

libyui-ncurses

2.44.1

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Fri Aug 30 2013 04:43:20



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# Chapter 1

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## Chapter 3

# Class Documentation

### 3.1 NCStyleDef::Aset Struct Reference

#### Public Member Functions

- **Aset** (chtype &ch, const std::string &l)
- 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:

- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCStyleDef.cc

### 3.2 NCStyleDef::lookupIdx Struct Reference

#### 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

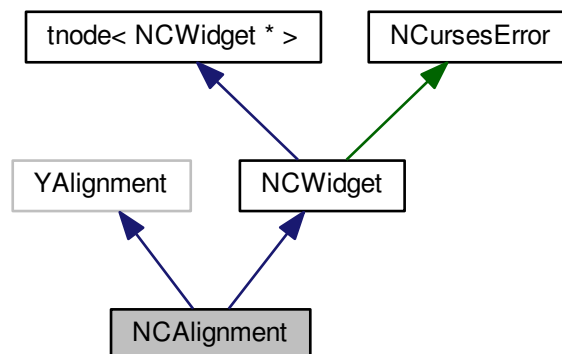
Definition at line [809](#) of file [NCStyleDef.cc](#).

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

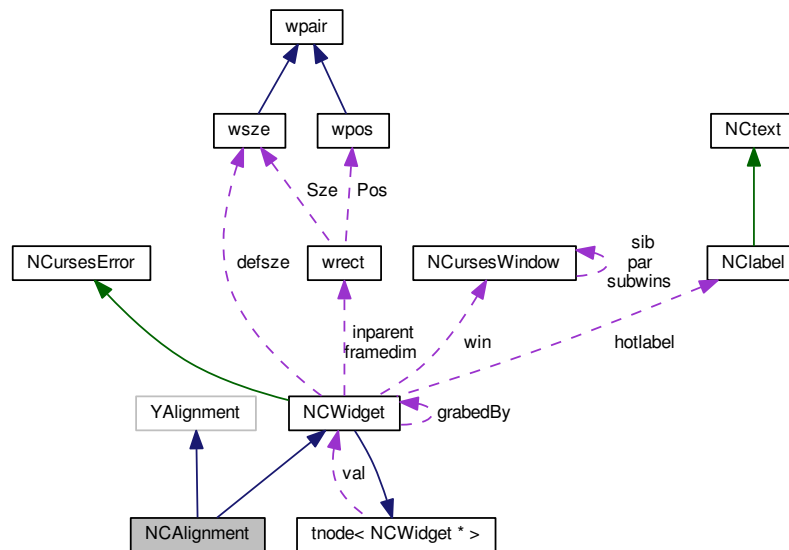
- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCStyleDef.cc

## 3.3 NCAlignment Class Reference

Inheritance diagram for NCAlignment:



Collaboration 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)

## 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

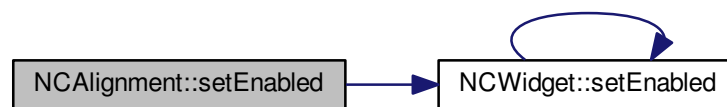
#### 3.3.2.1 void NCAlignment::setEnabled ( bool *do\_bv* ) [virtual]

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 [NCAlignment.cc](#).

Here is the call graph for this function:

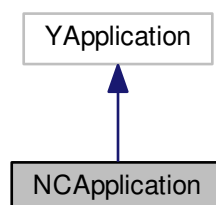


The documentation for this class was generated from the following files:

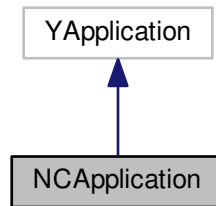
- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCAlignment.h`
- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCAlignment.cc`

## 3.4 NCApplication Class Reference

Inheritance diagram for NCApplication:



Collaboration diagram for NCAApplication:



### Public Member Functions

- virtual void [setLanguage](#) (const std::string &language, const std::string &encoding=std::string())
- virtual std::string [askForExistingDirectory](#) (const std::string &startDir, const std::string &headline)
- virtual std::string [askForExistingFile](#) (const std::string &startWith, const std::string &filter, const std::string &headline)
- virtual std::string [askForSaveFileName](#) (const std::string &startWith, const std::string &filter, const std::string &headline)
- virtual void [beep](#) ()
- virtual void [redrawScreen](#) ()
- virtual void [initConsoleKeyboard](#) ()
- 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)
- virtual int [runInTerminal](#) (const std::string &command)
- virtual int **displayWidth** ()
- virtual int **displayHeight** ()
- virtual int **displayDepth** ()
- virtual long **displayColors** ()
- virtual int **defaultWidth** ()
- virtual int **defaultHeight** ()
- virtual bool **isTextMode** ()
- virtual bool **hasImageSupport** ()
- virtual bool **hasIconSupport** ()
- virtual bool **hasAnimationSupport** ()
- virtual bool **hasFullUtf8Support** ()
- virtual bool **richTextSupportsTable** ()
- virtual bool **leftHandedMouse** ()
- virtual void [setApplicationTitle](#) (const std::string &title)

### Protected Member Functions

- [NCAApplication](#) ()
- virtual [~NCAApplication](#) ()

## Friends

- class **YNCursesUI**

### 3.4.1 Detailed Description

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

### 3.4.2 Constructor & Destructor Documentation

#### 3.4.2.1 NCApplication::NCApplication ( ) [protected]

Constructor.

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

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

#### 3.4.2.2 NCApplication::~~NCApplication ( ) [protected], [virtual]

Destructor.

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

### 3.4.3 Member Function Documentation

#### 3.4.3.1 std::string NCApplication::askForExistingDirectory ( const std::string & startDir, const std::string & headline ) [virtual]

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

'startDir' is the initial directory that is displayed.

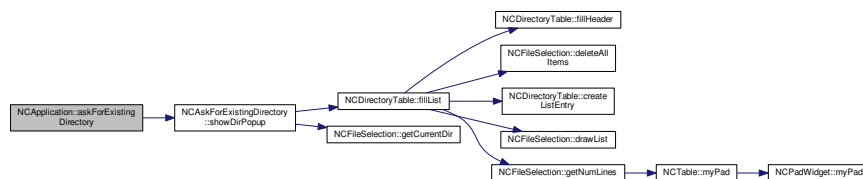
'headline' is an explanatory text for the directory selection box. Graphical UIs may omit that if no window manager is running.

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 [NCApplication.cc](#).

Here is the call graph for this function:





**3.4.3.2** `std::string NCAApplication::askForExistingFile ( const std::string & startWith, const std::string & filter, const std::string & headline )` `[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"

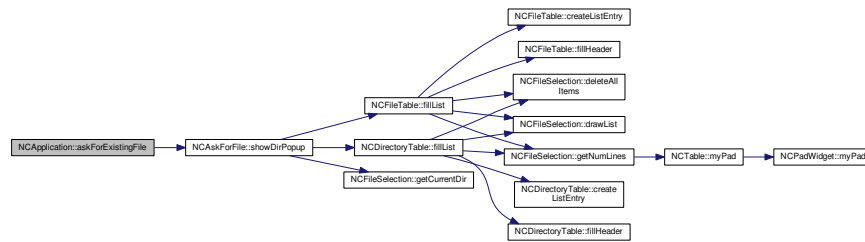
'headline' is an explanatory text for the file selection box. Graphical UIs may omit that if no window manager is running.

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](#).

Here is the call graph for this function:



**3.4.3.3** `std::string NCAApplication::askForSaveFileName ( const std::string & startWith, const std::string & filter, const std::string & headline )` `[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"

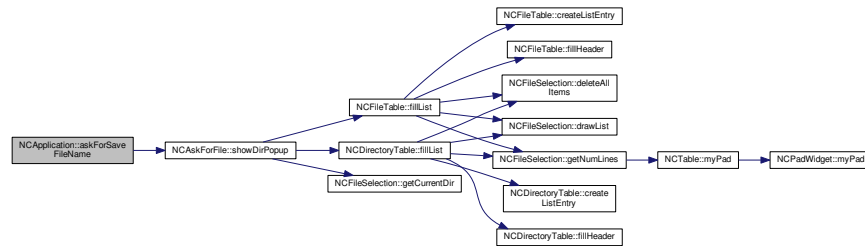
'headline' is an explanatory text for the file selection box. Graphical UIs may omit that if no window manager is running.

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](#).

Here is the call graph for this function:



#### 3.4.3.4 void NCAApplication::beep ( ) [virtual]

Beep.

Reimplemented from YApplication.

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

#### 3.4.3.5 void NCAApplication::initConsoleKeyboard ( ) [virtual]

Initialize the (text) console keyboard.

Reimplemented from YApplication.

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

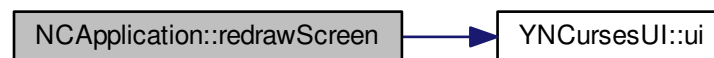
#### 3.4.3.6 void NCAApplication::redrawScreen ( ) [virtual]

Redraw the screen.

Reimplemented from YApplication.

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

Here is the call graph for this function:



#### 3.4.3.7 int NCAApplication::runInTerminal ( const std::string & command ) [virtual]

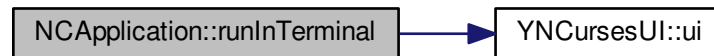
Run a shell command (typically an interactive program using [NCurses](#)) in a terminal (window).

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 [174](#) of file [NCAApplication.cc](#).

Here is the call graph for this function:



#### 3.4.3.8 void NCAApplication::setApplicationTitle ( const std::string & title ) [virtual]

Set the application title

Reimplemented from [YApplication](#).

Definition at line [255](#) of file [NCAApplication.cc](#).

#### 3.4.3.9 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 ) [virtual]

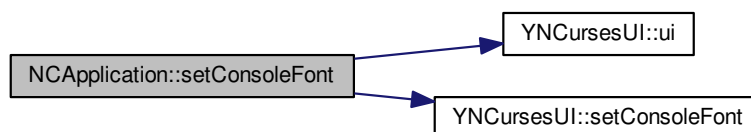
Set the (text) console font according to the current encoding etc. See the `setfont(8)` command and the console [HowTo](#) for details.

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](#).

Here is the call graph for this function:



**3.4.3.10** `void NCApplication::setLanguage ( const std::string & language, const std::string & encoding = std::string() )`  
`[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.

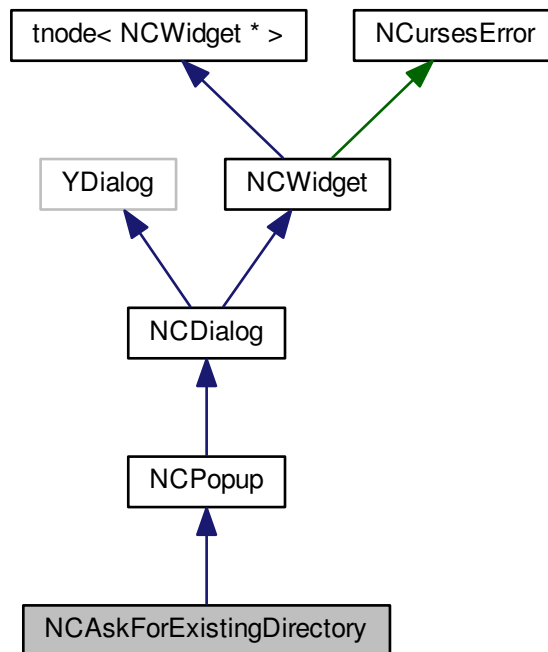
Definition at line 49 of file [NCApplication.cc](#).

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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCApplication.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCApplication.cc

## 3.5 NCAskForExistingDirectory Class Reference

Inheritance diagram for NCAskForExistingDirectory:



[illegible]

- **NCAaskForExistingDirectory** (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)
- [NCursesEvent](#) & [showDirPopup](#) ()

- virtual bool **postAgain** ()
- virtual **NCursesEvent** **wHandleInput** (wint\_t ch)

### 3.5.1 Detailed Description

Generated on Fri Aug 30 2013 04:43:17 for libyui-ncurses by Doxygen

### 3.5.2 Member Function Documentation

#### 3.5.2.1 void NCAskForExistingDirectory::createLayout ( const std::string & *initialDir*, const std::string & *headline* )

Create layout of file directory selection popup

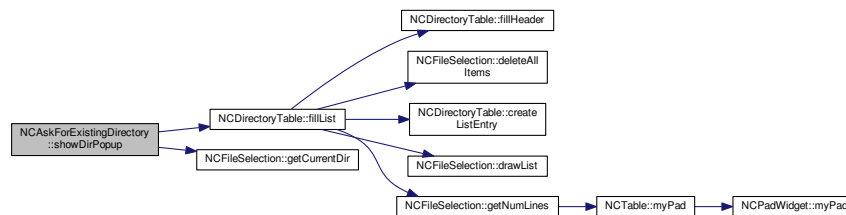
Definition at line 69 of file [NCAskForDirectory.cc](#).

#### 3.5.2.2 NCursesEvent & NCAskForExistingDirectory::showDirPopup ( )

Shows the popup with the std::list of directories.

Definition at line 131 of file [NCAskForDirectory.cc](#).

