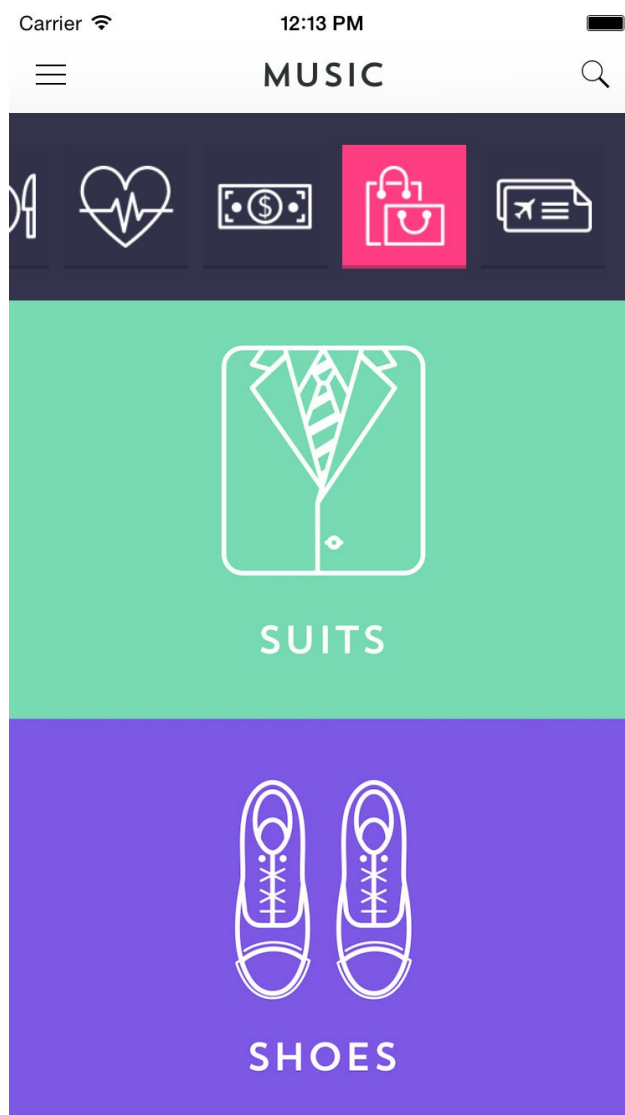


Persei for iOS

Animated top menu for UITableView / UICollectionView / UIScrollView written in Swift!

Fancy Menu napisan u Swiftu:

Direktan link na Git: <https://github.com/Yalantis/Persei/>



Interesantno rješenje za menu u projektu OUTLET – DISCOUNT.

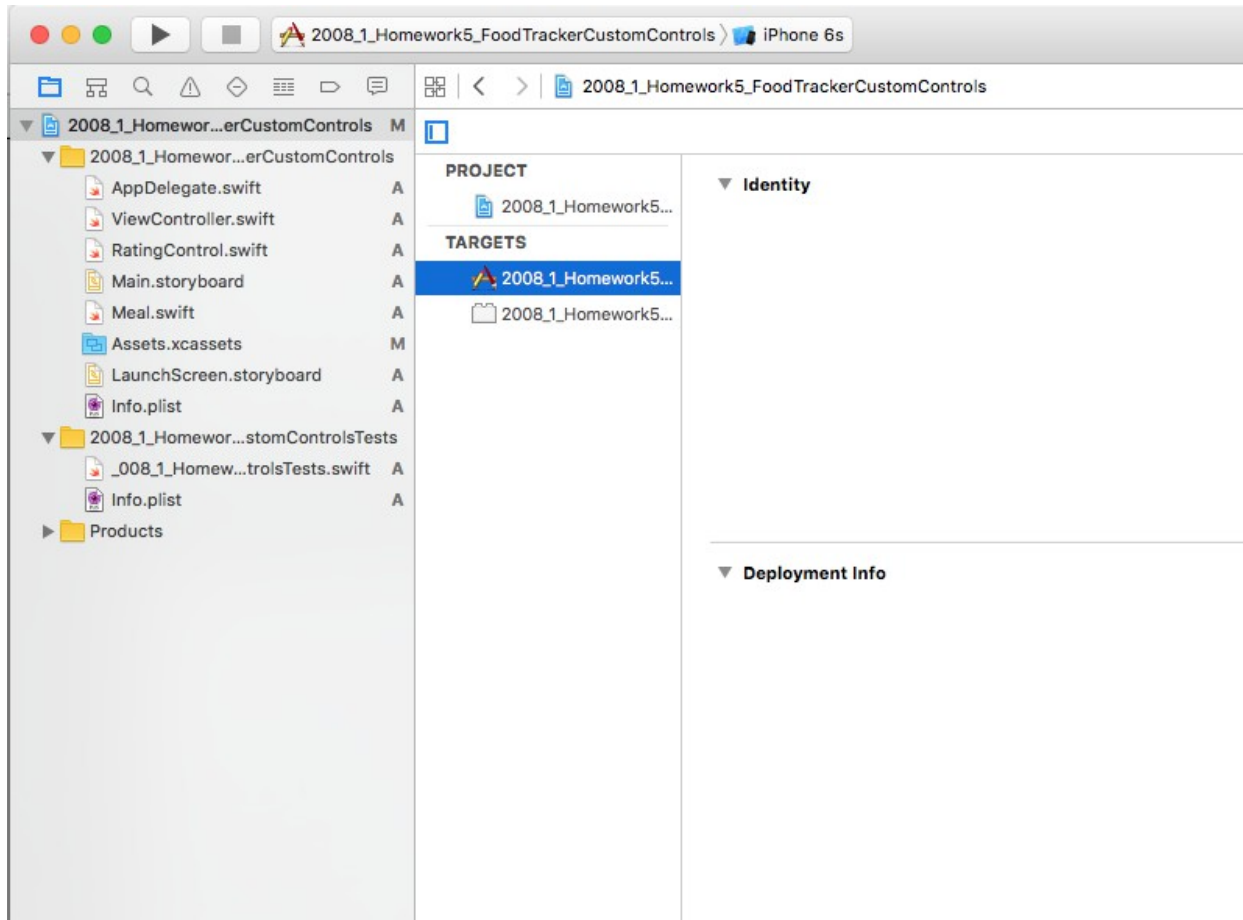
Ovaj menu je sličan slideshow-u fotografija, jer gornji dio, (male ikonice) me podsjećaju na thumbnails, a donji dio, veliki blokovi sa grafikom, kao veka slika.

