
SwiftyDrop

SwiftyDrop is a lightweight pure Swift simple and beautiful dropdown message.

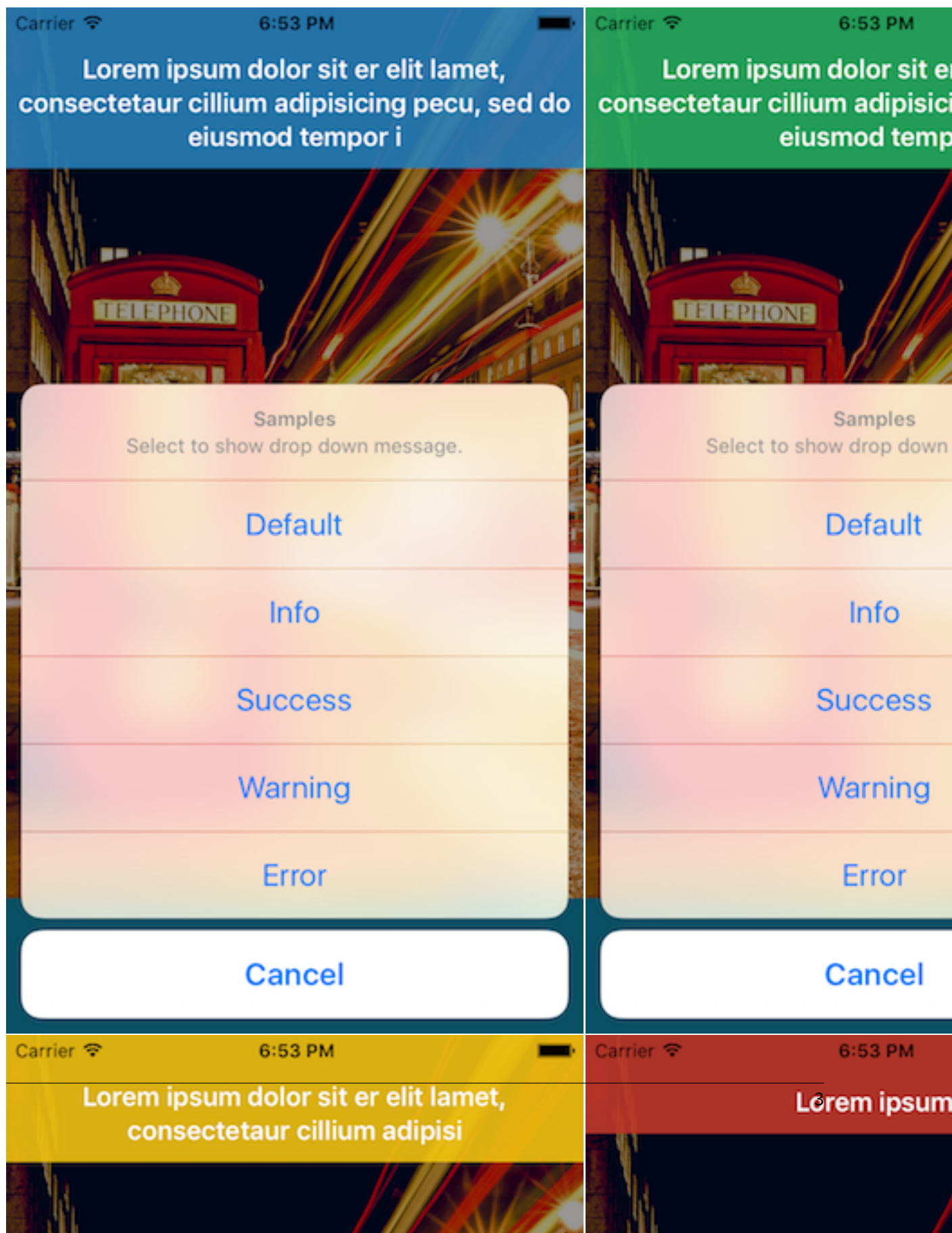


Features