Here is the call graph for this function:

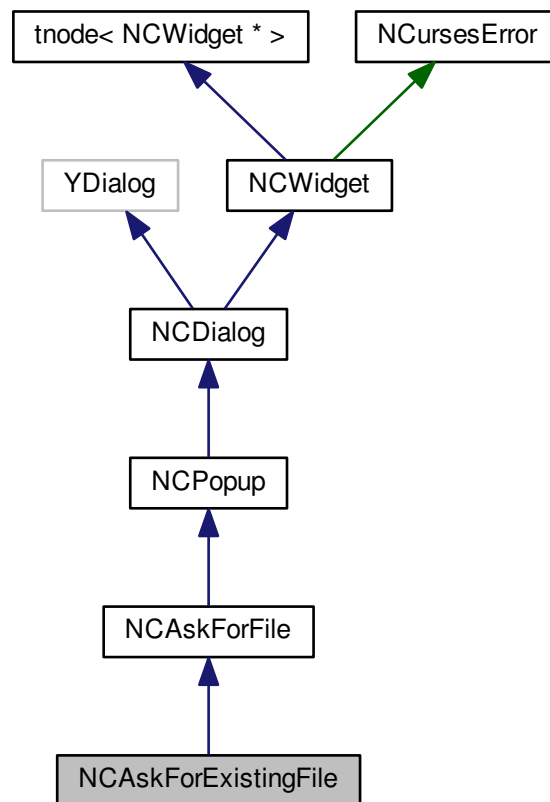


The documentation for this class was generated from the following files:

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCAskForDirectory.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCAskForDirectory.cc`

## 3.6 NCAskForExistingFile Class Reference

Inheritance diagram for NCAskForExistingFile:

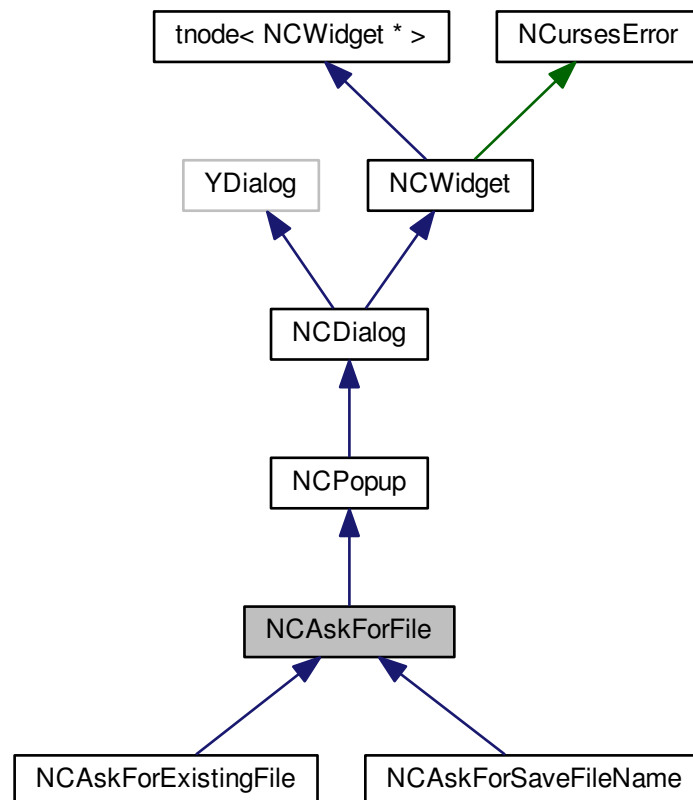






## 3.7 NCAskForFile Class Reference

Inheritance diagram for NCAskForFile:





## Additional Inherited Members

### 3.7.1 Detailed Description

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

### 3.7.2 Member Function Documentation

**3.7.2.1** void NCAskForFile::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?

Definition at line 107 of file [NCAskForFile.cc](#).

**3.7.2.2** int NCAskForFile::preferredWidth ( ) [virtual]

Set the default size

Reimplemented from [NCDialog](#).

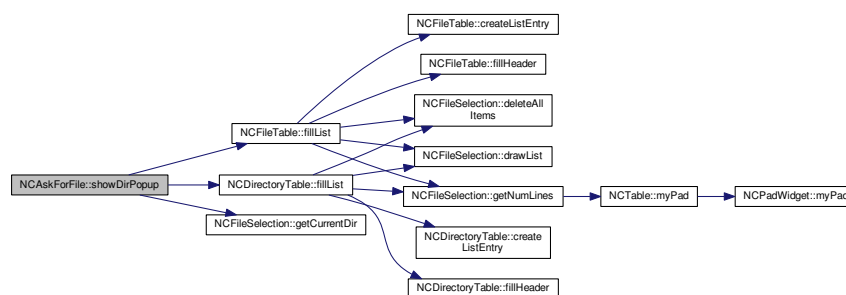
Definition at line 242 of file [NCAskForFile.cc](#).

**3.7.2.3** NCursesEvent & NCAskForFile::showDirPopup ( )

Shows the popup with the std::list of directories.

Definition at line 212 of file [NCAskForFile.cc](#).

Here is the call graph for this function:

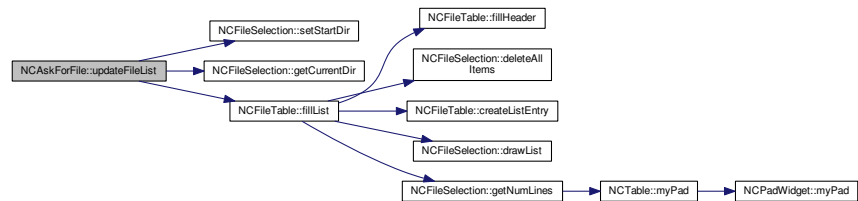


**3.7.2.4** void NCAskForFile::updateFileList ( )

Show new file information

Definition at line 263 of file [NCAskForFile.cc](#).

Here is the call graph for this function:

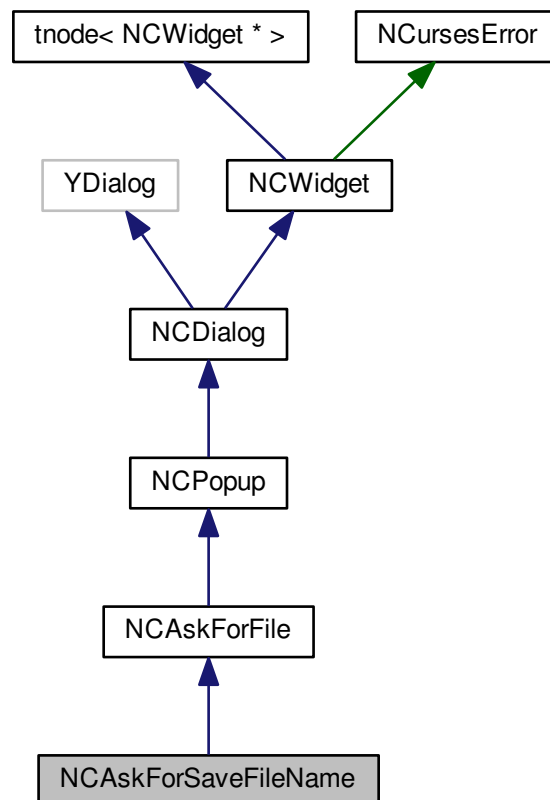


The documentation for this class was generated from the following files:

- `/bulddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCAskForFile.h`
- `/bulddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCAskForFile.cc`

## 3.8 NCAskForSaveFileName Class Reference

Inheritance diagram for NCAskForSaveFileName:





## 3.9 NCattribute 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)
- static std::string **color\_pairAsString** (int i)

### 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](#).

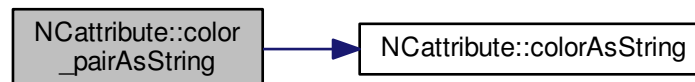
### 3.9.2 Member Function Documentation

#### 3.9.2.1 `static std::string NCattribute::color_pairAsString ( int i ) [inline],[static]`

String representation of color\_pair "[fg,bg]"

Definition at line 136 of file [NCstyle.h](#).

Here is the call graph for this function:



#### 3.9.2.2 `static std::string NCattribute::colorAsString ( short i ) [inline],[static]`

Color name

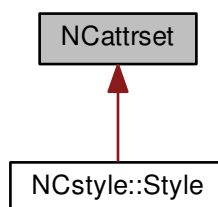
Definition at line 117 of file [NCstyle.h](#).

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

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCstyle.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/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

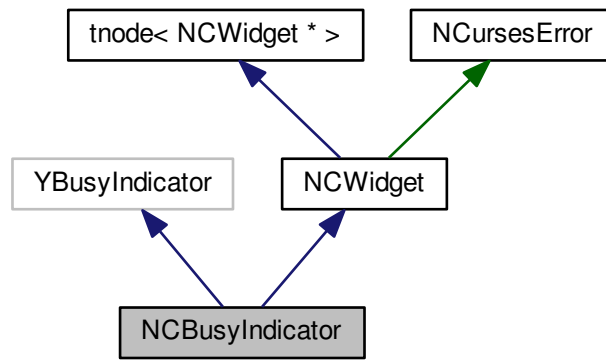
Definition at line 174 of file [NCstyle.h](#).

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

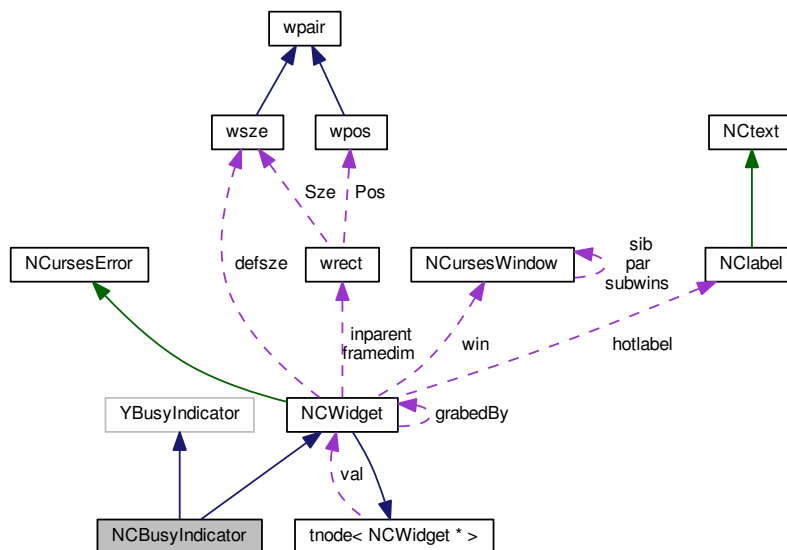
- /build/buildd/libyui-ncurses-master-2.44.1/src/NCstyle.h

### 3.11 NCBusyIndicator Class Reference

Inheritance diagram for NCBusyIndicator:



Collaboration 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)
- virtual void **setEnabled** (bool do\_bv)
- int **timeout** () const
- void **handler** (int sig\_num)

### 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** ()

### 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 void NCBusyIndicator::handler ( int *sig\_num* )

handler, called by NCBusyIndicatorHandlerWrapper

Definition at line 193 of file [NCBusyIndicator.cc](#).

##### 3.11.2.2 void NCBusyIndicator::setAlive ( bool *newAlive* ) [virtual]

std::set alive or stalled

Definition at line 252 of file [NCBusyIndicator.cc](#).

### 3.11.2.3 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](#).

Here is the call graph for this function:



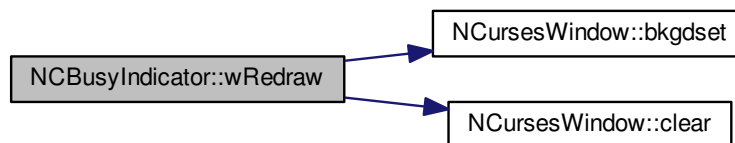
### 3.11.2.4 void NCBusyIndicator::wRedraw ( ) [protected],[virtual]

draw busy indicator widget

Reimplemented from [NCWidget](#).

Definition at line 275 of file [NCBusyIndicator.cc](#).

Here is the call graph for this function:

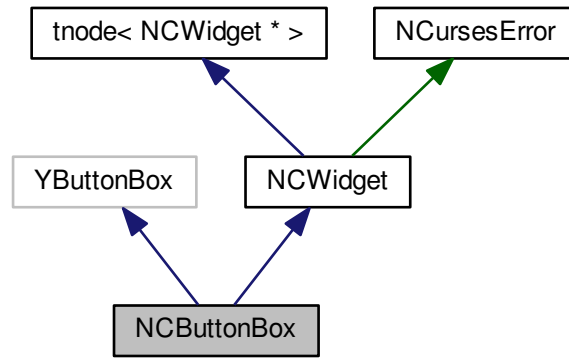


The documentation for this class was generated from the following files:

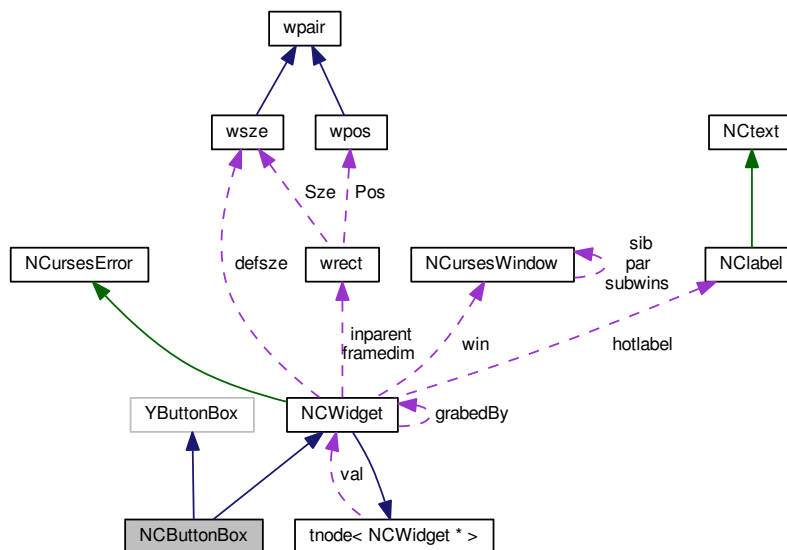
- `/build/buildd/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCBusyIndicator.h`
- `/build/buildd/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCBusyIndicator.cc`

## 3.12 NCButtonBox Class Reference

Inheritance diagram for NCButtonBox:



Collaboration 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)

## 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

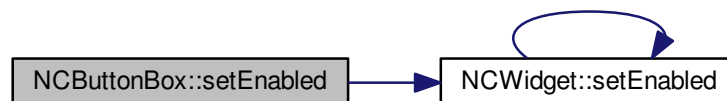
#### 3.12.2.1 void [NCButtonBox::setEnabled](#) ( bool *do\_bv* ) [virtual]

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](#).

Here is the call graph for this function:

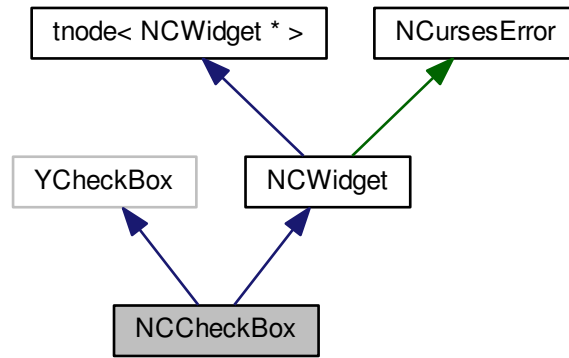


The documentation for this class was generated from the following files:

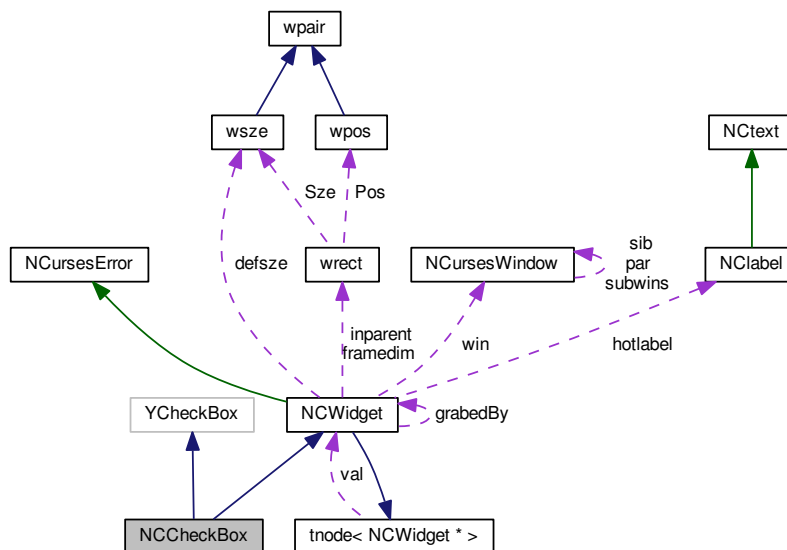
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCButtonBox.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCButtonBox.cc

### 3.13 NCCheckBox Class Reference

Inheritance diagram for NCCheckBox:



Collaboration 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)
- 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 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](#).



