TELUS Component Library

IconButton

Multi-Platform Component | Figma UI KIT

```
<!conButton action="add" onPress={() => {}} />
```

Introduction

IconButton can be used to control actions or navigation on pressing a universally-recognizable icon that doesn't need visually displayed accompanying text (but may include an accessibility label for screen reader users).

The button shows the icon only, which is limited to a sub-set of multi-brand icons (add, close, play, subtract, moveLeft, moveRight, moveDown, moveUp).

<u>Follow the appropriate instructions</u> to add this component in to your app.

Guidance

- Use accessibilityLabel to provide context for screen reader users.
- Use action to set the icon to a multi-brand compatabile icon: one of add , close , play , subtract , moveUp , moveDown , moveLeft , moveRight .
- Use iconName to set the icon: one of Add, Close, Play, Subtract, ArrowLeft, ArrowRight, CaretDown, CaretUp
- Use icon to set a custom icon.
- Pass a <a href if the IconButton should render as an <a> link with a URL as a target. Rendered semantic role may also be controlled using accessibilityRole (default role is button if href is not provided).

Accessibility

• Pass an accessibilityLabel so that the icon button is accessible to screen readers.

Props

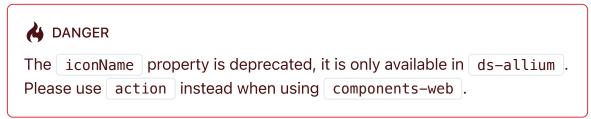
Name	Туре	Platform	Default	Description
variant	variant	standard	{}	System variant prop, see variants for more details
icon	elementType	standard		Defines the icon to be rendered
tokens	tokens	standard		System tokens prop, see tokens for more details

Name	Туре	Platform	Default	Description
action	'add' 'subtract' 'close' 'play' 'moveUp' 'moveDown' 'moveLeft' 'moveRight' 'expand'	web only		To set the icon to a multi-brand compatabile icon
testID	string	standard		A unique identifier for testing purposes. Will be added as a `data-testid` attribute.
href	string	standard		URL to navigate to when the `Iconbutton` is pressed
hrefAttrs	shape	standard		URL options to navigate to when the `Iconbutton` is pressed
onPress	func	standard		Function to execute when the `Iconbutton` is pressed

Tokens

In exceptional circumstances, the following tokens can be passed to this component to override its default styles. **Do not do this unless absolutely necessary.** Read more about overriding styles.

▶ View Tokens



Variants

There are three sizes available (<u>default</u>, small, large) and "inverse" and "raised" stylistic variants. There is also a "action" variant to use multi-brand supported icons.

Default

The default choice on light backgrounds.

Inverse

A light icon button for use on dark backgrounds.

```
<Box space={4} variant={{ background: 'darkest' }}>
  <StackView space={4} direction="row">
    <IconButton action="add" onPress={() => {}} variant={{
    inverse: true, size: 'small' }} />
        <IconButton action="add" onPress={() => {}} variant={{
    inverse: true }} />
        <IconButton action="add" onPress={() => {}} variant={{
    inverse: true }} />
        <IconButton action="add" onPress={() => {}} variant={{
    inverse: true, size: 'large' }} />
        </Box>
```

Raised

Uses a solid background and shadow effect, for sitting above other content.

Feedback

Spotted a problem with this component? Raise an <u>issue on GitHub</u>

- See any existing issues for this component
- Contact the team on slack in <u>#ds-support</u>