

libyui-mga

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# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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## Chapter 2

# Class Index

### 2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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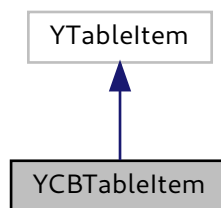


## Chapter 3

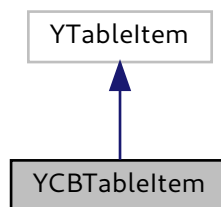
# Class Documentation

### 3.1 YCBTableItem Class Reference

Inheritance diagram for YCBTableItem:



Collaboration diagram for YCBTableItem:



## Public Member Functions

- [YCBTableItem](#) ()  
*Default constructor.*
- [YCBTableItem](#) (const std::string &label\_0, const std::string &label\_1=std::string(), const std::string &label\_2=std::string(), const std::string &label\_3=std::string(), const std::string &label\_4=std::string(), const std::string &label\_5=std::string(), const std::string &label\_6=std::string(), const std::string &label\_7=std::string(), const std::string &label\_8=std::string(), const std::string &label\_9=std::string())  
*Convenience constructor for table items without any icons.*
- virtual [~YCBTableItem](#) ()  
*Destructor.*
- void **check** (bool val=true)
- bool **checked** ()

### 3.1.1 Detailed Description

Definition at line 43 of file [YMGA\\_CBTable.h](#).

### 3.1.2 Constructor & Destructor Documentation

#### 3.1.2.1 YCBTableItem() [1/2]

```
YCBTableItem::YCBTableItem ( ) [inline]
```

Default constructor.

Use addCell() to give it any content.

Definition at line 49 of file [YMGA\\_CBTable.h](#).

## 3.1.2.2 YCBTableItem() [2/2]

```
YCBTableItem::YCBTableItem (
    const std::string & label_0,
    const std::string & label_1 = std::string(),
    const std::string & label_2 = std::string(),
    const std::string & label_3 = std::string(),
    const std::string & label_4 = std::string(),
    const std::string & label_5 = std::string(),
    const std::string & label_6 = std::string(),
    const std::string & label_7 = std::string(),
    const std::string & label_8 = std::string(),
    const std::string & label_9 = std::string() ) [inline]
```

Convenience constructor for table items without any icons.

This will create up to 10 (0..9) cells. Empty cells for empty labels at the end of the labels are not created, but empty cells in between are.

```
new YCBTableItem( "one", "two", "", "", "five" );
```

will create an item with 5 cells:

```
cell[0] ==> "one"
cell[1] ==> "two"
cell[2] ==> ""
cell[3] ==> ""
cell[4] ==> "five"
```

Definition at line 67 of file [YMGA\\_CBTable.h](#).

The documentation for this class was generated from the following file:

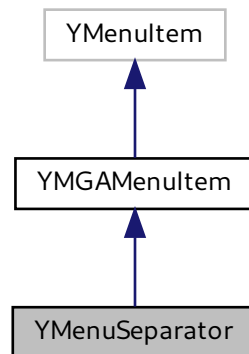
- [/home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGA\\_CBTable.h](#)

## 3.2 YMenuSeparator Class Reference

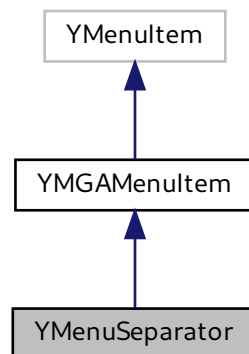
[YMenuSeparator](#) class for menu separator.

```
#include <YMGAMenuItem.h>
```

Inheritance diagram for YMenuSeparator:



Collaboration diagram for YMenuSeparator:



## Public Member Functions

- [YMenuSeparator](#) ([YMGAMenuItem](#) \*parent)  
*Constructor.*

### 3.2.1 Detailed Description

[YMenuSeparator](#) class for menu separator.

Definition at line 129 of file [YMGAMenuItem.h](#).

## 3.2.2 Constructor & Destructor Documentation

### 3.2.2.1 YMenuSeparator()

```
YMenuSeparator::YMenuSeparator (
    YMGAMenuItem * parent ) [inline]
```

Constructor.

A menu separator must have a parent. Note that hidden and enable properties are not managed for separator by now, considering this a bit out of libyui aim.

Definition at line 137 of file [YMGAMenuItem.h](#).

The documentation for this class was generated from the following file:

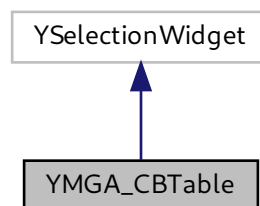
- [/home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGAMenuItem.h](#)

## 3.3 YMGA\_CBTable Class Reference

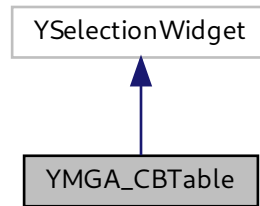
See document of [YMGA\\_CBTable](#) Table: Selection list with multiple columns.

```
#include <YMGA_CBTable.h>
```

Inheritance diagram for YMGA\_CBTable:



Collaboration diagram for YMGA\_CBTable:



## Public Member Functions

- virtual `~YMGA_CBTable ()`  
*Destructor.*
- virtual const char \* `widgetClass ()` const  
*Return a descriptive name of this widget class for logging, debugging etc.*
- int `columns ()` const  
*Return the number of columns of this table.*
- bool `hasColumn (int column)` const  
*Return 'true' if this table has a column no.*
- std::string `header (int column)` const  
*Return the header text for the specified column.*
- YAlignmentType `alignment (int column)` const  
*Return the alignment for the specified column.*
- bool `immediateMode ()` const  
*Deliver even more events than with notify() set.*
- void `setImmediateMode (bool immediateMode=true)`  
*Set immediateMode() on or off.*
- bool `keepSorting ()` const  
*Return 'true' if the sort order is to be kept in item insertion order, i.e.*
- virtual void `setKeepSorting (bool keepSorting)`  
*Switch between sorting by item insertion order (keepSorting: true) or allowing the user to sort by an arbitrary column (by clicking on the column header).*
- bool `hasMultiSelection ()` const  
*Return 'true' if the user can select multiple items at the same time (e.g., with shift-click or ctrl-click).*
- YCBTableMode `tableMode ()`  
*returns the YCBTable checkbox position mode*
- virtual void `cellChanged (const YTableCell *cell)=0`  
*Notification that a cell (its text and/or its icon) was changed from the outside.*
- virtual void `checkItem (YItem *item, bool checked=true)=0`  
*check/uncheck Item from application.*



- virtual bool [setProperty](#) (const std::string &propertyName, const YPropertyValue &val)  
*Set a property.*
- virtual YPropertyValue [getProperty](#) (const std::string &propertyName)  
*Get a property.*
- virtual const YPropertySet & [propertySet](#) ()  
*Return this class's property set.*
- const char \* [userInputProperty](#) ()  
*The name of the widget property that will return user input.*
- virtual void [addItem](#) (YItem \*item\_disown)  
*Add one item.*
- void [setTableHeader](#) (YTableHeader \*newHeader)  
*Exchange the previous table header with a new one.*
- virtual YItem \* [item](#) (int index) const  
*From YSelectionWidget returns the item at index 'index' (from 0) or 0 if there is no such item.*
- virtual void [setChangedItem](#) (YCBTableItem \*pItem)  
*When derived classes emit YWidgetEvent with reason ValueChanged they have to set which item is changed.*
- virtual YCBTableItem \* [changedItem](#) ()  
*Return the item which value is changed (e.g.*
- YItemIterator [nextItem](#) (YItemIterator currentIterator)  
*YSelectionWidget does not implement the increment of iterator and bindings seem not to work with iterator++, next function just returns the iterator incrementation, NOTE that it does not check input parameter, just increment it.*
- virtual void [deleteAllItems](#) ()  
*Delete all items.*
- YItem \* [YItemIteratorToYItem](#) (YItemIterator iter)  
*useful cast for bindings.*
- YCBTableItem \* [toCBYTableItem](#) (YItem \*item)  
*useful cast for bindings.*

## Protected Member Functions

- [YMGA\\_CBTable](#) (YWidget \*parent, YTableHeader \*header, YCBTableMode mode)  
*Constructor.*

### 3.3.1 Detailed Description

See document of [YMGA\\_CBTable](#) Table: Selection list with multiple columns.

The user can select exactly one row (with all its columns) from that list. Each cell (each column within each row) has a label text and an optional icon (\*).

This widget is similar to SelectionBox, but it has several columns for each item (each row). If just one column is desired, consider using SelectionBox instead.

Note: This is not something like a spread sheet, and it doesn't pretend or want to be. Actions are performed on rows, not on individual cells (columns within one row).

(\*) Not all UIs (in particular not text-based UIs) support displaying icons, so an icon should never be an exclusive means to display any kind of information.

Definition at line 114 of file [YMGA\\_CBTable.h](#).

### 3.3.2 Constructor & Destructor Documentation

#### 3.3.2.1 YMGA\_CBTable()

```
YMGA_CBTable::YMGA_CBTable (
    YWidget * parent,
    YTableHeader * header,
    YCBTableMode mode ) [protected]
```

Constructor.

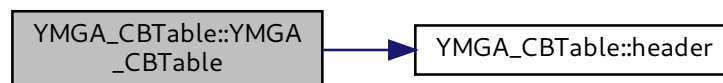
'header' describes the table's headers: Number of columns, column headings, and column alignment. The widget assumes ownership of this object and will delete it when appropriate. The header cannot be changed after creating the widget.

'mode' indicates whether the checkbox is in the first or in the last column.

header must contains also header for checkbox column (empty string is allowed if not wanted)

Definition at line 55 of file [YMGA\\_CBTable.cc](#).

Here is the call graph for this function:



### 3.3.3 Member Function Documentation

### 3.3.3.1 addItem()

```
void YMGA_CBTable::addItem (
    YItem * item_disown ) [virtual]
```

Add one item.

This widget assumes ownership of the item object and will delete it in its destructor.

NOTE: For tree items, call this only for the toplevel items; all non-toplevel items are already owned by their respective parent items. Adding them to the parent widget will clash with this ownership.

Reimplementation of YSelectionWidget::addItem.

Definition at line 92 of file [YMGA\\_CBTable.cc](#).

Here is the call graph for this function:



### 3.3.3.2 cellChanged()

```
virtual void YMGA_CBTable::cellChanged (
    const YTableCell * cell ) [pure virtual]
```

Notification that a cell (its text and/or its icon) was changed from the outside.

Applications are required to call this whenever a table cell is changed after adding the corresponding table item (the row) to the table widget.

Derived classes are required to implement this and update the display accordingly.

Note that the position of this cell can be retrieved with `cell->column()` and `cell->itemIndex()`.

### 3.3.3.3 changedItem()

```
YCBTableItem * YMGA_CBTable::changedItem ( ) [virtual]
```

Return the item which value is changed (e.g. checkbox).

Definition at line 75 of file [YMGA\\_CBTable.cc](#).

### 3.3.3.4 checkItem()

```
virtual void YMGA_CBTable::checkItem (
    YItem * item,
    bool checked = true ) [pure virtual]
```

check/uncheck Item from application.

Derived classes are required to implement this and update the display accordingly.

Note that item->check(true) does not update the table

### 3.3.3.5 getProperty()

```
YPropertyValue YMGA_CBTable::getProperty (
    const std::string & propertyName ) [virtual]
```

Get a property.

Reimplemented from YWidget.

