

# cWidgetFrame

## Fields

cWidgetFrame has no public fields.

## Functions

Return Type	Function Name	Parameters	Description
void	Update	float aTimeStep	
bool	ProcessMessage	<a href="#">eGuiMessage</a> aMessage, const <a href="#">cGuiMessageData</a> &in aData, <i>bool abSkipVisCheck = false,</i> <i>bool abSkipEnabledCheck = false</i>	
<a href="#">eWidgetType</a>	GetType		
void	Init		
<a href="#">cGuiGlobalShortcut</a> @	AddShortcut	int aKeyModifiers, <a href="#">eKey</a> aKey, <a href="#">eGuiMessage</a> aMsg = <a href="#">eGuiMessage_ButtonPressed</a> , const <a href="#">cGuiMessageData</a> &in aData = <a href="#">cGuiMessageData</a> , <i>bool abBypassVisibility = true,</i> <i>bool abBypassEnabled = true</i>	
void	SetToolTip	const <a href="#">TWString</a> &in asToolTip	
const <a href="#">TWString</a> &	GetToolTip		
void	SetToolTipEnabled	bool abX	
<a href="#">iWidget</a> @	GetToolTipWidget		
bool	PointIsInside	const <a href="#">cVector2f</a> &in avPoint, bool abOnlyClipped	
void	AttachChild	<a href="#">iWidget</a> @ apChild	
void	RemoveChild	<a href="#">iWidget</a> @ apChild	
<a href="#">cGuiSet</a> @	GetSet		
<a href="#">iWidget</a> @	GetParent		
void	SetEnabled	bool abX	
bool	IsEnabled		
void	SetVisible	bool abX	
bool	IsVisible		
bool	HasFocus		
bool	IsRightUnderMouse		
void	SetName	const <a href="#">tString</a> &in asName	
const <a href="#">tString</a> &	GetName	const	
void	SetText	const <a href="#">TWString</a> &in asText	
const <a href="#">TWString</a> &	GetText	const	
<a href="#">iFontData</a> @	GetDefaultFontType	const	
void	SetDefaultFontType	<a href="#">iFontData</a> @ apFont	
const <a href="#">cColor</a> &	GetDefaultFontColor	const	

Return Type	Function Name	Parameters	Description
void	SetDefaultFontColor	const <a href="#">cColor</a> &in aColor	
const <a href="#">cVector2f</a> &	GetDefaultFontSize	const	
void	SetDefaultFontSize	const <a href="#">cVector2f</a> &in avSize	
void	SetClipActive	bool abX	
bool	GetClipActive	const	
void	SetPosition	const <a href="#">cVector3f</a> &in avPos	
void	SetGlobalPosition	const <a href="#">cVector3f</a> &in avPos	
const <a href="#">cVector3f</a> &	GetLocalPosition	const	
const <a href="#">cVector3f</a> &	GetGlobalPosition		
void	SetChildrenOffset	const <a href="#">cVector3f</a> &in	
const <a href="#">cVector3f</a> &	GetChildrenOffset	const	
void	SetAffectedByScroll	bool abX	
void	SetScrollAmount	const <a href="#">cVector3f</a> &in avX	
const <a href="#">cVector3f</a> &	GetScrollAmount	const	
void	CenterGlobalPositionInSet		
void	SetSize	const <a href="#">cVector2f</a> &in avSize	
const <a href="#">cVector2f</a> &	GetSize	const	
void	SetColorMul	const <a href="#">cColor</a> &in aColor	
const <a href="#">cColor</a> &	GetColorMul	const	
bool	ClipsGraphics		
bool	GetMouselsOver	const	
bool	IsConnectedTo	<a href="#">iWidget</a> @ apWidget, <i>bool abIsStartWidget = true</i>	
bool	IsConnectedToChildren		
void	SetConnectedToChildren	bool abX	
<a href="#">cGuiGfxElement</a> @	GetPointerGfx		
void	SetGlobalKeyPressListener	bool abX	
bool	IsGlobalKeyPressListener	const	
void	SetUserValue	int aIX	
int	GetUserValue	const	
void	SetCallbacksDisabled	bool abX	
bool	GetCallbacksDisabled	const	
void	SetFocusNavigation	<a href="#">eUIArrow</a> aDir, <a href="#">iWidget</a> @ apWidget	
<a href="#">iWidget</a> @	GetFocusNavigation	<a href="#">eUIArrow</a> aDir	
bool	HasFocusNavigation		
void	SetGlobalUIInputListener	bool abX	
bool	IsGlobalUIInputListener		
void	SetDrawFrame	bool abX	
bool	GetDrawFrame		
void	SetDrawBackground	bool abX	
bool	GetDrawBackground		
void	SetBackgroundZ	float afZ	
float	GetBackgroundZ		

Return Type	Function Name	Parameters	Description
void	SetBackgroundColor	const <a href="#">cColor</a> &in aColor	
const <a href="#">cColor</a> &	GetBackgroundColor		
void	ScrollToPosition	const <a href="#">cVector2f</a> &in avPos	

## Remarks

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

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