

# **MadComponents**

Coding

Version 0.5.5

# Create UI

```
protected static const LAYOUT:XML = <button id="btn"/>;
```

```
UI.create(this,LAYOUT);
```

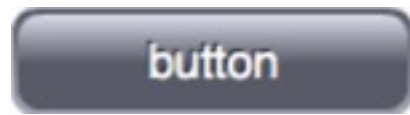
Hello World

# Write to Label

```
var lbl:UILabel = UILabel(UI.findViewById("lbl"));
```

```
lbl.text = "hello world";
```

```
lbl.htmlText = "hello <b>world</b>";
```



# Button Clicks

```
var btn:UIButton = UIButton(UI.findViewById("btn"));
```

```
btn.setOnClickListener(UIButton.CLICK, buttonClick);
```



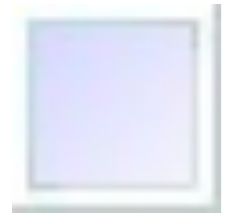
# Switch changed

```
var switch:UISwitch = UISwitch(UI.findViewById("switch"));  
switch.addListener(Event.CHANGE, toggled);  
  
switch.state = false;  
  
var state:Boolean = switch.state;
```



# Input and Search

```
var input:UInput = UInput(UI.findViewById("input"));  
input.focus();  
input.addEventListener(TextEvent.TEXT_INPUT, typed);  
input.addEventListener(FocusEvent.FOCUS_OUT, focussed);  
var inputText:String = input.text;
```



# Set an Image

```
[Embed(source="images/pic.png")]  
protected static const PIC:Class;
```

```
var img:UIImage = UIImage(UI.findViewById("img"));  
img.imageClass = PIC;
```



# Skin a button

```
[Embed(source="images/red.png",  
scaleGridTop="40", scaleGridBottom="200",  
scaleGridLeft="40", scaleGridRight="200")]  
protected static const SKIN:Class;
```

```
var button:UIButton = UIButton(UI.findViewById("btn"));
```

```
button.skinClass = SKIN;
```

```
button.skinHeight = 100;
```





# Slider

```
var slider:UISlider = UISlider(UI.findViewById("slider"));  
slider.addListener(Event.CHANGE, sliderChanged);  
  
var value:Number = slider.value;  
  
slider.value = 0.3;
```



# Tab buttons

```
var tabPage:UITabPages = UITabPages(UI.findViewById("tabs"));  
uiTabPage.setTab(0, "lists", LIST_ICON);  
uiTabPage.setTab(1, "view flipper", VIEWS_ICON);
```

# Disable UI Controls

```
var button:UIButton = UIButton(UI.findViewById("button"));  
  
button.mouseEnabled = false;  
  
button.clickable = false; // Inside a scrolling container.  
  
//works for button, switch, slider, etc.
```

# Populate a list

```
var list:UList = UList(UI.findViewById("list"));
```

```
list.data = [{label:"one"}, {label:"two"}, {label:"three"}];
```

```
list.data = ["one","two","three"];
```

```
list.xmlData = <data><one/><two/><three/></data>;
```

```
list.xmlData = <data><i label="one"/><i label="two"/></data>;
```

# List clicked listener

```
var list:UList = UList(UI.findViewById("list"));  
  
list.addEventListener(UList.CLICKED, listClicked);  
  
var index:int = list.index;  
  
// var group:int = groupedList.group;  
  
var rowData:Object = list.row;
```

# TickList clicked listener

```
var list:UITickList = UITickList(UI.findViewById("list"));  
list.addEventListener(Event.CHANGED, listClicked);  
var tickArray:Vector.<uint> = list.tickIndexes();
```

# Set scroll position

```
var list:UICollection = UICollectionView(UICollectionViewFlowLayout());
```

```
list.scrollPositionY = 100.0;
```

```
list.group = 2; //Only for Grouped and Divided lists
```

```
list.index = 3;
```

# UIScrollView position / scale

```
var scrollView:UIScrollView = UIScrollView(UI.findViewById("scrollView"));
```

```
scrollView.scrollPositionX = 100.0;
```

```
scrollView.scrollPositionY = 100.0;
```

```
scrollView.scale = 2.0;
```

```
scrollView.scaleXY(2.0, 60, 60);
```

```
scrollView.scaleAnimated(2.0, 60, 60);
```



# Find a view inside a row

```
var list:UList = UList(UI.findViewById("list"));
```

```
var label:UILabel = UILabel(list.findViewById("smallLabel",row));
```

# Populate a grouped list

```
var gl:UIGroupedList = UIGroupedList(UI.findViewById("gl"));
```

```
gl.data = [[{label:"one"}, {label:"two"}], [{label:"three"}]];
```

```
gl.xmlData = <data>  
    <group>  
        <one/><two/>  
    </group>  
    <group>  
        <three/>  
    </group>  
</data>;
```

# Group headings

```
var gl:UIGroupedList = UIGroupedList(UI.findViewById("gl"));  
// Works for UIDividedList too
```

```
gl.data = ["heading1", ["one", "two"], "heading2", ["three"]];
```

```
gl.xmlData = <data>  
    <group label="heading1">  
        <one/><two/>  
    </group>  
    <group label="heading2">  
        <three/>  
    </group>  
</data>;
```

**UIGroupedList can  
have image headings.**

# View inside a row/group

```
var gl:UIGroupedList = UIGroupedList(UI.findViewById("gl"));
```

```
var label:UILabel = UILabel(gl.findViewById("id", row, group));
```

```
var index:int = gl.index;
```

```
var group:int = gl.group;
```

