FlatButton is a class used in Clock and Calendar. Now (after recent DateTimeCtrl refactoring) it should be rather named TransparentButton. Anyway I could make it more universal (it wasn't created as next standard ctrl in mind). Just say what you really need and I'll try to extend it. Now you can use it for example in this way:

FlatButton btn;
btn.SetImage(Img::LeftArrow);
btn.SetLeft() //when button is pushed the image will be scrolled left (to natural move imitation - it'd look stupid if right arrow were scrolled left)
btn <<= THISBACK(MyAction);
Add(btn.LeftPos(0, 40).TopPos(0, 19));

There is also a FlatSpin which is the combination of two FlatButtons ant text displayed between them. For example:

FlatSpin btn;
btn.SetText("Click me");
btn <<= THISBACK(MyActionOnTextClick)
btn.SetCallbacks(THISBACK(MyActionOnLeftClick), THISBACK(MyActionOnRightClick));

One can also use LineCtrl which is for example used in Clock control as minute and hour setter (it's located at left and right side of clock).

All this controls were created for DropTime/DropDate. If anyone wants to use them please give me a sign. I will document them better / make more universal.