



Button App.



Revolutionising digital interaction.

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Introduction.

With any interactive project there is a frequent need for a button, especially when you want to allow the end-user to search through a directory, click to the next page, search through a catalogue or complete a multiple choice questionnaire.

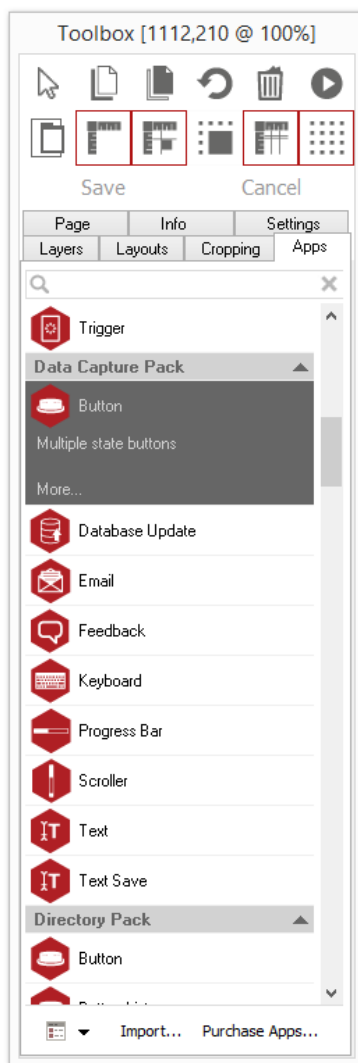
Instead of having to draw, define, configure and programme individual buttons every time your project requires one, the Button app allows you to simply insert a button and apply different settings to it so that it looks and works exactly how you want it to.

Uses.

Buttons can be push buttons, radio buttons or checkboxes and can be assigned with different images to show different states (selected or unselected) and can even be configured to execute a particular action such as 'jump to next page' or display a 'thank you' message when selected.

Using Button app.

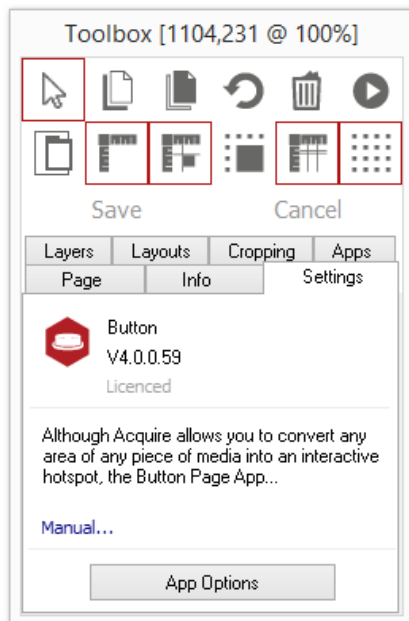
To access the app open an existing or new page and select the 'App' tab of the page editor 'Toolbox' (shown below). Apps are grouped within the relevant app packs and are displayed red if they have been licensed. For more information about licencing apps go to [Licensing apps](#).



Select the app from the list or search for it using the search bar. When an app is selected it will be highlighted as shown.

Here the Button app has been selected.

Once you have selected your app draw an area on your page where you would like to use the app. In this case you will be drawing a space where you want your button included on your page.



The 'Settings' tab within the Toolbox will automatically open when the app is added to the page.

From here you can set your app up by clicking on the 'App Options' button.

Button Configuration - Style tab.

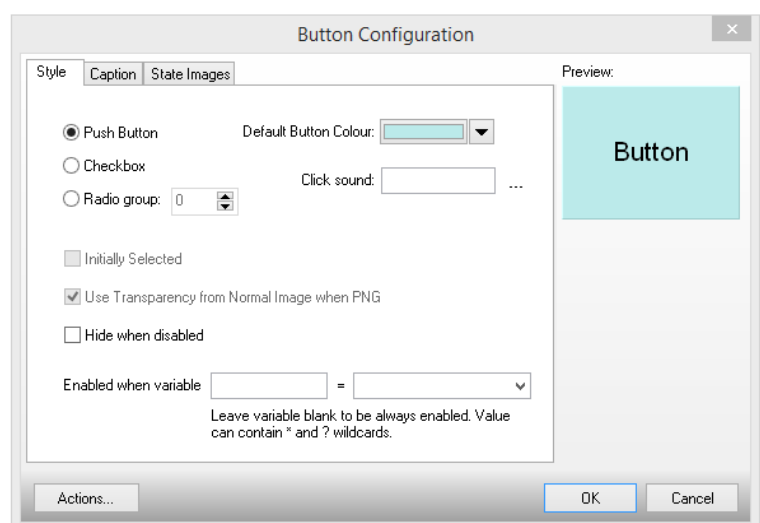
Here you can choose the type of button - push, checkbox or radio - select the colour of the button and assign a click sound.

