

https://verifone.cloud/docs/application-development-kit-version-47/gui_8h

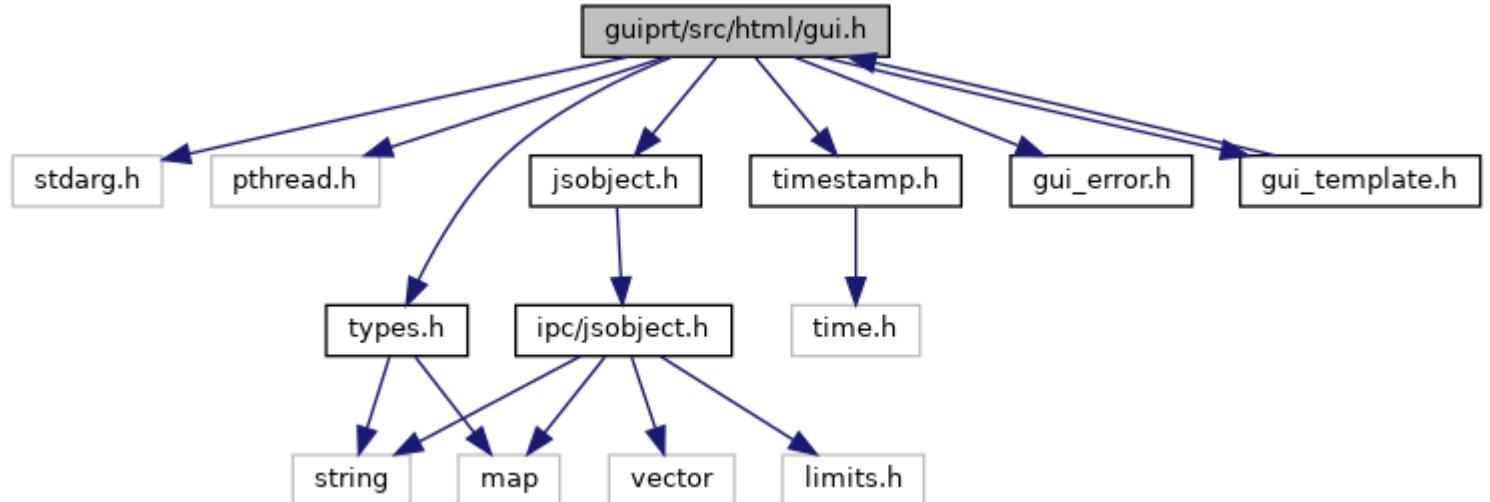
Updated: 17-Sep-2025

gui.h File Reference

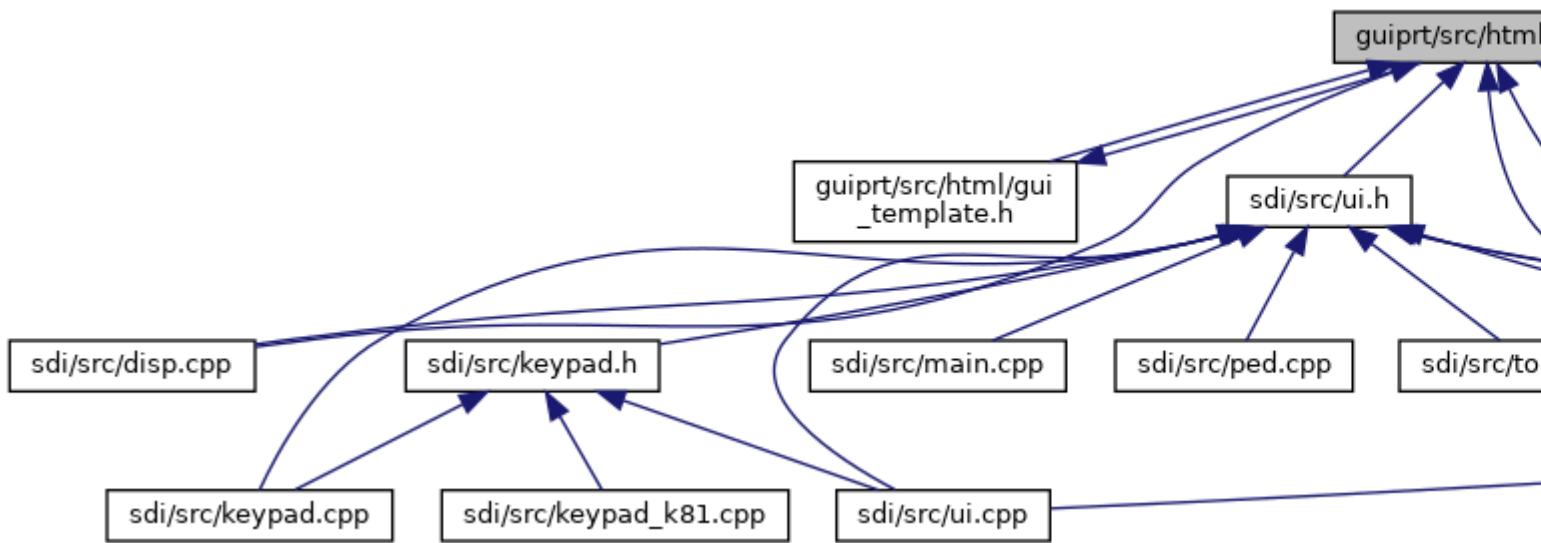
```
#include <stdarg.h>
#include <pthread.h>
#include "jsobject.h"
#include "timestamp.h"
#include "gui_error.h"
#include "types.h"

#include "gui_template.h"
```

Include dependency graph for gui.h:



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



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

Data Structures

class	UICBData
struct	UIRegion
struct	UIErrorEntry
struct	UIStatistics
struct	UIBacklight
class	UIDrawing
struct	UITextWidth

Namespaces

[vfigui](#)

Macros

#define [DllSpec](#)

Typedefs

```

typedef bool(*) uiCallback (void *data)
typedef void(*) uiAsyncCallback (void *data, UICBType type, UICBData &uidata)
typedef void(*) uiDisconnectCallback (int display)
typedef void(*) uiEventCallback (void *data, UICanvasEvent event, int x, int y, int key, unsigned flags)

