

ui_priv.h File Reference

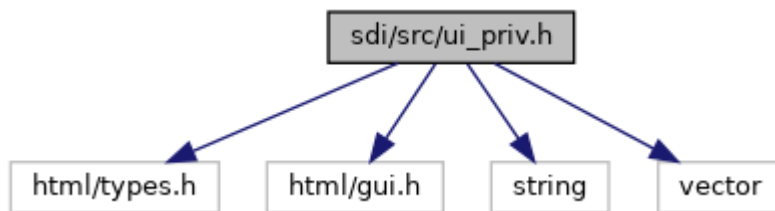
```
#include "html/types.h"
```

```
#include "html/gui.h"
```

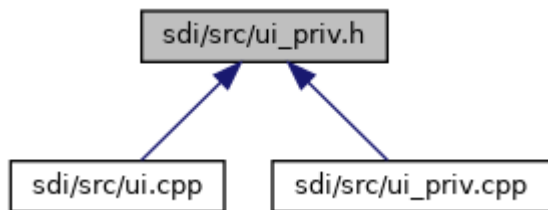
```
#include <string>
```

```
#include <vector>
```

Include dependency graph for ui_priv.h:



This graph shows which files directly or indirectly include this file:



[Go to the source code of this file.](#)

Functions

int	gui_dispExternalDialog (unsigned char templateID, vfigui::stringmap & value , int confirm, unsigned options, unsigned short timeout, int *raw_ui_error)
int	gui_dispHtmlDialog (const std::string &htmlFileName, vfigui::stringmap & value , int timeout, const std::string &lang, int opts, int *raw_ui_error)
int	gui_dispMenu (vfigui::stringmap & value , unsigned options, int timeout, int *raw_ui_error)
int	gui_secureInput (enum Text textId, enum Language lang, vfigui::stringmap & value , unsigned short timeout, char maskingCharacter, char *inputFormatString, unsigned char forceMinPanLenTo7=0, unsigned char *amount=0, unsigned short currency=0)

int	gui_signatureCapture (enum Language lang, vfigui::stringmap & value , unsigned short timeout)
enum ui_async_result	gui_getAsyncResult (bool reset, int *raw_ui_error)
void	gui_enableLEDs (bool enable)
void	gui_dispLEDs (unsigned char leds)
	gui_EnterPin (unsigned char pinTextLanguage, unsigned short timeout=30, unsigned char *pinBypass=0, unsigned opts= PIN_NoOpts , unsigned char minPINLength=4, unsigned char maxPINLength=12, unsigned interchar_tout=0, vfigui::stringmap * value =0, int password_char='*')
int	gui_displayTextId (enum Text textId, enum Language language, enum Text trxTypeTextIdx, unsigned char *amount=0, unsigned short currency=0, unsigned char special_key=0, unsigned char manual_card_data=0)
int	gui_confirmTextId (enum Text textId, unsigned short timeout, unsigned char language, vfigui::stringmap * value =0)
int	gui_dialog (const std::string &ui_text, int opts, int timeout, vfigui::stringmap * value =0, bool *abort=0, const char *url="dialog.html", int *raw_ui_error=0)
void	gui_clear (int opts=0)
void	gui_setIdleScreenCallback (vfigui::uiAsyncCallback cb=0)
int	gui_idlescreen (const std::string &ui_text, const std::string &ui_logo, int opts, int timeout, void *data=0)

Function Documentation

? [gui_clear\(\)](#)

```
void gui_clear ( int  opts = 0 )
```

? [gui_confirmTextId\(\)](#)

```
int gui_confirmTextId ( enum Text          textId,
                        unsigned short    timeout,
                        unsigned char      language,
                        vfigui::stringmap * value = 0
                        )
```

? [gui_dialog\(\)](#)

```
int gui_dialog ( const std::string & ui_text,
                 int                opts,
                 int                timeout,
```

```
int gui_dispHtmlDialog ( const std::string & htmlFileName,
                        vfgui::stringmap & value,
                        int timeout,
                        const std::string & lang,
                        int opts,
                        int * raw_ui_error
                        )
```

[? gui_displayTextId\(\)](#)

```
int gui_displayTextId ( enum Text      textId,
                        enum Language language,
                        enum Text      trxTypeTextIdx,
                        unsigned char * amount = 0,
                        unsigned short currency = 0,
                        unsigned char special_key = 0,
                        unsigned char manual_card_data = 0
                      )
```

[? gui_dispLEDs\(\)](#)

```
void gui_dispLEDs ( unsigned char leds )
```

[? gui_dispMenu\(\)](#)

```
int gui_dispMenu ( vfigui::stringmap & value,
                  unsigned             options,
                  int                  timeout,
                  int *                raw_ui_error
                )
```

[? gui_enableLEDs\(\)](#)

```
void gui_enableLEDs ( bool enable )
```

[? gui_EnterPin\(\)](#)

```
int gui_EnterPin ( unsigned char    pinTextLanguage,
                  unsigned short    timeout = 30,
                  unsigned char *    pinBypass = 0,
                  unsigned           opts = PIN_NoOpts,
                  unsigned char      minPINLength = 4,
                  unsigned char      maxPINLength = 12,
                  unsigned           interchar_tout = 0,
                  vfigui::stringmap * value = 0,
                  int                password_char = ' * '
                )
```

? gui_getAsyncResult()

```
enum ui\_async\_result gui_getAsyncResult ( bool reset,  
                                           int * raw_ui_error  
                                           )
```

? gui_idlescreen()

```
int gui_idlescreen ( const std::string & ui_text,  
                    const std::string & ui_logo,  
                    int                opts,  
                    int                timeout,  
                    void *             data = 0  
                    )
```

? gui_secureInput()

```
int gui_secureInput ( enum Text          textId,  
                    enum Language      lang,  
                    vfigui::stringmap & value,  
                    unsigned short     timeout,  
                    char               maskingCharacter,  
                    char *             inputFormatString,  
                    unsigned char      forceMinPanLenTo7 = 0,  
                    unsigned char *    amount = 0,  
                    unsigned short     currency = 0  
                    )
```

? gui_setIdleScreenCallback()

```
void gui_setIdleScreenCallback ( vfigui::uiAsyncCallback cb = 0 )
```

? gui_signatureCapture()

```
int gui_signatureCapture ( enum Language    lang,  
                         vfigui::stringmap & value,  
                         unsigned short     timeout  
                         )
```