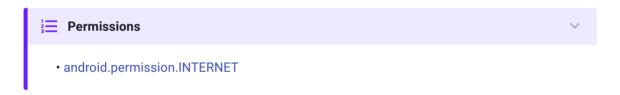
Button

Category	Requires	Version
User Interface	API 19, Android 4.4 - 4.4.4 KitKat	12

Overview

Button with the ability to detect clicks. Many aspects of its appearance can be changed, as well as whether it is clickable (Enabled), can be changed in the Designer or in the Blocks Editor.



Events

Click

User tapped and released the button.

Got Focus

Indicates the cursor moved over the button so it is now possible to click it.

Long Click

User held the button down.

Lost Focus

Indicates the cursor moved away from the button so it is now no longer possible to click it.

Touch Down

Indicates that the button was pressed down.

Touch Up

Indicates that a button has been released.

Methods

Button Click

Perform a button click as function.

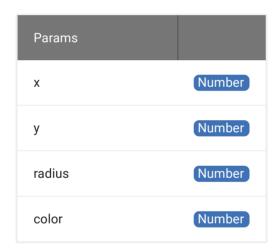
Set Animation Style

Allows you to set animation style. Valid (case-insensitive) values are: ChasingDots, Circle, CubeGrid, DoubleBounce, FadingCircle, FoldingCube, Pulse, RotatingCircle, RotatingPlane, ThreeBounce, WanderingCubes, Wave. If invalid style is used, animation will be removed. Position can be: top, left, right, bottom. Size can be 100.



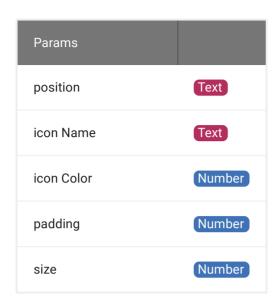
Set Shadow

Place a blurred shadow of text underneath the text, drawn with the specified x, y, radius, color (e.g. -11, 12, 13, black.



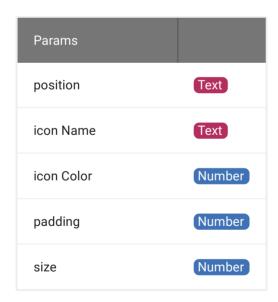
With Icon From Font Awesome

Show an image on the given position near to the button. You can use following words for the position: 'Left', 'Right', 'Top' or 'Bottom'. Use the padding to add space between the icon and text. Use a material icon as the button icon without uploading a image resource into your project. You can find the icon name (or code) here at https://fontawesome.com/cheatsheet Use as example for a heart icon just 'f004'.



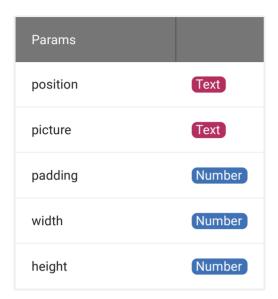
With Icon From Material Font

Show an image on the given position near to the button. You can use following words for the position: 'Left', 'Right', 'Top' or 'Bottom'. Use the padding to add space between the icon and text. Use a material icon as the button icon without uploading a image resource into your project. You can find the icon name (or code) here at https://material.io/icons



With Icon From Picture

Show an image on the given position near to the button. You can use following words for the position: 'Left', 'Right', 'Top' or 'Bottom'. Use the padding to add space between the icon and text.



Properties

Background Color



Returns the button's background color

Border Shadow

Available as Advanced Property

Returns true if the button have a outside border shadow on click.

Enabled



If set, user can tap check box to cause action.

Font Bold

If set, button text is displayed in bold.

Font Italic

If set, button text is displayed in italics.

Font Size

Point size for button text.

Font Typeface

Font family for button text.

Font Typeface Import

Available as <u>Advanced</u> Property

Set a custom font.

Height

Specifies the component's vertical height, measured in pixels.

Height Percent

Specifies the component's vertical height as a percentage of the height of its parent Component.

HTML Format

Available as Advanced Property

If true, then this button will show html text else it will show plain text. Note: Not all HTML is supported.

Image

Image to display on button.

Rotation Angle

Available as Advanced Property

Sets the degrees that the button is rotated around the pivot point. Increasing values result in clockwise rotation.

Shape

```
Number Default: 0 — Write - Designer
```

Specifies the button's shape (default, rounded, rectangular, oval). The shape will not be visible if an Image is being displayed.

Show Feedback

Available as Advanced Property

```
Boolean Default: True — Read Write - Designer Blocks
```

Specifies if a visual feedback should be shown for a button that as an image as background.

Text

Text to display on button.

Text Alignment

Left, center, or right.

Text Color

Color for button text.

Touch Color

Available as Advanced Property

Set the buttons touch color.

Visible

Returns true iff the component is visible.

Width

Specifies the component's horizontal width, measured in pixels.

Width Percent

Specifies the component's horizontal width as a percentage of the Width of its parent Component.

Last update: January 25, 2020