

Basic Glacier Controls



Legend

 #0091e5	color	 0.6	opacity	u device independent units equal to pixels for the N9/50
a #ffffff	text color	a 0.3	text opacity	
A] 24pt/17u	text size in pt and units	 button.png	border image	
aaa demi-bold (63)	text weight in Qt units			


properties that are not mentioned are inherited from the basic control

Button



| 50u

240u

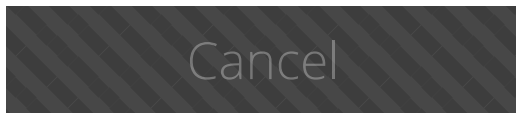
 #0091e5
a #ffffff
A] 24pt/18u
aaa demi-bold (63)

For important buttons, such as OK and Save. One such button should exist in any view and it should be denoted in QML as `primary: true`. The word `primary` will be used in other controls too



 #474747
aaa light (25)


Other buttons should have this look.



a 0.3

Disabled button.



 disabled-overlay.png


Disabled important button.



 button-pressed.png

Pressed button. While being pushed, the button will glow where the user's thumb is. This can be achieved by putting an image at the right coordinates.



 button-pressed-important.png

Pressed important button. Keep in mind that the glow will be usually covered by one's thumb