This method may throw YUIPropertyExceptions.

Definition at line [256](#) of file [YMGA\\_CBTable.cc](#).

Here is the call graph for this function:



### 3.3.3.6 hasColumn()

```
bool YMGA_CBTable::hasColumn (
    int column ) const
```

Return 'true' if this table has a column no.

'column' (counting from 0 on).

Definition at line [117](#) of file [YMGA\\_CBTable.cc](#).

### 3.3.3.7 immediateMode()

```
bool YMGA_CBTable::immediateMode ( ) const
```

Deliver even more events than with notify() set.

With "notify" alone, a table widget sends an ActivatedEvent when the user double-clicks an item or presses the "space" key on it. It does not send an event when the user just sends another item.

With "immediate", it also sends a SelectionChangedEvent when the user selects another item. "immediate" implicitly includes "notify".

Definition at line 135 of file [YMGA\\_CBTable.cc](#).

### 3.3.3.8 keepSorting()

```
bool YMGA_CBTable::keepSorting ( ) const
```

Return 'true' if the sort order is to be kept in item insertion order, i.e.

if sorting the table by clicking on a column header should be disabled.

Definition at line 150 of file [YMGA\\_CBTable.cc](#).

### 3.3.3.9 propertySet()

```
const YPropertySet & YMGA_CBTable::propertySet ( ) [virtual]
```

Return this class's property set.

This also initializes the property upon the first call.

Reimplemented from YWidget.

Definition at line 195 of file [YMGA\\_CBTable.cc](#).

### 3.3.3.10 setChangedItem()

```
void YMGA_CBTable::setChangedItem (
    YCBTableItem * pItem ) [virtual]
```

When derived classes emit YWidgetEvent with reason ValueChanged they have to set which item is changed.

Who manages the event have to use [changedItem\(\)](#) to get it.

Derived classes can overwrite this function, but they should call this base class function in the new implementation.

Definition at line 80 of file [YMGA\\_CBTable.cc](#).

### 3.3.3.11 setKeepSorting()

```
void YMGA_CBTable::setKeepSorting (
    bool keepSorting ) [virtual]
```

Switch between sorting by item insertion order (keepSorting: true) or allowing the user to sort by an arbitrary column (by clicking on the column header).

Derived classes can overwrite this function, but they should call this base class function in the new implementation.

Definition at line 156 of file [YMGA\\_CBTable.cc](#).

Here is the call graph for this function:



### 3.3.3.12 setProperty()

```
bool YMGA_CBTable::setProperty (
    const std::string & propertyName,
    const YPropertyValue & val ) [virtual]
```

Set a property.

Reimplemented from YWidget.

This function may throw YUIPropertyExceptions.

This function returns 'true' if the value was successfully set and 'false' if that value requires special handling (not in error cases: those are covered by exceptions).

Definition at line 229 of file [YMGA\\_CBTable.cc](#).

Here is the call graph for this function:



### 3.3.3.13 setTableHeader()

```
void YMGA_CBTable::setTableHeader (
    YTableHeader * newHeader )
```

Exchange the previous table header with a new one.

This will delete the old YTableHeader object.

If the new header has a different number of columns than the old one, all items will implicitly be deleted.

Definition at line 99 of file [YMGA\\_CBTable.cc](#).

Here is the call graph for this function:



### 3.3.3.14 toCBYTableItem()

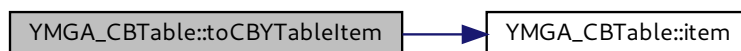
```
YCBTableItem * YMGA_CBTable::toCBYTableItem (
    YItem * item )
```

useful cast for bindings.

it just performs a `dynamic_cast`

Definition at line 190 of file [YMGA\\_CBTable.cc](#).

Here is the call graph for this function:



### 3.3.3.15 userInputProperty()

```
const char* YMGA_CBTable::userInputProperty ( ) [inline]
```

The name of the widget property that will return user input.

Inherited from YWidget.

Definition at line 272 of file [YMGA\\_CBTable.h](#).

### 3.3.3.16 YItemIteratorToYItem()

```
YItem * YMGA_CBTable::YItemIteratorToYItem (
    YItemIterator iter )
```

useful cast for bindings.

it does not any assumption on iter, so it is up to the user to check if it is valid, it just returns \*it.

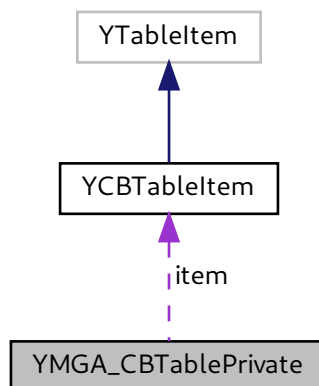
Definition at line 185 of file [YMGA\\_CBTable.cc](#).

The documentation for this class was generated from the following files:

- /home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGA\_CBTable.h
- /home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGA\_CBTable.cc

## 3.4 YMGA\_CBTablePrivate Struct Reference

Collaboration diagram for YMGA\_CBTablePrivate:





## Public Member Functions

- **YMGA\_CBTablePrivate** (YTableHeader \*header)

## Public Attributes

- YTableHeader \* **header**
- bool **keepSorting**
- bool **immediateMode**
- YCBTableMode **mode**
- [YCBTableItem](#) \* **item**

### 3.4.1 Detailed Description

Definition at line 33 of file [YMGA\\_CBTable.cc](#).

