SurrealismUI 0.0.1 License MIT

# SurrealismUI

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SurrealismUI是一个完全使用Slint进行构建的Slint第三方组件库

SurrealismUI is a third-party component library built entirely using Slint

# About Doc Icon

- ⛔ ： do not use

# Themes

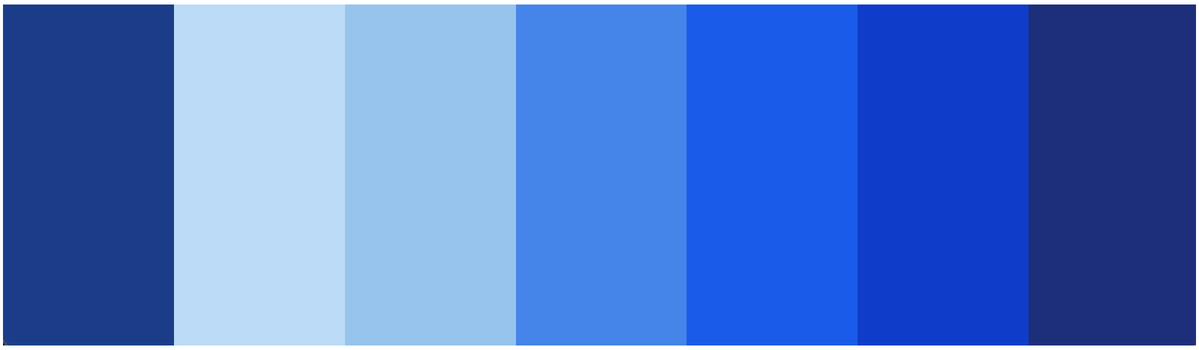
Built in 6 theme colors in SurrealismUI

- primary
- success
- info
- warning
- error
- dark

### themes-color

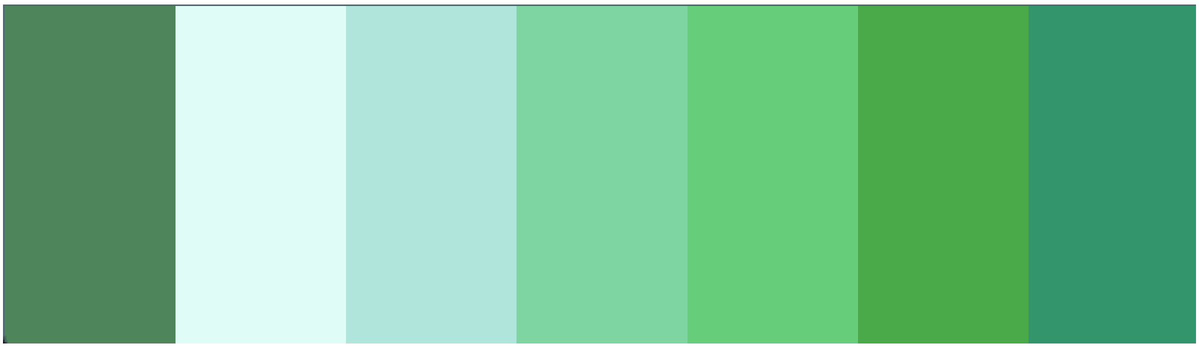
#### primary

1. opacity：#1A5BE988
2. font：#bbdbf6
3. weakest：#96C4ED
4. weaker：#4584E9
5. normal：#1A5BE9
6. deeper：#0F3CC9
7. deepest：#1d2f7a



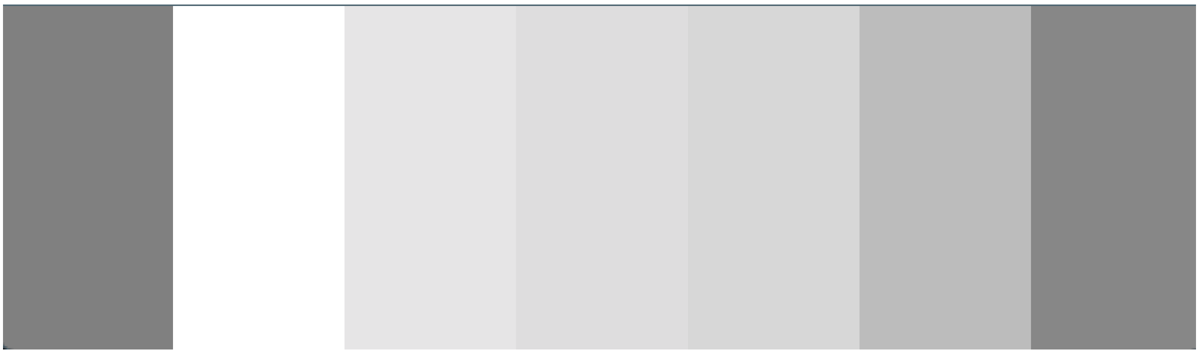
### success

1. opacity：#7de39187
2. font：#e0fcf7
3. weakest：#B0E5DC
4. weaker：#7FD5A2
5. normal：#66CD7A
6. deeper：#4aa949
7. deepest：#33956B



### info

1. opacity：#d7d7d788
2. font：#ffffff
3. weakest：#E6E5E6
4. weaker：#DEDDDE
5. normal：#d7d7d7
6. deeper：#bcbcbc
7. deepest：#878787

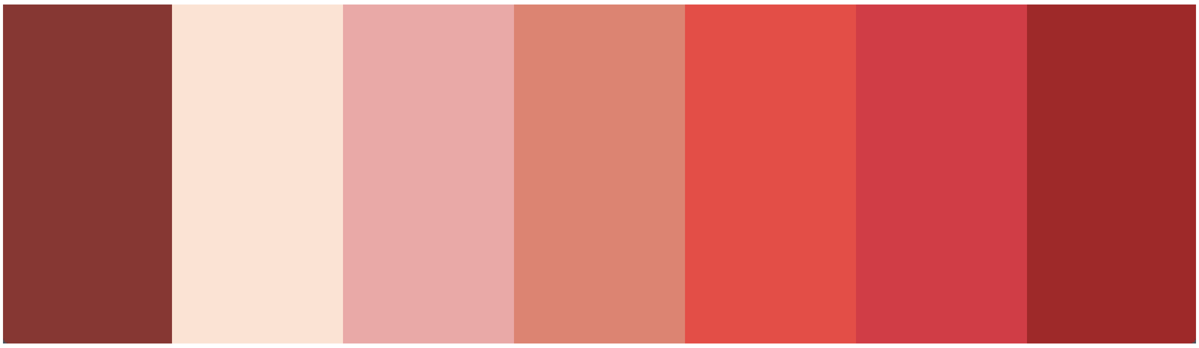


## warning

1. opacity：#f06b4288
2. font：#fdd1c3
3. weakest：#e48d73
4. weaker：#f07651
5. normal：#f06b42
6. deeper：#e95a2e
7. deepest：#e63819