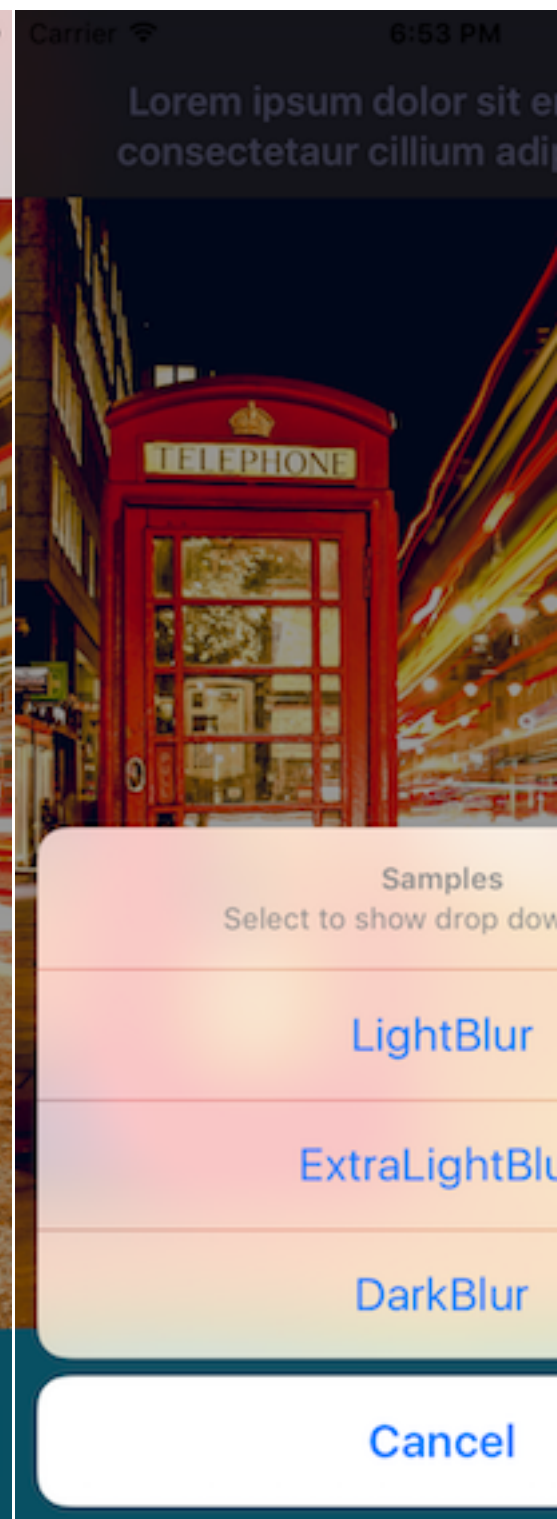
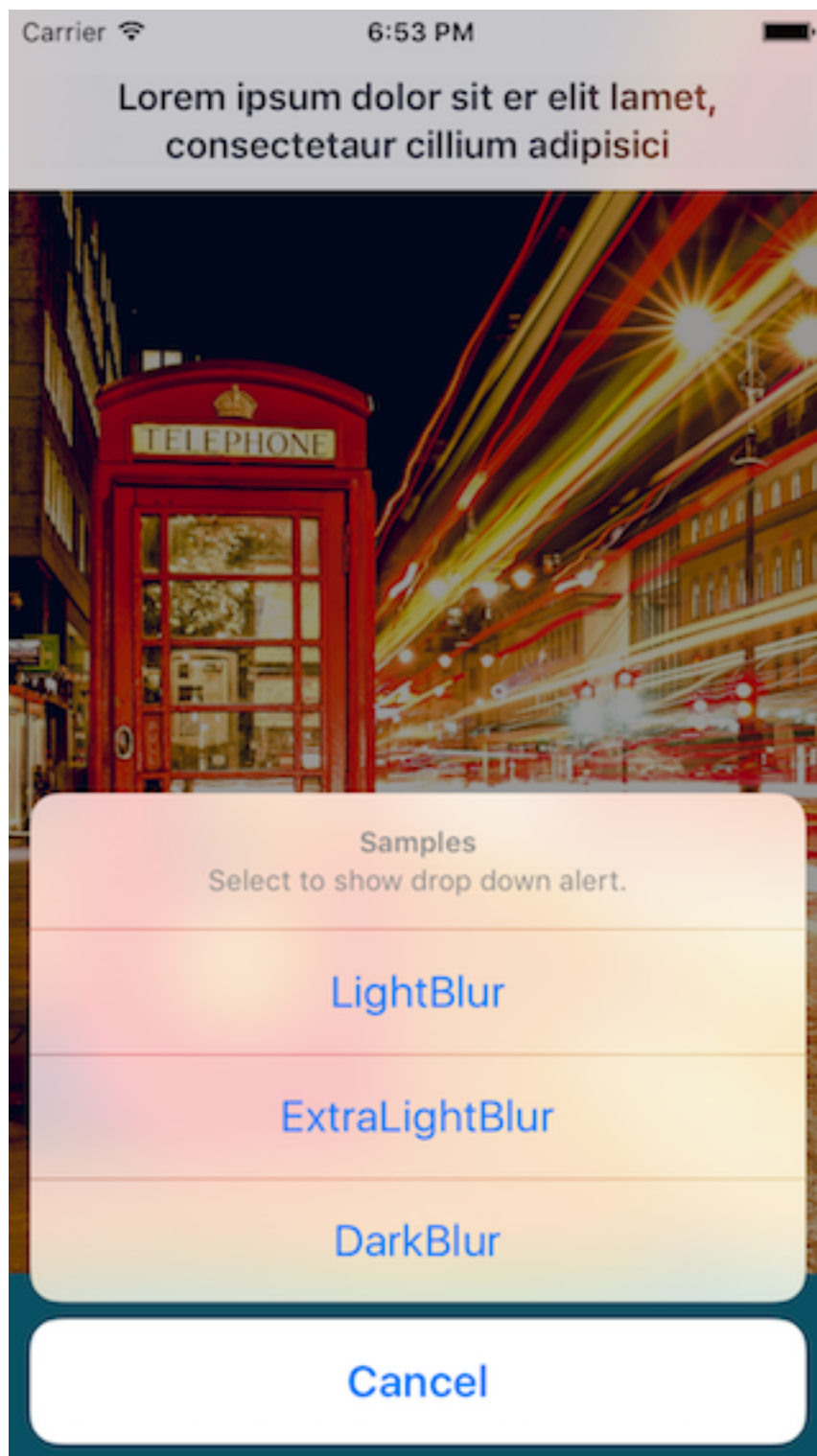
- Easy to use like: `Drop.down("Message")`
- Message field expands depending on the message.

