

# iWidget

## Fields

iWidget 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		

## Remarks

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

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