

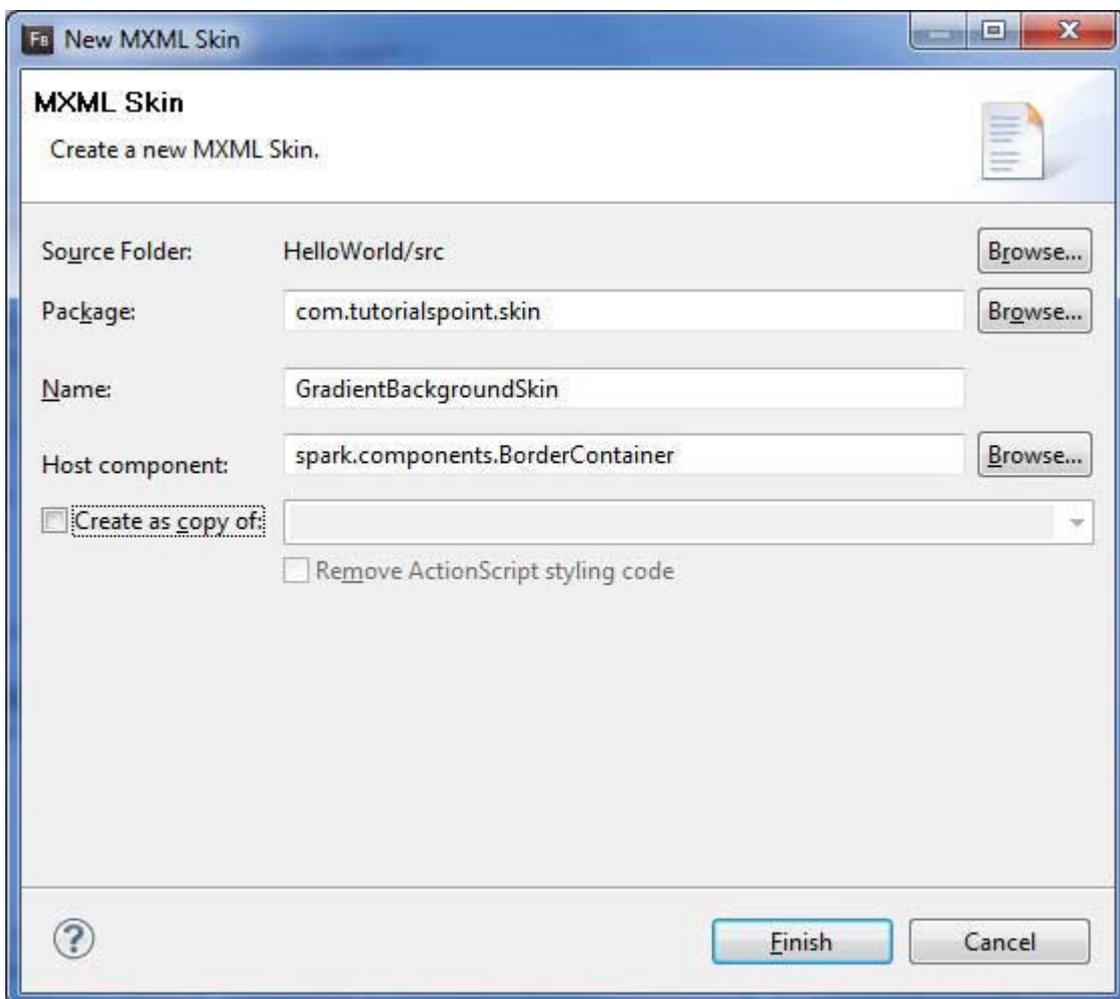
FLEX - STYLE WITH SKIN

What is Skining?

- Skinning in Flex, is a process of customizing look and feel of a UI Component completely.
- A Skin can define text, image, filters , transitions and states of a component.
- A Skin can be created as a separate mxml or ActionScript component.
- Using skin, we can control all visual aspects of a UI component.
- The process of defining skin is same for all the UI component.

Step 1: Create a skin

Launch Create MXML Skin wizard using the option **File > New > MXML Skin**.



Enter Package as **com.tutorialspoint.skin**, name as **GradientBackgroundSkin** and choose host component as existing flex BorderContainer control **spark.component.BorderContainer**.

Now you've created a skin for a BorderContainer. Modify content of the mxml skin file **src/com.tutorialspoint/skin/GradientBackgroundSkin.mxml**. Update fill layer as follows:

```
<!-- fill -->
<s:Rect >
  <s:fill>
    <s:LinearGradient rotation="90">
      <s:GradientEntry color="0x888888" ratio="0.2"/>
      <s:GradientEntry color="0x111111" ratio="1"/>
    </s:LinearGradient>
  </s:fill>
</s:Rect>
```

```
</s:LinearGradient>
</s:fill>
</s:Rect>
```

Step 2: Apply skin

You can apply skin over a component using two ways

Apply skin in MXML script *statically*

Apply **GradientBackgroundSkin** to a **BorderContainer** with id **mainContainer** using its **skinClass** attribute.

```
<s:BorderContainer width="560" height="500"
  styleName="container">
  <s:VGroup width="100%" height="100%" gap="50"
    horizontalAlign="center" verticalAlign="middle"
    skinClass="com.tutorialspoint.skin.GradientBackgroundSkin">
```

Apply skin in ActionScript *dynamically*

Apply **GradientBackgroundSkin** to a **BorderContainer** with id **mainContainer** using its **skinClass** property.

```
protected function gradientBackground_clickHandler(event:MouseEvent):void
{
    mainContainer.setStyle("skinClass", GradientBackgroundSkin );
}
```

Flex Style with Skin Example

Let us follow the following steps to see skinning in action in a Flex application by creating a test application:

Step	Description
1	Create a project with a name <i>HelloWorld</i> under a package <i>com.tutorialspoint.client</i> as explained in the <i>Flex - Create Application</i> chapter.
2	Create skin <i>GradientBackgroundSkin.mxml</i> under a package <i>com.tutorialspoint.skin</i> as explained above. Keep rest of the files unchanged.
3	Modify <i>HelloWorld.mxml</i> as explained below. Keep rest of the files unchanged.
4	Compile and run the application to make sure business logic is working as per the requirements.

Following is the content of the **GradientBackgroundSkin.mxml** file **src/com/tutorialspoint/skin/GradientBackgroundSkin.mxml**.

```
<?xml version="1.0" encoding="utf-8"?>
<s:Skin xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns:s="library://ns.adobe.com/flex/spark"
  xmlns:mx="library://ns.adobe.com/flex/mx">
  <!-- host component -->
  <fx:Metadata>
    [HostComponent("spark.components.BorderContainer")]
  </fx:Metadata>

  <!-- states -->
  <s:states>
    <s:State name="disabled" />
    <s:State name="disabled" />
```

```

    <s:State name="normal" />
</s:states>

<!-- SkinParts
name=contentGroup, type=spark.components.Group, required=false
-->
<!-- fill -->
<s:Rect >
    <s:fill>
        <s:LinearGradient rotation="90">
            <s:GradientEntry color="0x111111" ratio="0.2"/>
            <s:GradientEntry color="0x888888" ratio="1"/>
        </s:LinearGradient>
    </s:fill>
</s:Rect>
<!-- must specify this for the host component -->
<s:Group />
</s:Skin>

