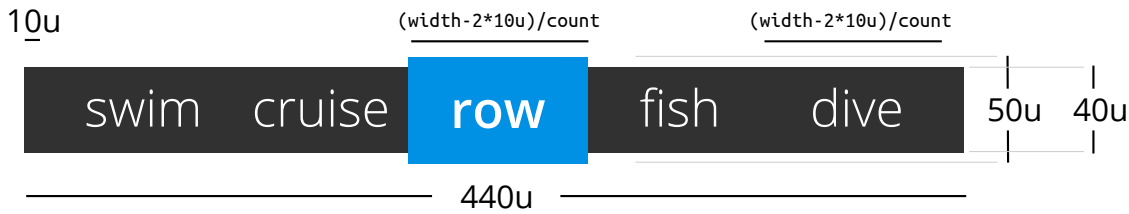


buttonRow



The 10u padding is not part of any of the buttons, it is part of the ButtonRow as a whole, and it always appears even if there is only one Button.

A single-button ButtonRow is not recommended



the user can drag the active rectangle and drop it over the desired value. The drag is constrained to the X axis, and the active rectangle snaps back to the nearest full option (does **not** stay midway between options)



If the user clicks to an option other than the current, the rectangle animates to the new value with OutCubic easing. The new value becomes bold when the animation is finished.

non-exclusive: clicking on items just highlights them
driagging individual items to other items may also work but that is more of novelty factor than requirement



non-exclusive animation: background fades to blue and then height animates to 50u



The cyan rectangle is shown on press, but the handler is called on release, and if the release is outside the button, the handler is not called, and the rectangle fades away, or goes back to it's former position.

#0091e5

#313131

A] 24pt/17u

aaa light (25)
demibold (63)

a #ffffff

0.6

opacity is applied to the bars only and not the overlay

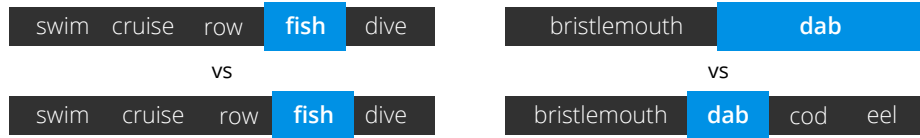
disabled-overlay.png

disabled-overlay will always be tiled, not stretched

Easing.OutCubic

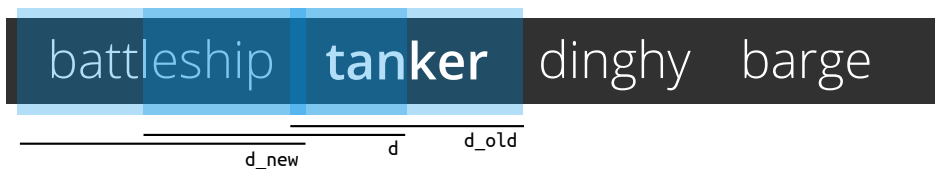
proposal for the adventurous hacker

It will be more visually pleasing, and the row will fit more items if we make spaces between options equal, rather than option widths equal.



when the highlight is between active items, it's width d is calculated as follows

```
for (var item in buttonRow) tw+=item.width
d = tanker.width+(width-tw-2*10u)/count
```



when the highlight is between active items, it's width d is calculated as the weighted average of d_new and d_old where the weight is the proportion of the distances of the center of the highlight from the old and new center.

```
factor = distance(center, center_old)/distance(center_old,center_new)
d = (d_new*factor+d_old*(1-factor))
```