

## Bulma II: Modifiers












<code>image is-16x16</code>		16x16px
<code>image is-24x24</code>		24x24px
<code>image is-32x32</code>		32x32px
<code>image is-48x48</code>		48x48px
<code>image is-64x64</code>		64x64px
<code>image is-96x96</code>		96x96px

colors · images · content ·  
box

# Bulma - Colors










- Change the color of the text and/or background

Class	Color	Example
<code>has-text-white</code>	 <code>hsl(0, 0%, 100%)</code>	Hello Bulma
<code>has-text-black</code>	 <code>hsl(0, 0%, 4%)</code>	Hello Bulma
<code>has-text-light</code>	 <code>hsl(0, 0%, 96%)</code>	Hello Bulma
<code>has-text-dark</code>	 <code>hsl(0, 0%, 21%)</code>	Hello Bulma
<code>has-text-primary</code>	 <code>hsl(171, 100%, 41%)</code>	Hello Bulma
<code>has-text-link</code>	 <code>hsl(217, 71%, 53%)</code>	Hello Bulma
<code>has-text-info</code>	 <code>hsl(204, 86%, 53%)</code>	Hello Bulma
<code>has-text-success</code>	 <code>hsl(141, 71%, 48%)</code>	Hello Bulma
<code>has-text-warning</code>	 <code>hsl(48, 100%, 67%)</code>	Hello Bulma
<code>has-text-danger</code>	 <code>hsl(348, 100%, 61%)</code>	Hello Bulma

Class	Shade	Example
<code>has-text-black-bis</code>	 <code>hsl(0, 0%, 7%)</code>	Hello Bulma
<code>has-text-black-ter</code>	 <code>hsl(0, 0%, 14%)</code>	Hello Bulma
<code>has-text-grey-darker</code>	 <code>hsl(0, 0%, 21%)</code>	Hello Bulma
<code>has-text-grey-dark</code>	 <code>hsl(0, 0%, 29%)</code>	Hello Bulma
<code>has-text-grey</code>	 <code>hsl(0, 0%, 48%)</code>	Hello Bulma
<code>has-text-grey-light</code>	 <code>hsl(0, 0%, 71%)</code>	Hello Bulma
<code>has-text-grey-lighter</code>	 <code>hsl(0, 0%, 86%)</code>	Hello Bulma
<code>has-text-white-ter</code>	 <code>hsl(0, 0%, 96%)</code>	Hello Bulma
<code>has-text-white-bis</code>	 <code>hsl(0, 0%, 98%)</code>	Hello Bulma

# Bulma - Colors

Class	Background color
<code>has-background-white</code>	 <code>hsl(0, 0%, 100%)</code>
<code>has-background-black</code>	 <code>hsl(0, 0%, 4%)</code>
<code>has-background-light</code>	 <code>hsl(0, 0%, 96%)</code>
<code>has-background-dark</code>	 <code>hsl(0, 0%, 21%)</code>
<code>has-background-primary</code>	 <code>hsl(171, 100%, 41%)</code>
<code>has-background-link</code>	 <code>hsl(217, 71%, 53%)</code>
<code>has-background-info</code>	 <code>hsl(204, 86%, 53%)</code>
<code>has-background-success</code>	 <code>hsl(141, 71%, 48%)</code>
<code>has-background-warning</code>	 <code>hsl(48, 100%, 67%)</code>
<code>has-background-danger</code>	 <code>hsl(348, 100%, 61%)</code>

Class	Background shade
<code>has-background-black-bis</code>	 <code>hsl(0, 0%, 7%)</code>
<code>has-background-black-ter</code>	 <code>hsl(0, 0%, 14%)</code>
<code>has-background-grey-darker</code>	 <code>hsl(0, 0%, 21%)</code>
<code>has-background-grey-dark</code>	 <code>hsl(0, 0%, 29%)</code>
<code>has-background-grey</code>	 <code>hsl(0, 0%, 48%)</code>
<code>has-background-grey-light</code>	 <code>hsl(0, 0%, 71%)</code>
<code>has-background-grey-lighter</code>	 <code>hsl(0, 0%, 86%)</code>
<code>has-background-white-ter</code>	 <code>hsl(0, 0%, 96%)</code>
<code>has-background-white-bis</code>	 <code>hsl(0, 0%, 98%)</code>

# Bulma - Colors

- You can use each color in their light and dark versions. Simply append **\*-light** or **\*-dark**.

