Input GUI Widgets III

Text GUI Class

Github Link

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

The Text GUI widget allows the user to enter data in a text format.

Constructor

Description

Constructs an Text GUI widget.

Examples

- ```
  local text1 = gui.Text("Text1")
  ```

Get and Set Values

Description

Used to get and set the desired value for the text widget. Data of type *string* is returned.

Examples

- ```
  local textval = text1:value()
  ```

- `text1:setValue("SomeText")`

Add Finish Callback

Description

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

Examples

- `text1:addFinishCallback(function() message("Finished entering text") 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 text input.

Examples

- `text1:addOnChangeCallback(function(newtext) message(tostring(newtext)) end)`