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)
  ```

Checkbox GUI Class

Github Link

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

The Checkbox GUI class is used to add a checkbox to the dialog widget. Callbacks can be added to the checkbox which is called when the checkbox is checked or unchecked.

Constructor

Description

Constructs an checkbox gui widget

Examples

- ```
  local check1 = gui.CheckBoxGUI("check1")
  ```

Add Callback

Description

Add a callback to be called whenever the user checks or unchecks the checkbox.Passes in a bool representing whether the button is checked or not.

Examples

- ```
  check1:addCallback(function(checked) message("Checkbox is checked - " .. tostring(checked)) end)
  ```

Set checked and Is checked

Description

Check if the checkbox is checked or set the checkbox to be checked/unchecked.

Examples

- ```
  local isChecked = check1:checked()
  ```
  ```

- `check1:setChecked(true)`

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Last update: **2020/07/09 06:08**