

Search...

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

# Toast

Toasts are used for system messaging. They also display at the bottom of the screen, but may not be swiped off-screen. Metro 4 provides simple methods to create toasts.

## Setup toast

You can setup options for toasts with function `init`. The following options are available:

Option	Default	Desc
<code>callback</code>	Metro.noop	Callback for execute code after toast showing
<code>timeout</code>	METRO_TIMEOUT	Time for toast shown, by default 2000
<code>distance</code>	20	Distance from window side (top or bottom) in pixels, by default 20px
<code>showTop</code>	false	When true, toast show on top of window
<code>clsToast</code>		Additional classes for toast

```
Metro.toast.init({
  showTop: true,
  distance: 60
}).create("This is a toast");
```

## Create toast

To create `toast` you must call method `Metro.toast.create`. Method contains next parameters:

- message:** Toast message
- callback:** Callback function.Executed after toast hided
- timeout:** Time to show toast
- cls:** Classes to customize toast

```
Metro.toast.create(message, callback, timeout, cls);
```

## Quick example

Default toast

Toast with a callback

Toast timeout

Toast custom class

```
<button class="button primary" onclick="runToast()">Default toast</button>
<button class="button secondary" onclick="runToast('callback')">Toast with a callback</button>
<button class="button info" onclick="runToast('timeout')">Toast timeout</button>
<button class="button success" onclick="runToast('class')">Toast custom class</button>

<script>
  function runToast(mode) {
    var toast = Metro.toast.create;
    switch (mode) {
      case 'callback': toast("This is a toast with callback", function () {
        alert('Toast callback executed!');
      }); break;
      case 'timeout': toast("This is a toast with timeout 5s", null, 5000); break;
      case 'class': toast("This is a toast with custom class", null, 5000, "bg-green fg-white"); break;
      default: toast("This is default toast");
    }
  }
</script>
```

## Callback

If you need execute code after toast showing, add `callback function` to call toast.

```
Metro.toast.create("Toast message", function () {
  ...callback function...
});
```

## Timeout

Want to show the toast a certain time? Add a `timeout` parameter.

```
Metro.toast.create("Toast message", null, 5000);
```

## Predefined classes

New in 4.2.10

You can use predefined classes for your `toasts`. This list of classes include: `.primary`, `.secondary`, `.success`, `.alert`, `.warning`, `.yellow`, `.info` and `.light` classes.

Primary

Secondary

Success

Alert

Warning

Yellow

Info

Light

```
Metro.toast.create("Toast message", null, null, "info");
```

### Table of contents

- Toast
- Setup toast
- Create toast
- Callback
- Timeout
- Predefined classes
- Custom toast
- Additional options

## Custom toast

If you want to display a toast in your own style, add a `cls` parameter.

```
Metro.toast.create("Toast message", null, null, cls);
```

## Additional options

You can sets additional options. Options is a object with next properties:

```
options: {  
  callback: Metro.noop,  
  timeout: METRO_TIMEOUT,  
  distance: 20,  
  showTop: false,  
  clsToast: ""  
}
```

Show on top

```
var options = {  
  showTop: true,  
  timeout: 3000  
}  
Metro.toast.create("Toast message", null, null, null, options);
```