

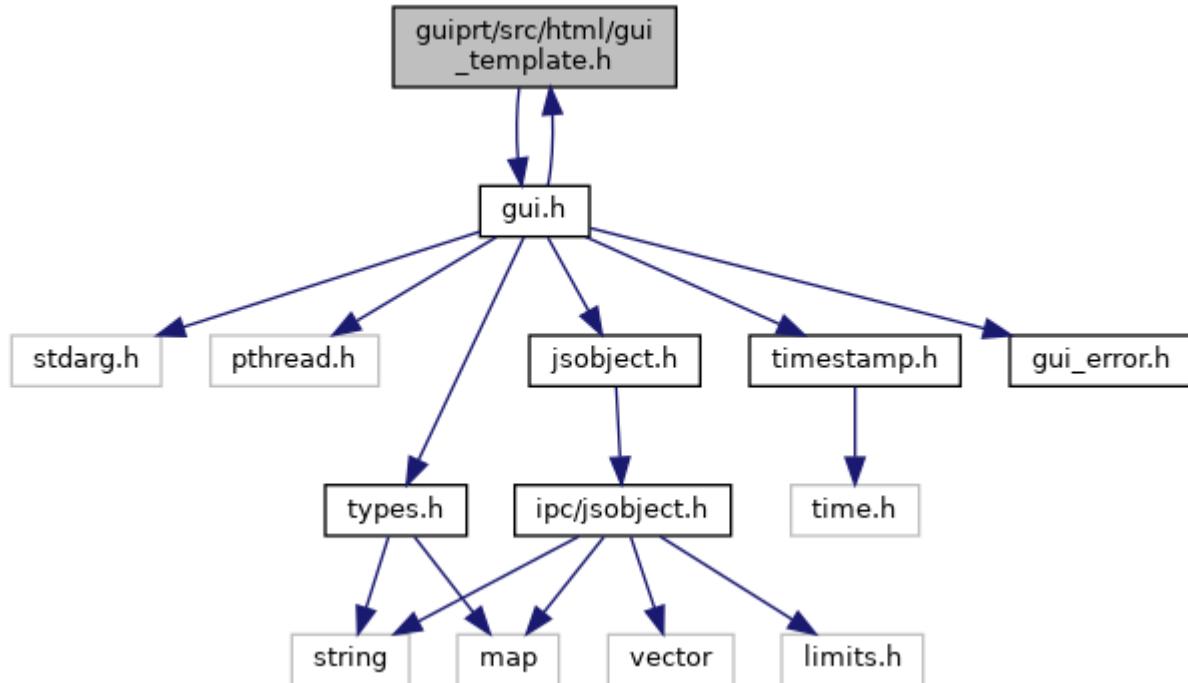
https://verifone.cloud/docs/application-development-kit-version-47/gui_template_8h