Here is the call graph for this function:

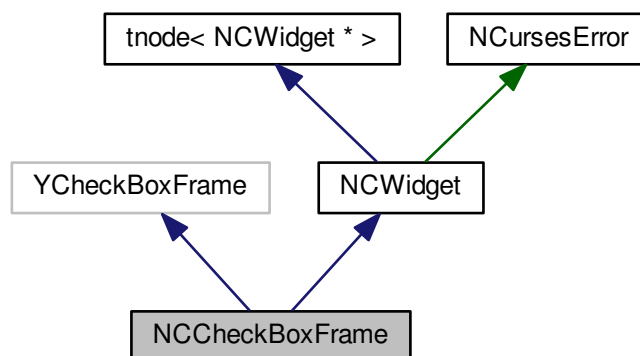


The documentation for this class was generated from the following files:

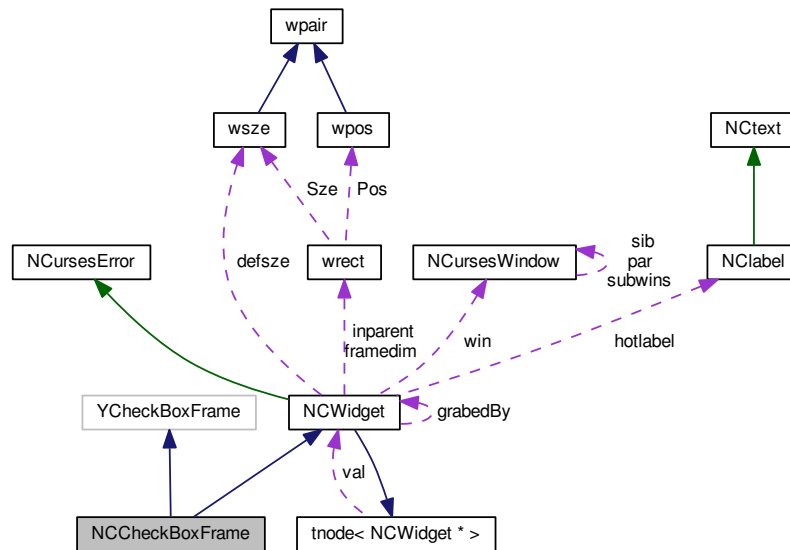
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCCheckBox.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCCheckBox.cc

## 3.14 NCCheckBoxFrame Class Reference

Inheritance diagram for NCCheckBoxFrame:



Collaboration 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 &nlabel)
- virtual void **`setEnabled`** (bool do\_bv)
- 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 `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](#).

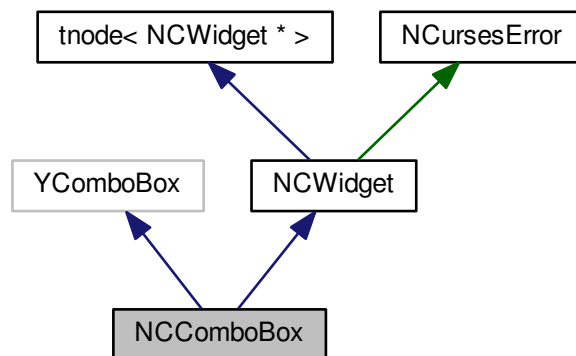
Definition at line 127 of file [NCCheckBoxFrame.cc](#).

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

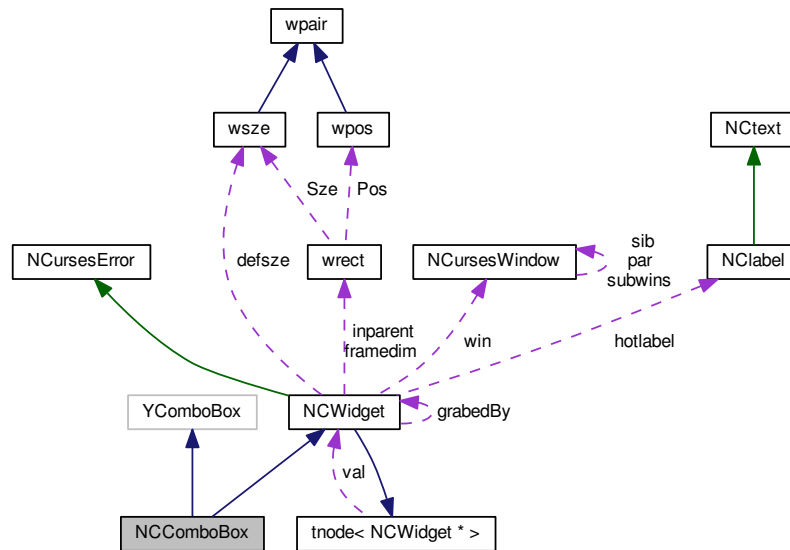
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCCheckBoxFrame.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCCheckBoxFrame.cc`

## 3.15 NCComboBox Class Reference

Inheritance diagram for NCComboBox:



Collaboration 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 &ntext)
- 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)
- 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 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](#).

Here is the call graph for this function:

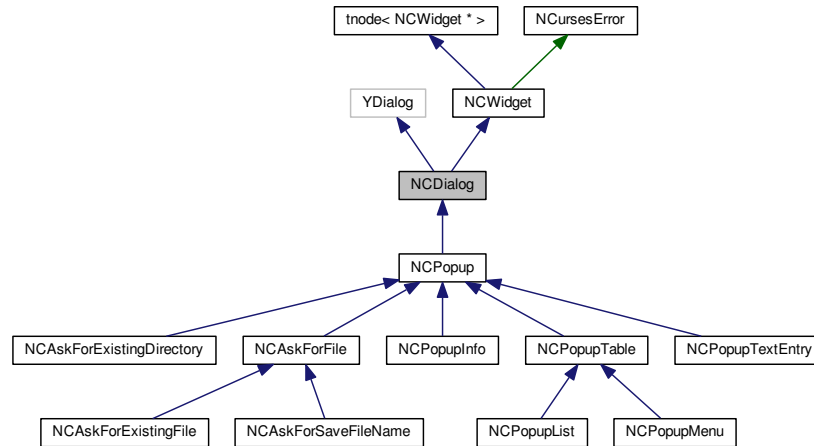


The documentation for this class was generated from the following files:

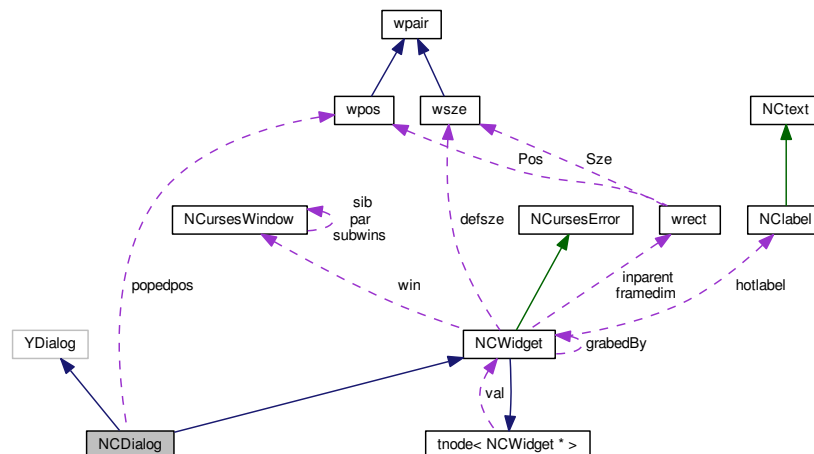
- `/bulddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCComboBox.h`
- `/bulddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCComboBox.cc`

### 3.16 NCDialog Class Reference

Inheritance diagram for NCDialog:



Collaboration diagram for NCDialog:



## Public Member Functions

- **YDialog** (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](#) ()

### 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](#) ()
- virtual YEvent \* [waitForEventInternal](#) (int timeout\_millisec)
- virtual YEvent \* [pollEventInternal](#) ()
- **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)

### 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)

#### 3.16.1 Detailed Description

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

### 3.16.2 Member Function Documentation

#### 3.16.2.1 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.

Implemented from YDialog.

Implementation of YDialog::activate().

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 312 of file [NCDialog.cc](#).

#### 3.16.2.2 void NCDialog::openInternal ( ) [protected],[virtual]

Internal open() method: Initialize what is left over to initialize after all dialog children have been created. YDialog::setSize() 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 229 of file [NCDialog.cc](#).

#### 3.16.2.3 YEvent \* NCDialog::pollEventInternal ( ) [protected],[virtual]

Check if a user event is pending. If there is one, return it. If there is none, do not wait for one - return 0.

Implemented from YDialog.

Back-end for YDialog::pollEvent()

Definition at line 1004 of file [NCDialog.cc](#).

Here is the call graph for this function:



#### 3.16.2.4 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](#).



### 3.16.2.5 YEvent \* NCDialog::waitForEventInternal ( int *timeout\_millisec* ) [protected],[virtual]

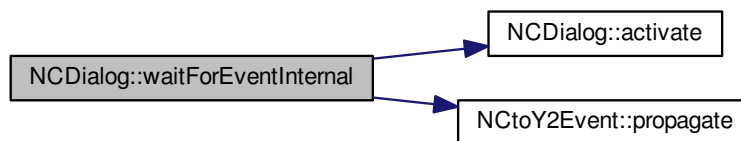
Wait for a user event.

Implemented from YDialog.

Back-end for YDialog::waitForEvent()

Definition at line 988 of file [NCDialog.cc](#).

Here is the call graph for this function:

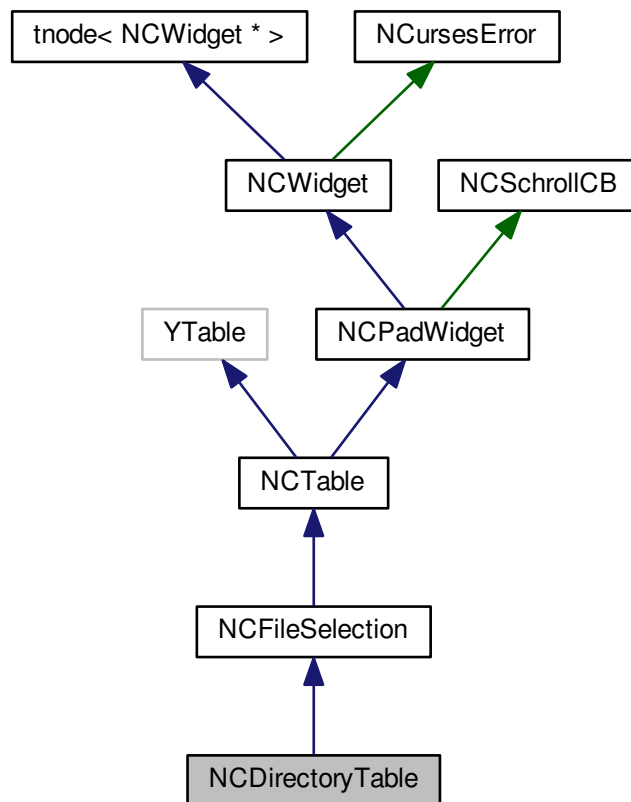


The documentation for this class was generated from the following files:

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCDialog.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCDialog.cc`

### 3.17 NCDirectoryTable Class Reference

Inheritance diagram for NCDirectoryTable:



```

classDiagram
    class NCDirectoryTable
    class NCFileSelection
    class NCTable
    class YTable
    class NCPadWidget
    class NCSchrollCB
    class NCWidget
    class NCursesWindow
    class NCursesError
    class NCLabel
    class NCtext
    class wpair
    class wsize
    class wpos
    class wrect

    NCDirectoryTable --> NCFileSelection
    NCFileSelection --> NCTable
    NCTable --> YTable
    NCTable --> NCPadWidget
    NCPadWidget --> NCSchrollCB
    NCPadWidget --> NCWidget
    NCSchrollCB --> NCWidget
    NCWidget --> NCursesWindow
    NCWidget --> NCursesError
    NCWidget --> NCLabel
    NCWidget --> NCtext
    NCWidget --> wpair
    NCWidget --> wsize
    NCWidget --> wpos
    NCWidget --> wrect
    NCursesWindow --> wpair
    NCursesWindow --> wsize
    NCursesWindow --> wpos
    NCursesWindow --> wrect
    NCursesError --> wpair
    NCursesError --> wsize
    NCursesError --> wpos
    NCursesError --> wrect
    NCLabel --> wpair
    NCLabel --> wsize
    NCLabel --> wpos
    NCLabel --> wrect
    NCtext --> wpair
    NCtext --> wsize
    NCtext --> wpos
    NCtext --> wrect
  
```

- **NCDirectoryTable** (YWidget \*parent, YTableHeader \*tableHeader, NCFileSelectionType type, const std::string &iniDir)
- virtual void [fillHeader](#) ()
- virtual bool [createListEntry](#) (NCFileInfo \*fileInfo)
- virtual bool [fillList](#) ()
- virtual [NCursesEvent](#) **wHandleInput** (wint\_t key)

### 3.17.1 Detailed Description

Generated on Fri Aug 30 2013 04:43:17 for libyui-ncurses by Doxygen

### 3.17.2 Member Function Documentation

#### 3.17.2.1 `bool NCDirectoryTable::createListEntry ( NCFileInfo * fileInfo ) [virtual]`

Creates a line in the package table.

Implements [NCFileSelection](#).

Definition at line 321 of file [NCFileSelection.cc](#).

#### 3.17.2.2 `void NCDirectoryTable::fillHeader ( ) [virtual]`

Fill the column headers of the table

Implements [NCFileSelection](#).

Definition at line 654 of file [NCFileSelection.cc](#).

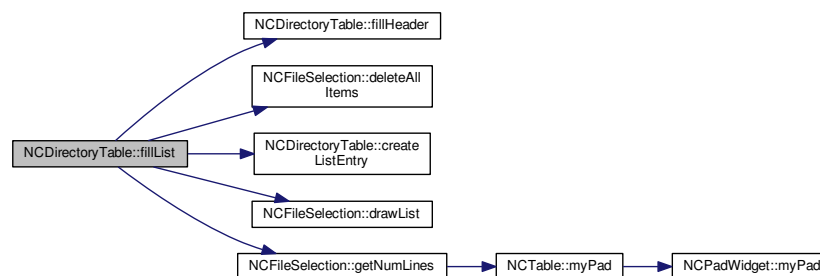
#### 3.17.2.3 `bool NCDirectoryTable::fillList ( ) [virtual]`

Fill the `std::list` of directories. Returns 'true' on success.

Implements [NCFileSelection](#).

