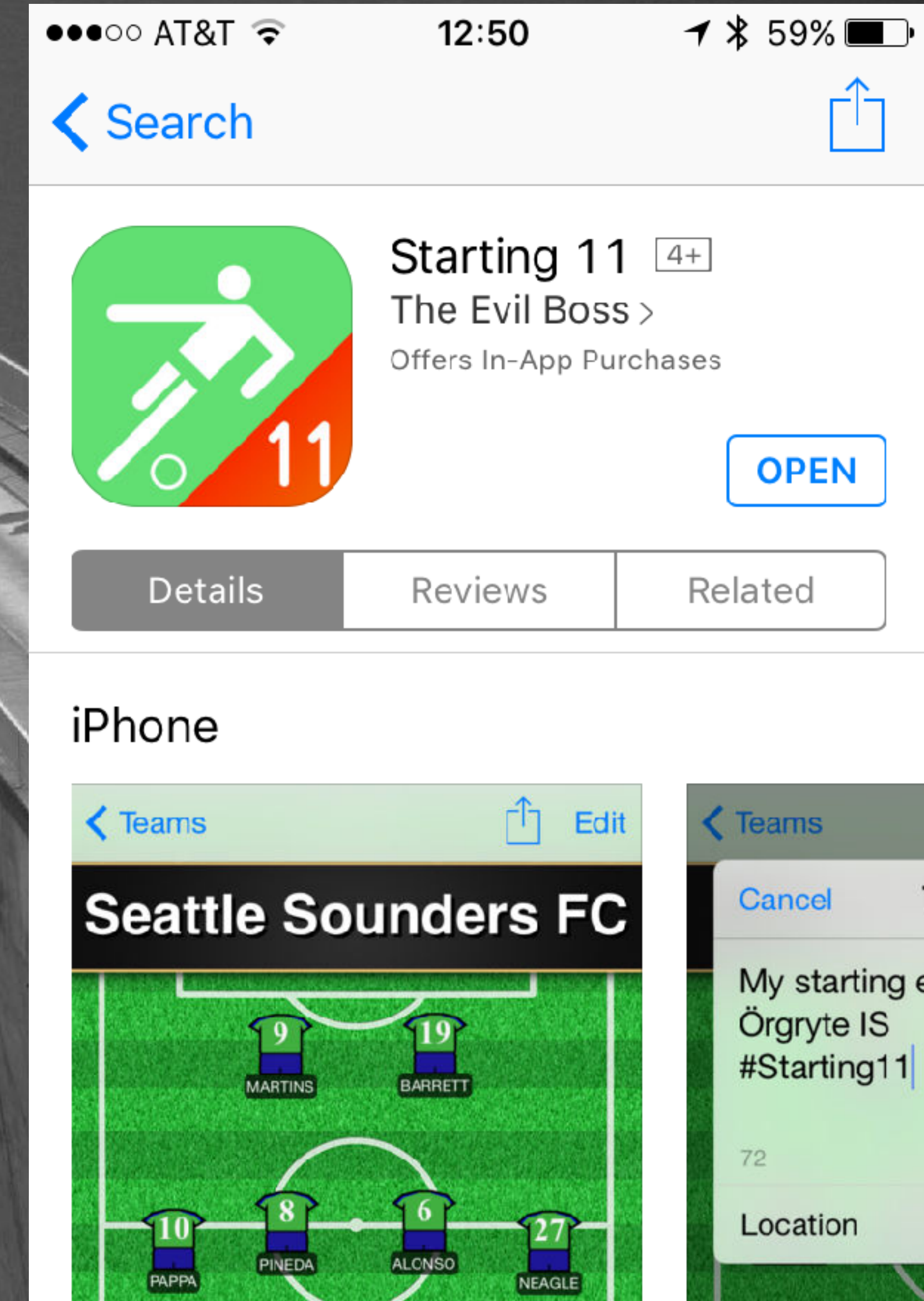