

CliCommand Class

[Github Link](#)

```
namespace lc::ui::widgets
```

Add Command

Description

Add and register a new command to the command line with the given lua callback. The command is enabled on adding. Returns false if command name already exists.

- Command - *string* , Lua Callback - *kaguya::LuaRef*
 - *bool* (success)

Examples

- ```
local clicommand = mainWindow:cliCommand()
clicommand:addCommand("SayHi", function() message("Hi!") end)
```

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## Write to Command Line

### Description

Write a message to the command line.

```
message("Text")
```

function actually calls this function to print a message to the clicommand.

- Message - *string*

## Examples

- `clicommand:write("Test Message")`
- 

## Run Command

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### Description

Run the command i.e. run the lua callback corresponding to the given command. Dosen't do anything if command is not present or disabled.

- Command - *string*

### Examples

- `clicommand:runCommand("LINE")`
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## Enable Command

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### Description

Enable the given command. Dosen't do anything if command dosen't exist.

- Command - *string*

### Examples

- `clicommand:enableCommand("LINE")`
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## Disable Command

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### Description

Disables the given command. Dosen't do anything if command dosen't exist.

- Command - *string*

### Examples

- `clicommand:disableCommand("LINE")`
- 

## Is Command Enabled

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### Description

Returns a boolean indicating whether the command is enabled or disabled.

- Command - *string*
  - returns *bool*

### Examples

- `local enab = clicommand:isCommandEnabled("LINE")`
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## Available Commands

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### Description

Returns a list of all available command names.

## Examples

- ```
local allcommands = clicommand:availableCommands()
for k,v in pairs(allcommands) do cliCommand:runCommand(v) end
```
-

Get Commands History

Description

Returns a list of all commands that have been entered since program started.

Examples

- ```
local history = cliCommand:commandsHistory()
```
- 

## Clear CliCommand Output

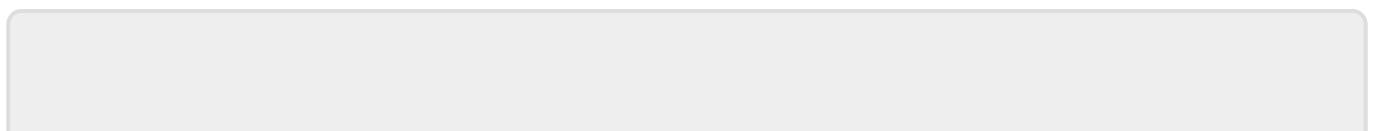
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### Description

Clear the cli command console. Can also be accessed by using command "CLEAR" in the command line.

### Examples

- ```
cliCommand:clear()
```
-



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