```

Enumerations

```
UICBType {  
    UI_CB_RESULT,  
    UI_CB_UPDATE,  
    UI_CB_LOAD,  
    UI_CB_ERROR_LIST,  
enum  
    UI_CB_STATISTICS,  
    UI_CB_EVENT  
}  
enum { UI_REGION_DEFAULT =0  
}  
enum { UI_REGION_FLAG_HIDDEN =1  
}
```

```
UIPropertyInt {

    UI_PROP_TIMEOUT =0,
    UI_PROP_PASSWORD_CHAR,
    UI_PROP_DEFAULT_FONT_SIZE,
    UI_PROP_PIN_AUTO_ENTER,
```



```
    UI_PROP_PIN_CLEAR_ALL,
    UI_PROP_PIN_BYPASS_KEY,
    UI_PROP_PIN_ALGORITHM,
    UI_PROP_PIN_INTERCHAR_TIMEOUT,
```



```
    UI_PROP_PASSWORD_SHOW_CHAR,
    UI_PROP_KEEP_DISPLAY,
    UI_PROP_UPDATE_EVENTS,
    UI_PROP_CIRCULAR_MENU,
```



```
    UI_PROP_TOUCH_ACTION_BEEP,
    UI_PROP_STATISTICS,
    UI_PROP_RESTRICTED,
    UI_PROP_CP_APP_MODE,
```



```
enum {
    UI_PROP_SCROLL_COLOR,
    UI_PROP_INPUT_ERROR_BEEP,
    UI_PROP_ZOOM_MAX,
    UI_PROP_SCROLL_DISPLAY,
```



```
    UI_PROP_JS_QUOTA_SIZE,
    UI_DEVICE_WIDTH =1000,
    UI_DEVICE_HEIGHT,
    UI_DEVICE_COLOR_DEPTH,
```



```
    UI_DEVICE_SUPPORTS_TOUCH,
    UI_DEVICE_SUPPORTS_BEEPER,
    UI_DEVICE_SUPPORTS_AUDIO,
    UI_DEVICE_SUPPORTS_VIDEO,
```



```
    UI_DEVICE_SUPPORTS_SIGCAP,
    UI_DEVICE_SUPPORTS_COLOR_DISPLAY,
    UI_DEVICE_HAS_CAP_TOUCH_KEYPAD,
    UI_DEVICE_SUPPORTS_NAVIGATOR_MODE,
```



```
    UI_DEVICE_KEY_COUNT
```

```
UIPropertyString {  
  
    UI_PROP_DECIMAL_SEPARATOR=2000,  
    UI_PROP_THOUSANDS_SEPARATOR,  
    UI_PROP_DEFAULT_FONT,  
    UI_PROP_RESOURCE_PATH,
```

```
    UI_PROP_FILE_PREFIX,  
    UI_PROP_KEYMAP,  
    UI_PROP_CSS,  
    UI_PROP_RESOURCE_DEFAULT_PATH,
```

```
enum UI_PROP_GUI_EXTENSIONS,  
      UI_PROP_HTTP_HEADER_FIELDS,  
      UI_PROP_CP_APP_DIR,  
      UI_PROP_LANGUAGE,
```

```
    UI_PROP_JS_ROOT,  
    UI_PROP_PRINT_ROOT,  
    UI_PROP_PRINT_CSS,  
    UI_PROP_JS_QUOTA_ROOT,
```

```
UI_DEVICE_MODEL=3000
```

```
}
```

```
enum UIServerProperty { UI_SERVER_TOUCH_ACTION_BEEP,  
                         UI_SERVER_INPUT_ERROR_BEEP,  
                         UI_SERVER_KEYMAP  
}
```

```
{  
  
    UI_TRANS_UP =0x1,  
    UI_TRANS_RIGHT =0x2,  
    UI_TRANS_DOWN =0x4,  
    UI_TRANS_LEFT =0x8,  
  
    UI_TRANS_DIRECTION_MASK =0xf,  
    UI_TRANS_EASE_IN =0x10,  
    UI_TRANS_EASE_OUT =0x20,  
    UI_TRANS_EASE_INOUT =0x30,  
  
enum  
    UI_TRANS_EASE_MASK =0x30,  
    UI_TRANS_NONE =0x000,  
    UI_TRANS_SLIDE =0x100,  
    UI_TRANS_SLIDEON =0x200,  
  
    UI_TRANS_SWAP =0x300,  
    UI_TRANS_CROSSFADE =0x400,  
    UI_TRANS_TYPE_MASK =0xffff00  
  
}  
  
enum  
    UILEDShape { UI_SHAPE_RECTANGLE,  
    UI_SHAPE_ELLIPSE  
}  
  
enum  
    UIEdge { UI_EDGE_TOP,  
    UI_EDGE_RIGHT,  
    UI_EDGE_BOTTOM,  
    UI_EDGE_LEFT  
}  
  
enum  
    UIScrollPosition { UI_SCROLL_TOP,  
    UI_SCROLL_BOTTOM  
}  
  
enum  
    UIBeep { UI_BEEP_NORMAL,  
    UI_BEEP_ERROR  
}  
  
enum  
    UINagScreenType { UI_NAG_TEST_DEVICE  
}
```

```

UICanvasEvent {

    UI\_PUSH,
    UI\_DRAG,
    UI\_RELEASE,
    UI\_KEYDOWN,
enum

    UI\_KEYUP,
    UI\_TERMINATE

}

