

Kit for building custom gauges + easy reproducible Apple's style ring gauges. <https://www.cocoacontrols.com/control...>

#gaugekit #carthage #cocoapods #swift #ios-sdk #gauge-plugin

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skywinder reformat

Latest commit aa85d08 on Dec 4, 2017

| | | |
|------------------------|--|--------------|
| 📁 Example | fix warnings | 8 months ago |
| 📁 GaugeKit.xcodeproj | update swift version | 8 months ago |
| 📁 GaugeKit.xcworkspace | xcode auto update | 2 years ago |
| 📁 GaugeKit | reformat | 7 months ago |
| 📁 GaugeKitTests | update xcode settings | 8 months ago |
| 📁 Images | Added icon to sample app for iPad Pro | 3 years ago |
| 📄 .gitignore | Initial commit | 3 years ago |
| 📄 .swift-version | add swift version file and remove resource_bundles | 8 months ago |
| 📄 .travis.yml | update travis | 8 months ago |
| 📄 CHANGELOG.md | Update changelog for version 0.4.5 | 8 months ago |
| 📄 GaugeKit.podspec | Update podspec to version 0.4.5 | 8 months ago |
| 📄 LICENSE | Initial commit | 3 years ago |
| 📄 README.md | update readme | 3 years ago |

📖 README.md

pod v0.4.5 build passing Carthage compatible Language Swift license MIT platform ios | tvos

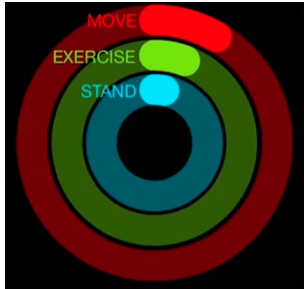


GaugeKit

##Kit for building custom gauges + easy reproducible Apple's style ring gauges.



->



Example Usage

Just open `GaugeKit.xcworkspace` and run Example project.

Installation

CocoaPods

[CocoaPods](#) is a dependency manager for Cocoa projects.

GaugeKit is available through [CocoaPods](#). To install it, simply add the following line to your Podfile:

```
source 'https://github.com/CocoaPods/Specs.git'
platform :ios, '8.0'
use_frameworks!

pod "GaugeKit"
```

Carthage

To integrate GaugeKit into your Xcode project using Carthage, specify it in your `Cartfile` :

```
github "skywinder/GaugeKit" >= 0.2
```

Embedded Framework

Add GaugeKit as a [submodule](#) by opening the Terminal, `cd` -ing into your top-level project directory, and entering the following command:

```
$ git submodule add https://github.com/skywinder/GaugeKit.git
```

Manually

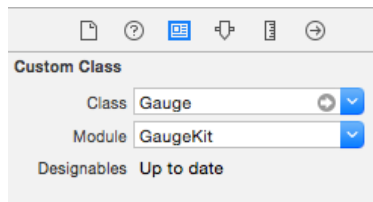
If you prefer not to use either of the aforementioned dependency managers, you can simply add swift files into your project manually.

Features ✨

- Flexible and high-customizable gauges
- Auto-resized views
- Support `@IBInspectable` & `@IBDesignable`
- Written with vanilla Swift flavor 🍷

