

Getting started  
Components

- M4Q
  - About
  - Population
  - Constructor
  - Ajax
  - Animation
  - Loops
  - Visibility
  - Effects
  - Subtree functions
  - Attributes
  - Html, text and value
  - Css and classes
  - Position and size
  - Manipulation
  - DataSet
  - Events
  - Utils
- Base
  - Containers
  - Grid system
  - Typography
  - Tables
  - Forms
  - Buttons
  - Images
  - Figures
  - Lists
- Form components
  - Checkbox
  - File input
  - Input
  - Input material
  - Keypad
  - Rating
  - Radio
  - Select
  - Slider
  - Double Slider
  - Spinner
  - Switch
  - Tag input
  - Textarea

- Menus
  - App bar
  - Bottom navigation
  - Bottom sheet
  - Menu
  - Ribbon Menu
  - Side bar
  - Side navigation

- Controls
  - Accordion
  - Badge
  - Carousel
  - Cards
  - Cube
  - Counter
  - Charms
  - Chat
  - Donut
  - Image compare
  - Image magnifier
  - Gravatar
  - List
  - ListView
  - Master
  - NavView
  - Panels
  - Progress & Activity
  - Streamer
  - Stepper
  - Splitter
  - Tabs
  - Tabs material
  - Table

- Tiles
  - TreeView
  - Wizard

- Information
  - Dialogs
  - Info box
  - Hints
  - Notify system
  - Popovers
  - Toasts
  - Windows

- Date & time
  - Calendar
  - Calendar picker
  - Date picker
  - Time picker
  - Countdown
  - Formatting date

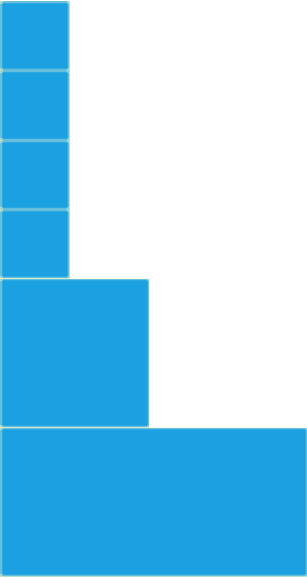
- Media

# Tiles


Metro 4 present classes for creating tiles such as tiles in Windows 8/10.

## About

Metro 4 contains classes to create tiles such as application tiles in Windows 8/10. To create tile you can add role `tile` to element with attribute `data-role` .

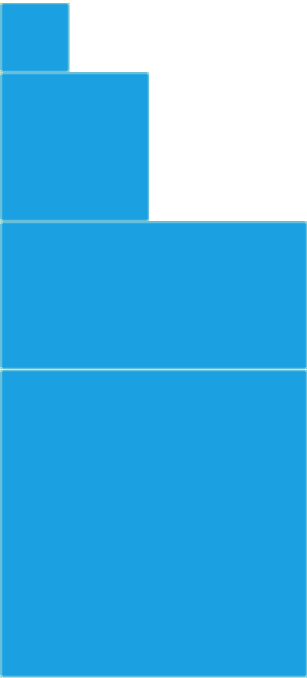


```
<div data-role="tile"></div>
```




## Tile sizes

You can use `four` sizes for your tiles: `small` , `medium` , `wide` and `large` . To set tile size use attribute `data-size` .




```
<div data-role="tile" data-size="small"></div>
<div data-role="tile" data-size="medium"></div>
<div data-role="tile" data-size="wide"></div>
<div data-role="tile" data-size="large"></div>
```



## Tile icon & branding bar

The tile can have icon for the identification of target process. To create `icon` you can add element with class `.icon` inside a tile with `image` . Also you can use icon from font as tile icon.

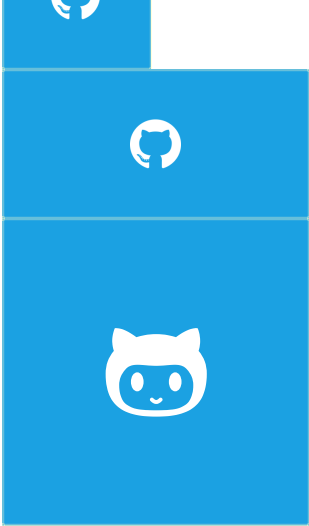


### Table of contents

- Tiles
- About
- Sizes
- Icon & Branding bar
- Badges
- Colors
- Selected tile
- Cover
- Tiles effects
- Grid for tiles
- Tiles position
- Tiles groups

