# Input GUI Widgets I

## Input GUI Class

Github Link

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

The Input GUI class is the parent class of all input gui widgets (except button and checkbox) which is added to the dialog widget. This is an abstract class.

### Label

#### Description

Get and set label for the Input GUI widget.

#### Examples

- `message(input1:label())`
- `input1:setLabel("New Input GUI")`

### Enable and Disable

#### Description

Enable or disable the input gui widget.

#### Examples

- `input1:enable()`
- `input1:disable()`

---

# Angle GUI Class

---

Github Link

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

The Angle GUI class is used to enter an angle. Angle can be toggled between radians and degrees by clicking on the Rad/Deg button or by using the appropriate functions. Needs to be added to the dialog widget to be used.

---

## Constructor

---

### Description

Constructs an angle gui widget.

### Examples

- `local angle1 = gui.AngleGUI("Angle1")`

---

## Get and Set Values

---

### Description

Used to get the current value of the angle widget or set it to a desired value.

*Note:- Always returns and expects the value to be in **RADIANS** . If the current display mode is in degrees, the angle is converted to degrees and displayed. When retrieving the mode dosen't matter, always returns in radians.*

#### Examples

- ```
  local val = angle1:value()
  ```
- ```
  angle1:setValue(1.56)
  ```

---

## To Degrees

---

#### Description

Used to switch the display mode to degrees, if the value is in radians it is automatically converted and shown in degrees.

#### Examples

- ```
  angle1:toDegrees()
  ```

---

## To Radians

---

#### Description

Used to switch the display mode to radians, if the value is in degrees it is automatically converted and shown in radians.

#### Examples

- ```
  angle1:toRadians()
  ```

---

## Add Finish Callback

---

#### Description

Add a finish callback which is called when the user presses enter after entering the angle or clicks somewhere else and the input gui loses focus. This is different from the dialog widget finish callback.

#### Examples

- ```
  angle1:addFinishCallback(function() message("Finished typing angle") end)
  ```

---

### Add On Change Callback

---

#### Description

Add an on change callback which is called when the user types anything i.e. on any change to the input.

#### Examples

- ```
  angle1:addOnChangeCallback(function() message(tostring(dialog1:value())) end)
  ```

---

## Button GUI Class

---

Github Link

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

The Button GUI class is used to add a button to the dialog widget. Callbacks can be added to the button which is called when the button is clicked.

---

## Constructor

### Description

Constructs an button gui widget

### Examples

- ```
  local button1 = gui.ButtonGUI("button1")
  ```

## Add Callback

### Description

Add a callback to be called whenever the user clicks on the button.

### Examples

- ```
  button1:addCallback(function() message("Button Clicked") end)
  ```

From:
https://dokuwiki.librecad.org/ - **Wiki**

Permanent link:
**https://dokuwiki.librecad.org/doku.php/dev:v3:gui_api:dialog:inputgui1?rev=1594271801**

Last update: **2020/07/09 05:16**