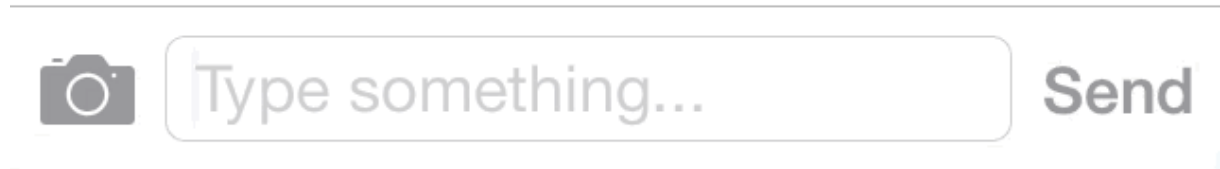

PHFComposeBarView



More screenshots: without text and with text.

This is a precise reconstruction of the compose bar from the iOS Messages.app, mimicking the behaviors and graphics while also allowing you to customize many aspects of it.

It basically consists of a text view, a placeholder label, a utility button located to the left of the text view, and a main button located to the right of the text view.

If you're looking for something that works with iOS 5 and 6 featuring the old look and feel, have a look at version 1.1.1.

Features

- title of main button (the one on the right) can be changed
- tint color of main button can be changed
- title of the placeholder can be changed
- placeholder is exposed as a property for further customization
- text view is exposed as a property for further customization
- utility button (the one on the left) can be shown by setting the utility button image (best results for gray images (~56% white) on transparent background with up to 50pt side length)
- optional character counter when specifying a max character count (similar to typing an SMS in Messages.app; the max char count limit is not imposed)
- uses delegation to notify of button presses
- forwards delegation methods from the text view
- automatically grows when text wraps
- posts notifications and sends delegate messages about frame changes before and after the change so you can adjust your view setup
- by default grows upwards, alternatively downwards

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- max height for growth can be specified in terms of points or line numbers
 - has a translucent blurred background

Installation

The preferred way is to use CocoaPods.

```
1 pod 'PHFComposeBarView', '~> 2.0.1'
```

If you can't use CocoaPods for some reason (you really should though, it's the cool kid on the block), then grab the files in [Classes/](#) and put it in your project. The code uses ARC, so make sure to turn that on for the files if you're not already using ARC. There's a dependency on [PHFDelegateChain](#), so make sure to add that to your project, too.

Usage

The compose bar visible in the demo above was created as follows:

```
1 CGRect viewBounds = [[self view] bounds];
2 CGRect frame = CGRectMake(0.0f,
3                           viewBounds.size.height -
4                           PHFComposeBarViewInitialHeight,
5                           viewBounds.size.width,
6                           PHFComposeBarViewInitialHeight);
7 PHFComposeBarView *composeBarView = [[PHFComposeBarView alloc]
8   initWithFrame:frame];
9 [composeBarView setMaxCharCount:160];
10 [composeBarView setMaxLinesCount:5];
11 [composeBarView setPlaceholder:@"Type something..."];
12 [composeBarView setUtilityButtonImage:[UIImage imageNamed:@"Camera"]];
13 [composeBarView setDelegate:self];
```

To get notified of button presses, implement the optional methods from the [PHFComposeBarViewDelegate](#) protocol:

```
1 - (void)composeBarViewDidPressButton:(PHFComposeBarView *)
   composeBarView;
2 - (void)composeBarViewDidPressUtilityButton:(PHFComposeBarView *)
   composeBarView;
```

To get notified of frame changes, either listen to the notifications ([PHFComposeBarViewDidChangeFrameNotification](#) and [PHFComposeBarViewWillChangeFrameNotification](#)) or implement the optional delegate methods:

```
1 - (void)composeBarView:(PHFComposeBarView *)composeBarView
```

```
2    willChangeFromFrame:(CGRect)startFrame
3        toFrame:(CGRect)endFrame
4        duration:(NSTimeInterval)duration
5        animationCurve:(UIViewAnimationCurve)animationCurve;
6 - (void)composeBarView:(PHFComposeBarView *)composeBarView
7    didChangeFromFrame:(CGRect)startFrame
8        toFrame:(CGRect)endFrame;
```

Note that all methods from the `UITextViewDelegate` protocol are forwarded, so you can add your own behavior to the text view such as limiting the text length etc.

Refer to `PHFComposeBarView.h` for the available properties and their descriptions.

Small Print

License

`PHFComposeBarView` is released under the MIT license.

Dependencies

- `PHFDelegateChain`

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Sponsors

These people and companies have sponsored the development so far:

- Liveminds (#64)