Class: TouchBarButton

Create a button in the touch bar for native macOS applications

Process: [Main](#)
This class is not exported from the `'electron'` module. It is only available as a return value of other methods in the Electron API.

new TouchBarButton(options)

- `options` Object
  - `label` string (optional) - Button text.
  - `accessibilityLabel` string (optional) - A short description of the button for use by screenreaders like VoiceOver.
  - `backgroundColor` string (optional) - Button background color in hex format, i.e `#ABCDEF`.
  - `icon` [NativeImage](#) | string (optional) - Button icon.
  - `iconPosition` string (optional) - Can be `left`, `right` or `overlay`. Defaults to `overlay`.
  - `click` Function (optional) - Function to call when the button is clicked.
  - `enabled` boolean (optional) - Whether the button is in an enabled state. Default is `true`.

When defining `accessibilityLabel`, ensure you have considered macOS [best practices](#).

Instance Properties

The following properties are available on instances of `TouchBarButton`:

touchBarButton.accessibilityLabel

A `string` representing the description of the button to be read by a screen reader. Will only be read by screen readers if no label is set.

touchBarButton.label

A `string` representing the button's current text. Changing this value immediately updates the button in the touch bar.

touchBarButton.backgroundColor

A `string` hex code representing the button's current background color. Changing this value immediately updates the button in the touch bar.

touchBarButton.icon

A `NativeImage` representing the button's current icon. Changing this value immediately updates the button in the touch bar.

touchBarButton.iconPosition

A `string` - Can be `left`, `right` or `overlay`. Defaults to `overlay`.

touchBarButton.enabled

A `boolean` representing whether the button is in an enabled state.