Details	Boolean	False		Hide Details
Prefix	String			Prefix
Prepend Icon	String			Prepend Icon
Append Icon	String			Append Icon
Suffix	String			Suffix
Read Only	Boolean	False		Read Only
Required	Boolean	False		Is Required
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.

Property	Type	Default Value	Options	Description
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Change (value As Int)
Prepend_Click (event As BANanoEvent)
Append_Click (event As BANanoEvent)

**Methods (set... is a *setter* & get is a *getter*)**

Method Name	Method Signature
AddRange	AddRange(mCallback As Object, ParentID As String, ID As String)
setFieldName	setFieldName(s As String)
AddRangeLabel	AddRangeLabel(mCallback As Object, ParentID As String, sID As String, xCaption As String, xHint As String, xPrefix As String, xSuffix As String) As SDUIRange
setW	setW(v As String)
setHideDetails	setHideDetails(b As Boolean)
AssignElement	AssignElement(mCallBack As Object, ID As String)
setAutoFocus	setAutoFocus(p As Boolean)
Enable	Enable
Disable	Disable
On	On(event As String, CallBack As Object, MethodName As String)
getName	getName As String
getHere	getHere As String
Show	Show
Hide	Hide
setMinValue	setMinValue(i As String)
setMaxValue	setMaxValue(i As String)
setValue	setValue(s As Int)
getValue	getValue As Int
setStepValue	setStepValue(i As String)
setColor	setColor(s As String)
setSize	setSize(s As String)
setReadOnly	setReadOnly(b As Boolean)
setPrependIcon	setPrependIcon(picon As String)
setAppendIconBColor	setAppendIconBColor(c As String)
setPrependIconBColor	setPrependIconBColor(c As String)
setAppendIcon	setAppendIcon(picon As String)
setCaption	setCaption(l As String)
setHintCaption	setHintCaption(l As String)
setPrefix	setPrefix(l As String)
setSuffix	setSuffix(l As String)
setBordered	setBordered(b As Boolean)
setGhost	setGhost(b As Boolean)
setInputGroupVertical	setInputGroupVertical(b As Boolean)
SizeLG	SizeLG

Method Name	Method Signature
SizeSM	SizeSM
SizeMD	SizeMD
SizeXS	SizeXS
SizeLGResponsive	SizeLGResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeMDResponsive	SizeMDResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeSMResponsive	SizeSMResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeXSResponsive	SizeXSResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
BorderColorIntensity	BorderColorIntensity(c As String, i As String)
shadow	shadow(s As String)
RoundedBox	RoundedBox
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
setRequired	setRequired(b As Boolean)
setError Message	setError Message(p As String)
IsBlank	IsBlank As Boolean
HintColorIntensity	HintColorIntensity(hcolor As String, intensity As String)

## Rating

### SDUIRATING

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Input Type	String	default	default input-group	
Caption	String	Rating		Caption
Length	String	5		Number Of Stars
Value	String	3		Value
Mask	String	star-2	squircle heart hexagon hexagon-2 decagon pentagon diamond square circle parallelogram parallelogram-2 parallelogram-3 parallelogram-4 star star-2 triangle triangle-2 triangle-3 triangle-4 half-1 half-2	Mask
Size	String	none	lg md sm xs none	Size
Width	String	full		Width
Auto Focus	Boolean	False		Auto Focus
Bg Color	String	orange		Background Color
Bg Color Intensity	String	600		Background Color

Property	Type	Default Value	Options	Description
				Intensity
Prefix	String			Prefix
Prepend Icon	String			Prepend Icon
Append Icon	String			Append Icon
Suffix	String			Suffix
Bordered	Boolean	False		Bordered
Border Color	String			Border Color
Border Color Intensity	String			Border Color Intensity
Disabled	Boolean	False		If Disabled
Error Message	String			Error Message
Hide Details	Boolean	False		Hide Details
Hint	String			Hint
Read Only	Boolean	False		Read Only
Required	Boolean	False		Is Required
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Change (value As Double)

**Methods (set... is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
AddRating	AddRating(mCallback As Object, ParentID As String, ID As String, rSize As Int)
AssignElement	AssignElement(mCallBack As Object, ID As String)
AddRatingLabel	AddRatingLabel(mCallback As Object, ParentID As String, sID As String, xCaption As String, xHint As String, xSize As String) As SDUIRating
setW	setW(v As String)
setCaption	setCaption(l As String)
setHideDetails	setHideDetails(b As Boolean)
setBordered	setBordered(b As Boolean)

Method Name	Method Signature
setHintCaption	setHintCaption(l As String)
setAutoFocus	setAutoFocus(p As Boolean)
BGColorIntensity	BGColorIntensity(color As String, intensity As String)
ItemBGColorIntensity	ItemBGColorIntensity(pos As Int, color As String, intensity As Int)
Item	Item(i As Int) As SDUIRadio
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide
setMask	setMask(xmask As String)
setValue	setValue(ivalue As Int)
getValue	getValue As Int
On	On(event As String, CallBack As Object, MethodName As String)
getName	getName As String
getHere	getHere As String
setHalf	setHalf(b As Boolean)
ItemHidden	ItemHidden(pos As Int, b As Boolean)
setPrependIcon	setPrependIcon(picon As String)
setAppendIconBGColor	setAppendIconBGColor(c As String)
setPrependIconBGColor	setPrependIconBGColor(c As String)
setAppendIcon	setAppendIcon(picon As String)
setRequired	setRequired(b As Boolean)
setReadOnly	setReadOnly(b As Boolean)
SizeLG	SizeLG
SizeSM	SizeSM
SizeMD	SizeMD
SizeXS	SizeXS
setSize	setSize(s As String)
SizeLGRolling	SizeLGRolling(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeMDRolling	SizeMDRolling(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeSMRolling	SizeSMRolling(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeXSRolling	SizeXSRolling(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
BorderColorIntensity	BorderColorIntensity(c As String, i As String)
setError	setError(p As String)
setPrefix	setPrefix(l As String)
setSuffix	setSuffix(l As String)
IsBlank	IsBlank As Boolean
HintColorIntensity	HintColorIntensity(hcolor As String, intensity As String)

## Row

### SDUIROW

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div

Property	Type	Default Value	Options	Description
Absolute	Boolean	False		Absolute
Align Content	String	none	around baseline between center end evenly none start	Align Content
Align Items	String	none	baseline center end none start stretch	Align Items
Background Image	String			Background Image
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Border	String			Border Size
Border Color	String			Border Color
Border Color Intensity	String			Border Color Intensity
Columns	String			Number Of Columns Within An Element
Gap	String			Gap
Height	String			Height
Hover	String			Classes To Apply On Hover
Place Content	String	none	around baseline between center end evenly none start stretch	How Content Is Justified And Aligned At The Same Time
Place Items	String	none	baseline center end none start stretch	Place Items
Relative	Boolean	False		Relative
Rounded	String			Rounded
Shadow	String			Shadow
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Width	String			Width
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

## Events

Click (e As BANanoEvent)
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**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
DesignerCreateView	DesignerCreateView (Target As BANanoElement, Props As Map)
Initialize	Initialize (CallBack As Object, cName As String, EventName As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
shadow	shadow(s As String)
RoundedBox	RoundedBox
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
alignContent	alignContent(s As String) As SDUIRow
alignItems	alignItems(s As String) As SDUIRow
setBackgroundImage	setBackgroundImage(s As String)
bgColor	bgColor(s As String) As SDUIRow
border	border(s As String) As SDUIRow
borderColor	borderColor(s As String) As SDUIRow
borderColorIntensity	borderColorIntensity(c As String, i As String) As SDUIRow
columns	columns(s As String) As SDUIRow
setGap	setGap(s As String)
height	height(s As String) As SDUIRow
hover	hover(s As String) As SDUIRow
placeContent	placeContent(s As String) As SDUIRow
placeItems	placeItems(s As String) As SDUIRow
rounded	rounded(s As String) As SDUIRow
textColor	textColor(s As String) As SDUIRow
width	width(s As String) As SDUIRow
Enable	Enable
Disable	Disable
getName	getName As String
getHere	getHere As String
Show	Show
Hide	Hide
absolute	absolute As SDUIRow
relative	relative As SDUIRow

## Select

**SDUISELECT****Properties**

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Select Type	String	default	default input-group	
Size	String	none	lg md sm xs none	Size
Width	String	full		Width
Caption	String	Progress 1		Caption
Value	String	b4a		Value
Place Holder	String			Placeholder
Raw Key Values	String	b4a		Key Values For The Items [k]

Property	Type	Default Value	Options	Description
Prefix	String			Prefix
Prepend Icon	String			Prepend Icon
Suffix	String			Suffix
Append Icon	String			Append Icon
Auto Focus	Boolean	False		Auto Focus
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Bordered	Boolean	True		Bordered
Color	String	primary	accent error ghost info none neutral primary secondary success warning	Variant
Error Message	String			Error Message
Hide Details	Boolean	False		Hide Details
Hint	String			Hint
Multiple	Boolean	False		Multiple
Read Only	Boolean	False		Read Only
Required	Boolean	False		Is Required
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

## Events

Focus (event As BANanoEvent)

Blur (event As BANanoEvent)

Change (item As String)

Prepend\_Click (event As BANanoEvent)

Append\_Click (event As BANanoEvent)

## Methods (*set...* is a *setter* & *get* is a *getter*)

Method Name	Method Signature
Enable	Enable
Disable	Disable

<b>Method Name</b>	<b>Method Signature</b>
AddSelectNormal	AddSelectNormal(mCallback As Object, ParentID As String, sID As String, bxMultiple As Boolean) As SDUISelect
setFieldName	setFieldName(s As String)
AddSelect	AddSelect(mCallback As Object, ParentID As String, sID As String, xCaption As String, xHint As String, xPrefix As String, xSuffix As String) As SDUISelect
setHideDetails	setHideDetails(b As Boolean)
setW	setW(v As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
SetItems	SetItems(m As Map)
SetItemsList	SetItemsList(m As List)
setPrependIcon	setPrependIcon(picon As String)
setAppendIconBGColor	setAppendIconBGColor(c As String)
setPrependIconBGColor	setPrependIconBGColor(c As String)
setAppendIcon	setAppendIcon(picon As String)
setValue	setValue(s As String)
getValue	getValue As String
setCaption	setCaption(l As String)
setHintCaption	setHintCaption(l As String)
setPrefix	setPrefix(l As String)
setSuffix	setSuffix(l As String)
On	On(event As String, CallBack As Object, MethodName As String)
getName	getName As String
getHere	getHere As String
setBordered	setBordered(b As Boolean)
setGhost	setGhost(b As Boolean)
setPlaceholder	setPlaceholder(s As String)
getDisabled	getDisabled As Boolean
setInputGroupSize	setInputGroupSize(S As String)
setInputGroupVertical	setInputGroupVertical(b As Boolean)
Show	Show
Hide	Hide
setColor	setColor(s As String)
setSize	setSize(s As String)
Clear	Clear
AddItem	AddItem(itemID As String, sLabel As String)
setReadOnly	setReadOnly(b As Boolean)
setRequired	setRequired(b As Boolean)
setError Message	setError Message(p As String)
HintColorIntensity	HintColorIntensity(hcolor As String, intensity As String)
IsBlank	IsBlank As Boolean
SizeLG	SizeLG
SizeSM	SizeSM
SizeMD	SizeMD
SizeXS	SizeXS
SizeLGRollable	SizeLGRollable(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeMDRollable	SizeMDRollable(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeSMRollable	SizeSMRollable(xs As Boolean, sm As Boolean, md As Boolean,

Method Name	Method Signature
	lg As Boolean)
SizeXSResponsive	SizeXSResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
roundedFull	roundedFull As SDUISelect
wFull	wFull As SDUISelect
Multiple	Multiple(sName As String)
shadow	shadow(s As String)
RoundedBox	RoundedBox
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
setAutoFocus	setAutoFocus(p As Boolean)

## SignaturePad

### SDUISIGNATUREPAD

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The id of the element to place this into
Background Color	String	white	amber black blue blue-grey brown cyan deep-orange deep-purple green grey indigo light-blue light-green lime orange pink purple red teal transparent white yellow primary secondary accent error info success warning none	Background Color
Dot Size	String	0		Dot Size
Height	String	200		Height
Width	String	400		Width
Image Type	String	jpeg	jpeg png svg	Save As Image Type
Max Width	String	2.5		Max Width
Min Distance	Int	5		Min Distance
Min Width	String	0.5		Min Width
Pen Color	String	black	amber black blue blue-grey brown cyan deep-orange deep-purple green grey indigo light-blue light-green lime orange pink purple red teal transparent white	Pen Color

Property	Type	Default Value	Options	Description
			ite yellow primary secondary accent error info success warning none	
Throttle	Int	16		Throttle
Velocity Filter Weight	String	0.7		Velocity Filter Weight
BorderPosition	String	all	bottom left none right top all	Border
BorderColor	String	black	accent amber black blue blue-grey brown cyan deep-orange deep-purple error green grey indigo info light-blue light-green lime none orange pink primary purple red secondary success teal transparent warning white yellow	
Border Radius	String	5px		
Border Style	String	solid	dashed dotted double groove hidden inherit initial inset none outset remove ridge solid	
Border Width	String	1px		Border Width
Visible	Boolean	True		If visible.
Margins AXYTBLR	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings AXYTBLR	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String
Attributes	String			Attributes added to the HTML tag. Must be a json String

## Events

Event Signature
afterUpdateStroke (e As BANanoEvent)beforeUpdateStroke (e As BANanoEvent)beginStroke (e As BANanoEvent)endStroke (e As BANanoEvent)

## Methods (set... is a *setter* & get is a *getter*)

Method Name	Method Signature
Class_Globals	Class_Globals

Method Name	Method Signature
Initialize	Initialize (CallBack As Object, Name As String, EventName As String)
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide
Defaults	Defaults
getID	getID As String
getHere	getHere As String
setBackgroundColor	setBackgroundColor(v As String)
setDotSize	setDotSize(v As Double)
setHeight	setHeight(v As String)
setImageType	setImageType(v As String)
setMaxWidth	setMaxWidth(v As Double)
setMinDistance	setMinDistance(v As Int)
setMinWidth	setMinWidth(v As Double)
setPenColor	setPenColor(v As String)
setThrottle	setThrottle(v As Int)
setVelocityFilterWeight	setVelocityFilterWeight(v As Double)
setWidth	setWidth(v As String)
Refresh	Refresh
clear	clear
download	download
fromData	fromData(data As Object)
fromDataURL	fromDataURL(dataURL As String)
draw	draw
erase	erase
toData	toData As Object
undo	undo
toDataURL	toDataURL As String
isEmpty	isEmpty As Boolean
off	off
on	on
DesignerCreateView	DesignerCreateView (Target As BANanoElement, Props As Map)
AssignElement	AssignElement(Module As Object, ID As String)
shadow	shadow(s As String)
RoundedBox	RoundedBox
AddToParent	AddToParent(targetID As String, props As Map)

