

**imagebutton**

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## Chapter 1

# imagebutton

### 1.1 imagebutton\_plugin: Introduction

imagebutton\_plugin

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imagebutton\_plugin is a PLUGIN that offers users the chance to use a gadget with an image on it. It requires the 'gadgets/button.gadget' file distributed with EasyGUI 3.3.

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Usage

History

### 1.2 imagebutton\_plugin: Usage

imagebutton\_plugin has two publically accessible methods:

set\_image() & set\_disabled()

A summary of these methods and their arguments:

```
PROC set_image(image:PTR TO image) OF imagebutton_plugin
```

This method *\*must\** be called before the program actually displays the PLUGIN (i.e. when the PLUGIN is first NEW'd, or at any time before the opening of the window). image is a PTR TO a standard

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Intuition image structure.

```
PROC set_disabled(bool=TRUE) OF imagebutton_plugin
```

As you would expect, this method disables or re-enables the PLUGIN.

See the example source code, `imagebutton_demo.e`, for some actual examples of this plugin in use.

### 1.3 imagebutton\_plugin: History

v1.0 (30.8.97)

- o Initial release.

v1.1 (2.10.97)

- o Added some safety checks to ensure that the window is open before attempting to render into it in custom PLUGIN methods (`set_disabled()`, et al.)

v1.1 (2.10.97)

- o Removed some unnecessary code from the `render()` method.
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