Definition at line 698 of file [NCFileSelection.cc](#).

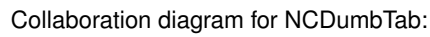
Here is the call graph for this function:



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

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCFileSelection.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCFileSelection.cc`

Inheritance diagram for NCDumbTab:



- Generated on Fri Aug 30 2013 04:43:17 for libyui-ncurses by Doxygen

- 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)
- 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

#### 3.18.1 Detailed Description

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

#### 3.18.2 Member Function Documentation

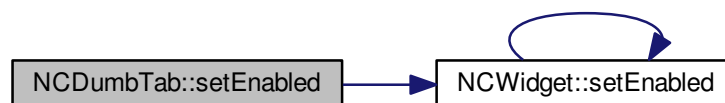
##### 3.18.2.1 void [NCDumbTab::setEnabled](#) ( bool *do\_bv* ) [virtual]

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](#).

Here is the call graph for this function:

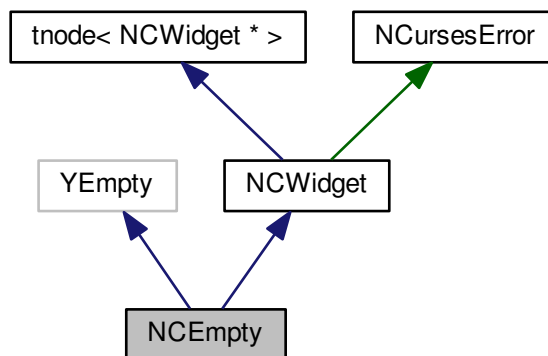


The documentation for this class was generated from the following files:

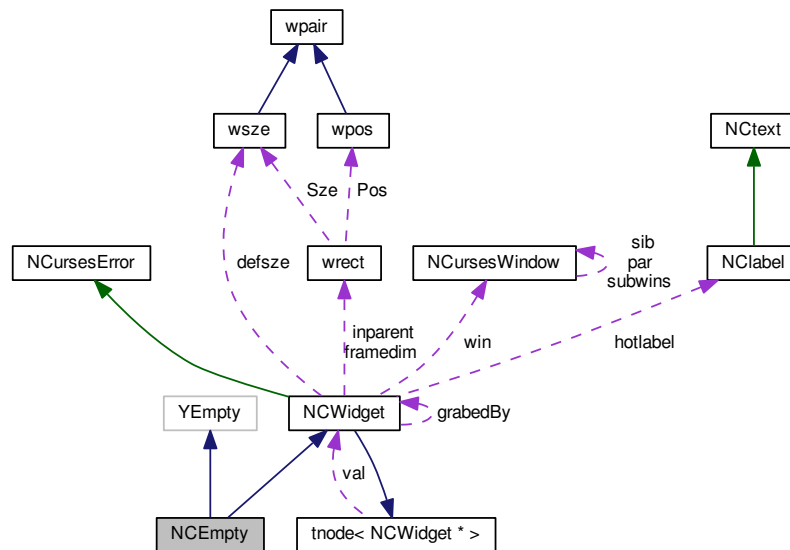
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCdumbTab.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCdumbTab.cc

## 3.19 NCEmpty Class Reference

Inheritance diagram for NCEmpty:



Collaboration 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)

## Protected Member Functions

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

## Friends

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

## Additional Inherited Members

### 3.19.1 Detailed Description

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



### 3.19.2 Member Function Documentation

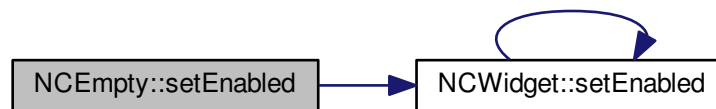
#### 3.19.2.1 void NCEmpty::setEnabled ( bool *do\_bv* ) [virtual]

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](#).

Here is the call graph for this function:



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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCEmpty.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCEmpty.cc

## 3.20 NCFileInfo Struct Reference

### Public Member Functions

- [NCFileInfo](#) (std::string fileName, struct stat64 \*statInfo, bool link=false)
- 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**

### 3.20.1 Detailed Description

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

### 3.20.2 Constructor & Destructor Documentation

#### 3.20.2.1 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](#).

Here is the call graph for this function:



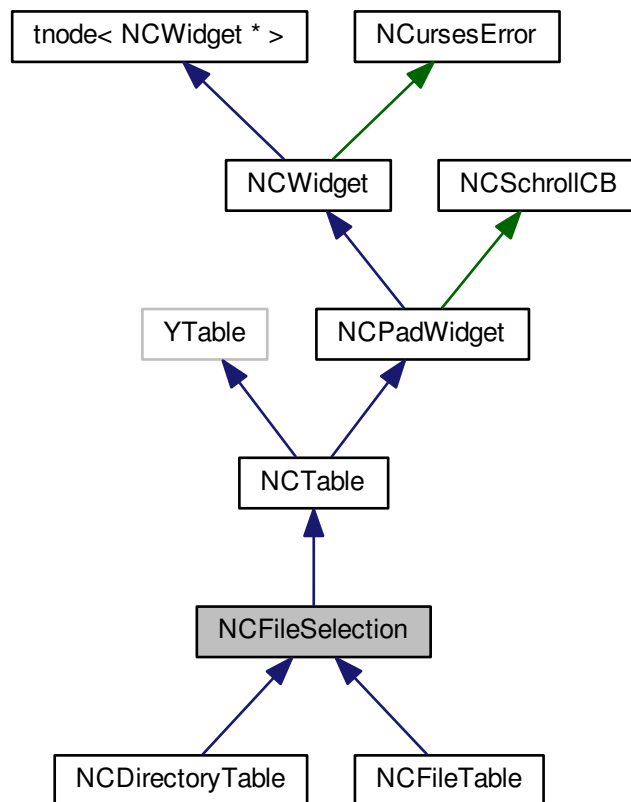
The documentation for this struct was generated from the following files:

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCFileSelection.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCFileSelection.cc

## 3.21 NCFileSelection Class Reference

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

Inheritance diagram for NCFileSelection:





## 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

### 3.21.1 Detailed Description

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

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

### 3.21.2 Constructor & Destructor Documentation

3.21.2.1 `NCFileSelection::NCFileSelection ( YWidget * parent, YTableHeader * tableHeader, NCFileSelectionType type, const std::string & iniDir )`

Constructor

Definition at line 164 of file [NCFileSelection.cc](#).

### 3.21.3 Member Function Documentation

3.21.3.1 `virtual bool NCFileSelection::createListEntry ( NCFileInfo * fileInfo )` [pure virtual]

Creates a line in the package table.

Implemented in [NCDirectoryTable](#), and [NCFileTable](#).

3.21.3.2 `void NCFileSelection::deleteAllItems ( )` [virtual]

Clears the package std::list

Reimplemented from [NCTable](#).

Definition at line 276 of file [NCFileSelection.cc](#).

3.21.3.3 `void NCFileSelection::drawList ( )` [inline]

Draws the file std::list (has to be called after the loop with addLine() calls)

Definition at line 170 of file [NCFileSelection.h](#).

**3.21.3.4** `virtual void NCFileSelection::fillHeader ( ) [pure virtual]`

Fills the header of the table

Implemented in [NCDirectoryTable](#), and [NCFileTable](#).

**3.21.3.5** `virtual bool NCFileSelection::fillList ( ) [pure virtual]`

Fill the std::list of directories or files Returns 'true' on success.

Implemented in [NCDirectoryTable](#), and [NCFileTable](#).

**3.21.3.6** `std::string NCFileSelection::getCurrentDir ( ) [inline]`

Get the current directory return: The currently selected directory

Definition at line 191 of file [NCFileSelection.h](#).

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

Get the file info. index: The std::list index return: fileInfo Information about the file (directory)

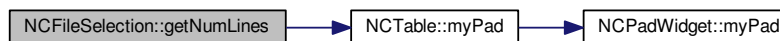
Definition at line 357 of file [NCFileSelection.cc](#).

**3.21.3.8** `unsigned int NCFileSelection::getNumLines ( ) [inline]`

Get number of lines ( std::list entries )

Definition at line 164 of file [NCFileSelection.h](#).

Here is the call graph for this function:



**3.21.3.9** `void NCFileSelection::setStartDir ( const std::string & start ) [inline]`

Set the start directory

Definition at line 202 of file [NCFileSelection.h](#).

**3.21.3.10** `void NCFileSelection::setTableType ( NCFileSelectionType type ) [inline]`

Set the type of the table widget type: Possible values: `NCFileSelection::T_Overview`, `NCFileSelection::T_Detailed`

Definition at line 156 of file [NCFileSelection.h](#).

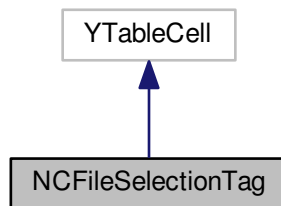
The documentation for this class was generated from the following files:

- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCFileSelection.h`
- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCFileSelection.cc`

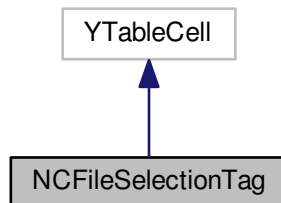
## 3.22 NCFileSelectionTag Class Reference

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

Inheritance diagram for NCFileSelectionTag:



Collaboration diagram for NCFileSelectionTag:



### Public Member Functions

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

#### 3.22.1 Detailed Description

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

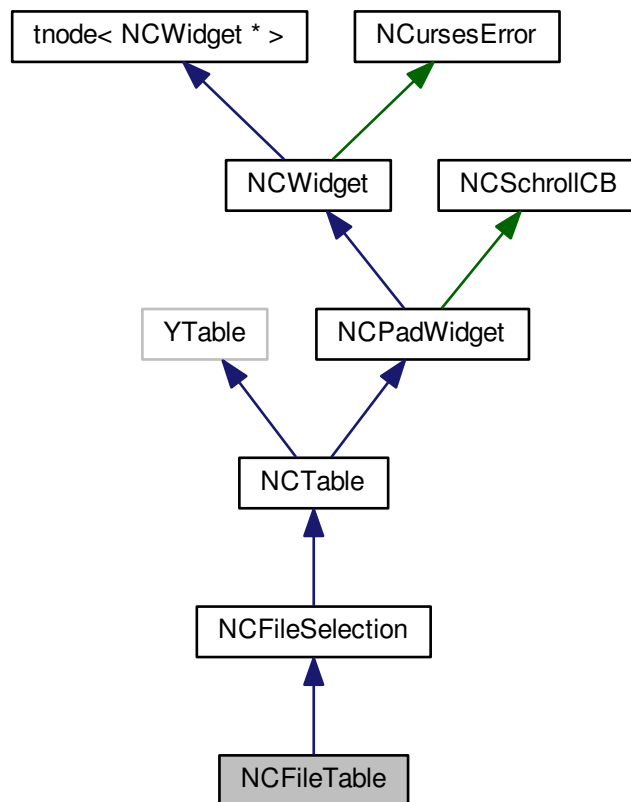
Definition at line 83 of file [NCFileSelection.h](#).

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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCFileSelection.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCFileSelection.cc

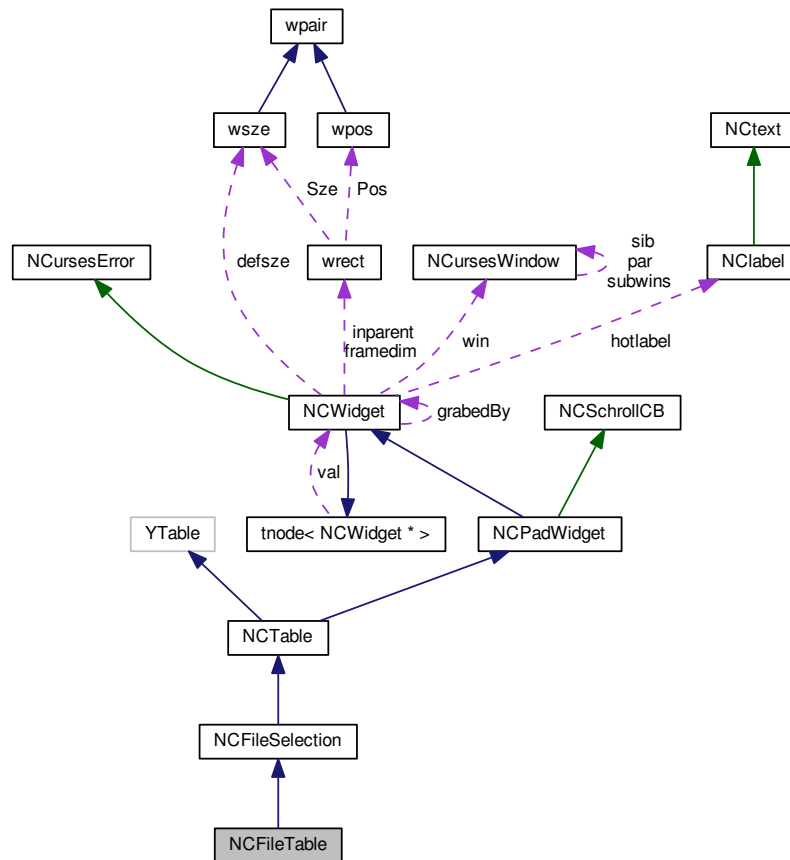
### 3.23 NCFileTable Class Reference

Inheritance diagram for NCFileTable:





Collaboration diagram for NCFileTable:



## Public Member Functions

- **NCFileTable** (*YWidget* \*parent, *YTableHeader* \*tableHeader, *NCFileSelectionType* type, const std::string &filter, const std::string &iniDir)
- void **setCurrentFile** (const std::string &file)
- bool **filterMatch** (const std::string &fileName)
- std::string **getCurrentFile** ()
- virtual void **fillHeader** ()
- virtual bool **createListEntry** (*NCFileInfo* \*fileInfo)
- virtual bool **fillList** ()
- virtual *NCursesEvent* **whandleInput** (wint\_t key)

## Additional Inherited Members

### 3.23.1 Detailed Description

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

### 3.23.2 Constructor & Destructor Documentation

3.23.2.1 `NCFileTable::NCFileTable ( YWidget * parent, YTableHeader * tableHeader, NCFileSelectionType type, const std::string & filter, const std::string & iniDir )`

Constructor

Definition at line 390 of file [NCFileSelection.cc](#).

### 3.23.3 Member Function Documentation

3.23.3.1 `bool NCFileTable::createListEntry ( NCFileInfo * fileInfo ) [virtual]`

Creates a line in the package table.

Implements [NCFileSelection](#).

Definition at line 282 of file [NCFileSelection.cc](#).

3.23.3.2 `void NCFileTable::fillHeader ( ) [virtual]`

Fill the column headers of the file table

Implements [NCFileSelection](#).

Definition at line 422 of file [NCFileSelection.cc](#).

