

Toolbar Button GUI Class

[Github Link](#)

```
namespace lc::ui::api
```

Toolbar Button Constructor

Description

Constructs a toolbar button gui object. Button after being constructed needs to be added to a group for it to be visible in the application.

- Toolbar Button Name - *string* , Icon Path - *string* , Lua Callback - *kaguya::LuaRef* , Tooltip(Default = "") - *string* , Checkable(Default = false) - *bool*
- Toolbar Button Name - *string* , Icon Path - *string* , Tooltip(Default = "") - *string* , Checkable(Default = false) - *bool*

Examples

- ```
local button1 = gui.ToolbarButton("Button1", "icon_path", function() message("Test") end)
```
- ```
local button1 = gui.ToolbarButton("Button1", "icon_path")
```
- ```
local button1 = gui.ToolbarButton("Button1", "icon_path", function() message("Test") end), "Tooltip", true)
```

## Add Callback

### Description

Add lua function callback to be called when the toolbar button is clicked. Multiple callbacks can be added. Callbacks can also be named callbacks i.e. associated with a name so that it can be later removed by use of the name.

- Lua Callback - *kaguya::LuaRef*
- Callback name - *string* , Lua Callback - *kaguya::LuaRef*

## Examples

- `button1:addCallback(function() run_command("LINE") end)`
- `button1:addCallback("message_callback", function() message("Test") end)`

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## Remove Callback

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### Description

Remove lua function called associated with the given name. Only named callbacks can be removed.

- Callback name - *string*

### Examples

- `button1:removeCallback("message_callback")`

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## Set tooltip

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### Description

Set the tooltip for the button.

- New tooltip - *string*

### Examples

- `button1:setTooltip("New Tooltip")`

## Label

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### Description

Get and set label for the toolbar button.

### Examples

- `message(button1:label())`
  - `button1:setLabel("New Button")`
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## Enable and Disable

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### Description

Enable or disable the toolbar button.

### Examples

- `button1:enable()`
  - `button1:disable()`
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## Hide and Show

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### Description

Hide or show the toolbar button.

## Examples

- `button1:hide()`
  - `button1:show()`
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## Remove

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### Description

Remove the current toolbar button from the group.

### Examples

- `button1:remove()`
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## Checkable

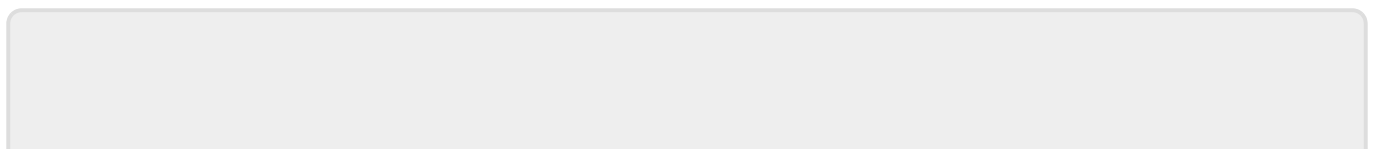
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### Description

Return if the button is checkable or not.

### Examples

- `local isCheckable = button1:checkable()`
- 



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