Buttons

Buttons are a quick way of providing the user with a clear manner of starting some action. They are deliberately simple in appearance. If the look of a button does not appeal to you, use a turtle or programmable color.

When should I use a programmable color, turtle, or button? Use **programmable colors** when you don't want to click on a turtle or button or when a large area of the screen can trigger one event. For example, clicking on the blue sky will take the user to another page.

Use a **button** when you want to do something "quick and dirty." Buttons allow you to try something out quickly without worrying about details. You may also want to present the user with a text clue to click on. Verbs such as *Go, Start,* and *Play* are the best instructions for buttons since the entire instruction is visible on the button. If you wish to use more than one or two commands in a button instruction, you probably should consider combining the instructions in a procedure and using the procedure name as the button instruction.

Use a **turtle** when you want the user to click on a static or animated icon. Arrows, signs, symbols, and other sorts of icons often provide the look for turtles. You can also copy text into turtle shapes to make a text button "next page", "continue", or "Go" for example.

USE FREEZEBG

Freezebg allows you to protect a background from unwanted changes. This is handy when the user is encouraged to draw or paint on a page, but you want to return the background to its previous state for the next user. After a **freezebg** command is issued, a page may be returned to that state by using **cg**, **clean**, or double-clicking on the Eraser.

Example:
• Paint a picture on the page.
• Type **freezebg** in the Command Center.
• Draw with the turtle or paint tools on the page.
• Double-click on the Eraser in the Graphics Tab area.
Voila! The background is a good as new!

USE SNAPSHOT AND RESTORE
The **snapshot** command takes a snapshot of the current page's background. The next time a **restore** command is used, the background will be restored to what it was at the moment the snapshot was taken.
Example:
pd
fd 50 rt 90
snapshot
clean
restore

Freezing a button or turtle prevents it from being clicked off. The instruction in the button or turtle must be set to once mode for this feature to work. Frozen buttons and turtles are also unmovable. Let's say you have a text box that shows when you click on a button and then disappears afterward. You don't want the user to click off the button in the middle of this process because it will spoil your presentation.

To try this out:
1. Create a text box and type *Welcome* in it.
2. Write a procedure:
to welcome
showtext
wait 30
hidetext
end
3. Create a button with **welcome** as its instruction set to
"once". At the same time, check the name of the button:
it should be Button1 if this is the first on your page.
4. To freeze the button, in the Command Center type:
freeze "button1 If your button has another number,
change it. Click on the **welcome** button. Try to click it off before
the text disappears. To unfreeze the button, type:
unfreeze "button1 Unfreezes a button.