SWBCoolBtn Control

Displays a flat command button that pops up when the mouse is moved over it.

Remarks

The SWBCoolBtn is a command button that appears normally flat, and pops up when the mouse is moved over it.   It optionally supports a graphic image, and allows for positioning of the caption below the graphic or to the right of the graphic.   The caption can also be centered to create an appearance similar to a normal command button.   The button supports regular and "hot" images.   Hot images appear when the mouse is moved over the button.

Properties

Caption
CaptionPos
Enabled
Picture
PictureHot

Events

Click

Caption Property

Type: String

Access: Read/Write

Description:

Sets or returns the text caption that appears on the button.

CaptionPos Property

Type: Integer

Access: Read/Write

Description:

Sets or returns the position of the caption text within the button face. The available options are:

icBottom	1	Caption is below the image.
icRight	2	Caption is to the right of the image.*
icCenter	3	Caption is centered vertically and horizontally.

* If no picture is specified, the caption is right-justified on the button face.   If a picture is specified, the caption is positioned to the right of the image (separated from the image by several pixels).

Enabled Property

Type: Boolean

Access: Read/Write

Description:

Sets or returns the state of the button, either active or inactive.   When the button is not enabled (False), it will appear with visually "disabled" text.   When the button is not enabled, no Click events will occur.

Picture Property

Type: StdPicture

Access: Read/Write

Description:

Sets or returns the graphical picture object that is to be displayed on the face of the button when the button's state is "Flat".

If you specify only a Picture image, but not a <u>PictureHot</u> image, then the Picture image will be used for all button states (inactive, raised, and depressed).

Otherwise, if a PictureHot image is specified in addition to a Picture image, then the PictureHot image will be displayed whenever the button is raised (as the mouse passes over it) and when the button is depressed (clicked).

PictureHot Property

Type: StdPicture

Access: Read/Write

Description:

Sets or returns the graphical picture object that is to be displayed on the face of the button when the button's state is "Up" (i.e. when the mouse is over the button and it appears raised).

If you want your button images to appear in monochrome (grayscale) until the mouse passes over the button, this property would be set to a color image, while the <u>Picture</u> property would be set to a grayscale or monochrome version of the same image.

If you want the same image to be displayed when the button is inactive as well as when it is "hot", then specify that image as the Picture property.

Note: If the PictureHot image is specified, then it will be the image used when the button is in a depressed state (while the mouse button is down over the button).

Click Event

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Click ([Index as Integer])
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Occurs whenever the user clicks the button.   If the button is part of a control array, the optional *Index* parameter will be available.