A preview of the button will also be displayed here.

Initially selected. Will make checkboxes and radio buttons selected by default when pages load.

Transparent. Use this to make your button transparent. It will still respond to clicks.

Tip: This is recommended with PNG files so that the button becomes the shape of the image.



Set Button's Enabled State.

If you enter an Acquire Variable the button will only be enabled (be displayed) when that Variable equals the value specified. This means that the button can be disabled when certain states exist on the page. For example, a button that says 'submit' will only appear once a valid email address is entered.

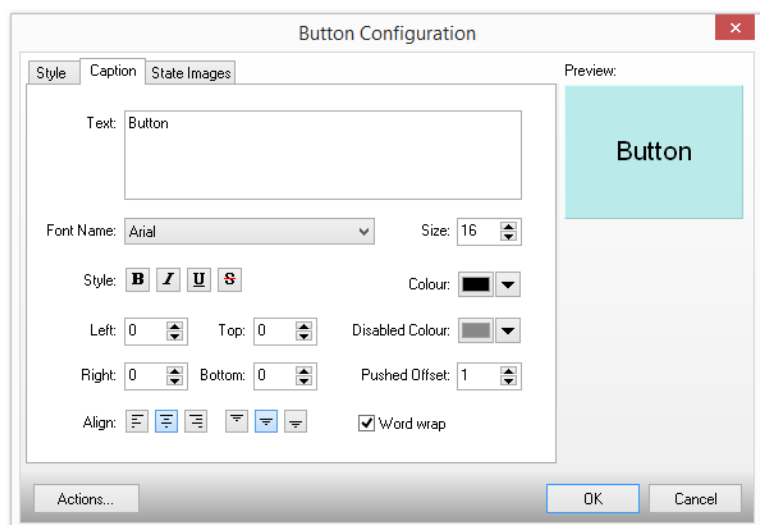
Tip. The value can be from the pre-defined list or a value of your own which can contain wildcards. Wildcards are asterisks (*) or question marks (?). An asterisk matches any number of characters. A question mark matches a single arbitrary character.

Button Configuration - Caption.

Here you can change the text displayed on the button. This can also be an Acquire Variable.

The font style, size and colour can also be changed using the controls. Text can also be positioned using the alignment controls.

Pushed Offset allows you to shift the text by the specified number of pixels.



Button Configuration – State Images

Choose an image for your buttons in various states. If no image is selected then the default button will be used.

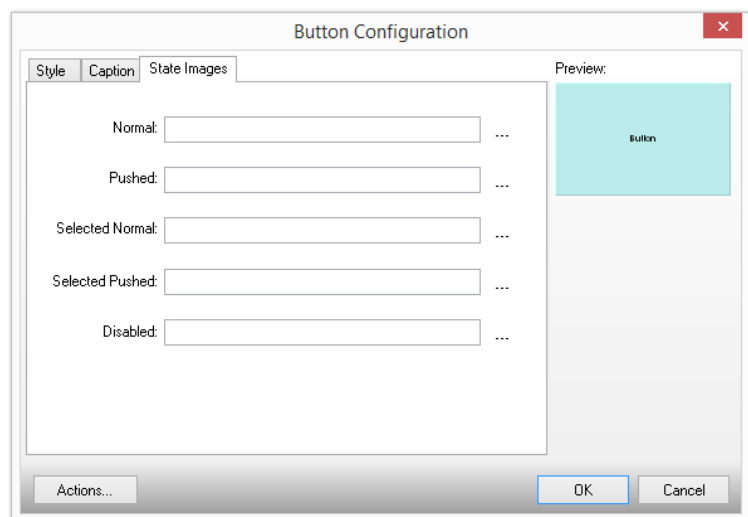
Normal: The button is not pushed, ticked or selected (up).