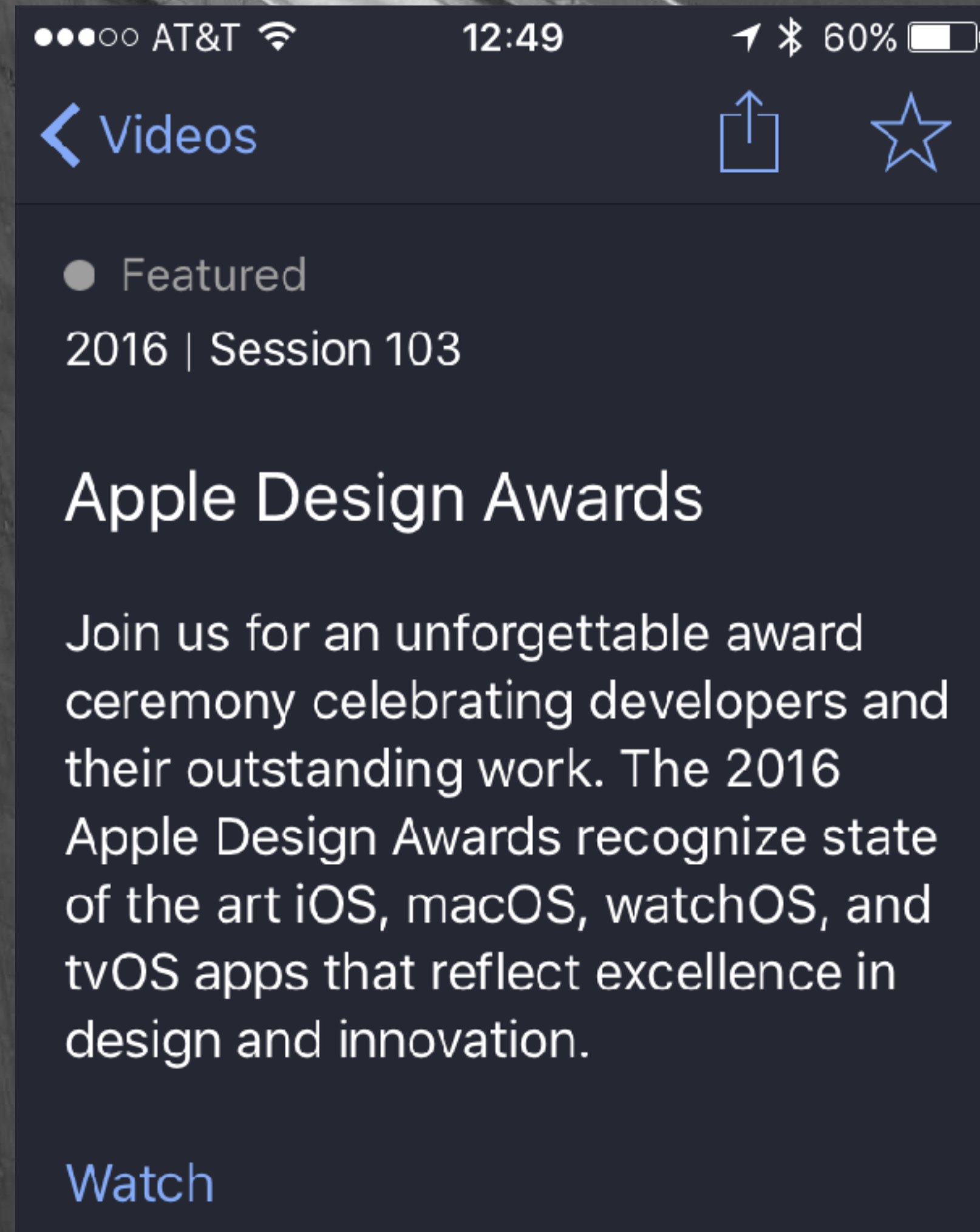