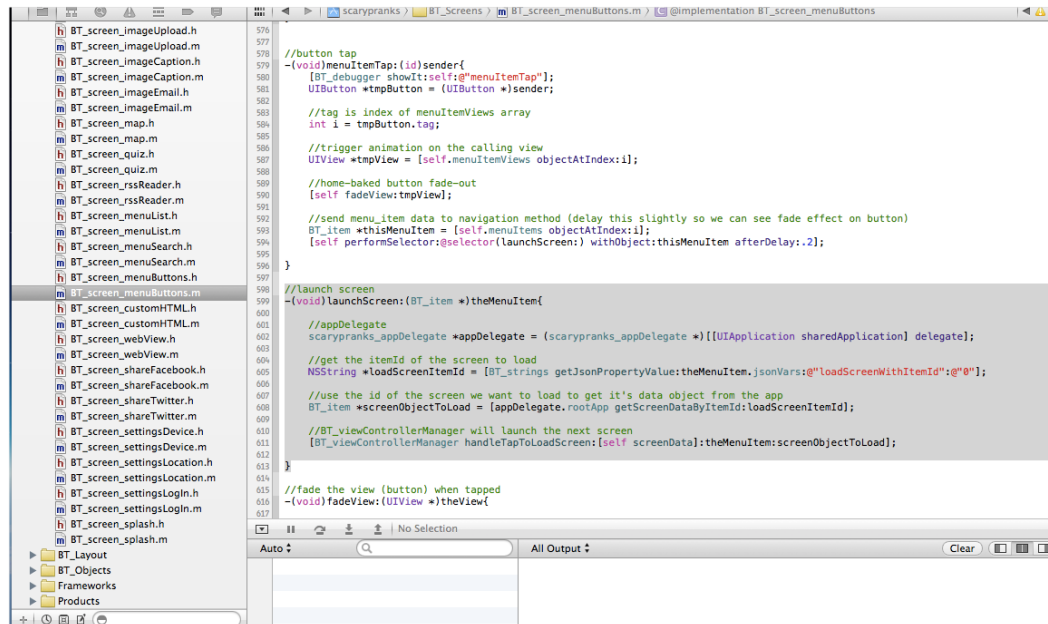


# How to Make a Button Do Anything

This tutorial will show you how to customize the buttons on your button menu screen to behave however you want them to. Normally, with the way Buzztouch works, the user will tap a button and then be brought to a pre-defined screen - in most cases this is perfect, but there are a number of other ways to use these buttons that may be useful in your app. For example, you may want to have a button that says "More Games" - when the user taps the button, no new page will be loaded. Instead, an ad will be displayed.

**Step 1: Go to BT\_Plugins/BT\_Screen\_menuButtons.m and scroll down to the section of code that is highlighted in the following screenshot**



**Step 2: replace the highlighted code from the above screenshot with the following code - Replacing "YOURAPPDELEGATE" with your app delegate, "YOURICONNAME" with the name of your button's icon, and "YOURCODEHERE" with whatever action you want the button to take:**

```
//launch screen
-(void)launchScreen:(BT_item *)theMenuItem{

//AppDelegate
YOURAPPDELEGATE *appDelegate = (YOURAPPDELEGATE *)[UIApplication sharedApplication] delegate];

if([[BT_strings getJsonPropertyValue:theMenuItem.jsonVars:@"imageNameSmallDevice":@""]
isEqualToString:@"YOURICONNAME"])
{
YOURCODEHERE
}

else
{
//get the itemId of the screen to load
NSString *loadScreenItemId = [BT_strings
getJsonPropertyValue:theMenuItem.jsonVars:@"loadScreenWithItemId":@"0"];
```

```

//use the id of the screen we want to load to get it's data object from the app
BT_item *screenObjectToLoad = [appDelegate.rootApp getScreenDataByItemId:loadScreenItemId];

//BT_viewControllerManager will launch the next screen
[BT_viewControllerManager handleTapToLoadScreen:[self screenData]:theMenuItem:screenObjectToLoad];

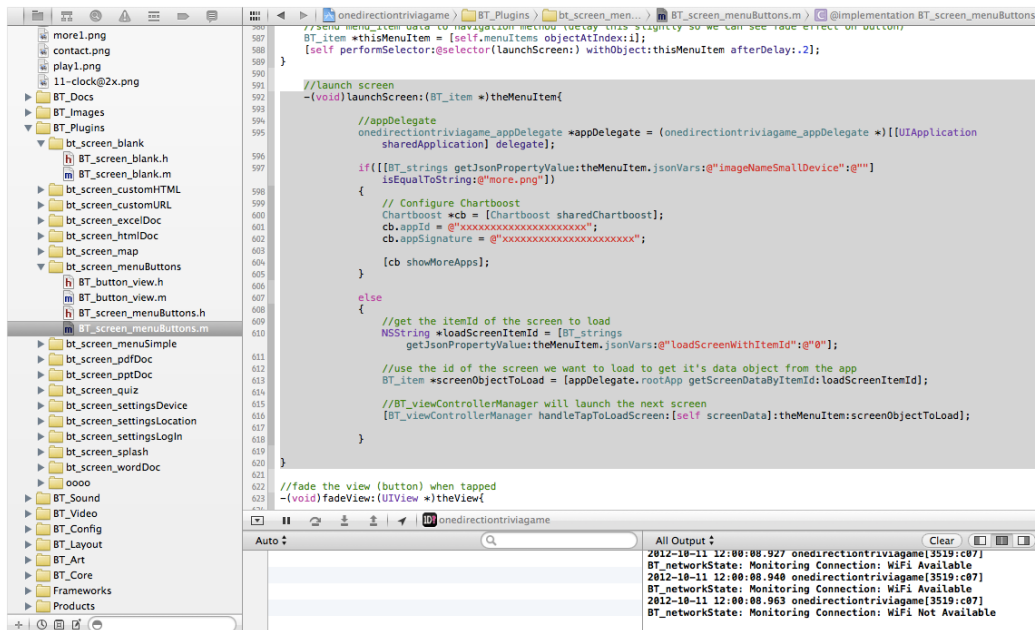
}

}

```

**Explanation:** The above code is assuming that the button being tapped has an icon associated with it. If the icon name of the button being tapped is the same as the icon name in the above code, it will not launch a screen...it will instead execute whatever action you put in the "YOURCODEHERE" area. Any other button that is tapped will function normally. Since no screen is launching, it doesn't matter what screen the button is associated with.

**Example:** In the screenshot below this method is used to launch an ad that shows a list of free games. The SDK and tutorial for implementing these ads can be found here - <http://chartboost.com>. There is also a very helpful thread about Chartboost in the Buzztouch forums that can be found here - <http://bit.ly/T9z4aq>



A video of the above code in action can be found here - <http://www.youtube.com/watch?v=BA509abe7b8&feature=youtu.be>