The documentation for this struct was generated from the following file:

- /home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGA\_CBTable.cc

## 3.5 YMGAAboutDialog Class Reference

### Public Types

- enum **DLG\_MODE** { **CLASSIC** , **TABBED** }

### Public Member Functions

- [YMGAAboutDialog](#) (const std::string &name, const std::string &version, const std::string &license, const std::string &authors, const std::string &description, const std::string &logo, const std::string &icon=std::string(), const std::string &credits=std::string(), const std::string &information=std::string())  
*The constructor.*
- void [setMinSize](#) (YLayoutSize\_t columns, YLayoutSize\_t lines)  
*Set the dialog mimimum size if Classic dialog is shown, minimum text size otherwise.*
- void [show](#) (DLG\_MODE type=TABBED)  
*it actually shows the about dialog*

### 3.5.1 Detailed Description

Definition at line 27 of file [YMGAAboutDialog.h](#).

## 3.5.2 Constructor & Destructor Documentation

### 3.5.2.1 YMGAAboutDialog()

```
YMGAAboutDialog::YMGAAboutDialog (
    const std::string & name,
    const std::string & version,
    const std::string & license,
    const std::string & authors,
    const std::string & description,
    const std::string & logo,
    const std::string & icon = std::string(),
    const std::string & credits = std::string(),
    const std::string & information = std::string() )
```

The constructor.

Note that this object is not a widget, so you must deleted it, if allocated on the heap.

#### Parameters

<i>name</i>	the application name
<i>version</i>	the application version
<i>license</i>	the application license, the short length one (e.g. GPLv2, GPLv3, LGPLv2+, etc)
<i>authors</i>	the string providing the list of authors; it could be html-formatted
<i>description</i>	the string providing a brief description of the application
<i>logo</i>	the string providing the file path for the application logo (high-res image)
<i>icon</i>	the string providing the file path for the application icon (low-res image)
<i>credits</i>	optional, the application credits, they can be html-formatted
<i>information</i>	optional, other extra informations, they can be html-formatted

Definition at line 82 of file [YMGAAboutDialog.cc](#).

## 3.5.3 Member Function Documentation

### 3.5.3.1 setMinSize()

```
void YMGAAboutDialog::setMinSize (
    YLayoutSize_t columns,
    YLayoutSize_t lines )
```

Set the dialog minimum size if Classic dialog is shown, minimum text size otherwise.

## Parameters

<i>columns</i>	Columns for dialog minimum size
<i>lines</i>	Lines for dialog minimum size

Definition at line 234 of file [YMGAAboutDialog.cc](#).

### 3.5.3.2 show()

```
void YMGAAboutDialog::show (
    YMGAAboutDialog::DLG_MODE type = TABBED )
```

it actually shows the about dialog

## Parameters

<i>type</i>	optional, DLG_MODE: defaulting to CLASSIC if not defined
-------------	--

## See also

Classic()  
Tabbed()  
YMGAAboutDialog::DLG\_MODE

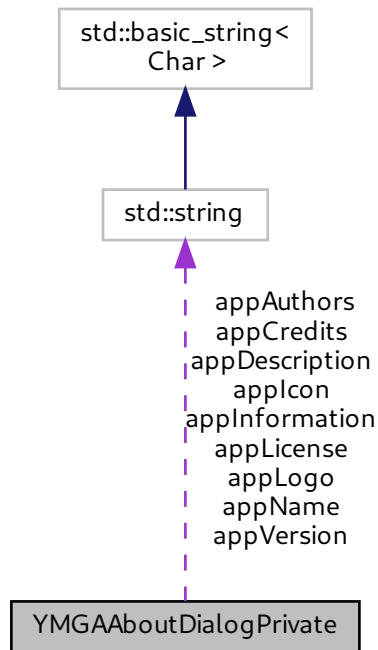
Definition at line 451 of file [YMGAAboutDialog.cc](#).

The documentation for this class was generated from the following files:

- [/home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGAAboutDialog.h](#)
- [/home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGAAboutDialog.cc](#)

### 3.6 YMGAAboutDialogPrivate Class Reference

Collaboration diagram for YMGAAboutDialogPrivate:



#### Public Attributes

- `std::string` **appName**
- `std::string` **appVersion**
- `std::string` **appLicense**
- `std::string` **appAuthors**
- `std::string` **appDescription**
- `std::string` **appLogo**
- `std::string` **applcon**
- `std::string` **appCredits**
- `std::string` **appInformation**
- `YLayoutSize_t` **columns**
- `YLayoutSize_t` **lines**
- `YDialog *` **mainDialog**

### 3.6.1 Detailed Description

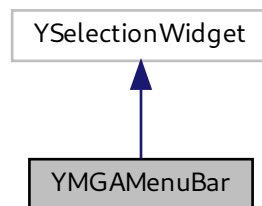
Definition at line 50 of file [YMGAAboutDialog.cc](#).

The documentation for this class was generated from the following file:

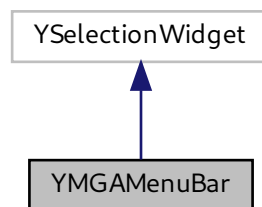
- `/home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGAAboutDialog.cc`

## 3.7 YMGAMenuBar Class Reference

Inheritance diagram for YMGAMenuBar:



Collaboration diagram for YMGAMenuBar:



## Public Member Functions

- virtual `~YMGAMenuBar ()`  
*Destructor.*
- virtual const char \* `widgetClass () const`  
*Return a descriptive name of this widget class for logging, debugging etc.*
- virtual void `enableItem (YItem *menu_item, bool enable=true)`  
*Enable [YMGAMenuItem](#) (menu name or menu entry) to enable/disable it into menubar or menu.*
- virtual void `hideItem (YItem *menu_item, bool invisible=true)`  
*Hide [YMGAMenuItem](#) (menu name or menu entry) to hide/show it into menubar or menu.*

## Protected Member Functions

- `YMGAMenuBar (YWidget *parent)`  
*Constructor.*

### 3.7.1 Detailed Description

Definition at line 34 of file [YMGAMenuBar.h](#).

