

cWidgetTabFrame

Fields

cWidgetTabFrame has no public fields.

Functions

Return Type	Function Name	Parameters	Description
void	Update	float aTimeStep	
bool	ProcessMessage	eGuiMessage aMessage, const cGuiMessageData &in aData, <i>bool abSkipVisCheck = false,</i> <i>bool abSkipEnabledCheck = false</i>	
eWidgetType	GetType		
void	Init		
cGuiGlobalShortcut @	AddShortcut	int aKeyModifiers, eKey aKey, eGuiMessage aMsg = eGuiMessage_ButtonPressed , const cGuiMessageData &in aData = cGuiMessageData , <i>bool abBypassVisibility = true,</i> <i>bool abBypassEnabled = true</i>	
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 aIX	
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		
cWidgetTab @	AddTab	const TWString &in asTabCaption	
void	ClearTabs		
int	GetTabNum		
cWidgetTab @	GetTab	int allIdx	
cWidgetTab @	GetTab	const TWString &in asTabCaption	
cWidgetTab @	GetFocusedTab		

Return Type	Function Name	Parameters	Description
void	SetBackgroundZ	float afZ	
float	GetBackgroundZ		
void	SetForegroundZ	float afZ	
float	GetForegroundZ		
int	GetTabOnTopIndex		
void	SetFocusedTab	cWidgetTab@ apTab	
void	SetFocusedTabByIndex	int allIdx	

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/cwidgettabframe>

Last update: **2015/11/05 12:06**

