msaSDK Module

.admin.frontend.constants

Classes

${\bf Display Mode Enum}$

```
Bases: str, Enum

Form display mode

Attributes

horizontal class-attribute

horizontal = 'horizontal'

Horizontal Mode

inline class-attribute

inline = 'inline'

Inline mode

normal class-attribute

ormal = 'normal'

General mode
```

LabelEnum

Bases: str, Enum
Label Style

Attributes danger class-attribute danger = 'danger' default class-attribute default = 'default' info class-attribute info = 'info' primary class-attribute primary = 'primary' SUCCESS class-attribute success = 'success' Warning class-attribute warning = 'warning'

LevelEnum

Bases: str, Enum

Button Level

Attributes

danger class-attribute

dark class-attribute

dark = 'dark'

```
default class-attribute
  default = 'default'
info class-attribute
  info = 'info'
light class-attribute
  light = 'light'
link class-attribute
  link = 'link'
primary class-attribute
  primary = 'primary'
secondary class-attribute
  secondary = 'secondary'
SUCCESS class-attribute
  success = 'success'
warning class-attribute
  warning = 'warning'
```

SizeEnum

Bases: str, Enum

Window size

Attributes

full class-attribute full = 'full' g class-attribute lg = 'lg' md class-attribute md = 'md'SM class-attribute sm = 'sm' X class-attribute x1 = 'x1' XS class-attribute xs = 'xs'

StatusEnum

Bases: str, Enum

Default State

Attributes

failure class-attribute

failure = 'failure'

pending class-attribute

pending = 'pending'

```
queue = 'queue'

schedule class-attribute

schedule = 'schedule'

success class-attribute

success = 'success'
```

TabsModeEnum

```
Bases: str, Enum
Tab Mode
Attributes
card class-attribute
 card = 'card'
chrome class-attribute
  chrome = 'chrome'
line class-attribute
  line = 'line'
radio class-attribute
  radio = 'radio'
sidebar class-attribute
  sidebar = 'sidebar'
```

```
simple class-attribute

simple = 'simple'

strong class-attribute

strong = 'strong'

tiled class-attribute

tiled = 'tiled'

vertical class-attribute

vertical = 'vertical'
```

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