## error

1. opacity：#e34e4788
2. font：#fbe3d4
3. weakest：#e9a9a7
4. weaker：#DC8472
5. normal：#e34e47
6. deeper：#D03D46
7. deepest：#9e2929



## dark

1. opacity：#262a3987
2. font：#73788c
3. weakest：#2f323d
4. weaker：#171922
5. normal：#1a1c26
6. deeper：#0f121c
7. deepest：#101114

# Components

## SURText

It is the simplest and most common component in SurrealismUI

### properties:

- `in property <Themes> theme` : Surrealism themes
- `in-out property <string> content` : the content in SURText

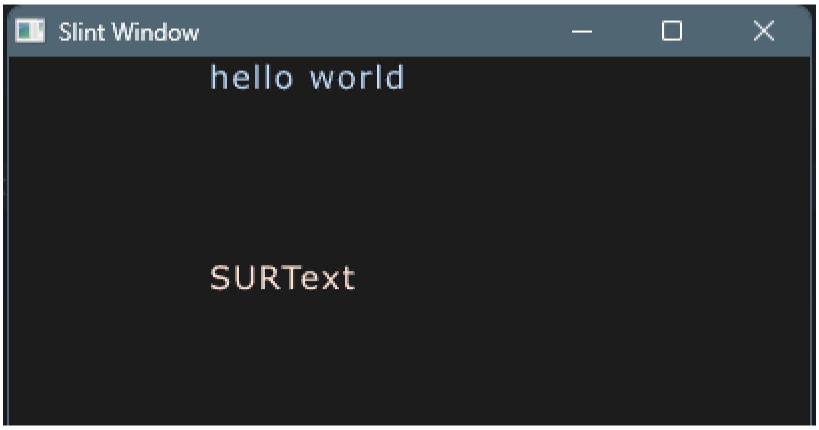
### callbacks:

### functions:

- `pure public function get()->string` : get content
- `public function set(content:string)` : set content

### example

```
import {SURText} from "surrealism-ui/index.slint";
import {Themes} from "surrealism-ui/themes/index.slint";

component TestWindow inherits Window {
  height: 400px;
  width: 400px;
  SURText {
    x: 100px;
    y: 0;
    content: "hello world";
  }
  SURText {
    x:100px;
    y:100px;
    theme:Themes.Error;
  }

}
```



hello world

SURText

## SURIcon

there are 2658 different icons in SURIcon from : [https://github.com/bytedance/iconpark](https://github.com/bytedance/iconpark)

### properties:

- `in property <Icons> icon` : icon types
- `in property <Themes> theme` : Surrealism theme
- `in-out property <brush> icon-color` : icon color
- `private property <[IconItem]> icon-datas` : source icon datas ⛔

### callbacks:

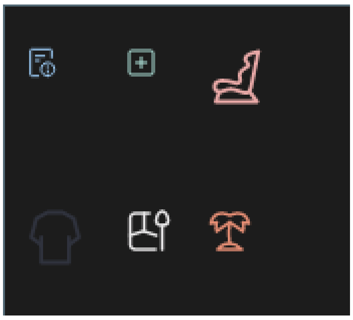
- `callback clicked` : run if you click the icon

### functions:

- `pure function get_icon(item:IconItem)->image` : get icon src from for iter item ⛔

### example

```
import {SURIcon} from "surrealism-ui/index.slint";
import {Icons,Size,Themes} from "surrealism-ui/themes/index.slint";
component TestWindow inherits Window {
  height: 400px;
  width: 400px;
  SURIcon{
    x: 10px;
    y: 20px;
    icon: Icons.Abnormal;
    theme: Themes.Primary;
  }
  SURIcon{
    x: 60px;
    y: 20px;
    icon: Icons.Add;
    theme: Themes.Success;
  }
  SURIcon{
    x: 100px;
    y: 20px;
    height: 30px;
    width: 30px;
    icon: Icons.Baby-car-seat;
    theme: Themes.Error;

  }
  SURIcon{
    x: 10px;
    y: 100px;
    icon: Icons.T-shirt;
    theme: Themes.Dark;
    height: 30px;
    width: 30px;
  }
  SURIcon{
    height: 24px;
    width: 24px;
    x: 60px;
    y: 100px;
    icon: Icons.Baby-meal;
    theme: Themes.Info;
  }
  SURIcon{
    height: 24px;
    width: 24px;
    x: 100px;
    y: 100px;
    icon: Icons.Vacation;
    theme: Themes.Warning;
    clicked=>{
      debug("clicked");
      self.theme= Themes.Error;
      self.height += 2px;
      self.width += 2px;
    }
  }
}
```



## SURCard

A very simple universal card without any layout or restrictions
you can add anything you want to the card

### properties

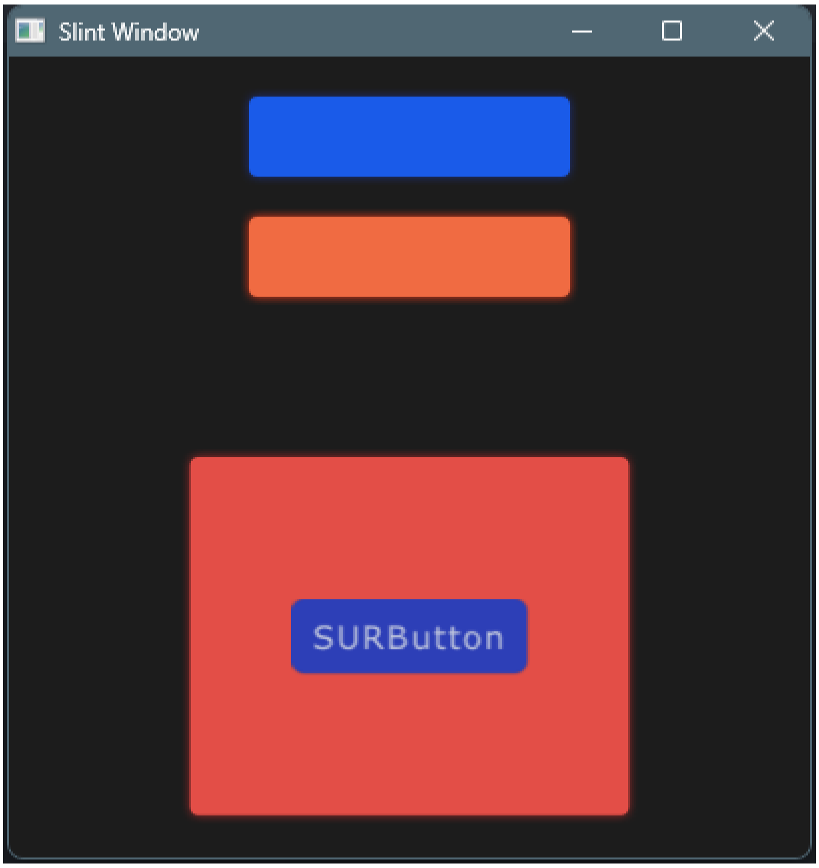
- `in property <Themes> theme` : Surrealism theme

