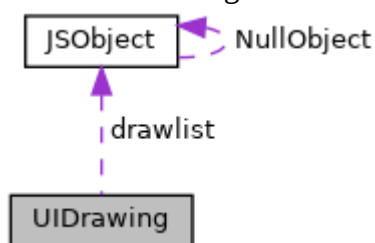


UIDrawing Class Reference

```
#include <gui.h>
```

Collaboration diagram for UIDrawing:



[[legend](#)]

Public Types

```
enum { FNT\_NORMAL =0x0,  
      FNT\_ITALIC =0x1,  
      FNT\_BOLD =0x700  
}
```

```
ImageType {
```

```
    IMG\_BMP,  
    IMG\_GIF,  
    IMG\_JPEG,  
    IMG\_PAM,
```

```
enum
```

```
    IMG\_PBM,  
    IMG\_PNG,  
    IMG\_RAW
```

```
}
```

Public Member Functions

[UIDrawing](#) ()
[~UIDrawing](#) ()
void [reset](#) ()
void [clear](#) (unsigned rgb)
void [color](#) (unsigned rgb)
void [linewidth](#) (int w)
void [line](#) (int x, int y, int x2, int y2)
void [pixel](#) (int x, int y)
void [rect](#) (int x, int y, int w, int h)
void [rectf](#) (int x, int y, int w, int h)
void [trif](#) (int x, int y, int x2, int y2, int x3, int y3)
void [font](#) (const char *name, int size, unsigned style=[FNT_NORMAL](#))
void [font](#) (const std::string &name, int size, unsigned style=[FNT_NORMAL](#))
void [text](#) (const char *text, int x, int y)
void [text](#) (const std::string &text, int x, int y)
void [image](#) ([ImageType](#) type, const void *data, unsigned size, int x, int y, int w=0, int h=0)
void [image](#) (const char *filename, int x, int y)
void [image](#) (const std::string &filename, int x, int y)

Data Fields

[vfihtml::JSObject](#) [drawlist](#)

Detailed Description

class for creating a drawing list

Member Enumeration Documentation

? anonymous enum

anonymous enum

font style, values can be combined by or-ing them together

Enumerator

FNT_NORMAL normal font

FNT_ITALIC italic style

FNT_BOLD bold style

[?](#) **ImageType**

enum [ImageType](#)

image type

Enumerator

IMG_BMP BMP image

IMG_GIF GIF image

IMG_JPEG JPEG image

IMG_PAM PAM image

IMG_PBM PBM image

IMG_PNG PNG image

IMG_RAW raw image data, the format is inferred from the size information of the data.

Constructor & Destructor Documentation

[?](#) **UIDrawing()**

[UIDrawing](#) ()

constructor

[?](#) ~UIDrawing()

[~UIDrawing](#) ()

destructor

Member Function Documentation

[?](#) clear()

void clear (unsigned *rgb*)

clear canvas

Parameters

[in] *rgb* 24-bit color value to be used for clearing the canvas

[?](#) color()

void color (unsigned *rgb*)

set current color for successive drawing commands

Parameters

[in] *rgb* 24-bit color value

[?](#) font() [1/2]

```
void font ( const char * name,  
           int          size,  
           unsigned     style = FNT_NORMAL  
           )
```

set the current font

Parameters

[in] *name* font name

[in] *size* nominal font height

[in] *style* font style

[? font\(\)](#) [2/2]

```
void font ( const std::string & name,  
           int                size,  
           unsigned           style = FNT_NORMAL  
           )
```

set the current font

Parameters

[in] name font name

[in] size nominal font height

[in] style font style

[? image\(\)](#) [1/3]

```
void image ( const char * filename,  
            int          x,  
            int          y  
            )
```

draw image data to screen

Parameters

[in] filename image file name

[in] x x-coordinate

[in] y y-coordinate

[? image\(\)](#) [2/3]

```
void image ( const std::string & filename,  
            int                x,  
            int                y  
            )
```

draw image data to screen

Parameters

[in] filename image file name

[in] x x-coordinate
[in] y y-coordinate

[? image\(\)](#) [3/3]

```
void image ( ImageType  type,  
            const void * data,  
            unsigned    size,  
            int         x,  
            int         y,  
            int         w = 0,  
            int         h = 0  
            )
```

draw image data to screen

Parameters

[in] type image type
[in] data image data (format depends on type)
[in] size number of bytes in data
[in] x x-coordinate
[in] y y-coordinate
[in] w width of the image, only used for IMG_RAW
[in] h height of the image, only used for IMG_RAW

In case of IMG_RAW the number of bytes per pixel is determined from size and w*h. Depending on the number of bytes per pixel the image format is considered to be as follows:

- 1: Grayscale image
- 2: Grayscale image with alpha
- 3: RGB image
- 4: RGB image with alpha

[? line\(\)](#)

```
void line ( int  x,  
           int  y,  
           int  x2,  
           int  y2  
           )
```

draw line between the given points

Parameters

[in] x x-coordinate first point

[in] y y-coordinate first point

[in] x2 x-coordinate second point

[in] y2 y-coordinate second point

? linewidth()

```
void linewidth ( int w )
```

set line width for line and rect

Parameters

[in] w line width in pixels, 0 is default

? pixel()

```
void pixel ( int x,  
            int y  
            )
```

draw single pixel pixel

Parameters

[in] x x-coordinate

[in] y y-coordinate

? rect()

```
void rect ( int x,  
            int y,  
            int w,  
            int h  
            )
```

draw rectangle

Parameters

[in] *x* x-coordinate

[in] *y* x-coordinate

[in] *w* width

[in] *h* height

? rectf()

```
void rectf ( int  x,  
             int  y,  
             int  w,  
             int  h  
           )
```

draw filled rectangle

Parameters

[in] *x* x-coordinate

[in] *y* x-coordinate

[in] *w* width

[in] *h* height

? reset()

```
void reset ( )
```

reset drawing

? text() [1/2]

```
void text ( const char * text,  
            int          x,  
            int          y  
          )
```

draw text using current font and color

Parameters

[in] text text

[in] x x-coordinate first point

[in] y y-coordinate first point

Coordinates refer to the starting point of the base line, e.g. drawing an 'A', x/y refers to the leftmost bottom pixel of 'A'.

[?](#) **text()** [2/2]

```
void text ( const std::string & text,  
            int                x,  
            int                y  
            )
```

draw text using current font and color

Parameters

[in] text text

[in] x x-coordinate first point

[in] y y-coordinate first point

Coordinates refer to the starting point of the base line, e.g. drawing an 'A', x/y refers to the leftmost bottom pixel of 'A'.

[?](#) **trif()**

```
void trif ( int x,  
            int y,  
            int x2,  
            int y2,  
            int x3,  
            int y3  
            )
```

draw filled triangle given by three points

Parameters

[in] x x-coordinate first point
[in] y y-coordinate first point
[in] x2 x-coordinate second point
[in] y2 y-coordinate second point
[in] x3 x-coordinate third point
[in] y3 y-coordinate third point

Field Documentation

[?](#) drawlist

[vfihtml::JSObject](#) drawlist

The documentation for this class was generated from the following file:

- `guiprt/src/html/gui.h`