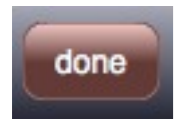
# Navigation

```
var nav:UITreeNavigation =  
    UITreeNavigation(UI.findViewById("nav"));  
  
nav.addEventListener(Event.CHANGE, navChanged);  
  
var index:int = nav.index;  
  
var pageNumber:int = nav.pageNumber;
```

lists

# Set navigator title

```
var nav:UINavigationController = UINavigationController(UI.findViewById("nav"));  
navigator.title = "lists";
```



# Navigator right button

```
var nav:UINavigationController = UINavigationController(UI.findViewById("nav"));
```

```
var bar:UINavigationController = nav.navigationController;
```

```
bar.rightBarButtonItemText = "info";
```

```
bar.rightBarButtonItem.visible = true;
```

```
bar.rightBarButtonItem.setOnClickListener(UIButton.CLICK,rButton);
```



# Navigator right arrow

```
var nav:UINavigation = UINavigation(UI.findViewById("nav"));
```

```
var bar:UINavigationBar = nav.navigationBar;
```

```
bar.rightButtonText = "info";
```

```
bar.rightArrow.visible = true;
```

```
bar.rightArrow.addListener(MouseEvent.MOUSE_UP,rButton);
```





# Navigator back button

```
var nav:UINavigationController = UINavigationController(UI.findViewById("nav"));
```

```
var bar:UINavigationController = nav.navigationController;
```

```
bar.backButton.text = "undo";
```

```
bar.backButton.colour = 0x99CC99;
```

# No automatic navigation

```
var nav:UINavigationController = UINavigationController(UI.findViewById("nav"));
```

```
nav.autoForward = false;
```

```
nav.autoBack = false;
```

```
nav.navigationBar.backButton.text = ""; //Makes it invisible;
```

# Pages/navigation control

```
var pages:UIPages = UIPages(UI.findViewById("pages"));
```

```
pages.nextPage();
```

```
pages.nextPage(UIPages.SLIDE_LEFT);
```

```
pages.previousPage();
```

```
pages.goToPage(n);
```

```
pages.goToPage(n, UIPages.SLIDE_UP);
```

```
SLIDE_LEFT  
SLIDE_RIGHT  
SLIDE_UP  
SLIDE_DOWN  
DRAWER_UP  
DRAWER_DOWN
```

# Sliding pages / drawer

```
var pages:UIPages = UIPages(UI.findViewById("pages"));
```

```
pages.goToPage(n, UIPages.DRAWER_UP);
```

↑ same ↓

```
pages.goToPage(n, UIPages.DRAWER_DOWN);
```

```
pages.goToPage(n, UIPages.SLIDE_UP);
```

↑ same ↓

```
pages.goToPage(n, UIPages.SLIDE_DOWN);
```

# Create pop-up

```
protected static const POPUP:XML = <button id="btn"/>;
```

```
_popUp = UI.createPopUp(POPUP, 180.0, 200.0);
```

```
UI.hidePopUp(_popUp);
```

```
UI.showPopUp(_popUp);
```

```
UI.removePopUp(_popUp);
```

# Tree Navigation

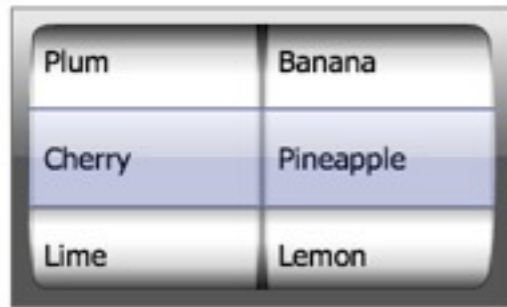
```
var nav:UITreeNavigation =  
    UITreeNavigation(UI.findViewById("nav"));  
  
nav.addEventListener(Event.CHANGE, navChanged);  
  
nav.addEventListener(Event.COMPLETE, navComplete);  
  
var index:int = list.index;  
  
var pageNumber:int = nav.pageNumber;  
  
var label:String = nav.label;
```



# Activity Indicator

```
UI.showActivityIndicator();
```

```
UI.hideActivityIndicator();
```



# Picker

```
var picker:UIPicker = UIPickerView(UI.findViewById("picker"));  
picker.addEventListener(Event.CHANGE, pickerChanged);  
picker.addEventListener(Event.COMPLETE, pickerComplete);  
  
var index:int = picker.index;  
  
picker.index = 3;
```



# ClickableGroup

```
var group:Uiform = Uiform(UI.findViewById("group"));  
group.addListener(Uiform.CLICKED, groupChanged);  
  
var index:int = group.index;  
  
group.disableClickableGroupRows([1,4,5]);
```

# Pull Down to Refresh

```
var list:UList = UList(UI.findViewById("list"));  
  
list.addListener(UList.REFRESH, pulledDown);  
  
// assign to list.data or list.xmlData to reset pull-down state.  
  
// If you use a <model>, you don't need to code anything.
```

- <http://madskool.wordpress.com/2011/03/18/madcomponents-wow/>
- <http://madskool.wordpress.com/2011/04/06/madcomponents-update/>
- <http://madskool.wordpress.com/2011/04/24/getting-started-with-madcomponents-in-flash/>
- <http://code.google.com/p/mad-components/downloads/list>
- <http://madskool.wordpress.com/2011/05/27/madcomponents-sans-xml/>
- <http://madskool.wordpress.com/2011/05/11/using-madcomponents-with-minimalcomps-or-flobile-libraries/>
- <http://madskool.wordpress.com/2011/05/24/improvements-to-madcomponents-version-0-3-7/>