### functions

- `pure public function count-height(h:length) -> length` : a cheap way to calculate height
- `pure public function count-width(w:length) -> length` : a cheap way to calculate width

### example

```
import {SURButton,SURCard} from "surrealism-ui/index.slint";
import {Themes,Icons} from "surrealism-ui/themes/index.slint";

component TestWindow inherits Window {
  height: 400px;
  width: 400px;
  SURCard {
    y: 20px;
    height: 40px;
    width: 160px;
   }
   SURCard {
    y: 80px;
    height: 40px;
    width: 160px;
    theme: Themes.Warning;
   }
   SURCard {
    y: 200px;
    height: self.count-height(160px);
    width: self.count-width(200px);
    theme: Themes.Error;
    SURButton {

    }
   }
}
```



## SURButton

SURButton is a button component that you can freely perform regular attribute operations on

### properties

- `in property <Themes> theme`: Surrealism Themes
- `in property <Icons> icon` : Icons.Null : do button has icon
- `in-out property <brush> font-color`: button content color
- `in-out property <brush> icon-color` : button icon color
- `in property <length> font-size` : font size
- `in property <int> font-weight` : font weight
- `in property <bool> font-italic`: font italic
- `in property <string> font-family` : font family
- `in property <bool> circle` : set the button as a rounded button
- `private property <length> letter-spacing` : content letter-spacing ⛔
- `in-out property <string> content` : the content of the button

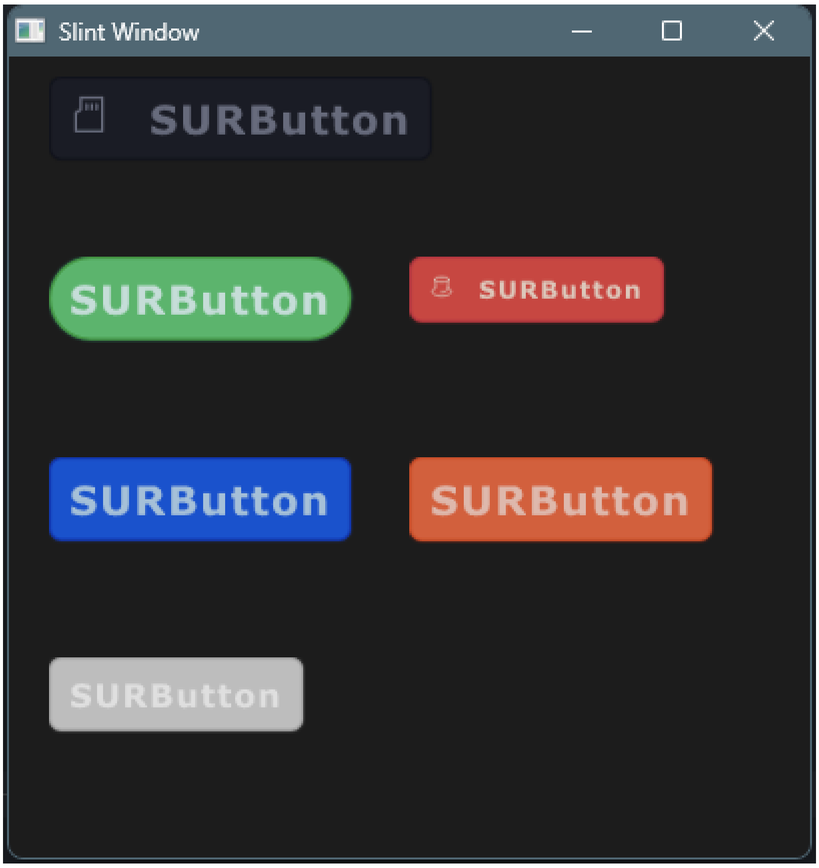
### functions

### callbacks

- `clicked` : run if you click the button

## example

```
import {SURButton} from "surrealism-ui/index.slint";
import {Themes,Icons} from "surrealism-ui/themes/index.slint";
component TestWindow inherits Window {
  height: 400px;
  width: 400px;

  SURButton {
    x: 20px;
    y: 10px;
    font-size: 20px;
    font-weight:700;
    theme:Themes.Dark;
    icon:Icons.Mini-sd-card;
    clicked => {
      self.content = "clicked"
    }
  }
  SURButton {
    x: 20px;
    y: 100px;
    font-size: 20px;
    font-weight:700;
    theme:Themes.Success;
    circle:true;
  }
  SURButton {
    x: 20px;
    y: 200px;
    font-size: 20px;
    font-weight:700;
    theme:Themes.Primary;
  }
  SURButton {
    x: 20px;
    y: 300px;
    font-weight:700;
    theme:Themes.Info;
  }
  SURButton {
    x: 200px;
    y: 100px;
    font-size: 12px;
    font-weight:700;
    theme:Themes.Error;
    icon:Icons.Magic-hat;
  }
  SURButton {
    x: 200px;
    y: 200px;
    font-size: 20px;
    font-weight:700;
    theme:Themes.Warning;
  }
}
```



## SURInput

This is a basic input box, often used in forms, divided into two types` : text and password

