

clmGuiButtonData

Fields

Field Name	Type	Description
mColorBase	cColor	
mColorText	cColor	
mColorDisabled	cColor	
mvDefaultSize	cVector2f	
mbUseBackgroundGfx	bool	
mGfxBackground	clmGuiGfx	
mFont	clmGuiFont	
mFontAlign	eFontAlign	
mbUseDisabledColor	bool	
mbUseFrame	bool	
mGfxFrame	clmGuiFrameGfx	
mbUseInFocusColor	bool	
mColorInFocus	cColor	
mbUseInFocusGfx	bool	
mGfxInFocus	clmGuiGfx	
mbUseTriggeredColor	bool	
mColorTriggered	cColor	
mbUseTriggeredGfx	bool	
mGfxTriggered	clmGuiGfx	
mbUseTriggeredAndInFocusColor	bool	
mColorTriggeredAndInFocus	cColor	
mbClipText	bool	
mfClipAreaPaddingLeft	float	
mfClipAreaPaddingRight	float	
mfScrollSpeed	float	
mfScrollStartDelay	float	
mfScrollResetDelay	float	

Functions

clmGuiButtonData has no public functions

Remarks

Have some helpful descriptions to add to this class? Edit this page and add your insight to the Wiki!

From:
<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:
<https://wiki.frictionalgames.com/hpl3/community/scripting/classes/cimguibuttondata>

Last update: **2015/11/05 12:16**