```

Functions

DllSpec void	uiSetConnectAttempts (int num)
DllSpec int	uiGetConnectAttempts ()
DllSpec void	uiSetDisconnectCallback (uiDisconnectCallback cb)
DllSpec	uiGetDisconnectCallback ()
uiDisconnectCallback	
DllSpec void	uiSetKeepalive (int count, int interval)
DllSpec void	uiGetKeepalive (int &count, int &interval)
DllSpec void	uiDisconnect (int display)
DllSpec int	uiReadRuntimeID (int display, std::string &id, int timeout_msec=5000)
DllSpec std::string	uiPrint (const char *format,...)
DllSpec std::string	uiPrintV (const char *format, va_list va)
DllSpec int	uiDisplayCount ()
DllSpec int	uiDisplay (int display, int region_id, const std::string &text)
DllSpec int	uiDisplay (int region_id, const std::string &text)
int	uiDisplay (const std::string &text)
DllSpec int	uiInvoke (int display, int region_id, stringmap & value , const std::string &text, uiCallback cb=0, void *cbdata=0)
DllSpec int	uiInvoke (int region_id, stringmap & value , const std::string &text, uiCallback cb=0, void *cbdata=0)
int	uiInvoke (stringmap & value , const std::string &text, uiCallback cb=0, void *cbdata=0)
int	uiInvoke (int display, int region_id, const std::string &text, uiCallback cb=0, void *cbdata=0)
int	uiInvoke (int region_id, const std::string &text, uiCallback cb=0, void *cbdata=0)
int	uiInvoke (const std::string &text, uiCallback cb=0, void *cbdata=0)
DllSpec int	uiInvokeTemplate (int display, int region_id, stringmap & value , const std::string &template_name, const std::string &text, uiCallback cb=0, void *cbdata=0)

DllSpec int uiInvokeTemplate (int region_id, stringmap &value, const std::string &template_name, const std::string &text, uiCallback cb=0, void *cbdata=0)
int uiInvokeTemplate (stringmap &value, const std::string &template_name, const std::string &text, uiCallback cb=0, void *cbdata=0)
int uiInvokeTemplate (int display, int region_id, const std::string &template_name, const std::string &text, uiCallback cb=0, void *cbdata=0)
int uiInvokeTemplate (int region_id, const std::string &template_name, const std::string &text, uiCallback cb=0, void *cbdata=0)
int uiInvokeTemplate (const std::string &template_name, const std::string &text, uiCallback cb=0, void *cbdata=0)
DllSpec int uiInvokeURL (int display, int region_id, stringmap &value, const char *url, uiCallback cb=0, void *cbdata=0)
DllSpec int uiInvokeURL (int region_id, stringmap &value, const char *url, uiCallback cb=0, void *cbdata=0)
int uiInvokeURL (stringmap &value, const char *url, uiCallback cb=0, void *cbdata=0)
int uiInvokeURL (int display, int region_id, const char *url, uiCallback cb=0, void *cbdata=0)
int uiInvokeURL (int region_id, const char *url, uiCallback cb=0, void *cbdata=0)
int uiInvokeURL (const char *url, uiCallback cb=0, void *cbdata=0)
DllSpec int uiInvokeURL (int display, int region_id, stringmap &value, const std::string &url, uiCallback cb=0, void *cbdata=0)
int uiInvokeURL (int region_id, stringmap &value, const std::string &url, uiCallback cb=0, void *cbdata=0)
int uiInvokeURL (stringmap &value, const std::string &url, uiCallback cb=0, void *cbdata=0)
int uiInvokeURL (int display, int region_id, const std::string &url, uiCallback cb=0, void *cbdata=0)
int uiInvokeURL (int region_id, const std::string &url, uiCallback cb=0, void *cbdata=0)
int uiInvokeURL (const std::string &url, uiCallback cb=0, void *cbdata=0)
DllSpec int uiInvokeAsync (int display, int region_id, const stringmap &value, const std::string &text, uiAsyncCallback cb=0, void *data=0)
DllSpec int uiInvokeAsync (int region_id, const stringmap &value, const std::string &text, uiAsyncCallback cb=0, void *data=0)
int uiInvokeAsync (const stringmap &value, const std::string &text, uiAsyncCallback cb=0, void *data=0)
int uiInvokeAsync (int display, int region_id, const std::string &text, uiAsyncCallback cb=0, void *data=0)
int uiInvokeAsync (int region_id, const std::string &text, uiAsyncCallback cb=0, void *data=0)
int uiInvokeAsync (const std::string &text, uiAsyncCallback cb=0, void *data=0)
DllSpec int uiInvokeTemplateAsync (int display, int region_id, const stringmap &value, const std::string &template_name, const std::string &text, uiAsyncCallback cb=0, void *data=0)