## Stats

### SDUISTATS

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Alignment	String	none	horizontal none vertical	Alignment
Vertical On Small Only	Boolean	False		Vertical On Small Only

Property	Type	Default Value	Options	Description
Shadow	Boolean	True		Shadow
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Text Color	String			Text Color
Text Color Intensity	String			Text Color Intensity
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

--

**Methods (set... is a setter & get is a getter)**

Method Name	Method Signature
AddStats	AddStats(mCallback As Object, ParentID As String, ID As String)
AddInfoCard	AddInfoCard(mCallback As Object, ParentID As String, ID As String, Icon As String, IconColor As String, Value As String, Description As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
Clear	Clear
AddItem	AddItem(itemID As String, sItemTitle As String, sItemValue As String, sItemDesc As String)
SetItemTitle	SetItemTitle(itemID As String, s As String)
SetItemValue	SetItemValue(itemID As String, s As String)
SetItemDescription	SetItemDescription(itemID As String, s As String)
AddItem1	AddItem1(itemID As String, sItemTitle As String, sItemValue As String, sItemDesc As String)
AddItemActionButton	AddItemActionButton(itemID As String, actionKey As String, actionCaption As String)
AddItemActionButtonIcon	AddItemActionButtonIcon(itemID As String, btnID As String, sIcon As String)
ItemAction	ItemAction(itemID As String, actionKey As String) As SDUIButton
ItemAvatar	ItemAvatar(itemID As String) As SDUIAvatar
ItemIcon	ItemIcon(itemID As String) As SDUIIcon
Item	Item(itemID As String) As SDUIDiv
ItemFigure	ItemFigure(itemID As String) As SDUIDiv
ItemTitle	ItemTitle(itemID As String) As SDUIDiv

Method Name	Method Signature
ItemValue	ItemValue(itemID As String) As SDUIDiv
ItemDesc	ItemDesc(itemID As String) As SDUIDiv
ItemActions	ItemActions(itemID As String) As SDUIDiv
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
Horizontal	Horizontal
Vertical	Vertical
HorizontalResponsive	HorizontalResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
VerticalResponsive	VerticalResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
VerticalOnSmallOnly	VerticalOnSmallOnly
BGColorIntensity	BGColorIntensity(c As String, s As String)
shadow	shadow(s As String)
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)

## Steps

### SDUISTEPS

#### Properties

Property	Type	Default Value	Options	Description
ReadMe Children	String	[name]_1_content		The id of each panel
ParentID	String			The ParentID of this div
Step Type	String	horizontal	horizontal vertical	Step Type
Color	String	primary	accent error info none primary secondary success warning	Variant
Raw Items	String	Item 1;Item 2;Item 3		Items ;)
Full Width	Boolean	True		WFull
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json

Property	Type	Default Value	Options	Description
				String- use =

**Events**

Change (pos As Int)

**Methods (set... is a *setter* & get is a *getter*)**

Method Name	Method Signature
AddSteps	AddSteps(mCallback As Object, ParentID As String, ID As String, Color As String)
WFull	WFull
AssignElement	AssignElement(mCallBack As Object, ID As String)
Size	Size As Int
SetItems	SetItems(l As List)
Clear	Clear
AddItems	AddItems(ItemsToAdd As List)
SetActive	SetActive(pos As Int)
Item	Item(pos As Int) As SDUIStep
SetItemContent	SetItemContent(pos As Int, value As String)
SetItemCaption	SetItemCaption(pos As Int, value As String)
Panel	Panel(pos As Int) As SUIDIV
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
Vertical	Vertical
Horizontal	Horizontal
SetItemColor	SetItemColor(pos As Int, value As String)

## Swap

**SDUISWAP****Properties**

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Type	String	text	icon text	Swap Type
Off Value	String	OFF		Off Value
On Value	String	ON		On Value
Size	String	2xl		Size
Effect	String	rotate	flip rotate	Effect
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?;		Paddings A-X-Y-T-B-L-R

Property	Type	Default Value	Options	Description
		b=?; l=?; r=?		
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

On\_Click (e As BANanoEvent)  
Off\_Click (e As BANanoEvent)

**Methods (set... is a *setter* & get is a *getter*)**

Method Name	Method Signature
AddSwap	AddSwap(mCallback As Object, ParentID As String, ID As String, xOnLabel As String, xOffLabel As String)
setFieldName	setFieldName(s As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
setAutoFocus	setAutoFocus(p As Boolean)
Enable	Enable
Disable	Disable
AddSwapIcon	AddSwapIcon(mCallback As Object, ParentID As String, ID As String, xSize As Int, xOnIcon As String, xOffIcon As String)
getOnID	getOnID As String
getOffID	getOffID As String
getName	getName As String
getHere	getHere As String
Active	Active
Rotate	Rotate
Flip	Flip
Show	Show
Hide	Hide
setBGColor	setBGColor(s As String)
bgColorIntensity	bgColorIntensity(color As String, intensity As String)

## Table

**SDUITABLE****Properties**

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Table Type	String	card	card default property	Table Type
Title	String			Title
Pagination	Boolean	True		Pagination
Items Per Page	String	5		Items Per Page
Is Compact	Boolean	False		Is Compact

Property	Type	Default Value	Options	Description
n				
Is Normal	Boolean	False		Is Normal
Is Zebra	Boolean	False		Is Zebra
Badges Outlined	Boolean	False		Badges Outlined
Badges Size	String	md	lg md sm xs	Badges Size
Button Size	String	md	lg md sm xs	Button Size
Component Size	String	sm	lg md sm xs	Button Size
Buttons Outlined	Boolean	False		Buttons Outlined
Hover	Boolean	False		Hover
Select All	Boolean	False		Select All
Has Search	Boolean	False		Has Search
Has Addnew	Boolean	True		Has Addnew
Has Refresh	Boolean	True		Has Refresh
Has Delete All	Boolean	False		Has Delete All
Has Back	Boolean	True		Has Back
Has Edit	Boolean	False		Has Edit
Has Clone	Boolean	False		Has Clone
Has Delete	Boolean	False		Has Delete
Has Upload	Boolean	False		Has Upload
Has Download	Boolean	False		Has Download
Has Menu	Boolean	False		Has Menu
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json

Property	Type	Default Value	Options	Description
				String- use =

**Events**

Event Signature
CustomColumn (item As Map)
SelectAll (Checked As Boolean)
Edit (item As Map)
Clone (item As Map)
Menu (item As Map)
Download (item As Map)
Upload (item As Map)
Delete (item As Map)
Change (Value As Object, Column As String, item As Map)
Add (e As BANanoEvent)
Refresh (e As BANanoEvent)
Back (e As BANanoEvent)
DeleteAll (e As BANanoEvent)
PrevPage (e As BANanoEvent)
NextPage (e As BANanoEvent)
ChangeProperties (item As Map)