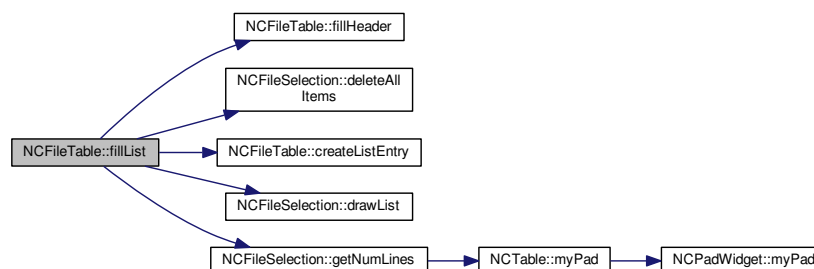
3.23.3.3 `bool NCFileTable::fillList ( ) [virtual]`

Fill the std::list of files Returns 'true' on success.

Implements [NCFileSelection](#).

Definition at line 555 of file [NCFileSelection.cc](#).

Here is the call graph for this function:

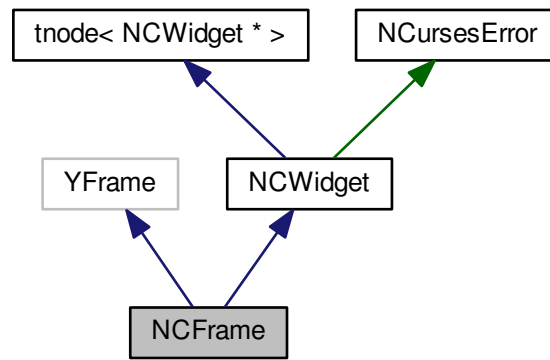


The documentation for this class was generated from the following files:

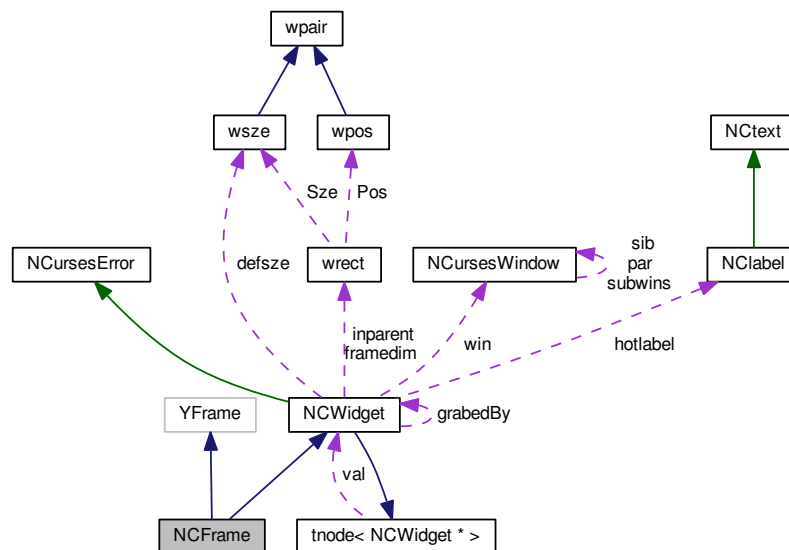
- `/bulddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCFileSelection.h`
- `/bulddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCFileSelection.cc`

## 3.24 NCFrame Class Reference

Inheritance diagram for NCFrame:



Collaboration 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)

### 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

#### 3.24.1 Detailed Description

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

#### 3.24.2 Member Function Documentation

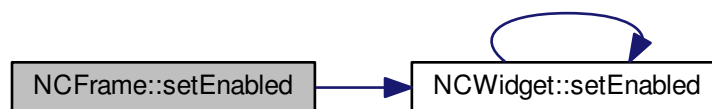
##### 3.24.2.1 void NCFrame::setEnabled ( bool *do\_bv* ) [virtual]

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](#).

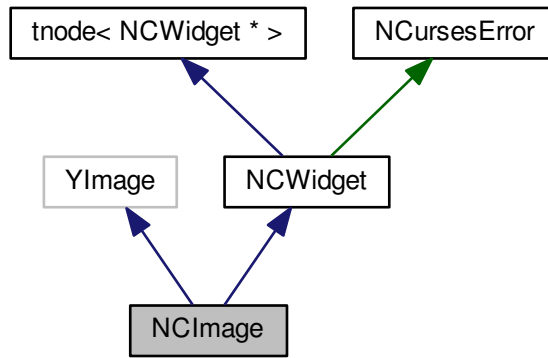
Here is the call graph for this function:



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

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCFrame.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCFrame.cc`

Inheritance diagram for NCImage:



```

classDiagram
    class NCImage
    class YImage
    class NCWidget
    class NCursesError
    class NCursesWindow
    class NCLabel
    class NCText
    class tnode_NCWidget_ptr["tnode< NCWidget * >"]

    NCImage --|> NCWidget
    YImage --|> NCWidget
    tnode_NCWidget_ptr --|> NCWidget
    NCWidget ..> NCursesError : defsze
    NCWidget ..> NCursesWindow : wrect
    NCWidget ..> NCursesWindow : inparent, framedim, win
    NCWidget ..> NCLabel : sib, par, subwins
    NCWidget ..> NCText : hotlabel
    NCWidget ..> NCWidget : val
    NCWidget ..> YImage : val
  
```

- **NImage** (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)

### Protected Member Functions

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

### Friends

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

### Additional Inherited Members

#### 3.25.1 Detailed Description

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

#### 3.25.2 Member Function Documentation

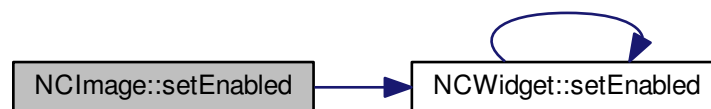
##### 3.25.2.1 void [NCImage::setEnabled](#) ( bool *do\_bv* ) [virtual]

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](#).

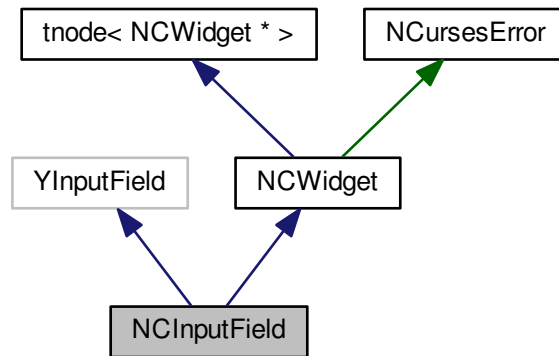
Here is the call graph for this function:



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

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCImage.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCImage.cc`

Inheritance diagram for NCInputField:



```

classDiagram
    class NCursesError
    class YInputField
    class NCInputField
    class NCWidget
    class wrect
    class wsize
    class wpos
    class wpair
    class NCLabel
    class NCtext

    NCInputField --|> YInputField
    NCInputField --|> NCWidget
    YInputField --|> NCWidget
    NCWidget --|> wrect
    wrect --|> wsize
    wrect --|> wpos
    wsize --|> wpair
    wpos --|> wpair
    NCLabel --|> NCtext

    NCWidget --> NCursesError : defsize
    NCWidget --> wrect : inparent, framedim
    NCWidget --> wrect : win
    NCWidget --> wrect : grabedBy
    NCWidget --> wrect : val
    NCWidget --> wrect : sib, par, subwins
    NCWidget --> wrect : hotlabel
    NCWidget --> wrect : wsize, wpos
  
```

- 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 &ntext)
- virtual std::string **value** ()
- virtual void **setValidChars** (const std::string &validchars)
- virtual [NCursesEvent](#) **wHandleInput** (wint\_t key)
- virtual void [setEnabled](#) (bool do\_bv)
- 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

### 3.26.1 Detailed Description

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

### 3.26.2 Member Function Documentation

#### 3.26.2.1 void NCInputField::setEnabled ( bool do\_bv ) [virtual]

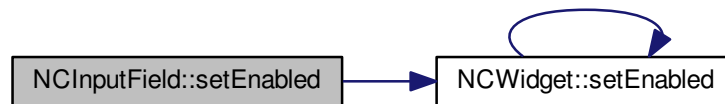
Pure virtual to make sure every widget implements it. Necessary to make sure that UI requests via YWidget::setEnabled perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

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



Here is the call graph for this function:

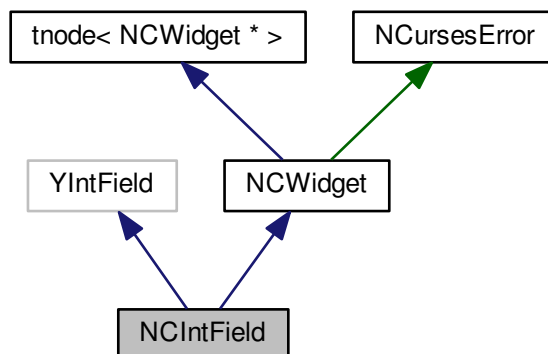


The documentation for this class was generated from the following files:

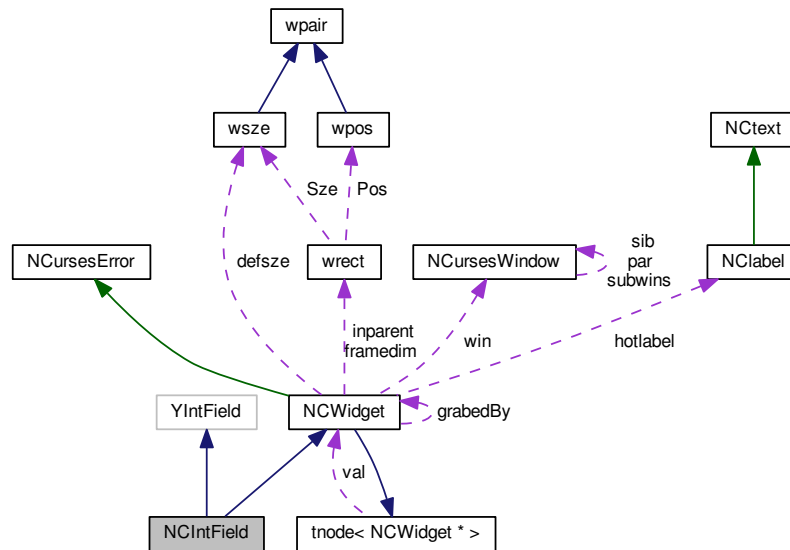
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCIntField.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCIntField.cc

## 3.27 NCIntField Class Reference

Inheritance diagram for NCIntField:



Collaboration 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)

## 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

### 3.27.1 Detailed Description

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

### 3.27.2 Member Function Documentation

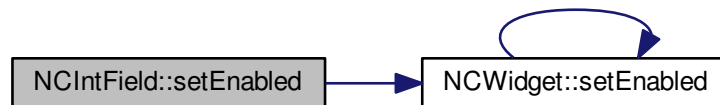
#### 3.27.2.1 void NCIntField::setEnabled ( bool *do\_bv* ) [virtual]

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](#).

Here is the call graph for this function:

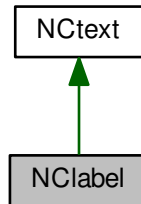


The documentation for this class was generated from the following files:

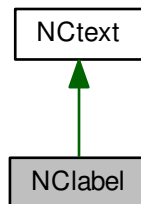
- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCIntField.h`
- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCIntField.cc`

### 3.28 NClabel Class Reference

Inheritance diagram for NClabel:



Collaboration diagram for NClabel:



#### Public Member Functions

- void **stripHotkey** ()
- **NClabel** (const [NCstring](#) &nstr="")
- size\_t **width** () const
- unsigned **height** () const
- [wsz](#) **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 [wsz](#) &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 **Iset** (const [NCstring](#) &text)

### Protected Attributes

- std::wstring::size\_type **hotline**

### Friends

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

### Additional Inherited Members

#### 3.28.1 Detailed Description

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

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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCtext.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCtext.cc



- 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)

### Protected Member Functions

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

### Friends

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

### Additional Inherited Members

#### 3.29.1 Detailed Description

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

#### 3.29.2 Member Function Documentation

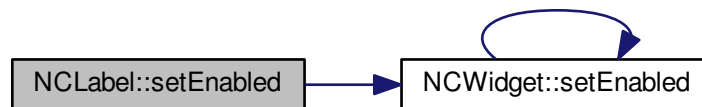
##### 3.29.2.1 void NCLabel::setEnabled ( bool *do\_bv* ) [virtual]

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](#).

Here is the call graph for this function:

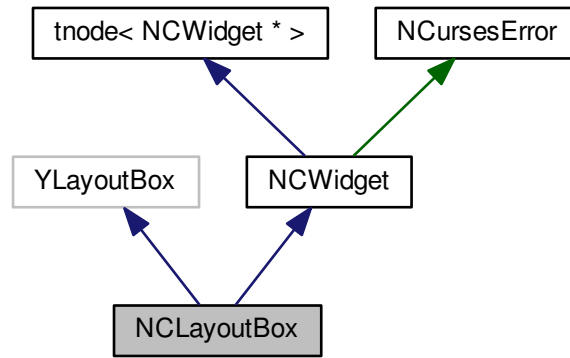


The documentation for this class was generated from the following files:

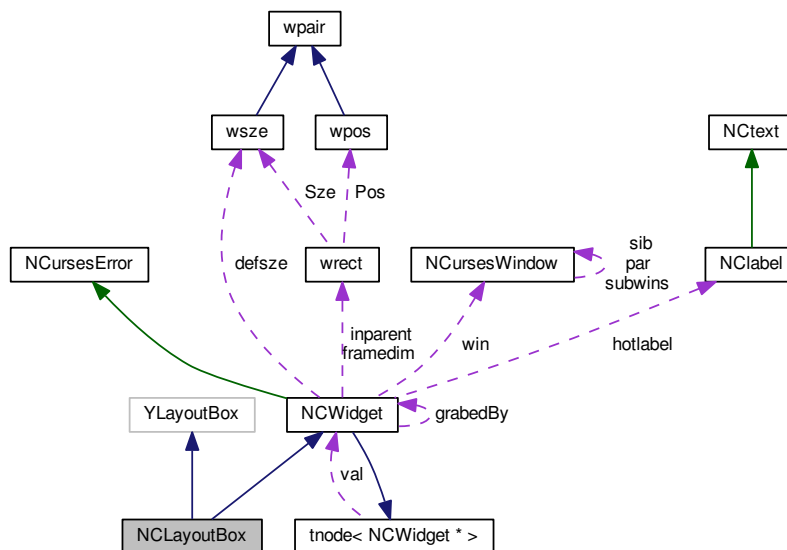
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCLabel.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCLabel.cc

### 3.30 NLayoutBox Class Reference

Inheritance diagram for NLayoutBox:



Collaboration 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)

### Protected Member Functions

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

### Friends

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

### Additional Inherited Members

#### 3.30.1 Detailed Description

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

#### 3.30.2 Member Function Documentation

3.30.2.1 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](#).

