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.Coordinate("Coordinate1")
  ```

Get and Set Values

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))
  ```

Add Finish Callback

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)
  ```

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 coordinate input.

Examples

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

Entity Picker GUI Class

Github Link

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

The entity picker gui widget allows the user to select an entity by dragging their mouse and selecting the required entities which are then added to the entity list. Selecting an entity from the list highlights it in the cadmdichild so the user can see which entity it refers to.

Constructor

Description

Constructs an Entity Picker GUI widget.

Examples

- `local entity1 = gui.EntityPicker("Entity1")`

Get Values

Description

Get a list of all the entity selected using the entity picker widget. It returns a list of cadentity shared pointers.

Examples

- `local entities = entity1:value()`

Set Value

Description

An entity list is passed in as a parameter and all these entities are added to the list (unless entity is already added to the list).

Examples

- `entity1:setValue(entitiesList)`

Add Callback

Description

Add callback for when an entity is selected in the entity list.

Examples

- `entity1:addCallback(function(selectedEntity) message("An entity has been selected in the list") end)`

Add Entity

Description

Add an entity to the entity list.

Examples

- `entity1:addEntity(lineEntity)`

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

Permanent link:
https://dokuwiki.librecad.org/doku.php/dev:v3:gui_api:dialog:inputgui2?rev=1594297494

Last update: **2020/07/09 12:24**