
Subject: ButtonOption is a cute little Toggle button
Posted by [alendar](#) on Fri, 05 Feb 2010 03:03:30 GMT
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Anyone else try this? It's not in the layout manager as a widget or control, unless I missed it. No one's used it in the examples or the bazaar. I found one use in the ide, thank goodness.

It's a simple command button that behaves like an Option box, except it's a command button. It doesn't take text, you have to set an image programmatically, or I guess you could chain it on the ITEM line in the .lay file.

It's very nifty. The only way I could get it into the layout was by editing the text of the layout instead of the GUI editor, though I probably could have used the User Class option? Doh!

But the text is very easy to edit.

For anyone newer than me:

```
LAYOUT(MainLayout, 304, 120)
  ITEM(ButtonOption, playOrPause, LeftPosZ(48, 40).TopPosZ(4, 15))
END_LAYOUT
```

Then in a constructor you zap an image on it.

```
playOrPause = MyImages::play();
```

Will peek back in textprop.cpp to see how to capture the click event.
