

# Ahoy

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platform **iOS**

swift3 **compatible**

Carthage **compatible**

pod **invalid**

license **MIT**

By [Xmartlabs SRL](#).

## Introduction

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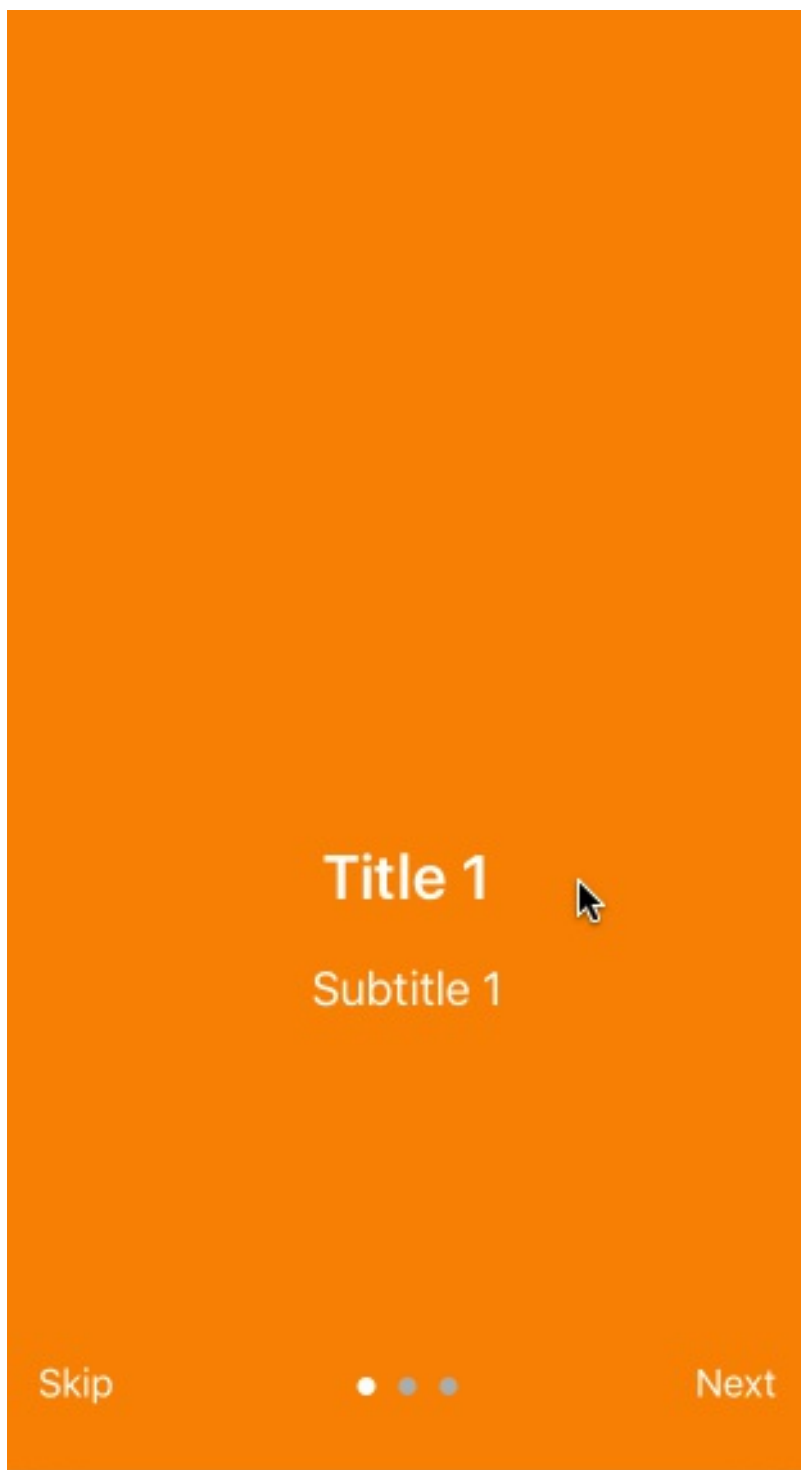
Ahoy is a swift library that helps you build awesome onboarding experiences for your users.



## For movie lovers

View what's in theaters, trending  
movies and much more.





## Usage

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In order to setup your onboarding you need to define 2 components:

- The specific view controller that you are going to use, which should subclass from `OnboardingViewController`. This will handle all the specific logic related to displaying the slides and managing any global control that you want to use (an skip button for example).

- A `Presenter` which should implement the protocol `OnboardingPresenter`. This will handle all the specific functionality of each cell (which text goes where, the type of cells, etc.)

## Basic setup

- Create your own presenter implementation, either implementing `OnboardingPresenter` protocol or subclassing from `BasePresenter`.
- Create your `OnboardingViewController` subclass and set the `presenter` property to an instance of your presenter's class. This must be done **before** calling `super.viewDidLoad()`.

After this you are ready to go! You can add any other ui components that you want via IBOutlets or directly by code.

## Callbacks

In order to manage user interaction, when the onboarding is finished, skipped or when a slide is being displayed. Ahoy provides a few helpers to manage this consistently:

- `onOnboardingSkipped` : Is called by the controller when the user taps on the skip action.
- `onOnBoardingFinished` : Is called by the controller when the user taps on finish.
- `visibilityChanged(for cell: UICollectionViewCell, at index: Int, amount: CGFloat)` : is called each time the visibility of a cell changes, this can be used to implement some cool animations between each cell.

## BasePresenter

By default, Ahoy provides an implementation of `OnboardingPresenter`, `BasePresenter` which handles basic functionality and has some customization parameters:

```
public var cellBackgroundColor: UIColor
public var doneButtonColor: UIColor
public var doneButtonTextcolor: UIColor
public var textColor: UIColor
public var swipeLabelText: String
public var titleFont: UIFont
public var bodyFont: UIFont
public var skipColor: UIColor
public var skipTitle: String
public var model: [OnboardingSlide]
public var onOnBoardingFinished: (() -> ())?
public var onOnboardingSkipped: (() -> ())?
```

## BottomOnobardingController

Ahoy provides another implementation of the `OnboardingViewController` that has global controls at the bottom of the screen. The `BottomOnobardingController` uses `BottomPresenter` as a Presenter.

## Requirements

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- iOS 9.0+
- Xcode 8.0+

## Getting involved

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- If you **want to contribute** please feel free to **submit pull requests**.

- If you **have a feature request** please **open an issue**.
- If you **found a bug** or **need help** please **check older issues**, [FAQ](#) and **threads on [StackOverflow](#)** (Tag 'Ahoy') **before submitting an issue..**

Before contribute check the [CONTRIBUTING](#) file for more info.

If you use **Ahoy** in your app We would love to hear about it! Drop us a line on [twitter](#).

## Examples

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Follow these 3 steps to run Example project: Clone Ahoy repository, open Ahoy workspace and run the *Example* project.

You can also experiment and learn with the *Ahoy Playground* which is contained in *Ahoy.workspace*.

## Installation

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### CocoaPods

[CocoaPods](#) is a dependency manager for Cocoa projects.

To install Ahoy, simply add the following line to your Podfile:

```
pod 'Ahoy', '~> 1.0'
```

### Carthage

[Carthage](#) is a simple, decentralized dependency manager for Cocoa.

To install Ahoy, simply add the following line to your Cartfile:

```
github "xmartlabs/Ahoy" ~> 1.0
```

## Author

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- [Mauricio Cousillas](#)

## Change Log

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This can be found in the [CHANGELOG.md](#) file.