**Methods** (*set...* is a *setter* & *get* is a *getter*)

Method Name	Method Signature
DesignerCreateView	DesignerCreateView (Target As BANanoElement, Props As Map)
AddDesignerColums	AddDesignerColums
Initialize	Initialize (CallBack As Object, cName As String, EventName As String)
AddTable	AddTable(mCallback As Object, ParentID As String, ID As String)
AddTableCard	AddTableCard(mCallback As Object, ParentID As String, ID As String)
AddPropertyTable	AddPropertyTable(mCallback As Object, ParentID As String, ID As String)
AddPropertyActionButton	AddPropertyActionButton(btnID As String, btnCaption As String, btnColor As String) As SDUIButton
AddPropertyActionButtonIcon	AddPropertyActionButtonIcon(btnID As String, slcon As String, btnColor As String) As SDUIButton
AddToolbarActionButton	AddToolbarActionButton(btnID As String, btnCaption As String, btnColor As String) As SDUIButton
AddToolbarActionButtonIcon	AddToolbarActionButtonIcon(btnID As String, slcon As String, btnColor As String) As SDUIButton
setHasAddNew	setHasAddNew(b As Boolean)
setHasDeleteAll	setHasDeleteAll(b As Boolean)
setHasBack	setHasBack(b As Boolean)
setHasRefresh	setHasRefresh(b As Boolean)
setRefreshLoading	setRefreshLoading(b As Boolean)
setRefreshDisabled	setRefreshDisabled(b As Boolean)
setPrevPageDisabled	setPrevPageDisabled(b As Boolean)
setNextPageDisabled	setNextPageDisabled(b As Boolean)
ToolbarButtonDisabled	ToolbarButtonDisabled(btn As String, b As Boolean)
ToolbarButtonLoading	ToolbarButtonLoading(btn As String, b As Boolean)
setAddDisabled	setAddDisabled(b As Boolean)

<b>Method Name</b>	<b>Method Signature</b>
setAddLoading	setAddLoading(b As Boolean)
setDeleteAllLoading	setDeleteAllLoading(b As Boolean)
setDeleteAllDisabled	setDeleteAllDisabled(b As Boolean)
setToolbarActions	setToolbarActions(b As Boolean)
ClearToolbarActions	ClearToolbarActions
setItemsPerPage	setItemsPerPage(i As Int)
setTitle	setTitle(t As String)
setSearch	setSearch(b As Boolean)
setPagination	setPagination(b As Boolean)
AssignElement	AssignElement(mCallBack As Object, ID As String)
ClearHeadings	ClearHeadings
ClearRows	ClearRows
ClearPropertyBag	ClearPropertyBag
AddColumnSelecAll	AddColumnSelecAll
RightAlignColumns	RightAlignColumns(colNames As List)
CenterAlignColumns	CenterAlignColumns(colNames As List)
AddColumn	AddColumn(name As String, title As String)
AddColumnAction	AddColumnAction(name As String, title As String, icon As String, color As String)
SetColumnMinMaxWidth	SetColumnMinMaxWidth(colName As String, minwidth As String, maxwidth As String)
SetColumnWrapText	SetColumnWrapText(cols As List)
AddColumnClass	AddColumnClass(colName As String, classes As List)
AddColumnLink	AddColumnLink(name As String, title As String, subtitle As String, color As String)
AddColumnClickLink	AddColumnClickLink(name As String, title As String, subtitle As String, color As String)
AddColumnEmail	AddColumnEmail(name As String, title As String, subtitle As String, color As String)
AddColumnIcon	AddColumnIcon(name As String, title As String, size As String, color As String)
AddColumnButton	AddColumnButton(name As String, title As String, color As String)
AddColumnBadge	AddColumnBadge(name As String, title As String, color As String)
AddColumnRating	AddColumnRating(name As String, title As String, size As Int, color As String)
AddColumnRadialProgress	AddColumnRadialProgress(name As String, title As String, size As String, color As String, suffix As String)
AddColumnProgress	AddColumnProgress(name As String, title As String, width As Int, maxvalue As Int, color As String)
AddColumnRange	AddColumnRange(name As String, title As String, maxvalue As Int, color As String)
AddColumnCheckBox	AddColumnCheckBox(name As String, title As String, color As String, readOnly As Boolean)
AddColumnToggle	AddColumnToggle(name As String, title As String, color As String, readOnly As Boolean)
AddColumnEdit	AddColumnEdit(color As String)
AddColumnClone	AddColumnClone(color As String)
AddColumnMenu	AddColumnMenu(color As String)
AddColumnDownload	AddColumnDownload(color As String)
AddColumnUpload	AddColumnUpload(color As String)

<b>Method Name</b>	<b>Method Signature</b>
AddColumnDelete	AddColumnDelete(color As String)
AddColumnColor	AddColumnColor(name As String, title As String, subtitle As String)
AddColumnAvatar	AddColumnAvatar(name As String, title As String, size As String, mask As String)
AddColumnImage	AddColumnImage(name As String, title As String, width As Int, height As Int, mask As String)
AddColumnAvatarTitle	AddColumnAvatarTitle(name As String, title As String, size As String, subtitle As String, mask As String)
AddColumnAvatarTitleSubTitle	AddColumnAvatarTitleSubTitle(name As String, title As String, size As String, subtitle As String, subtitle1 As String, mask As String)
AddColumnTitleSubTitle	AddColumnTitleSubTitle(name As String, title As String, subtitle As String)
SetItemsPaginate	SetItemsPaginate(xItems As List)
ShowPreviousPage	ShowPreviousPage
ShowNextPage	ShowNextPage
getCurrentPage	getCurrentPage As Int
ShowPage	ShowPage(pgNumber As Int)
SetItems	SetItems(xitems As List)
AddRow	AddRow(rowdata As Map)
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
getName	getName As String
Show	Show
Hide	Hide
Enable	Enable
Disable	Disable
Zebra	Zebra As SDUITable
Normal	Normal As SDUITable
Compact	Compact As SDUITable
setHover	setHover(b As Boolean)
DeleteRow	DeleteRow(rowPos As Int)
NormalResponsive	NormalResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
CompactResponsive	CompactResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SaveLastAccessedPage	SaveLastAccessedPage
ShowLastAccessedPage	ShowLastAccessedPage
AddPropertyTextBox	AddPropertyTextBox(Key As String, Title As String, DefaultValue As String, Description As String, Required As Boolean, TooltipPos As String)
AddPropertyTextArea	AddPropertyTextArea(Key As String, Title As String, DefaultValue As String, Description As String, Required As Boolean, TooltipPos As String)
AddPropertySelect	AddPropertySelect(Key As String, Title As String, DefaultValue As String, Description As String, Required As Boolean, TooltipPos As String, Options As Map)
AddPropertyFileInput	AddPropertyFileInput(Key As String, Title As String, Description As String, TooltipPos As String)
AddPropertyAvatar	AddPropertyAvatar(Key As String, Title As String, Description As String, Size As String, Shape As String, Url As String)

Method Name	Method Signature
AddPropertyProgress	AddPropertyProgress(Key As String, Title As String, DefaultValue As String, Color As String, StartValue As String, StepValue As String, MaxValue As String, Description As String, TooltipPos As String)
AddPropertyRange	AddPropertyRange(Key As String, Title As String, DefaultValue As String, Color As String, StartValue As String, StepValue As String, MaxValue As String, Description As String, TooltipPos As String)
AddPropertyCheckBox	AddPropertyCheckBox(Key As String, Title As String, DefaultValue As Boolean, Color As String, Description As String)
AddPropertyToggle	AddPropertyToggle(Key As String, Title As String, DefaultValue As Boolean, Color As String, Description As String)
AddPropertyRadialProgress	AddPropertyRadialProgress(Key As String, Title As String, DefaultValue As Boolean, Color As String, Description As String)
AddPropertyRating	AddPropertyRating(Key As String, Title As String, DefaultValue As String, Color As String, Description As String)
AddPropertyRadioGroup	AddPropertyRadioGroup(Key As String, Title As String, DefaultValue As String, Color As String, Description As String, TooltipPos As String, Options As Map)
GetData	GetData As Map
SetData	SetData(dataJSON As Map)

