

Input GUI Widgets II

Coordinate GUI Class

[Github Link](#)

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

The Coordinate GUI widget allows the user to select a coordinate either by selecting the point using the mouse or by entering the coordinate into the widget. Clicking on the select point button allows the user to select a point using the mouse.

Constructor

Description

Constructs an Coordinate GUI widget.

Examples

- ```
local coord1 = gui.CoordinateGUI("Coordinate1")
```
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### Get and Set Values

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#### Description

Used to get the current value of the coordinate widget or set it to a desired value. A `lc::geo::Coordinate` object is returned/expected by the widget.

#### Examples

- `local point1 = coord1:value()  
lineBuilder:setLastPoint(point1)`
- `coord1:setValue(lc.geo.Coordinate(24,52))`

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## Add Finish Callback

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### Description

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

### Examples

- `coord1:addFinishCallback(function() message("Finished entering  
coordinate") end)`

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## Add On Change Callback

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### Description

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

### Examples

- `coord1:addOnChangeCallback(function()  
message(tostring(coord1:value())) end)`

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