

1. BUTTON

PROPERTY	DESCRIPTION		
style (constant Number)	A style for the button control. Possible values are:		
	• Normal Button: Normal behavior of a regular button. The button value is 1 as it is pressed (down) and returns to 0 when released.		
	• Toggle Button: The button switches its previous state just like a switch control. Particularly, the button goes to 0 (released) if it was pressed. Or the button goes to 1 (pressed) if it was released. The actual action occurs on the touch up gesture of the user on the button.		
	• Touch Up Button: The button quickly goes to 1 and then to 0 upon user tap. The actual action occurs or the touch up gesture of the user on the button.		
value Bool (read/write Number)	The current value (0 or 1) of the button.		
color (read/write String or Number)	A color applied to the button control. See description of the <i>color</i> property on the page object for a discussion on possible values.		
title String (read/write String	The text title that will show in the button.		
image	Image to show for the button.		
aspectRatio	Aspect ratio to be applied to the button image. See description of the <i>aspectRatio</i> property for the page object for detailed information on possible values.		
linkToPage	Any non empty string matching a page <i>pageIdentifier</i> will cause a page switch to the referring page upon button touch. Page switch will be made on the onset of the 1 state of the button, thus the Touch Up Butto button <i>style</i> is recommended to mimic the standard behavior of iOS touch buttons. Example: "PageOne Upon tapping on the button the interface will switch to a page with identifier "PageOne".		

		ject Configurator tton_START	
	Name	button_START	
Button	▼ BUTTON		
_	style ButtonStyle	Normal Button	
	value Bool	0	
	Q 0		
	color Color	"Default"	
	Q "Default"		
	title String	"Button"	
	Q "Button"		