## Tabs

### SDUITABS

#### Properties

Property	Type	Default Value	Options	Description
ReadMe Children	String	[name]_1_content		The id of each panel
ParentID	String			The ParentID of this div
Size	String	md	lg md none sm xs	Size
Type	String	default	default bordered lifted boxed	Tab Type
Items	String	Item 1;Item 2;Item 3		Items (;
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

#### Events

Change (pos As Int)
---------------------

**Methods (*set...* is a *setter* & *get* is a *getter*)**

<b>Method Name</b>	<b>Method Signature</b>
AddTabs	AddTabs(mCallback As Object, ParentID As String, ID As String, TabSize As String, TabType As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
Size	Size As Int
SetElement	SetElement(e As BANanoElement)
SetItems	SetItems(l As List)
Item	Item(pos As Int) As SDUITab
Panel	Panel(pos As Int) As SDUIDiv
ItemBadge	ItemBadge(pos As Int) As SDUIBadge
SetItemBadgeValue	SetItemBadgeValue(pos As Int, value As String)
SetItemBadgeColor	SetItemBadgeColor(pos As Int, value As String)
SetItemBadgeOutline	SetItemBadgeOutline(pos As Int, bb As Boolean)
Clear	Clear
AddItems	AddItems(ItemsToAdd As List)
SetActive	SetActive(pos As Int)
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
getName	getName As String
Enable	Enable
Disable	Disable
Show	Show
Hide	Hide

## TextArea

**SDUITEXTAREA****Properties**

<b>Property</b>	<b>Type</b>	<b>Default Value</b>	<b>Options</b>	<b>Description</b>
ParentID	String			The ParentID of this div
Input Type	String	default	default input-group	
Caption	String	TextArea1		Caption
Color	String		accent error ghost ghost info none neutral primary secondary success warning	Variant
Value	String			Value
Place Holder	String			Placeholder
Rows	String	4		Rows
Width	String	full		Width
Prefix	String			Prefix
Prepend Icon	String			Prepend Icon
Suffix	String			Suffix
Append Icon	String			Append Icon
Auto Focus	Boolean	False		Auto Focus
Bordered	Boolean	True		Bordered
Disabled	Boolean	False		If Disabled

Property	Type	Default Value	Options	Description
	n			
Hide Details	Boolean	False		Hide Details
Hint	String			Hint
Input Group Vertical	Boolean	False		Input Group Vertical
Read Only	Boolean	False		Read Only
Required	Boolean	False		Is Required
Rounded Full	Boolean	False		Rounded Full
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

## Events

Focus (event As BANanoEvent)  
Blur (event As BANanoEvent)  
Keydown (event As BANanoEvent)  
KeyUp (event As BANanoEvent)  
TouchEnd (event As BANanoEvent)  
Change (event As BANanoEvent)  
Prepend\_Click (event As BANanoEvent)  
Append\_Click (event As BANanoEvent)

## Methods (set... is a setter & get is a getter)

Method Name	Method Signature
Enable	Enable
Disable	Disable
setAutoFocus	setAutoFocus(p As Boolean)
AddTextArea	AddTextArea(mCallback As Object, ParentID As String, ID As String)
setFieldName	setFieldName(s As String)
AddTextAreaGroup	AddTextAreaGroup(mCallback As Object, ParentID As String, sID As String, xCaption As String, xHint As String) As SDUITextArea
setW	setW(v As String)
setHideDetails	setHideDetails(b As Boolean)
AssignElement	AssignElement(mCallBack As Object, ID As String)
setPrependIcon	setPrependIcon(picon As String)
setAppendIconBGColor	setAppendIconBGColor(c As String)

Method Name	Method Signature
setPrependIconBackgroundColor	setPrependIconBackgroundColor(c As String)
setAppendIcon	setAppendIcon(picon As String)
setPrefix	setPrefix(l As String)
setSuffix	setSuffix(l As String)
setValue	setValue(s As String)
getValue	getValue As String
setCaption	setCaption(l As String)
setHintCaption	setHintCaption(l As String)
On	On(event As String, CallBack As Object, MethodName As String)
getName	getName As String
getHere	getHere As String
setBordered	setBordered(b As Boolean)
setGhost	setGhost(b As Boolean)
setPlaceholder	setPlaceholder(s As String)
getDisabled	getDisabled As Boolean
setInputGroupSize	setInputGroupSize(S As String)
setInputGroupVertical	setInputGroupVertical(b As Boolean)
Show	Show
Hide	Hide
setColor	setColor(s As String)
setSize	setSize(s As String)
setRequired	setRequired(b As Boolean)
setReadOnly	setReadOnly(b As Boolean)
setRows	setRows(i As Int)
setCols	setCols(i As Int)
setError Message	setError Message(p As String)
HintColorIntensity	HintColorIntensity(hcolor As String, intensity As String)
IsBlank	IsBlank As Boolean
roundedFull	roundedFull As SDUITextArea
wFull	wFull As SDUITextArea
Count	Count As Int

## TextBox

### SDUITEXTBOX

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Input Type	String	default	date-picker date-time-picker default input-group roll-date roll-date-time roll-time password telephone number time-picker dialer	
Size	String	none	lg md sm xs none	Size
Width	String	full		Width
Color	String		accent error ghost	Color

Property	Type	Default Value	Options	Description
			ghost info none neutral primary secondary success warning	
Caption	String	TextBox1		Caption
Place Holder	String			Placeholder
Value	String			Value
Show Eyes	Boolean	False		Show Password Eyes
RollDate Start	String	2000		Start Year for roll date/time
RollDate End	String	3000		End Year for roll date/time
RollDate Step	String	1		Date Step value fo roll date/timee
Prefix	String			Prefix
Prepend Icon	String			Prepend Icon
Suffix	String			Suffix
Append Icon	String			Append Icon
Max Value	Int	0		Maximum Value
Min Value	Int	0		Minimum Value
Step Value	Int	0		Step Value
Auto Complete	Boolean	False		Auto Complete
Auto Focus	Boolean	False		Auto Focus
Bordered	Boolean	True		Bordered
Date Time Format	String	yyyy-mm-dd hh-mm		Date Time Picker Format
DP Alt Format	String			Date Picker Alt-format
DP Alt Input	Boolean	False		Alt Input
DP Mode	String	none	multiple none range	Date Picker Mode
DP No Calendar	Boolean	False		No Calendar
DP Week Numbers	Boolean	False		Show Week Numbers
Disabled	Boolean	False		If Disabled
Error Message	String			Error Message
Hide Details	Boolean	False		Hide Details
Hint	String			Hint
Input Group Vertical	Boolean	False		Input Group Vertical
Read Only	Boolean	False		Read Only
Required	Boolean	False		Is Required

Property	Type	Default Value	Options	Description
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

## Events

Event Signature
Focus (event As BANanoEvent)
Blur (event As BANanoEvent)
Keydown (event As BANanoEvent)
KeyUp (event As BANanoEvent)
TouchEnd (event As BANanoEvent)
Change (event As BANanoEvent)
Prepend_Click (event As BANanoEvent)
Append_Click (event As BANanoEvent)
Click (event As BANanoEvent)
ConfirmDate (dateChosen As Object)
CancelDate (event As BANanoEvent)
Uploading (b as Boolean)
Minus (event As BANanoEvent)
Plus (event As BANanoEvent)
Toggle (Status As Boolean)

