

Search...

- Getting started
- Components
- Utilities
- Border
- Clear float
- Colors
- Cursors
- Display & visibility
- Embed
- Extensions
- Flex
- Functions
- Float
- Position
- Sizing
- Spacing
- Animations
- Additional

# Functions

Metro 4 implements several useful functions that are accessible through the special object.

## About

All special utilities functions stored in `Metro.utils` object.

Function	Desc
<code>isUrl(v)</code>	Checks if value is url
<code>isTag(v)</code>	Checks if value is tag.
<code>isColor(v)</code>	Checks if value is hex color. #fff, #ffffff - true
<code>isEmbedObject(v)</code>	Checks if value is embed object, value to check - html string
<code>isVideoUrl(v)</code>	Checks if value is youtube or vimeo video link
<code>isDate(v)</code>	Checks if value is valid date string
<code>isInt(v)</code>	Checks if value is integer
<code>isFloat(v)</code>	Checks if value is float
<code>isTouchDevice()</code>	Checks if device is touchable
<code>isFunction(v)</code>	Checks if value is function
<code>isObject(v)</code>	Checks if value is object
<code>isArray(v)</code>	Checks if value is array
<code>isType(v, t)</code>	Checks if value is a type: isType(v, 'function')
<code>isMetroObject(el, type)</code>	Checks if element is a Metro component
<code>isjQuery(el)</code>	Checks if element is a jQuery object
<code>isM4Q(el)</code>	Checks if element is a m4q object
<code>isQ(el)</code>	Checks if element is a m4q or jQuery object
<code>embedObject(el)</code>	Insert element into embed container. Return html string
<code>embedUrl(el)</code>	Insert youtube link into embed container. Return html string
<code>secondsToTime(seconds)</code>	Return object {hours, minutes, seconds}
<code>hex2rgba(hex, alpha)</code>	Return string 'rgba(x, x, x, a)'
<code>random(from, to)</code>	Return random value
<code>uniqueId()</code>	Return string in format xxxxxxxx-xxxx-4xxx-yxxx-xxxxxxxxxxxx
<code>elementId(prefix)</code>	Return string. Based in datetime
<code>secondsToFormattedString(seconds)</code>	Return string "hh:mm:ss"
<code>callback(f, args, context)</code>	Synonym to exec function
<code>exec(f, args, context)</code>	Exec function or code with arguments and context
<code>isOutsider(el)</code>	Check element to outside of the view
<code>inViewport(el)</code>	Check element in viewport
<code>objectLength(el)</code>	Return object length.
<code>percent(a, b, r)</code>	Return percent value for b from a. If r is true, returned value is integer else - real
<code>camelCase(str)</code>	Return 'data-on-value' as 'dataOnValue'
<code>objectShift(obj)</code>	Return shifted object. Remove element with first key
<code>objectDelete(obj, key)</code>	Delete key from object and return it
<code>objectClone(obj)</code>	Copy object to clone and return it
<code>arrayDelete(arr, val)</code>	Delete from array by value and return it
<code>arrayDeleteByKey(arr, key)</code>	Delete key from array and return it
<code>arrayDeleteByMultipleKeys(arr, keys_array)</code>	Delete key from array and return new array
<code>nv1(data, other)</code>	Check data for null value and return other if null
<code>github(repo, callback)</code>	Get information from github and put then in callback
<code>detectIE()</code>	Detect if browser is Internet explorer or Edge
<code>detectChrome()</code>	Detect if browser is Chrome
<code>md5(str)</code>	Encode string with md5 algorithm

Table of contents

Functions

Function	Desc
<code>encodeURIComponent(str)</code>	Fix to base eencodeUri function
<code>pageHeight()</code>	Return real page height
<code>cleanPreCode(selector)</code>	Remove white spaces from code
<code>coords(el)</code>	Return element coordinates as object (top, left)
<code>positionXY(event, type)</code>	Return position for type: screen, page, client
<code>clientXY(event)</code>	Return position
<code>pageXY(event)</code>	Return position
<code>screenXY(event)</code>	Return position
<code>isRightMouse(event)</code>	Check if user click on right mouse button
<code>hiddenElementSize(el, includeMargin)</code>	Return element size as object {width, height}
<code>getStyle(el, pseudo)</code>	Return element calculated styles
<code>getStyleOne(el, property)</code>	Return element calculated styles for specified property
<code>getTransformMatrix(el)</code>	Return element transform matrix
<code>computedRgbToHex(rgb)</code>	Return hex value for computed element color.
<code>computedRgbToHex(rgb)</code>	Return hex value for rgb string 'rgb(x, x, x)' => #xxxxxx
<code>computedRgbToRgba(rgb, alpha)</code>	Return rgba string for rgb string 'rgb(x, x, x)' => 'rgba(x, x, x, a)'
<code>computedRgbToArray(rgb)</code>	Return array for string 'rgb(x, x, x)' => [x, x, x]
<code>hexColorToArray(c)</code>	Convert hex color value to array
<code>hexColorToRgba(c, a)</code>	Convert hex color value rgba string: '#xxxxxx' => 'rgba(x, x, x, a)'
<code>getInlineStyles(el)</code>	Return element inline styles as array
<code>updateURIParameter(uri, key, val)</code>	Update parameter in Uri
<code>getURIParameter(uri, key)</code>	get parameter from Uri
<code>getLocales()</code>	Get registered metro locales
<code>addLocale(data)</code>	Register metro locale in runtime
<code>strToArray(str, delimiter)</code>	Convert string to array
<code>aspectRatioH(width, ratio)</code>	Return height for specific ratio
<code>aspectRatioW(height, ratio)</code>	Return width for specific ratio
<code>valueInObject(obj, value)</code>	Check if value exist in object
<code>keyInObject(obj, key)</code>	Check if key exist in object
<code>newCssSheet(media)</code>	Create css sheet object
<code>addCssRule(sheet, selector, rules, index)</code>	Add rule to css sheet object
<code>media(query)</code>	Check media query
<code>mediaModes()</code>	Get current media points
<code>mediaExist(m)</code>	Return true if point exist in current medias
<code>inMedia(m)</code>	Check if point is current media
<code>isValue(val)</code>	Return true if val not in [undefined, null, ""]
<code>isNegative(val)</code>	Return true if val less then 0
<code>isPositive(val)</code>	Return true if val more then 0
<code>isZero(val)</code>	Return true if val is 0 (int or float)
<code>between(val, bottom, top, equals)</code>	Return true if val between bottom and top
<code>parseMoney(val)</code>	Return numeric value from any money format. Ex: \$5,640.63 -> 5640.63
<code>func(string)</code>	Return function object
<code>nearest(val, precision, down)</code>	search for the nearest integer, a multiple of required. Ex: Metro.utils.nearest(37, 5, false) -> 40, Metro.utils.nearest(37, 5, true) -> 35
<code>copy(el)</code>	Copy element to clipboard
<code>isLocalhost()</code>	Check if current location is localhost
<code>getCursorPosition(element, event)</code>	Return mouse or pointer position as x, y
<code>getCursorPositionX(element, event)</code>	Return mouse or pointer position x
<code>getCursorPositionY(element, event)</code>	Return mouse or pointer position y
<code>formData(form)</code>	Return named inputs as obj as pairs <code>name: value</code>

Function	Desc