

libyui-ncurses

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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Chapter 3

Class Documentation

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Public Member Functions

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- chtype **attr** () const
- chtype **textattr** () const
- void **setBg** (bool prev)
- void **setFg** (bool prev)
- void **toggleStyle** (chtype sty)
- void **setStyle** (chtype sty)
- void **setChar** (chtype sty)

Public Attributes

- std::string **label**

3.1.1 Detailed Description

Definition at line [145](#) of file [NCStyleDef.cc](#).

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

- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCStyleDef.cc](#)

3.2 NCStyleDef::lookupIdx Struct Reference

helper struct to std::map strings to [NCstyle](#) enum values

Public Member Functions

- **lookupIdx** (NCstyle::STglobal g)
- **lookupIdx** (NCstyle::STlocal l)
- bool **isLoc** () const
- bool **isGlob** () const
- bool **isUnknown** () const
- unsigned **uindex** () const
- const char * **stat** () const

Public Attributes

- NCstyle::STglobal **glob**
- NCstyle::STlocal **loc**

3.2.1 Detailed Description

helper struct to std::map strings to [NCstyle](#) enum values

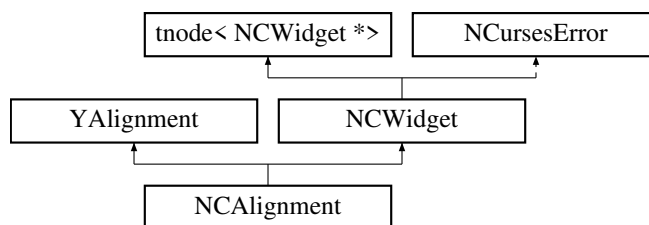
Definition at line [809](#) of file [NCStyleDef.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCStyleDef.cc

3.3 NCAalignment Class Reference

Inheritance diagram for NCAalignment:



Public Member Functions

- **NCAalignment** (YWidget *parent, YAlignmentType halign, YAlignmentType valign)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **moveChild** (YWidget *child, int newx, int newy)
- virtual void **setEnabled** (bool do_bv)

Pure virtual to make sure every widget implements it.

Protected Member Functions

- virtual const char * **location** () const

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCAAlignment](#) &OBJ)

Additional Inherited Members

3.3.1 Detailed Description

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

3.3.2 Member Function Documentation

3.3.2.1 setEnabled()

```
void NCAAlignment::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via YWidget::setEnabled perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

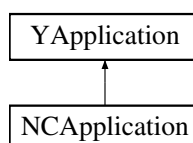
Definition at line 55 of file [NCAAlignment.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCAAlignment.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCAAlignment.cc

3.4 NCAApplication Class Reference

Inheritance diagram for NCAApplication:



Public Member Functions

- virtual void [setLanguage](#) (const std::string &language, const std::string &encoding=std::string()) override
Set language and encoding for the locale environment (\$LANG).
- virtual std::string [askForExistingDirectory](#) (const std::string &startDir, const std::string &headline) override
Open a directory selection box and prompt the user for an existing directory.
- virtual std::string [askForExistingFile](#) (const std::string &startWith, const std::string &filter, const std::string &headline) override
Open a file selection box and prompt the user for an existing file.
- virtual std::string [askForSaveFileName](#) (const std::string &startWith, const std::string &filter, const std::string &headline) override
Open a file selection box and prompt the user for a file to save data to.
- virtual void [beep](#) () override
Beep.
- virtual void [redrawScreen](#) () override
Redraw the screen.
- virtual void [initConsoleKeyboard](#) () override
Initialize the (text) console keyboard.
- virtual void [setConsoleFont](#) (const std::string &console_magic, const std::string &font, const std::string &screen←_map, const std::string &unicode_map, const std::string &language) override
Set the (text) console font according to the current encoding etc.
- virtual int [runInTerminal](#) (const std::string &command) override
Run a shell command (typically an interactive program using [NCurses](#)) in a terminal (window).
- virtual int [displayWidth](#) () override
- virtual int [displayHeight](#) () override
- virtual int [displayDepth](#) () override
- virtual long [displayColors](#) () override
- virtual int [defaultWidth](#) () override
- virtual int [defaultHeight](#) () override
- virtual bool [isTextMode](#) () override
- virtual bool [hasImageSupport](#) () override
- virtual bool [hasIconSupport](#) () override
- virtual bool [hasAnimationSupport](#) () override
- virtual bool [hasFullUtf8Support](#) () override
- virtual bool [richTextSupportsTable](#) () override
- virtual bool [leftHandedMouse](#) () override
- virtual void [setApplicationTitle](#) (const std::string &title) override
Set the application title.
- virtual void [openUI](#) () override
To mix TUI ([NCurses](#)) with stdio, enclose the UI parts within openUI/closeUI.
- virtual void [closeUI](#) () override

Protected Member Functions

- [NCAApplication](#) ()
Constructor.
- virtual [~NCAApplication](#) ()
Destructor.

Friends

- class **YNCursesUI**

3.4.1 Detailed Description

Definition at line 31 of file [NCAApplication.h](#).

3.4.2 Constructor & Destructor Documentation

3.4.2.1 NCAApplication()

```
NCAApplication::NCAApplication ( ) [protected]
```

Constructor.

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

Definition at line 37 of file [NCAApplication.cc](#).

3.4.3 Member Function Documentation

3.4.3.1 askForExistingDirectory()

```
std::string NCAApplication::askForExistingDirectory (
    const std::string & startDir,
    const std::string & headline ) [override], [virtual]
```

Open a directory selection box and prompt the user for an existing directory.

'startDir' is the initial directory that is displayed.

'headline' is an explanatory text for the directory selection box. Graphical UIs may omit that if no window manager is running.

Returns the selected directory name or an empty std::string if the user canceled the operation.

Implemented from YApplication.

Definition at line 97 of file [NCAApplication.cc](#).

3.4.3.2 askForExistingFile()

```
std::string NCAApplication::askForExistingFile (
    const std::string & startWith,
    const std::string & filter,
    const std::string & headline ) [override], [virtual]
```

Open a file selection box and prompt the user for an existing file.

'startWith' is the initial directory or file.

'filter' is one or more blank-separated file patterns, e.g. "*.png *.jpg"

'headline' is an explanatory text for the file selection box. Graphical UIs may omit that if no window manager is running.

Returns the selected file name or an empty std::string if the user canceled the operation.

Implemented from YApplication.

Definition at line [81](#) of file [NCAApplication.cc](#).

3.4.3.3 askForSaveFileName()

```
std::string NCAApplication::askForSaveFileName (
    const std::string & startWith,
    const std::string & filter,
    const std::string & headline ) [override], [virtual]
```

Open a file selection box and prompt the user for a file to save data to.

Automatically asks for confirmation if the user selects an existing file.

'startWith' is the initial directory or file.

'filter' is one or more blank-separated file patterns, e.g. "*.png *.jpg"

'headline' is an explanatory text for the file selection box. Graphical UIs may omit that if no window manager is running.

Returns the selected file name or an empty std::string if the user canceled the operation.

Implemented from YApplication.

Definition at line [65](#) of file [NCAApplication.cc](#).

3.4.3.4 beep()

```
void NCAApplication::beep ( ) [override], [virtual]
```

Beep.

Reimplemented from YApplication.

Definition at line 112 of file [NCAApplication.cc](#).

3.4.3.5 initConsoleKeyboard()

```
void NCAApplication::initConsoleKeyboard ( ) [override], [virtual]
```

Initialize the (text) console keyboard.

Reimplemented from YApplication.

Definition at line 125 of file [NCAApplication.cc](#).

3.4.3.6 openUI()

```
void NCAApplication::openUI ( ) [override], [virtual]
```

To mix TUI ([NCurses](#)) with stdio, enclose the UI parts within openUI/closeUI.

Reimplemented from YApplication.

Definition at line 185 of file [NCAApplication.cc](#).

3.4.3.7 redrawScreen()

```
void NCAApplication::redrawScreen ( ) [override], [virtual]
```

Redraw the screen.

Reimplemented from YApplication.

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

3.4.3.8 runInTerminal()

```
int NCAApplication::runInTerminal (
    const std::string & command ) [override], [virtual]
```

Run a shell command (typically an interactive program using [NCurses](#)) in a terminal (window).

Here in the [NCurses](#) UI, this shuts down the [NCurses](#) lib, runs the command and then restores the status of the [NCurses](#) lib so that the next instance of the [NCurses](#) lib from the started command doesn't interfere with the [NCurses](#) UI's instance.

Reimplemented from YApplication.

Definition at line 196 of file [NCAApplication.cc](#).

3.4.3.9 setApplicationTitle()

```
void NCAApplication::setApplicationTitle (
    const std::string & title ) [override], [virtual]
```

Set the application title.

Reimplemented from YApplication.

Definition at line 264 of file [NCAApplication.cc](#).

3.4.3.10 setConsoleFont()

```
void NCAApplication::setConsoleFont (
    const std::string & console_magic,
    const std::string & font,
    const std::string & screen_map,
    const std::string & unicode_map,
    const std::string & language ) [override], [virtual]
```

Set the (text) console font according to the current encoding etc.

See the `setfont(8)` command and the console [HowTo](#) for details.

Reimplemented from YApplication. Moving that code from [YNCursesUI](#) to this class turned out to be impossible (or at least a lot more work than it's worth) that I finally gave it up.

- [sh@suse.de](#) 2008-02-06

Definition at line 152 of file [NCAApplication.cc](#).

3.4.3.11 setLanguage()

```
void NCApplication::setLanguage (
    const std::string & language,
    const std::string & encoding = std::string() ) [override], [virtual]
```

Set language and encoding for the locale environment (\$LANG).

'language' is the ISO short code ("de_DE", "en_US", ...).

'encoding' an (optional) encoding ("utf8", ...) that will be appended if present.

Reimplemented from YApplication.

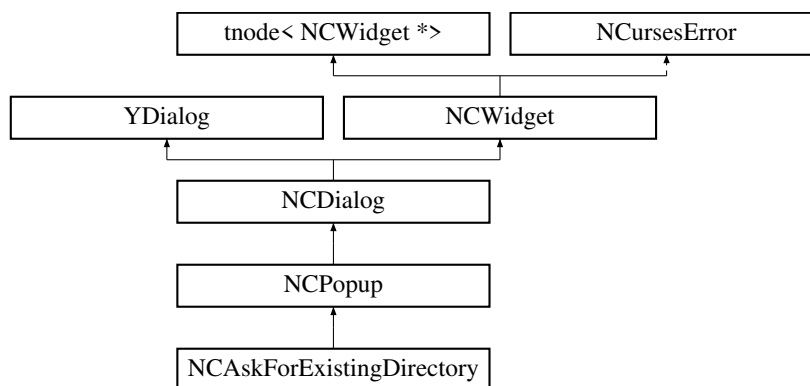
Definition at line 49 of file [NCApplication.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCApplication.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCApplication.cc

3.5 NCAskForExistingDirectory Class Reference

Inheritance diagram for NCAskForExistingDirectory:



Public Member Functions

- **NCAskForExistingDirectory** (const [wpos](#) at, const std::string &startDir, const std::string &headline)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- void [createLayout](#) (const std::string &initialDir, const std::string &headline)
Create layout of file directory selection popup.
- [NCursesEvent](#) & [showDirPopup](#) ()
Shows the popup with the std::list of directories.

Protected Member Functions

- virtual bool **postAgain** ()
- virtual [NCursesEvent](#) **wHandleInput** (wint_t ch)

Additional Inherited Members

3.5.1 Detailed Description

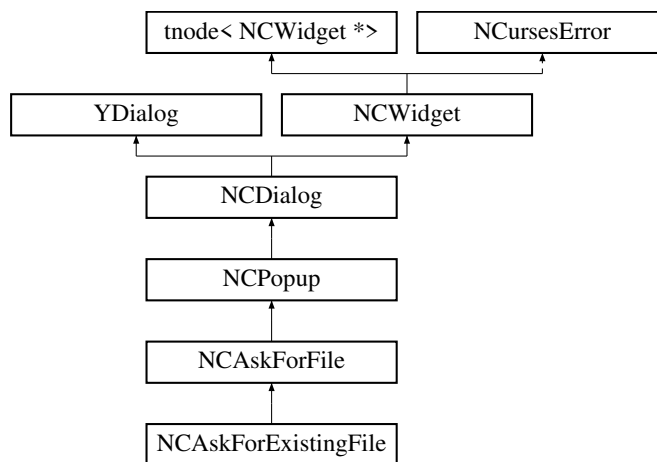
Definition at line 42 of file [NCAskForDirectory.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCAskForDirectory.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCAskForDirectory.cc

3.6 NCAskForExistingFile Class Reference

Inheritance diagram for NCAskForExistingFile:



Public Member Functions

- **NCAskForExistingFile** (const [wpos](#) at, const std::string &startDir, const std::string &filter, const std::string &headline)

Protected Member Functions

- virtual std::string **getFileName** ()

Additional Inherited Members

3.6.1 Detailed Description

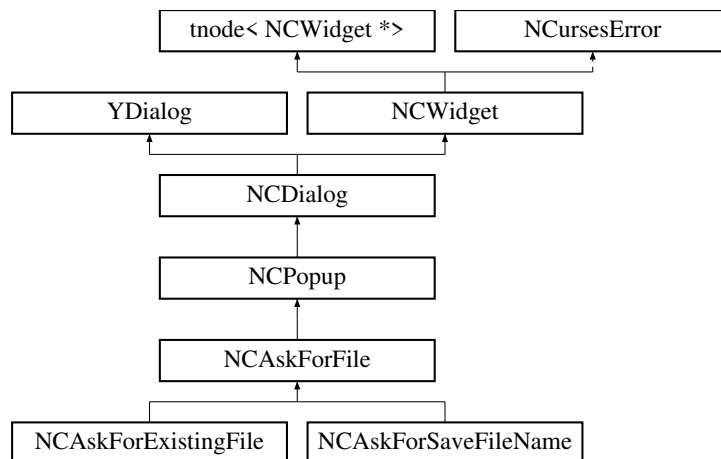
Definition at line 114 of file [NCAskForFile.h](#).

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

- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCAskForFile.h](#)
- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCAskForFile.cc](#)

3.7 NCAskForFile Class Reference

Inheritance diagram for NCAskForFile:



Public Member Functions

- **NCAskForFile** (const [wpos](#) at, const std::string &startDir, const std::string &filter, const std::string &headline)
- virtual int [preferredWidth](#) ()
Set the default size.
- virtual int **preferredHeight** ()
- void [createLayout](#) (const std::string &iniDir, const std::string &filter, const std::string &headline, bool editable)
Create layout of file selection popup iniDir: The initial start directory filter: pattern what files to show headline: popup headline editable: file name field editable?
- [NCursesEvent](#) & [showDirPopup](#) ()
Shows the popup with the std::list of directories.
- void [updateFileList](#) ()
Show new file information.

Protected Member Functions

- virtual bool **postAgain** ()
- virtual [NCursesEvent](#) **wHandleInput** (wint_t ch)
- virtual std::string **getFileName** ()=0
- std::string **checkIniDir** (std::string startDir)

Protected Attributes

- [NCFileTable](#) * **fileList**
- [NCInputField](#) * **fileName**

Additional Inherited Members

3.7.1 Detailed Description

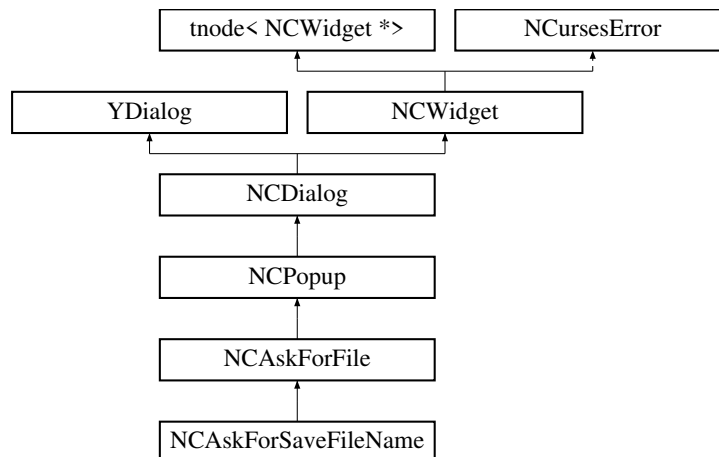
Definition at line 43 of file [NCAskForFile.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCAskForFile.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCAskForFile.cc

3.8 NCAskForSaveFileName Class Reference

Inheritance diagram for NCAskForSaveFileName:



Public Member Functions

- **NCAskForSaveFileName** (const [wpos](#) at, const std::string &startDir, const std::string &filter, const std::string &headline)

Protected Member Functions

- virtual std::string **getFileName** ()

Additional Inherited Members

3.8.1 Detailed Description

Definition at line 135 of file [NCAskForFile.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCAskForFile.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCAskForFile.cc

3.9 NCattribution Struct Reference

Static Public Member Functions

- static int **colors** ()
- static int **color_pairs** ()
- static chtype **color_pair** (short fg, short bg)
- static chtype **color_pair** (int i)
- static short **fg_color_pair** (int i)
- static short **bg_color_pair** (int i)
- static int **color_pair_of** (chtype ch)
- static short **fg_color_of** (chtype ch)
- static short **bg_color_of** (chtype ch)
- static chtype **getStyle** (chtype a)
- static chtype **getColor** (chtype a)
- static chtype **getChar** (chtype a)
- static chtype **getNonChar** (chtype a)
- static void **setStyle** (chtype &a, chtype ch)
- static void **setColor** (chtype &a, chtype ch)
- static void **setChar** (chtype &a, chtype ch)
- static void **addStyle** (chtype &a, chtype ch)
- static void **delStyle** (chtype &a, chtype ch)
- static void **toggleStyle** (chtype &a, chtype ch)
- static void **addAlt** (chtype &a)
- static void **delAlt** (chtype &a)
- static short **getFg** (chtype a)
- static short **getBg** (chtype a)
- static void **setFg** (chtype &a, short c)
- static void **setBg** (chtype &a, short c)
- static std::string **colorAsString** (short i)
Color name.
- static std::string **color_pairAsString** (int i)
String representation of color_pair "[fg,bg]".

Static Public Attributes

- static int **_colors** = ::COLORS
- static int **_pairs** = ::COLOR_PAIRS
- static const chtype **style_mask** = A_ATTRIBUTES & ~A_COLOR & ~A_ALTCHARSET
- static const chtype **color_mask** = A_COLOR
- static const chtype **char_mask** = A_CHARTEXT | A_ALTCHARSET

Friends

- class **NCurses**

3.9.1 Detailed Description

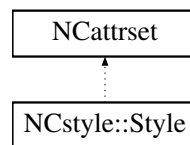
Definition at line 37 of file [NCstyle.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstyle.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstyle.cc

3.10 NCattrset Class Reference

Inheritance diagram for NCattrset:



Public Member Functions

- **NCattrset** (unsigned num)
- const chtype & **operator[]** (unsigned a) const
- chtype **getAttr** (unsigned a) const
- chtype **getStyle** (unsigned a) const
- chtype **getColor** (unsigned a) const
- chtype **getChar** (unsigned a) const
- chtype **getNonChar** (unsigned a) const
- void **setAttr** (unsigned a, chtype ch)
- void **setStyle** (unsigned a, chtype ch)
- void **setColor** (unsigned a, chtype ch)
- void **setChar** (unsigned a, chtype ch)
- void **addStyle** (unsigned a, chtype ch)
- void **delStyle** (unsigned a, chtype ch)
- void **toggleStyle** (unsigned a, chtype ch)
- void **addAlt** (unsigned a)
- void **delAlt** (unsigned a)
- short **getFg** (unsigned a) const
- short **getBg** (unsigned a) const
- void **setFg** (unsigned a, short c)
- void **setBg** (unsigned a, short c)

3.10.1 Detailed Description

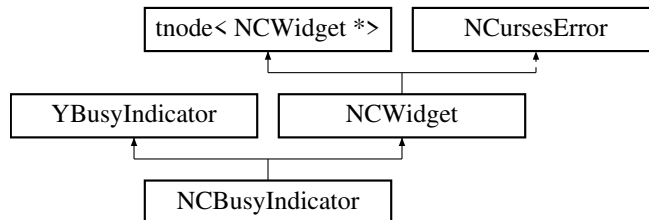
Definition at line 174 of file [NCstyle.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstyle.h

3.11 NCBusyIndicator Class Reference

Inheritance diagram for NCBusyIndicator:



Public Member Functions

- **NCBusyIndicator** (YWidget *parent, const std::string &label, int timeout=1000)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setLabel** (const std::string &nlabel)
- virtual void **setTimeout** (int newTimeout)
- virtual void **setAlive** (bool newAlive)
std::set alive or stalled
- virtual void **setEnabled** (bool do_bv)
Pure virtual to make sure every widget implements it.
- int **timeout** () const
- void **handler** (int sig_num)
handler, called by NCBusyIndicatorHandlerWrapper

Static Public Member Functions

- static void **staticHandler** (int sig_num)

Protected Member Functions

- virtual const char * **location** () const
- virtual void **wCreate** (const [wrect](#) &newrect)
- virtual void **wDelete** ()
- virtual void **wRedraw** ()
draw busy indicator widget

Friends

- `std::ostream & operator<< (std::ostream &STREAM, const NCBusyIndicator &OBJ)`

Additional Inherited Members

3.11.1 Detailed Description

Definition at line 41 of file [NCBusyIndicator.h](#).

3.11.2 Member Function Documentation

3.11.2.1 `setEnabled()`

```
void NCBusyIndicator::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

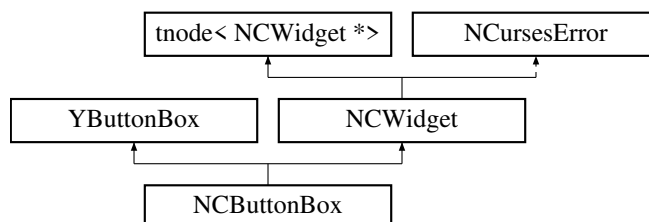
Definition at line 122 of file [NCBusyIndicator.cc](#).

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCBusyIndicator.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCBusyIndicator.cc`

3.12 NCButtonBox Class Reference

Inheritance diagram for `NCButtonBox`:



Public Member Functions

- **NCButtonBox** (YWidget *parent)
- virtual void **moveChild** (YWidget *child, int newX, int newY)
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setEnabled** (bool enabled)

Pure virtual to make sure every widget implements it.

Friends

- std::ostream & **operator**<< (std::ostream &stream, const [NCButtonBox](#) &widget)

Additional Inherited Members

3.12.1 Detailed Description

Definition at line 36 of file [NCButtonBox.h](#).