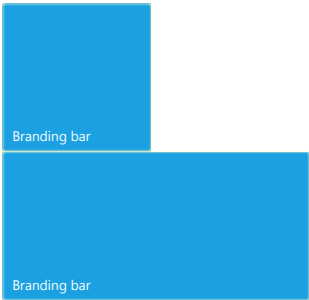
- Video player
- Audio player
- Tools
  - Collapse
  - Color module
  - Draggable
  - Dropdown
  - Form validator
  - Hotkeys
  - Micro templates
  - Ripple
  - Storage
  - Session storage
  - Sorter
  - Touch and swipe

- Utilities
- Animations
- Additional



```
<div data-size="small" data-role="tile"></div>
<div data-size="medium" data-role="tile"></div>
<div data-size="wide" data-role="tile"></div>
<div data-size="large" data-role="tile"><span class="mif-github icon"></span></div>
```

To create `branding bar` , you must add element with class `.branding-bar` inside a tile.



```
<div data-role="tile">
  <span class="branding-bar">Branding bar</span>
</div>
```

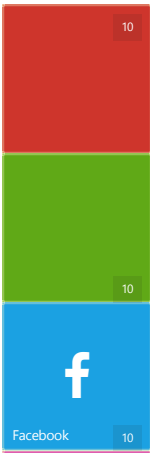
You can combine `icon` and `branding bar` in one tile.

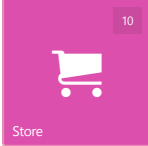


```
<div data-role="tile">
  <span class="branding-bar">Branding bar</span>
</div>
```

## Badges

The tile can have two types of `badges` . Top badge and bottom badge. To create `badge` , you must add element with class `.badge-top` or `.badge-bottom` inside a tile.





```
<div data-role="tile">
  <span class="badge-top">10</span>
</div>
<div data-role="tile">
  <span class="badge-bottom">10</span>
</div>
```



## Colors

You can change tile color with color classes or inline css style.

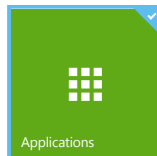


```
<div data-role="tile" data-size="small" class="bg-red"></div>
<div data-role="tile" data-size="wide" style="background-color: #4a00b3"></div>
```



## Selected tile

If you add class `.selected` to tile, you can make tile as `selected`.

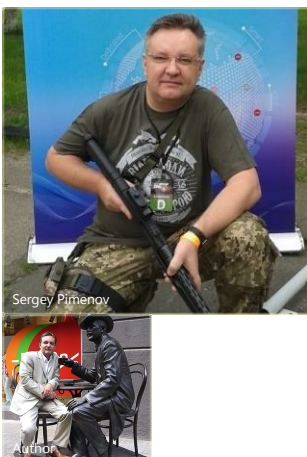


```
<div data-role="tile" class="bg-green selected">
  <span class="icon mif-apps"></span>
  <span class="branding-bar">Applications</span>
</div>
```



## Cover for tile

You can create tile with cover image. To create it add attribute `data-cover` to tile.



```
<div data-role="tile" data-size="large" data-cover="images/me.jpg">
  <span class="branding-bar">Sergey Pimenov</span>
</div>
```



```
<div data-role="tile" data-cover="images/me_civil.jpg">
  <span class="branding-bar">Author</span>
</div>
```

In additional, you can create covered slides with attribute `data-cover` for slides see below.

