

UIAdvancedButton Class Reference

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| Inherits from | UIView : UIResponder : NSObject |
| Conforms to | NSCoding (UIView) NSObject (NSObject) |
| Frameworks Required | /System/Library/Frameworks/UIKit.framework /System/Library/Frameworks/QuartzCore.framework |
| Availability | Available in iOS 4.2 and later. |

Overview

The `UIAdvancedButton` class is a subclass of `UIView` which can be used to create Glossy, 3D like buttons with less than 2 lines of code. Customize the glow, shadow and colors the way you want with easy to use built-in methods. To use this class add the framework [QuartzCore.framework](#) to the project.

Tasks

Initializing a View Object

- `initWithFrame:`
- `initWithFrame:text:cornerRadius:buttonStyle:hasShadow:hasGlow:`
- `initWithFrame:text:cornerRadius:backgroundColors:hasShadow:hasGlow:`

Modifying the View Object

- `animateToColors:duration:`
- `animateToStyle:duration:`
- `setText:cornerRadius:buttonStyle:hasShadow:hasGlow:`
- `setText:cornerRadius:backgroundColors:hasShadow:hasGlow:`
- `setFont:color:`
- `setShadow:shadowRadius:shadowColor:`
- `setGlow:`
- `setText:`
- `setCornerRadius:`
- `setButtonStyle:`
- `setBackgroundColors:`

Instance Methods

`initWithFrame:`

Returns a advanced button initialized with the specified frame with default label as "Label".

- (id) initWithFrame:([CGRect](#) *) frame

Parameters

frame

The frame rectangle for the view, measured in points. The origin of the frame is relative to the superview in which you plan to add it. This method uses the frame rectangle to set the [center](#) and [bounds](#) properties accordingly.

Return Value

An initialized Advanced Button object or `nil` if the object couldn't be created.

Discussion

This method initializes and returns the Advanced button object with the specified size and position

`initWithFrame:text:cornerRadius:buttonStyle:hasShadow:hasGlow:`

Returns an advanced button initialized with the specified frame and style.

- (id) initWithFrame:([CGRect](#) *) frame text:([NSString](#) *) text cornerRadius:([CGFloat](#) *) radius buttonStyle:([UIAdvancedButtonStyle](#)) style hasShadow:([BOOL](#)) hasShadow hasGlow:([BOOL](#)) hasGlow

Parameters

frame

The frame rectangle for the view, measured in points. The origin of the frame is relative to the superview in which you plan to add it. This method uses the frame rectangle to set the [center](#) and [bounds](#) properties accordingly.

text

The text to be displayed in the button.

radius

The radius of the corners to give round rect effect. Give 0 if you want a rectangular base.

style

The predefined button style. Instead of specifying colors for the button you can choose from any of the predefined style for the button being made.

Currently available styles are

```
UIAdvancedButtonStylePureBlack
UIAdvancedButtonStyleClassyBlue
UIAdvancedButtonStyleGrayMix
UIAdvancedButtonStyleGloxyGray
UIAdvancedButtonStyleTellyGreen
UIAdvancedButtonStyleRoyalRed
UIAdvancedButtonStyleRoyalGreen
UIAdvancedButtonStyleRoyalBlue
```

hasShadow

A BOOL which specifies whether the button will have a shadow.

hasGlow

A BOOL which specifies whether the button will have a glow or glossy effect.

Return Value

An initialized Advanced Button object or `nil` if the object couldn't be created.

Discussion

This method initializes and returns the Advanced button object with the specified size and position and style

initWithFrame:text:cornerRadius:backgroundColors:hasShadow:hasGlow:

Returns an advanced button initialized with the specified frame and style.

```
-(id)initWithFrame:(CGRect *)frame text:(NSString *)text cornerRadius:(CGFloat *)radius
backgroundColors:(NSArray *)colors hasShadow:(BOOL)hasShadow hasGlow:(BOOL)hasGlow
```

Parameters

frame

The frame rectangle for the view, measured in points. The origin of the frame is relative to the superview in which you plan to add it. This method uses the frame rectangle to set the `center` and `bounds` properties accordingly.

text

The text to be displayed in the button.

radius

The radius of the corners to give round rect effect. Give 0 if you want a rectangular base.

colors

A `NSArray` object which should contain one or more `CGColorRef` objects which define the background colors of the button.

hasShadow

A BOOL which specifies whether the button will have a shadow.

hasGlow

A BOOL which specifies whether the button will have a glow or glossy effect.

Return Value

An initialized Advanced Button object or `nil` if the object couldn't be created.