3.12.2 Member Function Documentation

3.12.2.1 setEnabled()

```
void NCButtonBox::setEnabled (  
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via YWidget::setEnabled perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

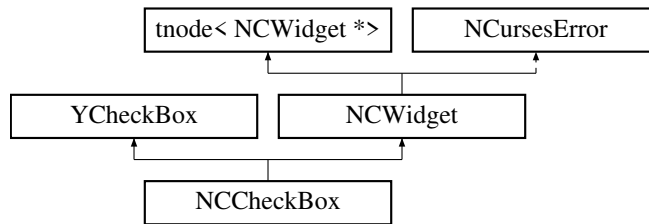
Definition at line 53 of file [NCButtonBox.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCButtonBox.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCButtonBox.cc

3.13 NCCheckBox Class Reference

Inheritance diagram for NCCheckBox:



Public Member Functions

- **NCCheckBox** (YWidget *parent, const std::string &label, bool checked)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setLabel** (const std::string &nlabel)
- virtual void **setValue** (YCheckBoxState state)
- virtual YCheckBoxState **value** ()
- virtual **NCursesEvent** **wHandleInput** (wint_t key)
- virtual void **setEnabled** (bool do_bv)
- *Pure virtual to make sure every widget implements it.*
- virtual bool **setKeyboardFocus** ()

Protected Types

- enum **State** { **S_DC** = 0, **S_OFF** = 1, **S_ON** = 2 }

Protected Member Functions

- virtual const char * **location** () const
- virtual void **wRedraw** ()

Friends

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

Additional Inherited Members

3.13.1 Detailed Description

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

3.13.2 Member Function Documentation

3.13.2.1 setEnabled()

```
void NCCheckBox::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via YWidget::setEnabled perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

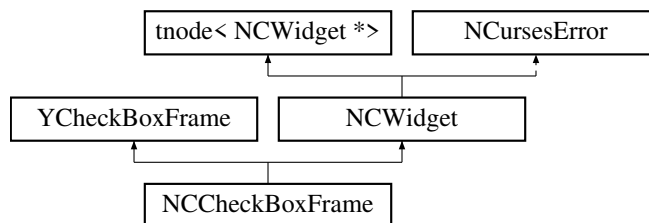
Definition at line 66 of file [NCCheckBox.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCCheckBox.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCCheckBox.cc

3.14 NCCheckBoxFrame Class Reference

Inheritance diagram for NCCheckBoxFrame:



Public Member Functions

- **NCCheckBoxFrame** (YWidget *parent, const std::string &label, bool checked)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setLabel** (const std::string &label)
- virtual void **setEnabled** (bool do_bv)
 - Pure virtual to make sure every widget implements it.*
- virtual bool **getValue** ()
- virtual void **setValue** (bool enable)
- virtual bool **setKeyboardFocus** ()
- virtual bool **value** ()
- virtual [NCursesEvent](#) **wHandleInput** (wint_t key)
- bool **getParentValue** ([NCWidget](#) *widget, bool initial)

Protected Member Functions

- bool **gotBuddy** ()
- virtual const char * **location** () const
- virtual void **wRedraw** ()

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCCheckBoxFrame](#) &OBJ)

Additional Inherited Members

3.14.1 Detailed Description

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

3.14.2 Member Function Documentation

3.14.2.1 `setEnabled()`

```
void NCCheckBoxFrame::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

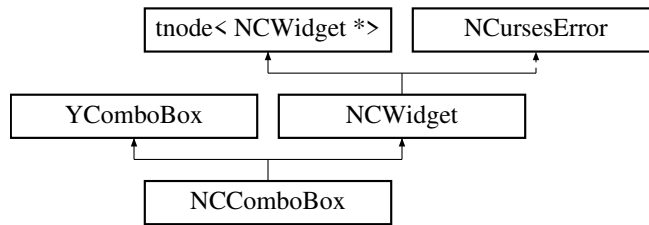
Definition at line 127 of file [NCCheckBoxFrame.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCCheckBoxFrame.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCCheckBoxFrame.cc

3.15 NCComboBox Class Reference

Inheritance diagram for NCComboBox:



Public Member Functions

- **NCComboBox** (YWidget *parent, const std::string &label, bool editable)
- virtual void **addItem** (YItem *item)
- virtual void **selectItem** (YItem *item, bool selected=true)
- void **addItem** (const std::string &label, bool selected)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setLabel** (const std::string &nlabel)
- virtual void **setText** (const std::string &text)
- virtual std::string **text** ()
- virtual void **setValidChars** (const std::string &validchars)
- virtual int **getCurrentItem** () const
- virtual void **setCurrentItem** (int index)
- virtual [NCursesEvent](#) **wHandleInput** (wint_t key)
- virtual void **setEnabled** (bool do_bv)
- *Pure virtual to make sure every widget implements it.*
- virtual bool **setKeyboardFocus** ()
- unsigned int **getListSize** ()
- void **deleteAllItems** ()
- void **setInputMaxLength** (int nr)

Protected Member Functions

- virtual const char * **location** () const
- virtual void **wCreate** (const [wrect](#) &newrect)
- virtual void **wDelete** ()
- virtual void **wRedraw** ()
- virtual void **wRecoded** ()
- int **listPopup** ()
- bool **validKey** (wint_t key) const

Protected Attributes

- int **InputMaxLength**

Friends

- `std::ostream & operator<< (std::ostream &STREAM, const NCComboBox &OBJ)`

Additional Inherited Members

3.15.1 Detailed Description

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

3.15.2 Member Function Documentation

3.15.2.1 `setEnabled()`

```
void NCComboBox::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

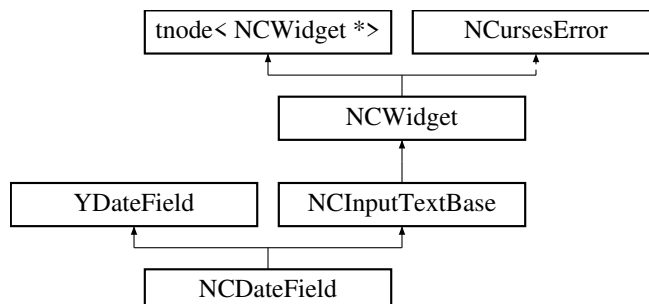
Definition at line 76 of file [NCComboBox.cc](#).

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCComboBox.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCComboBox.cc`

3.16 NCDateField Class Reference

Inheritance diagram for `NCDateField`:



Public Member Functions

- **NCDateField** (YWidget *parent, const std::string &label)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setLabel** (const std::string &nlabel)
- virtual void **setValue** (const std::string &text)
- virtual std::string **value** ()
- virtual void **setEnabled** (bool do_bv)
Pure virtual to make sure every widget implements it.
- virtual **NCursesEvent** **wHandleInput** (wint_t key)
- virtual bool **setKeyboardFocus** ()

Protected Member Functions

- virtual const char * **location** () const

Friends

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

Additional Inherited Members

3.16.1 Detailed Description

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

3.16.2 Member Function Documentation

3.16.2.1 setEnabled()

```
void NCDateField::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via YWidget::setEnabled perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Reimplemented from [NCInputTextBase](#).

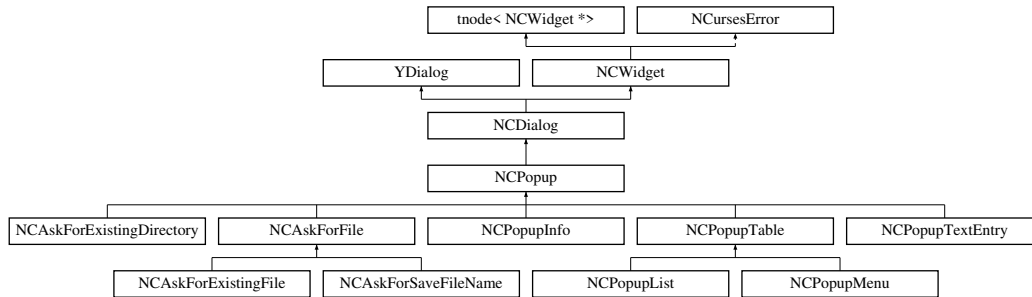
Definition at line 76 of file [NCDateField.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCDateField.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCDateField.cc

3.17 NCDialog Class Reference

Inheritance diagram for NCDialog:



Public Member Functions

- **NCDialog** (YDialogType dialogType, YDialogColorMode colorMode=YDialogNormalColor)
- void **showDialog** ()
- void **closeDialog** ()
- void **activate** (const bool newactive)
- bool **isActive** () const
- void **idleInput** ()
- [NCursesEvent](#) **userInput** (int timeout_millisec=-1)
- [NCursesEvent](#) **pollInput** ()
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- void **setStatusLine** ()
- virtual void [activate](#) ()

Activate this dialog: Make sure that it is shown as the topmost dialog of this application and that it can receive input.

Protected Types

- enum **NCDopts** { **DEFAULT** = 0x00, **POPUP** = 0x01, **NOBOX** = 0x10 }
- typedef unsigned **NCDoptflag**

Protected Member Functions

- virtual const char * **location** () const
- wint_t **getch** (int timeout_millisec=-1)
- virtual [NCursesEvent](#) **wHandleInput** (wint_t ch)
- virtual [NCursesEvent](#) **wHandleHotkey** (wint_t key)
- virtual void **startMultipleChanges** ()
- virtual void **doneMultipleChanges** ()
- virtual void [openInternal](#) ()

Internal open() method: Initialize what is left over to initialize after all dialog children have been created.

- virtual YEvent * [waitForEventInternal](#) (int timeout_millisec)
Wait for a user event.
- virtual YEvent * [pollEventInternal](#) ()
Check if a user event is pending.
- **NCDialog** (YDialogType dialogType, const [wpos](#) at, const bool boxed=true)
- bool **isPopup** () const
- bool **isBoxed** () const
- virtual void **initDialog** ()
- virtual const [NCStyle::Style](#) & **wStyle** () const
- virtual void [setEnabled](#) (bool do_bv)
Pure virtual to make sure every widget implements it.

Protected Attributes

- NCDoptflag **ncdopts**
- [wpos](#) **popedpos**
- bool **hshadow**
- bool **vshadow**

Friends

- class **NCurses**
- std::ostream & **operator**<< (std::ostream &STREAM, const [NCDialog](#) &OBJ)
- std::ostream & **operator**<< (std::ostream &STREAM, const [NCDialog](#) *OBJ)

3.17.1 Detailed Description

Definition at line 39 of file [NCDialog.h](#).

3.17.2 Member Function Documentation

3.17.2.1 activate()

```
void NCDialog::activate ( ) [virtual]
```

Activate this dialog: Make sure that it is shown as the topmost dialog of this application and that it can receive input.

Implementation of YDialog::activate().

Implemented from YDialog.

This is called e.g. for the next-lower dialog in the dialog stack when the topmost dialog is destroyed: That next-lower dialog is now the active dialog.

Definition at line 311 of file [NCDialog.cc](#).

3.17.2.2 openInternal()

```
void NCDialog::openInternal ( ) [protected], [virtual]
```

Internal open() method: Initialize what is left over to initialize after all dialog children have been created.

YDialog::setInitialSize() is already called before this in YDialog::open(), so don't call it here again (very expensive!).

This function is called (exactly once during the life time of the dialog) in YDialog::open().

Implemented from YDialog.

Definition at line 228 of file [NCDialog.cc](#).

3.17.2.3 pollEventInternal()

```
YEvent * NCDialog::pollEventInternal ( ) [protected], [virtual]
```

Check if a user event is pending.

Back-end for YDialog::pollEvent()

If there is one, return it. If there is none, do not wait for one - return 0.

Implemented from YDialog.

Definition at line 1003 of file [NCDialog.cc](#).

3.17.2.4 setEnabled()

```
virtual void NCDialog::setEnabled (
    bool do_bv ) [inline], [protected], [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via YWidget::setEnabled perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

Definition at line 210 of file [NCDialog.h](#).

3.17.2.5 waitForEventInternal()

```
YEvent * NCDialog::waitForEventInternal (
    int timeout_millisecond ) [protected], [virtual]
```

Wait for a user event.

Back-end for YDialog::waitForEvent()

Implemented from YDialog.

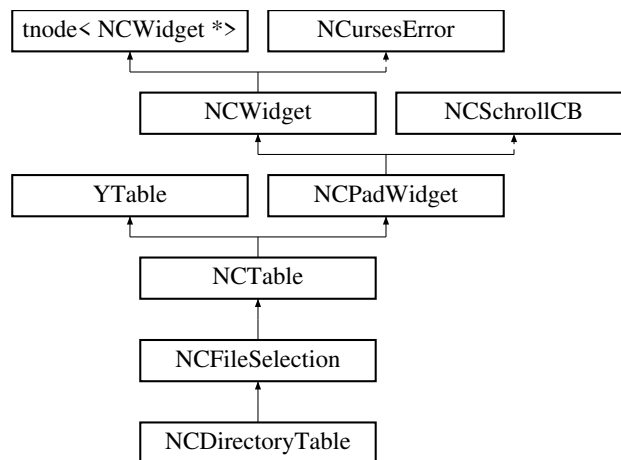
Definition at line 987 of file [NCDialog.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCDialog.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCDialog.cc

3.18 NCDirectoryTable Class Reference

Inheritance diagram for NCDirectoryTable:



Public Member Functions

- **NCDirectoryTable** (YWidget *parent, YTableHeader *tableHeader, NCFileSelectionType type, const std::string &iniDir)
- virtual void [fillHeader](#) ()
Fill the column headers of the table.
- virtual bool [createListEntry](#) (NCFileInfo *fileInfo)
Creates a line in the package table.
- virtual bool [fillList](#) ()
Fill the std::list of directories.
- virtual [NCursesEvent](#) [wHandleInput](#) (wint_t key)

Additional Inherited Members

3.18.1 Detailed Description

Definition at line 254 of file [NCFileSelection.h](#).

3.18.2 Member Function Documentation

3.18.2.1 fillList()

```
bool NCDirectoryTable::fillList ( ) [virtual]
```

Fill the std::list of directories.

Returns 'true' on success.

Implements [NCFileSelection](#).

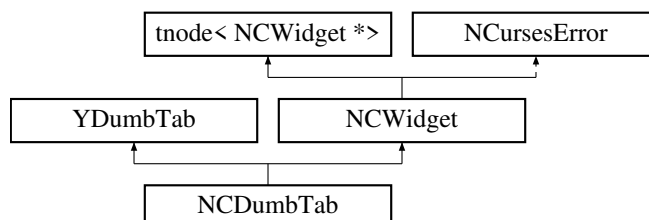
Definition at line 697 of file [NCFileSelection.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCFileSelection.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCFileSelection.cc

3.19 NCDumbTab Class Reference

Inheritance diagram for NCDumbTab:



Public Member Functions

- **NCDumbTab** (YWidget *parent)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **addItem** (YItem *item)
- virtual void **selectItem** (YItem *item, bool selected)
- virtual void **setSize** (int newWidth, int newHeight)
- virtual [NCursesEvent](#) **wHandleInput** (wint_t key)
- virtual void [setEnabled](#) (bool do_bv)
Pure virtual to make sure every widget implements it.
- virtual void **shortcutChanged** ()
- virtual bool **HasHotkey** (int key)
- virtual bool **setKeyboardFocus** ()
- [NCursesEvent](#) **createMenuEvent** (unsigned int index)
- void **setCurrentTab** (wint_t key)

Protected Member Functions

- virtual const char * **location** () const
- virtual void **wRedraw** ()
- void **redrawChild** (YWidget *widget)

Friends

- std::ostream & **operator<<** (std::ostream &STREAM, const [NCDumbTab](#) &OBJ)

Additional Inherited Members

3.19.1 Detailed Description

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

3.19.2 Member Function Documentation

3.19.2.1 `setEnabled()`

```
void NCDumbTab::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to `NCWidget::setEnabled`.

Implements `NCWidget`.

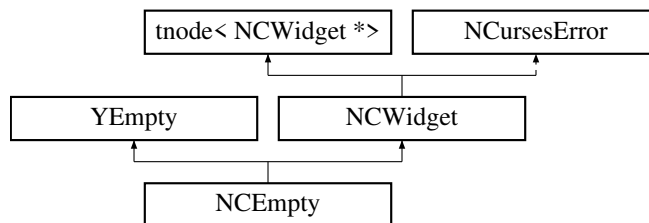
Definition at line 88 of file `NCDumbTab.cc`.

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCDumbTab.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCDumbTab.cc`

3.20 NCEmpty Class Reference

Inheritance diagram for `NCEmpty`:



Public Member Functions

- **NCEmpty** (`YWidget *parent`)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setEnabled** (bool do_bv)

Pure virtual to make sure every widget implements it.

Protected Member Functions

- virtual const char * **location** () const

Friends

- `std::ostream & operator<< (std::ostream &STREAM, const NCEmpty &OBJ)`

Additional Inherited Members

3.20.1 Detailed Description

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

3.20.2 Member Function Documentation

3.20.2.1 `setEnabled()`

```
void NCEmpty::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

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

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCEmpty.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCEmpty.cc`

3.21 NCFileInfo Struct Reference

Public Member Functions

- [NCFileInfo](#) (`std::string fileName, struct stat64 *statInfo, bool link=false`)
Constructor from a stat buffer (i.e.
- `bool isDir ()`
- `bool isLink ()`
- `bool isFile ()`

Public Attributes

- `std::string _name`
- `std::string _realName`
- `std::string _tag`
- `std::string _perm`
- `std::string _user`
- `std::string _group`
- `dev_t _device`
- `mode_t _mode`
- `nlink_t _links`
- `off64_t _size`
- `time_t _mtime`

3.21.1 Detailed Description

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

3.21.2 Constructor & Destructor Documentation

3.21.2.1 NCFileInfo()

```
NCFileInfo::NCFileInfo (
    std::string fileName,
    struct stat64 * statInfo,
    bool link = false )
```

Constructor from a stat buffer (i.e.

based on an `lstat64()` call).

Definition at line 43 of file [NCFileSelection.cc](#).

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

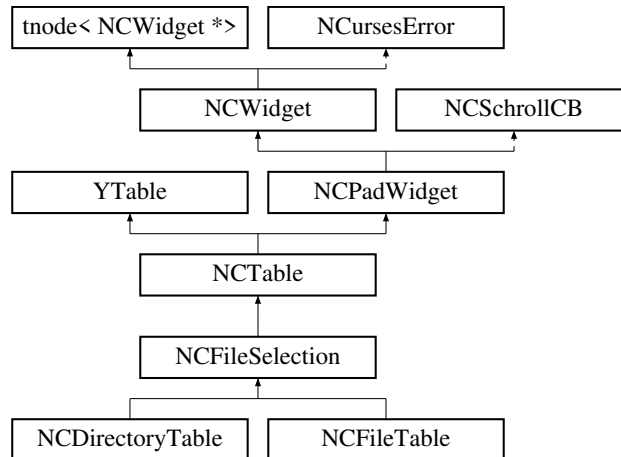
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCFileSelection.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCFileSelection.cc`

3.22 NCFileSelection Class Reference

The class which provides methods to handle a `std::list` of files or directories.

```
#include <NCFileSelection.h>
```

Inheritance diagram for NCFileSelection:



Public Types

- enum **NCFileSelectionType** { **T_Overview**, **T_Detailed**, **T_Unknown** }

Public Member Functions

- **NCFileSelection** (YWidget *parent, YTableHeader *tableHeader, NCFileSelectionType type, const std::string &iniDir)
Constructor.
- **NCFileInfo** * **getFileInfo** (int index)
Get the file info.
- void **setTableType** (NCFileSelectionType type)
Set the type of the table widget type: Possible values: NCFileSelection::T_Overview, NCFileSelection::T_Detailed.
- virtual void **addLine** (const std::vector< std::string > &elements, **NCFileInfo** *fileInfo)
- unsigned int **getNumLines** ()
Get number of lines (std::list entries)
- void **drawList** ()
Draws the file std::list (has to be called after the loop with addLine() calls)
- virtual void **deleteAllItems** ()
Clears the package std::list.
- virtual void **fillHeader** ()=0
Fills the header of the table.
- virtual bool **createListEntry** (**NCFileInfo** *fileInfo)=0
Creates a line in the package table.

- `std::string` [getCurrentDir](#) ()
Get the current directory return: The currently selected directory.
- `virtual bool` [fillList](#) ()=0
Fill the std::list of directories or files Returns 'true' on success.
- `void` [setStartDir](#) (const `std::string` &start)
Set the start directory.

Protected Member Functions

- `void` [setCurrentDir](#) ()
- `std::string` [getCurrentLine](#) ()
- [NCursesEvent](#) [handleKeyEvents](#) (wint_t key)

Protected Attributes

- `std::string` [startDir](#)
- `std::string` [currentDir](#)
- `NCFileSelectionType` [tableType](#)

Additional Inherited Members

3.22.1 Detailed Description

The class which provides methods to handle a `std::list` of files or directories.

Definition at line 103 of file [NCFileSelection.h](#).

3.22.2 Member Function Documentation

3.22.2.1 [getFileInfo](#)()

```
NCFileInfo * NCFileSelection::getFileInfo (
    int index )
```

Get the file info.

index: The `std::list` index return: fileInfo Information about the file (directory)

Definition at line 356 of file [NCFileSelection.cc](#).

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

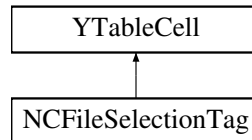
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCFileSelection.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCFileSelection.cc`

3.23 NCFileSelectionTag Class Reference

This class is used for the first column of the file table.

```
#include <NCFileSelection.h>
```

Inheritance diagram for NCFileSelectionTag:



Public Member Functions

- **NCFileSelectionTag** ([NCFileInfo](#) *info)
- [NCFileInfo](#) * **getFileInfo** () const

3.23.1 Detailed Description

This class is used for the first column of the file table.

Contains the file data.

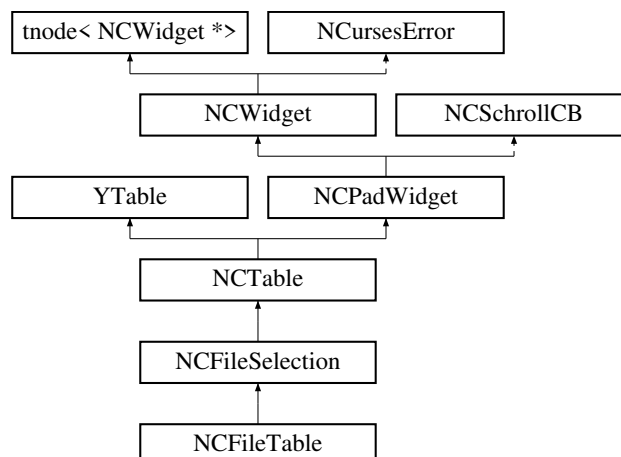
Definition at line 83 of file [NCFileSelection.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCFileSelection.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCFileSelection.cc

3.24 NCFileTable Class Reference

Inheritance diagram for NCFileTable:



Public Member Functions

- [NCFileTable](#) (YWidget *parent, YTableHeader *tableHeader, NCFileSelectionType type, const std::string &filter, const std::string &iniDir)
Constructor.
- void **setCurrentFile** (const std::string &file)
- bool **filterMatch** (const std::string &fileName)
- std::string **getCurrentFile** ()
- virtual void [fillHeader](#) ()
Fill the column headers of the file table.
- virtual bool [createListEntry](#) (NCFileInfo *fileInfo)
Creates a line in the package table.
- virtual bool [fillList](#) ()
Fill the std::list of files Returns 'true' on success.
- virtual [NCursesEvent](#) **wHandleInput** (wint_t key)

Additional Inherited Members

3.24.1 Detailed Description

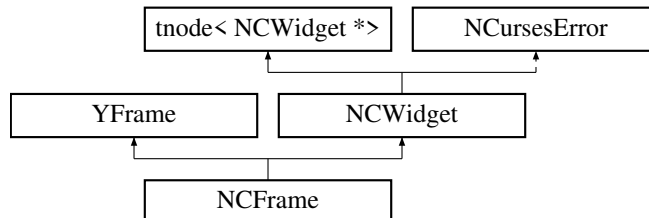
Definition at line 211 of file [NCFileSelection.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCFileSelection.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCFileSelection.cc

3.25 NCFrame Class Reference

Inheritance diagram for NCFrame:



Public Member Functions

- **NCFrame** (YWidget *parent, const std::string &label)
- 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)
Pure virtual to make sure every widget implements it.

Protected Member Functions

- bool **gotBuddy** ()
- virtual const char * **location** () const
- virtual void **wRedraw** ()

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCFrame](#) &OBJ)

Additional Inherited Members

3.25.1 Detailed Description

Definition at line 36 of file [NCFrame.h](#).

3.25.2 Member Function Documentation

3.25.2.1 [setEnabled\(\)](#)

```
void NCFrame::setEnabled (  
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via [YWidget::setEnabled](#) perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

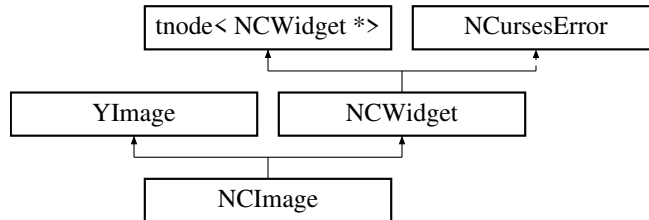
Definition at line 92 of file [NCFrame.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCFrame.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCFrame.cc

3.26 NCImage Class Reference

Inheritance diagram for NCImage:



Public Member Functions

- **NCImage** (YWidget *parent, std::string defaulttext, bool animated=false)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setEnabled** (bool do_bv)

Pure virtual to make sure every widget implements it.

Protected Member Functions

- virtual const char * **location** () const

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCImage](#) &OBJ)

Additional Inherited Members

3.26.1 Detailed Description

Definition at line 36 of file [NCImage.h](#).

3.26.2 Member Function Documentation

3.26.2.1 `setEnabled()`

```
void NCImage::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

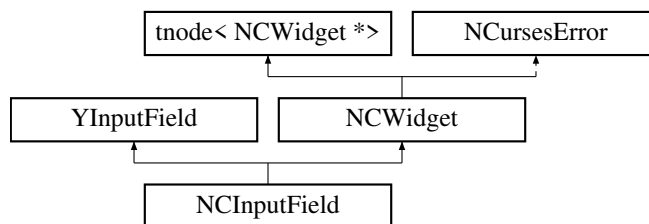
Definition at line 61 of file [NCImage.cc](#).

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCImage.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCImage.cc`

3.27 NCInputField Class Reference

Inheritance diagram for NCInputField:



Public Types

- enum **FTYPE** { **PLAIN**, **NUMBER** }

Public Member Functions

- **NCInputField** (`YWidget *parent`, `const std::string &label`, `bool passwordMode=false`, `unsigned maxInput=0`, `unsigned maxFld=0`)
- void **setFldtype** (`FTYPE t`)
- void **setReturnOnReturn** (`bool on_br`)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (`int newWidth`, `int newHeight`)
- virtual void **setLabel** (`const std::string &nlabel`)
- virtual void **setValue** (`const std::string &text`)
- virtual `std::string` **value** ()
- virtual void **setValidChars** (`const std::string &validchars`)
- virtual [NCursesEvent](#) **wHandleInput** (`wint_t key`)
- virtual void [setEnabled](#) (`bool do_bv`)
 - Pure virtual to make sure every widget implements it.*
- virtual bool **setKeyboardFocus** ()
- void **setInputMaxLength** (`int numberOfChars`)
- void **setCurPos** (`unsigned pos`)

Protected Member Functions

- virtual const char * **location** () const
- virtual void **wCreate** (const [wrect](#) &newrect)
- virtual void **wDelete** ()
- virtual void **wRedraw** ()
- bool **validKey** (wint_t key) const

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCInputField](#) &OBJ)

Additional Inherited Members

3.27.1 Detailed Description

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

3.27.2 Member Function Documentation

3.27.2.1 [setEnabled\(\)](#)

```
void NCInputField::setEnabled (  
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via [YWidget::setEnabled](#) perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

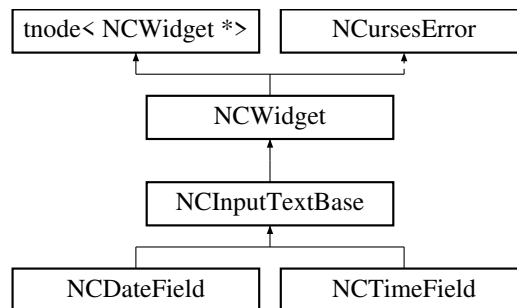
Definition at line 94 of file [NCInputField.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCInputField.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCInputField.cc

3.28 NCInputTextBase Class Reference

Inheritance diagram for NCInputTextBase:



Public Member Functions

- void **setReturnOnReturn** (bool on_br)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setEnabled** (bool do_bv)
Pure virtual to make sure every widget implements it.
- virtual void **setCurPos** (unsigned pos)

Protected Member Functions

- virtual void **setDefsize** ()
- virtual void **tUpdate** ()
- virtual bool **bufferFull** () const
- virtual unsigned **maxCursor** () const
- virtual const char * **location** () const
- virtual void **wCreate** (const **wrect** &newrect)
- virtual void **wDelete** ()
- virtual void **wRedraw** ()
- **NCInputTextBase** (YWidget *parent, bool passwordMode=false, unsigned maxInput=0, unsigned maxFld=0)

Protected Attributes

- bool **passwd**
- **NLabel** **_label**
- std::wstring **buffer**
- **NCursesWindow** * **lwin**
- **NCursesWindow** * **twin**
- unsigned **maxFldLength**
- unsigned **maxInputLength**
- unsigned **fldstart**
- unsigned **fldlength**
- unsigned **curpos**
- bool **returnOnReturn_b**

Friends

- `std::ostream & operator<< (std::ostream &STREAM, const NCInputTextBase &OBJ)`

Additional Inherited Members

3.28.1 Detailed Description

Definition at line 33 of file [NCInputTextBase.h](#).

3.28.2 Member Function Documentation

3.28.2.1 `setEnabled()`

```
void NCInputTextBase::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

Reimplemented in [NCTimeField](#), and [NCDateField](#).

