

juce::DrawableButton



DrawableButtonAdaptive

```
+ DrawableButtonAdaptive()
+ ~DrawableButtonAdaptive()
+ hitTest()
+ resized()
+ getHitBox()
+ setHitBox()
+ setHitBox()
+ getAccuracyPaddingRatio()
+ setAccuracyPaddingRatio()
# updateHitBoxBounds()
```