DllSpec int uiInvokeTemplateAsync (int region_id, const stringmap &value, const std::string &template_name, const std::string &text, uiAsyncCallback cb=0, void *data=0)
int uiInvokeTemplateAsync (const stringmap &value, const std::string &template_name, const std::string &text, uiAsyncCallback cb=0, void *data=0)
int uiInvokeTemplateAsync (int display, int region_id, const std::string &template_name, const std::string &text, uiAsyncCallback cb=0, void *data=0)
int uiInvokeTemplateAsync (int region_id, const std::string &template_name, const std::string &text, uiAsyncCallback cb=0, void *data=0)
int uiInvokeTemplateAsync (const std::string &template_name, const std::string &text, uiAsyncCallback cb=0, void *data=0)
DllSpec int uiInvokeURLAsync (int display, int region_id, const stringmap &value, const char *url, uiAsyncCallback cb=0, void *data=0)
DllSpec int uiInvokeURLAsync (int region_id, const stringmap &value, const char *url, uiAsyncCallback cb=0, void *data=0)
int uiInvokeURLAsync (const stringmap &value, const char *url, uiAsyncCallback cb=0, void *data=0)
int uiInvokeURLAsync (int display, int region_id, const char *url, uiAsyncCallback cb=0, void *data=0)
int uiInvokeURLAsync (int region_id, const char *url, uiAsyncCallback cb=0, void *data=0)
int uiInvokeURLAsync (const char *url, uiAsyncCallback cb=0, void *data=0)
DllSpec int uiInvokeURLAsync (int display, int region_id, const stringmap &value, const std::string &url, uiAsyncCallback cb=0, void *data=0)
int uiInvokeURLAsync (int region_id, const stringmap &value, const std::string &url, uiAsyncCallback cb=0, void *data=0)
int uiInvokeURLAsync (const stringmap &value, const std::string &url, uiAsyncCallback cb=0, void *data=0)
int uiInvokeURLAsync (int display, int region_id, const std::string &url, uiAsyncCallback cb=0, void *data=0)
int uiInvokeURLAsync (int region_id, const std::string &url, uiAsyncCallback cb=0, void *data=0)
int uiInvokeURLAsync (const std::string &url, uiAsyncCallback cb=0, void *data=0)
DllSpec int uiInvokeWait (int txn_id, std::map< std::string, std::string > &value, int timeout_msec=-1)
int uiInvokeWait (int txn_id, int timeout_msec=-1)
DllSpec int uiInvokeCancel (int txn_id, std::map< std::string, std::string > &value)
int uiInvokeCancel (int txn_id)
DllSpec int uiInvokeCancelAsync (int txn_id)
DllSpec int uiInvokeURLDetached (int display, int region_id, const char *url)
DllSpec int uiInvokeURLDetached (int region_id, const char *url)
int uiInvokeURLDetached (const char *url)
DllSpec int uiClear (int display, int region_id)
int uiClear (int region_id)

