

# Input GUI Widgets III

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## Text GUI Class

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[Github Link](#)

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

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

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### Constructor

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#### Description

Constructs an Text GUI widget.

#### Examples

- ```
local text1 = gui.Text("Text1")
```
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### Get and Set Values

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#### Description

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

#### Examples

- ```
local textval = text1:value()
```
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- `text1:setValue("SomeText")`

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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 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)`

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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 text input.

### Examples

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

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## Color Picker GUI Class

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[Github Link](#)

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

The Color Picker GUI widget allows the user to enter color data by choosing it visually.

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## Constructor

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### Description

Constructs a Color GUI widget.

### Examples

- ```
local color1 = gui.Color("Color1")
```
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## Get and Set Values

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### Description

Used to get and set the desired value for the color widget. Data of type *lc::Color* is returned. `setValue` expects a *lc::Color* as parameter.

### Examples

- ```
local col = color1:value()
```
  - ```
color1:setValue(lc.Color(1,1,1))
```
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## Add Callback

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### Description

Adds a callback which is called whenever a color is selected in the color gui widget.

## Examples

- `color1:addCallback(function(col) message("Color picked") end)`

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