

d_button_proc(3alleg4)

Allegro manual

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NAME

d_button_proc – Dialog procedure implementing a button object. Allegro game programming library.

SYNOPSIS

```
#include <allegro.h>
```

```
int d_button_proc(int msg, DIALOG *d, int c);
```

DESCRIPTION

A button object (the dp field points to the text string). This object can be selected by clicking on it with the mouse or by pressing its keyboard shortcut. If the D_EXIT flag is set, selecting it will close the dialog, otherwise it will toggle on and off. Like d_text_proc(), ampersands can be used to display the keyboard shortcut of the button.

SEE ALSO

excustom(3alleg4), **exgui**(3alleg4)

