

Table of Contents

Its super simple to show component badges like:



Just use styles:

Show **9** as label

```
Style.addStyleNames(comp, "f_badge_text_9");
```

Set border size and color:

```
Style.addStyleNames(comp, "f_badge_border_2_#aa0000");
```

Set alignment:

```
Style.addStyleNames(comp, "f_badge_align_bottomRight");
```

Possible values are: topLeft, topRight, bottomLeft, bottomRight, center

Set an offset for x and y position:

```
Style.addStyleNames(comp, "f_badge_offset_10_5");
```

or just x:

```
Style.addStyleNames(comp, "f_badge_offset_20");
```

Set color:

```
Style.addStyleNames(comp, "f_badge_color_#888888");
```

Set text color:

```
Style.addStyleNames(comp, "f_badge_textcolor_#0000aa");
```

But it's much easier to use the **API**:

```
BadgeUtil.setOption(comp, BadgeUtil.OPTION_TEXT, "9");
```

which is the same as:

```
BadgeUtil.setBadge(this, comp, "9");
```

The last method supports multiple options like:

```
BadgeUtil.setBadge(this, comp, "9",  
    BadgeUtil.OPTION_COLOR + "#205090",  
    BadgeUtil.OPTION_ALIGN + BadgeUtil.Alignment.bottomLeft,
```

```
BadgeUtil.OPTION_OFFSET + "20",  
BadgeUtil.OPTION_BORDER + "2_" + UIColor.white.toHex());
```

The API calls will replace available styles! If you set the style on your own, you should replace style names correctly, e.g.

```
Style.addStyleNames(comp, "f_badge_text_9");  
  
Style.removeStyleNames(comp, "f_badge_text_9");  
Style.addStyleNames(comp, "f_badge_text_10");
```

It's also possible to set screen badges (for the menu):

```
BadgeUtil.setBadge(this, UsersWorkScreen.class, Integer.valueOf(1));
```

This will show a badge in the menu, e.g.:



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<https://doc.sibvisions.com/> - **Documentation**

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