How it looks

States



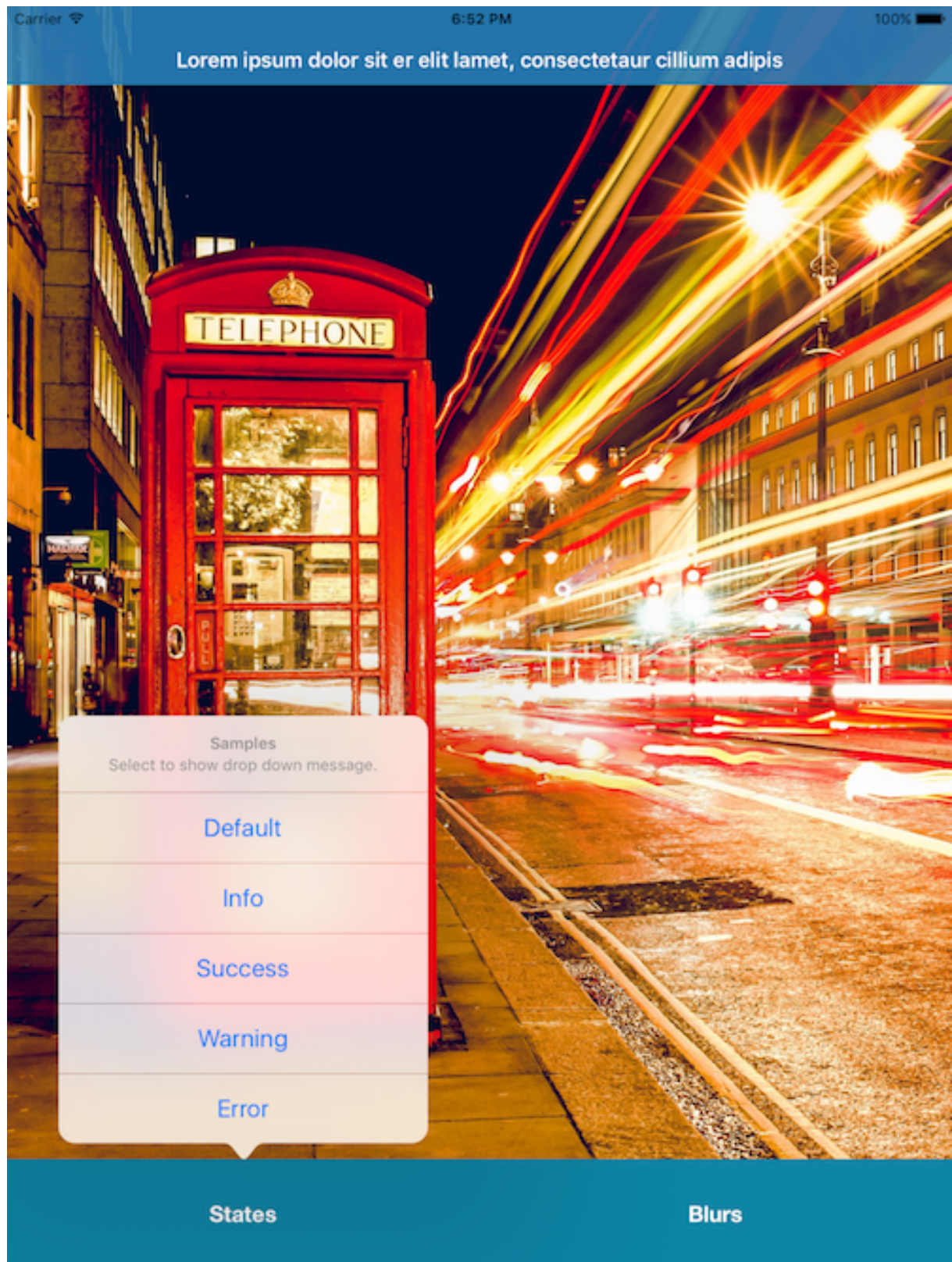
Blurs



iPhone X



iPad



Demo

Git clone or download this repository and open **SwiftlyDrop.xcodeproj** . You can try SwiftlyDrop in your Mac or iPhone.

Runtime Requirements

- iOS8.0 or later
- Xcode 9.0
- Swift 4.0

Installation and Setup

Note: Embedded frameworks require a minimum deployment target of iOS 8.1.

Information: To use SwiftlyDrop with a project targeting iOS 8.0 or lower, you must include the [SwiftlyDrop/Drop.swift](#) source file directly in your project.

Installing with CocoaPods

CocoaPods is a centralised dependency manager that automates the process of adding libraries to your Cocoa application. You can install it with the following command:

```
1 $ gem update
2 $ gem install cocoapods
3 $ pods --version
```

To integrate SwiftlyDrop into your Xcode project using CocoaPods, specify it in your [Podfile](#) and run `pod install`.

```
1 platform :ios, '8.0'
2 use_frameworks!
3 pod 'SwiftlyDrop', '~>4.0'
```

Installing with Carthage

Just add to your Cartfile:

```
1 github "morizotter/SwiftlyDrop" ~> 4.0
```

Manual Installation

To install SwiftyDrop without a dependency manager, please add all of the files in `/SwiftyDrop` to your Xcode Project.

Usage

Basic

To start using SwiftyDrop, write the following line wherever you want to show dropdown message:

```
1 import SwiftyDrop
```

Then invoke SwiftyDrop, by calling:

```
1 Drop.down("Message")
```

It is really simple!

States

SwiftyDrop has states of display.

Examples

```
1 Drop.down("Message")
