



[https://verifone.cloud/docs/application-development-kit-version-47/gui\\_8h\\_source](https://verifone.cloud/docs/application-development-kit-version-47/gui_8h_source)

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## gui.h

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

```
&value, const std::string &url); 1152Â 1163Â DllSpec int uiURL2PNGData(std::vector<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 char *url, std::map<std::string, std::string>&value, const std::string &text); 1175Â 1185Â DllSpec int uiHTML2PNGData(std::vector<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(); 1191Â 1200Â vfigui::TimeStamps <UIErrorEntry>&uiErrorList(); 1271Â 1273Â struct UIStatistics { 1274Â 1275Â vfigui::TimeStamps <UIBacklight>&levels); 1425Â 1431Â DllSpec int uiGetBacklightConfig(int display, std::vector<int>&levels); 1432Â 1440Â DllSpec int uiSetBacklightLevel(int display, int level); 1441Â 1447Â DllSpec int uiGetTextWidth(int width, int &height, int &descent); 1855Â 1857Â inline int uiTextMetrics(int width, int &height, int &descent) 1858Â { 1859Â 1860Â return uiTextMetrics(0, region); }
```