The documentation for this class was generated from the following files:

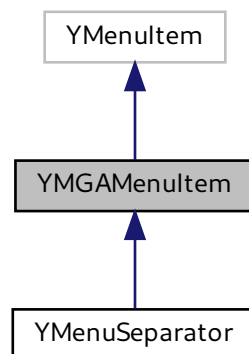
- `/home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGAMenuBar.h`
- `/home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGAMenuBar.cc`

## 3.8 YMGAMenuItem Class Reference

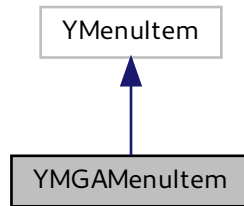
New Menu Item class for menu items.

```
#include <YMGAMenuItem.h>
```

Inheritance diagram for YMGAMenuItem:



Collaboration diagram for YMGAMenuItem:



## Public Member Functions

- [YMGAMenuItem](#) (const std::string &label)  
*Constructors for toplevel items.*
- [YMGAMenuItem](#) (const std::string &label, const std::string &iconName)  
*Constructor with label and icon.*
- [YMGAMenuItem](#) ([YMGAMenuItem](#) \*parent, const std::string &label)  
*Constructors for items that have a parent item.*
- **YMGAMenuItem** ([YMGAMenuItem](#) \*parent, const std::string &label, const std::string &iconName)
- virtual [~YMGAMenuItem](#) ()  
*Destructor.*
- virtual bool [enabled](#) ()  
*is Menu item enabled?*
- virtual void [enable](#) (bool en=true)  
*enable/disable Menu Item*
- virtual bool [hidden](#) ()  
*is Menu item hidden?*
- virtual void [hide](#) (bool invisible=true)  
*hide/show Menu Item*
- [YMGAMenuItem](#) \* [parent](#) () const  
*Returns this item's parent item or 0 if it is a toplevel item.*

### 3.8.1 Detailed Description

New Menu Item class for menu items.

Definition at line 35 of file [YMGAMenuItem.h](#).

### 3.8.2 Constructor & Destructor Documentation

### 3.8.2.1 YMGAMenuItem() [1/2]

```
YMGAMenuItem::YMGAMenuItem (
    const std::string & label,
    const std::string & iconName ) [inline]
```

Constructor with label and icon.

Note that Icon makes sense for menu actions not for menu and submenu names. iconName could be an icon name taken from freedesktop Standard Icon Names or icon pathname full or relative. Theme names if exist, win.

Definition at line 51 of file [YMGAMenuItem.h](#).

### 3.8.2.2 YMGAMenuItem() [2/2]

```
YMGAMenuItem::YMGAMenuItem (
    YMGAMenuItem * parent,
    const std::string & label ) [inline]
```

Constructors for items that have a parent item.

They will automatically register this item with the parent item. The parent assumes ownership of this item and will delete it in its (the parent's) destructor.

Definition at line 63 of file [YMGAMenuItem.h](#).

### 3.8.2.3 ~YMGAMenuItem()

```
virtual YMGAMenuItem::~YMGAMenuItem ( ) [inline], [virtual]
```

Destructor.

This will delete all children.

Definition at line 80 of file [YMGAMenuItem.h](#).

The documentation for this class was generated from the following file:

- [/home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGAMenuItem.h](#)

## 3.9 YMGAMessageBox Class Reference

### Public Types

- enum [DLG\\_BUTTON](#) { [B\\_ONE](#) = 0 , [B\\_TWO](#) = 1 }
- enum [DLG\\_MODE](#) { [D\\_NORMAL](#) , [D\\_INFO](#) , [D\\_WARNING](#) }



## Public Member Functions

- [YMGAMessageBox](#) ([DLG\\_BUTTON](#) b\_num=[B\\_ONE](#), [DLG\\_MODE](#) dlg\_mode=[D\\_NORMAL](#))  
*The constructor.*
- virtual [~YMGAMessageBox](#) ()  
*Destructor.*
- void [setIcon](#) (const std::string &icon)  
*sets the message box icon (full path)*
- void [setTitle](#) (const std::string &title)  
*sets the message box title*
- void [setText](#) (const std::string &text, bool useRichText=false)  
*sets the message box text information*
- void [setMinSize](#) (YLayoutSize\_t minWidth, YLayoutSize\_t minHeight)  
*sets the dilaog box minimum size according to YWidgetFactory::createMinSize()*
- void [setButtonLabel](#) (const std::string &label, [DLG\\_BUTTON](#) button=[B\\_ONE](#))  
*sets the message box button name (empty string is assigned by default)*
- void [setDefaultButton](#) ([DLG\\_BUTTON](#) button=[B\\_ONE](#))  
*sets the message box default button*
- [DLG\\_BUTTON show](#) ()  
*it shows the message box dialog using data set by user.*

### 3.9.1 Detailed Description

Definition at line 34 of file [YMGAMsgBox.h](#).

### 3.9.2 Member Enumeration Documentation

#### 3.9.2.1 DLG\_BUTTON

```
enum YMGAMessageBox::DLG_BUTTON
```

Enumerator

<a href="#">B_ONE</a>	One button dialog, or button one pressed.
<a href="#">B_TWO</a>	two buttons dialog, or button two pressed

Definition at line 37 of file [YMGAMsgBox.h](#).

### 3.9.2.2 DLG\_MODE

```
enum YMGAMessageBox::DLG_MODE
```

#### Enumerator

D_NORMAL	Normal dialog.
D_INFO	Info dialog.
D_WARNING	Warning dialog.

Definition at line 44 of file [YMGAMsgBox.h](#).

## 3.9.3 Constructor & Destructor Documentation

### 3.9.3.1 YMGAMessageBox()

```
YMGAMessageBox::YMGAMessageBox (
    YMGAMessageBox::DLG_BUTTON b_num = B_ONE,
    YMGAMessageBox::DLG_MODE dlg_mode = D_NORMAL )
```

The constructor.

