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Nicely animated flat design switch alternative to UISwitch

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52 commits

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Latest commit 6684aa0 on Mar 22

AIFlatSwitch.xcodeproj

Update to Swift 4

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AIFlatSwitch

Reorganised pod structure

3 years ago

AIFlatSwitchTests

Reorganised pod structure

3 years ago

Example

Use fillColor instead of backgroundColor

4 months ago

Source

Use fillColor instead of backgroundColor

4 months ago

.gitignore

Initial commit

4 years ago

.swift-version

Update .swift-version

8 months ago

AIFlatSwitch.podspec

Added inner color

4 months ago

LICENSE

+ Initial source import

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README.md

Added inner color

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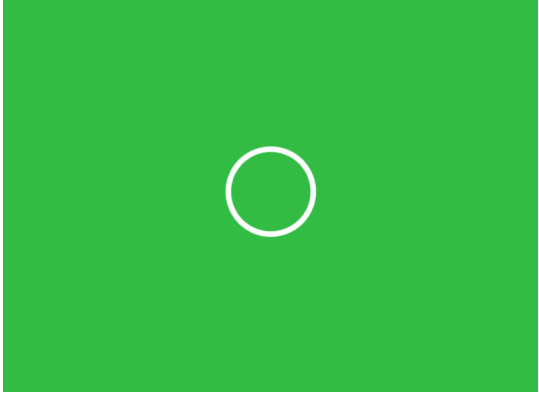
README.md

AIFlatSwitch

A smooth, nice looking and IBDesignable flat design switch for iOS. Can be used instead of UISwitch.

Inspired by Creativedash's Dribbble post [here](#)

platform ios language swift license MIT



Requirements

- iOS 8.0+
- Xcode 8.0+ (Use pod version 0.0.4 for Xcode 7)
- Swift 4.2+ (Use pod version 0.0.4 for Swift 2.3, Use pod version 1.0.3 for Swift 3)

Installation

Embedded frameworks require a minimum deployment target of iOS 8.

To use with a project targeting iOS 7, you must include the `AIFlatSwitch.swift` source file directly in your project.

CocoaPods

CocoaPods is a dependency manager for Cocoa projects.

CocoaPods 0.36 adds supports for Swift and embedded frameworks. You can install it with the following command:

```
$ gem install cocoapods
```

To integrate AIFlatSwitch into your Xcode project using CocoaPods, specify it in your Podfile :

```
source 'https://github.com/CocoaPods/Specs.git'
platform :ios, '8.0'
use_frameworks!

pod 'AIFlatSwitch', '~> 1.0.6'
```

Then, run the following command:

```
$ pod install
```

Manually

- Download and drop `AIFlatSwitch.swift` in your project.
- Congratulations!

Usage

Creating the flat switch

- Either programmatically

```
var flatSwitch = AIFlatSwitch(frame: CGRectMake(0, 0, 50, 50))
```

- Or in Interface Builder

Methods

To change its selected state:

```
flatSwitch.isSelected = true
```

☒ IBInspectable

or:

```
flatSwitch.setSelected(true, animated: true)
```

To listen to its state changes:

```
@IBAction func handleSwitchValueChange(sender: AnyObject) {
    if let flatSwitch = sender as? AIFlatSwitch {
        print(flatSwitch.isSelected)
    }
}
```

Animation observer callbacks:

```
flatSwitch.selectionAnimationDidStart = { isSelected in
    print("New state: \(isSelected)")
}

flatSwitch.selectionAnimationDidStop = { isSelected in
    print("State when animation stopped: \(isSelected)")
}
```

Styling the switch:

```
flatSwitch.lineWidth = 2.0
flatSwitch.strokeColor = UIColor.blue
flatSwitch.trailStrokeColor = UIColor.red
flatSwitch.backgroundColor = UIColor.red
flatSwitch.animatesOnTouch = false
```

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Contribution guidelines

- Make your changes in your branch
- Bump the pod version in AIFlatSwitch.podspec file (e.g. 1.0.1 to 1.0.2)
- Make a pod install in Example project to update its dependency to new framework version you just created
- Make sure the Example project compiles and works fine in the Simulator
- Find podspec version references in README.md and update them (e.g. Cocoapods section)
- Find references to your source code changes in README.md and update them (e.g. method names, changed features)
- Create a pull request

License

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animated check button, checkmark