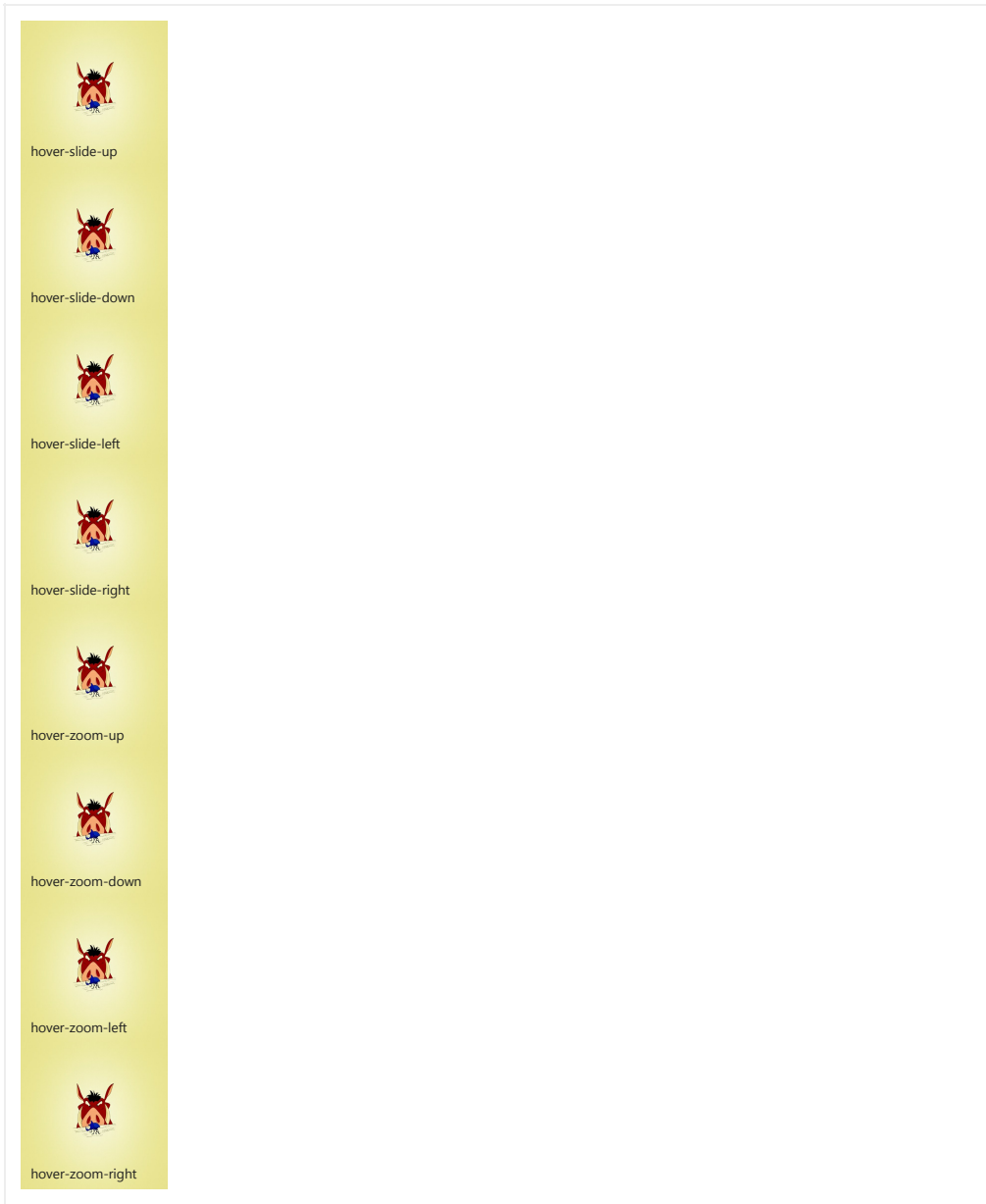
## Tiles effects

You can add any affects to tiles. This is can be `hover affects` and `live effects`. To set effect, use attribute `data-effect` and create required `slides`. You can use next effects:

### Hover effect

To set hover effect use next values for `data-effect` attribute: `hover-slide-up`, `hover-slide-down`, `hover-slide-left`, `hover-slide-right`, `hover-zoom-up`, `hover-zoom-down`, `hover-zoom-left` and `hover-zoom-right`. Also you must create `two` slides with classes: `.slide-front` and `.slide-back`

```
<div data-role="tile" data-effect="...">
  <div class="slide-front">...</div>
  <div class="slide-back">...</div>
</div>
```



```
<div data-role="tile" data-size="medium" data-effect="hover-zoom-right">
  <div class="slide-front">
    
  </div>
  <div class="slide-back d-flex flex-justify-center flex-align-center p-4 op-mauve">
    <p class="text-center">
      Bubos mori in moscua! Tumultumque de brevis historia, aperto heuertes!
    </p>
  </div>
  <span class="branding-bar fg-dark">hover-zoom-right</span>
</div>
```

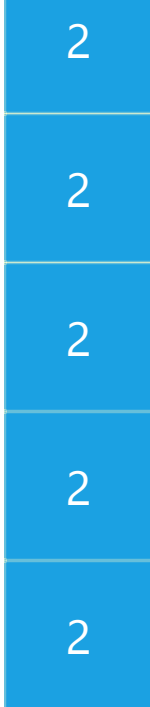


### Live tiles

Metro 4 contains a number of effects for tiles who transform tile to live tile. Add attribute `data-effect` with values: `animate-slide-up`, `animate-slide-down`, `animate-slide-left`, `animate-slide-right` and `animate-fade`.