DllSpec int uiSetPropertyInt (int display, enum UIPropertyInt property, int value)
DllSpec int uiGetPropertyInt (enum UIPropertyInt property, int value)
DllSpec int uiGetPropertyInt (int display, enum UIPropertyInt property, int *value)
DllSpec int uiGetPropertyInt (enum UIPropertyInt property, int *value)
DllSpec int uiSetPropertyString (int display, enum UIPropertyString property, const char *value)
DllSpec int uiSetPropertyString (enum UIPropertyString property, const char *value)
int uiSetPropertyString (int display, enum UIPropertyString property, const std::string &value)
int uiSetPropertyString (enum UIPropertyString property, const std::string &value)
DllSpec int uiGetPropertyString (int display, enum UIPropertyString property, char *value, int len)
DllSpec int uiGetPropertyString (enum UIPropertyString property, char *value, int len)
DllSpec int uiGetPropertyString (int display, enum UIPropertyString property, std::string &value)
DllSpec int uiGetPropertyString (enum UIPropertyString property, std::string &value)
DllSpec int uiSetServerProperty (int display, enum UIServerProperty property, const std::string &value)
DllSpec int uiGetServerProperty (int display, enum UIServerProperty property, std::string &value)
DllSpec std::string uiGetTerminalResourceDir (int display, const std::string &www_path)
DllSpec std::string uiGetTerminalResourceDir (const std::string &www_path)
DllSpec std::string uiGetKeypadType (int display)
DllSpec void uiSetLocalProperties (bool local)
DllSpec bool uiGetLocalProperties ()
DllSpec int uiLayout (int display, const UIRegion *region, int regcnt, const UIRegion *oldreg, int oldregcnt)
DllSpec int uiLayout (const UIRegion *region, int regcnt, const UIRegion *oldreg, int oldregcnt)
DllSpec int uiLayout (int display, const UIRegion *region, int regcnt)
DllSpec int uiLayout (const UIRegion *region, int regcnt)
int uiLayout (int display, const std::vector< UIRegion > ®)
int uiLayout (const std::vector< UIRegion > ®)
int uiLayout (int display, const std::vector< UIRegion > ®, const std::vector< UIRegion > &oldreg)
int uiLayout (const std::vector< UIRegion > ®, const std::vector< UIRegion > &oldreg)
DllSpec int uiLayout (int display, const char *name)
DllSpec int uiLayout (const char *name)
DllSpec int uiGetLayout (int display, std::vector< UIRegion > ®ion)
DllSpec int uiGetLayout (std::vector< UIRegion > ®ion)
DllSpec int uiGetRegionSize (int display, int region_id, int &width, int &height)
int uiGetRegionSize (int region_id, int &width, int &height)

DllSpec int uiEnterRegion (int display, int region_id)
DllSpec int uiEnterRegion (int region_id)
DllSpec int uiLeaveRegion (int display)
DllSpec int uiLeaveRegion ()
DllSpec std::string uiCurrentRegionPath (int display)
DllSpec std::string uiCurrentRegionPath ()
DllSpec int uiSetCurrentRegionPath (int display, const std::string &path)
DllSpec int uiSetCurrentRegionPath (const std::string &path)
DllSpec int uiRegionIsVisible (int display, int region_id)
int uiRegionIsVisible (int region_id)
DllSpec void uiReadConfig (int display)
DllSpec void uiReadConfig ()
DllSpec int uiSetCatalog (int display, const std::string &filename)
DllSpec int uiSetCatalog (const std::string &filename)
DllSpec std::string uiGetCatalog (int display)
DllSpec std::string uiGetCatalog ()
DllSpec void uiCatalogSetDelayedRelease (unsigned num)
DllSpec unsigned uiCatalogGetDelayedRelease ()
DllSpec std::string uiGetText (int display, const std::string &name, const std::string &deflt="")
DllSpec std::string uiGetText (const std::string &name, const std::string &deflt="")
DllSpec std::string uiGetText (int display, const std::string &filename, const std::string &name, const std::string &deflt)
DllSpec std::string uiGetText (const std::string &filename, const std::string &name, const std::string &deflt)
DllSpec int uiGetHtml (int display, const std::map< std::string, std::string > &value, const std::string &text, std::string &html)
DllSpec int uiGetHtml (const std::map< std::string, std::string > &value, const std::string &text, std::string &html)
DllSpec int uiGetHtmlURL (int display, const std::map< std::string, std::string > &value, const std::string &url, std::string &html)
DllSpec int uiGetHtmlURL (const std::map< std::string, std::string > &value, const std::string &url, std::string &html)
DllSpec std::string uiGetURLPath (int display, const std::string &url)
DllSpec std::string uiGetURLPath (const std::string &url)
DllSpec int uiScreenshotPNG (int display, const char *filename)
DllSpec int uiScreenshotPNG (const char *filename)
DllSpec int uiScreenshotPNG (int display, const char *filename, int x, int y, int w, int h)
DllSpec int uiScreenshotPNG (const char *filename, int x, int y, int w, int h)
DllSpec int uiScreenshotPNGData (int display, std::vector< unsigned char > &data)
DllSpec int uiScreenshotPNGData (std::vector< unsigned char > &data)
DllSpec int uiScreenshotPNGData (int display, std::vector< unsigned char > &data, int x, int y, int w, int h)

