

Skinning Components in
Flex 4 (GUMBO)



Our Agenda

- *Introductions*
- *What Is Skinning?*
- *Flex 3 vs Flex 4 - Skinning Differences?*
- *Flex 4 Skinning Examples*
- *Summary*
- *Additional Resources*



Introductions

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- ✓ Application Developer and Trainer Since '85
- ✓ ColdFusion Developer Since '99
- ✓ Flash Developer Since '99
- ✓ Flex Developer Since '05
- ✓ Deploying Flex application to AIR Since '07

What Is Skinning?

- Skinning is the process of completely customizing the look and feel of a visual component.
- Adobe provides several tools that enable you to produce skinning assets, such as:
 - Flash Professional
 - Fireworks
 - Photoshop
 - Illustrator



Flex 3 vs Flex 4 - Skinning Diff's

- Skinning in previous versions of Flex was a simple graphic-only process.
- Skinning in Flex 4 is very different from the way we did it in previous versions of Flex.
- Skins can be composed of multiple elements such as:

Text, Images, FXG images, Filters, Transitions, States

- Skins can be created in a separate MXML or ActionScript component
- FXG is a way of describing vector graphics in XML - like SVG
- The GUMBO component model will be merged with the existing "Halo" component model - backward compatibility



Flex 4 Skinning Advantages

- All visual aspects, including layout, can be controlled by the custom skin component.
- The new framework provides a single, consistent mechanism for all skins – the process of skinning a Button is the same as skinning a List item.
- You can control of all visual aspects of your components so it can be easily manipulated by other tools.



Flex 4 Skinning Advantages

<http://opensource.adobe.com/wiki/display/flexsdk/Gumbo+Skinning>

ActionScript

SkinnableComponent



Model Properties,
Logic, Events



Controller Logic,
Events



View-Specific Logic

CSS



MXML

Skin Layout,
Graphics, Text

Flex 4 Skinning Examples

A Simple Button Example



[Flex4Example01]

Flex 4 Skinning Examples



Defining Filters in the Button Example

[Flex4Example02]

Flex 4 Skinning Examples

Defining States in the Button Example

[Flex4Example03]



Flex 4 Skinning Examples

Defining Transitions in the Button Example

[Flex4Example04]



Summary

Download - Learn - Participate!

GUMBO Skinning - Adobe Open Source Docs

<http://opensource.adobe.com/wiki/display/flexsdk/Gumbo+Skinning>

Jumping Into Skinning with Flex 4

<http://scalnine.com/blog/2008/07/17/jumping-into-skinning-with-flex-4/>

Gumbo (Flex 4) Skin with Transitions

<http://scalnine.com/blog/2008/07/20/gumbo-flex-4-skin-with-transitions/>

"I Have a Question!!"

Q & A

