

BUTTON SCRIPT INTERFACE

View online: <https://www.construct.net/en/make-games/manuals/construct-3/scripting/scripting-reference/plugin-interfaces/button>

The `IButtonInstance` interface derives from `IDOMInstance` to add APIs specific to the **Button plugin**.

Button events

See [instance event](#) for standard instance event object properties.

"click"

Fired when the button is clicked, or the checkbox state is toggled.

Button APIs

text

The string currently displayed as the button or checkbox label.

tooltip

The string used as the tooltip for the button or checkbox.

isEnabled

A boolean indicating if the control is enabled or disabled.

isChecked

A boolean indicating if the checkbox is checked. For button style controls this is always false.