Instalacija:

1. Dodati Persei kao submodule koristeći Terminal, "cd /WIP/ios-journey", upisati komandu "git submodule add <https://github.com/Yalantis/Persei.git>"
2. Otići u "Persei" folder i prebaciti "Persei.xcodeproj" file u folder gdje se nalazi naša

aplikacija

3. U Xcode navigirati na target configuration window, nalazi se ispod "Targets" naslova u sidebar



Do 3. je islo nekako, od 3. nikako. Napisat cu kako stoji na Git i treba mi pomoc da kompletiram proces instalacije.

4. Ensure that the deployment target of Persei.framework matches that of the application target.
5. In the tab bar at the top of that window, open the "Build Phases" panel.
6. Expand the "Target Dependencies" group, and add Persei.framework.
7. Expand the "Link Binary With Libraries" group, and add SideMenu.framework
8. Click on the + button at the top left of the panel and select "New Copy Files Phase". Rename this new phase to "Copy Frameworks", set the "Destination" to "Frameworks", and add Persei.framework.

Korištenje:

1. Importujemo modul u kod:

```
import Persei
```

2. Uradimo inicijalizaciju

```
let menu = MenuView()
```

```
tableView.addSubview(menu) // ovdje dodajemo menu u View
```

Konfiguracija:

Treba nam array MenuItem

```
let items = feedModes.map { mode: SomeYourCustomFeedMode -> MenuItem in
```

```
    return MenuItem(image: mode.image)
```

```
}
```

```
menu.items = items
```

U inicijalizatoru dodjeljujemo delegata na menu

```
menu.delegate = self
```

```
// actual implementation
```

```
extension FeedViewController: MenuViewDelegate {
```

```
    func menu(menu: MenuView, didSelectItemAt index: Int) {
```

```
        dataSource.mode = feedModes[index] // alter mode of dataSource
```

```
        tableView.reload() // update tableView
```

```
    }
```

```
}
```

Menu može biti otkriven tap-om

```
func menuButtonSelected(sender: UIControl) {
```

```
    menu.revealed = !menu.revealed
```

```
    // or animated
```

```
    menu.setRevealed(true, animated: true)
```

```
}
```

MenuItem određuje niz atributa, koji omogućavaju prilagođavanje izgleda i pojavljivanja menu linkova

```
struct MenuItem {  
    var image: UIImage // default image  
    var highlightedImage: UIImage? // image used during selection  
  
    var backgroundColor: UIColor // default background color  
    var highlightedBackgroundColor: UIColor // background color used during selection  
  
    var shadowColor: UIColor // color of bottom 2px shadow line  
}
```

Zaključak:

Ova kontrola je veoma interesantna, ali je nisam uspio dovesti do kraja, tj. Da proradi. Molio bih za pomoć mentora ili predavaca.