

cWidgetTab

Fields

cWidgetTab has no public fields.

Functions

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

Return Type	Function Name	Parameters	Description
void	SetDefaultFontColor	const cColor &in aColor	
const cVector2f &	GetDefaultFontSize	const	
void	SetDefaultFontSize	const cVector2f &in avSize	
void	SetClipActive	bool abX	
bool	GetClipActive	const	
void	SetPosition	const cVector3f &in avPos	
void	SetGlobalPosition	const cVector3f &in avPos	
const cVector3f &	GetLocalPosition	const	
const cVector3f &	GetGlobalPosition		
void	SetChildrenOffset	const cVector3f &in	
const cVector3f &	GetChildrenOffset	const	
void	SetAffectedByScroll	bool abX	
void	SetScrollAmount	const cVector3f &in avX	
const cVector3f &	GetScrollAmount	const	
void	CenterGlobalPositionInSet		
void	SetSize	const cVector2f &in avSize	
const cVector2f &	GetSize	const	
void	SetColorMul	const cColor &in aColor	
const cColor &	GetColorMul	const	
bool	ClipsGraphics		
bool	GetMouselsOver	const	
bool	IsConnectedTo	iWidget @ apWidget, <i>bool abIsStartWidget = true</i>	
bool	IsConnectedToChildren		
void	SetConnectedToChildren	bool abX	
cGuiGfxElement @	GetPointerGfx		
void	SetGlobalKeyPressListener	bool abX	
bool	IsGlobalKeyPressListener	const	
void	SetUserValue	int aI	
int	GetUserValue	const	
void	SetCallbacksDisabled	bool abX	
bool	GetCallbacksDisabled	const	
void	SetFocusNavigation	eUIArrow aDir, iWidget @ apWidget	
iWidget @	GetFocusNavigation	eUIArrow aDir	
bool	HasFocusNavigation		
void	SetGlobalUIInputListener	bool abX	
bool	IsGlobalUIInputListener		
int	GetIndex		
void	SetLabelPosX	float afPosX	
void	SetIcon	cGuiGfxElement @ aplcon	
cWidgetTabFrame @	GetParentTabFrame		
void	SetFocusedTab	bool abX	
bool	IsFocusedTab		

Remarks

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

From:

<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:

<https://wiki.frictionalgames.com/hpl3/community/scripting/classes/cwidgettab>

Last update: **2015/11/05 12:03**