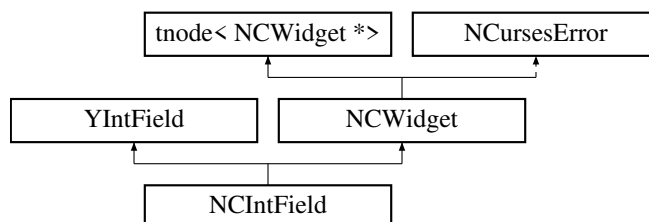
Definition at line 87 of file [NCInputTextBase.cc](#).

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCInputTextBase.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCInputTextBase.cc`

3.29 NCIntField Class Reference

Inheritance diagram for `NCIntField`:



Public Member Functions

- **NCIntField** (YWidget *parent, const std::string &label, int minValue, int maxValue, int initialValue)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setLabel** (const std::string &nlabel)
- virtual void **setValueInternal** (int newValue)
- virtual int **value** ()
- virtual [NCursesEvent](#) **wHandleInput** (wint_t key)
- virtual bool **setKeyboardFocus** ()
- virtual void [setEnabled](#) (bool do_bv)

Pure virtual to make sure every widget implements it.

Protected Member Functions

- virtual const char * **location** () const
- virtual void **wCreate** (const [wrect](#) &newrect)
- virtual void **wDelete** ()
- virtual void **wRedraw** ()
- bool **Increment** (const bool bigstep=false)
- bool **Decrement** (const bool bigstep=false)
- int **enterPopup** (wchar_t first=L'\0')

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCIntField](#) &OBJ)

Additional Inherited Members

3.29.1 Detailed Description

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

3.29.2 Member Function Documentation

3.29.2.1 `setEnabled()`

```
void NCIntField::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to `NCWidget::setEnabled`.

Implements `NCWidget`.

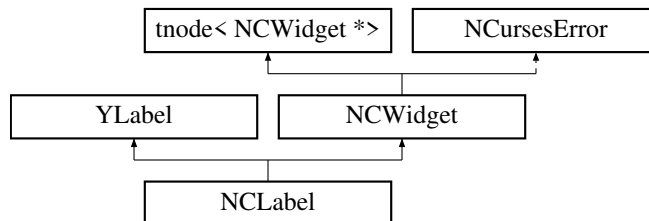
Definition at line 85 of file `NCIntField.cc`.

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCIntField.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCIntField.cc`

3.30 NCLabel Class Reference

Inheritance diagram for NCLabel:



Public Member Functions

- **NCLabel** (`YWidget *parent`, `const std::string &text`, `bool isHeading=false`, `bool isOutputField=false`)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setText** (const std::string &nlabel)
- virtual void **setEnabled** (bool do_bv)

Pure virtual to make sure every widget implements it.

Protected Member Functions

- virtual const char * **location** () const
- virtual void **wRedraw** ()

Friends

- `std::ostream & operator<< (std::ostream &STREAM, const NCLabel &OBJ)`

Additional Inherited Members

3.30.1 Detailed Description

Definition at line 36 of file [NCLabel.h](#).

3.30.2 Member Function Documentation

3.30.2.1 `setEnabled()`

```
void NCLabel::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

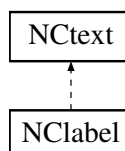
Definition at line 64 of file [NCLabel.cc](#).

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCLabel.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCLabel.cc`

3.31 NCLabel Class Reference

Inheritance diagram for NCLabel:



Public Member Functions

- void **stripHotkey** ()
- **NLabel** (const [NCstring](#) &nstr="")
- size_t **width** () const
- unsigned **height** () const
- [wsze](#) **size** () const
- const std::list< [NCstring](#) > & **getText** () const
- void **drawAt** ([NCursesWindow](#) &w, chtype style, chtype hotstyle, const [wrect](#) &dim, const NC::ADJUST adjust=NC::TOPLEFT, bool fillup=true) const
- void **drawAt** ([NCursesWindow](#) &w, chtype style, chtype hotstyle, const NC::ADJUST adjust=NC::TOPLEFT, bool fillup=true) const
- void **drawAt** ([NCursesWindow](#) &w, chtype style, chtype hotstyle, const [wpos](#) &pos, const NC::ADJUST adjust=NC::TOPLEFT, bool fillup=true) const
- void **drawAt** ([NCursesWindow](#) &w, chtype style, chtype hotstyle, const [wpos](#) &pos, const [wsze](#) &size, const NC::ADJUST adjust=NC::TOPLEFT, bool fillup=true) const
- void **drawAt** ([NCursesWindow](#) &w, const [NCstyle::StItem](#) &istyle, const NC::ADJUST adjust=NC::TOPLEFT, bool fillup=true) const
- void **drawAt** ([NCursesWindow](#) &w, const [NCstyle::StItem](#) &istyle, const [wpos](#) &pos, const NC::ADJUST adjust=NC::TOPLEFT, bool fillup=true) const
- void **drawAt** ([NCursesWindow](#) &w, const [NCstyle::StItem](#) &istyle, const [wpos](#) &pos, const [wsze](#) &size, const NC::ADJUST adjust=NC::TOPLEFT, bool fillup=true) const
- void **drawAt** ([NCursesWindow](#) &w, const [NCstyle::StItem](#) &istyle, const [wrect](#) &dim, const NC::ADJUST adjust=NC::TOPLEFT, bool fillup=true) const
- bool **hasHotkey** () const
- wchar_t **hotkey** () const
- std::wstring::size_type **hotpos** () const

Protected Member Functions

- virtual void **lset** (const [NCstring](#) &text)

Protected Attributes

- std::wstring::size_type **hotline**

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NLabel](#) &OBJ)

Additional Inherited Members

3.31.1 Detailed Description

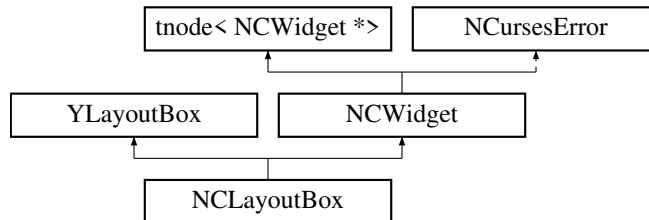
Definition at line 81 of file [NCtext.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCtext.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCtext.cc

3.32 NLayoutBox Class Reference

Inheritance diagram for NLayoutBox:



Public Member Functions

- **NLayoutBox** (YWidget *parent, YUIDimension dimension)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **moveChild** (YWidget *child, int newx, int newy)
- virtual void **setEnabled** (bool do_bv)

Pure virtual to make sure every widget implements it.

Protected Member Functions

- virtual const char * **location** () const

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NLayoutBox](#) &OBJ)

Additional Inherited Members

3.32.1 Detailed Description

Definition at line 36 of file [NLayoutBox.h](#).

3.32.2 Member Function Documentation

3.32.2.1 `setEnabled()`

```
void NCLayoutBox::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to `NCWidget::setEnabled`.

Implements [NCWidget](#).

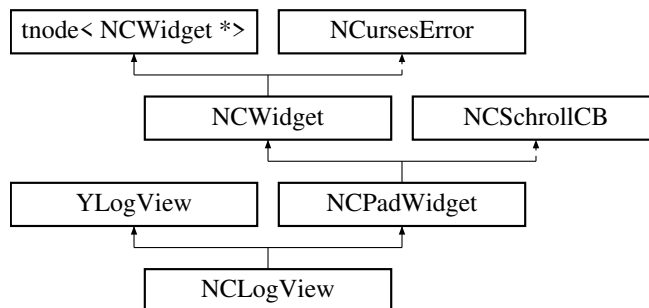
Definition at line 54 of file [NCLayoutBox.cc](#).

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCLayoutBox.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCLayoutBox.cc`

3.33 NCLogView Class Reference

Inheritance diagram for `NCLogView`:



Public Member Functions

- **NCLogView** (`YWidget *parent`, `const std::string &label`, `int visibleLines`, `int maxLines`)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (`int newWidth`, `int newHeight`)
- virtual void **setLabel** (`const std::string &nlabel`)
- virtual void **displayLogText** (`const std::string &text`)
- virtual [NCursesEvent](#) **wHandleInput** (`wint_t key`)
- virtual void [setEnabled](#) (`bool do_bv`)

Pure virtual to make sure every widget implements it.

- virtual bool **setKeyboardFocus** ()

Protected Member Functions

- virtual const char * **location** () const
- virtual void **wRedraw** ()
- virtual void **wRecoded** ()
- virtual [NCPad](#) * **CreatePad** ()
- virtual void **DrawPad** ()

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NLogView](#) &OBJ)

Additional Inherited Members

3.33.1 Detailed Description

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

3.33.2 Member Function Documentation

3.33.2.1 [setEnabled\(\)](#)

```
void NLogView::setEnabled (  
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via [YWidget::setEnabled](#) perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Reimplemented from [NCPadWidget](#).

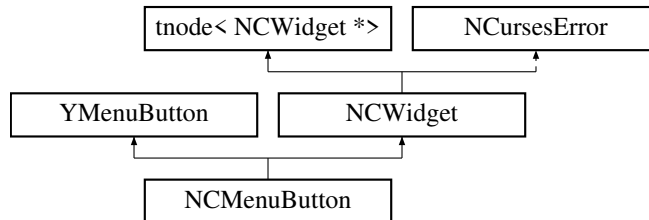
Definition at line 62 of file [NLogView.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NLogView.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NLogView.cc

3.34 NCMenuButton Class Reference

Inheritance diagram for NCMenuButton:



Public Member Functions

- **NCMenuButton** (YWidget *parent, std::string label)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **rebuildMenuTree** ()
- virtual [NCursesEvent](#) **wHandleInput** (wint_t key)
- virtual void **setLabel** (const std::string &nlabel)
- virtual void [setEnabled](#) (bool do_bv)
- *Pure virtual to make sure every widget implements it.*
- YMenuitem * **findItem** (int selection)
- virtual bool **setKeyboardFocus** ()

Protected Member Functions

- virtual const char * **location** () const
- virtual void **wRedraw** ()
- [NCursesEvent](#) **postMenu** ()

Friends

- std::ostream & **operator<<** (std::ostream &STREAM, const [NCMenuButton](#) &OBJ)

Additional Inherited Members

3.34.1 Detailed Description

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

3.34.2 Member Function Documentation

3.34.2.1 setEnabled()

```
void NCMenuButton::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via YWidget::setEnabled perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

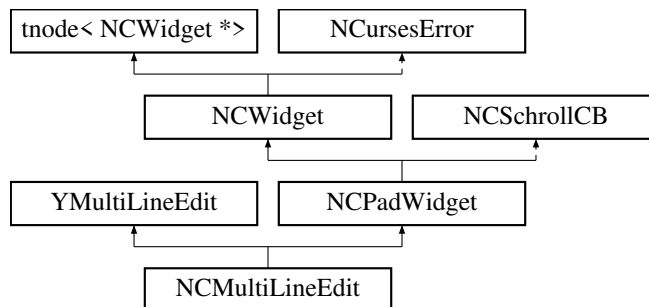
Definition at line 61 of file [NCMenuButton.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCMenuButton.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCMenuButton.cc

3.35 NCMultiLineEdit Class Reference

Inheritance diagram for NCMultiLineEdit:



Public Member Functions

- **NCMultiLineEdit** (YWidget *parent, const std::string &label)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setLabel** (const std::string &nlabel)
- virtual void **setValue** (const std::string &text)
- virtual std::string **value** ()
- virtual [NCursesEvent](#) **wHandleInput** (wint_t key)
- virtual void [setEnabled](#) (bool do_bv)

Pure virtual to make sure every widget implements it.

- virtual bool **setKeyboardFocus** ()
- void **setInputMaxLength** (int numberOfChars)

Protected Member Functions

- virtual [NCTextPad](#) * [myPad](#) () const
Overload myPad to narrow the type.
- virtual const char * [location](#) () const
- virtual void [wRedraw](#) ()
- virtual [NCPad](#) * [CreatePad](#) ()
- virtual void [DrawPad](#) ()

Friends

- std::ostream & [operator](#)<< (std::ostream &STREAM, const [NCMultiLineEdit](#) &OBJ)

Additional Inherited Members

3.35.1 Detailed Description

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

3.35.2 Member Function Documentation

3.35.2.1 [setEnabled\(\)](#)

```
void NCMultiLineEdit::setEnabled (  
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via [YWidget::setEnabled](#) perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Reimplemented from [NCPadWidget](#).

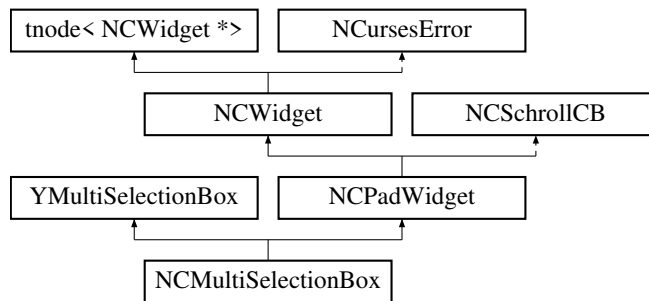
Definition at line 60 of file [NCMultiLineEdit.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCMultiLineEdit.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCMultiLineEdit.cc

3.36 NCMultiSelectionBox Class Reference

Inheritance diagram for NCMultiSelectionBox:



Public Member Functions

- virtual void **startMultipleChanges** ()
- virtual void **doneMultipleChanges** ()
- virtual const char * **location** () const
- virtual void **addItem** (YItem *item)
- virtual void **deleteAllItems** ()
- virtual void **selectItem** (YItem *item, bool selected)
- virtual void **deselectAllItems** ()
- **NCMultiSelectionBox** (YWidget *parent, const std::string &label)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setLabel** (const std::string &nlabel)
- virtual YItem * **currentItem** ()
- virtual void **setCurrentItem** (YItem *item)
- virtual [NCursesEvent](#) **wHandleInput** (wint_t key)
- virtual void **setEnabled** (bool do_bv)
- *Pure virtual to make sure every widget implements it.*
- virtual bool **setKeyboardFocus** ()
- unsigned int **getNumLines** ()
- const [NCTableLine](#) * **getLine** (const int &index)
- void **clearItems** ()

Protected Member Functions

- virtual [NCTablePad](#) * **myPad** () const
- *Overload myPad to narrow the type.*
- [NCTableTag](#) * **tagCell** (int index)
- *Return pointer to current line tag (holds state and yitem pointer)*
- const [NCTableTag](#) * **tagCell** (int index) const
- bool **isItemSelected** (YItem *item)
- void **toggleCurrentItem** ()
- *Toggle item from selected -> deselected and vice versa.*
- virtual [NCPad](#) * **CreatePad** ()
- *Create empty MsB pad.*
- virtual void **wRecorded** ()

Friends

- `std::ostream & operator<< (std::ostream &STREAM, const NCMultiSelectionBox &OBJ)`

Additional Inherited Members

3.36.1 Detailed Description

Definition at line 39 of file [NCMultiSelectionBox.h](#).

3.36.2 Member Function Documentation

3.36.2.1 `setEnabled()`

```
void NCMultiSelectionBox::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Reimplemented from [NCPadWidget](#).

Definition at line 60 of file [NCMultiSelectionBox.cc](#).

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

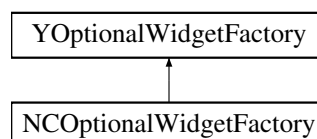
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCMultiSelectionBox.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCMultiSelectionBox.cc`

3.37 NCOptionalWidgetFactory Class Reference

Widget factory for optional ("special") widgets.

```
#include <NCOptionalWidgetFactory.h>
```

Inheritance diagram for `NCOptionalWidgetFactory`:



Protected Member Functions

- [NOptionalWidgetFactory](#) ()
Constructor.
- virtual [~NOptionalWidgetFactory](#) ()
Destructor.
- bool **hasDumbTab** ()
- [NCDumbTab](#) * **createDumbTab** (YWidget *parent)
- bool **hasTimeField** ()
- YTimeField * **createTimeField** (YWidget *parent, const std::string &label)
- bool **hasDateField** ()
- YDateField * **createDateField** (YWidget *parent, const std::string &label)

Friends

- class **YNCursesUI**

3.37.1 Detailed Description

Widget factory for optional ("special") widgets.

Remember to always check with the corresponding "has..()" method if the current UI actually provides the requested widget. Otherwise the "create..()" method will throw an exception.

Definition at line 42 of file [NOptionalWidgetFactory.h](#).

3.37.2 Constructor & Destructor Documentation

3.37.2.1 NOptionalWidgetFactory()

```
NOptionalWidgetFactory::NOptionalWidgetFactory ( ) [protected]
```

Constructor.

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

Definition at line 36 of file [NOptionalWidgetFactory.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NOptionalWidgetFactory.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NOptionalWidgetFactory.cc

3.38 NCPackageSelectorPluginIf Class Reference

Public Member Functions

- virtual YPackageSelector * **createPackageSelector** (YWidget *parent, long modeFlags)=0
- virtual YEvent * **runPkgSelection** (YDialog *currentDialog, YWidget *packageSelector)=0
- virtual YWidget * **createPkgSpecial** (YWidget *parent, const std::string &subwidget)=0

3.38.1 Detailed Description

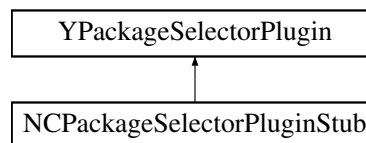
Definition at line 33 of file [NCPackageSelectorPluginIf.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPackageSelectorPluginIf.h

3.39 NCPackageSelectorPluginStub Class Reference

Inheritance diagram for NCPackageSelectorPluginStub:



Public Member Functions

- [NCPackageSelectorPluginStub](#) ()
Constructor: Load the plugin library for the [NCurses](#) package selector.
- virtual [~NCPackageSelectorPluginStub](#) ()
Destructor.
- virtual YPackageSelector * [createPackageSelector](#) (YWidget *parent, long modeFlags)
Create a package selector.
- virtual YEvent * [runPkgSelection](#) (YDialog *currentDialog, YWidget *packageSelector)
Fills the PackageSelector widget (runs the package selection).
- virtual YWidget * [createPkgSpecial](#) (YWidget *parent, const std::string &subwidget)
Create a special widget.

Public Attributes

- [NCPackageSelectorPluginIf](#) * **impl**

3.39.1 Detailed Description

Definition at line 40 of file [NCPackageSelectorPluginStub.h](#).

3.39.2 Constructor & Destructor Documentation

3.39.2.1 ~NCPackageSelectorPluginStub()

```
NCPackageSelectorPluginStub::~NCPackageSelectorPluginStub ( ) [virtual]
```

Destructor.

Calls `dlclose()` which will unload the plugin library if it is no longer used, i.e. if the reference count `dlopen()` uses reaches 0.

Definition at line 58 of file [NCPackageSelectorPluginStub.cc](#).

3.39.3 Member Function Documentation

3.39.3.1 createPackageSelector()

```
YPackageSelector * NCPackageSelectorPluginStub::createPackageSelector (
    YWidget * parent,
    long modeFlags ) [virtual]
```

Create a package selector.

Implemented from `YPackageSelectorPlugin`.

This might return 0 if the plugin lib could not be loaded or if the appropriate symbol could not be located in the plugin lib.

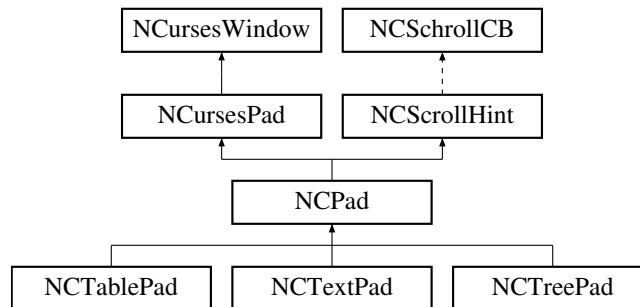
Definition at line 64 of file [NCPackageSelectorPluginStub.cc](#).

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPackageSelectorPluginStub.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPackageSelectorPluginStub.cc`

3.40 NCPad Class Reference

Inheritance diagram for NCPad:



Public Member Functions

- **NCPad** (int [lines](#), int [cols](#), const [NCWidget](#) &p)
- [NCursesWindow](#) * **Destwin** ()
- virtual void **Destwin** ([NCursesWindow](#) *dwin)
- virtual void **resize** ([wsz](#) nsz)
- virtual int **resize** (int [lines](#), int columns)
- virtual void **wRecoded** ()
- virtual void **setDirty** ()
- int **update** ()
- virtual int **setpos** ()
- virtual [wpos](#) **CurPos** () const
- int **ScrlTo** (const [wpos](#) &newpos)
- int **ScrlLine** (const int line)
- int **ScrlCol** (const int col)
- int **ScrlDown** (const int [lines](#)=1)
- int **ScrlUp** (const int [lines](#)=1)
- int **ScrlRight** (const int [cols](#)=1)
- int **ScrlLeft** (const int [cols](#)=1)
- virtual bool **handleInput** (wint_t key)

Protected Member Functions

- int [vheight](#) () const
The (virtual) height of the Pad (even if truncated).
- bool [pageing](#) () const
Whether the Pad is truncated (we're pageing).
- virtual int **dirtyPad** ()
- virtual int **setpos** (const [wpos](#) &newpos)
- int **adjpos** (const [wpos](#) &offset)
- virtual void **updateScrollHint** ()
- virtual void **directDraw** ([NCursesWindow](#) &[w](#), const [wrect](#) at, unsigned lineno)
Directly draw a table item at a specific location.

Protected Attributes

- const [NCWidget](#) & **parw**
- [NCursesWindow](#) * **destwin**
- [wrect](#) **direct**
- [wrect](#) **srect**
- [wpos](#) **maxdpos**
- [wpos](#) **maxspos**
- bool **dclear**
- bool **dirty**

Additional Inherited Members

3.40.1 Detailed Description

Definition at line 93 of file [NCPad.h](#).

3.40.2 Member Function Documentation

3.40.2.1 directDraw()

```
virtual void NCPad::directDraw (  
    NCursesWindow & w,  
    const wrect at,  
    unsigned lineno ) [inline], [protected], [virtual]
```

Directly draw a table item at a specific location.

update usually copies the visible table content from the [NCursesPad](#) to destwin. In case the [NCursesPad](#) is truncated, the visible lines are prepared immediately before they are written to destwin

See also

[_vheight](#).

Reimplemented in [NCTablePad](#).

Definition at line 151 of file [NCPad.h](#).

3.40.2.2 pageing()

```
bool NCPad::pageing ( ) const [inline], [protected]
```

Whether the Pad is truncated (we're pageing).

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

3.40.2.3 vheight()

```
int NCPad::vheight ( ) const [inline], [protected]
```

The (virtual) height of the Pad (even if truncated).

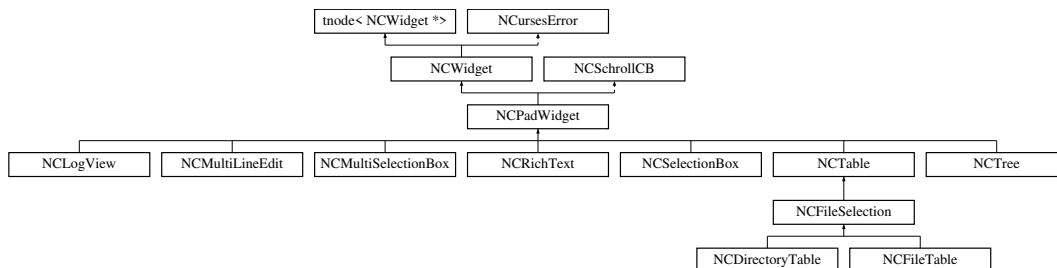
Definition at line 126 of file [NCPad.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPad.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPad.cc

3.41 NCPadWidget Class Reference

Inheritance diagram for NCPadWidget:



Public Member Functions

- **NCPadWidget** ([NCWidget](#) *myparent=0)
- **NCPadWidget** ([YWidget](#) *parent)
- [size_t](#) **Columns** ()
- void **setLabel** (const [NCLabel](#) &nlabel)
- virtual void **setEnabled** (bool do_bv)

Pure virtual to make sure every widget implements it.

Protected Member Functions

- virtual [NCPad](#) * [myPad](#) () const
Return the current pad.
- void **startMultidraw** ()
- void **stopMultidraw** ()
- bool **inMultidraw** () const
- virtual const char * **location** () const
- unsigned **labelWidth** () const
- virtual void **wCreate** (const [wrect](#) &newrect)
- virtual void **wDelete** ()
- virtual void **wRedraw** ()
- virtual void **wRecoded** ()
- [wsz](#) **defPadSze** () const
- virtual [NCPad](#) * **CreatePad** ()
- virtual void **DrawPad** ()
- void **InitPad** ()
- void **AdjustPad** ([wsz](#) nsze)
- void **DelPad** ()
- virtual void **HScroll** (unsigned total, unsigned visible, unsigned start)
- virtual void **VScroll** (unsigned total, unsigned visible, unsigned start)
- virtual void **ScrollHead** ([NCursesWindow](#) &w, unsigned ccol)
- virtual void **AdjustPadSize** ([wsz](#) &minsze)
- virtual bool **handleInput** (wint_t key)

Protected Attributes

- bool **hasHeadline**
- bool **activeLabelOnly**

Friends

- std::ostream & **operator<<** (std::ostream &STREAM, const [NCPadWidget](#) &OBJ)

Additional Inherited Members

3.41.1 Detailed Description

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

3.41.2 Member Function Documentation

3.41.2.1 myPad()

```
virtual NCPad* NCPadWidget::myPad ( ) const [inline], [protected], [virtual]
```

Return the current pad.

Make it virtual so descendant classes can narrow the return type.

Reimplemented in [NCTable](#), [NCTree](#), [NCMultiSelectionBox](#), [NCMultiLineEdit](#), and [NCSelectionBox](#).

Definition at line 62 of file [NCPadWidget.h](#).

3.41.2.2 setEnabled()

```
virtual void NCPadWidget::setEnabled (
    bool do_bv ) [inline], [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via [YWidget::setEnabled](#) perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

Reimplemented in [NCRichText](#), [NCMultiSelectionBox](#), [NCTree](#), [NCSelectionBox](#), [NCMultiLineEdit](#), [NCTable](#), and [NCLogView](#).