Discussion

This method initializes and returns the Advanced button object with the specified size and position and style

animateToColors:duration:

Changes and animate the background color of the button from the current color to specified color.

```
-(void) animateToColors:(NSArray *)colors duration:(CGFloat)duration;
```

Parameters

colors

The colors to be applied to the background.

duration

The duration for which the animation should take place.

Discussion

This method changes the background color to colors specified in the color array and perform a transition animation for the

specified duration.

animateToStyle:duration:

Changes and animate the background color of the button from the current color to specified color.

```
-(void) animateToStyle:(UIAdvancedButtonStyle)style duration:(CGFloat)duration;
```

Parameters

style

The predefined button style.

duration

The duration for which the animation should take place.

Discussion

This method changes the background color to colors specified in the color array and perform a transition animation for the specified duration.

setText:cornerRadius:buttonStyle:hasShadow:hasGlow:

Changes the properties of the button instance with the specified frame and style.

```
-(void)setText:(NSString *)text cornerRadius:(CGFloat *)radius buttonStyle:(UIAdvancedButtonStyle)style  
hasShadow:(BOOL)hasShadow hasGlow:(BOOL)hasGlow
```

Parameters

text

The text to be displayed in the button.

radius

The radius of the corners to give round rect effect. Give 0 if you want a rectangular base.

style

The predefined button style. Instead of specifying colors for the button you can choose from any of the predefined style for the button being made.

Currently available styles are

```
UIAdvancedButtonStylePureBlack  
UIAdvancedButtonStyleClassyBlue  
UIAdvancedButtonStyleGrayMix  
UIAdvancedButtonStyleGloxyGray  
UIAdvancedButtonStyleTellyGreen  
UIAdvancedButtonStyleRoyalRed  
UIAdvancedButtonStyleRoyalGreen  
UIAdvancedButtonStyleRoyalBlue
```

hasShadow

A BOOL which specifies whether the button will have a shadow.

hasGlow

A BOOL which specifies whether the button will have a glow or glossy effect.

Discussion

This method changes the properties of the button instance with the specified frame and style.

setText:cornerRadius:backgroundColors:hasShadow:hasGlow:

Changes the properties of the button instance with the specified frame and style.

```
-(void)setText:(NSString *)text cornerRadius:(CGFloat *)radius backgroundColors:(NSArray *)colors  
hasShadow:(BOOL)hasShadow hasGlow:(BOOL)hasGlow
```

Parameters

text

The text to be displayed in the button.

radius

The radius of the corners to give round rect effect. Give 0 if you want a rectangular base.

colors

A [NSArray](#) object which should contain one or more [CGColorRef](#) objects which define the background colors of the button.

hasShadow

A BOOL which specifies whether the button will have a shadow.

hasGlow

A BOOL which specifies whether the button will have a glow or glossy effect.

Return Value

An initialized Advanced Button object or `nil` if the object couldn't be created.

Discussion

This method changes the properties of the button instance with the specified frame and style.

setShadow:shadowRadius:shadowColor:

Changes shadow radius and shadow color of the button.

– (void)setShadow:(BOOL)hasShadow shadowRadius:(CGFloat)radius shadowColor:(UIColor *)color

Parameters

hasShadow

A `BOOL` indicating whether to turn on or off the shadow of the button.

radius

The radius (spread of the shadow) to be used for the shadow.

color

The color to be used for the shadow.

Discussion

This method adds/remove the shadow of the button and changes the radius and color of the shadow if any.

setGlow:

Add or remove the glow effect of the button.

– (void)setGlow:(BOOL)hasGlow

Parameters

hasGlow

A `BOOL` indicating whether to turn on or off the glow of the button.

Discussion

This method adds/remove the glow or glossy effect of the button.

setText:

Changes the title of the button to the specified text.

– (void)setText:(NSString *)text

Parameters

text

The text of the button to be displayed.

Discussion

This method changes the title of the button to the string identified by the text variable.

setCornerRadius:

Changes the corner radius of the button.

– (void)setCornerRadius:(CGFloat)radius

Parameters

radius

The radius of the corners to give round rect effect. Give 0 if you want a rectangular base.

Discussion

This method changes the corner radius of the button to the value identified by radius.

setButtonStyle:

Changes the style of the button.

– (void)setButtonStyle:(UIAdvancedButtonStyle)style

Parameters

style

The predefined button style. Instead of specifying colors for the button you can choose from any of the predefined style for the button being made.

Discussion

This method changes the style of the button to the specified style.

setBackgroundColors:

Changes the background colour of the button.

– (void)setBackgroundColors:([NSArray](#) *)colours

Parameters

colors

A [NSArray](#) object which should contain one or more [CGColorRef](#) objects which define the background colors of the button.

Discussion

This method changes the background colour of the button to a gradient formed from the colors in the array.