Here is the call graph for this function:

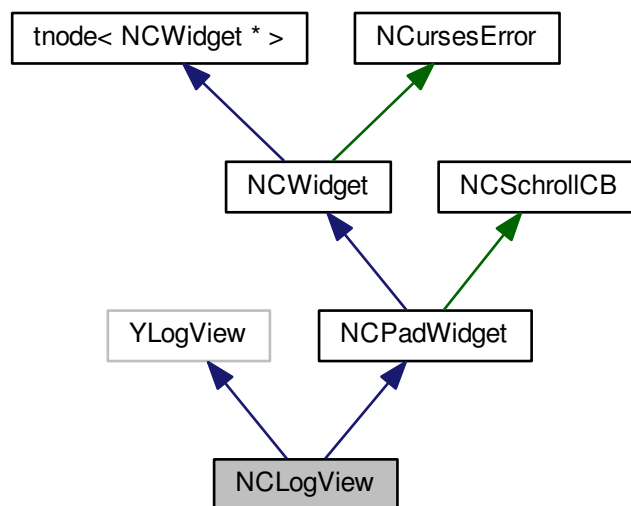


The documentation for this class was generated from the following files:

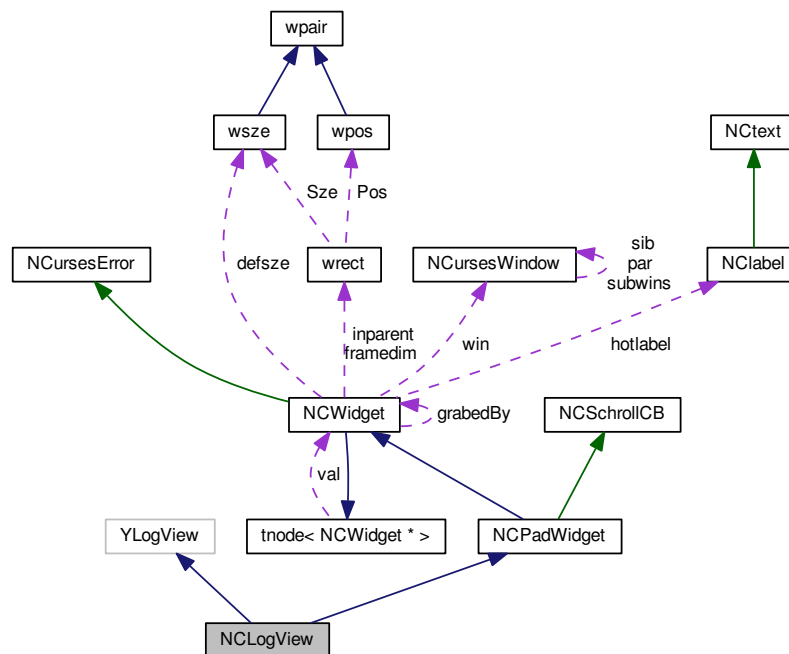
- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCLayoutBox.h
- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCLayoutBox.cc

### 3.31 NLogView Class Reference

Inheritance diagram for NLogView:



Collaboration diagram for NCLogView:



## Public Member Functions

- **NLogView** (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)
- virtual bool **setKeyboardFocus** ()

## Protected Member Functions

- virtual const char \* **location** () const
- virtual void **wRedraw** ()
- virtual void **wRecorded** ()
- virtual **NCPad** \* **CreatePad** ()
- virtual void **DrawPad** ()

## Friends

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

## Additional Inherited Members

### 3.31.1 Detailed Description

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

### 3.31.2 Member Function Documentation

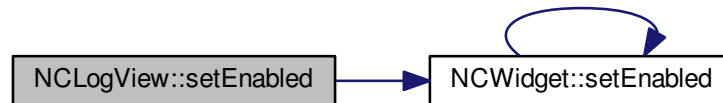
#### 3.31.2.1 void NLogView::setEnabled ( bool *do\_bv* ) [virtual]

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](#).

Here is the call graph for this function:

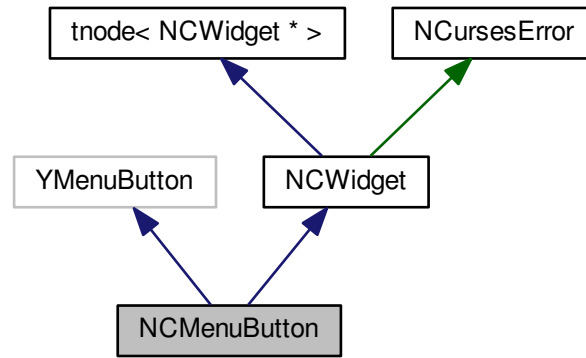


The documentation for this class was generated from the following files:

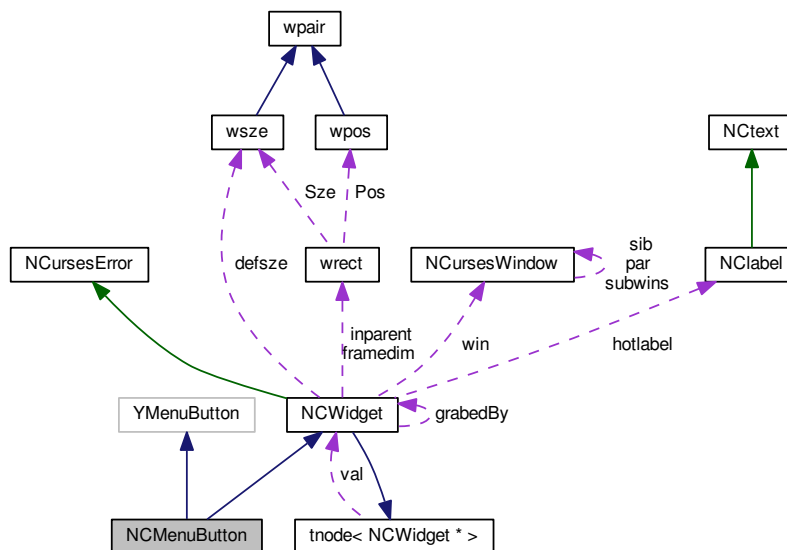
- `/build/buildd/libyui-ncurses-master-2.44.1/src/NLogView.h`
- `/build/buildd/libyui-ncurses-master-2.44.1/src/NLogView.cc`

## 3.32 NCMenuButton Class Reference

Inheritance diagram for NCMenuButton:



Collaboration 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)
- 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

#### 3.32.1 Detailed Description

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

#### 3.32.2 Member Function Documentation

##### 3.32.2.1 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](#).

Here is the call graph for this function:

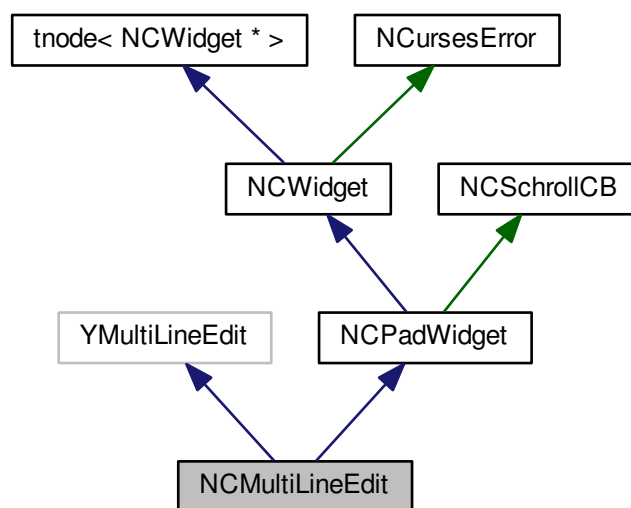


The documentation for this class was generated from the following files:

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCMenuButton.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCMenuButton.cc

### 3.33 NCMultiLineEdit Class Reference

Inheritance diagram for NCMultiLineEdit:







## Friends

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

## Additional Inherited Members

### 3.33.1 Detailed Description

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

### 3.33.2 Member Function Documentation

3.33.2.1 `virtual NCTextPad* NCMultiLineEdit::myPad ( ) const` `[inline]`, `[protected]`, `[virtual]`

Overload myPad to narrow the type

Reimplemented from [NCPadWidget](#).

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

Here is the call graph for this function:



3.33.2.2 `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](#).

Here is the call graph for this function:

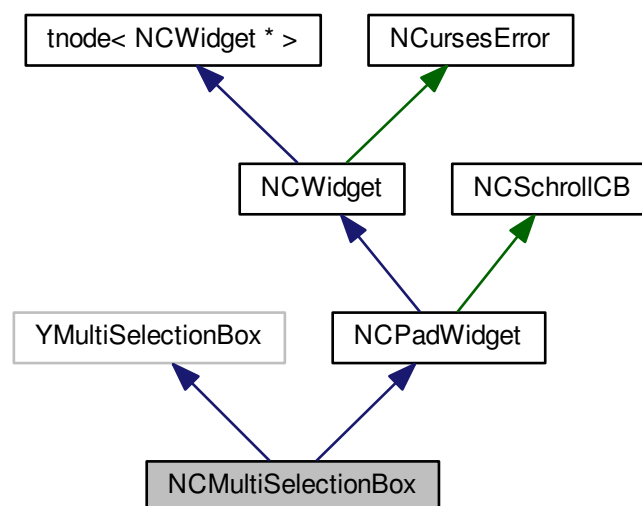


The documentation for this class was generated from the following files:

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCMultiLineEdit.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCMultiLineEdit.cc

### 3.34 NCMultiSelectionBox Class Reference

Inheritance diagram for NCMultiSelectionBox:





## Protected Member Functions

- virtual [NCTablePad](#) \* [myPad](#) () const
- [NCTableTag](#) \* [tagCell](#) (int index)
- const [NCTableTag](#) \* [tagCell](#) (int index) const
- bool [isItemSelected](#) (YItem \*item)
- void [toggleCurrentItem](#) ()
- virtual [NCPad](#) \* [CreatePad](#) ()
- virtual void [wRecorded](#) ()

## Friends

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

## Additional Inherited Members

### 3.34.1 Detailed Description

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

### 3.34.2 Member Function Documentation

#### 3.34.2.1 [NCPad](#) \* [NCMultiSelectionBox::CreatePad](#) ( ) [protected],[virtual]

Create empty MsB pad

Reimplemented from [NCPadWidget](#).

Definition at line 209 of file [NCMultiSelectionBox.cc](#).

Here is the call graph for this function:



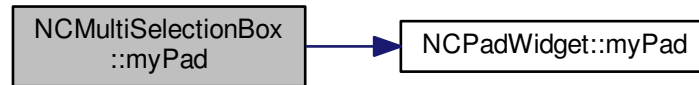
#### 3.34.2.2 virtual [NCTablePad](#)\* [NCMultiSelectionBox::myPad](#) ( ) const [inline],[protected],[virtual]

Overload myPad to narrow the type

Reimplemented from [NCPadWidget](#).

Definition at line 52 of file [NCMultiSelectionBox.h](#).

Here is the call graph for this function:



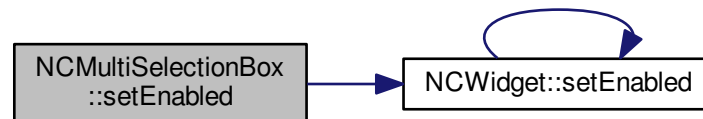
#### 3.34.2.3 void NCMultiSelectionBox::setEnabled ( bool *do\_bv* ) [virtual]

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](#).

Here is the call graph for this function:

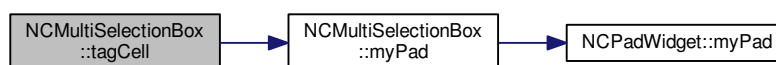


#### 3.34.2.4 NCTableTag \* NCMultiSelectionBox::tagCell ( int *index* ) [protected]

Return pointer to current line tag (holds state and yitem pointer)

Definition at line 114 of file [NCMultiSelectionBox.cc](#).

Here is the call graph for this function:



3.34.2.5 `void NCMultiSelectionBox::toggleCurrentItem ( )` [protected]

Toggle item from selected -> deselected and vice versa

Definition at line 191 of file [NCMultiSelectionBox.cc](#).

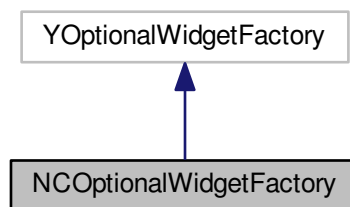
The documentation for this class was generated from the following files:

- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCMultiSelectionBox.h`
- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCMultiSelectionBox.cc`

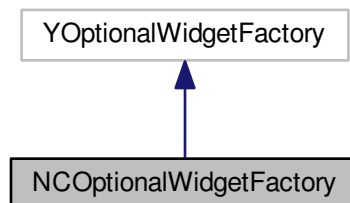
### 3.35 NCOptionalWidgetFactory Class Reference

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

Inheritance diagram for NCOptionalWidgetFactory:



Collaboration diagram for NCOptionalWidgetFactory:



#### Protected Member Functions

- [NCOptionalWidgetFactory](#) ( )

- virtual [~NCOptionalWidgetFactory](#) ()
- bool **hasDumbTab** ()
- [NCDumbTab](#) \* **createDumbTab** (YWidget \*parent)

## Friends

- class **YNCursesUI**

### 3.35.1 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 40 of file [NCOptionalWidgetFactory.h](#).

### 3.35.2 Constructor & Destructor Documentation

#### 3.35.2.1 NCOptionalWidgetFactory::NCOptionalWidgetFactory ( ) [protected]

Constructor.

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

Definition at line 34 of file [NCOptionalWidgetFactory.cc](#).

#### 3.35.2.2 NCOptionalWidgetFactory::~~NCOptionalWidgetFactory ( ) [protected], [virtual]

Destructor.

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

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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCOptionalWidgetFactory.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCOptionalWidgetFactory.cc

## 3.36 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

### 3.36.1 Detailed Description

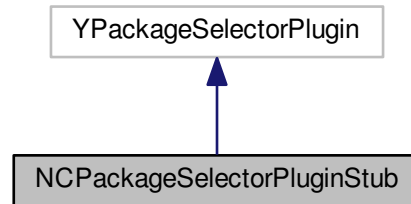
Definition at line 33 of file [NCPackageSelectorPluginIf.h](#).

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

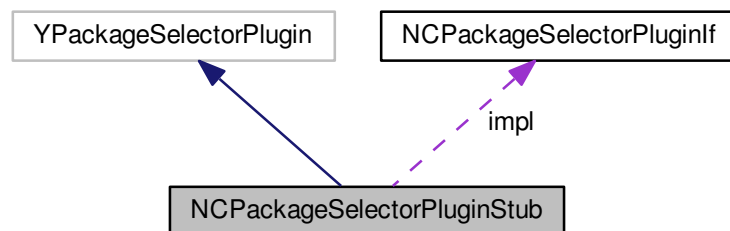
- `/build/bld/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPackageSelectorPluginIf.h`

### 3.37 NCPackageSelectorPluginStub Class Reference

Inheritance diagram for NCPackageSelectorPluginStub:



Collaboration diagram for NCPackageSelectorPluginStub:



#### Public Member Functions

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

#### Public Attributes

- `NCPackageSelectorPluginIf * impl`



### 3.37.1 Detailed Description

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

### 3.37.2 Constructor & Destructor Documentation

#### 3.37.2.1 NCPackageSelectorPluginStub::NCPackageSelectorPluginStub ( )

Constructor: Load the plugin library for the [NCurses](#) package selector.