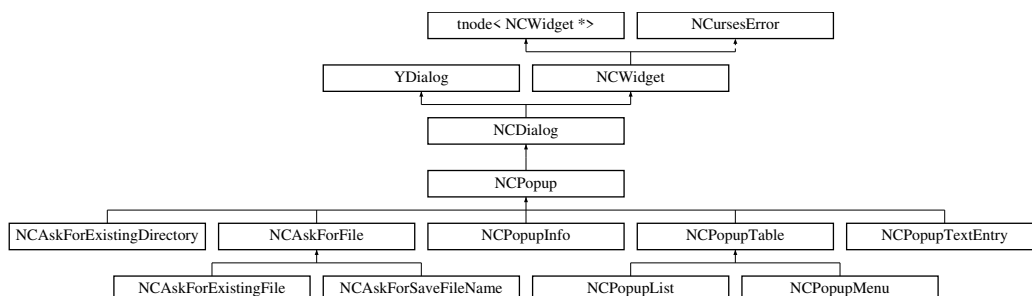
Definition at line 123 of file [NCPadWidget.h](#).

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

- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPadWidget.h](#)
- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPadWidget.cc](#)

3.42 NCPopup Class Reference

Inheritance diagram for NCPopup:



Public Member Functions

- int **post** ([NCursesEvent](#) *returnevent=0)

Protected Member Functions

- void **popupDialog** ()
- void **popdownDialog** ()
- virtual [NCursesEvent](#) **wHandleInput** (wint_t ch)
- **NCPopup** (const [wpos](#) at, const bool boxed=true)
- virtual bool **postAgain** ()

Protected Attributes

- [NCursesEvent](#) **postevent**

Additional Inherited Members

3.42.1 Detailed Description

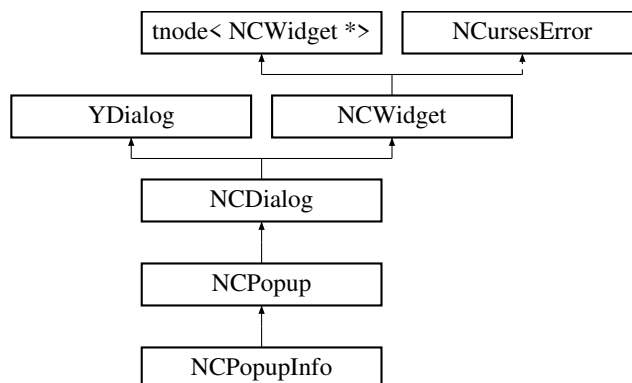
Definition at line 33 of file [NCPopup.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPopup.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPopup.cc

3.43 NCPopupInfo Class Reference

Inheritance diagram for NCPopupInfo:



Public Member Functions

- **NCPopupInfo** (const [wpos](#) at, const std::string &headline, const std::string &text, std::string okButtonLabel=_↵ ("&OK"), std::string cancelButtonLabel="")
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- void **createLayout** (const std::string &headline, const std::string &text, std::string okButtonLabel, std::string cancelButtonLabel)
- [NCursesEvent](#) & **showInfoPopup** ()
- void **popup** ()
- void **popdown** ()
- bool **isVisible** ()
- void **setPreferredSize** (int horiz, int vert)
- void **focusOkButton** ()
- void **focusCancelButton** ()

Protected Member Functions

- virtual bool **postAgain** ()
- virtual [NCursesEvent](#) **wHandleInput** (wint_t ch)

Additional Inherited Members

3.43.1 Detailed Description

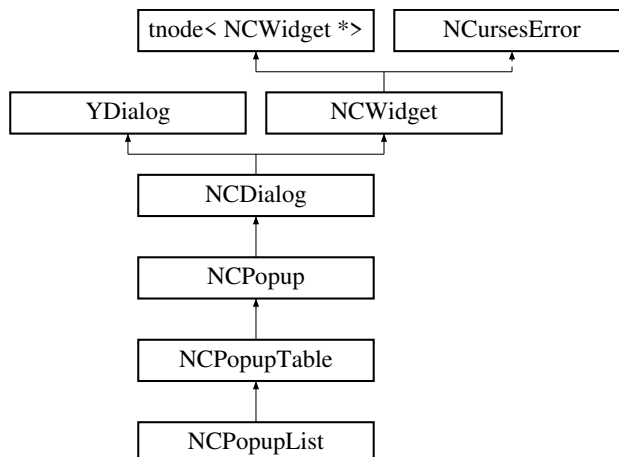
Definition at line 48 of file [NCPopupInfo.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPopupInfo.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPopupInfo.cc

3.44 NCPopupList Class Reference

Inheritance diagram for NCPopupList:



Public Member Functions

- **NCPopupList** (const [wpos](#) at, const std::string &label, const std::list< std::string > &deflist, int index=0)
- void **createEntries** (const std::list< std::string > &deflist, int index)

Protected Member Functions

- virtual bool **postAgain** ()

Additional Inherited Members

3.44.1 Detailed Description

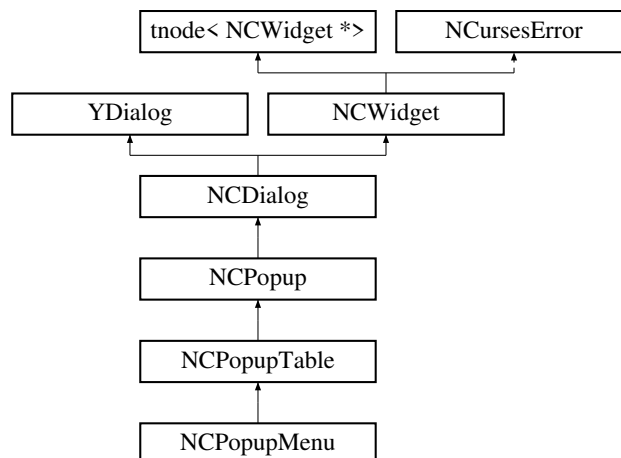
Definition at line 34 of file [NCPopupList.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPopupList.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPopupList.cc

3.45 NCPopupMenu Class Reference

Inheritance diagram for NCPopupMenu:



Public Member Functions

- **NCPopupMenu** (const [wpos](#) at, YItemIterator begin, YItemIterator end)

Protected Member Functions

- virtual [NCursesEvent](#) **wHandleInput** (wint_t ch)
- virtual bool **postAgain** ()

Additional Inherited Members

3.45.1 Detailed Description

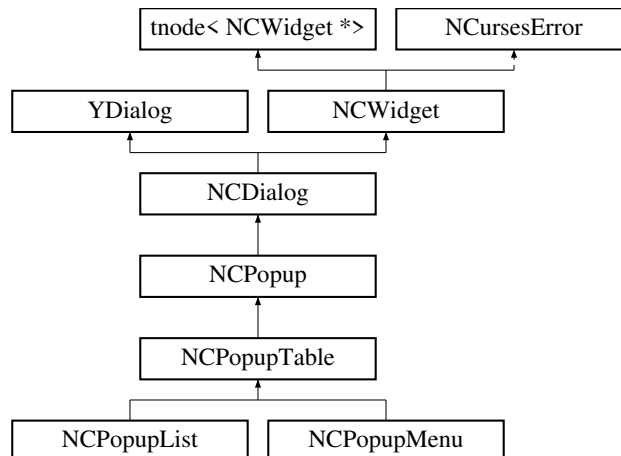
Definition at line 35 of file [NCPopupMenu.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPopupMenu.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPopupMenu.cc

3.46 NCPopupTable Class Reference

Inheritance diagram for NCPopupTable:



Public Member Functions

- void **stripHotkeys** ()

Protected Member Functions

- void **createList** (std::vector< std::string > &row)
- void **addItem** (YItem *yitem)
- void **setCurrentItem** (int index)
- int **getCurrentItem** () const
- YItem * **getCurrentItemPointer** () const
- virtual [NCursesEvent](#) **wHandleHotkey** (wint_t ch)
- **NCPopupTable** (const [wpos](#) at)
- virtual bool **postAgain** ()

Additional Inherited Members

3.46.1 Detailed Description

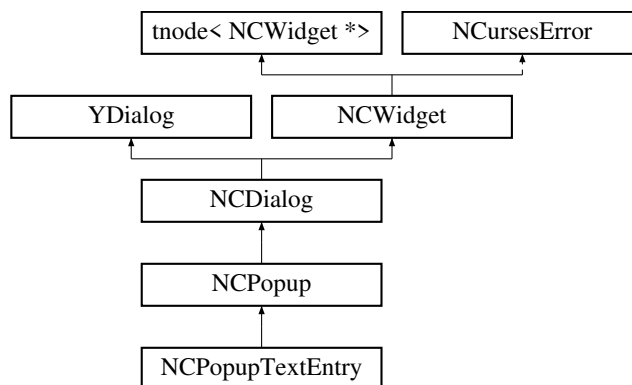
Definition at line 39 of file [NCPopupTable.h](#).

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

- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPopupTable.h](#)
- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPopupTable.cc](#)

3.47 NCPopupTextEntry Class Reference

Inheritance diagram for NCPopupTextEntry:



Public Member Functions

- **NCPopupTextEntry** (const [wpos](#) at, const std::string &label, const std::string &text, unsigned maxInput=0, unsigned maxFld=0, NCInputField::FTYPE t=NCInputField::PLAIN)
- void **setValue** (const std::string &text)
- std::string **value** ()

Static Public Member Functions

- static std::string **askForText** (const [wpos](#) at, const std::string &label, const std::string &text="", unsigned maxInput=0, unsigned maxFld=0)

Additional Inherited Members

3.47.1 Detailed Description

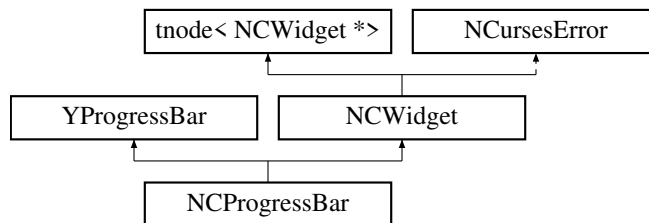
Definition at line 35 of file [NCPopupTextEntry.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPopupTextEntry.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPopupTextEntry.cc

3.48 NCProgressBar Class Reference

Inheritance diagram for NCProgressBar:



Public Member Functions

- **NCProgressBar** (YWidget *parent, const std::string &label, int maxValue=100)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setLabel** (const std::string &nlabel)
- virtual void **setValue** (int newValue)
- virtual void **setEnabled** (bool do_bv)

Pure virtual to make sure every widget implements it.

Protected Member Functions

- virtual const char * **location** () const
- virtual void **wCreate** (const [wrect](#) &newrect)
- virtual void **wDelete** ()
- virtual void **wRedraw** ()

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCProgressBar](#) &OBJ)

Additional Inherited Members

3.48.1 Detailed Description

Definition at line 36 of file [NCProgressBar.h](#).

3.48.2 Member Function Documentation

3.48.2.1 setEnabled()

```
void NCProgressBar::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via YWidget::setEnabled perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

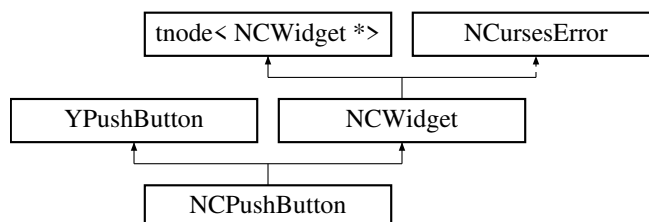
Definition at line 77 of file [NCProgressBar.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCProgressBar.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCProgressBar.cc

3.49 NCPushButton Class Reference

Inheritance diagram for NCPushButton:



Public Member Functions

- **NCPushButton** (YWidget *parent, const std::string &label)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual [NCursesEvent](#) **wHandleInput** (wint_t key)
- virtual void **setLabel** (const std::string &nlabel)
- virtual void [setEnabled](#) (bool do_bv)
Pure virtual to make sure every widget implements it.
- virtual bool **setKeyboardFocus** ()

Protected Member Functions

- virtual const char * **location** () const
- virtual void **wRedraw** ()

Friends

- std::ostream & **operator<<** (std::ostream &STREAM, const [NCPushButton](#) &OBJ)

Additional Inherited Members

3.49.1 Detailed Description

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

3.49.2 Member Function Documentation

3.49.2.1 [setEnabled\(\)](#)

```
void NCPushButton::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via YWidget::setEnabled perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

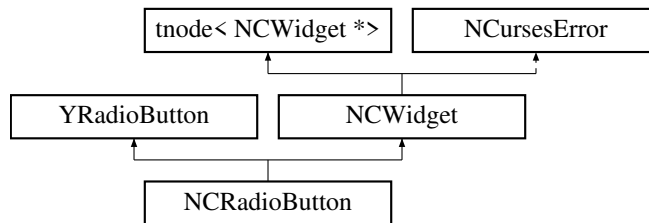
Definition at line 62 of file [NCPushButton.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPushButton.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPushButton.cc

3.50 NCRadioButton Class Reference

Inheritance diagram for NCRadioButton:



Public Member Functions

- **NCRadioButton** (YWidget *parent, const std::string &label, bool checked)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setLabel** (const std::string &nlabel)
- virtual void **setValue** (bool newval)
- virtual bool **value** ()
- virtual [NCursesEvent](#) **wHandleInput** (wint_t key)
- virtual void [setEnabled](#) (bool do_bv)
- *Pure virtual to make sure every widget implements it.*
- virtual bool **setKeyboardFocus** ()

Protected Member Functions

- virtual const char * **location** () const
- virtual void **wRedraw** ()

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCRadioButton](#) &OBJ)

Additional Inherited Members

3.50.1 Detailed Description

Definition at line 36 of file [NCRadioButton.h](#).

3.50.2 Member Function Documentation

3.50.2.1 `setEnabled()`

```
void NCRadioButton::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

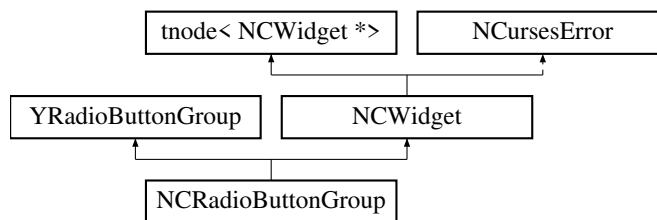
Definition at line 64 of file [NCRadioButton.cc](#).

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCRadioButton.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCRadioButton.cc`

3.51 NCRadioButtonGroup Class Reference

Inheritance diagram for NCRadioButtonGroup:



Public Member Functions

- **NCRadioButtonGroup** (`YWidget *parent`)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **addRadioButton** (`YRadioButton *button`)
- virtual void **removeRadioButton** (`YRadioButton *button`)
- virtual void [setEnabled](#) (bool do_bv)

Pure virtual to make sure every widget implements it.

- void **focusNextButton** ()
- void **focusPrevButton** ()

Protected Member Functions

- virtual const char * **location** () const

Friends

- `std::ostream & operator<< (std::ostream &STREAM, const NCRadioButtonGroup &OBJ)`

Additional Inherited Members

3.51.1 Detailed Description

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

3.51.2 Member Function Documentation

3.51.2.1 `setEnabled()`

```
void NCRadioButtonGroup::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

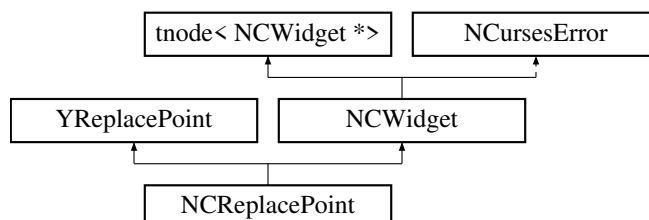
Definition at line 116 of file [NCRadioButtonGroup.cc](#).

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCRadioButtonGroup.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCRadioButtonGroup.cc`

3.52 NCReplacePoint Class Reference

Inheritance diagram for `NCReplacePoint`:



Public Member Functions

- **NCRReplacePoint** (YWidget *parent)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setEnabled** (bool do_bv)

Pure virtual to make sure every widget implements it.

Protected Member Functions

- virtual const char * **location** () const

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCRReplacePoint](#) &OBJ)

Additional Inherited Members

3.52.1 Detailed Description

Definition at line 36 of file [NCRReplacePoint.h](#).

3.52.2 Member Function Documentation

3.52.2.1 **setEnabled()**

```
void NCRReplacePoint::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via YWidget::setEnabled perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

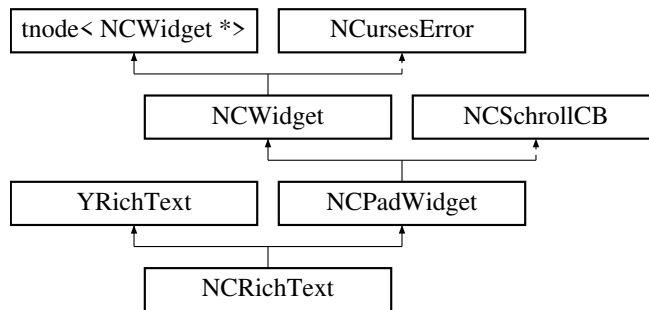
Definition at line 53 of file [NCRReplacePoint.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCRReplacePoint.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCRReplacePoint.cc

3.53 NCRichText Class Reference

Inheritance diagram for NCRichText:



Public Member Functions

- **NCRichText** (YWidget *parent, const std::string &text, bool plainTextMode=false)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setLabel** (const std::string &nlabel)
- virtual [NCursesEvent](#) **wHandleInput** (wint_t key)
- virtual void **setValue** (const std::string &text)
- virtual void [setEnabled](#) (bool do_bv)
- *Pure virtual to make sure every widget implements it.*
- virtual bool **setKeyboardFocus** ()

Protected Member Functions

- virtual const char * **location** () const
- virtual void **wRedraw** ()
- virtual void **wRecoded** ()
- virtual [NCPad](#) * **CreatePad** ()
- virtual void **DrawPad** ()
- virtual void **HScroll** (unsigned total, unsigned visible, unsigned start)
- virtual void **VScroll** (unsigned total, unsigned visible, unsigned start)
- virtual bool **handleInput** (wint_t key)

Friends

- std::ostream & **operator<<** (std::ostream &STREAM, const [NCRichText](#) &OBJ)

Additional Inherited Members

3.53.1 Detailed Description

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

3.53.2 Member Function Documentation

3.53.2.1 `setEnabled()`

```
void NCRichText::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Reimplemented from [NCPadWidget](#).

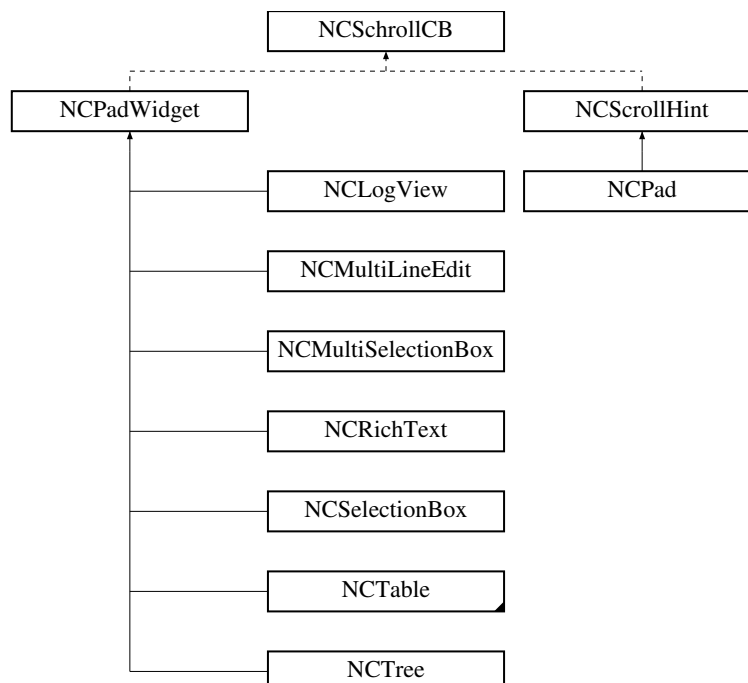
Definition at line 204 of file [NCRichText.cc](#).

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCRichText.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCRichText.cc`

3.54 NCSchrollCB Class Reference

Inheritance diagram for NCSchrollCB:



Public Member Functions

- virtual void **HScroll** (unsigned total, unsigned visible, unsigned start)
- virtual void **VScroll** (unsigned total, unsigned visible, unsigned start)
- virtual void **ScrollHead** ([NCursesWindow](#) &w, unsigned ccol)
- virtual void **AdjustPadSize** ([wsze](#) &minsize)

3.54.1 Detailed Description

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

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPad.h

3.55 NCScrollbar Class Reference

Public Types

- enum **orientation** { **HORZ**, **VERT** }

Public Member Functions

- **NCScrollbar** (const [NCWidget](#) &parwid, [NCursesWindow](#) &par, [wpos](#) p, unsigned l, orientation orient)
- void **set** (unsigned tot, unsigned vis, unsigned start)

3.55.1 Detailed Description

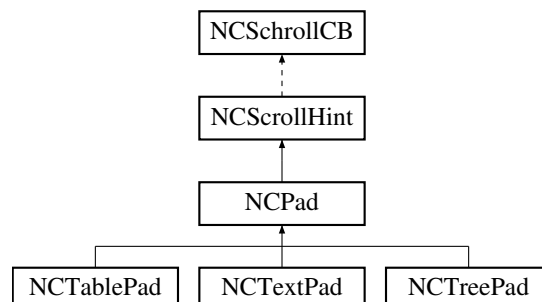
Definition at line 30 of file [NCPadWidget.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPadWidget.cc

3.56 NCScrollHint Class Reference

Inheritance diagram for NCScrollHint:



Public Member Functions

- void **SendSchrollCB** ([NCSchrollCB](#) *to)
- virtual void **SendHead** ()

Protected Member Functions

- virtual void **SetHead** ([NCursesWindow](#) &w, unsigned ccol)
- void **VSet** (unsigned total, unsigned visible, unsigned start)
- void **HSet** (unsigned total, unsigned visible, unsigned start)
- virtual void **SetPadSize** ([wsze](#) &minsze)

3.56.1 Detailed Description

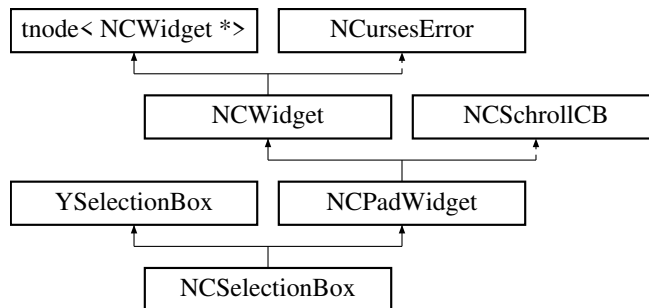
Definition at line 50 of file [NCPad.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCPad.h

3.57 NCSelectionBox Class Reference

Inheritance diagram for NCSelectionBox:



Public Member Functions

- **NCSelectionBox** (YWidget *parent, const std::string &label)
- bool **bigList** () const
- void **setBigList** (const bool big)
- virtual void **addItem** (YItem *item)
- virtual void **addItem** (const std::string &itemLabel, bool selected=false)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)

- virtual void **setLabel** (const std::string &nlabel)
- virtual int **getCurrentItem** ()
- virtual void **setCurrentItem** (int index)
- virtual void **selectItem** (YItem *item, bool selected)
- virtual void **selectItem** (int index)
- virtual [NCursesEvent](#) **wHandleInput** (wint_t key)
- virtual void [setEnabled](#) (bool do_bv)

Pure virtual to make sure every widget implements it.

