

UIButton.cs

Class Fields

Name	Type	Explanation
text	string	The text on the button.
rect	Rectangle	The rectangle describing its size.
texture	Texture2D	A 1x1 pixel texture that will be filled with the color gray.

Class constructor

```
public UIButton(Rectangle rect, string buttonText, GraphicsDevice gDevice)
{
    this.Rect = rect;
    this.Text = buttonText;
    this.texture = new Texture2D(gDevice, 1, 1);

    texture.SetData(new[] { Color.Gray });
}
```

Input Arguments

- **rect**: The position and size of the button described in a **Rectangle**.
- **buttonText**: The text on the button.
- **gDevice**: The current graphicsdevice.

Description

This constructor sets the rectangle and text of the button, then uses gDevice to create a 1x1 pixel texture which it then fills with the color gray. This texture is stretched to the proper dimensions in the Draw function.

Properties

- Text
- Rect

Text

```
public String Text
```

Set

Sets its value to text.

Get

Returns the value of text.

Rect

```
public Rectangle Rect
```

Set

Sets its value to rect.

Get

Returns the value of rect.

Methods

```
public void Update(MouseState mouseState)  
public void Draw(SpriteBatch spriteBatch)
```

Update

```
public void Update(MouseState mouseState)
```

Input Arguments

- mouseState: The current MouseState

Description

Whenever this function is called, it checks whether the mouse is currently on the button or not.

If it is, it will change the color of the button to a lighter one so that the button is highlighted.

If it doesn't contain the position of the mouse it will revert to the default color.

Draw

```
public void Draw(SpriteBatch spriteBatch)
```

Input Arguments

- spriteBatch: The SpriteBatch

Description

The Draw method draws the 1x1 pixel texture onto **rect** by stretching it. Buttons are drawn on a layer depth of 0.2f.