Unity- Buttons For GUI Skins- Toggles

In case anyone is interested, here is the solution to getting toggle buttons working with your own textures. (from the example referred to above)  
  
For the unselected state, add the texture to the 'Normal' section in the guiStyle.   
  
For the selected state, add the texture to the 'On Normal' section in the guiStyle.   
  
So you don't need the Hover/Active/Focussed parts...

// Draws 2 toggle controls, one with a text, the other with an image.  
  
using UnityEngine;

using System.Collections;  
  
public class ExampleClass : [MonoBehaviour](https://docs.unity3d.com/ScriptReference/MonoBehaviour.html)

{

public [Texture](https://docs.unity3d.com/ScriptReference/Texture.html) aTexture;  
  
 private bool toggleTxt = false;

private bool toggleImg = false;  
  
 void OnGUI()

{

if (!aTexture)

{

[Debug.LogError](https://docs.unity3d.com/ScriptReference/Debug.LogError.html)("Please assign a texture in the inspector.");

return;

}  
  
 toggleTxt = [GUI.Toggle](https://docs.unity3d.com/ScriptReference/GUI.Toggle.html)(new [Rect](https://docs.unity3d.com/ScriptReference/Rect.html)(10, 10, 100, 30), toggleTxt, "A [Toggle](https://docs.unity3d.com/ScriptReference/UIElements.Toggle.html) text");

toggleImg = [GUI.Toggle](https://docs.unity3d.com/ScriptReference/GUI.Toggle.html)(new [Rect](https://docs.unity3d.com/ScriptReference/Rect.html)(10, 50, 50, 50), toggleImg, aTexture);

}

}

In the inspector for the script, click and drag your texture to where aTexture is.