- virtual bool **setKeyboardFocus** ()
- std::string **getLine** (const int &index)
- void **clearTable** ()
- void [deleteAllItems](#) ()

Clear the table and the lists holding the values.

Protected Member Functions

- virtual [NCTablePad](#) * [myPad](#) () const
Overload myPad to narrow the type.
- virtual const char * **location** () const
- virtual [NCPad](#) * **CreatePad** ()
- virtual void **wRecorded** ()

Protected Attributes

- bool **biglist**

Friends

- std::ostream & **operator<<** (std::ostream &STREAM, const [NCSelectionBox](#) &OBJ)

Additional Inherited Members

3.57.1 Detailed Description

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

3.57.2 Member Function Documentation

3.57.2.1 `setEnabled()`

```
void NCSelectionBox::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to `NCWidget::setEnabled`.

Reimplemented from `NCPadWidget`.

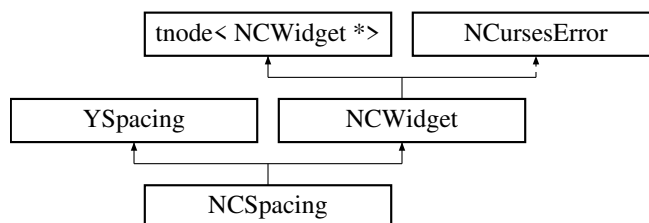
Definition at line 68 of file `NCSelectionBox.cc`.

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCSelectionBox.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCSelectionBox.cc`

3.58 NCSpacing Class Reference

Inheritance diagram for `NCSpacing`:



Public Member Functions

- **NCSpacing** (`YWidget *parent`, `YUIDimension dim`, `bool stretchable=false`, `YLayoutSize_t layoutUnits=0.0`)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setEnabled** (bool do_bv)

Pure virtual to make sure every widget implements it.

Protected Member Functions

- virtual const char * **location** () const

Friends

- `std::ostream & operator<< (std::ostream &STREAM, const NCSpacing &OBJ)`

Additional Inherited Members

3.58.1 Detailed Description

Definition at line 36 of file [NCSpacing.h](#).

3.58.2 Member Function Documentation

3.58.2.1 `setEnabled()`

```
void NCSpacing::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

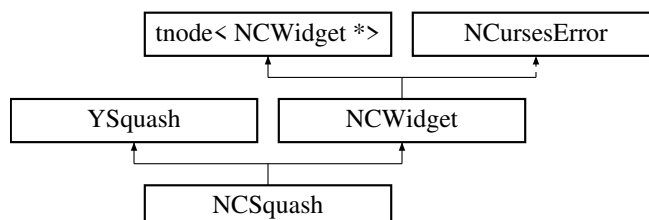
Definition at line 62 of file [NCSpacing.cc](#).

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCSpacing.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCSpacing.cc`

3.59 NCSquash Class Reference

Inheritance diagram for NCSquash:



Public Member Functions

- **NCSquash** (YWidget *parent, bool hsquash, bool vsquash)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setEnabled** (bool do_bv)

Pure virtual to make sure every widget implements it.

Protected Member Functions

- virtual const char * **location** () const

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCSquash](#) &OBJ)

Additional Inherited Members

3.59.1 Detailed Description

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

3.59.2 Member Function Documentation

3.59.2.1 setEnabled()

```
void NCSquash::setEnabled (  
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via YWidget::setEnabled perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

Definition at line 55 of file [NCSquash.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCSquash.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCSquash.cc

3.60 NCstring Class Reference

Public Member Functions

- **NCstring** (const [NCstring](#) &nstr)
- **NCstring** (const std::wstring &wstr)
- **NCstring** (const std::string &str)
- **NCstring** (const char *cstr)
- std::string **Str** () const
- [NCstring](#) & **operator=** (const [NCstring](#) &nstr)
- [NCstring](#) & **operator+=** (const [NCstring](#) &nstr)
- const std::wstring & **str** () const
- void **getHotkey** () const

Static Public Member Functions

- static bool **RecodeToWchar** (const std::string &in, const std::string &from_encoding, std::wstring *out)
- static bool **RecodeFromWchar** (const std::wstring &in, const std::string &to_encoding, std::string *out)
- static const std::string & **terminalEncoding** ()
- static bool **setTerminalEncoding** (const std::string &encoding="")

Friends

- class **NCLabel**
- std::ostream & **operator<<** (std::ostream &STREAM, const [NCstring](#) &OBJ)

3.60.1 Detailed Description

Definition at line 32 of file [NCstring.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstring.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstring.cc

3.61 NCstyle Class Reference

Classes

- struct [StBase](#)
- struct [STChar](#)
- struct [StDialog](#)
- struct [StItem](#)
- struct [StList](#)
- struct [StProgbar](#)
- struct [StRichtext](#)
- struct [StWidget](#)
- class [Style](#)

Public Types

- enum **STglobal** { **AppTitle**, **AppText**, **MaxSTglobal** }
- enum **STlocal** {
DialogBorder, **DialogTitle**, **DialogActiveBorder**, **DialogActiveTitle**,
DialogText, **DialogHeadline**, **DialogDisabled**, **DialogPlain**,
DialogLabel, **DialogData**, **DialogHint**, **DialogScrl**,
DialogActivePlain, **DialogActiveLabel**, **DialogActiveData**, **DialogActiveHint**,
DialogActiveScrl, **DialogFramePlain**, **DialogFrameLabel**, **DialogFrameData**,
DialogFrameHint, **DialogFrameScrl**, **DialogActiveFramePlain**, **DialogActiveFrameLabel**,
DialogActiveFrameData, **DialogActiveFrameHint**, **DialogActiveFrameScrl**, **ListTitle**,
ListPlain, **ListLabel**, **ListData**, **ListHint**,
ListSelPlain, **ListSelLabel**, **ListSelData**, **ListSelHint**,
ListActiveTitle, **ListActivePlain**, **ListActiveLabel**, **ListActiveData**,
ListActiveHint, **ListActiveSelPlain**, **ListActiveSelLabel**, **ListActiveSelData**,
ListActiveSelHint, **RichTextPlain**, **RichTextTitle**, **RichTextLink**,
RichTextArmedlink, **RichTextActiveArmedlink**, **RichTextVisitedLink**, **RichTextB**,
RichTextI, **RichTextT**, **RichTextBI**, **RichTextBT**,
RichTextIT, **RichTextBIT**, **ProgbarCh**, **ProgbarBgch**,
TextCursor, **MaxSTlocal** }
- enum **StyleSet** {
DefaultStyle, **InfoStyle**, **WarnStyle**, **PopupStyle**,
MaxStyleSet }

Public Member Functions

- **NCstyle** (std::string term_t)
- const ctype & **operator()** (STglobal a) const
- const [Style](#) & **operator[]** (StyleSet a) const
- void **changeSyle** ()
- void **nextStyle** ()

Static Public Member Functions

- static std::string **dumpName** (StyleSet a)
- static std::string **dumpName** (STglobal a)
- static std::string **dumpName** (STlocal a)

Friends

- class **NCStyleDef**

3.61.1 Detailed Description

Definition at line 232 of file [NCstyle.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstyle.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstyle.cc

3.62 NCStyleDef Class Reference

Classes

- struct [Aset](#)
- struct [lookupIdx](#)
helper struct to std::map strings to [NCstyle](#) enum values
- struct [queryCharEnt](#)
- struct [SubWin](#)
[SubWin](#): base class for the windows used.
- struct [Wchattr](#)
[Wchattr](#): handle modification of the current attribute std::set.
- struct [Wchstat](#)
[Wchstat](#): show current attributes definition.
- struct [Wex](#)
[Wex](#): popup and down the example Dialog.
- struct [Wset](#)
[Wset](#): Selection of the current attribute std::set to process.
- struct [Wstyle](#)
[Wstyle](#): Selection of the current [NCstyle::StyleSet](#) to process.

Public Types

- enum **ExMode** { **EX_OFF**, **EX_ON**, **EX_TOGGLE**, **EX_UPDATE** }
- enum **SetType** {
Global = 0, **DialogBorder**, **DialogBorderActive**, **DialogText**,
Widget, **WidgetActive**, **FrameWidget**, **FrameWidgetActive**,
List, **ListActive**, **RichText**, **ProgressBar**,
MaxSetType }

Public Member Functions

- void **pbox** (bool on=false)
- int **movePad** (int key=-1)
- const ctype & **attr** (NCstyle::STglobal a)
- const ctype & **attr** (NCstyle::STlocal a)
- void **doshowset** (SetType a, bool reset=false)
- void **doshowstat** (const [Aset](#) &a)
- **NCStyleDef** ([NCstyle](#) &style)
- void **changeStyle** ()
- void **saveStyle** ()
- std::ostream & **dumpCtype** (std::ostream &str, const ctype &ch)
- void **restoreStyle** ()
- void **showHelp** ()

Static Public Member Functions

- static const [NCursesPanel](#) & **pad** ()
- static void **refresh** ()
- static int **movepad** (int key=-1)
- static void **showex** (ExMode mode)
- static void **fakestyle** (NCstyle::StyleSet style)
- static void **attrchanged** ()
- static std::string **dumpName** (SetType a)
- static void **showset** (SetType a)
- static chtype **queryChar** (int column=0, chtype selbg=A_REVERSE)
- static void **showstat** (const [Aset](#) &a)
- static const char * **dumpColor** (short c)

Public Attributes

- [NCstyle](#) & **NCstyle_C**
- [NCursesPanel](#) **p**
- [Wstyle](#) **wStyle**
- [Wset](#) **wSet**
- [Wchstat](#) **wChstat**
- [Wchattr](#) **wChattr**
- [Wex](#) **wEx**

Static Public Attributes

- static [NCStyleDef](#) * **NCStyleDef_p** = 0

3.62.1 Detailed Description

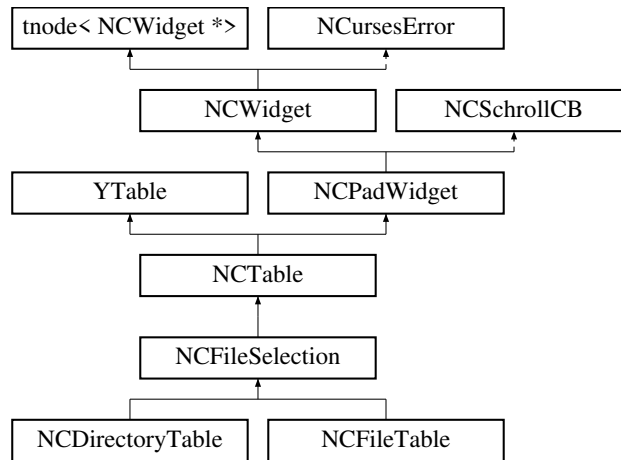
Definition at line 37 of file [NCStyleDef.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCStyleDef.cc

3.63 NCTable Class Reference

Inheritance diagram for NCTable:



Public Member Functions

- **NCTable** (YWidget *parent, YTableHeader *tableHeader, bool multiSelection=false)
- 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 ctype 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)
- *Pure virtual to make sure every widget implements it.*
- bool **setItemByKey** (int key)
- virtual **NCursesEvent** **wHandleInput** (wint_t key)
- virtual bool **setKeyboardFocus** ()
- void **stripHotkeys** ()
- void **setSortStrategy** (NCTableSortStrategyBase *newStrategy)

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**
- bool **multiselect**

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCTable](#) &OBJ)

Additional Inherited Members

3.63.1 Detailed Description

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

3.63.2 Member Function Documentation

3.63.2.1 [setEnabled\(\)](#)

```
void NCTable::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via YWidget::setEnabled perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Reimplemented from [NCPadWidget](#).

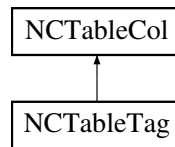
Definition at line 467 of file [NCTable.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTable.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTable.cc

3.64 NTableCol Class Reference

Inheritance diagram for NTableCol:



Public Types

- enum **STYLE** {
NONE = 0, **PLAIN**, **DATA**, **ACTIVEDATA**,
HINT, **SEPARATOR** }

Public Member Functions

- NTableCol** (const [NCstring](#) &l="", const STYLE &st=ACTIVEDATA)
- const [NLabel](#) & **Label** () const
- virtual void **SetLabel** (const [NLabel](#) &l)
- void **stripHotkey** ()
- virtual [wsz](#) **Size** () const
- virtual void **DrawAt** ([NCursesWindow](#) &w, const [wrect](#) at, [NTableStyle](#) &tableStyle, NTableLine::STATE linestyle, unsigned colidx) const
- bool **hasHotkey** () const
- unsigned char **hotkey** () const

Protected Member Functions

- chtype **setBkgd** ([NCursesWindow](#) &w, [NTableStyle](#) &tableStyle, NTableLine::STATE linestyle, STYLE colstyle) const

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NTableCol](#) &OBJ)

3.64.1 Detailed Description

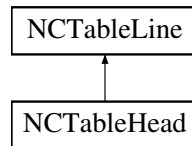
Definition at line 141 of file [NTableItem.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NTableItem.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NTableItem.cc

3.65 NTableHead Class Reference

Inheritance diagram for NTableHead:



Public Member Functions

- **NTableHead** (unsigned cols)
- **NTableHead** (std::vector< [NTableCol](#) *> &nItems)
- virtual void **DrawAt** ([NCursesWindow](#) &w, const [wrect](#) at, [NTableStyle](#) &tableStyle, bool active) const

Additional Inherited Members

3.65.1 Detailed Description

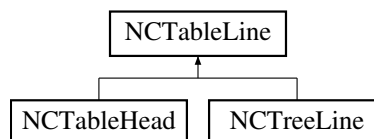
Definition at line 197 of file [NTableItem.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NTableItem.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NTableItem.cc

3.66 NTableLine Class Reference

Inheritance diagram for NTableLine:



Public Types

- enum **STATE** {
S_NORMAL = 0x00, **S_ACTIVE** = 0x01, **S_DISABLED** = 0x10, **S_HIDDEN** = 0x20,
S_HEADLINE = 0x40 }

Public Member Functions

- **NCTableLine** (unsigned cols, int index=-1, const unsigned s=S_NORMAL)
- **NCTableLine** (std::vector< [NCTableCol](#) *> &nItems, int index=-1, const unsigned s=S_NORMAL)
- void **setOrigItem** (YTableItem *it)
- YTableItem * **origItem** () const
- unsigned **Cols** () const
- void **SetCols** (unsigned idx)
- void **SetCols** (std::vector< [NCTableCol](#) *> &nItems)
- void **ClearLine** ()
- std::vector< [NCTableCol](#) * > **GetItems** () const
- void **Append** ([NCTableCol](#) *item)
- void **AddCol** (unsigned idx, [NCTableCol](#) *item)
- void **DelCol** (unsigned idx)
- [NCTableCol](#) * **GetCol** (unsigned idx)
- const [NCTableCol](#) * **GetCol** (unsigned idx) const
- void **SetState** (const STATE s)
- void **ClearState** (const STATE s)
- bool **isHidden** () const
- bool **isDisabeled** () const
- bool **isSpecial** () const
- bool **isActive** () const
- virtual bool **isVisible** () const
- virtual bool **isEnabeled** () const
- int **getIndex** () const
- virtual int **handleInput** (wint_t key)
- virtual int **ChangeToVisible** ()
- virtual unsigned **Hotspot** (unsigned &at) const
- virtual void **UpdateFormat** ([NCTableStyle](#) &TableStyle)
- virtual void **DrawAt** ([NCursesWindow](#) &w, const [wrect](#) at, [NCTableStyle](#) &tableStyle, bool active) const
- void **stripHotkeys** ()

Protected Member Functions

- virtual void **DrawItems** ([NCursesWindow](#) &w, const [wrect](#) at, [NCTableStyle](#) &tableStyle, bool active) const

Protected Attributes

- STATE **vstate**

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCTableLine](#) &OBJ)

3.66.1 Detailed Description

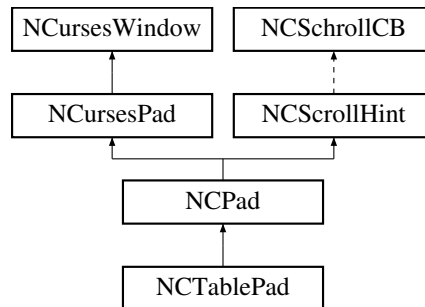
Definition at line 39 of file [NCTableItem.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTableItem.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTableItem.cc

3.67 NCTablePad Class Reference

Inheritance diagram for NCTablePad:



Public Member Functions

- **NCTablePad** (int [lines](#), int [cols](#), const [NCWidget](#) &p)
- virtual void **wRecoded** ()
- virtual [wpos](#) **CurPos** () const
- virtual bool **handleInput** (wint_t key)
- bool **setItemByKey** (int key)
- [wsz](#) **tableSize** ()
- void **setOrder** (int column, bool do_reverse=false)
- bool **SetHeadline** (const std::vector< [NCstring](#) > &head)
- virtual void **SendHead** ()
- void **SetSepChar** (const chtype colSepchar)
- void **SetSepWidth** (const unsigned sepwidth)
- void **SetHotCol** (const int hcol)
- unsigned **Cols** () const
- unsigned **Lines** () const
- unsigned **HotCol** () const
- void **SetLines** (unsigned idx)
- void **SetLines** (std::vector< [NCTableLine](#) *> &nItems)
- void **ClearTable** ()
- void **Append** ([NCTableLine](#) *item)
- void **Append** (std::vector< [NCTableCol](#) *> &nItems, int index=-1)
- void **AddLine** (unsigned idx, [NCTableLine](#) *item)
- void **DelLine** (unsigned idx)
- const [NCTableLine](#) * **GetLine** (unsigned idx) const
- [NCTableLine](#) * **ModifyLine** (unsigned idx)
- void **stripHotkeys** ()
- void **setSortStrategy** ([NCTableSortStrategyBase](#) *newSortStrategy)

Protected Member Functions

- void **DirtyFormat** ()
- virtual [wsze](#) **UpdateFormat** ()
- virtual int **dirtyPad** ()
- virtual int **setpos** (const [wpos](#) &newpos)
- virtual int **DoRedraw** ()
- virtual void **updateScrollHint** ()
- virtual void **directDraw** ([NCursesWindow](#) &[w](#), const [wrect](#) at, unsigned lineno)

Directly draw a table item at a specific location.

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCTablePad](#) &OBJ)

Additional Inherited Members

3.67.1 Detailed Description

Definition at line 155 of file [NCTablePad.h](#).

3.67.2 Member Function Documentation

3.67.2.1 directDraw()

```
void NCTablePad::directDraw (
    NCursesWindow & w,
    const wrect at,
    unsigned lineno ) [protected], [virtual]
```

Directly draw a table item at a specific location.

update usually copies the visible table content from the [NCursesPad](#) to destwin. In case the [NCursesPad](#) is truncated, the visible lines are prepared immediately before they are written to destwin

See also

[_vheight](#).

Reimplemented from [NCPad](#).

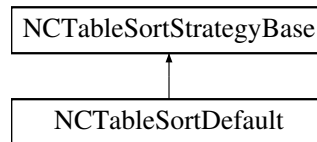
Definition at line 243 of file [NCTablePad.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTablePad.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTablePad.cc

3.68 NTableSortDefault Class Reference

Inheritance diagram for NTableSortDefault:



Public Member Functions

- virtual void **sort** (std::vector< [NTableLine](#) *>::iterator itemsBegin, std::vector< [NTableLine](#) *>::iterator itemsEnd, int uiColumn)

3.68.1 Detailed Description

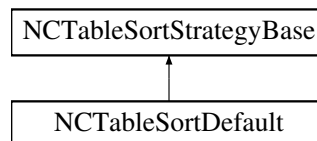
Definition at line 60 of file [NTablePad.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NTablePad.h

3.69 NTableSortStrategyBase Class Reference

Inheritance diagram for NTableSortStrategyBase:



Public Member Functions

- virtual void **sort** (std::vector< [NTableLine](#) *>::iterator itemsBegin, std::vector< [NTableLine](#) *>::iterator itemsEnd, int uiColumn)=0
- int **getColumn** ()
- void **setColumn** (int column)

3.69.1 Detailed Description

Definition at line 40 of file [NTablePad.h](#).

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

- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NTablePad.h](#)

3.70 NTableStyle Class Reference

Public Member Functions

- **NTableStyle** (const [NCWidget](#) &p)
- bool **SetStyleFrom** (const std::vector< [NCstring](#) > &head)
- void **SetSepChar** (const chtype sepchar)
- void **SetSepWidth** (const unsigned sepwidth)
- void **SetHotCol** (const int hcol)
- void **ResetToMinCols** ()
- void **AssertMinCols** (unsigned num)
- void **MinColWidth** (unsigned num, unsigned val)
- NC::ADJUST **ColAdjust** (unsigned num) const
- unsigned **Cols** () const
- unsigned **ColWidth** (unsigned num) const
- unsigned **ColSepwidth** () const
- chtype **ColSepchar** () const
- unsigned **HotCol** () const
- const [NCstyle::StList](#) & **listStyle** () const
- chtype **getBG** () const
- chtype **getBG** (const NTableLine::STATE lstate, const NTableCol::STYLE cstyle=NTableCol::PLAIN) const
- chtype **highlightBG** (const NTableLine::STATE lstate, const NTableCol::STYLE cstyle, const NTableCol::STYLE dstyle=NTableCol::PLAIN) const
- chtype **hotBG** (const NTableLine::STATE lstate, unsigned colidx) const
- const [NTableLine](#) & **Headline** () const
- unsigned **TableWidth** () const

Static Public Attributes

- static const chtype **currentBG** = (chtype) - 1

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NTableStyle](#) &OBJ)

3.70.1 Detailed Description

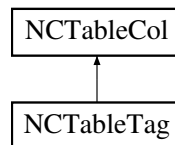
Definition at line 217 of file [NCTableItem.h](#).

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

- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTableItem.h](#)
- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTableItem.cc](#)

3.71 NCTableTag Class Reference

Inheritance diagram for NCTableTag:



Public Member Functions

- **NCTableTag** (YItem *item, const bool sel=false)
- virtual void **SetLabel** (const [NCLabel](#) &)
- virtual void **DrawAt** ([NCursesWindow](#) &w, const [wrect](#) at, [NCTableStyle](#) &tableStyle, NCTableLine::STATE lines-tate, unsigned colidx) const
- void **SetSelected** (const bool sel)
- bool **Selected** () const
- YItem * **origItem** ()

Additional Inherited Members

3.71.1 Detailed Description

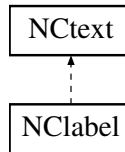
Definition at line 112 of file [NCTablePad.h](#).

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

- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTablePad.h](#)

3.72 NCtext Class Reference

Inheritance diagram for NCtext:



Public Types

- typedef std::list< [NCstring](#) >::iterator **iterator**
- typedef std::list< [NCstring](#) >::const_iterator **const_iterator**

Public Member Functions

- **NCtext** (const [NCstring](#) &nstr="")
- **NCtext** (const [NCstring](#) &nstr, size_t columns)
- unsigned **Lines** () const
- size_t **Columns** () const
- void **append** (const [NCstring](#) &line)
- const std::list< [NCstring](#) > & **Text** () const
- const [NCstring](#) & **operator[]** (std::wstring::size_type idx) const
- const_iterator **begin** () const
- const_iterator **end** () const

Protected Member Functions

- virtual void **lset** (const [NCstring](#) &text)
- void **lbrset** (const [NCstring](#) &text, size_t columns)

Protected Attributes

- std::list< [NCstring](#) > **mtext**

Friends

- std::ostream & **operator<<** (std::ostream &STREAM, const [NCtext](#) &OBJ)

3.72.1 Detailed Description

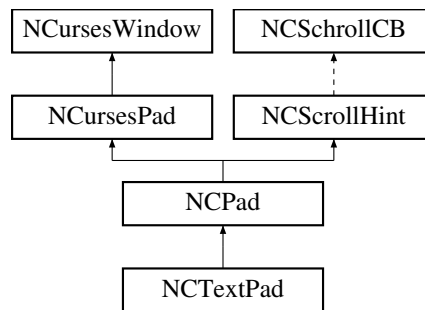
Definition at line 37 of file [NCtext.h](#).

