



Button Component

Events :

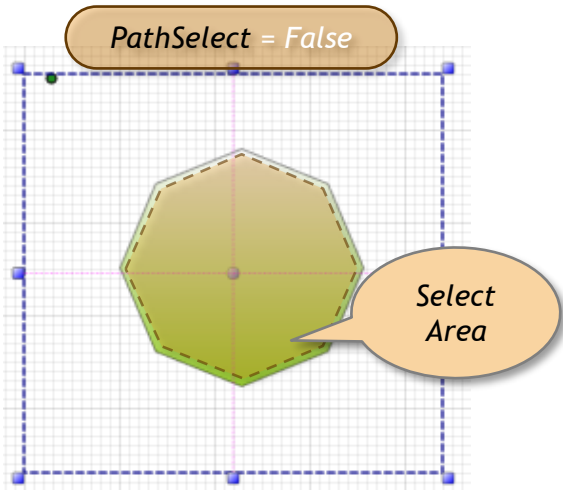
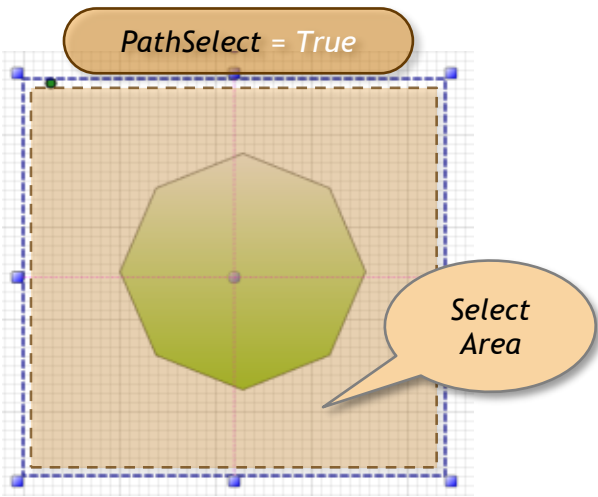
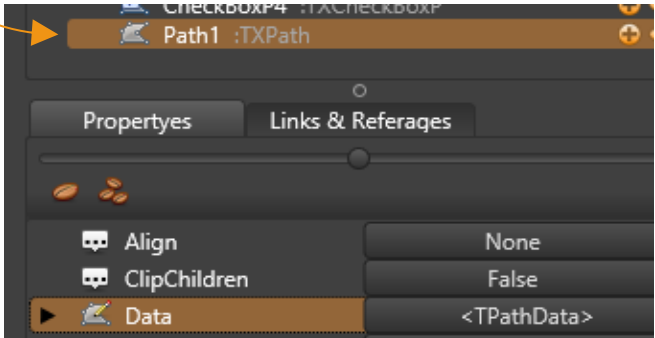
- OnMouseDown if Turn Mouse Down
- OnMouseUp if Turn Mouse Up
- OnMouseChange if Change Mouse Button

Propertyes :