### properties :

- `in property <string> placeholder` : default placeholder which you wanna show when no content
- `in property <Themes> theme` : Surrealism themes
- `in property <Icons> icon` : icon you wanna show in front (use >= v0.1.0) ⛔
- `in property <length> input-width` : Please do not use width to adjust the length of the input box , use this property to instead
- `in property <length> font-size` : font size
- `in property <bool> disabled` : can input be edited
- `in property <bool> clearable` : can input be cleared
- `in property <bool> password` : can the password input display the password
- `out property <bool> has-focus` : input is focused or not
- `private property <brush> placeholder-color` : placeholder color
- `in-out property <InputType> type` : input type (text or password)
- `in-out property <brush> font-color` : font color
- `in-out property <brush> icon-color` : icon color
- `in-out property <string> content` : the content of the input

## functions :

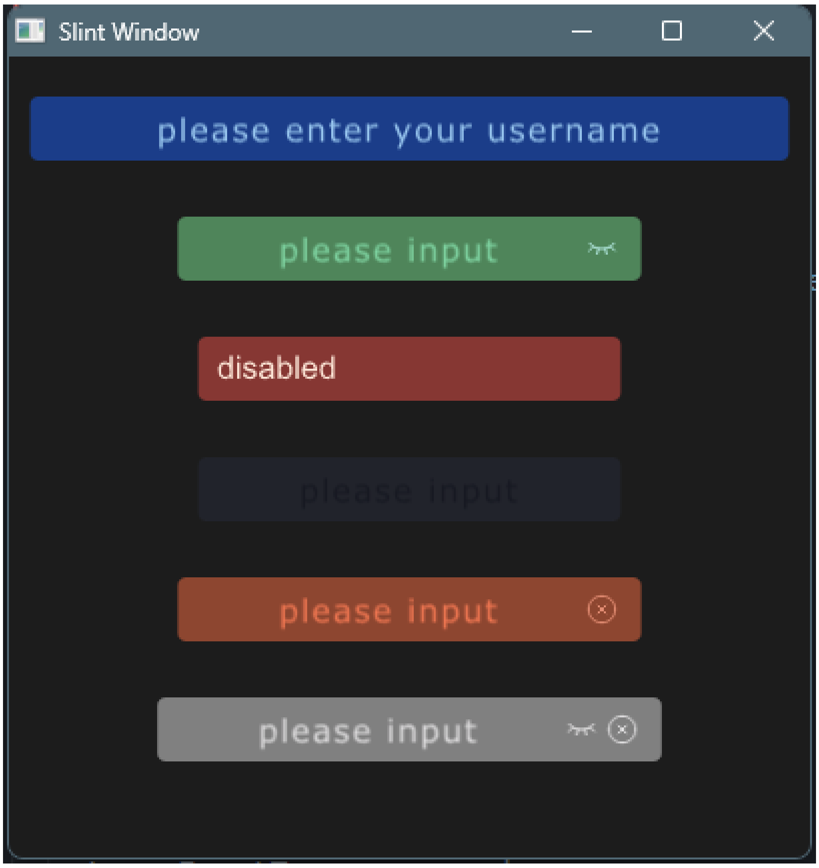
- `pure public function get() ->string` : get content
- `public function set(content` :string) ` : set content
- `pure public function count-width()->length` : count input real width ⛔

## callbacks :

- `callback accepted(string)` : run when pressed down Enter key
- `callback changed(string)` : run when content changed
- `callback clear()` : empty content

## example

```
import {SURText,SURInput,SURButton, SURIcon} from "surrealism-ui/index.slint";
import {Themes} from "surrealism-ui/themes/index.slint";

component TestWindow inherits Window {
  height: 400px;
  width: 400px;

  SURInput{
    y: 20px;
    placeholder :"please enter your username";
    input-width:360px;
    accepted(res)=>{
      debug("content in input:" + res);
    }
    changed(change-res)=>{
      debug(change-res);
    }

  }
  w:=SURInput{
    y: 80px;
    theme:Themes.Success;
    type:InputType.password;
    password:true;
  }
  SURInput{
    y: 140px;
    theme:Themes.Error;
    disabled:true;
    content:"disabled";
  }
  SURInput{
    y: 200px;
    theme:Themes.Dark;
  }

  SURInput{
    y: 260px;
    theme:Themes.Warning;
    clearable:true;
  }
  SURInput{
    y: 320px;
    theme:Themes.Info;
    type:InputType.password;
    clearable:true;
    password:true;
  }

}
```



## SURStar

SURStar is a scoring component

### properties

- `in property <bool> no-theme` : use Surrealism Theme or not
- `in property <float> score` : the real score
- `in property <Themes> theme` : Themes.Primary;
- `in property <bool> disabled` : can be scored if disabled is false
- `in property <float> max-score` : max score (how many stars you wanna show)

## functions

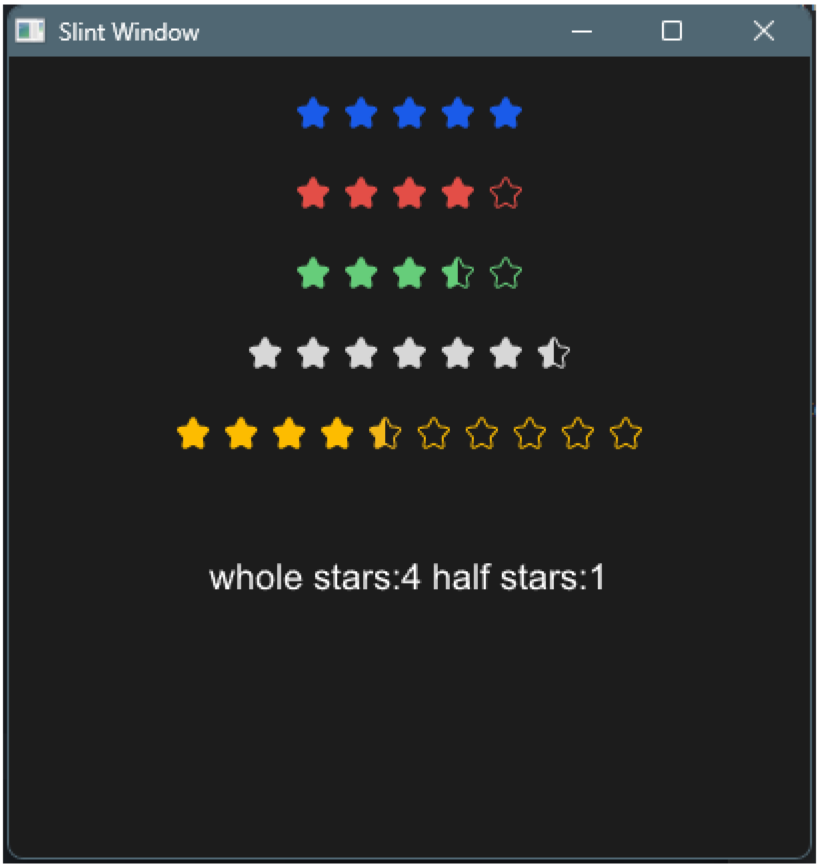
- `pure function get-half-stars()->bool` : count the number of half stars ⛔
- `pure function get-whole-stars()->int` : count the number of whole stars ⛔
- `pure function get-empty-stars()->int` : count the number of empty stars ⛔