Updated: 17-Sep-2025

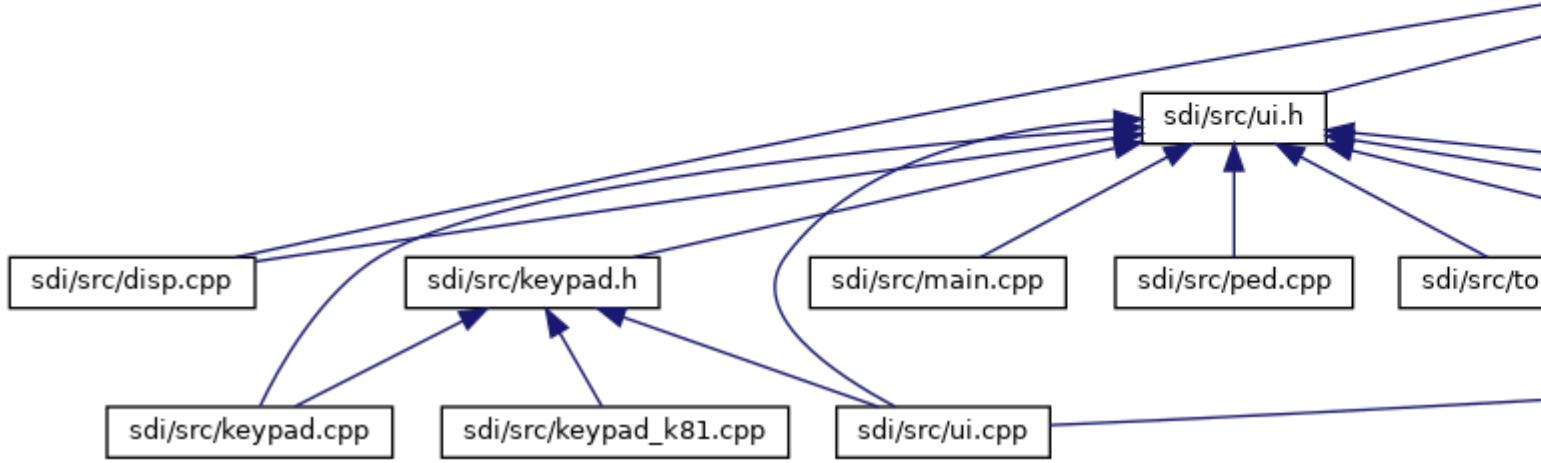
gui_template.h File Reference

```
#include "gui.h"
```

Include dependency graph for gui_template.h:



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



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

Data Structures

struct [UIMenuEntry](#)

Namespaces

[vfigui](#)

Macros

#define [DllSpec](#)

Enumerations

enum [UIMenuOptions](#) { [UI_MENU_DISABLED](#)=1
}

Functions

[DllSpec](#) int [uiDisplay](#) (int display, int region_id, const std::string &templateName, const std::string &text)

[DllSpec](#) int [uiDisplay](#) (int region_id, const std::string &templateName, const std::string &text)

```
int      uiDisplay (const std::string &templateName, const std::string &text)
DllSpec uiDisplayAsync (int display, int region_id, const std::string &text, uiAsyncCallback cb=0, void *data=0)
int      uiDisplayAsync (int region_id, const std::string &text, uiAsyncCallback cb=0, void *data=0)
int      uiDisplayAsync (const std::string &text, uiAsyncCallback cb=0, void *data=0)
DllSpec uiDisplayAsync (int display, int region_id, const std::string &templateName, const std::string &text,
int      uiAsyncCallback cb=0, void *data=0)
DllSpec uiDisplayAsync (int region_id, const std::string &templateName, const std::string &text,
int      uiAsyncCallback cb=0, void *data=0)
int      uiDisplayAsync (const std::string &templateName, const std::string &text, uiAsyncCallback cb=0,
void *data=0)

DllSpec uiDisplayWait (int txn_id, int timeout_msec=-1)
int      uiConfirm (int display, int region_id, const std::string &templateName, const std::string &text,
uiCallback cb=0, void *cbdata=0)
DllSpec uiConfirm (int region_id, const std::string &templateName, const std::string &text, uiCallback cb=0,
void *cbdata=0)
int      uiConfirm (const std::string &templateName, const std::string &text, uiCallback cb=0, void
*cbdata=0)
DllSpec uiConfirmAsync (int display, int region_id, const std::string &templateName, const std::string &text,
uiAsyncCallback cb=0, void *data=0)
DllSpec uiConfirmAsync (int region_id, const std::string &templateName, const std::string &text,
uiAsyncCallback cb=0, void *data=0)
int      uiConfirmAsync (const std::string &templateName, const std::string &text, uiAsyncCallback cb=0,
void *data=0)

DllSpec uiConfirmWait (int txn_id, int timeout_msec=-1)
DllSpec uiInput (int display, int region_id, const std::string &templateName, std::vector< std::string > &value
, const std::string &text, uiCallback cb=0, void *cbdata=0)
DllSpec uiInput (int region_id, const std::string &templateName, std::vector< std::string > &value, const
std::string &text, uiCallback cb=0, void *cbdata=0)
int      uiInput (const std::string &templateName, std::vector< std::string > &value, const std::string &text,
uiCallback cb=0, void *cbdata=0)
DllSpec uiInputAsync (int display, int region_id, const std::string &templateName, const std::vector<
std::string > &value, const std::string &text, uiAsyncCallback cb=0, void *data=0)
DllSpec uiInputAsync (int region_id, const std::string &templateName, const std::vector< std::string > &
value, const std::string &text, uiAsyncCallback cb=0, void *data=0)
int      uiInputAsync (const std::string &templateName, const std::vector< std::string > &value, const
std::string &text, uiAsyncCallback cb=0, void *data=0)

DllSpec uiInputWait (int txn_id, std::vector< std::string > &value, int timeout_msec=-1)
DllSpec uiInputPINCheck (int display, int region_id, const std::string &templateName, const std::string
&referencePIN, const std::string &text, uiCallback cb=0, void *cbdata=0)
```

