

gui.h File Reference

```
#include <stdarg.h>
```

```
#include <pthread.h>
```

```
#include "jobject.h"
```

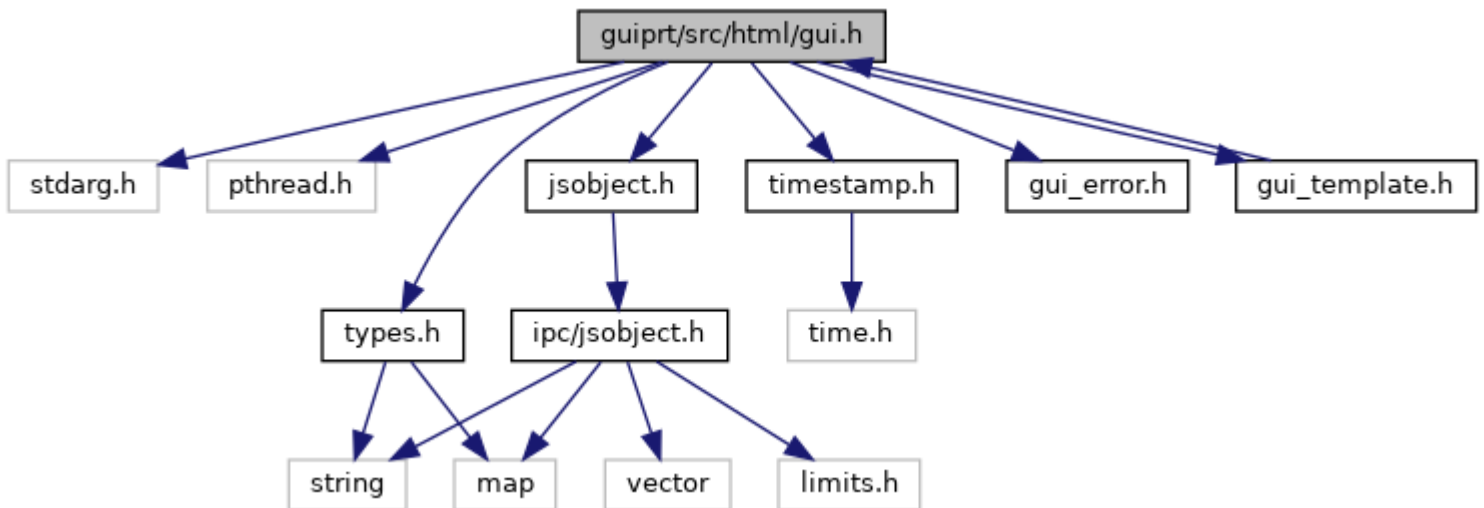
```
#include "timestamp.h"
```

```
#include "gui_error.h"
```

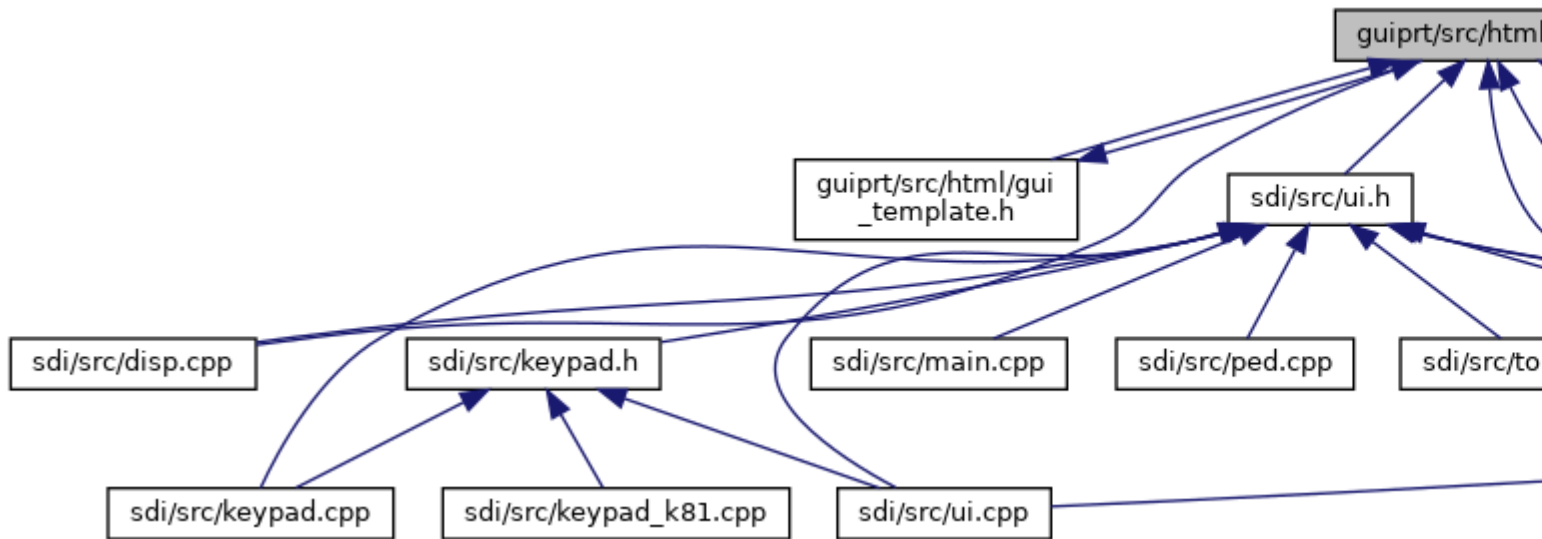
```
#include "types.h"
```

```
#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 [UICBDData](#)
 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, UICBDData &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 =0xfff00

```

```

}
```

```

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 uiDisconnectCallback	uiGetDisconnectCallback ()
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)

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

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

<u>DllSpec</u> int	<u>ui SetPropertyInt</u> (int display, enum UIPropertyInt property, int <u>value</u>)
<u>DllSpec</u> int	<u>ui SetPropertyInt</u> (enum UIPropertyInt property, int <u>value</u>)
<u>DllSpec</u> int	<u>ui GetPropertyInt</u> (int display, enum UIPropertyInt property, int <u>*value</u>)
<u>DllSpec</u> int	<u>ui GetPropertyInt</u> (enum UIPropertyInt property, int <u>*value</u>)
<u>DllSpec</u> int	<u>ui SetPropertyString</u> (int display, enum UIPropertyString property, const char <u>*value</u>)
<u>DllSpec</u> int	<u>ui SetPropertyString</u> (enum UIPropertyString property, const char <u>*value</u>)
int	<u>ui SetPropertyString</u> (int display, enum UIPropertyString property, const std::string <u>&value</u>)
int	<u>ui SetPropertyString</u> (enum UIPropertyString property, const std::string <u>&value</u>)
<u>DllSpec</u> int	<u>ui GetPropertyString</u> (int display, enum UIPropertyString property, char <u>*value</u> , int len)
<u>DllSpec</u> int	<u>ui GetPropertyString</u> (enum UIPropertyString property, char <u>*value</u> , int len)
<u>DllSpec</u> int	<u>ui GetPropertyString</u> (int display, enum UIPropertyString property, std::string <u>&value</u>)
<u>DllSpec</u> int	<u>ui GetPropertyString</u> (enum UIPropertyString property, std::string <u>&value</u>)
<u>DllSpec</u> int	<u>ui SetServerProperty</u> (int display, enum UIServerProperty property, const std::string <u>&value</u>)
<u>DllSpec</u> int	<u>ui GetServerProperty</u> (int display, enum UIServerProperty property, std::string <u>&value</u>)
<u>DllSpec</u> std::string	<u>ui GetTerminalResourceDir</u> (int display, const std::string <u>&www_path</u>)
<u>DllSpec</u> std::string	<u>ui GetTerminalResourceDir</u> (const std::string <u>&www_path</u>)