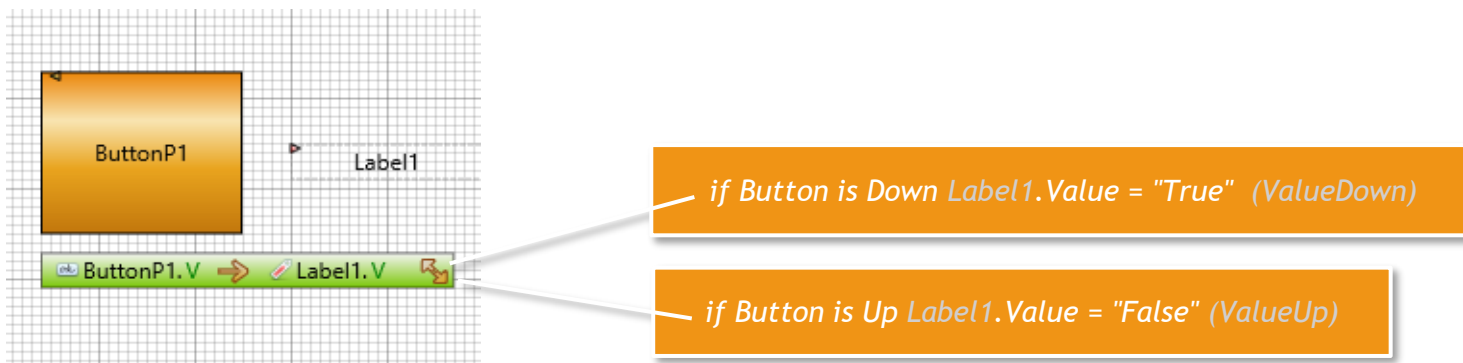
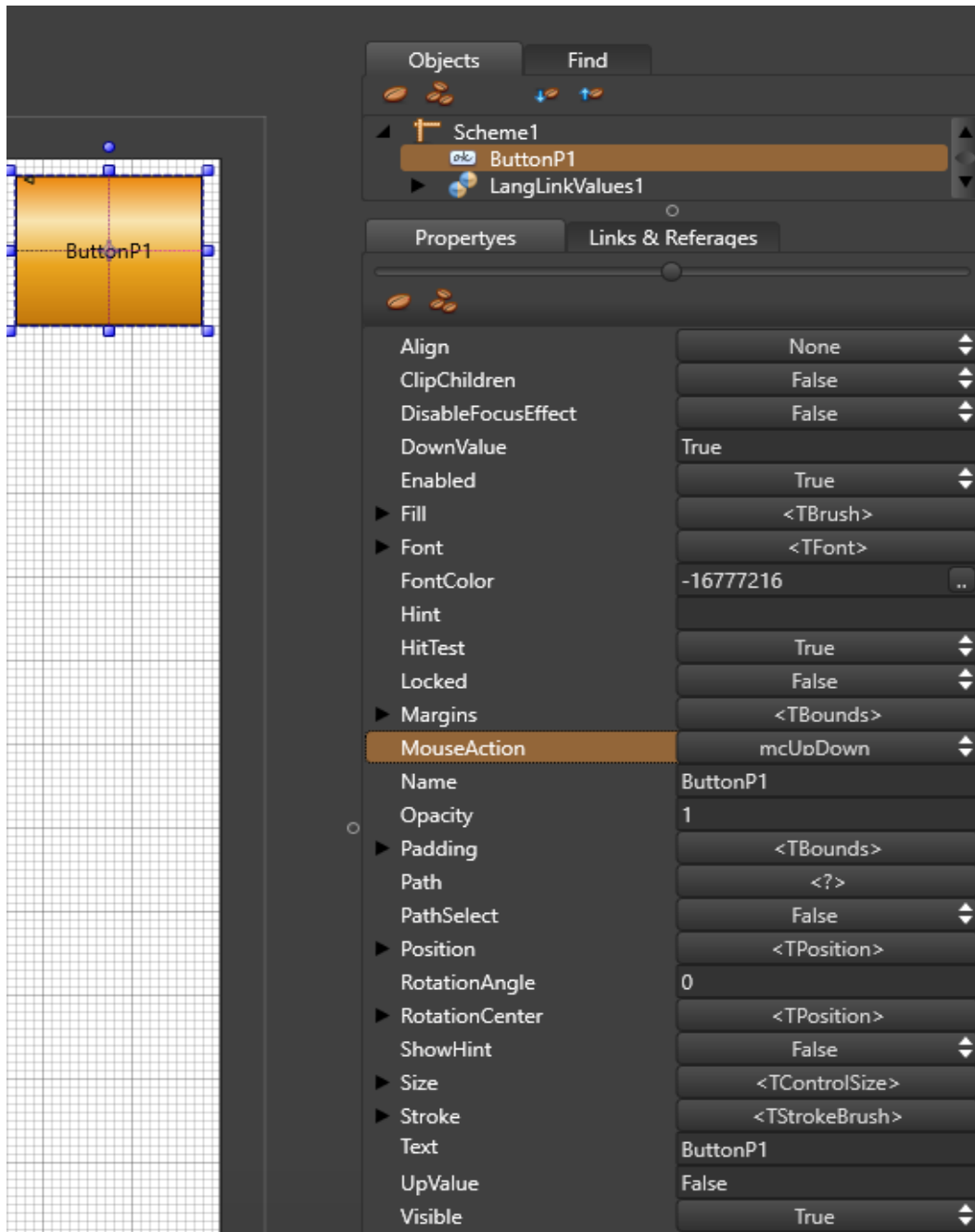
- DownValue Value For Turn Down
Default = "True"
- UpValue Value For Turn Up
Default = "False"
- Path Path Button Skin
- Text Text
- MouseAction Link Value Actions
mcUp
mcDown
mcUpDown
- Value Current Value
- PathSelect if False Mouse Click Region is Rectangle Otherwise Only Path Area

Note :

Path is Vector Picture



Example



Note :

- if **MouseAction** = mcDown Only MouseDown
- if **MouseAction** = mcUp Only MouseUp
- if **MouseAction** = mcUpDown MouseDown and MouseUp