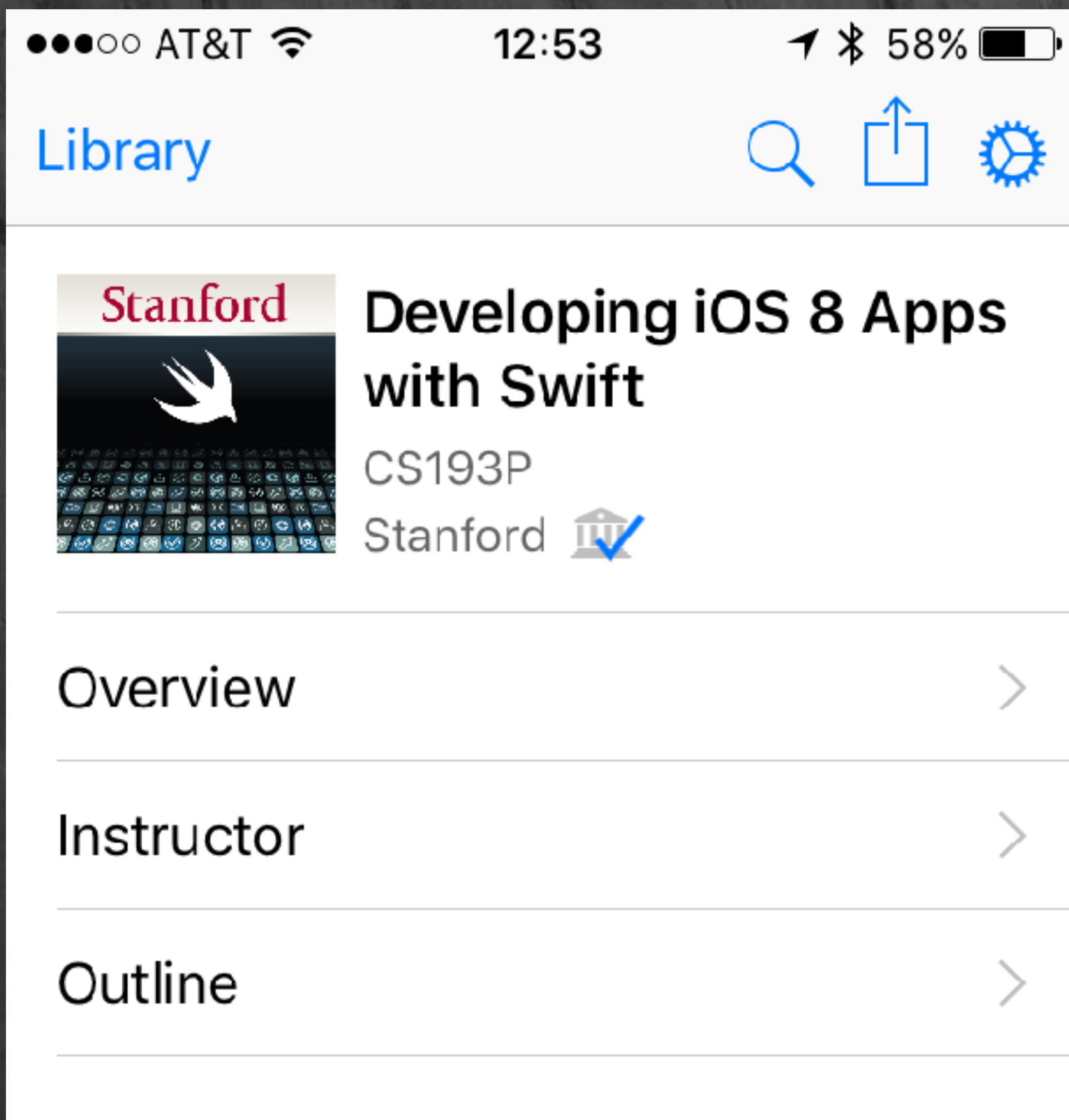KIM AHLBERG

