

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 Button

### Description

Add Toolbar Button to the group of the given **name** and **icon** or by pointer to existing toolbar group. Toolbar button callback can also be passed in.

- Toolbar Button Label - *string* , Icon path - *string*
  - returns *ToolbarButton*
- Toolbar Button Label - *string* , Icon path - *string* , Lua Callback - *kaguya::LuaRef*
  - returns *ToolbarButton*
- Pointer to Toolbar Button - *ToolbarButton*

## Examples

- ```
local button1 = group1:addButton("Button1", "path_to_icon")
```
- ```
local button1 = group1:addButton("Button1", "path_to_icon", function()
message("Button clicked") end)
```
- ```
local button1 = gui.ToolbarButton("Button1", "path_to_icon")  
group1:addButton(button1)
```

Label

Description

Get and set label for the toolbar button.

Examples

- ```
message(button1:label())
```
- ```
button1:setLabel("New Button")
```

Enable and Disable

Description

Enable or disable the toolbar button.

Examples

- `button1:enable()`

- `button1:disable()`

Hide and Show

Description

Hide or show the toolbar group.

Examples

- `button1:hide()`

- `button1:show()`

Remove

Description

Remove the current toolbar button from the group.

Examples

- `button1:remove()`

Checkable

Description

Return if the button is checkable or not.

Examples

- `local isCheckable = button1:checkable()`

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