Class	Light/Dark background	Example
<code>has-background-primary-light</code>	 <code>hsl(171, 100%, 96%)</code>	Hello Bulma
<code>has-background-link-light</code>	 <code>hsl(219, 70%, 96%)</code>	Hello Bulma
<code>has-background-info-light</code>	 <code>hsl(206, 70%, 96%)</code>	Hello Bulma
<code>has-background-success-light</code>	 <code>hsl(142, 52%, 96%)</code>	Hello Bulma
<code>has-background-warning-light</code>	 <code>hsl(48, 100%, 96%)</code>	Hello Bulma
<code>has-background-danger-light</code>	 <code>hsl(347, 90%, 96%)</code>	Hello Bulma
<code>has-background-primary-dark</code>	 <code>hsl(171, 100%, 29%)</code>	Hello Bulma
<code>has-background-link-dark</code>	 <code>hsl(217, 71%, 45%)</code>	Hello Bulma
<code>has-background-info-dark</code>	 <code>hsl(204, 71%, 39%)</code>	Hello Bulma
<code>has-background-success-dark</code>	 <code>hsl(141, 53%, 31%)</code>	Hello Bulma
<code>has-background-warning-dark</code>	 <code>hsl(48, 100%, 29%)</code>	Hello Bulma
<code>has-background-danger-dark</code>	 <code>hsl(348, 86%, 43%)</code>	Hello Bulma

# Bulma - Content

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- A single class to handle content
- When you can't use the CSS classes you want, or when you just want to directly use HTML tags, use content as container
- It can handle almost any HTML tag:
  - `<p>` paragraphs
  - `<ul>` `<ol>` `<dl>` lists
  - `<h1>` to `<h6>` headings
  - `<blockquote>` quotes
  - `<em>` and `<strong>`
  - `<table>` `<tr>` `<th>` `<td>` tables

# Bulma - Content

Here is an example of the content Bulma element with all the supported HTML tags:

You can use the is-small, is-medium and is-large modifiers to change the font size.

Welcome to the App Bundle Store

The best App store on the internet

Home

Apps

Directions

This store brings you *great app bundles* week after week. We select the best power user apps from a broad range of suppliers and combine them into great deals. These are the highest quality apps from the best publishers, at great prices.

Whether you are interested in gaming or graphics design, software development or media production - we have the bundle for you. Each [app bundle](#) is designed to compliment the others, delivering you an exciting take on a scene.

Our guarantee: at the store, we're committed to providing you, with an exceptional quality and reliability. Every application is checked in detail for stability, usability and inter-interoperability. If you are unhappy with any individual app in a bundle we will refund you the full amount for the complete suite, no questions asked.

Favourites

These are some of our favourites

Hype by Tumult

Webstorm by Idea

Sublime, by sublimetext.com

Desktop Utility by Sweet Productions

Favourites

We will be reviewing these favourites in the coming weeks, so please check in again to find out why these are our favourite apps.

Why not come in and walk around the store? Directions are included below.

Without class="content"

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With class="content"

# Bulma - Box

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- A white box to contain other elements
- The box element is a simple container with a white background, some padding, and a box shadow.

I'm in a box.

```
<div class="box">
  I'm in a box.
</div>
```

- Because it acts as a container, you can easily include other components, like form elements

**Email**

e.g. alex@example.com

**Password**

\*\*\*\*\*

Sign in

```
<form class="box">
  <div class="field">
    <label class="label">Email</label>
    <div class="control">
      <input class="input" type="email" placeholder="e.g. alex@example.com">
    </div>
  </div>

  <div class="field">
    <label class="label">Password</label>
    <div class="control">
      <input class="input" type="password" placeholder="*****">
    </div>
  </div>

  <button class="button is-primary">Sign in</button>
</form>
```



# Bulma - Box

## Without class=“box”

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# Bulma - Image

- Bulma utilises image Containers
- It uses precisely sized image areas
- Ensures the layout isn't impacted if images fail to load
- There are 7 modifiers for image dimensions:

<code>image is-16x16</code>		16x16px
<code>image is-24x24</code>		24x24px
<code>image is-32x32</code>		32x32px
<code>image is-48x48</code>		48x48px
<code>image is-64x64</code>		64x64px
<code>image is-96x96</code>		96x96px
<code>image is-128x128</code>		128x128px

# Bulma - Image Options

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- You can also make rounded images, using *is-rounded* class





```
<figure class="image is-128x128">  
    
</figure>
```

Copy



# Responsive Image Ratios

- If you don't know the exact dimensions but know the **ratio** instead, you can use one of the **16 ratio modifiers**, which include [common aspect ratios in still photography](#)
- <https://bulma.io/documentation/elements/image/>
- The only **requirement** is for the parent element to already have a specific **width**
- If you want the image to take up the full width of the container use *is-fullwidth* modifier

<code>image is-square</code>		Square (or 1 by 1)
<code>image is-1by1</code>		1 by 1
<code>image is-5by4</code>		5 by 4
<code>image is-4by3</code>		4 by 3