



https://verifone.cloud/docs/application-development-kit-version-47/ui_priv_8h_source

Updated: 12-Sep-2025

ui_priv.h

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1Â
/*****
7Â      8Â #ifndef _UI_PRIV_H_      9Â #define _UI_PRIV_H_      10Â      11
Â #ifndef HEADLESS      12Â #include "html/types.h"      13Â #include
"html/gui.h"      14Â #endif      15Â #include <string>      16
Â #include <vector>      17Â      18Â #ifdef __cplusplus      19Â extern "C"      20
Â {      21Â #endif      22Â      23Â int
gui_dispExternalDialog(unsigned char templateID, vfigui::stringmap &value,
int confirm,      24
Â      unsigned options, unsigned short timeout, int
*raw_ui_error);      25Â      26Â int gui_dispHtmlDialog(const std::string
&htmlFileName, vfigui::stringmap &value,      27Â      int
timeout, const std::string &lang, int opts, int *raw_ui_error);      28Â
29Â int gui_dispMenu(vfigui::stringmap &value, unsigned options, int
timeout, int *raw_ui_error);      30Â      31Â int
gui_secureInput(enum Text textId,      32
Â      enum Language lang,      33
Â      vfigui::stringmap &value,      34
Â      unsigned short timeout,      35
Â      char maskingCharacter,      36
Â      char *inputFormatString,      37
Â      unsigned char forceMinPanLenTo7 = 0,      38
Â      unsigned char *amount = 0,      39
Â      unsigned short currency = 0      40
Â      );      41Â      42Â int
gui_signatureCapture(enum Language lang, vfigui::stringmap &value, unsigned sho
43Â      44Â enum ui_async_result gui_getAsyncResult(bool reset, int
*raw_ui_error);      45Â      46Â void gui_enableLEDs(bool enable);      47Â
48Â void gui_displeDs(unsigned char leds);      49Â      50Â int
gui_EnterPin(unsigned char pinTextLanguage,      51
Â      unsigned short timeout = 30,      52
Â      unsigned char *pinBypass = 0,      53
Â      unsigned opts = PIN_NoOpts,      54
Â      unsigned char minPINLength = 4,      55
Â      unsigned char maxPINLength = 12,      56
Â      unsigned interchar_tout = 0,      57
Â      vfigui::stringmap *value = 0,      58Â      int
password_char = '*');      59Â      60Â int
gui_displayTextId(enum Text textId,      61
Â      enum Language language,      62
Â      enum Text trxTypeTextIdx,      63

```

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    unsigned char *amount = 0,    64
    unsigned short currency = 0,   65
    unsigned char special_key = 0,  66
    unsigned char manual_card_data = 0);  67      68
int
    gui_confirmTextId(enum Text textId, unsigned short timeout, unsigned char language,
0);  69      81 int gui_dialog(const std::string &ui_text, int opts, int
    timeout, vfigui::stringmap *value = 0,    82      bool *abort =
0, const char *url = "dialog.html", int *raw_ui_error = 0);  83      84
    void gui_clear(int opts = 0);  85      86
    void gui_setIdleScreenCallback(vfigui::uiAsyncCallback cb = 0);  87
    88 int gui_idlescreen(const std::string &ui_text, const std::string
    &ui_logo, int opts, int timeout, void *data = 0);  89
    #ifdef __cplusplus  90 }  91 #endif  92      93 #endif // _UI_H_

```