<u>DllSpec</u> std::string	<u>ui GetKeypadType</u> (int display)
<u>DllSpec</u> void	<u>ui SetLocalProperties</u> (bool local)
<u>DllSpec</u> bool	<u>ui GetLocalProperties</u> ()
<u>DllSpec</u> int	<u>ui Layout</u> (int display, const UIRegion <u>*region</u> , int regcnt, const UIRegion <u>*oldreg</u> , int oldregcnt)
<u>DllSpec</u> int	<u>ui Layout</u> (const UIRegion <u>*region</u> , int regcnt, const UIRegion <u>*oldreg</u> , int oldregcnt)
<u>DllSpec</u> int	<u>ui Layout</u> (int display, const UIRegion <u>*region</u> , int regcnt)
<u>DllSpec</u> int	<u>ui Layout</u> (const UIRegion <u>*region</u> , int regcnt)
int	<u>ui Layout</u> (int display, const std::vector< UIRegion > <u>&reg</u>)
int	<u>ui Layout</u> (const std::vector< UIRegion > <u>&reg</u>)
int	<u>ui Layout</u> (int display, const std::vector< UIRegion > <u>&reg</u> , const std::vector< UIRegion > <u>&oldreg</u>)
int	<u>ui Layout</u> (const std::vector< UIRegion > <u>&reg</u> , const std::vector< UIRegion > <u>&oldreg</u>)
<u>DllSpec</u> int	<u>ui Layout</u> (int display, const char <u>*name</u>)
<u>DllSpec</u> int	<u>ui Layout</u> (const char <u>*name</u>)
<u>DllSpec</u> int	<u>ui GetLayout</u> (int display, std::vector< UIRegion > <u>&region</u>)
<u>DllSpec</u> int	<u>ui GetLayout</u> (std::vector< UIRegion > <u>&region</u>)
<u>DllSpec</u> int	<u>ui GetRegionSize</u> (int display, int region_id, int <u>&width</u> , int <u>&height</u>)
int	<u>ui GetRegionSize</u> (int region_id, int <u>&width</u> , int <u>&height</u>)

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

int	<u>uiScreenshotPNGData</u> (std::vector< unsigned char > &data, int x, int y, int w, int h)
<u>DllSpec</u> int	<u>uiURL2PNG</u> (const char *filename, int width, int height, const std::map< std::string, std::string > & <u>value</u> , const std::string &url)
<u>DllSpec</u> int	<u>uiURL2PNGData</u> (std::vector< unsigned char > &data, int width, int height, const std::map< std::string, std::string > & <u>value</u> , const std::string &url)
<u>DllSpec</u> int	<u>uiHTML2PNG</u> (const char *filename, int width, int height, const std::map< std::string, std::string > & <u>value</u> , const std::string &text)
<u>DllSpec</u> int	<u>uiHTML2PNGData</u> (std::vector< unsigned char > &data, int width, int height, const std::map< std::string, std::string > & <u>value</u> , const std::string &text)
const <u>DllSpec</u> char *	<u>uiLibVersion</u> ()
const <u>DllSpec</u> char *	<u>gui_GetVersion</u> ()
const <u>DllSpec</u> char *	<u>gui_GetSvcVersion</u> (int display)
