

# Core2 Button

Core2 button input related APIs and sample programs.

## Caution:

When using, include the `M5.update()` function in the main loop to read state updates and minimize blocking as much as possible. Otherwise, button state changes may not be detected in time.

## Example

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```
1  #include "M5Unified.h"
2  #include "M5GFX.h"
3
4  static int32_t w;
5  static int32_t h;
6  static bool drawn = false;
7
8  void setup()
9  {
10     auto cfg = M5.config();
11     M5.begin(cfg);
12     w = M5.Lcd.width();
13     h = M5.Lcd.height();
14
15     M5.Lcd.fillScreen(WHITE);
16     M5.Display.setRotation(1);
17     M5.Display.setTextColor(TFT_BLACK);
18     M5.Display.setTextDatum(top_center);
19     M5.Display.drawString("Button Released", w / 2, 0, &fonts::FreeMonoBold12pt7b);
20 }
21
22 void loop()
23 {
24     M5.update();
25     if(M5.BtnA.isPressed() || M5.BtnB.isPressed() || M5.BtnC.isPressed())
26     {
27         if (!drawn){
28             M5.Lcd.fillScreen(WHITE);
29         }
30         M5.Display.drawString("Button Detail:", w / 2, 0, &fonts::FreeMonoBold12pt7b);
31         if (M5.BtnA.isPressed()) {
32             M5.Display.drawString("ButtonA Pressed", w / 2, 30, &fonts::FreeMonoBold12pt7b);
33         }
34         else if (M5.BtnB.isPressed()) {
35             M5.Display.drawString("ButtonB Pressed", w / 2, 60, &fonts::FreeMonoBold12pt7b);
36         }
37         else if (M5.BtnC.isPressed()) {
38             M5.Display.drawString("ButtonC Pressed", w / 2, 90, &fonts::FreeMonoBold12pt7b);
39         }
40         drawn = true;
41     }
42     else if (drawn){
43         drawn = false;
44         M5.Display.clear(WHITE);
45         M5.Display.drawString("Button Released", w / 2, 0, &fonts::FreeMonoBold12pt7b);
46     }
47     vTaskDelay(1);
48 }
```

This program displays specific button states on the screen when buttons are pressed.



## | API

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Core2 Button uses the **Button\_Class** from the **M5Unified** library. For more button-related APIs, refer to the documentation below:

- [M5Unified - Button Class](#)