### Slide and fade effects





```
<div data-role="tile" data-effect="animate-slide-up">
  <div class="slide">1</div>
  <div class="slide">2</div>
  <div class="slide">3</div>
  <div class="slide">4</div>
  <div class="slide">5</div>
</div>
```



## Image-set

Also, you can use live tile with `image set` effect. To create this tile, add attribute `data-effect="image-set"` and add images inside tile.



```
<div data-role="tile" data-size="wide" data-effect="image-set">
  
  
  
  
  
</div>
```



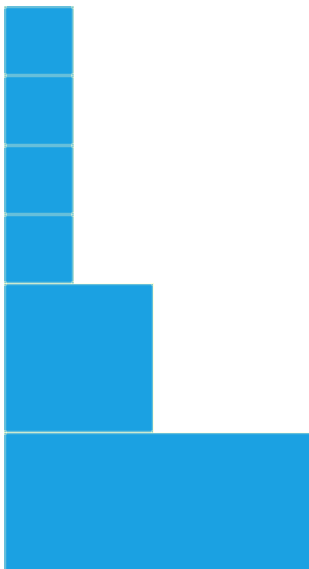
## Tiles grid

To collect tiles in group Metro 4 contains special class `.tiles-grid`. This class create `css grid layout` for tiles with special cell sizes.

```
<div class="tiles-grid">
  ...
</div>
```



With `tiles grid` you can easy place tiles as you wish. The grid is divided into cells of size `70x70` with an interval of `10` px without limitation to height or width. You can limit the size of the grid with subclasses `.size-*` from `1` to `10`. One size is equivalent of small tile. Sizes include gap.





### Tiles position in grid

You can place a tile to a specified position in grid with special classes `.col-*` and `.row-*`. This classes defined from `1` to `12` and allow you to place the tile in the specified column and row.

```
<div class="tiles-grid">
  <div data-role="tile" data-size="small"></div>
  <div data-role="tile" data-size="small"></div>
  <div data-role="tile" data-size="small" class="col-1 row-2"></div>
  <div data-role="tile" data-size="small" class="col-2 row-2"></div>
  <div data-role="tile" data-size="medium"></div>
  <div data-role="tile" data-size="wide"></div>
  <div data-role="tile" data-size="large"></div>
  <div data-role="tile" data-size="medium"></div>
  <div data-role="tile" data-size="medium"></div>
  <div data-role="tile" data-size="wide"></div>
</div>
```

## Tiles groups

To grouping tiles you can use special class `.tiles-group`. To set group fixed size, add one of classes: `.size-half`, `.size-1`, `.size-2`, `.size-3`, `.size-4`, `.size-5`, `.size-6`, `.size-7`, `.size-8`, `.size-9`, `.size-10`.

Also, you can use media breakpoints for change size. To get it, use classes: `.size-{media}-half`, `.size-{media}-1`, `.size-{media}-2`, `.size-{media}-3`, `.size-{media}-4`, `.size-{media}-5`, `.size-{media}-6`, `.size-{media}-7`, `.size-{media}-8`, `.size-{media}-9`, `.size-{media}-10`. Where `{media}` is a breakpoint: `fs`, `sm`, `md`, `lg`, `xl`, `xxl`.

The image shows a portion of a Windows Start menu. At the top, the word 'General' is displayed. Below it are three pinned application tiles: a purple 'Github' tile with a cat icon and a count of 30, a blue 'Email' tile with an envelope icon and a count of 10, and a large orange 'Chrome' tile with the Chrome logo. To the right of these tiles is a large, light gray rectangular area. Below the pinned tiles is a vertical stack of four smaller icons: an Apple logo, a bell icon, the Windows logo, and a hamburger menu icon. A small blue tile is partially visible at the bottom left.



Tables

```
<div class="tiles-grid tiles-group size-2" data-group-title="General">
  <a href="https://github.com/olton/Metro-UI-CSS"
    data-role="tile" class="bg-indigo">
    <span class="mif-github icon"></span>
    <span class="branding-bar">Github</span>
    <span class="badge-bottom">30</span>
  </a>
  <div data-role="tile" class="bg-cyan">
    <span class="mif-envelop icon"></span>
    <span class="branding-bar">Email</span>
    <span class="badge-bottom">10</span>
  </div>
  <div data-role="tile" class="bg-orange" data-size="wide">
    <span class="mif-chrome icon"></span>
    <span class="branding-bar">Chrome</span>
  </div>
  <div data-role="tile" data-size="small">
    <span class="mif-apple icon"></span>
  </div>
  <div data-role="tile" data-size="small" class="bg-red">
    <span class="mif-bell icon"></span>
  </div>
  <div data-role="tile" data-size="small" class="bg-teal col-1 row-6">
    <span class="mif-windows icon"></span>
  </div>
  <div data-role="tile" data-size="small" class="bg-brown col-2 row-6">
    <span class="mif-wind icon"></span>
  </div>
  <div data-role="tile" class="bg-cyan">
    <span class="mif-table icon"></span>
    <span class="branding-bar">Tables</span>
  </div>
</div>
```

