

clmGuiWindowData

Fields

Field Name	Type	Description
mColorBase	cColor	
mColorText	cColor	
mColorDisabled	cColor	
mvDefaultSize	cVector2f	
mbUseBackgroundGfx	bool	
mGfxBackground	clmGuiGfx	
mFont	clmGuiFont	
mFontAlign	eFontAlign	
mbUseDisabledColor	bool	
mHeaderType	elcmGuiWindowHeader	
mGfxWindowData	clmGuiFrameGfx	
mbUseHeader	bool	
mvLabelOffset	cVector3f	
mfCaptionSizeMul	float	
mGfxLabelData	clmGuiFrameGfx	
mfLabelPaddingTop	float	
mfLabelPaddingRight	float	
mfLabelPaddingBottom	float	
mfLabelPaddingLeft	float	
mfLabelMinWidth	float	
mfPaddingTop	float	
mfPaddingRight	float	
mfPaddingBottom	float	
mfPaddingLeft	float	

Functions

Return Type	Function Name	Parameters	Description
void	SetLabelPadding	float afTop, float afRight, float afBottom, float afLeft	
void	SetPadding	float afTop, float afRight, float afBottom, float afLeft	

Remarks

Have some helpful descriptions to add to this class? Edit this page and add your insight to the Wiki!

Last
update:
2015/11/05 12:15 hpl3:community:scripting:classes:cimguiwindowdata <https://wiki.frictionalgames.com/hpl3/community/scripting/classes/cimguiwindowdata>

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