Perfect UI Document

Steps:

1. Add PerfectUI Framework and import it in your class
2. In Appdelegate Class

If you have given Constraints in Iphone6 plus Story Board Then

Add:

PixelsHelper.defaultScreenWidth = PixelsHelper.defaultTookWidthPixels.iPhone6Plus.rawValue

PixelsHelper.defaultScreenHeight = PixelsHelper.defaultTookHeightPixels.iPhone6Plus.rawValue

// Value Will be Changed depend on default Storyboard

Set it in didFinishLaunchingWithOptions method or where you want to initialize.

PixelsHelper.objPixelsHelper.PIXEL\_MULTI = PixelsHelper.defaultTwoXOrThreeX.ThreeXScreen.rawValue

// Here 3x for Iphone 6plus, and 2x for iphone 6, and iphone 5

3. Public Methods For Constraints and Font

//---------For Constraints -------//

// Pass Constraints Outlets Or OutletCollection in Array

example :

@IBOutlet var constrMix:[NSLayoutConstraint]!

@IBOutlet weak var const\_lblLeading: NSLayoutConstraint!

PixelsHelper.setConstraintAutomatic(constr: [const\_lblLeading] + constrMix)

//-------------For Font-------------//

// Support For Font (UILabel, UITextField, UIButton, UITextView)

Example:

@IBOutlet weak var txtName:UITextField!

@IBOutlet weak var txtEmail:UITextField!

@IBOutlet weak var lblEmailId: UILabel

@IBOutlet weak var lblMobile: UILabel!

// Pass in Array

PixelsHelper.setFontForDevice(obj: [txtName, txtEmail, lblEmailId, lblMobile])

4. For Custom Font

Example: @IBOutlet weak var lblEmailId: UILabel

lblEmailId.setFontForDevice(fontName: "HelveticaNeue-UltraLight", sizeofFont: 35)

Support Also For Button, Textfield, TextView