Pushed: The button is pushed, ticked or selected (down).

Selected Normal: For checkboxes and radio buttons the button is selected and up (not pushed).

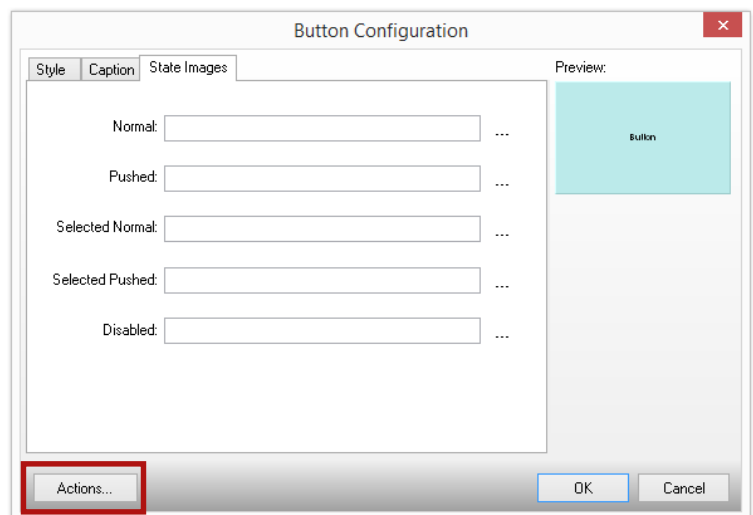
Selected Pushed: For checkboxes and radio buttons the button is selected and down (pushed).

Disabled: The button is disabled and clicking is ignored.



Actions.

From the 'Image State Configuration' window click on the **Actions** button to define what actions (such as jump to page) occur when a button or checkbox is selected, clicked, ticked or deselected.



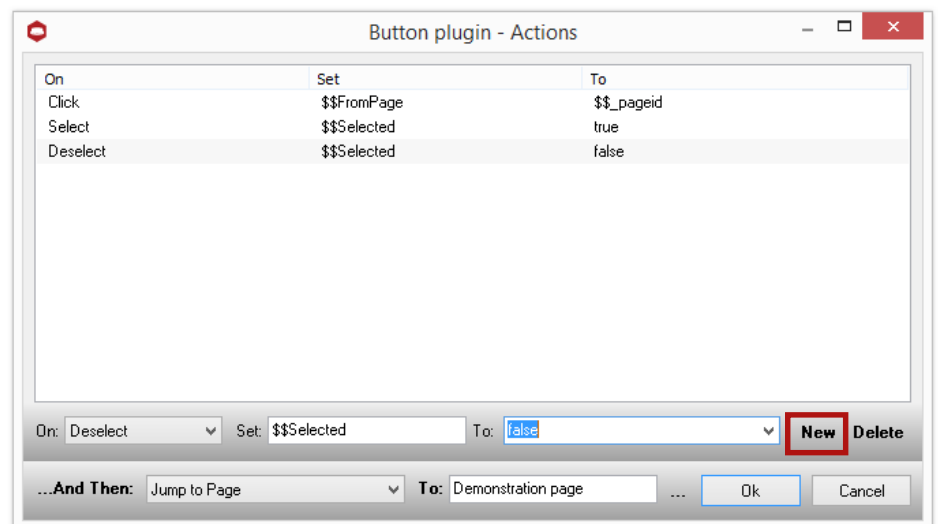
Click **New** to add a new action. Actions will appear in the window.

Set your action by using the controls/drop down choices below.

On: Choose the action. i.e. when a button is clicked, selected.

Set: Input the name of the variable to modify.

To: Input the value to assign to it.



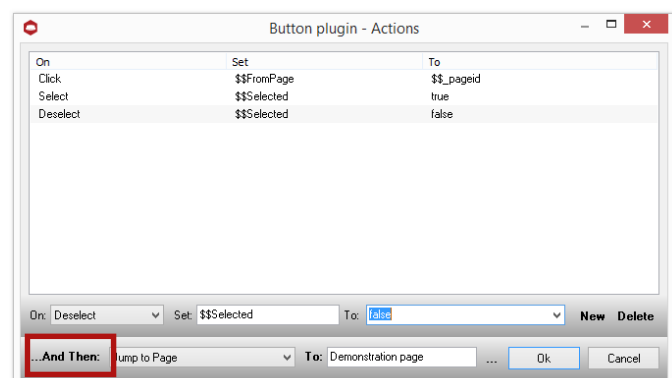
Once the parameters have been set Acquire will continuously monitor the state of buttons and perform an action on detecting a change in button state.