Usage 🌈

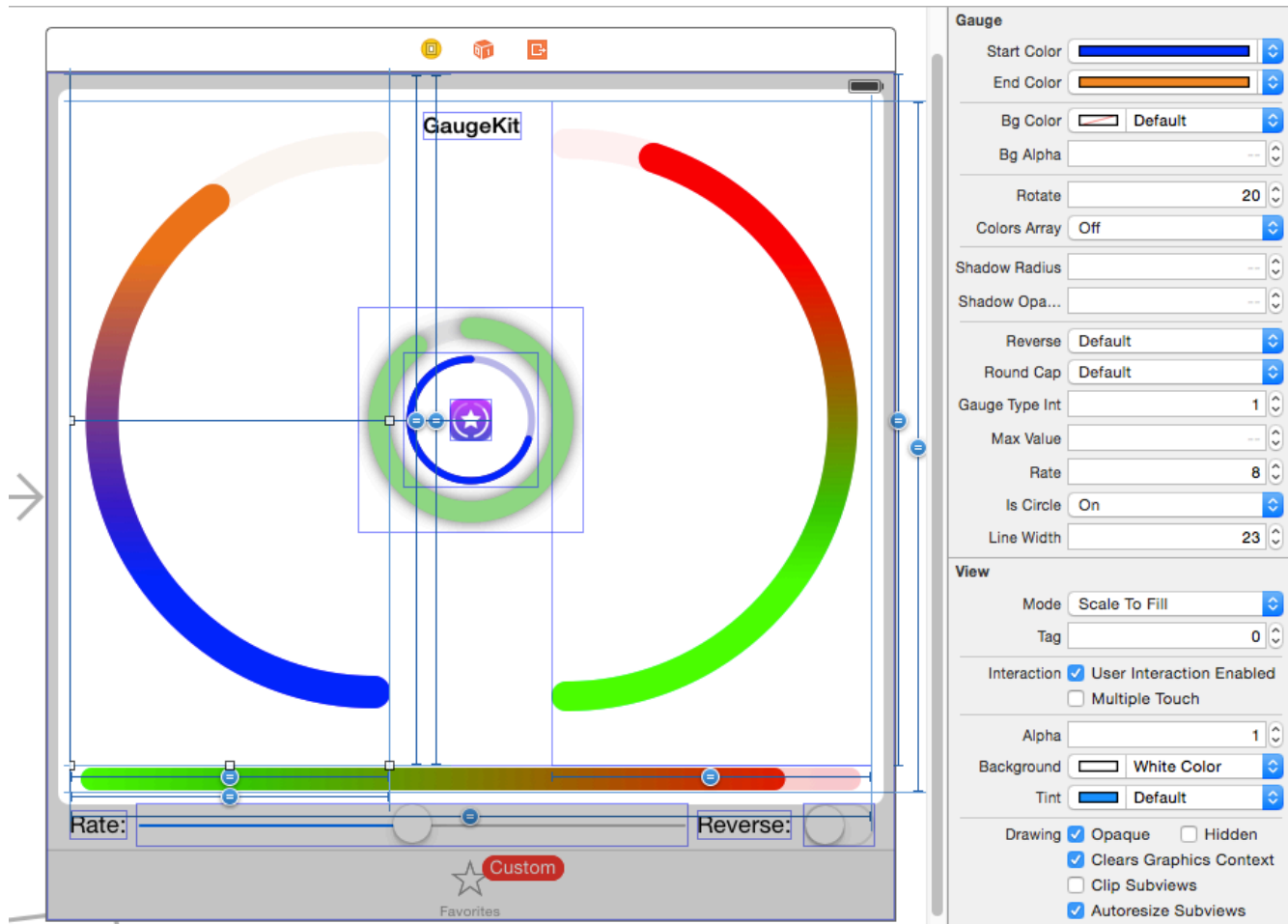
- Put on storyboard `UIView` , and set them class `Gauge` and module `GaugeKit` :



- Select type of gauge (property `type` in class or `gaugeTypeInt` for changes directly in Interface builder)

- case ``Circle``
- case ``Left``
- case ``Right``
- case ``Line``

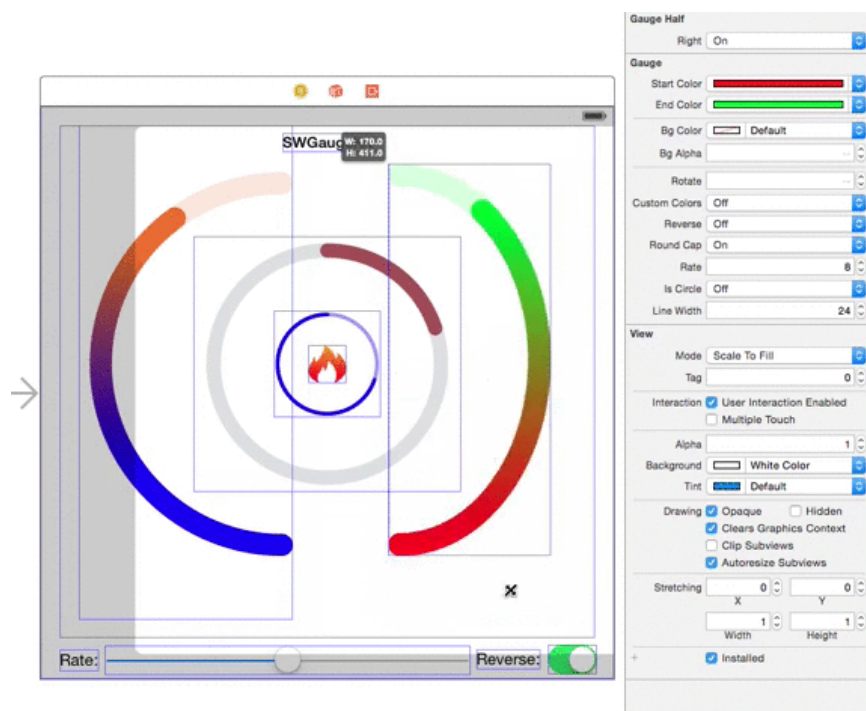
##Example:





Rate: Reverse: ☐

###IB Example:



Requirements

- iOS SDK 7.0 or later (iOS SDK 8.0 if you use it as a Framework)
- Swift 1.2 and Xcode 6.3 or later
- Swift 2.x.x is also supported!

Communication

Bug reports, feature requests, patches, well-wishes are always welcome!

- If you need help, [open an issue](#).
- If you found a bug, [open an issue](#).
- If you have a feature request, [open an issue](#).
- If you want to contribute, see [Contributing](#) section.

Contributing

I'd love to see your ideas for improving this library.

The best way to contribute is by submitting a pull request.

License

GaugeKit is available under the MIT license. See the LICENSE file for more info.