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

- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCtext.h](#)
- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCtext.cc](#)

3.73 NCTextPad Class Reference

Inheritance diagram for NCTextPad:



Public Member Functions

- **NCTextPad** (int lines, int cols, const [NCWidget](#) &p)
- virtual void **resize** ([wsze](#) nsze)
- virtual int **setpos** ()
- virtual [wpos](#) **CurPos** () const
- virtual bool **handleInput** (wint_t key)
- void **setText** (const [NCtext](#) &ntext)
- std::wstring **getText** () const
- void **setInputMaxLength** (int nr)

Protected Member Functions

- virtual int **setpos** (const [wpos](#) &newpos)

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCTextPad](#) &OBJ)

Additional Inherited Members

3.73.1 Detailed Description

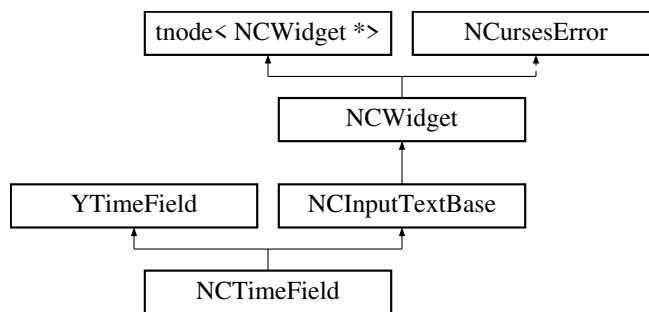
Definition at line 35 of file [NCTextPad.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTextPad.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTextPad.cc

3.74 NCTimeField Class Reference

Inheritance diagram for NCTimeField:



Public Member Functions

- **NCTimeField** (YWidget *parent, const std::string &label)
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setLabel** (const std::string &nlabel)
- virtual void **setValue** (const std::string &text)
- virtual std::string **value** ()
- virtual void **setEnabled** (bool do_bv)

Pure virtual to make sure every widget implements it.

- virtual [NCursesEvent](#) **wHandleInput** (wint_t key)
- virtual bool **setKeyboardFocus** ()

Protected Member Functions

- virtual const char * **location** () const

Friends

- `std::ostream & operator<< (std::ostream &STREAM, const NCTimeField &OBJ)`

Additional Inherited Members

3.74.1 Detailed Description

Definition at line 36 of file [NCTimeField.h](#).

3.74.2 Member Function Documentation

3.74.2.1 `setEnabled()`

```
void NCTimeField::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Reimplemented from [NCInputTextBase](#).

Definition at line 81 of file [NCTimeField.cc](#).

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

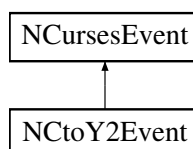
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTimeField.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTimeField.cc`

3.75 NCtoY2Event Class Reference

Helper class for translating an [NCurses](#) event to a YEvent.

```
#include <NCtoY2Event.h>
```

Inheritance diagram for NCtoY2Event:



Public Member Functions

- [NCToY2Event](#) ()
Default constructor.
- [NCToY2Event](#) (const [NCursesEvent](#) &ncev)
Constructor from an [NCursesEvent](#).
- [NCToY2Event](#) & [operator=](#) (const [NCursesEvent](#) &ncev)
Assignment operator.
- YEvent * [propagate](#) ()
The reason of existence of this class: Translate the [NCursesEvent](#) to a YEvent.

Friends

- std::ostream & [operator<<](#) (std::ostream &stream, const [NCToY2Event](#) &event)

Additional Inherited Members

3.75.1 Detailed Description

Helper class for translating an [NCurses](#) event to a YEvent.

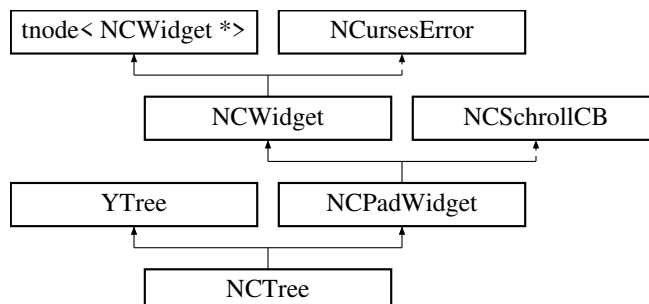
Definition at line 36 of file [NCToY2Event.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCToY2Event.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCToY2Event.cc

3.76 NCTree Class Reference

Inheritance diagram for NCTree:



Public Member Functions

- **NCTree** (YWidget *parent, const std::string &label, bool multiselection=false, bool recursiveselection=false)
 - virtual int **preferredWidth** ()
 - virtual int **preferredHeight** ()
 - virtual void **setSize** (int newWidth, int newHeight)
 - virtual void **setLabel** (const std::string &nlabel)
 - virtual void **rebuildTree** ()
 - virtual YTreeItem * **getCurrentItem** () const
 - virtual YTreeItem * **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)
- Pure virtual to make sure every widget implements it.*
- virtual bool **setKeyboardFocus** ()
 - void **deleteAllItems** ()

Protected Member Functions

- virtual **NCTreePad** * **myPad** () const
- Return the current pad.*
- const **NCTreeLine** * **getTreeLine** (unsigned idx) const
 - **NCTreeLine** * **modifyTreeLine** (unsigned idx)
 - virtual const char * **location** () const
 - virtual **NCPad** * **CreatePad** ()
 - virtual void **DrawPad** ()
 - virtual void **startMultipleChanges** ()
 - virtual void **doneMultipleChanges** ()

Friends

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

Additional Inherited Members

3.76.1 Detailed Description

Definition at line 38 of file [NCTree.h](#).

3.76.2 Member Function Documentation

3.76.2.1 myPad()

```
virtual NCTreePad* NCTree::myPad ( ) const [inline], [protected], [virtual]
```

Return the current pad.

Make it virtual so descendant classes can narrow the return type.

Reimplemented from [NCPadWidget](#).

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

3.76.2.2 setEnabled()

```
void NCTree::setEnabled (
    bool do_bv ) [virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via YWidget::setEnabled perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Reimplemented from [NCPadWidget](#).

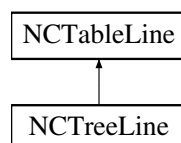
Definition at line 323 of file [NCTree.cc](#).

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

- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTree.h](#)
- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTree.cc](#)

3.77 NCTreeLine Class Reference

Inheritance diagram for NCTreeLine:



Public Member Functions

- **NCTreeLine** ([NCTreeLine](#) *p, YTreeItem *item, bool multiSelection)
- YTreeItem * **YItem** () const
- unsigned **Level** () const
- virtual bool **isVisible** () const
- virtual int **ChangeToVisible** ()
- virtual unsigned **Hotspot** (unsigned &at) const
- virtual int **handleInput** (wint_t key)
- virtual void **DrawAt** ([NCursesWindow](#) &w, const [wrect](#) at, [NCTableStyle](#) &tableStyle, bool active) const

Additional Inherited Members

3.77.1 Detailed Description

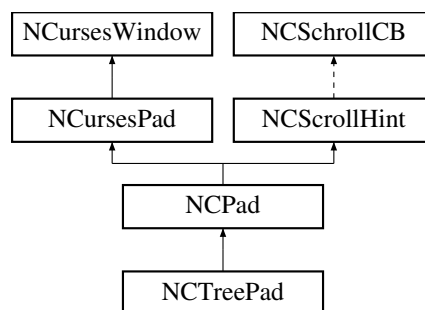
Definition at line 33 of file [NCTree.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTree.cc

3.78 NCTreePad Class Reference

Inheritance diagram for NCTreePad:



Public Member Functions

- **NCTreePad** (int [lines](#), int [cols](#), const [NCWidget](#) &p)
- [NCursesWindow](#) * **Destwin** ()
- virtual void **Destwin** ([NCursesWindow](#) *dwin)
- virtual void **wRecoded** ()
- virtual [wpos](#) **CurPos** () const
- virtual bool **handleInput** (wint_t key)
- bool **SetHeadline** (const std::vector< [NCstring](#) > &head)

- virtual void **SendHead** ()
- unsigned **Cols** () const
- unsigned **Lines** () const
- unsigned **visLines** () const
- void **SetLines** (unsigned idx)
- void **SetLines** (std::vector< [NCTableLine](#) *> &nItems)
- void **ClearTable** ()
- void **Append** ([NCTableLine](#) *item)
- void **Append** (std::vector< [NCTableCol](#) *> &nItems)
- void **AddLine** (unsigned idx, [NCTableLine](#) *item)
- void **DelLine** (unsigned idx)
- const [NCTableLine](#) * **GetCurrentLine** () const
- const [NCTableLine](#) * **GetLine** (unsigned idx) const
- [NCTableLine](#) * **ModifyLine** (unsigned idx)
- void **ShowItem** (const [NCTableLine](#) *item)

Protected Member Functions

- void **DirtyFormat** ()
- virtual [wsze](#) **UpdateFormat** ()
- virtual int **dirtyPad** ()
- virtual int **setpos** (const [wpos](#) &newpos)
- virtual int **DoRedraw** ()
- virtual void **updateScrollHint** ()

Friends

- std::ostream & **operator<<** (std::ostream &STREAM, const [NCTreePad](#) &OBJ)

Additional Inherited Members

3.78.1 Detailed Description

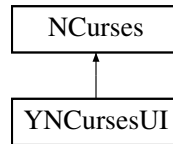
Definition at line [39](#) of file [NCTreePad.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTreePad.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCTreePad.cc

3.79 NCurses Class Reference

Inheritance diagram for NCurses:



Public Member Functions

- void **run** ()
- void **RedirectToLog** ()

Static Public Member Functions

- static int **cols** ()
- static int **lines** ()
- static int **tabsize** ()
- static const **NCstyle** & **style** ()
- static void **Update** ()
- static void **Redraw** ()
- static void **Refresh** ()
- static void **SetTitle** (const std::string &str)
- static void **SetStatusLine** (std::map< int, **NCstring** > fkeys)
- static void **ScreenShot** (const std::string &name="screen.shot")
- static void **drawTitle** ()
- static void **ForgetDlg** (**NCDialog** *dlg_r)
- static void **RememberDlg** (**NCDialog** *dlg_r)
- static void **ResizeEvent** ()

Public Attributes

- int **stdout_save**
- int **stderr_save**

Protected Member Functions

- void **init** ()
- bool **initialized** () const
- virtual bool **title_line** ()
- virtual bool **want_colors** ()
- virtual void **setup_screen** ()
- virtual void **init_title** ()
- virtual void **init_screen** ()

Protected Attributes

- SCREEN * **theTerm**
- std::string **myTerm**
- std::string **envTerm**
- WINDOW * **title_w**
- WINDOW * **status_w**
- std::string **title_t**
- std::map< int, [NCstring](#) > **status_line**
- [NCstyle](#) * **styleset**
- [NCursesPanel](#) * **stdpan**

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCurses](#) &OBJ)

3.79.1 Detailed Description

Definition at line 141 of file [NCurses.h](#).

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

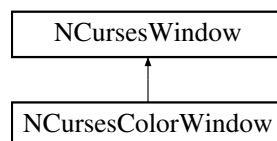
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCurses.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCurses.cc

3.80 NCursesColorWindow Class Reference

We leave this here for compatibility reasons.

```
#include <ncursesw.h>
```

Inheritance diagram for NCursesColorWindow:



Public Member Functions

- [NCursesColorWindow](#) (WINDOW *&window)
Constructor.
- [NCursesColorWindow](#) (int [lines](#), int [cols](#), int begin_y, int begin_x)
Constructor.
- [NCursesColorWindow](#) ([NCursesWindow](#) &par, int [lines](#), int [cols](#), int begin_y, int begin_x, char absrel='a')
Constructor.

Additional Inherited Members

3.80.1 Detailed Description

We leave this here for compatibility reasons.

Definition at line 1782 of file [ncursesw.h](#).

3.80.2 Constructor & Destructor Documentation

3.80.2.1 NCursesColorWindow() [1/2]

```
NCursesColorWindow::NCursesColorWindow (
    WINDOW *& window ) [inline]
```

Constructor.

Useful only for stdscr

Definition at line 1789 of file [ncursesw.h](#).

3.80.2.2 NCursesColorWindow() [2/2]

```
NCursesColorWindow::NCursesColorWindow (
    NCursesWindow & par,
    int lines,
    int cols,
    int begin_y,
    int begin_x,
    char absrel = 'a' ) [inline]
```

Constructor.

If 'absrel' is 'a', begin_x/y are absolute screen pos, else if 'r', they are relative to par origin

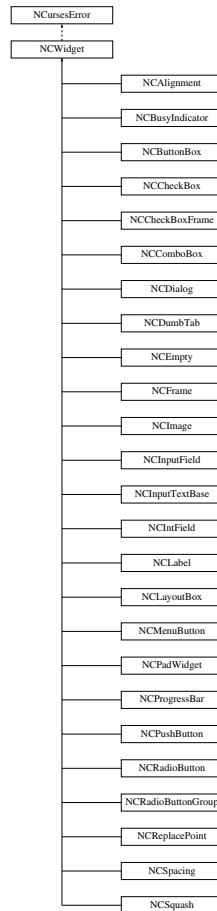
Definition at line 1813 of file [ncursesw.h](#).

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

- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/ncursesw.h](#)

3.81 NCursesError Class Reference

Inheritance diagram for NCursesError:



Public Member Functions

- **NCursesError** (const char *msg="unknown error",...)
- **NCursesError** (int val, const char *msg="unknown error",...)
- **NCursesError** & **NError** (const char *msg="unknown error",...)
- **NCursesError** & **NError** (int val, const char *msg="unknown error",...)
- virtual const char * **location** () const

Public Attributes

- int **errval_i**
- std::string **errmsg_t**

3.81.1 Detailed Description

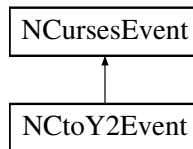
Definition at line 50 of file [NCurses.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCurses.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCurses.cc

3.82 NCursesEvent Class Reference

Inheritance diagram for NCursesEvent:



Public Types

- enum **Type** {
handled = -1, **none** = 0, **cancel**, **timeout**,
button, **menu**, **key** }
- enum **DETAIL** { **NODETAIL** = -1, **CONTINUE** = -2, **USERDEF** = -3 }

Public Member Functions

- **NCursesEvent** (Type t=none, YEvent::EventReason r=YEvent::UnknownReason)
- **operator void *** () const
- bool **operator==** (const [NCursesEvent](#) &e) const
- bool **operator!=** (const [NCursesEvent](#) &e) const
- bool **isReturnEvent** () const
- bool **isInternalEvent** () const

Public Attributes

- Type **type**
- [NCWidget](#) * **widget**
- YMenuItem * **selection**
- std::string **result**
- std::string **keySymbol**
- int **detail**
- YEvent::EventReason **reason**

Static Public Attributes

- static const [NCursesEvent](#) **Activated**
- static const [NCursesEvent](#) **SelectionChanged**
- static const [NCursesEvent](#) **ValueChanged**

3.82.1 Detailed Description

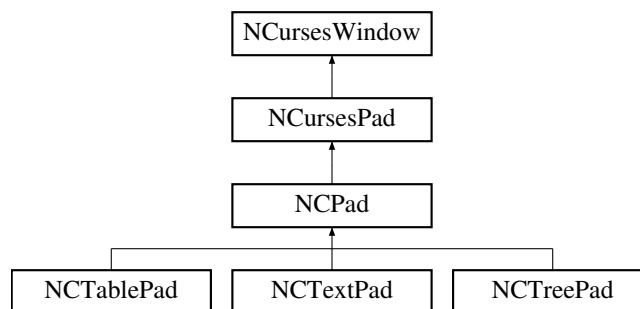
Definition at line 72 of file [NCurses.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCurses.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCurses.cc

3.83 NCursesPad Class Reference

Inheritance diagram for NCursesPad:



Public Member Functions

- **NCursesPad** (int [lines](#), int [cols](#))
- int [echochar](#) (const chtype ch)
Put the attributed character onto the pad and immediately do a [prefresh\(\)](#).
- int [refresh](#) ()
For Pad's we reimplement [refresh\(\)](#) and [noutrefresh\(\)](#) to do nothing.
- int [noutrefresh](#) ()
Propagate the changes in this window to the virtual screen.
- int [refresh](#) (int pminrow, int pmincol, int sminrow, int smincol, int smaxrow, int smaxcol)
The coordinates [sminrow](#),[smincol](#),[smaxrow](#),[smaxcol](#) describe a rectangle on the screen.
- int [noutrefresh](#) (int pminrow, int pmincol, int sminrow, int smincol, int smaxrow, int smaxcol)
Does the same like [refresh\(\)](#) but without calling [doupdate\(\)](#).

Additional Inherited Members

3.83.1 Detailed Description

Definition at line 1831 of file [ncursesw.h](#).

3.83.2 Member Function Documentation

3.83.2.1 `noutrefresh()`

```
int NCursesPad::noutrefresh ( ) [inline], [virtual]
```

Propagate the changes in this window to the virtual screen.

This is redefined in [NCursesPanel](#).

Reimplemented from [NCursesWindow](#).

Definition at line 1850 of file [ncursesw.h](#).

3.83.2.2 `refresh()` [1/2]

```
int NCursesPad::refresh ( ) [inline], [virtual]
```

For Pad's we reimplement [refresh\(\)](#) and [noutrefresh\(\)](#) to do nothing.

You should call the versions with the argument `std::list` that are specific for Pad's.

Reimplemented from [NCursesWindow](#).

Definition at line 1848 of file [ncursesw.h](#).

3.83.2.3 refresh() [2/2]

```
int NCursesPad::refresh (
    int pminrow,
    int pmincol,
    int sminrow,
    int smincol,
    int smaxrow,
    int smaxcol ) [inline]
```

The coordinates sminrow,smincol,smaxrow,smaxcol describe a rectangle on the screen.

refresh copies a rectangle of this size beginning with top left corner pminrow,pmincol onto the screen and calls [doupdate\(\)](#).

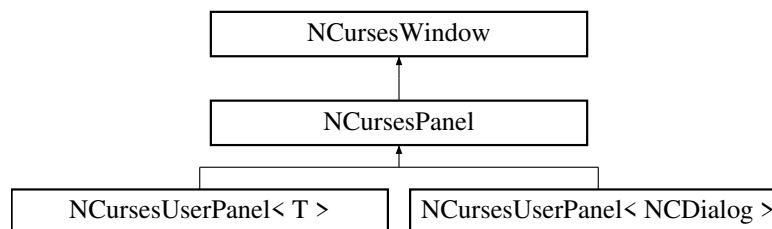
Definition at line [1857](#) of file [ncursesw.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/ncursesw.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/ncursesw.cc

3.84 NCursesPanel Class Reference

Inheritance diagram for NCursesPanel:



Public Member Functions

- [NCursesPanel](#) (int [lines](#), int [cols](#), int begin_y=0, int begin_x=0)
Create a panel with this size starting at the requested position.
- [NCursesPanel](#) ()
This constructor creates the default Panel associated with the ::stdscr window.
- virtual int [resize](#) (int [lines](#), int columns)
Resize the panel window.
- void [hide](#) ()
Hide the panel.
- void [show](#) ()
Show the panel, i.e.

- void [top](#) ()
Make this panel the top panel in the stack.
- void [bottom](#) ()
Make this panel the bottom panel in the stack.
- int [mvwin](#) (int y, int x)
Move window to new position with the new position as top left corner.
- bool [hidden](#) () const
Return TRUE if the panel is hidden, FALSE otherwise.
- [NCursesPanel](#) & [above](#) () const
The functions [panel_above\(\)](#) and [panel_below\(\)](#) are not reflected in the [NCursesPanel](#) class.
- [NCursesPanel](#) & [below](#) () const
- PANEL * [PANEL_above](#) () const
- PANEL * [PANEL_below](#) () const
- int [transparent](#) (int y, int x)
- virtual int [refresh](#) ()
Propagate all panel changes to the virtual screen and update the physical screen.
- virtual int [noutrefresh](#) ()
Propagate all panel changes to the virtual screen.
- virtual void [frame](#) (const char *title=NULL, const char *btitle=NULL)
Put a frame around the panel and put the title centered in the top line and btitle in the bottom line.
- virtual void [boldframe](#) (const char *title=NULL, const char *btitle=NULL)
Same as [frame\(\)](#), but use highlighted attributes.
- virtual void [label](#) (const char *topLabel, const char *bottomLabel)
Put the title centered in the top line and btitle in the bottom line.
- virtual void [centertext](#) (int row, const char *label)
Put the label text centered in the specified row.

Static Public Member Functions

- static void [redraw](#) ()
Redraw all panels.

Protected Member Functions

- void [set_user](#) (void *user)
Set the user pointer of the panel.
- void * [get_user](#) () const
- void [OnError](#) (int err) const THROWS(NCursesPanelException)
If err is equal to the curses error indicator ERR, an error handler is called.

Static Protected Member Functions

- static const [NCursesPanel](#) * [get_Panel_of](#) (const PANEL &pan)

Protected Attributes

- PANEL * p

Static Protected Attributes

- static NCursesPanel * dummy = (NCursesPanel*)0

Friends

- class NCDialog
- std::ostream & operator<< (std::ostream &Stream, const NCursesPanel &Obj_Cv)
- std::ostream & operator<< (std::ostream &Stream, const NCursesPanel *Obj_Cv)

3.84.1 Detailed Description

Definition at line 33 of file [ncurses.h](#).

3.84.2 Member Function Documentation

3.84.2.1 above()

```
NCursesPanel& NCursesPanel::above ( ) const [inline]
```

The functions panel_above() and panel_below() are not reflected in the NCursesPanel class.

The reason for this is, that we cannot assume that a panel retrieved by those operations is one wrapped by a C++ class. Although this situation might be handled, we also need a reverse mapping from PANEL to NCursesPanel which needs some redesign of the low level stuff. At the moment, we define them in the interface but they will always produce an error.

Definition at line 212 of file [ncurses.h](#).

3.84.2.2 bottom()

```
void NCursesPanel::bottom ( ) [inline]
```

Make this panel the bottom panel in the stack.

N.B.: The panel associated with ::stdscr is always on the bottom. So actually [bottom\(\)](#) makes the panel the first above ::stdscr.

Definition at line 178 of file [ncurses.h](#).

3.84.2.3 `hide()`

```
void NCursesPanel::hide ( ) [inline]
```

Hide the panel.

It stays in the stack but becomes invisible.

Definition at line [148](#) of file [ncurses.h](#).

3.84.2.4 `mvwin()`

```
int NCursesPanel::mvwin (
    int begin_y,
    int begin_x ) [inline], [virtual]
```

Move window to new position with the new position as top left corner.

This is virtual because it is redefined in [NCursesPanel](#).

Reimplemented from [NCursesWindow](#).

Definition at line [189](#) of file [ncurses.h](#).

3.84.2.5 `show()`

```
void NCursesPanel::show ( ) [inline]
```

Show the panel, i.e.

make it visible.

Definition at line [160](#) of file [ncurses.h](#).

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

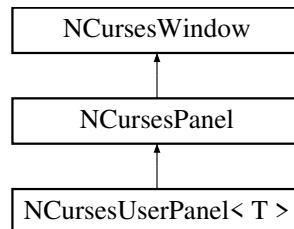
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/ncurses.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/ncurses.cc`

3.85 NCursesUserPanel< T > Class Template Reference

Associate user data with a panel.

```
#include <ncurses.h>
```

Inheritance diagram for NCursesUserPanel< T >:



Public Member Functions

- [NCursesUserPanel](#) (int [lines](#), int [cols](#), int begin_y=0, int begin_x=0, const T *p_UserData=(T *) 0)
This creates an user panel of the requested size with associated user data pointed to by p_UserData.
- [NCursesUserPanel](#) (const T *p_UserData=(T *) 0)
This creates an user panel associated with the ::stdscr and user data pointed to by p_UserData.
- T * [UserData](#) (void) const
Retrieve the user data associated with the panel.
- virtual void [setUserData](#) (const T *p_UserData)
Associate the user panel with the user data pointed to by p_UserData.

Static Public Member Functions

- static T * [UserDataOf](#) (const PANEL &pan)
Retrieve the user data if associated with the PANEL.

Additional Inherited Members

3.85.1 Detailed Description

```
template<class T>
class NCursesUserPanel< T >
```

Associate user data with a panel.

We use templates to provide a typesafe mechanism to associate user data with a panel. A NCursesUserPanel<T> is a panel associated with some user data of type T.

Definition at line [287](#) of file [ncurses.h](#).

