BUTTON

The **Button** object creates a button control which the user can click to perform an action. It can also be set to be a **checkbox**.

Scripting

When using JavaScript or TypeScript coding, the features of this object can be accessed via the IButtonInstance script interface.

Layering HTML objects

This object displays using a HTML element rather than drawing in to the canvas. This means its layering works differently to other objects. To learn more about how to layer HTML objects, see HTML layers.

Styling buttons

As Button objects are HTML elements, their appearance can be customised using CSS (Cascading Style Sheets). The *ID* and *Class* properties can be used to identify the HTML element, and a CSS project file added to apply some styles to it.

Button properties

Type

Either *Button* for a push-button or *Checkbox* for a checked/unchecked control.

Text

The text appearing on the button face or checkbox label.

Tooltip

A tooltip that appears in most browsers if the user hovers the mouse over the button and waits. Leave blank for no tooltip.

Initially visibile

Whether or not the button is shown on startup. If Invisible, the button must be shown with the Set visible action.

Enabled

Whether the button is initially enabled. If disabled, the button will be greyed out and cannot be pushed.

Auto font size

Automatically set the font-size property of the element according to the layout and layer scale. This will prevent the font-size CSS property being manually set with the *Set CSS style* action. Disable if you intend to use *Set CSS style* to adjust the *font-size* property.

Checked

If *Type* is *Checkbox*, this is the initial check state of the control.

ID Optional

An optional *id* attribute for the element in the DOM (Document Object Model). This can be useful for CSS styling.

Class Optional

An optional *class* attribute for the element in the DOM (Document Object Model). This can be useful for CSS styling.

Button conditions

See common conditions for features shared between form control objects.

Is checked

If *Type* is *Checkbox*, is true if the control is currently checked.

On clicked

Triggered when the user pushes the button or checks/unchecks the control, either by keyboard, mouse or touch input.

Button actions

See common actions for features shared between form control objects.

Set checked

If *Type* is *Checkbox*, set the current check state of the control.

Set text

Set the text on the button face.

Set tooltip

Set the text that appears for the button tooltip. Leave blank for no tooltip.

Toggle checked

If *Type* is *Checkbox*, toggles the check state of the control.

Button expressions

The Button object does not have any of its own expressions.