

SpinnerButton

SpinnerButton is a UIButton subclass optimized for non-rectangular button shapes

Create Button

```
let myButton = TSButton.init(frame:CGRect(x:50,y:250,width:150,height:40))
```

Button Style

There are primary button, default button, ghost button and dashed button in TESARK Button

SB_style can be set as primary or ghost or dashed, in order to create primary button or ghost button or dashed button. If nothing is provided to type, we will get default button. Users can tell the significance of button from it's appearance.

```
SB_style [  
primary  
ghost  
dashed  
none  
|
```

```
myButton.SB_style = .primary
```

Button Title

We can set uibutton title with **SB_setbuttonTitle** attributes

```
myButton.SB_setbuttonTitle = "Button"
```

Circle Button

```
myButton.SB_setCirlebutton = true
```

Button Badge

```
myButton.SB_setBadge(badge: "73")
```

Button Icon

```
myButton.SB_setBadge(badge: "73")
```

Button Icon Alignment

```
myButton.SB_alignemnt = .left
```

Button Loading Animation with color

```
myButton.SB_setLoadinganimation(_animation: true, color: .blue)
```

Start loading

```
myButton.SB_startloading()
```

Stop Loading

```
myButton.SB_stoploading()
```

TSButton Example

```
let myButton = TSButton.init(frame:CGRect(x:50,y:250,width:150,height:40))

myButton.addTarget(self, action: #selector(self.demo(button:)), for:
UIControlEvents.touchUpInside)
myButton.SB_setBadge(badge: "73")
myButton.SB_setbuttonTitle = "Button"
myButton.SB_setLoadinganimation(_animation: true, color: .blue)
myButton.SB_alignemnt = .left
myButton.SB_setButtonicon = FAType.FAAlignLeft
myButton.SB_style = .primary
```

```
self.view.addSubview(myButton)
```