int [uiScreenshotPNGData](#) (std::vector< unsigned char > &data, int x, int y, int w, int h)

DllSpec int [uiURL2PNG](#) (const char *filename, int width, int height, const std::map< std::string, std::string > &value, const std::string &url)

DllSpec int [uiURL2PNGData](#) (std::vector< unsigned char > &data, int width, int height, const std::map< std::string, std::string > &value, const std::string &url)

DllSpec int [uiHTML2PNG](#) (const char *filename, int width, int height, const std::map< std::string, std::string > &value, const std::string &text)

DllSpec int [uiHTML2PNGData](#) (std::vector< unsigned char > &data, int width, int height, const std::map< std::string, std::string > &value, const std::string &text)

DllSpec int [uiLibVersion](#) ()

DllSpec int [gui_GetVersion](#) ()

DllSpec int [gui_GetSvcVersion](#) (int display)

DllSpec int [gui_GetSvcVersion](#) ()

DllSpec int [uiSetTransition](#) (int display, int region_id, unsigned transtype, int duration_ms)

DllSpec int [uiSetTransition](#) (int region_id, unsigned transtype, int duration_ms)

int [uiSetTransition](#) (unsigned transtype, int duration_ms)

DllSpec std::vector< UIErrorEntry > & [uiErrorList](#) ()

DllSpec UIStatistics & [uiStatistics](#) ()

DllSpec std::string [uiScriptError](#) ()

DllSpec int [uiGetIdleTime](#) (int display=0)

DllSpec void [uiSetLogMask](#) (unsigned mask)

DllSpec unsigned [uiGetLogMask](#) (void)

DllSpec int [uiConfigLEDs](#) (int display, UILEDShape shape, int width, int height, unsigned off_rgba, unsigned on0_rgba, unsigned on1_rgba, unsigned on2_rgba, unsigned on3_rgba)

DllSpec int [uiConfigLEDs](#) (UILEDShape shape, int width, int height, unsigned off_rgba, unsigned on0_rgba, unsigned on1_rgba, unsigned on2_rgba, unsigned on3_rgba)

DllSpec int [uiConfigLEDs](#) (int display, const char *filename)

DllSpec int [uiConfigLEDs](#) (const char *filename)

DllSpec int [uiShowLEDArea](#) (int display, UIEdge edge, int width, int height, unsigned bg_rgba)

DllSpec int [uiShowLEDArea](#) (UIEdge edge, int width, int height, unsigned bg_rgba)

DllSpec int [uiHideLEDArea](#) (int display)

DllSpec int [uiHideLEDArea](#) ()

DllSpec int [uiSetLED](#) (int display, unsigned led, bool state)

DllSpec int [uiSetLED](#) (unsigned led, bool state)

DllSpec int [uiSetBacklightConfig](#) (int display, const std::vector< UIBacklight > &levels)

DllSpec int [uiGetBacklightConfig](#) (int display, std::vector< UIBacklight > &levels)

DllSpec int [uiSetBacklightLevel](#) (int display, int level)