```

Following is the content of the modified **HelloWorld.mxml** file
src/com/tutorialspoint/client/HelloWorld.mxml.

```

<?xml version="1.0" encoding="utf-8"?>
<s:Application xmlns:fx="http://ns.adobe.com/mxml/2009"
    xmlns:s="library://ns.adobe.com/flex/spark"
    xmlns:mx="library://ns.adobe.com/flex/mx"
    width="100%" height="100%" minWidth="500" minHeight="500"
    initialize="application_initializeHandler(event)">

    <fx:Style source="/com/tutorialspoint/client/Style.css"/>

    <fx:Script>
    <![CDATA[
        import com.tutorialspoint.skin.GradientBackgroundSkin;
        import mx.controls.Alert;
        import mx.events.FlexEvent;
        import spark.skins.spark.BorderContainerSkin;

        protected function btnClickMe_clickHandler(event:MouseEvent):void
        {
            Alert.show("Hello World!");
        }

        protected function application_initializeHandler(event:FlexEvent):void
        {
            lblHeader.text = "My Hello World Application";
        }

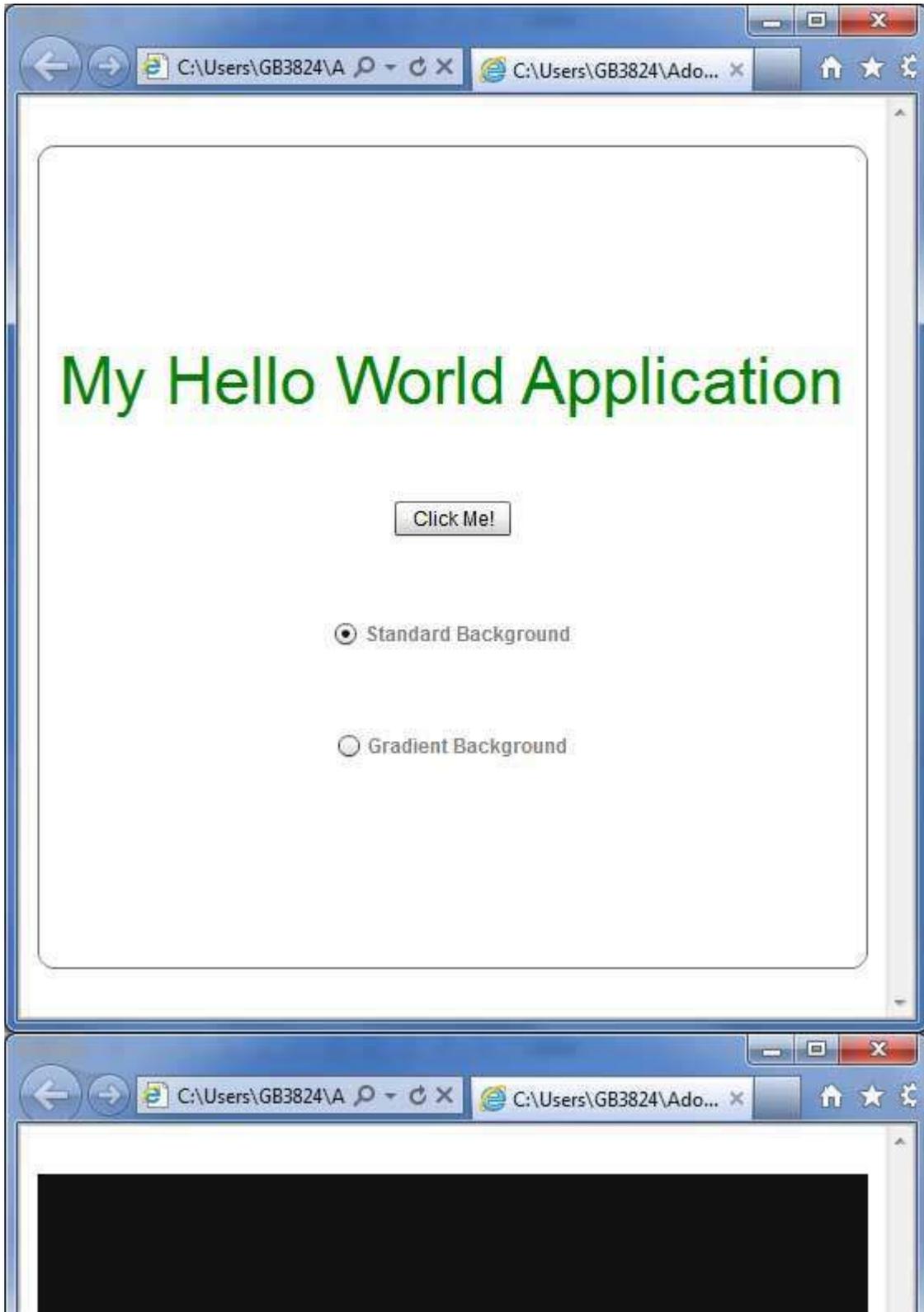
        protected function gradientBackground_clickHandler(event:MouseEvent):void
        {
            mainContainer.setStyle("skinClass", GradientBackgroundSkin );
        }

        protected function standardBackground_clickHandler(event:MouseEvent):void
        {
            mainContainer.setStyle("skinClass", BorderContainerSkin );
        }
    ]]>
    </fx:Script>
    <fx:Declarations>
        <s:RadioButtonGroup />
    </fx:Declarations>
    <s:BorderContainer width="500" height="500"
        skinClass="spark.skins.spark.BorderContainerSkin"
        horizontalCenter="0" verticalCenter="0" cornerRadius="10">
        <s:VGroup width="100%" height="100%" gap="50" horizontalAlign="center"
            verticalAlign="middle">
            <s:Label
                styleName="heading"/>

```

```
<s:Button label="Click Me!"
  click="btnClickMe_clickHandler(event)"/>
<s:RadioButton color="gray" fontWeight="bold"
  group="{selectorGroup}" label="Standard Background"
  click="standardBackground_clickHandler(event)" selected="true"/>
<s:RadioButton color="gray" fontWeight="bold"
  group="{selectorGroup}" label="Gradient Background"
  click="gradientBackground_clickHandler(event)"/>
</s:VGroup>
</s:BorderContainer>
</s:Application>
```

Once you are ready with all the changes done, let us compile and run the application in normal mode as we did in [Flex - Create Application](#) chapter. If everything is fine with your application, this will produce following result: [[Try it online](#)]



My Hello World Application

Click Me!

Standard Background

Gradient Background

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