## callbacks

- `callback clicked(float,float)` : get how many whole stars and half stars

## example

```
import {SURStar} from "surrealism-ui/index.slint";
import {Themes,Icons} from "surrealism-ui/themes/index.slint";

component TestWindow inherits Window {
  height: 400px;
  width: 400px;
  SURStar {
    y: 20px;
  }
  SURStar {
    score: 4.2;
    y: 60px;
    theme: Error;
  }
  SURStar {
    score : 3.8;
    disabled: true;
    y: 100px;
    theme: Success;
  }
  SURStar {
    max-score : 7;
    score : 6.8;
    y: 140px;
    theme: Info;
  }
  SURStar {
    max-score : 10;
    score : 7.2;
    y: 180px;
    no-theme:true;
    clicked(whole,half) => {
      t.n = whole;
      t.m = half;
    }

  }
  t:=Text{
    y: 250px;
    font-size: 18px;
    in-out property <int> n;
    in-out property <int> m;
    text: "whole stars:"+ n + " half stars:" + m;
  }
}
```



whole stars:4 half stars:1

## SURTag

A small tag used to display data

### properties

- `in property <string> content` : the content of the tag
- see card's properties

### functions

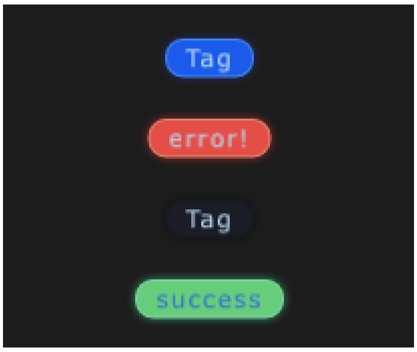
see card's functions

### callbacks

- `callback clicked()` : run if you click the tag

### example

```
import {SURTag} from "surrealism-ui/index.slint";
import {Themes,Icons} from "surrealism-ui/themes/index.slint";

component TestWindow inherits Window {
  height: 400px;
  width: 400px;
  SURTag {
    y: 40px;
  }
  SURTag {
    content:"error!";
    y:80px;
    theme:Themes.Error;
  }
  SURTag {
    y:120px;
    theme:Themes.Dark;
    clicked=>{
      self.font-color= #ddff00;
    }
  }
  SURTag {
    content:"success";
    y:160px;
    font-color:#3670d5;
    theme:Themes.Success;
  }
}
```



## SURHeader

SURHeader is a simple header component that is generated based on routing information

### properties

- `in property <Themes> theme` : Surrealism Themes
- `in property <Route> route` : detail routes , like: `{home:"Surrealism",routes:["user","info"]};`
- `in property <length> font-size` : font size

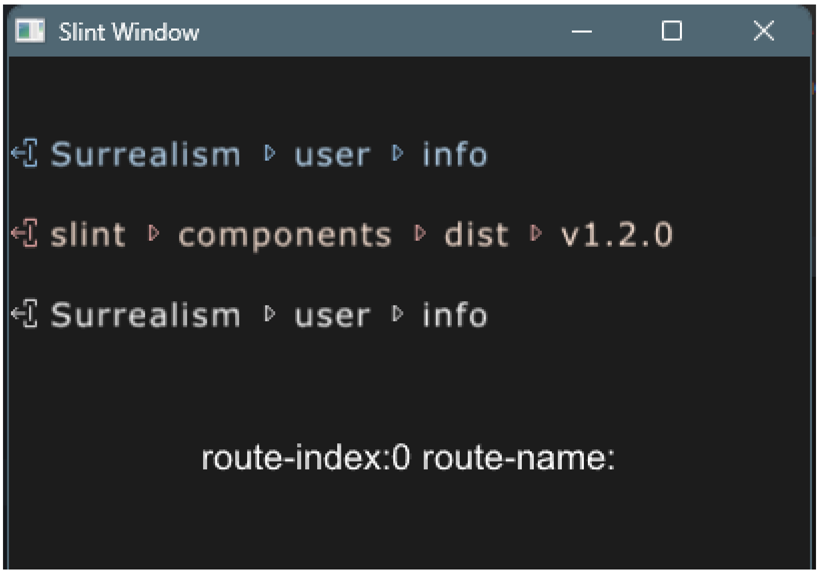
### functions

### callbacks

- `callback to(int,string)` : to page (it depends on you)
- `callback back()` : back to main page (it depends on you)

### example

```
import {SURHeader} from "surrealism-ui/index.slint";
import {Themes,Icons} from "surrealism-ui/themes/index.slint";

component TestWindow inherits Window {
  height: 400px;
  width: 400px;
  SURHeader {
    x:0px;
    y: 40px;
  }
  SURHeader {
    x:0px;
    y: 80px;
    theme: Error;
  }
  SURHeader {
    x:0px;
    y: 120px;
    theme: Info;
    to(index,route)=>{
      txt.name = route;
      txt.index = index;
    }
    back=>{
      txt.name = "back";
    }
  }
  txt:=Text{
    font-size: 18px;
    in-out property <int> index;
    in-out property <string> name;
    text: "route-index:" + index + " route-name:" + name;
  }
}
```



```
route-index:0 route-name:
```

## SURTable

This is the outter of the Table, and the column data of the table is separated from the outter The outter only serves as a standard layout , this is a zero cost construction

### properties

- see SURCard

### functions

- see SURCard

### callbacks

- see SURCard

## SURTableColumn

SURTableColumn is a component of SURTable, and each SURTableColumn forms a complete column of the table
If it's gone, the table will become a card with a horizontal layout

### properties

- `in property <bool> border` : add border or not
- `in property <string> name` : table header name
- `in property <[string]> datas` : table datas
- `in property <brush> header-background` : define header background
- `in property <brush> row-background` : define row background
- `in property <Themes> theme` : Surrealism Themes
- `in property <length> header-height`: define header height
- `in property <length> row-height` : define each row height
- `in property <bool> operation-enabled`: enable operation
- `in property <[{name:string,theme:Themes}]> operation` : the operations you wanna do