ANIMATING TINTED BAR BUTTONS

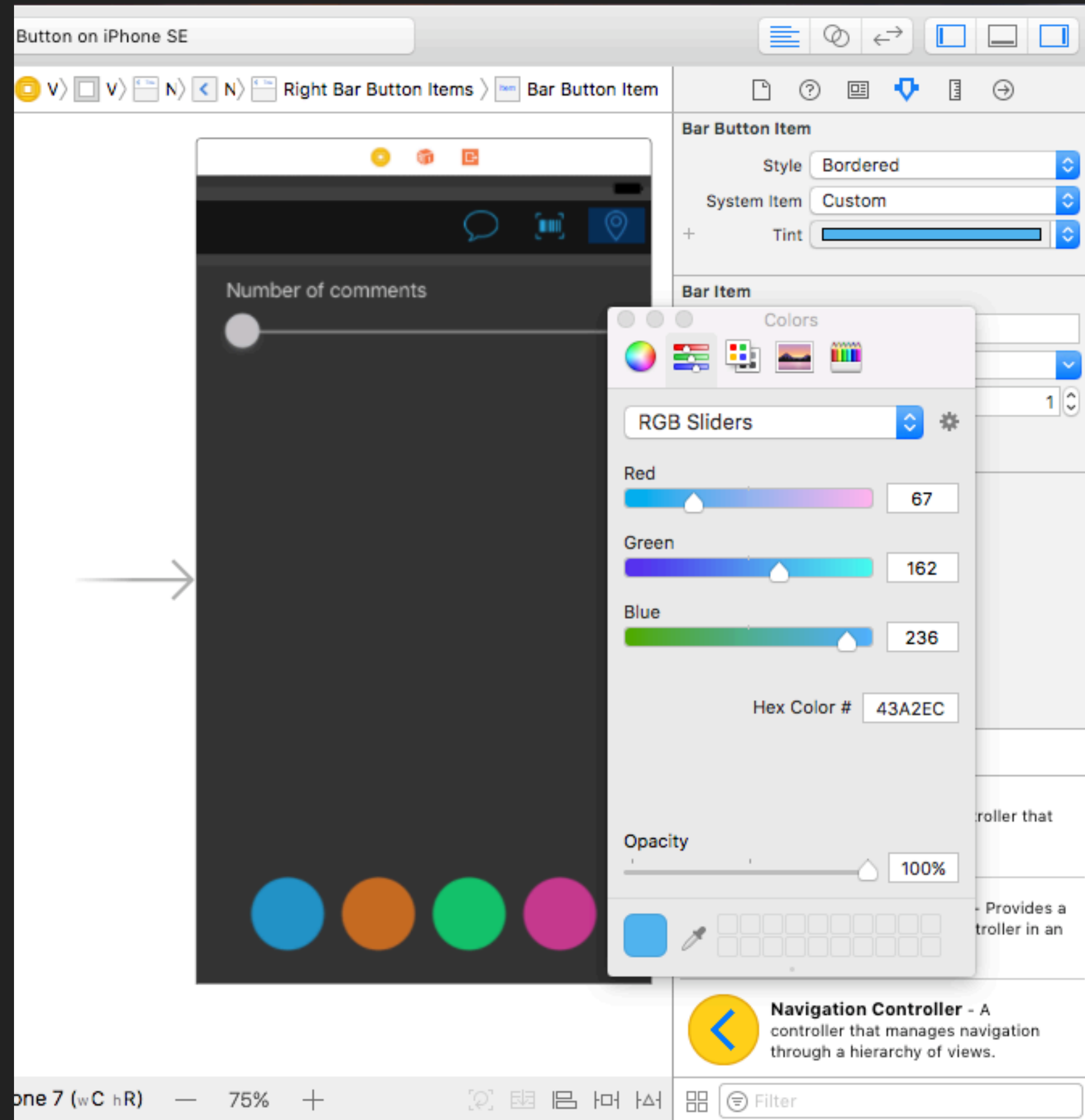# BAR BUTTONS

TINTING BAR BUTTONS

▸ **Interface Builder**

▸ Using code

TINTING BAR BUTTONS

▸ Interface Builder

▸ Using code

```objc
// You can either tint the navigation bar containing the buttons…
myNavigationBar.tintColor = [UIColor redColor];

// … or tint independent bar buttons.
myBarButtonItem.tintColor = [UIColor greenColor];
```

▸ Create an animated UIImage

▸ Assign it to the bar button's image property

```
// You can either load a number of individual image frames…
UIImage *animatedImage = [UIImage animatedImageWithImages:@[
                              [UIImage imageNamed:@"image0"],
                              [UIImage imageNamed:@"image1"],
                              [UIImage imageNamed:@"image2"]]
                                  duration:0.5];
```

ANIMATING BAR BUTTONS

▸ **Create an animated UIImage**

▸ Assign it to the bar button's image property

```
// … or load a series of images — image0, image1, image2 … image1024.
UIImage *animatedImage = [UIImage animatedImageNamed:@"image"
                                            duration:0.5];
```

▸ Create an animated UIImage

▸ **Assign it to the bar button's image property**

```
// … or load a series of images — image0, image1, image2 … imagen.
UIImage *animatedImage = [UIImage animatedImageNamed:@"image"
                                           duration:0.5];

// Assign the animated image to the bar button item's image property.
myBarButtonItem.image = animatedImage;
```

ANIMATING TINTED BAR BUTTONS = FRUSTRATION

▸ Assigning an animated image to a tinted bar button

FAIL

```objc
// Create an animated image in the normal way.
UIImage *animatedImage = [UIImage animatedImageNamed:@"image"
                                            duration:0.5];

