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Custom UIButton effect inspired by Google Material Design

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47 commits

1 branch

7 releases

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zoonooz	Release 0.6	Latest commit 07c2c29 on Oct 21, 2016
Classes	fix #23	3 years ago
Demo/ZFRippleButtonDemo	fix #23	3 years ago
Screenshot	update readme and demo launch screen	4 years ago
.gitignore	Added class and demo	5 years ago
CHANGELOG.md	Release 0.6	3 years ago
LICENSE	Update to Swift 2.0 syntax, succeeded on Xcode 7 beta 6, iOS 9 beta 5	4 years ago
README.md	fix access level of options	4 years ago
Rakefile	Update to Swift 2.0 syntax, succeeded on Xcode 7 beta 6, iOS 9 beta 5	4 years ago
ZFRippleButton.podspec	Release 0.6	3 years ago

README.md

ZFRippleButton

iOS Custom UIButton effect inspired by Google Material Design written in Swift

BUTTON

Usage

Set the UIButton class in Nib to ZFRippleButton or create it programmatically.

Options

rippleOverBounds indicate that ripple should draw outside the bounds or not

Button

trackTouchLocation indicate that ripple should show from the touch location or not

Button

shadowRippleEnable indicate that it will show additional shadow when you click or not

Button

touchUpAnimationTime is time interval of touch up animation

and you can set the color of ripple using rippleColor and rippleBackgroundColor

Requirements

- iOS >= 8.0

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License

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