Note that this object is not a widget, so you must deleted it, if allocated on the heap.

#### Parameters

<i>b_num</i>	B_ONE: one button only, B_TWO Two buttons dialog.
<i>dlg_mode</i>	NORMAL, INFO, WARNING dialog

#### See also

[YMGAMessageBox::DLG\\_BUTTON](#)

[YMGAMessageBox::DLG\\_MODE](#)

Definition at line 70 of file [YMGAMsgBox.cc](#).

## 3.9.4 Member Function Documentation

#### 3.9.4.1 setButtonLabel()

```
void YMGAMessageBox::setButtonLabel (
    const std::string & label,
    DLG_BUTTON button = B_ONE )
```

sets the message box button name (empty string is assigned by default)

##### Parameters

<i>label</i>	button name
<i>button</i>	button to set (B_ONE, or B_TWO if configured for two buttons)

Definition at line 118 of file [YMGAMsgBox.cc](#).

#### 3.9.4.2 setDefaultButton()

```
void YMGAMessageBox::setDefaultButton (
    DLG_BUTTON button = B_ONE )
```

sets the message box default button

##### Parameters

<i>button</i>	button to set (B_ONE, or B_TWO if configured for two buttons)
---------------	---

Definition at line 126 of file [YMGAMsgBox.cc](#).

#### 3.9.4.3 setIcon()

```
void YMGAMessageBox::setIcon (
    const std::string & icon )
```

sets the message box icon (full path)

##### Parameters

<i>icon</i>	icon pathname
-------------	---------------

Definition at line 89 of file [YMGAMsgBox.cc](#).

#### 3.9.4.4 setMinSize()

```
void YMGAMessageBox::setMinSize (
    YLayoutSize_t minWidth,
    YLayoutSize_t minHeight )
```

sets the dilaog box minimum size according to YWidgetFactory::createMinSize()

##### Parameters

<i>minWidth</i>	dialog min width
<i>minHeight</i>	dialog min height

Definition at line [106](#) of file [YMGAMsgBox.cc](#).

#### 3.9.4.5 setText()

```
void YMGAMessageBox::setText (
    const std::string & text,
    bool useRichText = false )
```

sets the message box text information

##### Parameters

<i>text</i>	dialog content text
<i>useRichText</i>	set text using rich text if true

Definition at line [100](#) of file [YMGAMsgBox.cc](#).

#### 3.9.4.6 setTitle()

```
void YMGAMessageBox::setTitle (
    const std::string & title )
```

sets the message box title

##### Parameters

<i>title</i>	title text
--------------	------------

Definition at line 95 of file [YMGAMsgBox.cc](#).

#### 3.9.4.7 show()

```
YMGAMessageBox::DLG_BUTTON YMGAMessageBox::show ( )
```

it shows the message box dialog using data set by user.

##### Returns

which button has been pressed to leave the dialog (B\_ONE or B\_TWO)

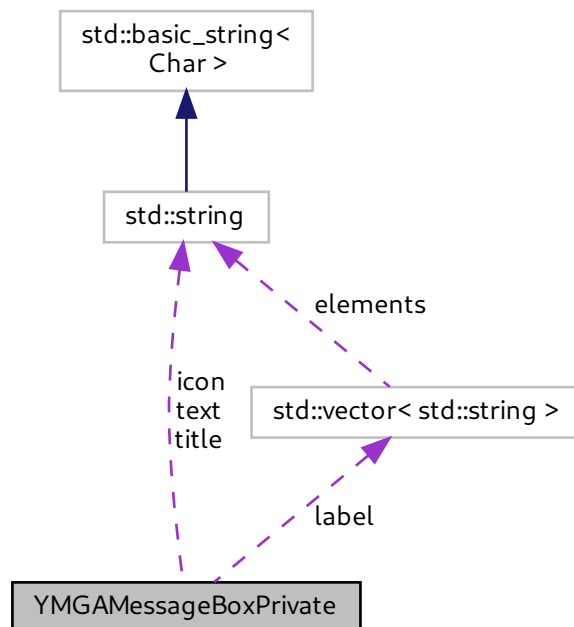
Definition at line 135 of file [YMGAMsgBox.cc](#).

The documentation for this class was generated from the following files:

- [/home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGAMsgBox.h](#)
- [/home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGAMsgBox.cc](#)

## 3.10 YMGAMessageBoxPrivate Class Reference

Collaboration diagram for YMGAMessageBoxPrivate:



## Public Attributes

- `std::string title`
- `std::string text`
- `std::string icon`
- `bool useRichText`
- `YLayoutSize_t minWidth`
- `YLayoutSize_t minHeight`
- `YMGAMessageBox::DLG_BUTTON buttons`
- `YMGAMessageBox::DLG_MODE mode`
- `YMGAMessageBox::DLG_BUTTON default_button`
- `std::vector< std::string > label`

### 3.10.1 Detailed Description

Definition at line 47 of file [YMGAMsgBox.cc](#).

The documentation for this class was generated from the following file:

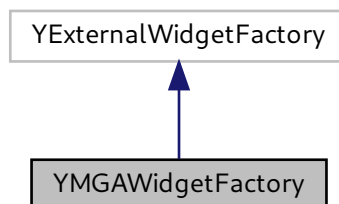
- `/home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGAMsgBox.cc`

## 3.11 YMGAWidgetFactory Class Reference

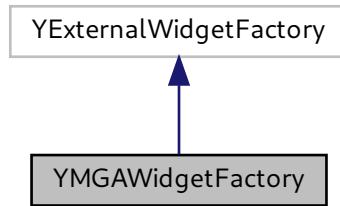
Abstract extension widget factory to create widget extensions.

```
#include <YMGAWidgetExtensionFactory.h>
```

Inheritance diagram for YMGAWidgetFactory:



Collaboration diagram for YMGAWidgetFactory:



## Public Member Functions

- **YMGAAboutDialog** \* **createAboutDialog** (const std::string &appname, const std::string &appversion, const std::string &applicense, const std::string &appauthors, const std::string &appdescription, const std::string &applogo, const std::string &appicon=std::string(), const std::string &appcredits=std::string(), const std::string &appinfo=std::string())  
*creates an About Dialog providing the information passed as arguments Remember to remove this instance after.*
- virtual **YMGA\_CBTable** \* **createCBTable** (YWidget \*parent, YTableHeader \*header\_disown, YCBTableMode mode=YCBTableCheckBoxOnFirstColumn)=0  
*creates a check boxed table*
- virtual **YMGAMenuBar** \* **createMenuBar** (YWidget \*parent)=0  
*creates a menu bar*
- **YMGAMessageBox** \* **createDialogBox** (**YMGAMessageBox::DLG\_BUTTON** button\_number=**YMGAMessageBox::B\_ONE**, **YMGAMessageBox::DLG\_MODE** dialog\_mode=**YMGAMessageBox::D\_NORMAL**)  
*creates a dialog box dialog, use the instance to set dialog information and call show() to use it.*
- **YMGAMessageBox** \* **createMessageBox** (const std::string &title, const std::string &text, bool useRichText, const std::string &btn\_label)  
*creates an messagebox dialog, use the instance to set dialog information and call show() to use it.*
- **YMGAMessageBox** \* **createInfoBox** (const std::string &title, const std::string &text, bool useRichText, const std::string &btn\_label)  
*creates an Info messagebox dialog, use the instance to set dialog information and call show() to use it.*
- **YMGAMessageBox** \* **createWarningBox** (const std::string &title, const std::string &text, bool useRichText, const std::string &btn\_label)  
*creates an Warning messagebox dialog, use the instance to set dialog information and call show() to use it.*

## Static Public Member Functions

- static **YMGAWidgetFactory** \* **getYMGAWidgetFactory** (YExternalWidgetFactory \*instance)  
*casts useful for bindings from YExternalWidgetFactory\* to YMGAWidgetFactory\**
- static YWidgetEvent \* **getYWidgetEvent** (YEvent \*event)  
*casts useful for bindings from YEvent\* to YWidgetEvent\**
- static YKeyEvent \* **getYKeyEvent** (YEvent \*event)

- casts useful for bindings from YEvent\* to YKeyEvent\**
- static YMenuEvent \* [getYMenuEvent](#) (YEvent \*event)  
*casts useful for bindings from YEvent\* to YMenuEvent\**
- static YCancelEvent \* [getYCancelEvent](#) (YEvent \*event)  
*casts useful for bindings from YEvent\* to YCancelEvent\**
- static YDebugEvent \* [getYDebugEvent](#) (YEvent \*event)  
*casts useful for bindings from YEvent\* to YDebugEvent\**
- static YTimeoutEvent \* [getYTimeoutEvent](#) (YEvent \*event)  
*casts useful for bindings from YEvent\* to YTimeoutEvent\**
- static [YMGAMenuItem](#) \* [toYMGAMenuItem](#) (YItem \*item)  
*useful cast for bindings from YItem\* to YMGAMenuItem\* it just performs a dynamic\_cast*
- static [YMenuSeparator](#) \* [toYMenuSeparator](#) (YItem \*item)  
*useful cast for bindings from YItem\* to YMenuSeparator\* it just performs a dynamic\_cast*

## Protected Member Functions

- [YMGAWidgetFactory](#) ()  
*Constructor.*
- virtual [~YMGAWidgetFactory](#) ()  
*Destructor.*

## Friends

- class [YExternalWidgets](#)

### 3.11.1 Detailed Description

Abstract extension widget factory to create widget extensions.

Refer to the respective widget's documentation (in the header file) for documentation about the function parameters.

Definition at line 53 of file [YMGAWidgetExtensionFactory.h](#).

### 3.11.2 Constructor & Destructor Documentation

#### 3.11.2.1 YMGAWidgetFactory()

```
YMGAWidgetFactory::YMGAWidgetFactory ( ) [protected]
```

Constructor.

Use [YExternalWidgets::widgetExtensionFactory\(\)](#) to get the singleton for this class.

Definition at line 41 of file [YMGAWidgetExtensionFactory.cc](#).



### 3.11.3 Member Function Documentation

#### 3.11.3.1 createAboutDialog()

```
YMGAAboutDialog * YMGAWidgetFactory::createAboutDialog (
    const std::string & appname,
    const std::string & appversion,
    const std::string & applicense,
    const std::string & appauthors,
    const std::string & appdescription,
    const std::string & applogo,
    const std::string & appicon = std::string(),
    const std::string & appcredits = std::string(),
    const std::string & appinfo = std::string() )
```

creates an About Dialog providing the information passed as arguments Remember to remove this instance after.

##### Parameters

<i>appname</i>	the application name
<i>appver</i>	the application version
<i>applicense</i>	the application license, short-length (e.g. GPLv2, GPLv3, LGPL, LGPLv2+, etc)
<i>appauthors</i>	the application authors
<i>appdescription</i>	a brief description of the application
<i>applogo</i>	the file path to the application logo
<i>appicon</i>	the file path to the application icon
<i>appcredits</i>	optional, the credits
<i>appinfo</i>	optional, other extra information

##### Returns

[YMGAAboutDialog](#) instance

Definition at line 52 of file [YMGAWidgetExtensionFactory.cc](#).