## Methods (set... is a *setter* & get is a *getter*)

Method Name	Method Signature
Enable	Enable
Disable	Disable
AddTextBox	AddTextBox(mCallback As Object, ParentID As String, ID As String) As SDUITextBox
setFieldName	setFieldName(s As String)
AddTextBoxGroup	AddTextBoxGroup(mCallback As Object, ParentID As String, sID As String, xCaption As String, xHint As String, xPrefix As String, xSuffix As String) As SDUITextBox
setW	setW(v As String)
setHideDetails	setHideDetails(b As Boolean)
AddRollDateTime	AddRollDateTime(mCallback As Object, ParentID As String, sID As String, xCaption As String, xHint As String, xPrefix As String, xSuffix As String, options As RollDateOptions) As SDUITextBox
AddFlatPickDateTime	AddFlatPickDateTime(mCallback As Object, ParentID As String, sID As String, xCaption As String, xHint As String, xPrefix As String, xSuffix As String, bIncludeTime As Boolean) As SDUITextBox

Method Name	Method Signature
AddDatePicker	AddDatePicker(mCallback As Object, ParentID As String, sID As String, xCaption As String, xHint As String, xPrefix As String, xSuffix As String, bIncludeTime As Boolean, sDateFormat As String, nMode As String, bAltInput As Boolean, sAltInput As String, bNoCalendar As Boolean, bWeekNumbers As Boolean) As SDUITextBox
ShowRollDateTime	ShowRollDateTime
HideRollDateTime	HideRollDateTime
AssignElement	AssignElement(mCallBack As Object, ID As String)
setPassword	setPassword(b As Boolean)
setShowEyes	setShowEyes(b As Boolean)
toggleEyes	toggleEyes
setPrependIcon	setPrependIcon(picon As String)
setAppendIcon	setAppendIcon(picon As String)
setAppendIconBGColor	setAppendIconBGColor(c As String)
setPrependIconBGColor	setPrependIconBGColor(c As String)
setValue	setValue(s As String)
getValue	getValue As String
setCaption	setCaption(l As String)
setHintCaption	setHintCaption(l As String)
setPrefix	setPrefix(l As String)
setSuffix	setSuffix(l As String)
On	On(event As String, CallBack As Object, MethodName As String)
getName	getName As String
getHere	getHere As String
setBordered	setBordered(b As Boolean)
setGhost	setGhost(b As Boolean)
setPlaceholder	setPlaceholder(s As String)
getDisabled	getDisabled As Boolean
setRequired	setRequired(b As Boolean)
setReadOnly	setReadOnly(b As Boolean)
setTypeOf	setTypeOf(s As String)
setInputGroupSize	setInputGroupSize(S As String)
setInputGroupVertical	setInputGroupVertical(b As Boolean)
Show	Show
Hide	Hide
setColor	setColor(s As String)
setSize	setSize(s As String)
setMinValue	setMinValue(i As String)
setMaxValue	setMaxValue(i As String)
setStepValue	setStepValue(i As Int)
setPattern	setPattern(p As String)
setAutoFocus	setAutoFocus(p As Boolean)
setAutoComplete	setAutoComplete(p As Boolean)
setError Message	setError Message(p As String)
HintColorIntensity	HintColorIntensity(hcolor As String, intensity As String)
IsMatch	IsMatch(otherValue As String, tErrorMessage As String) As Boolean
IsMinLength	IsMinLength(minLen As Int, tErrorMessage As String) As Boolean
IsBlank	IsBlank As Boolean
Large	Large
Small	Small

Method Name	Method Signature
Medium	Medium
Tiny	Tiny
SizeLG	SizeLG
SizeSM	SizeSM
SizeMD	SizeMD
SizeXS	SizeXS
SizeLGRollResponsive	SizeLGRollResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeMDRollResponsive	SizeMDRollResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeSMRollResponsive	SizeSMRollResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeXSRollResponsive	SizeXSRollResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
roundedFull	roundedFull As SDUITextBox
wFull	wFull As SDUITextBox
Count	Count As Int
DesignerCreateView	DesignerCreateView (Target As BANanoElement, Props As Map)
BorderColorIntensity	BorderColorIntensity(c As String, i As String)
Initialize	Initialize (CallBack As Object, cName As String, EventName As String)
shadow	shadow(s As String)
RoundedBox	RoundedBox
TextColorIntensity	TextColorIntensity(hcolor As String, intensity As String)
BGColorIntensity	BGColorIntensity(c As String, s As String)
InitRollDateTime	InitRollDateTime As RollDateOptions
AddToParent	AddToParent(targetID As String, props As Map)
w	w(sw As String) As SDUITextBox

## Toast

### SDUITOAST

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Input Type	String	default	default empty	Toast Type
Color	String	success	error info none success warning	Variant
Title	String	New Message Arrived		Title
Toast Description	String			Toast Description
TimeOut	String			Time Out for 1 second use 1000
At Center	Boolean	False		At Center
At End	Boolean	False		At End
At Middle	Boolean	False		At Middle
At Start	Boolean	False		At Start

Property	Type	Default Value	Options	Description
At Top	Boolean	False		At Top
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Event Signature
Click (e As BANanoEvent)

**Methods (*set...* is a *setter* & *get* is a *getter*)**

Method Name	Method Signature
setTimeOut	setTimeOut(ti As String)
AddToast	AddToast(mCallback As Object, ParentID As String, ID As String, Label As String)
AddToastEmpty	AddToastEmpty(mCallback As Object, ParentID As String, ID As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
Enable	Enable
Disable	Disable
On	On(event As String, CallBack As Object, MethodName As String)
getHere	getHere As String
setCaption	setCaption(l As String)
getName	getName As String
MiddleRight	MiddleRight
BottomRight	BottomRight
TopRight	TopRight
TopLeft	TopLeft
MiddleLeft	MiddleLeft
BottomLeft	BottomLeft
TopCenter	TopCenter
MiddleCenter	MiddleCenter
BottomCenter	BottomCenter
AtStart	AtStart As SDUIToast
AtCenter	AtCenter As SDUIToast
AtEnd	AtEnd As SDUIToast
AtTop	AtTop As SDUIToast
AtMiddle	AtMiddle As SDUIToast
AtBottom	AtBottom As SDUIToast
Show	Show As SDUIToast
Hide	Hide As SDUIToast
StartResponsive	StartResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
CenterResponsive	CenterResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)

Method Name	Method Signature
EndResponsive	EndResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
TopResponsive	TopResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
MiddleResponsive	MiddleResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
BottomResponsive	BottomResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
CellID	CellID(xRow As Int, xCol As Int) As String
Row	Row(xRow As Int) As SDUIDiv
Cell	Cell(xRow As Int, xCol As Int) As SDUIDiv

## Toggle

### SDUITOGGLE

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Input Type	String	default	default input-group	Input Type
Position	String	left	left right	Toggle Position
Caption	String	Toggle 1		Caption
Color	String	primary	accent error ghost ghost info none neutral primary secondary success warning	Variant
Size	String	none	lg md sm xs none	Size
Width	String	full		Width
Checked	Boolean	False		If Checked
Indeterminate	Boolean	False		Indeterminate
Auto Focus	Boolean	False		Auto Focus
Bg Color	String			Background Color
Bg Color Intensity	String			Background Color Intensity
Checked Bg Color	String			Checked Background Color
Checked Bg Color Intensity	String			Checked Background Color Intensity
Read Only	Boolean	False		Read Only
Required	Boolean	False		Is Required
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the

