

Button

Published 2014-10-28 | (Compatible with SDK 2.5,3.5,4.5,5.0,5.1 and 2011,2012,2013,2014 models)

The Button component handles all the events occurring on the click of a button.

**** This class will not be supported in 2015.**

All functionalities of AppsFramework are more improved, integrating with CAPH. Therefore Appsframework is not supported since 2015 Smart TV. To use functionalities of Appsframework, refer to [here](#).

You can extend the Button component horizontally and modify the text property.



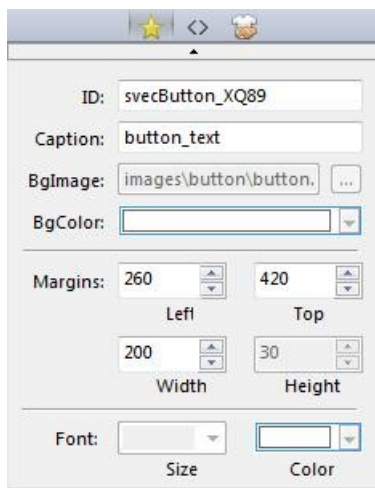
Figure. Button component

Syntax	<code>\$fn.sfButton = function (options, index)</code>
Parameter	options: index - Index of a part of the Button
Value	The values for the options parameter are: text - (string) - Button text Example <code>\$('#button').sfButton({text:['button text','test 1','test 2']});</code> focus - Gives the button focus index (number) - Index of the item to be focused; default:0 Example <code>\$('#button').sfButton('focus',this.idx);</code> blur - Removes focus from the button Example <code>\$('#button').sfButton('blur');</code>
Properties	ID - Component ID uniquely identifying each component Caption - Text in the Button Margins Left and Top - Component position on the scene Margins Width - Component width

The component property values added to the View area are available in the CSS file, but the read-only fields in the property panel are not available. These properties cannot be modified for the application.

You can modify the visual properties of the components in:

- The CSS files under Code Edit Mode, or
- The property box under Visual Mode



ID: svecButton_XQ89
 Caption: button_text
 BgImage: images\button\button. ...
 BgColor:
 Margins: Left: 260, Top: 420, Width: 200, Height: 30
 Font: Size: Color:

Figure. Button properties box

The default CSS code for the Button component is given below:

```
#SceneScene1 #svecButton_XQ89{
  position : absolute;
  left : 230px;
  top : 280px;
  width : 200px;
}
```



Figure. Button