2 Drop.down("Message", state: .Success)
3 Drop.down("Message", state: .Color(.orangeColor()))
4 Drop.down("Message", state: .Blur(.Light))
```

Custom states

You can customize looks by conforming `DropStatable` protocol. Examples are:

```
1 enum Custom: DropStatable {
2     case BlackGreen
3     var backgroundColor: UIColor? {
4         switch self {
5             case .BlackGreen: return .blackColor()
6         }
7     }
8     var font: UIFont? {
9         switch self {
10            case .BlackGreen: return UIFont(name: "HelveticaNeue-Light",
11                size: 24.0)
12        }
13    }
14 }
```

```

12     }
13     var textColor: UIColor? {
14         switch self {
15             case .BlackGreen: return .greenColor()
16         }
17     }
18     var blurEffect: UIBlurEffect? {
19         switch self {
20             case .BlackGreen: return nil
21         }
22     }
23 }
24
25 Drop.down(self.sampleText(), state: Custom.BlackGreen)

```

Of course you can use class or struct to make custom state if it is conforming to [DropStatable](#) protocol.

Prepared States are enum: - .Default - .Info - .Success - .Warning - .Error - .Color: UIColor - .Blur: UIBlurEffectStyle

Duration

```

1 Drop.down("Message", duration: 3.0)

```

You can change duration like this above. Default duration is 4.0.

Action

```

1 Drop.down("Message") {
2     print("Action fired!")
3 }

```

Contribution

Please file issues or submit pull requests! We're waiting! :)

License

SwiftlyDrop is released under the MIT license. Go read the LICENSE file for more information.