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

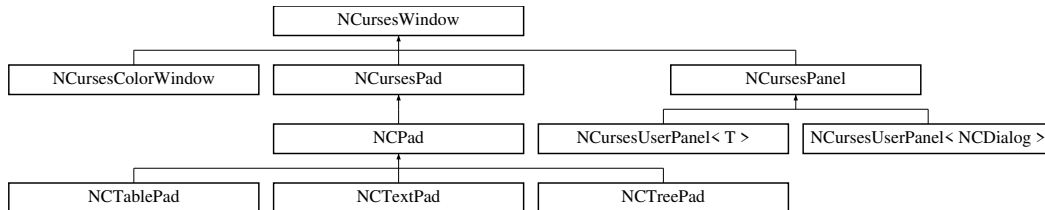
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/ncurses.h

3.86 NCursesWindow Class Reference

C++ class for windows.

```
#include <ncursesw.h>
```

Inheritance diagram for NCursesWindow:



Public Member Functions

- [NCursesWindow](#) (WINDOW *window)
Constructor.
- [NCursesWindow](#) (int lines, int cols, int begin_y, int begin_x)
Constructor.
- [NCursesWindow](#) (NCursesWindow &parent, int lines, int cols, int begin_y, int begin_x, char absrel='a')
Constructor.
- virtual [~NCursesWindow](#) ()
Destructor.
- [NCursesWindow Clone](#) ()
Make an exact copy of the window.
- int [colors](#) () const
Number of available colors.
- int [height](#) () const
Number of lines in this window.
- int [width](#) () const
Number of columns in this window.
- int [begx](#) () const
Column of top left corner relative to stdscr.
- int [begy](#) () const
Line of top left corner relative to stdscr.
- int [maxx](#) () const
Largest x coord in window.
- int [maxy](#) () const
Largest y coord in window.
- [wsze size](#) () const
- [wpos begpos](#) () const
- [wpos maxpos](#) () const
- [wrect area](#) () const
- short [getcolor](#) () const

- Actual color pair.*

 - short **foreground** () const

Actual foreground color.
- short **background** () const

Actual background color.
- int **setpalette** (short fore, short back)

Set color palette entry.
- int **setcolor** (short pair)

Set actually used palette entry.
- virtual int **mvwin** (int begin_y, int begin_x)

Move window to new position with the new position as top left corner.
- int **mvsubwin** (NCursesWindow *sub, int begin_y, int begin_x)
- virtual int **resize** (int lines, int columns)
- int **move** (int y, int x)

Move cursor the this position.
- void **getyx** (int &y, int &x) const

Get current position of the cursor.
- int **mvcur** (int oldrow, int oldcol, int newrow, int newcol) const

Perform lowlevel cursor motion that takes effect immediately.
- int **nodelay** (bool bf)
- int **getch** ()

Get a keystroke from the window.
- int **getch** (int y, int x)

Move cursor to position and get a keystroke from the window.
- int **getstr** (char *str, int n=-1)

Read a series of characters into str until a newline or carriage return is received.
- int **getstr** (int y, int x, char *str, int n=-1)

*Move the cursor to the requested position and then perform the **getstr()** as described above.*
- int **instr** (char *s, int n=-1)

Get a std::string of characters from the window into the buffer s.
- int **instr** (int y, int x, char *s, int n=-1)

*Move the cursor to the requested position and then perform the **instr()** as described above.*
- int **addch** (const char ch)

Put attributed character to the window.
- int **addch** (const chtype ch)
- int **add_attr_char** (int y, int x)

Put attributed character from given position to the window.
- int **add_attr_char** ()
- int **add_wch** (const cchar_t *cch)

Put a combined character to the window.
- int **add_wch** (int y, int x, const cchar_t *cch)
- int **addch** (int y, int x, const char ch)

Move cursor to the requested position and then put attributed character to the window.
- int **addch** (int y, int x, const chtype ch)
- int **echochar** (const char ch)

Put attributed character to the window and refresh it immediately.
- int **echochar** (const chtype ch)
- int **addstr** (const char *str, int n=-1)

- Write the std::string str to the window, stop writing if the terminating NUL or the limit n is reached.*

 - int **addstr** (int y, int x, const char *str, int n=-1)

Move the cursor to the requested position and then perform the addstr as described above.
- int **addwstr** (const wchar_t *str, int n=-1)

Write the wchar_t str to the window, stop writing if the terminating NUL or the limit n is reached.
- int **addwstr** (int y, int x, const wchar_t *str, int n=-1)

Move the cursor to the requested position and then perform the addwstr as described above.
- int **printw** (const char *fmt,...)

Do a formatted print to the window.
- int **printw** (int y, int x, const char *fmt,...)

Move the cursor and then do a formatted print to the window.
- chtype **inch** () const

Retrieve attributed character under the current cursor position.
- chtype **inchar** () const
- chtype **inch** (int y, int x)

Move cursor to requested position and then retrieve attributed character at this position.
- chtype **inchar** (int y, int x)
- int **in_wchar** (cchar_t *cchar)

Retrieve combined character under the current cursor position.
- int **in_wchar** (int y, int x, cchar_t *cchar)
- int **insch** (chtype ch)

Insert attributed character into the window before current cursor position.
- int **insch** (int y, int x, chtype ch)

Move cursor to requested position and then insert the attributed character before that position.
- int **ins_wch** (int y, int x, const cchar_t *cchar)

Move cursor to requested position and then insert the attributed character before that position.
- int **insertln** ()

Insert an empty line above the current line.
- int **insdelln** (int n=1)

If n>0 insert that many lines above the current line.
- int **insstr** (const char *s, int n=-1)

Insert the std::string into the window before the current cursor position.
- int **insstr** (int y, int x, const char *s, int n=-1)

*Move the cursor to the requested position and then perform the **insstr()** as described above.*
- int **attron** (chtype at)

Switch on the window attributes;.
- int **attroff** (chtype at)

Switch off the window attributes;.
- int **attrset** (chtype at)

Set the window attributes;.
- int **chgat** (int n, attr_t attr, short color, const void *opts=NULL)

Change the attributes of the next n characters in the current line.
- int **chgat** (int y, int x, int n, attr_t attr, short color, const void *opts=NULL)

*Move the cursor to the requested position and then perform **chgat()** as described above.*
- chtype **getbkgd** () const

Get current background setting.
- int **bkgd** (const chtype ch)

- Set the background property and apply it to the window.*

 - void **bkgdset** (chtype ch)

Set the background property.
- int **box** ()

Draw a box around the window with the given vertical and horizontal drawing characters.
- int **border** (chtype left=0, chtype right=0, chtype top=0, chtype bottom=0, chtype top_left=0, chtype top_right=0, chtype bottom_left=0, chtype bottom_right=0)

Draw a border around the window with the given characters for the various parts of the border.
- int **hline** (int len, chtype ch=0)

Draw a horizontal line of len characters with the given character.
- int **hline** (int y, int x, int len, chtype ch=0)

Move the cursor to the requested position and then draw a horizontal line.
- int **vline** (int len, chtype ch=0)

Draw a vertical line of len characters with the given character.
- int **vline** (int y, int x, int len, chtype ch=0)

Move the cursor to the requested position and then draw a vertical line.
- int **box** (const wrect &dim)
- int **erase** ()

Erase the window.
- int **clear** ()

Clear the window.
- int **clearok** (bool bf)

Set/Reset the clear flag.
- int **clrtoebot** ()

Clear to the end of the window.
- int **clrtoeol** ()

Clear to the end of the line.
- int **delch** ()

Delete character under the cursor.
- int **delch** (int y, int x)

Move cursor to requested position and delete the character under the cursor.
- int **deleteln** ()

Delete the current line.
- int **scroll** (int amount=1)

Scroll amount lines.
- int **scrollok** (bool bf)

If bf is TRUE, window scrolls if cursor is moved off the bottom edge of the window or a scrolling region, otherwise the cursor is left at the bottom line.
- int **setscrreg** (int from, int to)

Define a soft scrolling region.
- int **idlok** (bool bf)

If bf is TRUE, use insert/delete line hardware support if possible.
- void **idcok** (bool bf)

If bf is TRUE, use insert/delete character hardware support if possible.
- int **touchwin** ()

Mark the whole window as modified.
- int **untouchwin** ()

- Mark the whole window as unmodified.*

 - int `touchln` (int s, int cnt, bool changed=TRUE)

Mark cnt lines beginning from line s as changed or unchanged, depending on the value of the changed flag.
- bool `is_wintouched` () const

Return TRUE if window is marked as changed, FALSE otherwise.
- int `leaveok` (bool bf)

If bf is TRUE, curses will leave the cursor after an update wherever it is after the update.
- int `redrawln` (int from, int n)

Redraw n lines starting from the requested line.
- int `redrawwin` ()

Redraw the whole window.
- int `doupdate` ()

Do all outputs to make the physical screen looking like the virtual one.
- void `syncdown` ()

Propagate the changes down to all descendant windows.
- void `syncup` ()

Propagate the changes up in the hierarchy.
- void `cursyncup` ()

Position the cursor in all ancestor windows corresponding to our setting.
- int `syncok` (bool bf)

If called with bf=TRUE, `syncup()` is called whenever the window is changed.
- void `immedok` (bool bf)

If called with bf=TRUE, any change in the window will cause an automatic immediate `refresh()`
- int `keypad` (bool bf)

If called with bf=TRUE, the application will interpret function keys.
- int `meta` (bool bf)

If called with bf=TRUE, keys may generate 8-Bit characters.
- int `standout` ()

Enable "standout" attributes.
- int `standend` ()

Disable "standout" attributes.
- virtual int `refresh` ()

Propagate the changes in this window to the virtual screen and call `doupdate()`.
- virtual int `noutrefresh` ()

Propagate the changes in this window to the virtual screen.
- int `overlay` (NCursesWindow &win)

Overlay this window over win.
- int `overwrite` (NCursesWindow &win)

Overwrite win with this window.
- int `copywin` (NCursesWindow &win, int sminrow, int smincol, int dminrow, int dmincol, int dmaxrow, int dmaxcol, bool `overlay`=TRUE)

Overlay or overwrite the rectangle in win given by dminrow,dmincol, dmaxrow,dmaxcol with the rectangle in this window beginning at sminrow,smincol.
- bool `has_mouse` () const

Return TRUE if terminal supports a mouse, FALSE otherwise.
- NCursesWindow * `child` ()

Get the first child window.

- const [NCursesWindow](#) * **child** () const
Get the next child of my parent.
- const [NCursesWindow](#) * **sibling** () const
Get my parent.
- const [NCursesWindow](#) * **parent** () const
Get my parent.
- bool **isDescendant** ([NCursesWindow](#) &win)
Return TRUE if win is a descendant of this.

Static Public Member Functions

- static void **useColors** (void)
Call this routine very early if you want to have colors.
- static int **ripline** (int ripoff_lines, int(*init)([NCursesWindow](#) &win))
This function is used to generate a window of ripped-of lines.
- static int **lines** ()
Number of lines on terminal, not window.
- static int **cols** ()
Number of cols on terminal, not window.
- static int **tabsize** ()
Size of a tab on terminal, not window.
- static int **NumberOfColors** ()
Number of available colors.
- static int **maxcoord** ()
Ncurses up to ncurses5 internally uses short.

Protected Member Functions

- void **err_handler** (const char *) const THROWS(NCursesException)
Signal an error with the given message text.
- void **kill_subwindows** ()
Destroy all subwindows.
- [NCursesWindow](#) ()
Only for use by derived classes.

Protected Attributes

- WINDOW * **w**
the curses WINDOW
- bool **allocated**
TRUE if we own the WINDOW.
- [NCursesWindow](#) * **par**
parent, if subwindow
- [NCursesWindow](#) * **subwins**
head of subwindows std::list
- [NCursesWindow](#) * **sib**
next subwindow of parent

Static Protected Attributes

- static long `count` = 0L
count of all active windows

Friends

- class **NCursesMenu**
- class **NCursesForm**
- std::ostream & **operator**<< (std::ostream &Stream, const [NCursesWindow](#) &Obj_Cv)
- std::ostream & **operator**<< (std::ostream &Stream, const [NCursesWindow](#) *Obj_Cv)

3.86.1 Detailed Description

C++ class for windows.

Definition at line [903](#) of file [ncursesw.h](#).

3.86.2 Constructor & Destructor Documentation

3.86.2.1 NCursesWindow() [1/3]

```
NCursesWindow::NCursesWindow ( ) [protected]
```

Only for use by derived classes.

They are then in charge to fill the member variables correctly.

Definition at line [255](#) of file [ncursesw.cc](#).

3.86.2.2 NCursesWindow() [2/3]

```
NCursesWindow::NCursesWindow (
    WINDOW * window )
```

Constructor.

Useful only for stdscr

Definition at line [300](#) of file [ncursesw.cc](#).

3.86.2.3 NCursesWindow() [3/3]

```
NCursesWindow::NCursesWindow (
    NCursesWindow & parent,
    int lines,
    int cols,
    int begin_y,
    int begin_x,
    char absrel = 'a' )
```

Constructor.

If 'absrel' is 'a', begin_x/y are absolute screen pos, if 'r', they are relative to parent origin.

Definition at line [313](#) of file [ncursesw.cc](#).

3.86.3 Member Function Documentation

3.86.3.1 addstr()

```
int NCursesWindow::addstr (
    const char * str,
    int n = -1 ) [inline]
```

Write the std::string str to the window, stop writing if the terminating NUL or the limit n is reached.

If n is negative, it is ignored.

Definition at line [1275](#) of file [ncursesw.h](#).

3.86.3.2 addwstr()

```
int NCursesWindow::addwstr (
    const wchar_t * str,
    int n = -1 )
```

Write the wchar_t str to the window, stop writing if the terminating NUL or the limit n is reached.

If n is negative, it is ignored.

Definition at line [123](#) of file [ncursesw.cc](#).

3.86.3.3 border()

```
int NCursesWindow::border (
    chtype left = 0,
    chtype right = 0,
    chtype top = 0,
    chtype bottom = 0,
    chtype top_left = 0,
    chtype top_right = 0,
    chtype bottom_left = 0,
    chtype bottom_right = 0 ) [inline]
```

Draw a border around the window with the given characters for the various parts of the border.

If you pass zero for a character, curses will try to find "nice" characters.

Definition at line [1468](#) of file [ncursesw.h](#).

3.86.3.4 box()

```
int NCursesWindow::box ( ) [inline]
```

Draw a box around the window with the given vertical and horizontal drawing characters.

If you specify a zero as character, curses will try to find a "nice" character.

Definition at line [1461](#) of file [ncursesw.h](#).

3.86.3.5 chgat()

```
int NCursesWindow::chgat (
    int n,
    attr_t attr,
    short color,
    const void * opts = NULL ) [inline]
```

Change the attributes of the next n characters in the current line.

If n is negative or greater than the number of remaining characters in the line, the attributes will be changed up to the end of the line.

Definition at line [1416](#) of file [ncursesw.h](#).

3.86.3.6 clearok()

```
int NCursesWindow::clearok (
    bool bf ) [inline]
```

Set/Reset the clear flag.

If std::set, the next [refresh\(\)](#) will clear the screen.

Definition at line [1527](#) of file [ncursesw.h](#).

3.86.3.7 getstr()

```
int NCursesWindow::getstr (
    char * str,
    int n = -1 ) [inline]
```

Read a series of characters into str until a newline or carriage return is received.

Read at most n characters. If n is negative, the limit is ignored.

Definition at line [1190](#) of file [ncursesw.h](#).

3.86.3.8 hline()

```
int NCursesWindow::hline (
    int len,
    chtype ch = 0 ) [inline]
```

Draw a horizontal line of len characters with the given character.

If you pass zero for the character, curses will try to find a "nice" one.

Definition at line [1484](#) of file [ncursesw.h](#).

3.86.3.9 idcok()

```
void NCursesWindow::idcok (
    bool bf ) [inline]
```

If bf is TRUE, use insert/delete character hardware support if possible.

Otherwise do it in software.

Definition at line [1589](#) of file [ncursesw.h](#).

3.86.3.10 idlok()

```
int NCursesWindow::idlok (
    bool bf ) [inline]
```

If bf is TRUE, use insert/delete line hardware support if possible.

Otherwise do it in software.

Definition at line 1583 of file [ncursesw.h](#).

3.86.3.11 insdelln()

```
int NCursesWindow::insdelln (
    int n = 1 ) [inline]
```

If n>0 insert that many lines above the current line.

If n<0 delete that many lines beginning with the current line.

Definition at line 1375 of file [ncursesw.h](#).

3.86.3.12 insstr()

```
int NCursesWindow::insstr (
    const char * s,
    int n = -1 ) [inline]
```

Insert the std::string into the window before the current cursor position.

Insert stops at end of std::string or when the limit n is reached. If n is negative, it is ignored.

Definition at line 1382 of file [ncursesw.h](#).

3.86.3.13 instr()

```
int NCursesWindow::instr (
    char * s,
    int n = -1 ) [inline]
```

Get a std::string of characters from the window into the buffer s.

Retrieve at most n characters, if n is negative retrieve all characters up to the end of the current line. Attributes are stripped from the characters.

Definition at line 1209 of file [ncursesw.h](#).

3.86.3.14 maxcoord()

```
static int NCursesWindow::maxcoord ( ) [inline], [static]
```

NCurses up to ncurses5 internally uses `short`.

Definition at line 1097 of file [ncursesw.h](#).

3.86.3.15 meta()

```
int NCursesWindow::meta (
    bool bf ) [inline]
```

If called with `bf=TRUE`, keys may generate 8-Bit characters.

Otherwise 7-Bit characters are generated.

Definition at line 1679 of file [ncursesw.h](#).

3.86.3.16 mvwin()

```
virtual int NCursesWindow::mvwin (
    int begin_y,
    int begin_x ) [inline], [virtual]
```

Move window to new position with the new position as top left corner.

This is virtual because it is redefined in [NCursesPanel](#).

Reimplemented in [NCursesPanel](#).

Definition at line 1139 of file [ncursesw.h](#).

3.86.3.17 noutrefresh()

```
virtual int NCursesWindow::noutrefresh ( ) [inline], [virtual]
```

Propagate the changes in this window to the virtual screen.

This is redefined in [NCursesPanel](#).

Reimplemented in [NCursesPad](#), and [NCursesPanel](#).

Definition at line 1705 of file [ncursesw.h](#).

3.86.3.18 refresh()

```
virtual int NCursesWindow::refresh ( ) [inline], [virtual]
```

Propagate the changes in this window to the virtual screen and call [doupdate\(\)](#).

This is redefined in [NCursesPanel](#).

Reimplemented in [NCursesPad](#), and [NCursesPanel](#).

Definition at line [1699](#) of file [ncursesw.h](#).

3.86.3.19 ripoffline()

```
int NCursesWindow::ripoffline (
    int ripoff_lines,
    int(*) (NCursesWindow &win) init ) [static]
```

This function is used to generate a window of ripped-of lines.

If the argument is positive, lines are removed from the top, if it is negative lines are removed from the bottom. This enhances the lowlevel [ripoffline\(\)](#) function because it uses the internal implementation that allows to remove more than just a single line. This function must be called before any other ncurses function. The creation of the window is deferred until ncurses gets initialized. The initialization function is then called.

Definition at line [404](#) of file [ncursesw.cc](#).

3.86.3.20 scroll()

```
int NCursesWindow::scroll (
    int amount = 1 ) [inline]
```

Scroll amount lines.

If amount is positive, scroll up, otherwise scroll down.

Definition at line [1562](#) of file [ncursesw.h](#).

3.86.3.21 vline()

```
int NCursesWindow::vline (
    int len,
    chtype ch = 0 ) [inline]
```

Draw a vertical line of len characters with the given character.

If you pass zero for the character, curses will try to find a "nice" one.

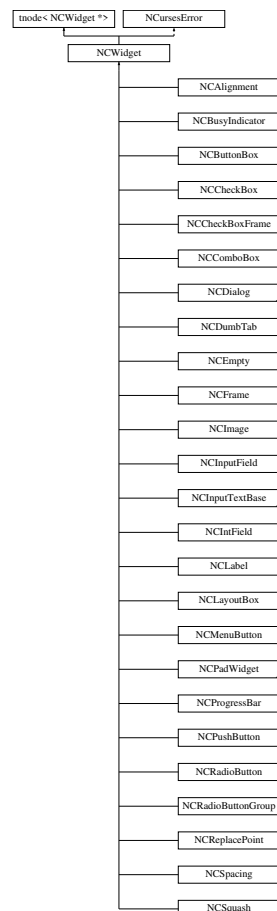
Definition at line 1498 of file [ncursesw.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/ncursesw.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/ncursesw.cc

3.87 NCWidget Class Reference

Inheritance diagram for NCWidget:



Public Member Functions

- void **grabSet** ([NCWidget](#) *ngrab)
 - void **grabRelease** ([NCWidget](#) *ograb)
 - **NCWidget** ([NCWidget](#) *myparent)
 - **NCWidget** ([YWidget](#) *parent=0)
 - bool **isValid** () const
 - bool **winExist** () const
 - virtual const [NCStyle::Style](#) & **wStyle** () const
 - const [NCStyle::StWidget](#) & **widgetStyle** (bool nonactive=false) const
 - const [NCStyle::StWidget](#) & **frameStyle** () const
 - const [NCStyle::StList](#) & **listStyle** () const
 - [wsz](#) **wGetDefsize** () const
 - [wrect](#) **wGetSize** () const
 - void **Update** ()
 - void **Redraw** (const bool sub=false)
 - void **Recoded** ()
 - [NC::WState](#) **GetState** () const
 - void **SetState** (const [NC::WState](#) newstate, const bool force=false)
 - virtual void **setEnabled** (bool do_bv)=0
- Pure virtual to make sure every widget implements it.*
- virtual bool **HasHotkey** (int key)
 - virtual bool **HasFunctionHotkey** (int key) const
 - virtual [NCursesEvent](#) **wHandleHotkey** (wint_t key)
 - virtual [NCursesEvent](#) **wHandleInput** (wint_t key)
 - void **DumpOn** (std::ostream &str, std::string prfx) const

Protected Member Functions

- virtual const char * **location** () const
- virtual void **PreDisconnect** ()
- virtual void **PostDisconnect** ()
- virtual void **PreReparent** ()
- virtual void **PostReparent** ()
- [NCursesWindow](#) * **ParentWin** ()
- bool **grabFocus** ()
- virtual void **grabNotify** ([NCWidget](#) *)
- virtual bool **wantFocus** ([NCWidget](#) &ngrab)
- void **wMoveChildTo** ([NCWidget](#) &child, const [wpos](#) &newpos)
- void **wRelocate** (const [wrect](#) &newrect)
- void **wRelocate** (const [wpos](#) &newpos, const [wsz](#) &newsz)
- virtual void **wCreate** (const [wrect](#) &newrect)
- virtual void **wMoveTo** (const [wpos](#) &newpos)
- virtual void **wDelete** ()
- virtual void **wUpdate** (bool forced_br=false)
- [wpos](#) **ScreenPos** () const
- virtual void **wRedraw** ()
- virtual void **wRecoded** ()

Protected Attributes

- [NCWidget](#) *const **grabedBy**
- [NCursesWindow](#) * **win**
- [wsz](#) **defsz**
- [wrect](#) **framedim**
- [wrect](#) **inparent**
- bool **noUpdates**
- bool **skipNoDimWin**
- NC::WState **wstate**
- [NCLabel](#) * **hotlabel**

Friends

- std::ostream & **operator**<< (std::ostream &STREAM, const [NCWidget](#) &OBJ)
- std::ostream & **operator**<< (std::ostream &STREAM, const [NCWidget](#) *OBJ)

Additional Inherited Members

3.87.1 Detailed Description

Definition at line 43 of file [NCWidget.h](#).

3.87.2 Member Function Documentation

3.87.2.1 `setEnabled()`

```
void NCWidget::setEnabled (
    bool do_bv ) [pure virtual]
```

Pure virtual to make sure every widget implements it.

Necessary to make sure that UI requests via `YWidget::setEnabled` perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implemented in [NCRichText](#), [NCDialog](#), [NCPadWidget](#), [NCInputField](#), [NCComboBox](#), [NCMultiSelectionBox](#), [NCIntField](#), [NCBusyIndicator](#), [NCInputTextBase](#), [NCTree](#), [NCSelectionBox](#), [NCCheckBox](#), [NCProgressBar](#), [NCMultiLineEdit](#), [NCTable](#), [NCLogView](#), [NCRadioButton](#), [NCTimeField](#), [NCDateField](#), [NCMenuButton](#), [NCCheckBoxFrame](#), [NCLabel](#), [NCDumbTab](#), [NCFrame](#), [NCPushButton](#), [NCLayoutBox](#), [NCRadioButtonGroup](#), [NCSpacing](#), [NCImage](#), [NCAlignment](#), [NCEmpty](#), [NCReplacePoint](#), [NCSquash](#), and [NCButtonBox](#).

Definition at line 391 of file [NCWidget.cc](#).

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

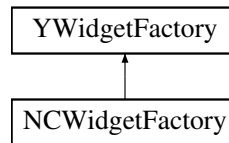
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCWidget.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCWidget.cc

3.88 NCWidgetFactory Class Reference

Concrete widget factory for mandatory widgets.

```
#include <NCWidgetFactory.h>
```

Inheritance diagram for NCWidgetFactory:



Public Member Functions

- virtual [NCDialog](#) * **createDialog** (YDialogType dialogType, YDialogColorMode colorMode=YDialogNormalColor)
- virtual [NCLayoutBox](#) * **createLayoutBox** (YWidget *parent, YUIDimension dim)
- virtual [NCButtonBox](#) * **createButtonBox** (YWidget *parent)
- virtual [NCPushButton](#) * **createPushButton** (YWidget *parent, const std::string &label)
- virtual [NCLabel](#) * **createLabel** (YWidget *parent, const std::string &text, bool isHeading=false, bool isOutput←Field=false)
- virtual [NCInputField](#) * **createInputField** (YWidget *parent, const std::string &label, bool passwordMode=false)
- virtual [NCCheckBox](#) * **createCheckBox** (YWidget *parent, const std::string &label, bool isChecked=false)
- virtual [NCRadioButton](#) * **createRadioButton** (YWidget *parent, const std::string &label, bool isChecked=false)
- virtual [NCComboBox](#) * **createComboBox** (YWidget *parent, const std::string &label, bool editable=false)
- virtual [NCSelectionBox](#) * **createSelectionBox** (YWidget *parent, const std::string &label)
- virtual [NCTree](#) * **createTree** (YWidget *parent, const std::string &label, bool multiselection=false, bool recursive←selection=false)
- virtual [NCTable](#) * **createTable** (YWidget *parent, YTableHeader *tableHeader, bool multiSelection=false)
- virtual [NCProgressBar](#) * **createProgressBar** (YWidget *parent, const std::string &label, int maxValue=100)
- virtual [NCRichText](#) * **createRichText** (YWidget *parent, const std::string &text=std::string(), bool plainText←Mode=false)
- virtual [NCIntField](#) * **createIntField** (YWidget *parent, const std::string &label, int minVal, int maxVal, int initialVal)
- virtual [NCMenuButton](#) * **createMenuButton** (YWidget *parent, const std::string &label)
- virtual [NCMultiLineEdit](#) * **createMultiLineEdit** (YWidget *parent, const std::string &label)
- virtual [NCImage](#) * **createImage** (YWidget *parent, const std::string &imagePath, bool animated=false)
- virtual [NCLogView](#) * **createLogView** (YWidget *parent, const std::string &label, int visibleLines, int stored←Lines=0)
- virtual [NCMultiSelectionBox](#) * **createMultiSelectionBox** (YWidget *parent, const std::string &label)
- virtual YPackageSelector * **createPackageSelector** (YWidget *parent, long ModeFlags=0)
- virtual [NCBusyIndicator](#) * **createBusyIndicator** (YWidget *parent, const std::string &label, int timeout=1000)
- virtual YWidget * **createPkgSpecial** (YWidget *parent, const std::string &subwidgetName)
- virtual [NCSpacing](#) * **createSpacing** (YWidget *parent, YUIDimension dim, bool stretchable=false, YLayout←Size_t size=0.0)
- virtual [NCEmpty](#) * **createEmpty** (YWidget *parent)
- virtual [NCAAlignment](#) * **createAlignment** (YWidget *parent, YAlignmentType horAlignment, YAlignmentType vertAlignment)
- virtual [NCSquash](#) * **createSquash** (YWidget *parent, bool horSquash, bool vertSquash)
- virtual [NCFrame](#) * **createFrame** (YWidget *parent, const std::string &label)
- virtual [NCCheckBoxFrame](#) * **createCheckBoxFrame** (YWidget *parent, const std::string &label, bool checked)
- virtual [NCRadioButtonGroup](#) * **createRadioButtonGroup** (YWidget *parent)
- virtual [NCReplacePoint](#) * **createReplacePoint** (YWidget *parent)

Protected Member Functions

- [NCWidgetFactory](#) ()
Constructor.
- virtual [~NCWidgetFactory](#) ()
Destructor.

