

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)
```

## Set tooltip

### Description

Set the tooltip for the button.

- New tooltip - *string*

## Examples

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

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## Label

### Description

Get and set label for the toolbar button.

### Examples

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

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## Enable and Disable

### Description

Enable or disable the toolbar button.

### Examples

- `button1:enable()`
- `button1:disable()`

# 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 isCheckedable = button1:checkable()`

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