Property	Type	Default Value	Options	Description
				HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

**Events**

Change (checked As Boolean)

**Methods (set... is a *setter* & get is a *getter*)**

Method Name	Method Signature
AddToggle	AddToggle(mCallback As Object, ParentID As String, ID As String)
setFieldName	setFieldName(s As String)
AssignElement	AssignElement(mCallBack As Object, ID As String)
setW	setW(v As String)
Toggle	Toggle
setAutoFocus	setAutoFocus(p As Boolean)
Enable	Enable
Disable	Disable
AddToggleLabel	AddToggleLabel(mCallback As Object, ParentID As String, ID As String, Label As String, TogglePosition As String)
On	On(event As String, CallBack As Object, MethodName As String)
getName	getName As String
getHere	getHere As String
setCaption	setCaption(l As String)
getDisabled	getDisabled As Boolean
setChecked	setChecked(b As Boolean)
getChecked	getChecked As Boolean
setIndeterminate	setIndeterminate(b As Boolean)
getIndeterminate	getIndeterminate As Boolean
Show	Show
Hide	Hide
setColor	setColor(s As String)
setSize	setSize(s As String)
setRequired	setRequired(b As Boolean)
setReadOnly	setReadOnly(b As Boolean)
SizeLG	SizeLG
SizeSM	SizeSM
SizeMD	SizeMD
SizeXS	SizeXS
bgColorIntensity	bgColorIntensity(color As String, intensity As String) As SDUIToggle
checkedBgColorIntensity	checkedBgColorIntensity(color As String, intensity As String) As SDUIToggle
SizeLGRollable	SizeLGRollable(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeMDRollable	SizeMDRollable(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)
SizeSMRollable	SizeSMRollable(xs As Boolean, sm As Boolean, md As Boolean,

Method Name	Method Signature
	lg As Boolean)
SizeXSResponsive	SizeXSResponsive(xs As Boolean, sm As Boolean, md As Boolean, lg As Boolean)

## Tooltip

### SDUITOOLTIP

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The ParentID of this div
Caption	String	ToolTip		Caption
Color	String	primary	accent error ghost info none neutral primary secondary success warning	Variant
Open	Boolean	False		Is Open
Position	String	none	bottom left none right top	Tooltip Position
Visible	Boolean	True		If visible.
Margins	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

#### Events

Click (e As BANanoEvent)
--------------------------

#### Methods (set... is a setter & get is a getter)

Method Name	Method Signature
AddTooltip	AddTooltip(mCallback As Object, ParentID As String, ID As String, sTooltip As String)
Button	Button As SDUIButton
AssignElement	AssignElement(mCallBack As Object, ID As String)
getHere	getHere As String
setCaption	setCaption(l As String)
getName	getName As String
setOpen	setOpen(b As Boolean)
Show	Show
Hide	Hide
Enable	Enable

Method Name	Method Signature
Disable	Disable
AtBottom	AtBottom
AtLeft	AtLeft
AtRight	AtRight
AtTop	AtTop
setColor	setColor(s As String)

## Webcam

### SDUIWEBCAM

#### Properties

Property	Type	Default Value	Options	Description
ParentID	String			The id of the element to place this into
Hidden	Boolean	False		Hidden
Width	String	490px		Width
Height	String	390px		Height
ImageFormat	String	jpeg	jpeg png	Image Format
JPEG Quality	String	90		JPEG Quality
Margins AXYTBLR	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Margins A-X-Y-T-B-L-R
Paddings AXYTBLR	String	a=?; x=?; y=?; t=?; b=?; l=?; r=?		Paddings A-X-Y-T-B-L-R
Classes	String			Classes added to the HTML tag.
Styles	String			Styles added to the HTML tag. Must be a json String- use =
Attributes	String			Attributes added to the HTML tag. Must be a json String- use =

#### Events

SnapSuccess (data_URI As String)
----------------------------------

#### Methods (set... is a setter & get is a getter)

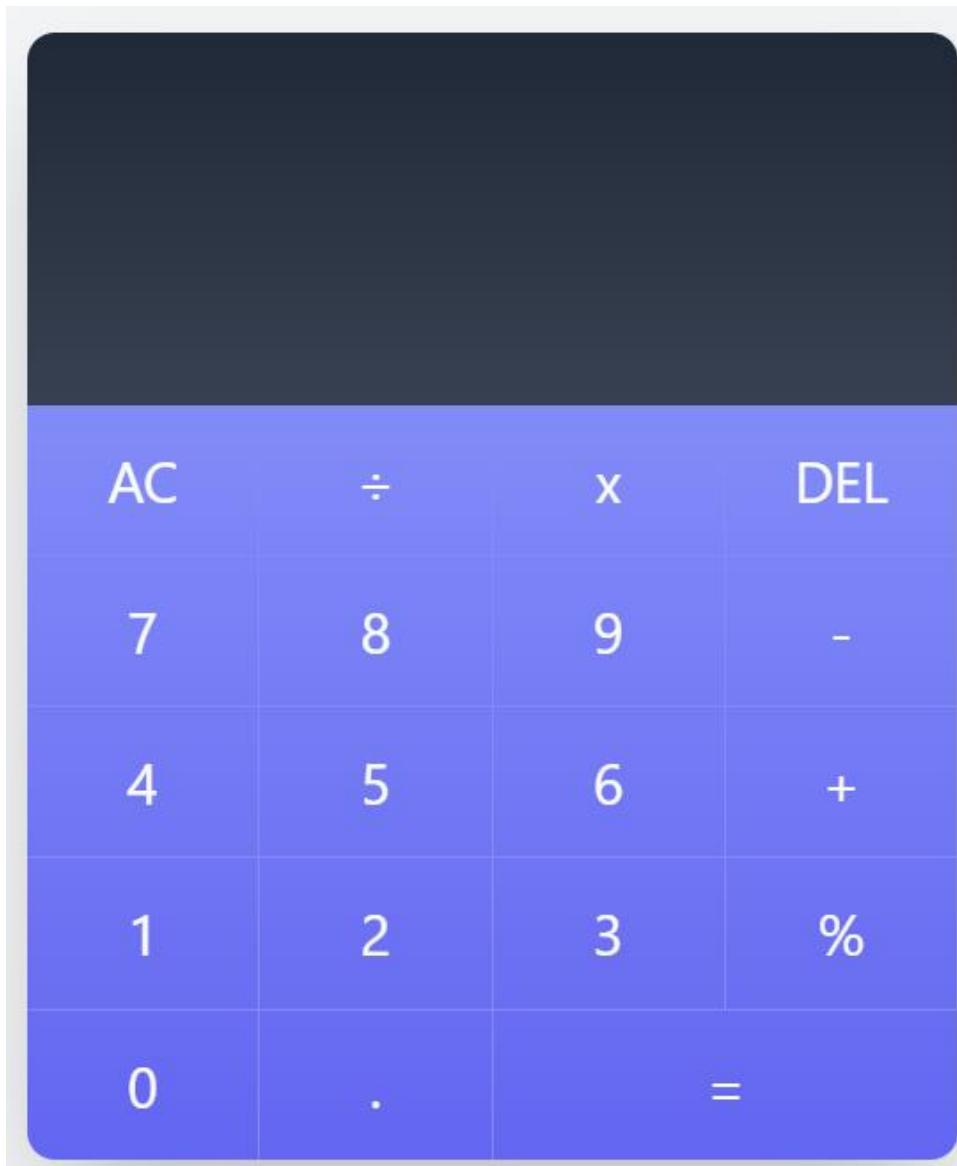
Method Name	Method Signature
getID	getID As String
getHere	getHere As String
AddWebCam	AddWebCam(CallBack As Object, ParentID As String, id As String) As SDUIWebcam
StartWebCam	StartWebCam
StopWebCam	StopWebCam
Freeze	Freeze
UnFreeze	UnFreeze
TakePicture	TakePicture
setW	setW(varWidth As String)
getW	getW As String
setH	setH(varHeight As String)