### functions

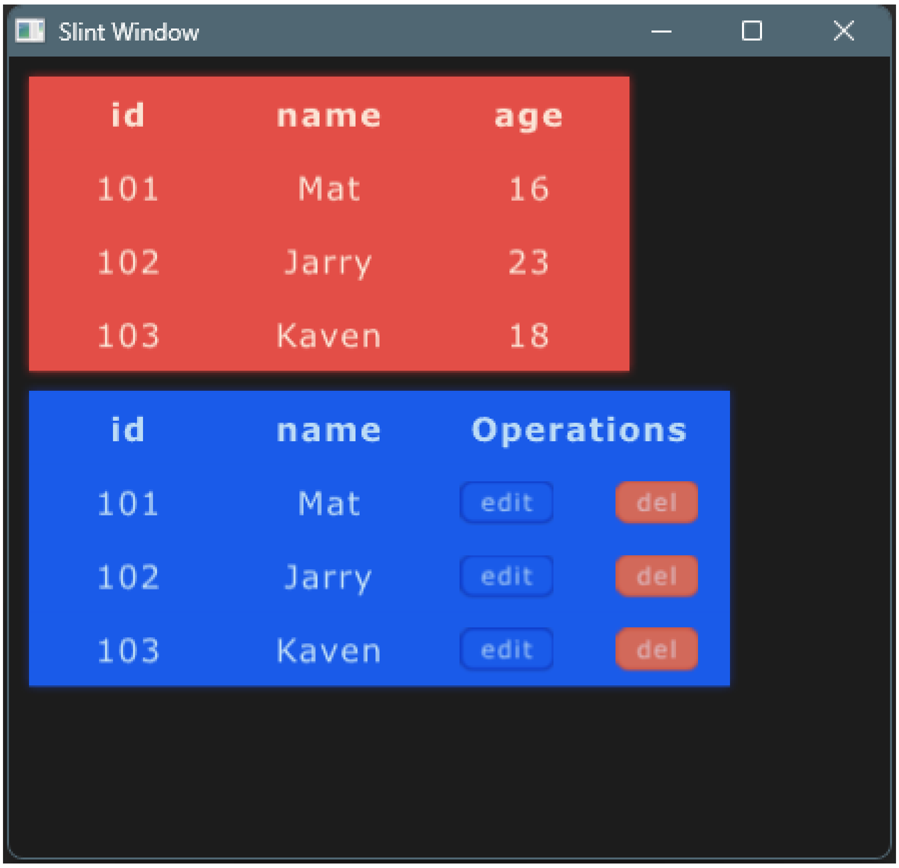
- `function count() ->int` : count the number of row ⛔
- `pure public function get-height()->length` : auto count the height of the table and return height

### callbacks

- `callback clicked(int,string)` : run if operation-enabled is true , you will get which operation button you clicked

### example

```
import {SURTable,SURTableColumn} from "surrealism-ui/index.slint";
import {Themes,Icons} from "surrealism-ui/themes/index.slint";

component TestWindow inherits Window {
  height: 400px;
  width: 440px;
  t1:=SURTable {
    x: 10px;
    y: 10px;
    // you can use this way to get height
    // it depends on how many datas in column
    height: col1.get-height();
    width: 300px;
    theme:Themes.Error;
    col1:=SURTableColumn {
      border:false;
      theme:Themes.Error;
      width: 100px;
      name:"id";
      // row-height:60px;
      datas: ["101","102","103"];
    }
    SURTableColumn {
      theme:Themes.Error;
      width: 100px;
      name:"name";
      datas: ["Mat","Jarry","Kaven"];
    }
    SURTableColumn {
      theme:Themes.Error;
      width: 100px;
      name:"age";
      datas: ["16","23","18"];
    }
  }
  t2:=SURTable {
    x: 10px;
    y: t1.height + 20px;
    // you can use this way to get height
    // it depends on how many datas in column
    height: tcol1.get-height();
    width: 350px;
    theme:Themes.Primary;
    tcol1:=SURTableColumn {
      border:false;
      theme:Themes.Primary;
      width: 100px;
      name:"id";
      // row-height:60px;
      datas: ["101","102","103"];
    }
    SURTableColumn {
      theme:Themes.Primary;
      width: 100px;
      name:"name";
      datas: ["Mat","Jarry","Kaven"];
    }
    SURTableColumn {
      theme:Themes.Primary;
      width: 150px;
      name:"Operations";
      // cheat datas
      datas: [" "," "," "];
      operation-enabled:true;
    }
  }
}
```



| id | name | age |
|---|---|---|
| 101 | Mat | 16 |
| 102 | Jarry | 23 |
| 103 | Kaven | 18 |

| id | name | Operations | |
|---|---|---|---|
| 101 | Mat | edit | del |
| 102 | Jarry | edit | del |
| 103 | Kaven | edit | del |

## SURCollapse

SURCollapse is a foldable panel

This is the outter of the Collapse, what really works is SURCollapseItem

The outter only serves as a standard layout , this is a zero cost construction

### properties

- see SURCard

### functions

- see SURCard

### callbacks

- see SURCard

## SURCollapseItem

SURCollapseItem is a component of SURCollapse, without which SURCollapse will not work
You can customize the components or use the default text display method in it

## properties

- `in property <length> item-height`: set height of detail
- `in property <string> name` : collapse header;
- `in property <string> detail` : the content of detail
- `in property <bool> define` : define detail or not (if you wanan show something special use true!)
- `in property <Themes> theme` : Surrealism Themes
- `private property <bool> show` : show details or not ⛔