#### 3.11.3.2 createCBTable()

```
virtual YMGA_CBTable* YMGAWidgetFactory::createCBTable (
    YWidget * parent,
    YTableHeader * header_disown,
    YCBTableMode mode = YCBTableCheckBoxOnFirstColumn ) [pure virtual]
```

creates a check boxed table

## Parameters

<i>parent</i>	parent widget
<i>header_disown</i>	YTable header
<i>mode</i>	check box position (YCBTableCheckBoxOnFirstColumn, YCBTableCheckBoxOnLastColumn)

## Returns

[YMGACBTable](#) widget instance

**3.11.3.3 createDialogBox()**

```
YMGAMessageBox * YMGAWidgetFactory::createDialogBox (
    YMGAMessageBox::DLG_BUTTON button_number = YMGAMessageBox::B_ONE,
    YMGAMessageBox::DLG_MODE dialog_mode = YMGAMessageBox::D_NORMAL )
```

creates a dialog box dialog, use the instance to set dialog information and call show() to use it.

Remember to remove this instance after.

## Parameters

<i>button_number</i>	one button (such as "ok" for instance) B_ONE or two buttons (such as "ok" and "cancel") B_TWO
<i>dialog_mode</i>	dialog type (D_NORMAL, D_INFO, D_WARNING)

## Returns

[YMGAMessageBox](#) dialog instance

Definition at line 68 of file [YMGAWidgetExtensionFactory.cc](#).

**3.11.3.4 createInfoBox()**

```
YMGAMessageBox * YMGAWidgetFactory::createInfoBox (
    const std::string & title,
    const std::string & text,
    bool useRichText,
    const std::string & btn_label )
```

creates an Info messagebox dialog, use the instance to set dialog information and call show() to use it.

Remember to remove this instance after.

## Parameters

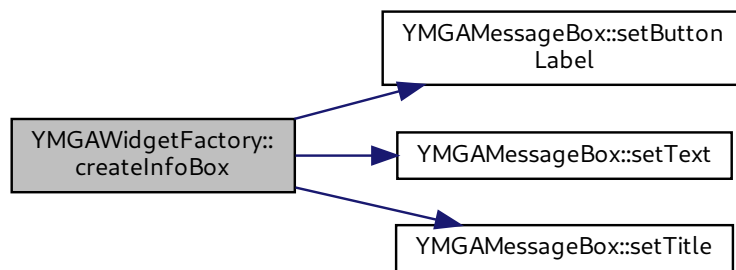
<i>title</i>	dialog title
<i>text</i>	dialog content text
<i>useRichText</i>	set text using rich text if true
<i>btn_label</i>	button label (such as Ok, for instance)

## Returns

[YMGAMessageBox](#) dialog instance

Definition at line 84 of file [YMGAWidgetExtensionFactory.cc](#).

Here is the call graph for this function:



## 3.11.3.5 createMenuBar()

```
virtual YMGAMenuBar* YMGAWidgetFactory::createMenuBar (
    YWidget * parent ) [pure virtual]
```

creates a menu bar

## Parameters

<i>parent</i>	parent widget
---------------	---------------

## Returns

[YMGAMenuBar](#) widget instance

### 3.11.3.6 createMessageBox()

```
YMGAMessageBox * YMGAWidgetFactory::createMessageBox (
    const std::string & title,
    const std::string & text,
    bool useRichText,
    const std::string & btn_label )
```

creates an messagebox dialog, use the instance to set dialog information and call show() to use it.

Remember to remove this instance after.

## Parameters

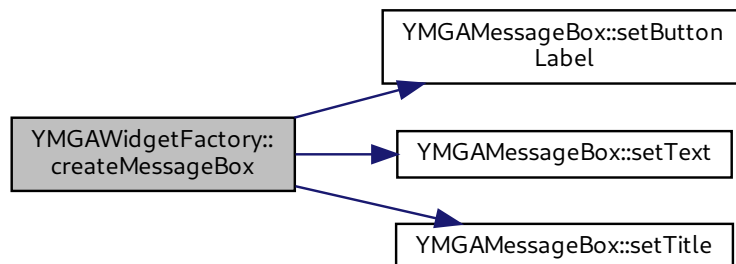
<i>title</i>	dialog title
<i>text</i>	dialog content text
<i>useRichText</i>	set text using rich text if true
<i>btn_label</i>	button label (such as Ok, for instance)

## Returns

[YMGAMessageBox](#) dialog instance

Definition at line 75 of file [YMGAWidgetExtensionFactory.cc](#).

Here is the call graph for this function:



## 3.11.3.7 createWarningBox()

```
YMGAMessageBox * YMGAWidgetFactory::createWarningBox (
    const std::string & title,
    const std::string & text,
    bool useRichText,
    const std::string & btn_label )
```

creates an Warning messagebox dialog, use the instance to set dialog information and call show() to use it.

casts

Remember to remove this instance after.

## Parameters

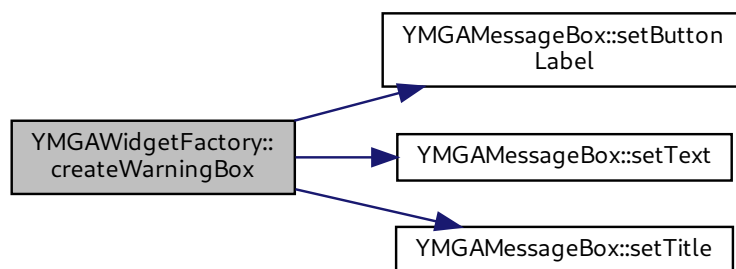
<i>title</i>	dialog title
<i>text</i>	dialog content text
<i>useRichText</i>	set text using rich text if true
<i>btn_label</i>	button label (such as Ok, for instance)

## Returns

[YMGAMessageBox](#) dialog instance

Definition at line 93 of file [YMGAWidgetExtensionFactory.cc](#).

Here is the call graph for this function:



The documentation for this class was generated from the following files:

- `/home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGAWidgetExtensionFactory.h`
- `/home/iurt/rpmbuild/BUILD/libyui-mga-1.1.0/src/YMGAWidgetExtensionFactory.cc`



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