To set specific actions click the **'And Then...'**

Actions include: Jump to Page, Timeout, Page, Quit Page and Return to Previous Page.

If 'Jump to Page' is selected you will need to specify a page that you want to jump to.

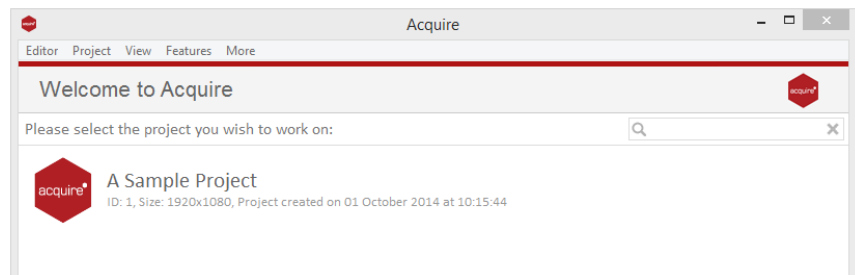
Click 'OK' to confirm and close window.



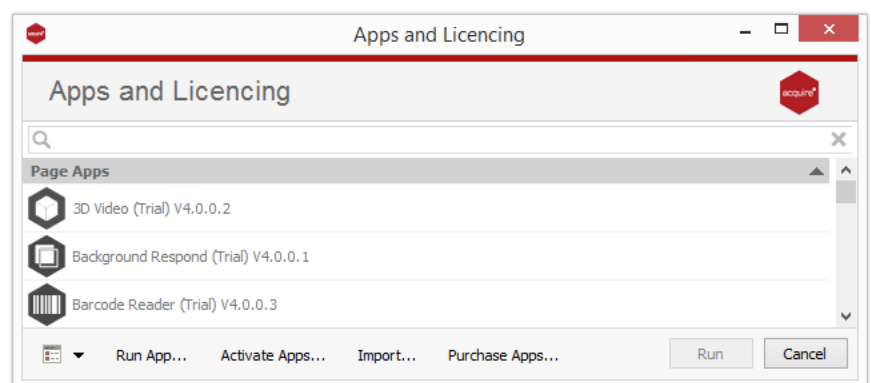
Licensing apps.

On purchasing an app pack you will be provided with a license key. Save this to your computer.

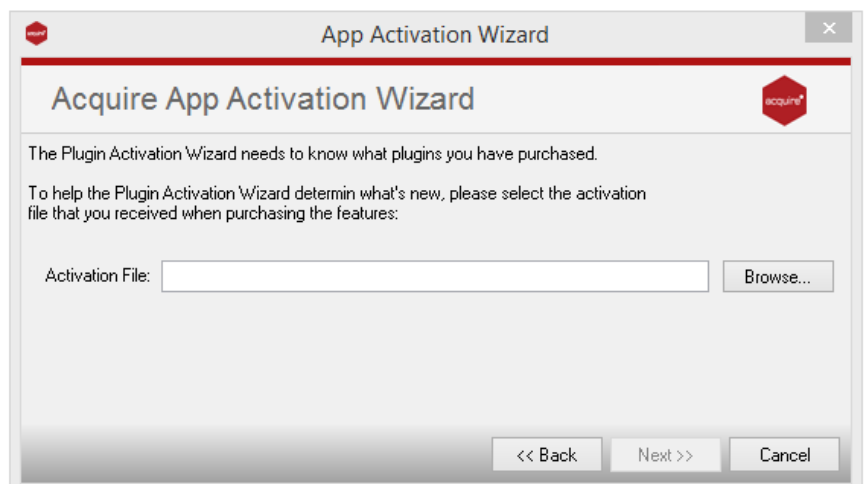
From the main 'Welcome Screen' click on *Editor* and select Apps and Licensing from the drop down menu.



Click *Activate Apps* and follow the onscreen instructions.



Use the 'Browse...' button to locate your saved license key and follow the instructions to activate.



Your apps should now be activated and can be accessed from the apps list or from within a working project or project page.