const <u>DllSpec</u> char *	<u>gui_GetSvcVersion</u> ()
<u>DllSpec</u> int	<u>uiSetTransition</u> (int display, int region_id, unsigned transtype, int duration_ms)
<u>DllSpec</u> int	<u>uiSetTransition</u> (int region_id, unsigned transtype, int duration_ms)
int	<u>uiSetTransition</u> (unsigned transtype, int duration_ms)
const <u>DllSpec</u> std::vector< UIErrorEntry > &	<u>uiErrorList</u> ()
const <u>DllSpec</u> UIStatistics &	<u>uiStatistics</u> ()
<u>DllSpec</u> std::string	<u>uiScriptError</u> ()
<u>DllSpec</u> int	<u>uiGetIdleTime</u> (int display=0)
<u>DllSpec</u> void	<u>uiSetLogMask</u> (unsigned mask)
<u>DllSpec</u> unsigned	<u>uiGetLogMask</u> (void)
<u>DllSpec</u> int	<u>uiConfigLEDs</u> (int display, UILEDShape shape, int width, int height, unsigned off_rgba, unsigned on0_rgba, unsigned on1_rgba, unsigned on2_rgba, unsigned on3_rgba)
<u>DllSpec</u> int	<u>uiConfigLEDs</u> (UILEDShape shape, int width, int height, unsigned off_rgba, unsigned on0_rgba, unsigned on1_rgba, unsigned on2_rgba, unsigned on3_rgba)
<u>DllSpec</u> int	<u>uiConfigLEDs</u> (int display, const char *filename)
<u>DllSpec</u> int	<u>uiConfigLEDs</u> (const char *filename)
<u>DllSpec</u> int	<u>uiShowLEDArea</u> (int display, UIEdge edge, int width, int height, unsigned bg_rgba)
<u>DllSpec</u> int	<u>uiShowLEDArea</u> (UIEdge edge, int width, int height, unsigned bg_rgba)
<u>DllSpec</u> int	<u>uiHideLEDArea</u> (int display)
<u>DllSpec</u> int	<u>uiHideLEDArea</u> ()
<u>DllSpec</u> int	<u>uiSetLED</u> (int display, unsigned led, bool state)
<u>DllSpec</u> int	<u>uiSetLED</u> (unsigned led, bool state)
<u>DllSpec</u> int	<u>uiSetBacklightConfig</u> (int display, const std::vector< UIBacklight > &levels)
<u>DllSpec</u> int	<u>uiGetBacklightConfig</u> (int display, std::vector< UIBacklight > &levels)
<u>DllSpec</u> int	<u>uiSetBacklightLevel</u> (int display, int level)
<u>DllSpec</u> int	<u>uiGetBacklightLevel</u> (int display, int &level)

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

[DllSpec](#) bool

[uiDataURLToFile](#) (const char *filename, 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)

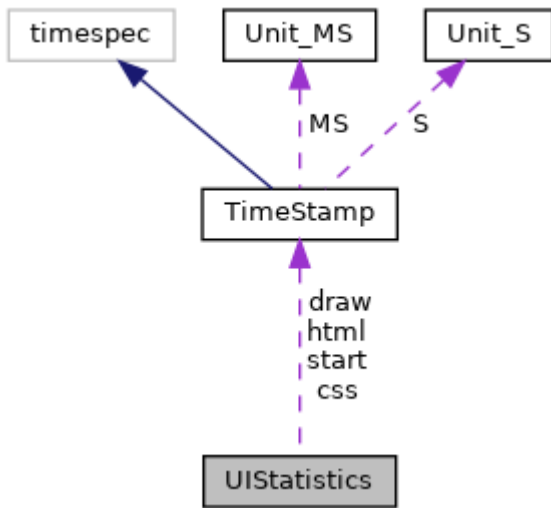
int top top position in pixels (+=height if negative)

[?](#) **vfigui::UIStatistics**

struct vfigui::UIStatistics

Statistics information

Collaboration diagram for UIStatistics:



[[legend](#)]

Data Fields

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

[TimeStamp](#) draw 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)