AdvImage

Overview

The AdvImage `struct is` a SwiftUI view designed to provide advanced image display capabilities. It supports various image types, rendering modes, padding options, and disabled states, allowing `for` a high degree of customization `in` image presentation.

Example Code

Initializer without File—based Image

```
public init(image: ImageType, padding: Bool = false, isDisabled: Bool = false)
```

Parameters:

- image: Specifies the type of image to be displayed (ImageType.system, ImageType.file, ImageType.data, or ImageType.none).
- padding: A boolean flag indicating whether to apply padding around the image (default is false).
- isDisabled: A boolean flag indicating whether the image is disabled (default is false).

Initializer with File—based Image

```
public init(image: String, renderingMode: ImageRenderingMode, padding: Bool = false, isDisabled: Bool = false)
```

Parameters:

- image: The name of the file—based image.
- renderingMode: The rendering mode for the image, specified by the ImageRenderingMode enum.
- padding: A boolean flag indicating whether to apply padding around the image (default is false).
- isDisabled: A boolean flag indicating whether the image is disabled (default is false).

Parameter Example

```
let imageView =
    AdvImage(image: .system("imageName"), padding: true, isDisabled: false)

let imageView =
    AdvImage(image: "fileImageName", renderingMode: .file(mode: .original),
    padding: false, isDisabled: true)
```

Example Usage

```swift
let contentView: some View = {
    AdvImage(image: .system("imageName"), padding: true, isDisabled: false)
}()

let contentView: some View = {
    AdvImage(image: "fileImageName", renderingMode: .file(mode: .original),
padding: false, isDisabled: true)
}()
```