

FLEX - TOGGLEBUTTON CONTROL

http://www.tutorialspoint.com/flex/flex_togglebutton_control.htm

Copyright © tutorialspoint.com

Introduction

The ToggleButton component defines a toggle button. Clicking the button toggles the button between the up and an down states. When you click the button while it is in the up state, it toggles to the down state and so on.

Class declaration

Following is the declaration for **spark.components.ToggleButton** class:

```
public class ToggleButton
    extends ToggleButtonBase
```

Public methods

S.N.	Method & Description
1	ToggleButton Constructor.

Methods inherited

This class inherits methods from the following classes:

- spark.components.supportClasses.ToggleButtonBase
- spark.components.supportClasses.ButtonBase
- spark.component.supportClasses.SkinnableComponent
- mx.core.UIComponent
- mx.core.FlexSprite
- flash.display.Sprite
- flash.display.DisplayObjectContainer
- flash.display.InteractiveObject
- flash.display.DisplayObject
- flash.events.EventDispatcher
- Object

Flex ToggleButton Control Example

Let us follow the following steps to check usage of ToggleButton control in a Flex application by creating a test application:

Step	Description
1	Create a project with a name <i>HelloWorld</i> under a package <i>com.tutorialspoint.client</i> as

explained in the *Flex - Create Application* chapter.

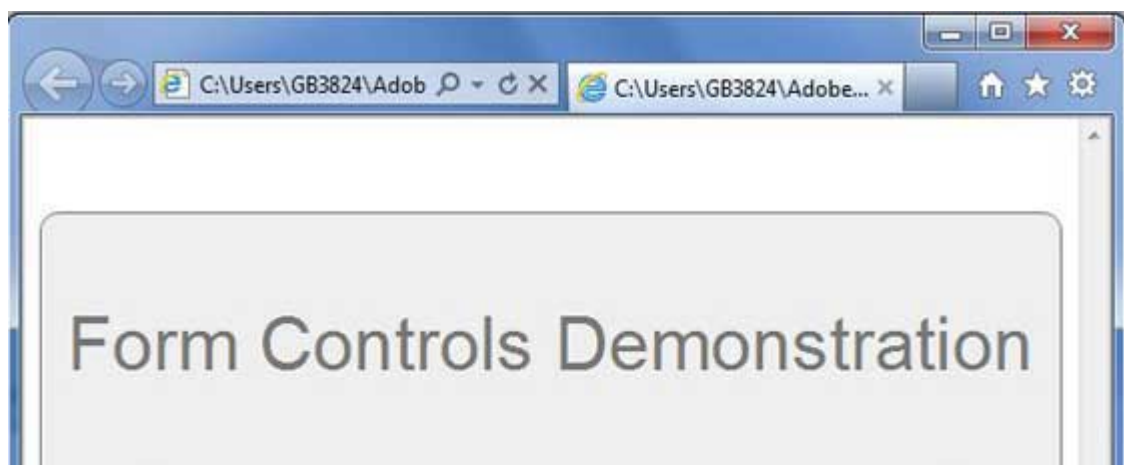
- 2 Modify *HelloWorld.mxml* as explained below. Keep rest of the files unchanged.
- 3 Compile and run the application to make sure business logic is working as per the requirements.

Following is the content of the modified mxml file **src/com.tutorialspoint/HelloWorld.mxml**.

```
<?xml version="1.0" encoding="utf-8"?>
<s:Application xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns:s="library://ns.adobe.com/flex/spark"
  xmlns:mx="library://ns.adobe.com/flex/mx"
  width="100%" height="100%" minWidth="500" minHeight="500"
  >
  <fx:Style source="/com/tutorialspoint/client/Style.css"/>
  <fx:Script>
    <![CDATA[
      import mx.controls.Alert;
      import mx.events.FlexEvent;

      protected function button_clickHandler(event:MouseEvent):void
      {
        Alert.show("Hello World!");
      }
    ]]>
  </fx:Script>
  <s:BorderContainer width="550" height="400"
    styleName="container">
    <s:VGroup width="100%" height="100%" gap="50"
      horizontalAlign="center" verticalAlign="middle">
      <s:Label
        fontSize="40" color="0x777777" styleName="heading"/>
      <s:Panel
        width="420" height="200">
        <s:layout>
          <s:HorizontalLayout gap="10" verticalAlign="middle"
            horizontalAlign="center"/>
        </s:layout>
        <s:ToggleButton
          click="button_clickHandler(event)" />
        <s:ToggleButton
          enabled="false" />
        </s:Panel>
      </s:VGroup>
    </s:BorderContainer>
  </s:Application>
```

Once you are ready with all the changes done, let us compile and run the application in normal mode as we did in [Flex - Create Application](#) chapter. If everything is fine with your application, this will produce following result: [[Try it online](#)]



Using ToggleButton

Click Me

Disabled Button

Loading [MathJax]/jax/output/HTML-CSS/jax.js