TypeImage

Overview

The TypeImage struct is a SwiftUI view that facilitates the display of images based on the specified ImageType. It supports various customization options such as colors, rendering modes, padding, and disabled states. The view dynamically adjusts its appearance based on the availability of a valid license.

Example Code

Initializer without File-based Image

```
 public init(imageType: ImageType, imagePadding: Bool = true,
             isDisabled: Bool = false
```

Parameters:

- imageType: The type of image to display.
- imagePadding: A boolean value indicating whether to add padding to the image. Default is `true`.
- isDisabled: A boolean value 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).

Example Usage

```
let typeImageView = TypeImage(imageType: .system("imageName"), imagePadding: true,
isDisabled: false)


let contentView: some View = {
    TypeImage(imageType: .system("imageName"), imagePadding: true, isDisabled:
false)
}()
```