

**in**

**COLLABORATORS**

	<i>TITLE :</i> in		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 24, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>in</b>	<b>1</b>
1.1	buttonclass.guide . . . . .	1
1.2	buttonclass/--background-- . . . . .	1
1.3	buttonclass/BUTTON_EncloseImage . . . . .	2
1.4	buttonclass/BUTTON_(Selected)Image . . . . .	2
1.5	buttonclass/GA_Selected . . . . .	3

# Chapter 1

## in

### 1.1 `buttonclass.guide`

Search

TABLE OF CONTENTS

`buttonclass/--background--`

`buttonclass/BUTTON_EncloseImage`

`buttonclass/BUTTON_(Selected) Image`

`buttonclass/GA_Selected`

### 1.2 `buttonclass/--background--`

NAME

Class: `buttonclass`  
Superclass: `baseclass`  
Include File: `<llibraries/bgui.h>`

FUNCTION

To provide a gadget similar to the `gadtools.library` `button` kind. The gadget can either be a normal button or a toggle button. Vectorclass attributes can be passed at create time to add imagery to the gadget.

The gadget will send the following attributes in it's notification events:

`GA_ID` - Gadget object ID.  
`GA_UserData` - Gadget object userdata contents.  
`GA_Selected` - Gadget object selected state.

NOTES

Please note that the (non-toggle) objects from this class will send out interim notification messages every single timer tick while the

gadget is selected.

The vectorclass attributes VIT\_VectorArray, VIT\_BuiltIn, VIT\_Pen and VIT\_DriPen attributes are also settable with OM\_SET or OM\_UPDATE when the button object has a vector image attached to it.

### 1.3 buttonclass/BUTTON\_EncloseImage

#### NAME

BUTTON\_EncloseImage -- ( BOOL ) \*\* V39 \*\*

#### FUNCTION

By default the buttonclass keeps a gap between the actual image and a frame which may be attached to the object. When you specify this tag as TRUE this gap will not be there and the frame will enclose the image.

When setting this tag on a button with a label the object can be sized as small as the label width and height.

#### DEFAULT

FALSE.

#### APPLICABILITY

(I).

### 1.4 buttonclass/BUTTON\_(Selected)Image

#### NAME

BUTTON\_Image, BUTTON\_SelectedImage -- ( struct Image \* )

#### FUNCTION

To provide a button object with a standard Intuition or BOOPSI image. The images will be centered inside the object it's hitbox. You can supply a selected image which is shown when the gadget is selected. If no selected imagery is specified the normal image is also shown when the gadget is selected.

These attribute overrides the creation of a VectorClass image.

#### NOTE

Since V39 of the library the images can be changed with OM\_SET and OM\_UPDATE. You are responsible to make sure the images you change will still fit in the object.

#### DEFAULTS

NULL.

#### APPLICABILITY

(ISU).

---

## 1.5 buttonclass/GA\_Selected

NAME

GA\_Selected - ( BOOL )

FUNCTION

This attribute has an extended applicability. It has been made get-able to make it easy to inquire about the selected state of an object.

DEFAULT

FALSE.

APPLICABILITY

(ISGNU).

---