<u>DllSpec</u>	<u>uiInputPINCheck</u> (int region_id, const std::string &templateName, const std::string &referencePIN, const std::string &text, uiCallback cb=0, void *cbdata=0)
int	<u>uiInputPINCheck</u> (const std::string &templateName, const std::string &referencePIN, const std::string &text, uiCallback cb=0, void *cbdata=0)
<u>DllSpec</u>	<u>uiInputPINCheckAsync</u> (int display, int region_id, const std::string &templateName, const std::string &referencePIN, const std::string &text, uiAsyncCallback cb=0, void *data=0)
int	<u>uiInputPINCheckAsync</u> (int region_id, const std::string &templateName, const std::string &referencePIN, const std::string &text, uiAsyncCallback cb=0, void *data=0)
int	<u>uiInputPINCheckAsync</u> (const std::string &templateName, const std::string &referencePIN, const std::string &text, uiAsyncCallback cb=0, void *data=0)
<u>DllSpec</u>	<u>uiInputPINCheckWait</u> (int txn_id, int timeout_msec=-1)
int	
<u>DllSpec</u>	<u>uiMenu</u> (int display, int region_id, const std::string &templateName, const std::string &text, const struct UIMenuEntry menu[], int menusize, int preselect, uiCallback cb=0, void *cbdata=0)
int	<u>uiMenu</u> (int region_id, const std::string &templateName, const std::string &text, const struct UIMenuEntry menu[], int menusize, int preselect, uiCallback cb=0, void *cbdata=0)
int	<u>uiMenu</u> (const std::string &templateName, const std::string &text, const struct UIMenuEntry menu[], int menusize, int preselect, uiCallback cb=0, void *cbdata=0)
<u>DllSpec</u>	<u>uiMenuAsync</u> (int display, int region_id, const std::string &templateName, const std::string &text, const struct UIMenuEntry menu[], int menusize, int preselect, uiAsyncCallback cb=0, void *data=0)
int	<u>uiMenuAsync</u> (int region_id, const std::string &templateName, const std::string &text, const struct UIMenuEntry menu[], int menusize, int preselect, uiAsyncCallback cb=0, void *data=0)
int	<u>uiMenuAsync</u> (const std::string &template_name, const std::string &text, const struct UIMenuEntry menu[], int menusize, int preselect, uiAsyncCallback cb=0, void *data=0)
<u>DllSpec</u>	<u>uiMenuWait</u> (int txn_id, int timeout_msec=-1)
int	

Data Structure Documentation

? vfigui::UIMenuEntry

struct vfigui::UIMenuEntry

structure for menu entries

Examples

[demo-sysinfo.cpp](#), [mac_demo1.cpp](#), [mac_demo2.cpp](#), and [pm-demo.cpp](#).

Data Fields

unsigned options options, see [vfigui::UIMenuOptions](#)

string text text to be displayed

int value return value