Friends

- class **YNCursesUI**

3.88.1 Detailed Description

Concrete widget factory for mandatory widgets.

Definition at line 66 of file [NCWidgetFactory.h](#).

3.88.2 Constructor & Destructor Documentation

3.88.2.1 NCWidgetFactory()

```
NCWidgetFactory::NCWidgetFactory ( ) [protected]
```

Constructor.

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

Definition at line 36 of file [NCWidgetFactory.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCWidgetFactory.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCWidgetFactory.cc

3.89 NCStyleDef::queryCharEnt Struct Reference

Public Member Functions

- **queryCharEnt** (std::string L, chtype C)

Public Attributes

- `std::string l`
- `chtype c`

3.89.1 Detailed Description

Definition at line 193 of file [NCStyleDef.cc](#).

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCStyleDef.cc`

3.90 NCstyle::StBase Struct Reference

Public Member Functions

- **StBase** (const chtype &ti, const chtype &te)

Public Attributes

- const chtype & **title**
- const chtype & **text**

3.90.1 Detailed Description

Definition at line 325 of file [NCStyle.h](#).

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCStyle.h`

3.91 NCstyle::STChar Struct Reference

Public Member Functions

- chtype **getChar** () const
- chtype **getNonChar** () const
- **STChar** (const chtype &cha)

Public Attributes

- const chtype & **chattr**

3.91.1 Detailed Description

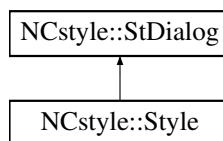
Definition at line 334 of file [NCstyle.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstyle.h

3.92 NCstyle::StDialog Struct Reference

Inheritance diagram for NCstyle::StDialog:



Public Member Functions

- **StDialog** (const [StBase](#) &b, const [StBase](#) &ab, const [StBase](#) &d, const [StWidget](#) &dis, const [StWidget](#) &n, const [StWidget](#) &a, const [StWidget](#) &f, const [StWidget](#) &af, const [StList](#) &l, const [StList](#) &al, const [StList](#) &dl, const [StProgbar](#) &pbar, const [StRichtext](#) &rtext, const chtype &curs)
- const [StBase](#) & **getDlgBorder** (bool active) const
- const [StBase](#) & **getDumb** () const
- const [StWidget](#) & **getWidget** (NC::WState s, bool nonactive=false) const
- const [StWidget](#) & **getFrame** (NC::WState s) const
- const [StList](#) & **getList** (NC::WState s) const

Public Attributes

- [StBase](#) **border**
- [StBase](#) **activeBorder**
- [StBase](#) **dumb**
- [StWidget](#) **disabled**
- [StWidget](#) **normal**
- [StWidget](#) **active**
- [StWidget](#) **frame**
- [StWidget](#) **activeFrame**
- [StList](#) **list**
- [StList](#) **activeList**
- [StList](#) **disabledList**
- [StProgbar](#) **progbar**
- [StRichtext](#) **richtext**
- const chtype & **cursor**

3.92.1 Detailed Description

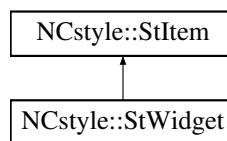
Definition at line 421 of file [NCstyle.h](#).

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

- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstyle.h](#)

3.93 NCstyle::StItem Struct Reference

Inheritance diagram for NCstyle::StItem:



Public Member Functions

- **StItem** (const chtype &p, const chtype &l, const chtype &d, const chtype &h)

Public Attributes

- const chtype & **plain**
- const chtype & **label**
- const chtype & **data**
- const chtype & **hint**

3.93.1 Detailed Description

Definition at line 346 of file [NCstyle.h](#).

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

- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstyle.h](#)

3.94 NCstyle::StList Struct Reference

Public Member Functions

- **StList** (const chtype &t, const [StItem](#) &i, const [StItem](#) &s)
- const [StItem](#) & **getItem** (bool sel) const

Public Attributes

- const chtype & **title**
- const [StItem](#) **item**
- const [StItem](#) **selected**

3.94.1 Detailed Description

Definition at line 366 of file [NCstyle.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstyle.h

3.95 NCstyle::StProgbars Struct Reference

Public Member Functions

- **StProgbars** (const chtype &b, const chtype &nb)

Public Attributes

- const [STChar](#) **bar**
- const [STChar](#) **nonbar**

3.95.1 Detailed Description

Definition at line 378 of file [NCstyle.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstyle.h

3.96 NCstyle::StRichtext Struct Reference

Public Member Functions

- **StRichtext** (const chtype &p, const chtype &tit, const chtype &l, const chtype &al, const chtype &aal, const chtype &vl, const chtype &b, const chtype &i, const chtype &t, const chtype &bi, const chtype &bt, const chtype &it, const chtype &bit)
- const chtype & **getArmed** (NC::WState s) const

Public Attributes

- const ctype & **plain**
- const ctype & **title**
- const ctype & **link**
- const ctype & **armedlink**
- const ctype & **activearmedlink**
- const ctype & **visitedlink**
- const ctype & **B**
- const ctype & **I**
- const ctype & **T**
- const ctype & **BI**
- const ctype & **BT**
- const ctype & **IT**
- const ctype & **BIT**

3.96.1 Detailed Description

Definition at line 387 of file [NCstyle.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstyle.h

3.97 strutil::StrStr Struct Reference

StringStream with autoconversion to std::string.

```
#include <stringutil.h>
```

Public Member Functions

- template<class _Tp >
[StrStr](#) & **operator**<< (const _Tp &val)
- **operator std::string** () const

Public Attributes

- std::ostringstream **_str**

3.97.1 Detailed Description

StringStream with autoconversion to std::string.

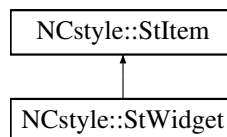
Definition at line 37 of file [stringutil.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/stringutil.h

3.98 NCstyle::StWidget Struct Reference

Inheritance diagram for NCstyle::StWidget:



Public Member Functions

- **StWidget** (const chtype &p, const chtype &l, const chtype &d, const chtype &h, const chtype &s)

Public Attributes

- const chtype & **scri**

3.98.1 Detailed Description

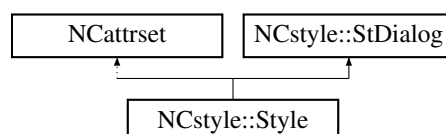
Definition at line 357 of file [NCstyle.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstyle.h

3.99 NCstyle::Style Class Reference

Inheritance diagram for NCstyle::Style:



Public Member Functions

- [NCattrset](#) & **getAttrGlobal** ()
- [NCattrset](#) & **getAttrLocal** ()
- **Style** (const [Style](#) &rhs)
- const chtype & **attr** (STglobal a) const
- const chtype & **attr** (STlocal a) const
- const chtype & **operator()** (STglobal a) const
- const chtype & **operator()** (STlocal a) const

Friends

- class **NCstyle**

Additional Inherited Members

3.99.1 Detailed Description

Definition at line 524 of file [NCstyle.h](#).

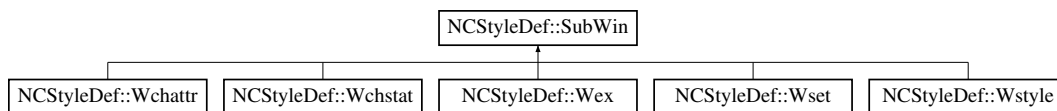
The documentation for this class was generated from the following files:

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstyle.h
- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCstyle.cc

3.100 NCStyleDef::SubWin Struct Reference

[SubWin](#): base class for the windows used.

Inheritance diagram for NCStyleDef::SubWin:



Public Member Functions

- **SubWin** (std::string T, [NCursesWindow](#) &P, int H, int W, int L, int C)
- virtual void **draw** (bool immediate=false)
- virtual int **dtag** ()
- virtual int **change** ()
- virtual void **enterchange** ()
- virtual void **leavechange** ()
- virtual void **handle** (int in)

Public Attributes

- [NCursesWindow](#) `w`
- `std::string` `tag`
- `chtype` `changestyle`

Static Public Attributes

- static const int `taglen` = 7

3.100.1 Detailed Description

[SubWin](#): base class for the windows used.

Definition at line 259 of file [NCStyleDef.cc](#).

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCStyleDef.cc`

3.101 `tnode< n_value >` Class Template Reference

Public Member Functions

- `tnode` (`n_value` `v`, `self` `*p=0`, const bool `behind=true`)
- `tnode` (`n_value` `v`, `self` `&p`, const bool `behind=true`)
- `tnode` (`n_value` `v`, `self` `&p`, `self` `&s`, const bool `behind=true`)
- void `Disconnect` ()
- bool `ReparentTo` (`self` `&p`, const bool `behind=true`)
- bool `ReparentTo` (`self` `&p`, `self` `&s`, const bool `behind=true`)
- `n_value` `& Value` () const
- `n_value` `& operator()` () const
- `self` `* Parent` ()
- const `self` `* Parent` () const
- `self` `* Psibling` ()
- const `self` `* Psibling` () const
- `self` `* Nsibling` ()
- const `self` `* Nsibling` () const
- `self` `* Fchild` ()
- const `self` `* Fchild` () const
- `self` `* Lchild` ()
- const `self` `* Lchild` () const
- bool `HasParent` () const
- bool `HasSiblings` () const
- bool `HasChildren` () const
- bool `IsParentOf` (const `self` `&c`) const

- bool **IsSiblingOf** (const [self](#) &s) const
- bool **IsChildOf** (const [self](#) &p) const
- unsigned **Depth** () const
- bool **IsDescendantOf** (const [self](#) &n) const
- bool **IsDescendantOf** (const [self](#) *n) const
- [self](#) & **Top** ()
- [self](#) * **Next** (const bool restart=false)
- [self](#) * **Prev** (const bool restart=false)
- [self](#) * **Next** ([self](#) *&c, const bool restart=false)
- [self](#) * **Prev** ([self](#) *&c, const bool restart=false)
- const [self](#) & **Top** () const
- const [self](#) * **Next** (const bool restart=false) const
- const [self](#) * **Prev** (const bool restart=false) const
- const [self](#) * **Next** (const [self](#) *&c, const bool restart=false) const
- const [self](#) * **Prev** (const [self](#) *&c, const bool restart=false) const

Protected Types

- typedef [tnode](#)< n_value > **self**

Protected Member Functions

- virtual void **PreDisconnect** ()
- virtual void **PostDisconnect** ()
- virtual void **PreReparent** ()
- virtual void **PostReparent** ()

Protected Attributes

- n_value **val**

3.101.1 Detailed Description

```
template<class n_value>
class tnode< n_value >
```

Definition at line 31 of file [tnode.h](#).

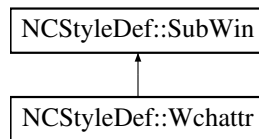
The documentation for this class was generated from the following file:

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/tnode.h

3.102 NCStyleDef::Wchattr Struct Reference

[Wchattr](#): handle modification of the current attribute std::set.

Inheritance diagram for NCStyleDef::Wchattr:



Public Member Functions

- **Wchattr** (std::string T, [NCursesWindow](#) &P, int H, int W, int L, int C)
- virtual void **draw** (bool immediate=false)
- virtual void **handle** (int in)
- void **set** (std::vector< [Aset](#) > &nset, bool reset=false)
- void **drawTable** (bool immediate=false)
- void **drawItemAt** (unsigned line, unsigned num)

Public Attributes

- std::vector< [Aset](#) > **aset**
- unsigned **fitem**
- unsigned **citem**

Additional Inherited Members

3.102.1 Detailed Description

[Wchattr](#): handle modification of the current attribute std::set.

Definition at line [469](#) of file [NCStyleDef.cc](#).

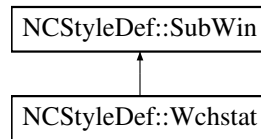
The documentation for this struct was generated from the following file:

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCStyleDef.cc

3.103 NCStyleDef::Wchstat Struct Reference

[Wchstat](#): show current attributes definition.

Inheritance diagram for NCStyleDef::Wchstat:



Public Member Functions

- **Wchstat** (std::string T, [NCursesWindow](#) &P, int H, int W, int L, int C)
- virtual int **change** ()
- virtual void **draw** (bool immediate=false)
- void **stat** (const [Aset](#) &a)

Additional Inherited Members

3.103.1 Detailed Description

[Wchstat](#): show current attributes definition.

Definition at line [678](#) of file [NCStyleDef.cc](#).

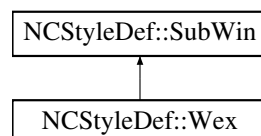
The documentation for this struct was generated from the following file:

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCStyleDef.cc

3.104 NCStyleDef::Wex Struct Reference

[Wex](#): popup and down the example Dialog.

Inheritance diagram for NCStyleDef::Wex:



Public Member Functions

- **Wex** (std::string T, [NCursesWindow](#) &P, int H, int W, int L, int C)
- virtual void **draw** (bool immediate=false)
- virtual int **change** ()

Public Attributes

- SetType **cset**

Additional Inherited Members

3.104.1 Detailed Description

[Wex](#): popup and down the example Dialog.

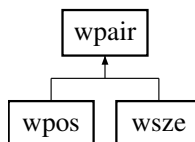
Definition at line 726 of file [NCStyleDef.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCStyleDef.cc

3.105 wpair Class Reference

Inheritance diagram for wpair:



Public Member Functions

- **wpair** (const int v=0)
- **wpair** (const int a, const int b)
- **wpair** (const [wpair](#) &Rhs)
- bool **operator==** (const [wpair](#) &Rhs) const
- bool **operator!=** (const [wpair](#) &Rhs) const
- bool **operator>** (const [wpair](#) &Rhs) const
- bool **operator<** (const [wpair](#) &Rhs) const
- bool **operator>=** (const [wpair](#) &Rhs) const
- bool **operator<=** (const [wpair](#) &Rhs) const
- [wpair](#) **between** (const [wpair](#) &Min, const [wpair](#) &Max) const

Static Public Member Functions

- static `wpair min` (const `wpair` &Lhs, const `wpair` &Rhs)
- static `wpair max` (const `wpair` &Lhs, const `wpair` &Rhs)

Protected Member Functions

- `wpair & operator=` (const `wpair` &Rhs)
- `wpair & operator+=` (const `wpair` &Rhs)
- `wpair & operator-=` (const `wpair` &Rhs)
- `wpair & operator*=` (const `wpair` &Rhs)
- `wpair & operator/=` (const `wpair` &Rhs)
- `wpair operator+` (const `wpair` &Rhs) const
- `wpair operator-` (const `wpair` &Rhs) const
- `wpair operator*` (const `wpair` &Rhs) const
- `wpair operator/` (const `wpair` &Rhs) const

Protected Attributes

- int **A**
- int **B**

Friends

- `std::ostream & operator<<` (std::ostream &STREAM, const `wpair` &OBJ)

3.105.1 Detailed Description

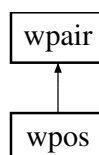
Definition at line 31 of file `position.h`.

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/position.h`

3.106 wpos Class Reference

Inheritance diagram for `wpos`:



Public Member Functions

- **wpos** (const int v=0)
- **wpos** (const int l, const int c)
- **wpos** (const [wpair](#) &Rhs)
- **wpos** (const [wpos](#) &Rhs)
- [wpos](#) & **operator=** (const [wpos](#) &Rhs)
- [wpos](#) & **operator+=** (const [wpair](#) &Rhs)
- [wpos](#) & **operator-=** (const [wpair](#) &Rhs)
- [wpos](#) & **operator*=** (const [wpair](#) &Rhs)
- [wpos](#) & **operator/=** (const [wpair](#) &Rhs)
- [wpos](#) **operator+** (const [wpair](#) &Rhs) const
- [wpos](#) **operator-** (const [wpair](#) &Rhs) const
- [wpos](#) **operator*** (const [wpair](#) &Rhs) const
- [wpos](#) **operator/** (const [wpair](#) &Rhs) const

Public Attributes

- int & **L**
- int & **C**

Additional Inherited Members

3.106.1 Detailed Description

Definition at line 109 of file [position.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/position.h

3.107 wrect Class Reference

Public Member Functions

- **wrect** (const [wpos](#) &pos, const [wsze](#) &sz)
- bool **operator==** (const [wrect](#) &Rhs) const
- bool **operator!=** (const [wrect](#) &Rhs) const
- [wrect](#) **inside** () const
- [wrect](#) **intersectRelTo** (const [wrect](#) &par) const

Public Attributes

- [wpos](#) **Pos**
- [wsze](#) **Sze**

3.107.1 Detailed Description

Definition at line 197 of file [position.h](#).

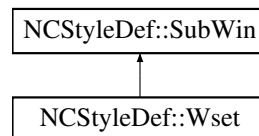
The documentation for this class was generated from the following file:

- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/position.h](#)

3.108 NCStyleDef::Wset Struct Reference

[Wset](#): Selection of the current attribute std::set to process.

Inheritance diagram for NCStyleDef::Wset:



Public Member Functions

- **Wset** (std::string T, [NCursesWindow](#) &P, int H, int W, int L, int C)
- virtual void **draw** (bool immediate=false)
- virtual void **handle** (int in)

Public Attributes

- SetType **cset**

Additional Inherited Members

3.108.1 Detailed Description

[Wset](#): Selection of the current attribute std::set to process.

Definition at line 413 of file [NCStyleDef.cc](#).

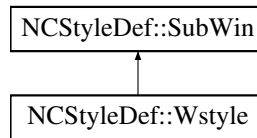
The documentation for this struct was generated from the following file:

- [/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCStyleDef.cc](#)

3.109 NCStyleDef::Wstyle Struct Reference

[Wstyle](#): Selection of the current NCstyle::StyleSet to process.

Inheritance diagram for NCStyleDef::Wstyle:



Public Member Functions

- **Wstyle** (std::string T, [NCursesWindow](#) &P, int H, int W, int L, int C)
- virtual void **draw** (bool immediate=false)
- virtual void **handle** (int in)

Public Attributes

- NCstyle::StyleSet **cset**

Additional Inherited Members

3.109.1 Detailed Description

[Wstyle](#): Selection of the current NCstyle::StyleSet to process.

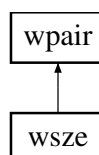
Definition at line 359 of file [NCStyleDef.cc](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/NCStyleDef.cc

3.110 wsze Class Reference

Inheritance diagram for wsze:



Public Member Functions

- **wsze** (const int v=0)
- **wsze** (const int h, const int w)
- **wsze** (const [wpair](#) &Rhs)
- **wsze** (const [wsze](#) &Rhs)
- [wsze](#) & **operator=** (const [wsze](#) &Rhs)
- [wsze](#) & **operator+=** (const [wpair](#) &Rhs)
- [wsze](#) & **operator-=** (const [wpair](#) &Rhs)
- [wsze](#) & **operator*=** (const [wpair](#) &Rhs)
- [wsze](#) & **operator/=** (const [wpair](#) &Rhs)
- [wsze](#) **operator+** (const [wpair](#) &Rhs) const
- [wsze](#) **operator-** (const [wpair](#) &Rhs) const
- [wsze](#) **operator*** (const [wpair](#) &Rhs) const
- [wsze](#) **operator/** (const [wpair](#) &Rhs) const

Public Attributes

- int & **H**
- int & **W**

Additional Inherited Members

3.110.1 Detailed Description

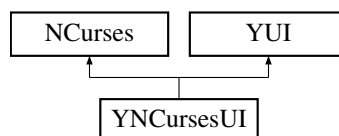
Definition at line 154 of file [position.h](#).

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

- /home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/position.h

3.111 YNCursesUI Class Reference

Inheritance diagram for YNCursesUI:



Public Member Functions

- [YNCursesUI](#) (bool withThreads)
Constructor.
- [~YNCursesUI](#) ()
Destructor.
- virtual void [idleLoop](#) (int fd_ycp)
Idle around until fd_ycp is readable.
- virtual void [setConsoleFont](#) (const std::string &console_magic, const std::string &font, const std::string &screen↵_map, const std::string &unicode_map, const std::string &lang)
Set the (text) console font according to the current encoding etc.
- virtual YEvent * [runPkgSelection](#) (YWidget *packageSelector)
Fills the PackageSelector widget and runs package selection.
- [NCPackageSelectorPluginStub](#) * [packageSelectorPlugin](#) ()
Returns the package selector plugin singleton of this UI or creates it (including loading the plugin lib) if it does not exist yet.
- YWidget * [askSendWidgetID](#) ()
Open a pop-up dialog to ask the user for a widget ID and then send it with sendWidgetID().

Static Public Member Functions

- static [YNCursesUI](#) * [ui](#) ()
Access the global Y2NCursesUI.

Protected Member Functions

- virtual YWidgetFactory * [createWidgetFactory](#) ()
Create the widget factory that provides all the createXY() methods for standard (mandatory, i.e.
- virtual YOptionalWidgetFactory * [createOptionalWidgetFactory](#) ()
Create the widget factory that provides all the createXY() methods for optional ("special") widgets and the corresponding hasXYWidget() methods.
- virtual YApplication * [createApplication](#) ()
- virtual bool [want_colors](#) ()
- virtual void [init_title](#) ()

Static Protected Attributes

- static [YNCursesUI](#) * [_ui](#) = 0
Global reference to the UI.

Additional Inherited Members

3.111.1 Detailed Description

Definition at line 38 of file [YNCursesUI.h](#).

3.111.2 Member Function Documentation

3.111.2.1 askSendWidgetID()

```
YWidget * YNCursesUI::askSendWidgetID ( )
```

Open a pop-up dialog to ask the user for a widget ID and then send it with `sendWidgetID()`.

This returns the widget or 0 if not found.

Definition at line [432](#) of file [YNCursesUI.cc](#).

3.111.2.2 createOptionalWidgetFactory()

```
YOptionalWidgetFactory * YNCursesUI::createOptionalWidgetFactory ( ) [protected], [virtual]
```

Create the widget factory that provides all the `createXY()` methods for optional ("special") widgets and the corresponding `hasXYWidget()` methods.

Reimplemented from YUI.

Definition at line [133](#) of file [YNCursesUI.cc](#).

3.111.2.3 createWidgetFactory()

```
YWidgetFactory * YNCursesUI::createWidgetFactory ( ) [protected], [virtual]
```

Create the widget factory that provides all the `createXY()` methods for standard (mandatory, i.e.

non-optional) widgets.

Reimplemented from YUI.

Definition at line [123](#) of file [YNCursesUI.cc](#).

3.111.2.4 packageSelectorPlugin()

```
NCPackageSelectorPluginStub * YNCursesUI::packageSelectorPlugin ( )
```

Returns the package selector plugin singleton of this UI or creates it (including loading the plugin lib) if it does not exist yet.

Create the package selector plugin.

Definition at line 206 of file [YNCursesUI.cc](#).

3.111.2.5 setConsoleFont()

```
void YNCursesUI::setConsoleFont (
    const std::string & console_magic,
    const std::string & font,
    const std::string & screen_map,
    const std::string & unicode_map,
    const std::string & lang ) [virtual]
```

Set the (text) console font according to the current encoding etc.

Set the console font, encoding etc.

See the `setfont(8)` command and the console [HowTo](#) for details.

This should really be in [NCApplication](#), but it uses so many non-exported member variables that it's not easy to move it there.

This is called from `Console.ycp`. The terminal encoding must be `std::set` correctly.

This doesn't belong here, but it is so utterly entangled with member variables that are not exported at all (sic!) that it's not really feasible to extract the relevant parts.

Definition at line 342 of file [YNCursesUI.cc](#).

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

- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/YNCursesUI.h`
- `/home/iurt/rpmbuild/BUILD/libyui-ncurses-2.50.4/src/YNCursesUI.cc`

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