Method Name	Method Signature
getH	getH As String
setImageFormat	setImageFormat(varImageFormat As String)
getImageFormat	getImageFormat As String
setJPEQQuality	setJPEQQuality(varJPEQQuality As String)
getJPEQQuality	getJPEQQuality As String

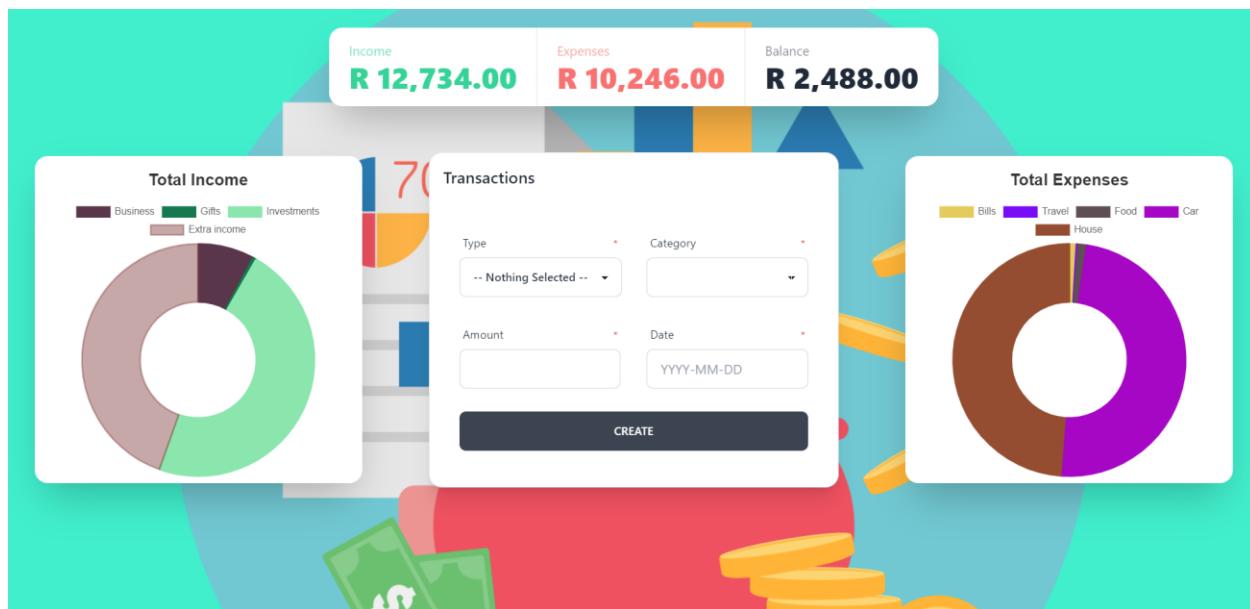
## Demos with Source Code

---

### Calculator



## Expense Tracker (PocketBase)



## fetch REST API (English to Minion Tanslato)

In this example we are converting English Minion via REST API. The API provider is '<https://funtranslations.com/>'



In this example, we execute a POST call to an end point using (BANano)fetch. We have defined a class called SDUIFetch which makes it easy for us to make **fetch** calls.

```

71 Private Sub txtMessage_Append_Click (event As BANanoEvent)
72     If txtMessage.isBlank Then Return
73     txtConvert.Value = ""
74     txtMessage.AppendButton.Loading = True
75     'execute the fetch
76     Dim j As SDUIFetch
77     'initialize the fetch with the base url
78     j.Initialize("https://api.funtranslations.com/translate/minion.json")
79     'add a parameters
80     j.AddParameter("text", txtMessage.value)
81     'set content type
82     j.SetContentTypeApplication_X_WWW_Form_URLEncoded
83     'compulsory
84     j.AddHeader("X-Funtranslations-Api-Secret", "")
85     'execute the post
86     banano.Await(J.PostWait)
87     txtMessage.AppendButton.Loading = False
88     If j.Success Then
89         Dim response As Map = j.response
90         If response.ContainsKey("contents") Then
91             Dim minionTaal As String = SDUIShared.GetRecursive(response, "contents.translated")
92             txtConvert.Value = minionTaal
93         End If
94     Else
95         txtConvert.Value = j.ErrorMessage
96     End If
97 End Sub

```

## LZString Compression

Text To Compress

```
dolor magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.
```

Length: 8940

Compressed String

```
8940字节的文本压缩为1432字节，压缩比为6.2:1。压缩后的字符串包含大量的二进制字符和控制码。
```

Length: 1432

## WebScraping

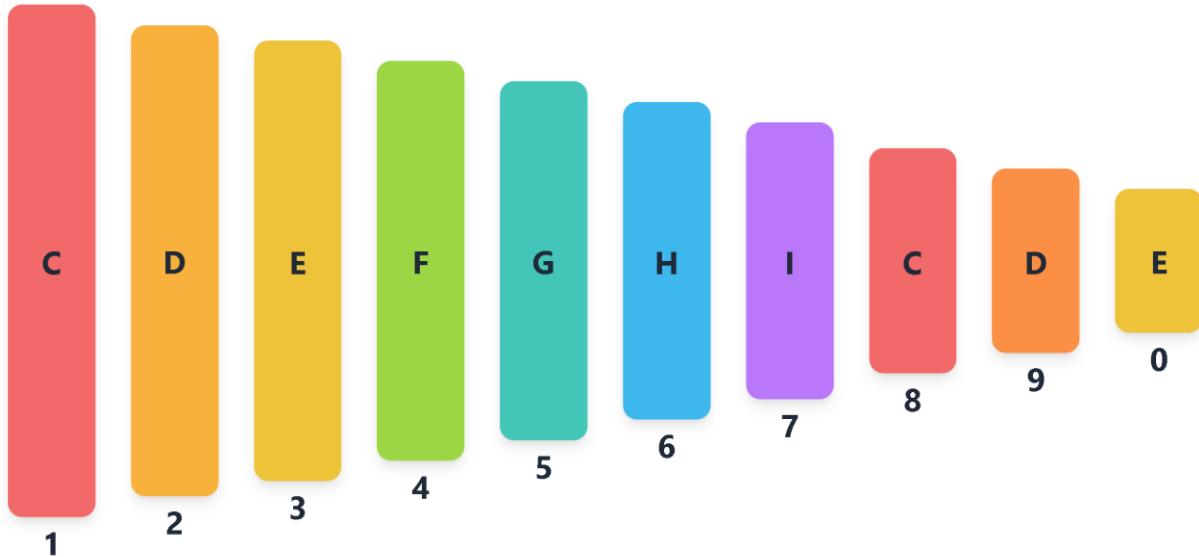
A webscraper is available on the navbar



Output displayed on **console** log.

## Xylophone

This is published on Netlify. <https://sithasodaisxylophone.netlify.app/>



## User Onboarding

This is also part of the project templates. Also a demo is available on Netlify, <https://sithasouseronboarding.netlify.app/>