// Assign the animated image to the bar button item's image property.
myBarButtonItem.image = animatedImage;
```

ANIMATING TINTED BAR BUTTONS = FRUSTRATION

▸ Assigning an animated image to a tinted bar button

▸ **Changing the rendering mode of the animated image**

FAIL

```objc
// Create an animated image in the normal way.
UIImage *animatedImage = [UIImage animatedImageNamed:@"image"
                                            duration:0.5];

// Change rendering mode to template image.
animatedImage = [animatedImage
        imageWithRenderingMode:UIImageRenderingModeAlwaysTemplate];

// Assign the animated image to the bar button item's image property.
myBarButtonItem.image = animatedImage;
```

ANIMATING TINTED BAR BUTTONS = FRUSTRATION

▸ Assigning an animated image to a tinted bar button

▸ Changing the rendering mode of the animated image

▸ **Changing rendering mode of all frames in the animation**

FAIL

```objc
// Create an animated image in the normal way.
UIImage *animatedImage = [UIImage animatedImageWithImages:@[
                          [[UIImage imageNamed:@"image0"]
imageWithRenderingMode:UIImageRenderingModeAlwaysTemplate],
                          [[UIImage imageNamed:@"image1"]
imageWithRenderingMode:UIImageRenderingModeAlwaysTemplate],
                          [[UIImage imageNamed:@"image2"]
imageWithRenderingMode:UIImageRenderingModeAlwaysTemplate]]
                                            duration:0.4];

// Assign the animated image to the bar button item's image property.
myBarButtonItem.image = animatedImage;
```

YOU MAY HAVE TO DRAW THE IMAGES IN THE RIGHT COLOR YOURSELF

The twitterverse

For solution see sample code at
github.com/kimahlberg/Toolbar-Buttons-Presentation-Xcoders

KIM AHLBERG
@KIMAHLBERG

www.theevilboss.com

github.com/kimahlberg

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