



DOCUMENTATION: BUTTON MANAGER MODULE

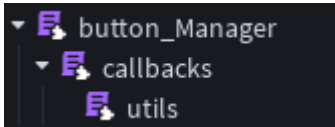
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Purpose: A centralized system for managing Roblox UI Button states, lifecycle, and complex interactions.

1. Initialization

script setup(copy and paste script and place them like the image below):



To begin managing buttons, you must first initialize a new Button List instance.

```
local ButtonManager = require(path.to.ButtonManager)
local myManager = ButtonManager.new_button_list()
```

Adding a Button

Registers a button into the manager's memory.

```
myManager:add_button(GuiButton, "KeyName")
```

- **GuiButton:** The [TextButton](#) or [ImageButton](#) instance.
- **KeyName** (Optional): A unique string identifier. Defaults to [button.Name](#).

2. The Core Method: [Activate_button](#)

This is the primary function used to define how a button behaves.

Lua
myManager:Activate_button(key, operator, config)

Parameters:

Parameter	Type	Description

key	string / Instance	The unique key or the Button Instance itself.
operator	table	A dictionary containing callback functions (see Section 3).
config	table	A dictionary for behavior settings (see Section 4).

3. Button Types & Operators

The `button_type` defined in the `config` determines which callbacks the `operator` table requires.

A. `single_press`

Standard click detection.

- **Operator Hook:** `fire(button, state_snapshot)`

B. `hold`

Detects when a user starts and stops pressing.

- **Operator Hooks:**
 - * `hold(isHolding, button, x, y, state)`
 - `release(isHolding, button, x, y, state)`

C. `toggle`

Maintains an internal boolean state (On/Off).

- **Operator Hooks:**
 - `toggle(true, button, state)`
 - `untoggle(false, button, state)`

D. `long_press`

Triggers only after holding for a specific duration.

- **Operator Hooks:**
 - `start_pressing(button, x, y, state)`
 - `finished(button, x, y, state)` — *Triggered after duration.*
 - `stopped_pressing(button, x, y, state)`
 - `cancelling(button, x, y, state)` — *If released before duration ends.*

4. Configuration Table (`config`)

Settings used to customize the button's logic:

Key	Type	Description
button_type	string	Required. (single_press , hold , toggle , long_press)
visible	boolean	Sets Visible property after activation.
reset_state	boolean	If true, clears timestamps and toggle status.
state	boolean	(Toggle only) Sets the initial toggle state.
time_take	number	(Long Press only) Seconds required to trigger (Default: 0.5s).

5. Interaction Hooks

You can add these hooks to **any** [operator](#) table to handle secondary mouse/touch events:

- [enter](#): Triggered on [MouseEnter](#).
- [leave](#): Triggered on [MouseLeave](#).
- [down](#): Triggered on [MouseButton1Down](#).
- [up](#): Triggered on [MouseButton1Up](#).
- [on_toggle](#): Runs every time the toggle state changes.

6. The State Snapshot

Callbacks receive a [state](#) table. This is a read-only "snapshot" of the button's current data:

- [.enabled](#): Boolean (Matches [Interactable](#)).
- [.toggled](#): Boolean (Current toggle state).
- [.holding](#): Boolean (True if currently pressed).
- [.last_activation](#): Timestamp of the last successful click/long press.
- [.last_hold](#) / [.last_release](#): Timestamps of raw mouse input.

7. API Reference

Method	Description

disable_button(key)	Disconnects all events and cancels active threads for a specific button.
toggle_visibility(bool, key)	Changes visibility for one or all buttons.
toggle_interactable(key, bool)	Enables/Disables button interaction.
reset_state(key)	Wipes the state data (toggle, timers) for a button.
remove_button(key)	Completely removes the button from the manager.
TERMINATE_EVERYTHING()	Cleans up the entire manager and destroys all connections.



Code Example

```
myManager:Activate_button("SettingsBtn", {
  toggle = function(isTrue, button, state)
    | print("Settings Open")
  end,
  untoggle = function(isFalse, button, state)
    | print("Settings Closed")
  end,
  enter = function(button)
    | button.BackgroundColor3 = Color3.new(1, 1, 1)
  end
}, {
  button_type = "toggle",
  state = false
})
```