DllSpec int [uiGetBacklightLevel](#) (int display, int &level)

```
DllSpec int uiSetInput (int display, int region_id, const std::string &name, const std::string &value)
int uiSetInput (int region_id, const std::string &name, const std::string &value)
DllSpec int uiRunAction (int display, int region_id, const std::string &name)
int uiRunAction (int region_id, const std::string &name)
uiRunAction2 (int display, int region_id, const std::string &name)
uiRunAction2 (int region_id, const std::string &name)
uiAddOption (int display, int region_id, const std::string &name, const std::string &value, const std::string &text, const std::string &style="", const std::string &action="", int position=-1)
uiAddOption (int region_id, const std::string &name, const std::string &value, const std::string &text, const std::string &style="", const std::string &action="", int position=-1)
uiScrollOption (int display, int region_id, const std::string &name, const std::string &value, UIScrollPosition pos)
uiScrollOption (int region_id, const std::string &name, const std::string &value, UIScrollPosition pos)
uiRemoveOption (int display, int region_id, const std::string &name, const std::string &value)
uiRemoveOption (int region_id, const std::string &name, const std::string &value)
uiDisablePINOK (int display=0)
uiEnablePINOK (int display=0)
uiUpdate (int display, int region_id, const std::string &name, const std::string &html)
uiUpdate (int region_id, const std::string &name, const std::string &html)
uiBeep (int display, UIBeep beep)
uiBeep (UIBeep beep)
uiNagScreen (int display, enum UINagScreenType type, int hide, int show)
uiCanvas (int display, int region_id, uiEventCallback cb, void *data=0)
uiCanvas (int region_id, uiEventCallback cb, void *data=0)
uiDraw (int display, int region_id, const UIDrawing &drawing)
uiDraw (int region_id, const UIDrawing &drawing)
uiDrawAsync (int display, int region_id, const UIDrawing &drawing, uiAsyncCallback cb=0, void *data=0)
uiDrawAsync (int region_id, const UIDrawing &drawing, uiAsyncCallback cb=0, void *data=0)
uiTextMetrics (int display, int region_id, const std::string &font, int size, unsigned style, std::vector<UITextWidth> &width, int &height, int &descent)
uiTextMetrics (int region_id, const std::string &font, int size, unsigned style, std::vector<UITextWidth> &width, int &height, int &descent)
uiDataURLType (const std::string &in)
uiDataURLToString (std::string &out, const std::string &in)
```

Data Structure Documentation

[? vfigui::UIRegion](#)

struct vfigui::UIRegion

structure describing the position and size of an output region

Data Fields

int bottom bottom position in pixels (+=height if negative)

int flags flags: UI_REGION_FLAG_HIDDEN

int id region ID, 0 is the default region

int left left position in pixels (+=width if negative)

int right right position in pixels (+=width if negative)

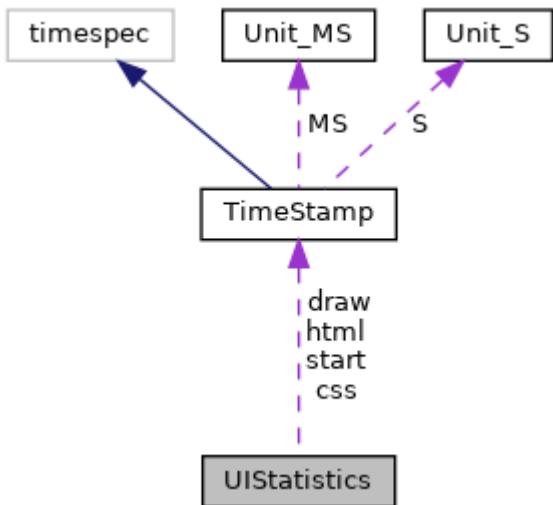
int top top position in pixels (+=height if negative)

[? vfigui::UIStatistics](#)

struct vfigui::UIStatistics

Statistics information

Collaboration diagram for UIStatistics:



[[legend](#)]

Data Fields

[TimeStamp](#) css css loading and parsing has finished

[TimeStamp](#) draw sending drawing commands to gfx system has finished (initial drawing of the HTML page)

[TimeStamp](#) html html loading, parsing and layout has finished

[TimeStamp](#) start starting time

? vfigui::UIBacklight

struct vfigui::UIBacklight

backlight brightness level

Data Fields

unsigned brightness brightness level (0..100)

unsigned timeout timeout in milliseconds after which to switch to the next level (if there is another one)