

# Dialog Widget Class

[Github Link](#)

```
namespace lc::ui::api
```

A Dialog widget object acts a parent widget containing all the input gui widgets. A finish button can be added which on being clicked retrieves the values of all the input guis in a table when the user is finished with the dialog. This table is passed in as a parameter to all the finish callbacks added to the dialog widget.

## Constructor

### Description

Constructs a dialog widget object. This dialog widget contains all the input gui widgets. The constructor takes in a label and a mainwindow pointer as parameters. Can be constructed using the

```
CreateDialogWidget("DialogLabel")
```

which takes care of passing in the mainwindow as parameter.

- Dialog Label - *string* , Current MainWindow - *MainWindow*

### Examples

- ```
local dialog1 = gui.DialogWidget("Dialog1", mainWindow)
```
- ```
local dialog1 = CreateDialogWidget("Dialog1")
```

## Add Input GUI Widget

### Description

Add an input gui widget to the dialog widget. Expects a key and input widget as parameters. Key is used to retrieve the value of the input gui widget.

Note:- If button or checkbox is added, the addWidget function first adds it to a horizontal group gui widget which is then added to the dialog widget.

- Key - *string* , Input GUI Widget - *InputGUI*

## Examples

- ```
local angle1 = gui.AngleGUI("AngleWidget")
dialog1:addWidget("angle1", angle1)
```

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## Get list of input widgets

### Description

Returns a list of all input widgets present in the dialog widget.

### Examples

- ```
local guiwidgets = dialog1:inputWidgets()
```

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## Title

### Description

Get and set title for the dialog widget

### Examples

- ```
message(dialog1:title())
```
- ```
dialog1:setTitle("New Dialog")
```

## Set Finish Button

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### Description

Set a button as the finish button for the dialog widget which on being clicked will return a table of all values to all the finish lua callbacks added to the dialog widget.

- Finish button - *ButtonGUI*

### Examples

- `dialog1:setFinishButton(button1)`
- 

## Add Finish Callback

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### Description

Add a finish callback which is called whenever the user is done with the dialog and clicks on the finish button. The callback is passed in a table containing the key and value of all the input gui widgets.

- Lua Callback - *kaguya::LuaRef*

### Examples

- `dialog1:addFinishCallback(function(valTable) for k,v in pairs(valTable) do message(tostring(k) .. tostring(v)) end end)`
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## Get keys

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### Description

Returns a list of keys of all the input gui widgets in the dialog.

## Examples

- `local keyList = dialog1:keys()`

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