

TELUS Component Library

Skeleton

Multi-Platform Component

```
<Skeleton />
```

Introduction

Content placeholders to mock content while it is loading.

[Follow the appropriate instructions](#) to add this component in to your app.

Guidance

Use Skeleton to show visual placeholders for loading content. Limit use to content and pages you expect to have a longer wait time, such as search pages loading content from a server.

During waits of a few seconds, a skeleton that loosely resembles the shape of incoming content may help the user understand where to look on the page, and may make the load time feel faster. For near-instant content loads, however, showing a skeleton first may cause a jarring flash.

Don't use Skeleton to replace every line of text. Skeleton is meant to give a general visualization of content to come.

Alternatives

- [Spinner](#) with an appropriate label may be more appropriate when a user's primary goal is the completion of an action, rather than seeing new content. For example, when saving changes to a form, a spinner labelled "Saving changes" is more relevant to the user's goals.

- [Progress](#) may be more appropriate for very slow content loads that involve long processes, where a user watching a skeleton may begin to worry that something has failed.

Shapes

Line

By default, a Skeleton component renders one or more lines that resemble lines of text.

- The `lines` prop may be used to render multiple lines of text spaced with `8px` (equivalent to `space={2}`) between them.
- The `characters` prop sets the line's width in multiples of 40px (regardless of skeleton size).

```
<StackView space={2}>  
  <Skeleton characters={8} sizeIndex={5} />  
  <Skeleton characters={10} lines={3} />  
  <Skeleton characters={6} />  
</StackView>
```

Circle

Circular skeletons are often used to represent circular content such as profile images.

```
<Skeleton shape="circle" sizePixels={128} />
```

Box

Square skeletons may represent square content with rounded corners.

```
<Skeleton shape="box" sizePixels={128} />
```

! INFO

Rectangular skeletons with different height and width are not currently supported. If this is needed, please [file a feature request](#) describing the use case.

Sizing

- For simple sizing, pass the `sizeIndex` prop a number from 1-11. These pick sizes on the theme's [spacing scale](#) which will complement other spacing on the page.
- For exact sizing, pass the `sizePixels` prop a number to exactly match content of a known pixel size.

```
<StackView space={3} direction="row">
```

```
<Skeleton sizePixels={112} shape="circle" />
<StackView space={3}>
  <Skeleton sizeIndex={5} characters={6} />
  <Skeleton sizeIndex={3} lines={3} />
</StackView>
</StackView>
```

Responsive sizing

Both `sizeIndex` and `sizePixels` may be passed either simple numbers, or responsive objects for different viewports, e.g. `{ xs: 4, lg: 8 }` to be `4` on xs, sm and md viewports and `8` on lg and xl viewports.

In this example, size and spacing are smaller on smaller viewports:

```
<StackView space={3} direction="row">
  <Skeleton sizePixels={{ xs: 96, md: 112, xl: 128 }}
  shape="circle" />
  <StackView space={{ xs: 3, md: 4, xl: 5 }}>
    <Skeleton sizeIndex={{ xs: 3, md: 4, xl: 5 }} characters={6}
  />
    <Skeleton sizeIndex={3} lines={3} />
  </StackView>
</StackView>
```

SkeletonProvider

```
import { SkeletonProvider } from '@telus-uds/components-web'
```

`SkeletonProvider` can be used as a loading container for `Image` and `Typography` components. If the `SkeletonProvider` has a `show` boolean property set to true, they will be replaced by a skeleton.

Skeletons for square and circular images will be sized and shaped automatically based on the Image's props.

! INFO

`Image` and `Typography` components within a `SkeletonProvider` may take a object prop `skeleton` of Skeleton props which will be passed to the skeleton when it is shown.

```
<SkeletonProvider show>
  <StackView space={2} direction="row">
    <Image src={testImage} alt="test" width={100} height={100}
rounded="circle" />
    <Box flex={1}>
      <StackView space={2}>
        <Typography variant={{ size: 'h2' }} skeleton={{
sizeIndex: 5, characters: 6 }}>
          Lorem ipsum
        </Typography>
        <Typography skeleton={{ lines: 3 }}>
          Lorem ipsum dolor sit amet, consectetur adipiscing
elit Lorem ipsum dolor sit amet,
          consectetur adipiscing elit Lorem ipsum dolor sit
amet, consectetur adipiscing elit
        </Typography>
      </StackView>
    </Box>
  </StackView>
</SkeletonProvider>
```

Accessibility

Skeletons are intended as a purely visual placeholder and will normally be ignored by assistive technology such as screen readers.

It is possible to pass in React Native accessibility props ([web docs](#), [native docs](#)), but in cases where this seems appropriate, it is likely that a more descriptive [alternative component](#) is more suitable.

Platform considerations

The component is available on both native platforms and web.

Props

Name	Type	Platform	Default	Description
sizeIndex	union	standard	size	Sets the size of Skeleton lines or shape according to the theme's spacing scale. For example, size={1} gives the smallest non-zero theme-defined spacing size. May also accept an object with responsive viewport keys or spacing scale options - see <code>`useSpacingScale`</code> for details.
shape	'line' 'circle' 'box'	standard	'line'	Determines if the skeleton should resemble lines of text (default), a circle, or a square box with themed rounded corners.
tokens	tokens	standard		System tokens prop, see tokens for more

Name	Type	Platform	Default	Description
				details
variant	variant	standard		System variant prop, see variants for more details
size	union	standard		@deprecated alias for `sizeIndex`
sizePixels	custom	standard		Sets the size of Skeleton lines or shape to an exact number of pixels. Use when it's necessary to exactly match sizes of images or other boxes. Accepts a number or an object with responsive viewport keys, e.g. { xs: 32, lg: 64 } would be 32px at xs, sm and md and 64 at lg and xl viewports.
characters	number	standard		Determines the width of simulated lines of text if the Skeleton's shape is 'line' (the default shape). Only has any affect if shape is line (the default). If unset, takes a default value from the theme.
lines	number	standard		Determines how many Skeleton items are

Name	Type	Platform	Default	Description
				rendered (default 1). Recommended usage is to simulate paragraphs of text when Skeleton's shape is 'line' (the default shape). The amount of spacing between multiple lines is controlled by theme tokens.

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

This component does not have any stylistic variants.

Feedback

- Spotted a problem with this component? Raise an [issue on GitHub](#)
- See any [existing issues](#) for this component
- Contact the team on slack in [#ds-support](#)