Toolbar Group GUI Class

Github Link

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

Toolbar Group Constructor

Description

Constructs a toolbar group gui object. Group after being constructed needs to be added to a tab for it to be visible in the application. Width is optional, by default width is 3.

- Toolbar Group Name - *string*
- Toolbar Group Name - *string* , Width - *int*

Examples

- ```
  local group1 = gui.ToolbarGroup("Group1")
  ```
- ```
  local group1 = gui.ToolbarGroup("Group1", 4)
  ```

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)
  ```

Find Button

Description

Find toolbar button in group by button label.

- Toolbar Button Label - *string*
  - returns *ToolbarButton*

Examples

- ```
  local button1 = group1:buttonByName("Button1")
  ```

Label

Description

Get and set label for the toolbar group.

Examples

- ```
  message(group1:label())
  ```
  ```

- `group1:setLabel("New Group")`

Enable and Disable

Description

Enable or disable the toolbar group.

Examples

- `group1:enable()`
- `group1:disable()`

Hide and Show

Description

Hide or show the toolbar group.

Examples

- `group1:hide()`
- `group1:show()`

Remove

Description

Remove the current toolbar group from the tab.

Examples

- ```
  group1:remove()
  ```

List of all buttons

Description

Return list containing all buttons in the group.

Examples

- ```
  local buttonList = group1:buttons()
  ```

Remove Button

Description

Remove button of the given name or by passing in a toolbar button object.

- Toolbar Button object - *ToolbarButton*
- Label of Toolbar Button - *string*

Examples

- ```
  group1:removeButton("Button1")
  ```

- ```
  group1:removeButton(button1)
  ```

Width

Description

Get and set width of the toolbar group. Buttons are rearranged when width is changed.

Examples

- ```
  local w = group1:width()
  ```
- ```
  group1:setWidth(2)
  ```

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