## functions

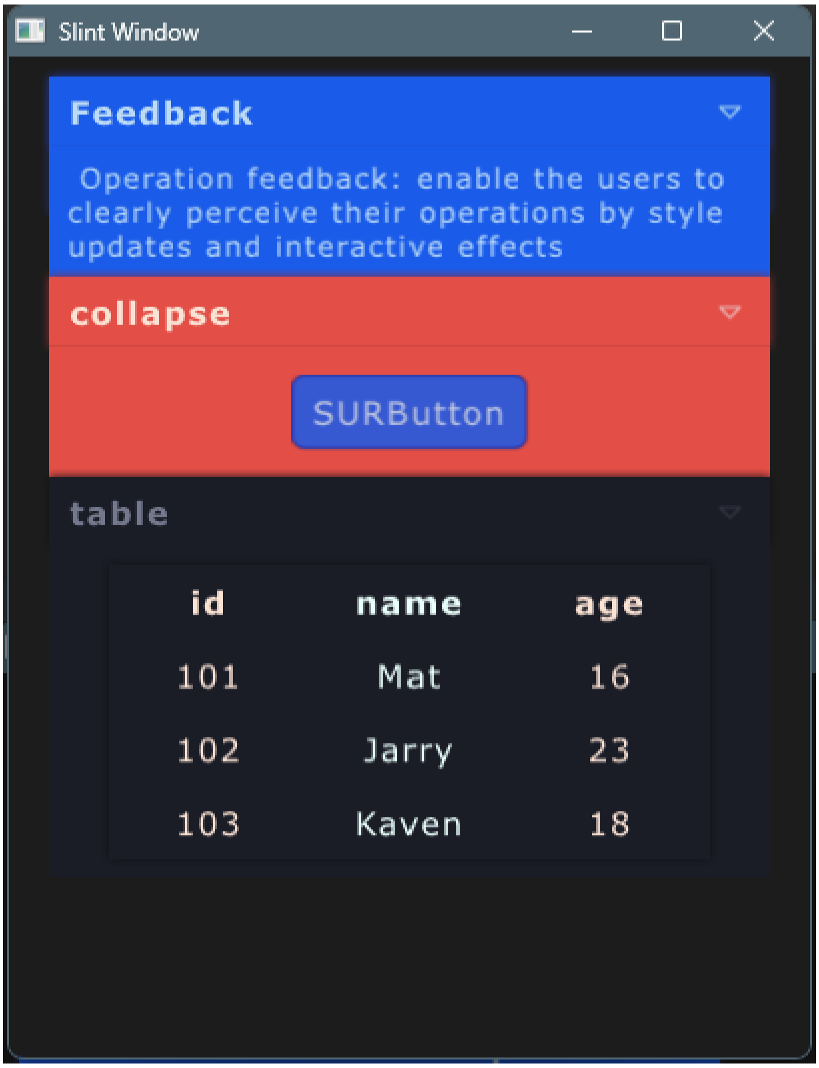
- `pure public function get-height()->length`: get collapse header height

## callbacks

- `callback clicked()` : run if you show collapse detail

## example

```
import {SURCollapse,SURCollapseItem,SURButton,SURTable,SURTableColumn} from "surrealism-ui/index.slint";
import {Themes,Icons} from "surrealism-ui/themes/index.slint";


component TestWindow inherits Window {
  height: 500px;
  width: 400px;
  SURCollapse {
    y: 10px;
    // you can set 0 , it has no impact
    // recommend use the following way
    height: item1.get-height() * 2;
    width: 360px;
    item1:=SURCollapseItem {
      name:"Feedback";
      detail:" Operation feedback: enable the users to clearly perceive their operations by style updates and interactive effects";

    }
    SURCollapseItem {
      theme: Themes.Error;
      define:true;
      SURButton {

      }
    }
    SURCollapseItem {
      name:"table";
      theme: Themes.Dark;
      define:true;
      item-height:200px;
      SURTable {

        height: col1.get-height();
        width: 300px;
        theme:Themes.Dark;
        col1:=SURTableColumn {
          border:false;
          theme:Themes.Error;
          width: 100px;
          name:"id";
          // row-height:60px;
          datas: ["101","102","103"];
        }
        SURTableColumn {
          theme:Themes.Success;
          width: 100px;
          name:"name";
          datas: ["Mat","Jarry","Kaven"];
        }
        SURTableColumn {
          theme:Themes.Error;
          width: 100px;
          name:"age";
          datas: ["16","23","18"];
        }
      }
    }
  }
}
```



Operation feedback: enable the users to clearly perceive their operations by style updates and interactive effects

| id | name | age |
|---|---|---|
| 101 | Mat | 16 |
| 102 | Jarry | 23 |
| 103 | Kaven | 18 |

## SURResult

SURResult helps you easily build a quick prompt , you can build it in popup window

### properties

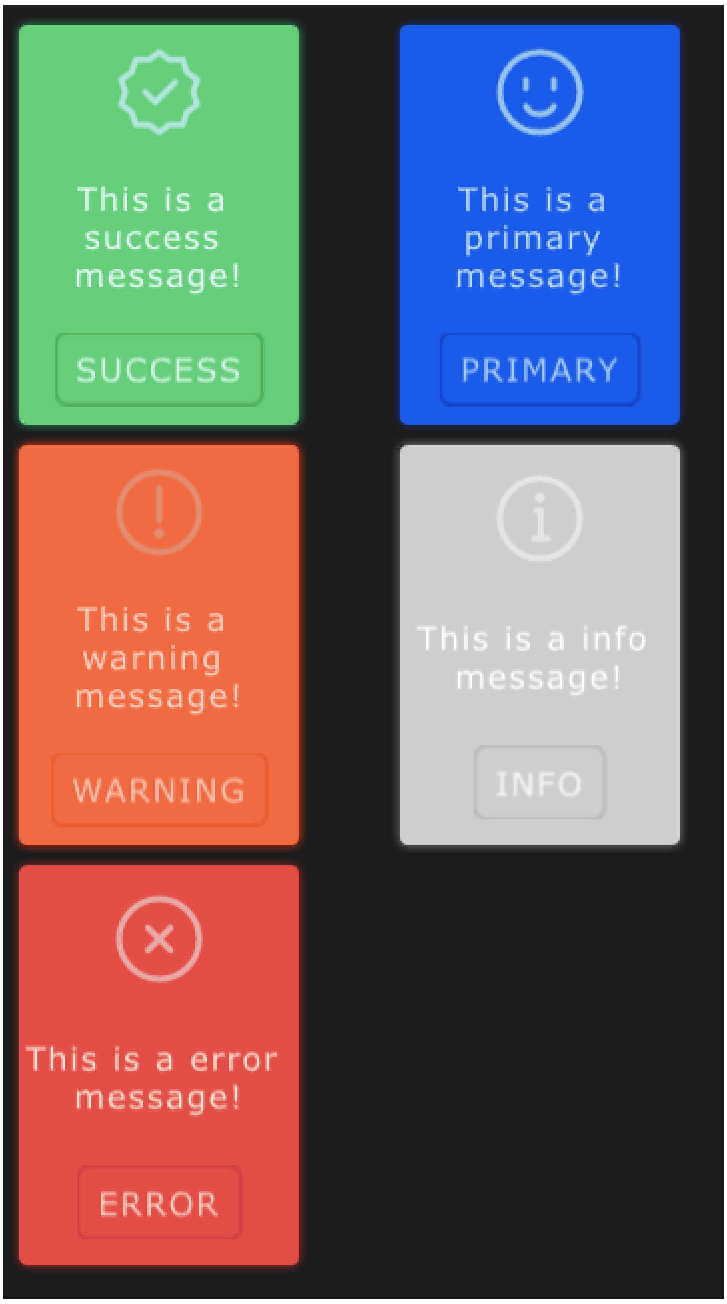
- `in property <length> icon-size`: icon size
- `in-out property <string> btn`: the content of the button
- `in-out property <string> content` : content of the result
- `in property <ResType> res-type` : Result type
- `in-out property <Icons> icon`: Icon of the result

