

iOS7 style drop in replacement for UISwitch

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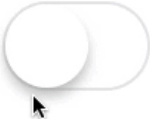
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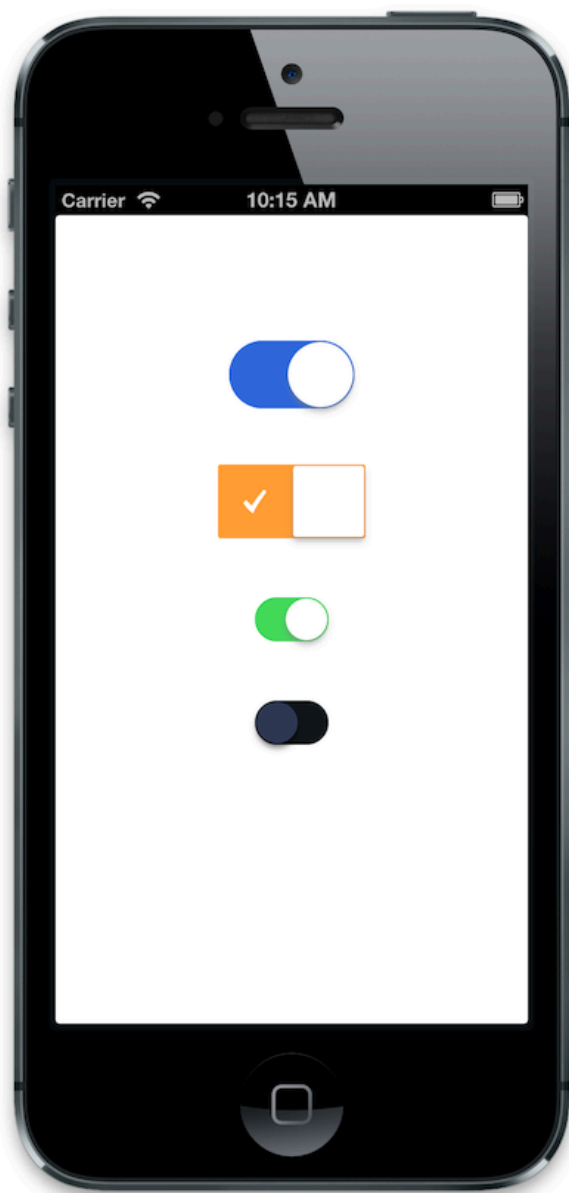
 bvogelzang bump version to 2.1.0	Latest commit 55b1302 on Dec 11, 2016
 ExampleImages	remove image 6 years ago
 SevenSwitchExample	update to Swift 3 and Xcode 8 3 years ago
 .gitignore	setup ignore for Xcode in preparation for example project 7 years ago
 LICENSE	add license file 7 years ago
 README.md	bump version to 2.1.0 3 years ago
 SevenSwitch.podspec.json	bump version to 2.1.0 3 years ago
 SevenSwitch.swift	update thumbView shadow with animation. <u>Closes #23</u> 3 years ago

 **README.md**

SevenSwitch

iOS7 style drop in replacement for UISwitch





Usage

Cocoapods

```
pod 'SevenSwitch', '~> 2.1'
```

Swift support was added in version `2.0`. If your project does not support swift you can use `1.4`.

Without Cocoapods

Add `SevenSwitch.swift` to your project and add the `QuartzCore` framework to your project.

Examples

Initializing and adding the switch to the screen

```
let mySwitch = SevenSwitch()  
self.view.addSubview(mySwitch)
```

When the user manipulates the switch control ("flips" it) a `UIControlEvents.valueChanged` event is generated.

```
mySwitch.addTarget(self, action: #selector(ViewController.switchChanged(_:)), for: UIControlEvents.valu
```

You can set images for the on/off states

```
mySwitch.offImage = UIImage(named: "cross.png")
mySwitch.onImage = UIImage(named: "check.png")
mySwitch.thumbImage = UIImage(named: "thumb.png")
```

You can set text for the on/off states

```
mySwitch.offLabel.text = "ON"
mySwitch.onLabel.text = "OFF"
```

You can also customize the switches colors

```
mySwitch.thumbTintColor = UIColor(red: 0.19, green: 0.23, blue: 0.33, alpha: 1)
mySwitch.activeColor = UIColor(red: 0.07, green: 0.09, blue: 0.11, alpha: 1)
mySwitch.inactiveColor = UIColor(red: 0.07, green: 0.09, blue: 0.11, alpha: 1)
mySwitch.onTintColor = UIColor(red: 0.45, green: 0.58, blue: 0.67, alpha: 1)
mySwitch.borderColor = UIColor.clear
mySwitch.shadowColor = UIColor.black
```

You can resize the switch frame to whatever you like to make fatter/skinnier controls

```
mySwitch.frame = CGRect(x: 0, y: 0, width: 100, height: 50)
```

You can turn off the rounded look by setting the `isRounded` property to `false`

```
mySwitch.isRounded = false
```

Swift and Objective-C compatability

SevenSwitch uses Swift as of its 2.0 release. SevenSwitch.swift can be used in Objective-C. See [ViewController.m](#) for an example.

Requirements

SevenSwitch requires iOS 8.0 and above.

ARC

SevenSwitch uses ARC as of its 1.0 release.

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