

Enumerations

Name	Values
FaceStyle	Default
	Flat
	Circle
	Raised
	Icon

Constants

Name	Type	Value
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This class exposes no constants.

Events

Definition	Description
Action()	Fired when the user clicks the button, or presses SPACE, RETURN, or ENTER while the button has focus.
GotFocus()	The button received focus.
LostFocus()	The button lost focus.
MouseEnter()	The mouse entered the button's drawable area.
MouseExit()	The mouse has left the button's drawable area.

Methods

Definition	Description
	This class exposes no methods.

Properties

Name	Type	Default Value	Description
Accented	Boolean	False	An alternate color styling.
AutoDisable	Boolean	False	When True, clicking will disable the button before sending data back to the server. Must be re-enabled manually. Used to prevent extraneous clicks.
Caption	String	""	The text of the button.
Colored	Boolean	False	Determines whether the button will use the Overrides.
FaceStyle	GraffitiButton.FaceStyles	GraffitiButton.FaceStyles.Default	Style of button.
IconObject	Picture	Nil	Allows the use of a Jojo picture object.

Name	Type	Default Value	Description
IconObjectHeight	Integer	0	
IconObjectWidth	Integer	0	
OverrideBGColor	String	""	Assign a specific background color. (Reference)
OverrideTextColor	String	""	Assign a specific textcolor. (Reference)
Ripple	Boolean	Whether clicking on the button results in a ripple across the face of the button.	
TextStyle	WebStyle	The style of the button's caption.	

Notes

Disabled Styling

Due to lack of support for the `:disabled` pseudo selector in Xojo WebStyles, when setting Disabled you should also take in to consideration how you want the control to display. If you are using custom WebStyles or IconObject properties, you should modify these when changing the Enabled property of the component for a consistent user experience.

Examples

FontAwesome Icons

To include FontAwesome icons in your button caption, you should use the FontAwesome identifiers inside angled brackets. For example:

```
<fa fa-camera> Untitled
```

IconObject Support

To include the IconObject value in your button caption, use the icon tag in your caption. For example:

```
<icon> Untitled
```

From:

<https://graffitisuite.com/wiki/> - **GraffitiSuite Documentation**

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Last update: **2020/05/04 21:02**

