Let us make a three-states button to show basic settings of button

Three-states button is a button with three states: normal state, hover state , click state

We use three different pictures to judge which state the button is in

For example, here are three pictures:

: background picture of normal state



:background picture of hover state



:background picture of click state



Set the three pictures respectively to properties NormalPicture、HoverPicture、DownPicture of button SelfOwnMaterial(you can open picture editor by double click NormalPicture )

Then set the button’s caption as “确定”,

Like this:



In the above picture, the caption is on left top corner,

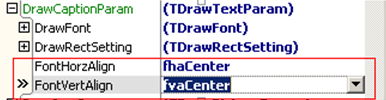
We need to put button’s caption in middle position ,

Unfold DrawCaptionParam in SelfOwnMaterial (draw parameters of button caption),

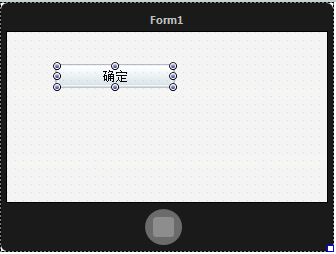
There are two parameters:

Set FontHorzAlign(parameters of horizontally align) as fhaCenter(horizontally center)

Set FontVertAlign (parameters of vertically align) as fvaCenter (vertically center)



Like this:



There is one more problem we need to solve:

When the control is stretched bigger, the edge of background picture will get blurs,

Like this(when you stretch the button too big):



Unfold DrawPictureParam(draw parameters of background picture) in SelfOwnMaterial ,

Set StretchStyle as issSquare

s



Rules of issSquare:

Four corners of background picture will keep the same,

Two horizontal edges will stretch horizontally,

Two vertical edges will stretch vertically,

The middle square will be magnified,

Like this:

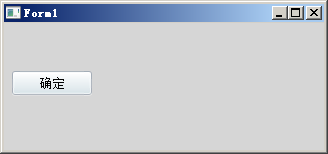
When you set up, you needn’t to worry about magnify,

Like this:

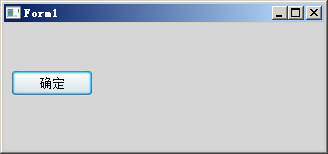


Next run it on platform Windows to see effect:

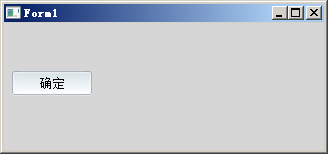
Normal state:



Hover state:



Click state:



You can make the button has dynamic effects by these steps,

Which is too say , when you click mouse the caption will move 1px to right and down,

Unfold SelfOwnMaterial->DrawCaptionParam->MouseDownEffect(effect when mouse click),

Check dpcetOffsetChange, it means move effect of caption’s position when you click mouse,

Set Offset as 1, means caption position moves 1px,

Set like this:

