libyui-mga-ncurses

1.1.0

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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:

__MBItem 5
NCMenu 5
NCMenuLine 7
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Chapter 3

Class Documentation

3.1 __MBItem Struct Reference

Public Attributes

- YItem * **item**
- wchar_t **hotkey**
- wpos **pos**

3.1.1 Detailed Description

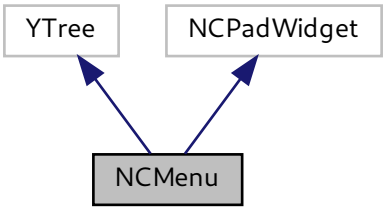
Definition at line 39 of file YMGANCMenuBar.cc.

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

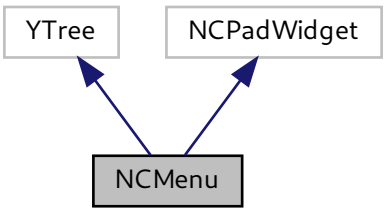
- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/YMGANCMenuBar.cc

3.2 NCMenu Class Reference

Inheritance diagram for NCMenu:



Collaboration diagram for NCMenu:



Public Member Functions

- **NCMenu** (YWidget ∗parent)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- bool **HasHotkey** (int key)
- NCursesEvent **wHandleHotkey** (wint_t key)
- virtual void **rebuildTree** ()
- virtual YMenuItem ∗ **getCurrentItem** () const
- virtual YMenuItem ∗ **currentItem** ()
- virtual void **deselectAllItems** ()
- virtual void **selectItem** (YItem ∗item, bool selected)
- virtual void **selectItem** (int index)
- virtual NCursesEvent **wHandleInput** (wint_t key)
- virtual void **setEnabled** (bool do_bv)
- virtual bool **setKeyboardFocus** ()
- void **deleteAllItems** ()

Protected Member Functions

- virtual NCTreePad ∗ **myPad** () const
- const NCMenuLine ∗ **getTreeLine** (unsigned idx) const
- NCMenuLine ∗ **modifyTreeLine** (unsigned idx)
- virtual const char ∗ **location** () const
- virtual NCPad ∗ **CreatePad** ()
- virtual void **DrawPad** ()
- virtual void **startMultipleChanges** ()
- virtual void **doneMultipleChanges** ()
- virtual void **activate** ()

Friends

- std::ostream & **operator**<< (std::ostream &str, const NCMenu &obj)

3.2.1 Detailed Description

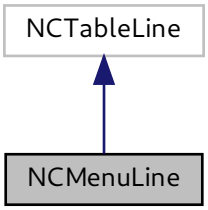
Definition at line 41 of file NCMenu.h.

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

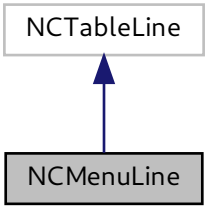
- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/NCMenu.h
- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/NCMenu.cc

3.3 NCMenuLine Class Reference

Inheritance diagram for NCMenuLine:



Collaboration diagram for NCMenuLine:



Public Member Functions

- **NCMenuLine** (YMenuItem ∗item)
- YMenuItem ∗ **YItem** () const
- virtual void **DrawAt** (NCursesWindow &w, const wrect at, NCTableStyle &tableStyle, bool active) const

3.3.1 Detailed Description

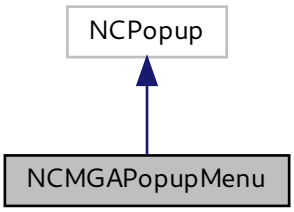
Definition at line 37 of file NCMenu.cc.

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

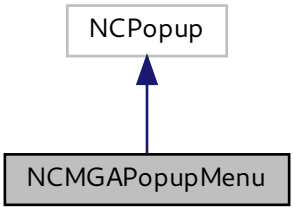
- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/NCMenu.cc

3.4 NCMGAPopupMenu Class Reference

Inheritance diagram for NCMGAPopupMenu:



Collaboration diagram for NCMGAPopupMenu:



Classes

- struct Private

Public Member Functions

- **NCMGAPopupMenu** (const wpos &at, YItemIterator begin, YItemIterator end)

Protected Member Functions

- virtual NCursesEvent **wHandleInput** (wint_t ch)
- virtual bool **postAgain** ()
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- bool **HasHotkey** (int key)
- NCursesEvent **wHandleHotkey** (wint_t key)

3.4.1 Detailed Description

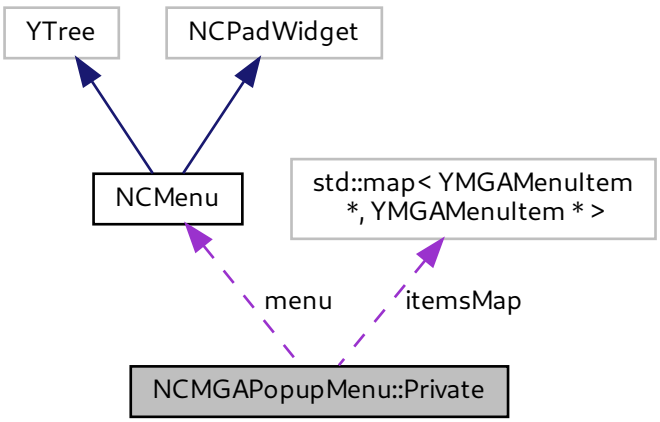
Definition at line 36 of file NCMGAPopupMenu.h.

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

- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/NCMGAPopupMenu.h
- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/NCMGAPopupMenu.cc

3.5 NCMGAPopupMenu::Private Struct Reference

Collaboration diagram for NCMGAPopupMenu::Private:



Public Attributes

- NCMenu * **menu**
- unsigned **maxlen**
- wpos **pos**
- bool **selected**
- std::map< YMGAMenuItem *, YMGAMenuItem * > **itemsMap**

3.5.1 Detailed Description

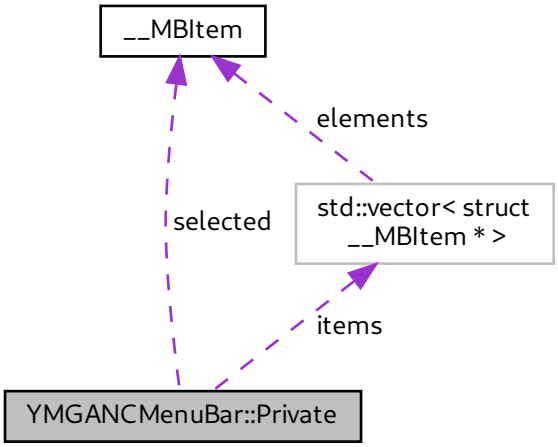
Definition at line 34 of file NCMGAPopupMenu.cc.

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

- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/NCMGAPopupMenu.cc

3.6 YMGANCMenuBar::Private Struct Reference

Collaboration diagram for YMGANCMenuBar::Private:



Public Member Functions

- __MBItem * **getNext** ()
- __MBItem * **getPrevious** ()

Public Attributes

- std::vector< struct __MBItem * > **items**
- __MBItem * **selected**
- unsigned **nextSerialNo**

3.6.1 Detailed Description

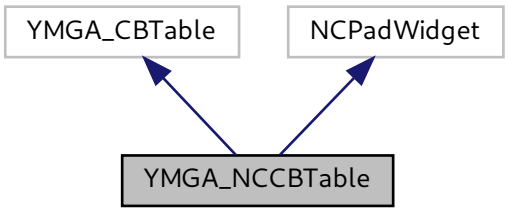
Definition at line 46 of file YMGANCMenuBar.cc.

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

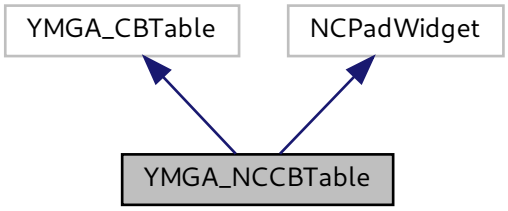
- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/YMGANCMenuBar.cc

3.7 YMGA_NCCBTable Class Reference

Inheritance diagram for YMGA_NCCBTable:



Collaboration diagram for YMGA_NCCBTable:



Public Member Functions

- **YMGA_NCCBTable** (YWidget *parent, YTableHeader *tableHeader, YCBTableMode mode=YCBTableMode::↩ YCBTableCheckBoxOnFirstColumn)
- bool **bigList** () const
- void **setHeader** (std::vector< std::string > head)
- void **getHeader** (std::vector< std::string > &head)
- virtual void **setAlignment** (int col, YAlignmentType al)
- void **setBigList** (const bool big)
- void **SetSepChar** (const chtype colSepchar)
- void **SetSepWidth** (const unsigned sepwidth)
- void **SetHotCol** (const int hcol)
- virtual void **addItem** (YItem *yitem)
- virtual void **addItems** (const YItemCollection &itemCollection)
- virtual void **deleteAllItems** ()
- virtual int **getCurrentItem** ()
- YItem * **getCurrentItemPointer** ()
- virtual void **setCurrentItem** (int index)
- virtual void **selectItem** (YItem *yitem, bool selected)
- void **selectCurrentItem** ()
- virtual void **deselectAllItems** ()
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setLabel** (const std::string &nlabel)
- virtual void **setEnabled** (bool do_bv)
- bool **setItemByKey** (int key)
- virtual NCursesEvent **wHandleInput** (wint_t key)
- virtual bool **setKeyboardFocus** ()
- void **stripHotkeys** ()
- void **setSortStrategy** (NCTableSortStrategyBase *newStrategy)
- void **checkItem** (YItem *yitem, bool checked=true)

Protected Member Functions

- virtual NCTablePad * myPad () const

  Overload myPad to narrow the type.
- virtual const char * **location** () const
- virtual NCPad * **CreatePad** ()
- virtual void **cellChanged** (int index, int colnum, const std::string &newtext)
- virtual void **cellChanged** (const YTableCell *cell)
- virtual void **startMultipleChanges** ()
- virtual void **doneMultipleChanges** ()
- virtual void **addItem** (YItem *yitem, bool allAtOnce)
- void toggleCurrentItem ()

  Toggle item from selected -> deselected and vice versa.

Protected Attributes

- bool **biglist**

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const YMGA_NCCBTable &OBJ)

3.7.1 Detailed Description

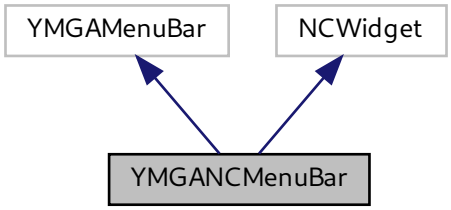
Definition at line 34 of file YMGA_NCCBTable.h.

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

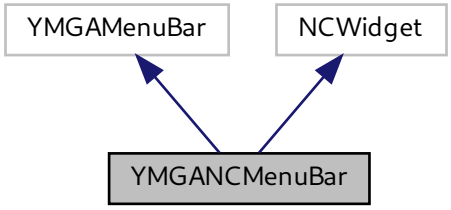
- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/YMGA_NCCBTable.h
- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/YMGA_NCCBTable.cc

3.8 YMGANCMenuBar Class Reference

Inheritance diagram for YMGANCMenuBar:



Collaboration diagram for YMGANCMenuBar:



Classes

- struct Private

Public Member Functions

- **YMGANCMenuBar** (YWidget ∗parent)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual NCursesEvent **wHandleHotkey** (wint_t key)
- virtual NCursesEvent **wHandleInput** (wint_t key)
- virtual bool **setKeyboardFocus** ()
- virtual void **setEnabled** (bool do_bv)
- virtual void addItem (YItem ∗item)

  Add an YMenuItem first item represents the menu name, other sub items menu entries.
- virtual void addItems (const YItemCollection &itemCollection)

  Add multiple items.
- virtual bool HasHotkey (int key)

  Reimplemnted to check all the hotkeys from YMenuItems.
- 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.
- virtual void deleteAllItems ()

  Delete all items.

Protected Member Functions

- virtual const char ∗ **location** () const
- virtual void **wRedraw** ()
- NCursesEvent **postMenu** ()

Friends

- std::ostream & **operator<<** (std::ostream &str, const YMGANCMenuBar &obj)

3.8.1 Detailed Description

Definition at line 33 of file YMGANCMenuBar.h.

3.8.2 Member Function Documentation

3.8.2.1 addItem()

```
void YMGANCMenuBar::addItem (
            YItem * item )  [virtual]
```

Add an YMenuItem first item represents the menu name, other sub items menu entries.

Reimplemented from YSelectionWidget.

Definition at line 244 of file YMGANCMenuBar.cc.

3.8.2.2 addItems()

```
void YMGANCMenuBar::addItems (
            const YItemCollection & itemCollection )  [virtual]
```

Add multiple items.

For some UIs, this can be more efficient than calling addItem() multiple times.

Reimplemented from YSelectionWidget.

Definition at line 269 of file YMGANCMenuBar.cc.

3.8.2.3 deleteAllItems()

```
void YMGANCMenuBar::deleteAllItems ( )  [virtual]
```

Delete all items.

Reimplemented from YSelectionWidget

Definition at line 473 of file YMGANCMenuBar.cc.

3.8.2.4 enableItem()

```
void YMGANCMenuBar::enableItem (
            YItem * menu_item,
            bool enable = true )  [virtual]
```

Enable YMGAMenuItem (menu name or menu entry) to enable/disable it into menubar or menu.

Reimplemented from YMGAMenuBar.

Definition at line 463 of file YMGANCMenuBar.cc.

3.8.2.5 hideItem()

```
void YMGANCMenuBar::hideItem (
            YItem * menu_item,
            bool invisible = true )  [virtual]
```

Hide YMGAMenuItem (menu name or menu entry) to hide/show it into menubar or menu.

Reimplemented from YMGAMenuBar.

Definition at line 468 of file YMGANCMenuBar.cc.

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

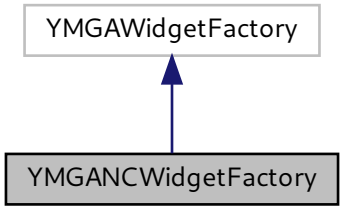
- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/YMGANCMenuBar.h
- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/YMGANCMenuBar.cc

3.9 YMGANCWidgetFactory Class Reference

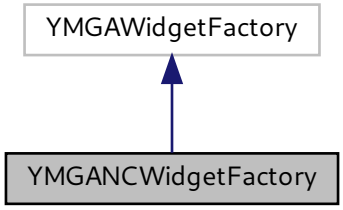
Concrete widget factory for mandatory widgets.

`#include <YMGANCWidgetFactory.h>`

Inheritance diagram for YMGANCWidgetFactory:



Collaboration diagram for YMGANCWidgetFactory:



Public Member Functions

- virtual YMGA_CBTable ∗ **createCBTable** (YWidget ∗parent, YTableHeader ∗header_disown, YCBTableMode mode=YCBTableCheckBoxOnFirstColumn)
- virtual YMGAMenuBar ∗ **createMenuBar** (YWidget ∗parent)

Protected Member Functions

- YMGANCWidgetFactory ()

  Constructor.
- virtual ∼YMGANCWidgetFactory ()

  Destructor.

Friends

- class **YNCWE**

3.9.1 Detailed Description

Concrete widget factory for mandatory widgets.

Definition at line 39 of file YMGANCWidgetFactory.h.

3.9.2 Constructor & Destructor Documentation

3.9.2.1 YMGANCWidgetFactory()

```
YMGANCWidgetFactory::YMGANCWidgetFactory ( )  [protected]
```

Constructor.

Use YUI::widgetFactory() to get the singleton for this class.

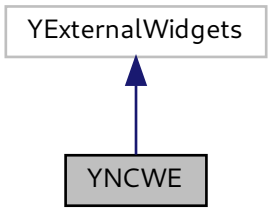
Definition at line 41 of file YMGANCWidgetFactory.cc.

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

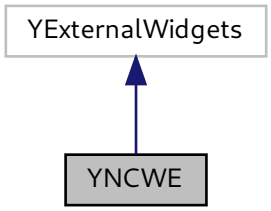
- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/YMGANCWidgetFactory.h
- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/YMGANCWidgetFactory.cc

3.10 YNCWE Class Reference

Inheritance diagram for YNCWE:



Collaboration diagram for YNCWE:



Public Member Functions

- **YNCWE** (const std::string &name)

Protected Member Functions

- virtual YExternalWidgetFactory * **createExternalWidgetFactory** ()

3.10.1 Detailed Description

Definition at line 28 of file YNCWE.h.

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

- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/YNCWE.h
- /home/iurt/rpmbuild/BUILD/libyui-mga-ncurses-1.1.0/src/YNCWE.cc

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