GTK::V3::Gtk::GtkButton

Table of Contents

```
unit class GTK::V3::Gtk::GtkButton;
also is GTK::V3::Gtk::GtkBin;
```

GtkButton — A widget that emits a signal when clicked on

Synopsis

```
my GTK::V3::Gtk::GtkButton $start-button .= new(:label<Start>);
```

Methods

new

```
multi submethod BUILD ( Str :$label! )
```

Creates a new button object with a label

```
multi submethod BUILD ( Bool :$empty! )
```

Create an empty button

```
multi submethod BUILD ( :$widget! )
```

Create a button using a native object from elsewhere. See also Gtk::V3::Glib::GObject.

```
multi submethod BUILD ( Str :$build-id! )
```

Create a button using a native object from a builder. See also Gtk::V3::Glib::GObject.

gtk_button_new

Creates a new native GtkButton

```
method gtk_button_new ( --> N-GObject )
```

Returns a native widget. Can be used to initialize another object using :widget. This is very cumbersome when you know that a oneliner does the job for you: `my GTK::V3::Gtk::GtkButon $m .= new(:empty);

```
my GTK::V3::Gtk::GtkButon $m;
$m .= :new(:widget($m.gtk_button_new());
```

[gtk_button_] new_with_label

```
method gtk_button_new_with_label ( Str $label --> N-GObject )
```

Creates a new native button object with a label

[gtk_button_] get_label

```
method gtk_button_get_label ( --> Str )
```

Get text label of button

[gtk_button_] set_label

```
method gtk_button_set_label ( Str $label )
```

Set a label ob the button

Signals

Registering example

```
class MyHandlers {
  method my-click-handler ( :$widget, :$my-data ) { ... }
}

# elsewhere
my MyHandlers $mh .= new;
$button.register-signal( $mh, 'click-handler', 'clicked', :$my-data);
```

See also method `register-signal` in GTK::V3::Glib::GObject.

Supported signals

clicked

Emitted when the button has been activated (pressed and released).

Handler signature;

```
handler ( instance: :$widget, :$user-option1, ..., :$user-optionN )
```

Unsupported signals

activated

Signal `activated` is not supported because GTK advises against the use of it.

Deprecated signals

enter

Signal `enter` has been deprecated since version 2.8 and should not be used in newly-written code. Use the “enter-notify-event” signal.

leave

Signal `leave` has been deprecated since version 2.8 and should not be used in newly-written code. Use the `leave-notify-event` signal.

pressed

Signal `pressed` has been deprecated since version 2.8 and should not be used in newly-written code. Use the `button-press-event` signal.

released

Signal `released` has been deprecated since version 2.8 and should not be used in newly-written code. Use the `button-release-event` signal.