### functions

### callbacks

- `callback clicked()` : run if you click the button

```
import {SURResult,ResType} from "surrealism-ui/index.slint";
import {Themes,Icons} from "surrealism-ui/themes/index.slint";

component TestWindow inherits Window {
  height: 660px;
  width: 400px;
  SURResult {
    x: 10px;
    y: 10px;
  }
  SURResult {
    x: 200px;
    y: 10px;
    res-type:ResType.Primary;
  }
  SURResult {
    x: 200px;
    y: 220px;
    res-type:ResType.Info;
  }
  SURResult {
    x: 10px;
    y: 220px;
    res-type:ResType.Warning;
  }

  SURResult {
    x: 10px;
    y: 430px;
    res-type:ResType.Error;
  }
}
```



This is a success message!

This is a primary message!

This is a warning message!

This is a info message!

This is a error message!

## SURSelect

SURSelect is a selector that provides three types of optional input parameter values

### properties

- `in property <Themes> theme` : Surrealism Themes
- `in property <[{id:int,label:string,value:string}]> ranges-string` : select list range (type string)
- `in property <[{id:int,label:string,value:int}]> ranges-int` : select list range (type int)
- `in property <[{id:int,label:string,value:float}]> ranges-float` : select list range (type float)
- `in property <string> placeholder` : placeholder of the select
- `private property <brush> input-color` : the color of the select content ⛔
- `private property <bool> open` : open the select list or not ⛔

- `private property <int> range-type` : the type of the range value ⛔

## functions

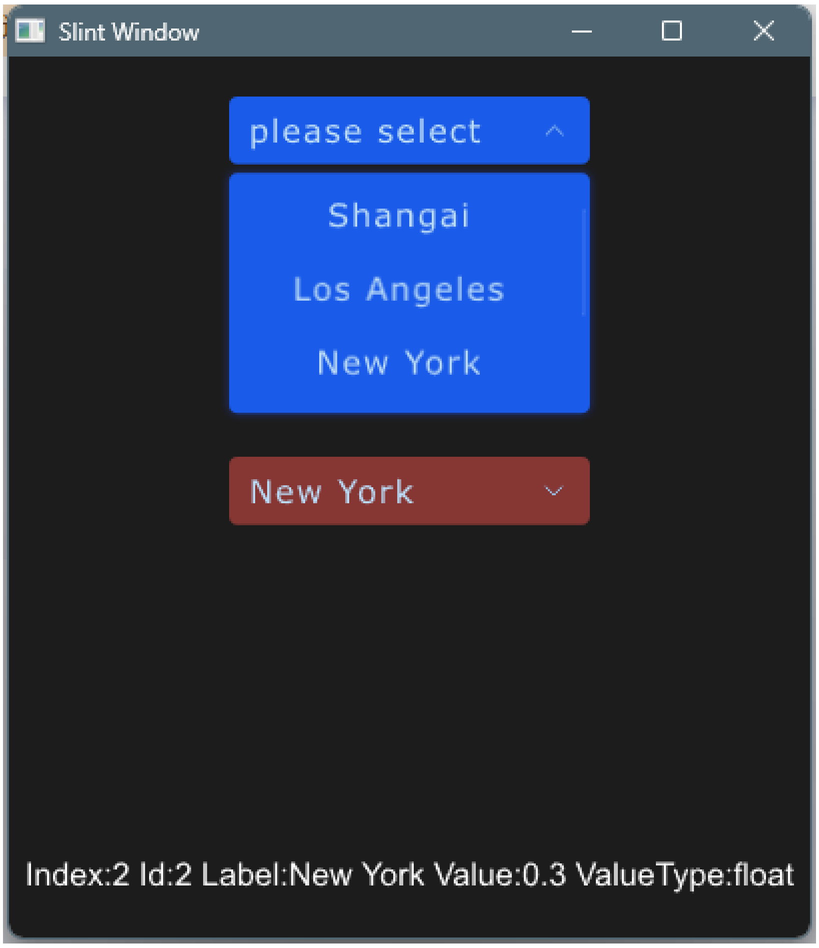
- `pure public function count-width(len:length)->length` : auto count the width of the select

## callbacks

- `callback changed(int,int,string,string,ValueType)` : run if you choose an item of list

## example

```
import {SURSelect,ValueType} from "surrealism-ui/index.slint";
import {Themes,Icons} from "surrealism-ui/themes/index.slint";

component TestWindow inherits Window {
  height: 440px;
  width: 400px;
  SURSelect {
    y: 20px;
    ranges-string: [
      {id:0,label:"Shangai",value:"s01"},
      {id:1,label:"Los Angeles",value:"l02"},
      {id:2,label:"New York",value:"n03"},
      {id:3,label:"Hong Kong",value:"h04"},
    ];
  }
  SURSelect {
    y: 200px;
    theme: Error;
    ranges-float: [
      {id:0,label:"Shangai",value:0.1},
      {id:1,label:"Los Angeles",value:0.2},
      {id:2,label:"New York",value:0.3},
      {id:3,label:"Hong Kong",value:0.4},
    ];
    changed(index,id,label,value,value-type)=>{
      if(value-type==ValueType.String){
        t.vt = "string";
      }else if(value-type==ValueType.Float){
        t.vt = "float"
      }else{
        t.vt = "int"
      }
      t.index = index;
      t.id = id;
      t.label = label;
      t.value = value;
    }
  }
  t:=Text{
    y: 400px;
    font-size: 16px;
    in-out property <int> index;
    in-out property <int> id;
    in-out property <string> label;
    in-out property <string> vt;
    in-out property <string> value;
    text: @tr("Index:{} Id:{} Label:{} Value:{} ValueType:{}",index,id,label,value,vt);
  }
}
```



```
Index:2 Id:2 Label:New York Value:0.3 ValueType:float
```