

## TheTraitor::Button

```
+ Button()=delete
+ Button(sf::Vector2f
    position, sf::Vector2f
    size, sf::Vector2f offset,
    std::string text, const sf
    ::Font &font, sf::RenderWindow
    &window, unsigned int characterSize
    =24, sf::Color shapeFillColor=sf::
    Color::White, sf::Color shapeOutlineColor
    =sf::Color::White, float shapeOutlineThickness
    =5, sf::Color shapeHoverColor=sf::Color::White,
    sf::Color labelFillColor=sf::Color::Black, sf
    ::Color labelOutlineColor=sf::Color::White)
+ bool isMouseOver(sf
    ::Vector2f mousePosition)
    const
+ void updateHoverEffect
    (bool isHovered)
+ void render()
+ void setShapeOutlineColor
    (sf::Color color)
+ void setLabelFillColor
    (sf::Color color)
+ void setDisabled(bool
    disabled)
+ void setLabelString
    (std::string labelString)
```