

Basic Glacier Controls

Legend





	#0091e5	color		0.6	opacity		device independent units equal to pixels for the N9/50
	#ffffff	text color		0.3	text opacity		
	24pt/17u	text size in pt and units		button.png	border image		
	demi-bold (63)	text weight in Qt units					

properties that are not mentioned are inherited from the basic control

Button



|
50u
|

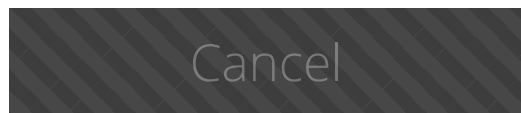
 #0091e5
 #ffffff
 24pt/17u
 demi-bold (63)



For important buttons, such as OK and Save. One such button should exist in any view and it should be denoted in QML as `important: true`. The word `important` will be used in other controls too



 #474747
 light (25)

Other buttons should have this look.




 0.3
 button-disabled.png

Disabled button.




Disabled important button.



 button-pressed.png

Pressed button. While being pushed, the button will glow where the user's thumb is. This can be achieved by putting an image at the right coordinates.



 button-pressed-important.png

Pressed important button. Keep in mind that the glow will be usually covered by one's thumb

