

gui.h

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1  //  -*-  Mode: C++;  -*-      2  #ifndef GUI_H_2013_03_14      3  #define GUI_H_2013_03_14
<stdarg.h>      11  #include <pthread.h>
      12  #include "jsobject.h"      13  #include "timestamp.h"      14  #include "gui_error.h"
<UIErrorEntry>
    &error()=0;      86      88      virtual std::string &script_error()=0;      89      90
<std::string,std::string>
    &value, int timeout_msec=-1);      497      498      500  inline int uiInvokeWait(int txn_id,
<std::string,std::string>
    value;      503      return uiInvokeWait(txn_id,value,timeout_msec);      504  }      505
<std::string,std::string>
    &value);      516      518  inline int uiInvokeCancel(int txn_id)      519  {      520      s
<std::string,std::string>
    value;      521      return uiInvokeCancel(txn_id,value);      522  }      523      527  DllSpec int uiInvokeCancel(
<UIRegion>
    &reg) {      811      UIRegion dummy;      812      return uiLayout(display, reg.size() ? &reg : &dummy);
<UIRegion>
    &reg) {      817      UIRegion dummy;      818      return uiLayout(0, reg.size() ? &reg : &dummy);
<UIRegion> &reg, const std::vector<UIRegion>
    &oldreg)      832  {      833      UIRegion dummy;      834      return uiLayout(display, reg.size() ? &reg : &dummy);
<UIRegion> &reg, const std::vector<UIRegion>
    &oldreg)      839  {      840      UIRegion dummy;      841      return uiLayout(0,reg.size() ? &reg : &dummy);
<UIRegion> &region);      863      865  DllSpec int uiGetLayout(std::vector<UIRegion>
    &region);      866      874  DllSpec int uiGetRegionSize(int display, int region_id,
<std::string,std::string>
    &value, const std::string &text, std::string &html);      1042      1044  DllSpec int uiGetRegionHTML(int display, int region_id,
<std::string,std::string>
    &value, const std::string &text, std::string &html);      1045      1056  DllSpec int uiGetRegionHTML(int display, int region_id,
<std::string,std::string>
    &value, const std::string &url, std::string &html);      1057      1059  DllSpec int uiGetRegionURL(int display, int region_id,
<std::string,std::string>
    &value, const std::string &url, std::string &html);      1060      1061      1069  DllSpec int uiGetRegionURL(int display, int region_id,
<unsigned char>
    &data);      1116      1118  DllSpec int uiScreenshotPNGData(std::vector<unsigned char>
    &data);      1119      1132  DllSpec int uiScreenshotPNGData(int display, std::vector<unsigned char>
    &data, int x, int y, int w, int h);      1133      1135  inline int uiScreenshotPNGData(int display, std::vector<unsigned char>
    &data, int x, int y, int w, int h)      1136  {      1137      return uiScreenshotPNGData(int display, std::vector<unsigned char>
    &data, int x, int y, int w, int h);      1138      }
```

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    &value, const std::string &url); 1152Â    1163Â DllSpec int uiURL2PNGData(std::v
<unsigned char> &data, int width, int height, const std::map<
std::string,std::string>
    &value, const std::string &url); 1164Â    1174Â DllSpec int uiHTML2PNG(const cha
<std::string,std::string>
    &value, const std::string &text); 1175Â    1185Â DllSpec int uiHTML2PNGData(std:
<unsigned char> &data, int width, int height, const std::map<
std::string,std::string>
    &value, const std::string &text); 1186Â    1190Â DllSpec const char *uiLibVersion
<UIErrorEntry>
    &uiErrorList(); 1271Â    1273Â struct UIStatistics { 1274Â    vfigui::TimeStamp :
<UIBacklight>
    &levels); 1425Â    1431Â DllSpec int uiGetBacklightConfig(int display, std::vecto
<UIBacklight>
    &levels); 1432Â    1440Â DllSpec int uiSetBacklightLevel(int display, int level)
<UITextWidth>
    &width, int &height, int &descent); 1855Â    1857Â inline int uiTextMetrics(int r
<UITextWidth>
    &width, int &height, int &descent) 1858Â { 1859Â    return uiTextMetrics(0,regi

```