

## Button

**Button [/z] ctrlName [keyword = value [, keyword = value ...]]**

The Button operation creates or modifies the named button control.

For information about the state or status of the control, use the **ControlInfo** operation.

### Parameters

*ctrlName* is the name of the Button control to be created or changed.

**align=alignment** Sets the alignment mode of the control. The alignment mode controls the interpretation of the *leftOrRight* parameter to the pos keyword. The align keyword was added in Igor Pro 8.00.

If *alignment*=0 (default), *leftOrRight* specifies the position of the left end of the control and the left end position remains fixed if the control size is changed.

If *alignment*=1, *leftOrRight* specifies the position of the right end of the control and the right end position remains fixed if the control size is changed.

**appearance={kind [, platform]}** Sets the appearance of the control. *platform* is optional. Both parameters are names, not strings.

*kind*=default: Appearance determined by **DefaultGUIControls**.

*kind*=native: Creates standard-looking controls for the current computer platform.

*kind*=os9: Igor Pro 5 appearance (quasi-Macintosh OS 9 controls that look the same on Macintosh and Windows).

*platform*=Mac: Changes the appearance of controls only on Macintosh; affects the experiment whenever it is used on Macintosh.

*platform*=Win: Changes the appearance of controls only on Windows; affects the experiment whenever it is used on Windows.

*platform*=All: Changes the appearance on both Macintosh and Windows computers.

**disable=d** Sets the state of the control. *d* is a bit field: bit 0 (the least significant bit) is set when the control is hidden. Bit 1 is set when the control is disabled:

*d*=0: Normal (visible), enabled.

*d*=1: Hidden.

*d*=2: Visible and disabled. Drawn in grayed state, also disables action procedure.

*d*=3: Hidden and disabled.

See the **ModifyControl** example for setting the bits individually.

**fColor=(r,g,b[,a])** Sets color of the button. *r*, *g*, *b*, and *a* specify the color and optional opacity as **RGBA Values**. While accepted as an input, *a* has no effect.

Specify fColor=(0,0,0) to get the default button color. If you want a black button use fColor=(1,1,1). To get the default blue button appearance, use fColor(0,0,65535). To set the color of the title text, see *valueColor*.

**focusRing=fr** Enables or disables the drawing of a rectangle indicating keyboard focus:

*fr*=0: Focus rectangle will not be drawn.

*fr*=1: Focus rectangle will be drawn (default).

On Macintosh, regardless of this setting, the focus ring appears if you have enabled full keyboard access via the Shortcuts tab of the Keyboard system preferences.

**font="fontName"** Sets button font, e.g., font="Helvetica".

**fsize=s** Sets font size.

## Button

fstyle= <i>fs</i>	Specifies the font style. <i>fs</i> is a bitwise parameter with each bit controlling one aspect of the font style: Bit 0: Bold Bit 1: Italic Bit 2: Underline Bit 4: Strikethrough  See <b>Setting Bit Parameters</b> on page IV-12 for details about bit settings.
help={ <i>helpStr</i> }	Specifies the help for the control. <i>helpStr</i> is limited to 1970 bytes (255 in Igor Pro 8 and before). You can insert a line break by putting “\r” in a quoted string.
labelBack=( <i>r,g,b[,a]</i> ) or 0	Sets the background color for the control when using a picture to define the appearance of the button (see the picture keyword). The labelBack keyword was added in Igor Pro 9.00. <i>r, g, b, and a</i> specify the color and optional opacity as <b>RGBA Values</b> . For transparency to work, the picture must be inherently transparent. For example, each pixel in a PNG picture has its own internal alpha value so it can be inherently transparent or inherently opaque. If you want the button background to be actually transparent, use the labelBack color to set the background color of the picture. In most cases, use transparent white: labelBack=(65535, 65535, 65535, 0). If you omit labelBack or specify labelBack=0 then the button background color is the background color of the window in which the button is drawn.
noproc	No procedure is executed when clicking the button.
picture= <i>pict</i>	Draws the button using the named picture. The picture is taken to be three side-by-side frames that show the control appearance in the normal state, when the mouse is down, and in the disabled state. The picture may be either a global (imported) picture or a Proc Picture (see <b>Proc Pictures</b> on page IV-56). By default, the button's rectangle is filled with the background color of the window it is drawn in before the picture is drawn. You can use the labelBack keyword to control the button's background color and transparency. In Igor6, the size keyword is ignored when a picture is used with a button control. To make it easier to size graphics for high-resolution screens, as of Igor7, the size keyword is respected in this case.
pos={ <i>leftOrRight,top</i> }	Sets the position in <b>Control Panel Units</b> of the top/left corner of the control if its alignment mode is 0 or the top/right corner of the control if its alignment mode is 1. See the align keyword above for details.
pos+={ <i>dx,dy</i> }	Offsets the position of the button in <b>Control Panel Units</b> .
proc= <i>procName</i>	Names the procedure to execute when clicking the button.
rename= <i>newName</i>	Gives the button a new name.
size={ <i>width,height</i> }	Sets <i>width</i> and <i>height</i> of button in <b>Control Panel Units</b> .
title= <i>titleStr</i>	Sets title of button (text that appears in the button) to the specified string expression. If not given then title will be “New”. If you use “” the button will contain no text. Using escape codes you can change the font, size, style, and color of the title. See <b>Annotation Escape Codes</b> on page III-53 or details.