Definition at line 39 of file [NCPackageSelectorPluginStub.cc](#).

#### 3.37.2.2 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](#).

### 3.37.3 Member Function Documentation

#### 3.37.3.1 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](#).

#### 3.37.3.2 YWidget \* NCPackageSelectorPluginStub::createPkgSpecial ( YWidget \* *parent*, const std::string & *subwidget* ) [virtual]

Create a special widget

Definition at line 71 of file [NCPackageSelectorPluginStub.cc](#).

#### 3.37.3.3 YEvent \* NCPackageSelectorPluginStub::runPkgSelection ( YDialog \* *currentDialog*, YWidget \* *packageSelector* ) [virtual]

Fills the `PackageSelector` widget (runs the package selection).

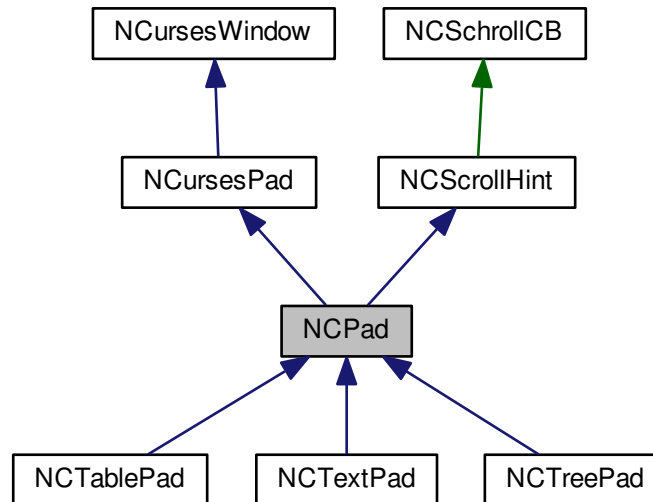
Definition at line 77 of file [NCPackageSelectorPluginStub.cc](#).

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

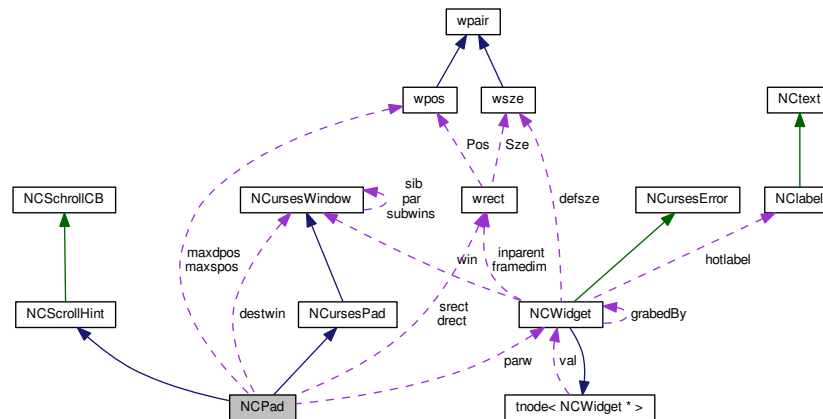
- `/bulddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPackageSelectorPluginStub.h`
- `/bulddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPackageSelectorPluginStub.cc`

### 3.38 NCPad Class Reference

Inheritance diagram for NCPad:



Collaboration 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 void **wRecoded** ()
- virtual void **setDirty** ()
- int **update** ()
- virtual int **setpos** ()
- virtual [wpos](#) **CurPos** () const
- int **ScrIto** (const [wpos](#) &newpos)
- int **ScrIline** (const int line)
- int **ScrIcol** (const int col)
- int **ScrIDown** (const int [lines](#)=1)
- int **ScrIup** (const int [lines](#)=1)
- int **ScrIRight** (const int [cols](#)=1)
- int **ScrIleft** (const int [cols](#)=1)
- virtual bool **handleInput** (wint\_t key)

### Protected Member Functions

- int [vheight](#) () const
- bool [pageing](#) () const
- 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)

### Protected Attributes

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

### Additional Inherited Members

#### 3.38.1 Detailed Description

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

### 3.38.2 Member Function Documentation

**3.38.2.1** `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](#).

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

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

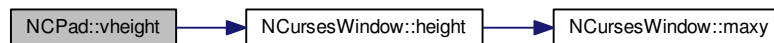
Definition at line 129 of file [NCPad.h](#).

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

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

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

Here is the call graph for this function:

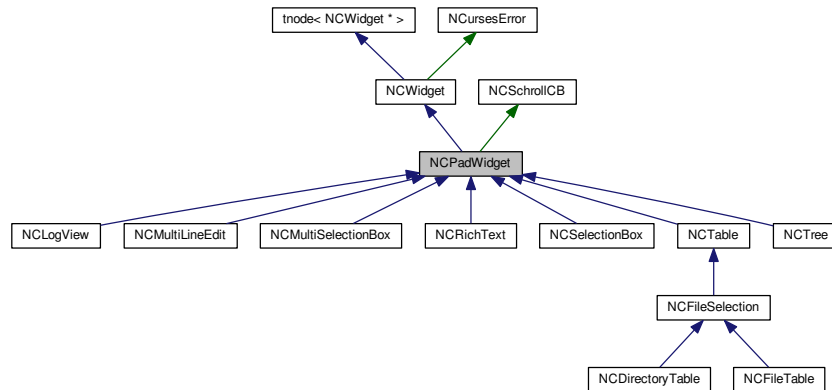


The documentation for this class was generated from the following files:

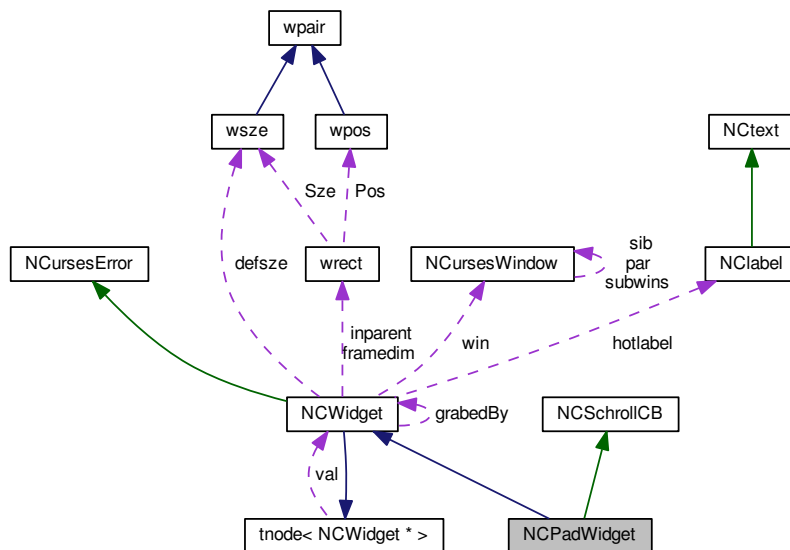
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPad.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPad.cc`

### 3.39 NCPadWidget Class Reference

Inheritance diagram for NCPadWidget:



Collaboration 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)

### Protected Member Functions

- virtual [NCPad](#) \* [myPad](#) () const
- 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** ()
- [wsze](#) **defPadSize** () const
- virtual [NCPad](#) \* **CreatePad** ()
- virtual void **DrawPad** ()
- void **InitPad** ()
- void **AdjustPad** ([wsze](#) 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** ([wsze](#) &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

#### 3.39.1 Detailed Description

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

#### 3.39.2 Member Function Documentation

##### 3.39.2.1 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](#).

### 3.39.2.2 virtual void NCPadWidget::setEnabled ( bool *do\_bv* ) [inline],[virtual]

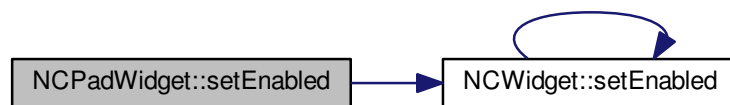
Pure virtual to make sure every widget implements it. Necessary to make sure that UI requests via YWidget::setEnabled perform, and behave the same way as direct calls to [NCWidget::setEnabled](#).

Implements [NCWidget](#).

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

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

Here is the call graph for this function:

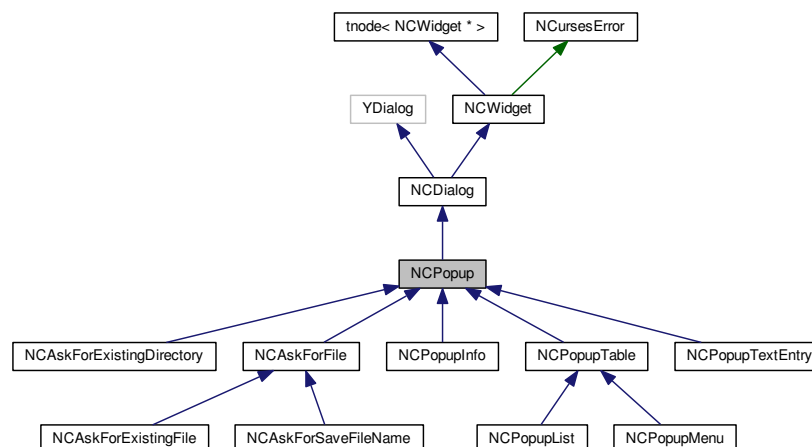


The documentation for this class was generated from the following files:

- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPadWidget.h`
- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPadWidget.cc`

## 3.40 NCPopup Class Reference

Inheritance diagram for NCPopup:



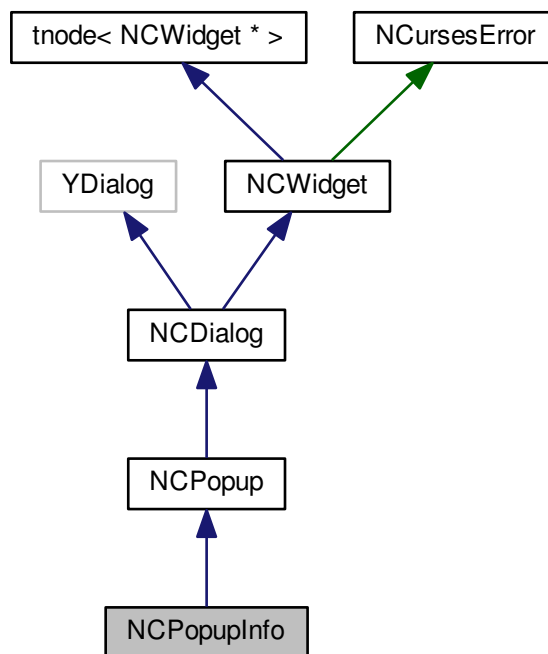




- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPopup.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPopup.cc

### 3.41 NCPopupInfo Class Reference

Inheritance diagram for NCPopupInfo:





## Additional Inherited Members

### 3.41.1 Detailed Description

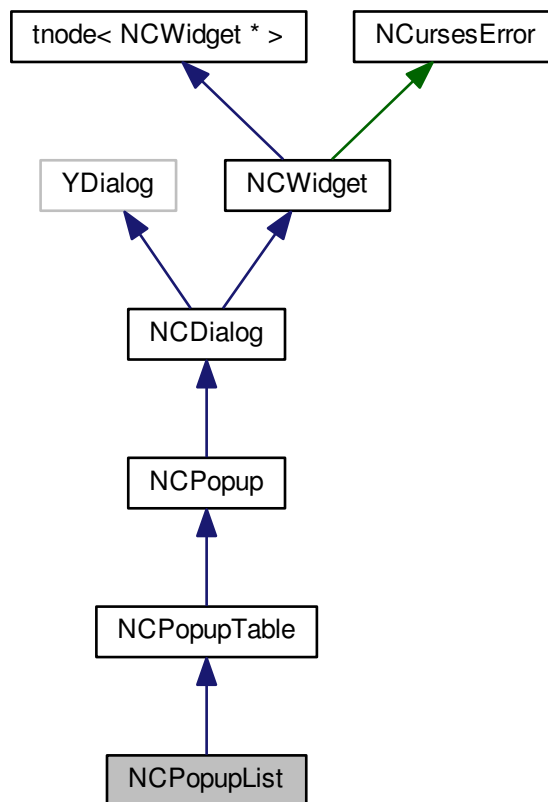
Definition at line 48 of file [NCPopupInfo.h](#).

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

- [/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPopupInfo.h](#)
- [/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPopupInfo.cc](#)

## 3.42 NCPopupList Class Reference

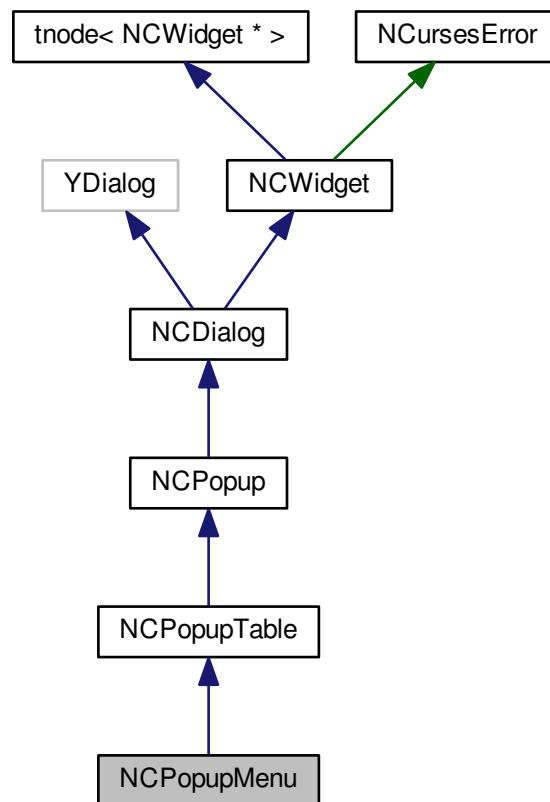
Inheritance diagram for NCPopupList:





### 3.43 NCPopupMenu Class Reference

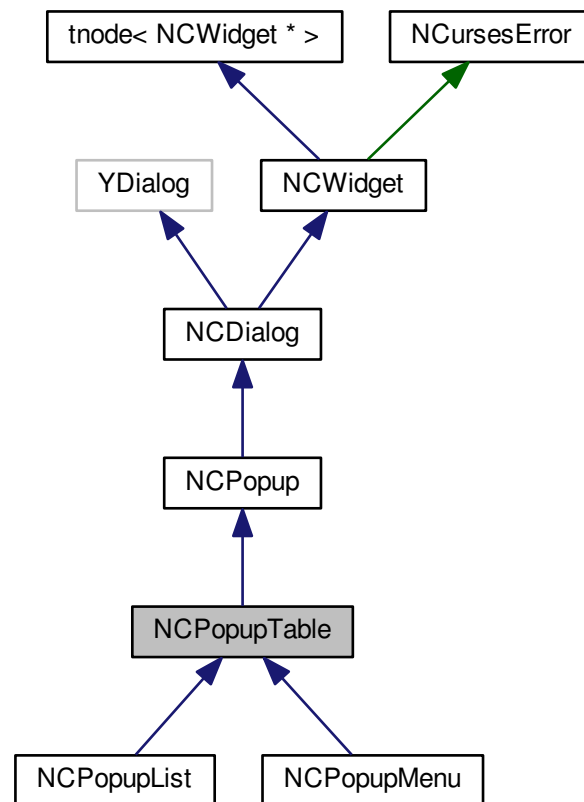
Inheritance diagram for NCPopupMenu:





## 3.44 NCPopupTable Class Reference

Inheritance diagram for NCPopupTable:



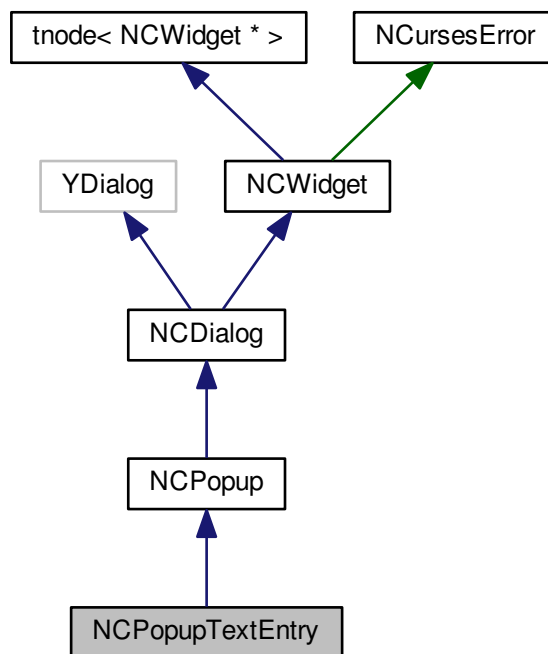




- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPopupTable.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPopupTable.cc

### 3.45 NCPopupTextEntry Class Reference

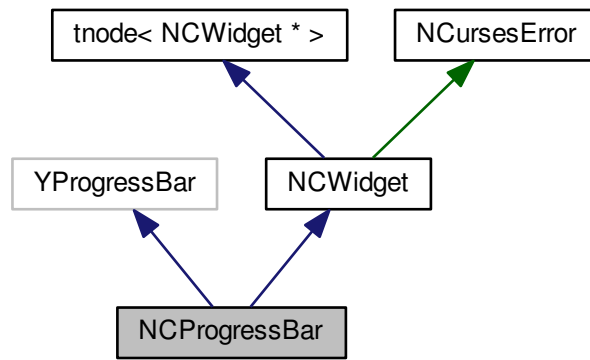
Inheritance diagram for NCPopupTextEntry:



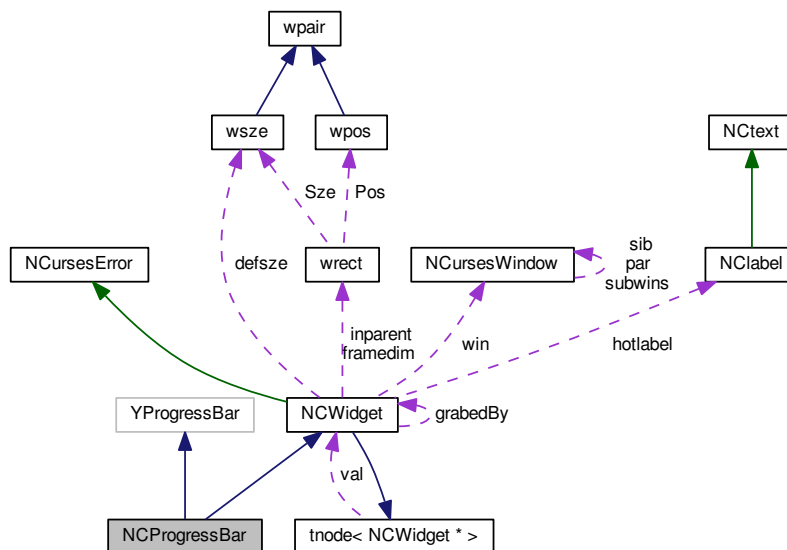


## 3.46 NCProgressBar Class Reference

Inheritance diagram for NCProgressBar:



Collaboration 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)

### 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

#### 3.46.1 Detailed Description

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

#### 3.46.2 Member Function Documentation

##### 3.46.2.1 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](#).

Here is the call graph for this function:

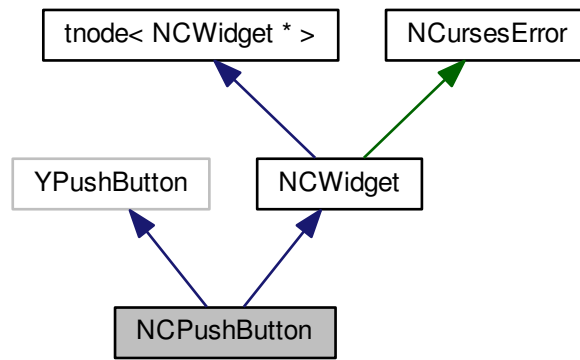


The documentation for this class was generated from the following files:

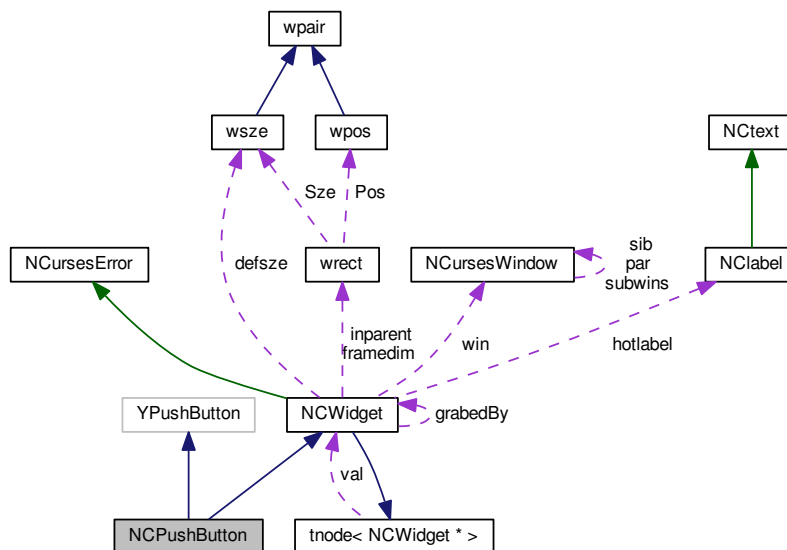
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCProgressBar.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCProgressBar.cc`

## 3.47 NCPushButton Class Reference

Inheritance diagram for NCPushButton:



Collaboration 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)
- 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

#### 3.47.1 Detailed Description

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

#### 3.47.2 Member Function Documentation

3.47.2.1 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](#).

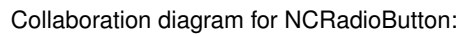
Here is the call graph for this function:



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

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPushButton.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPushButton.cc`

Inheritance diagram for NCRadioButton:



- Generated on Fri Aug 30 2013 04:43:17 for libyui-ncurses by Doxygen

- 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)
- 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

#### 3.48.1 Detailed Description

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

#### 3.48.2 Member Function Documentation

3.48.2.1 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](#).

Here is the call graph for this function:



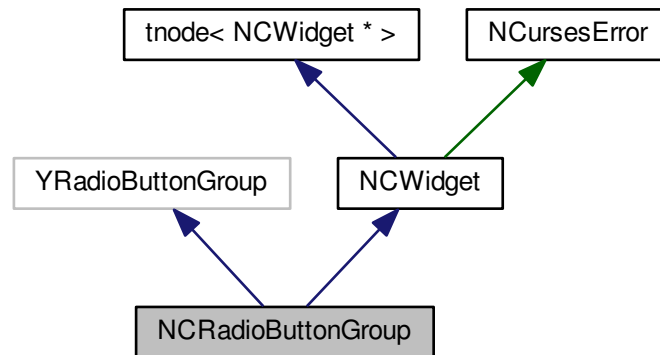
The documentation for this class was generated from the following files:



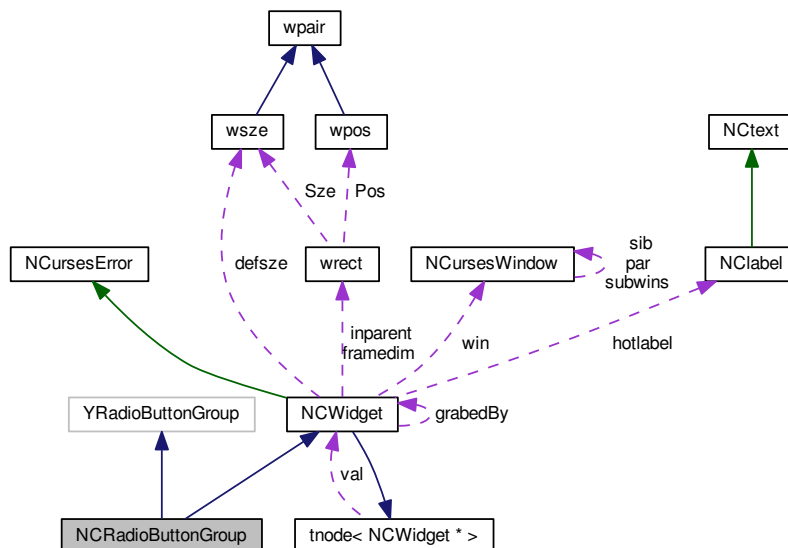
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCRadioButton.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCRadioButton.cc

### 3.49 NCRadioButtonGroup Class Reference

Inheritance diagram for NCRadioButtonGroup:



Collaboration 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)
- 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

### 3.49.1 Detailed Description

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

### 3.49.2 Member Function Documentation

#### 3.49.2.1 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](#).

Here is the call graph for this function:

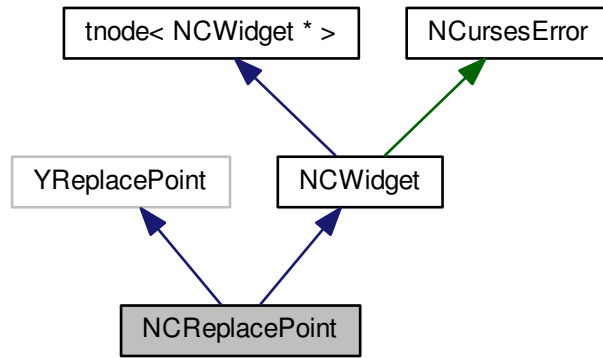


The documentation for this class was generated from the following files:

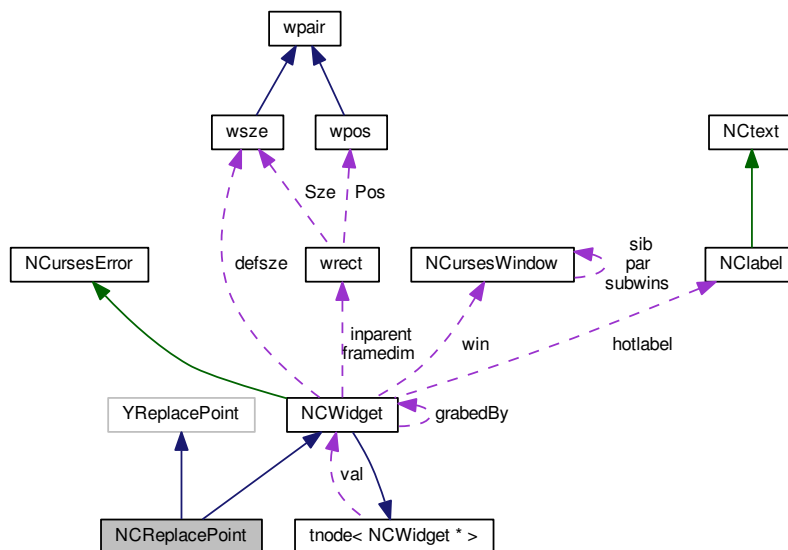
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCRadioButtonGroup.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCRadioButtonGroup.cc

### 3.50 NCReplacePoint Class Reference

Inheritance diagram for NCReplacePoint:



Collaboration diagram for NCReplacePoint:



#### Public Member Functions

- **NCReplacePoint** (YWidget \*parent)

- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)
- virtual void **setEnabled** (bool do\_bv)

### Protected Member Functions

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

### Friends

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

### Additional Inherited Members

#### 3.50.1 Detailed Description

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

#### 3.50.2 Member Function Documentation

##### 3.50.2.1 void NCReplacePoint::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 [NCReplacePoint.cc](#).

Here is the call graph for this function:

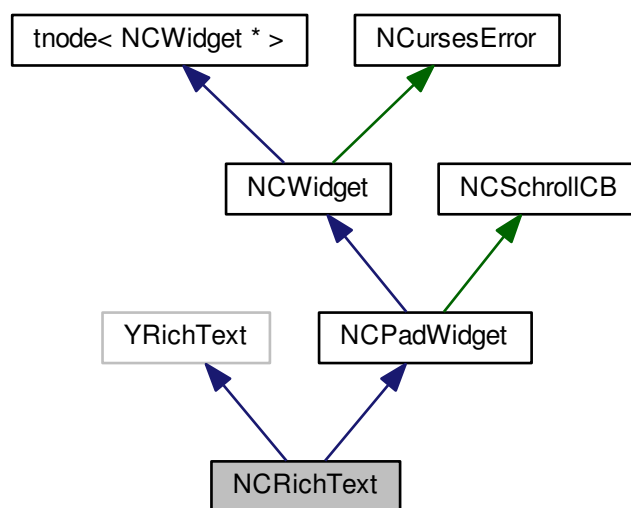


The documentation for this class was generated from the following files:

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCReplacePoint.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCReplacePoint.cc

## 3.51 NCRichText Class Reference

Inheritance diagram for NCRichText:





## Friends

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

## Additional Inherited Members

### 3.51.1 Detailed Description

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

### 3.51.2 Member Function Documentation

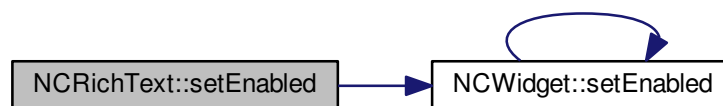
**3.51.2.1** `void NCRichText::setEnabled ( bool do_bv )` `[virtual]`

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](#).

Here is the call graph for this function:



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

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCRichText.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCRichText.cc`





### 3.53.1 Detailed Description

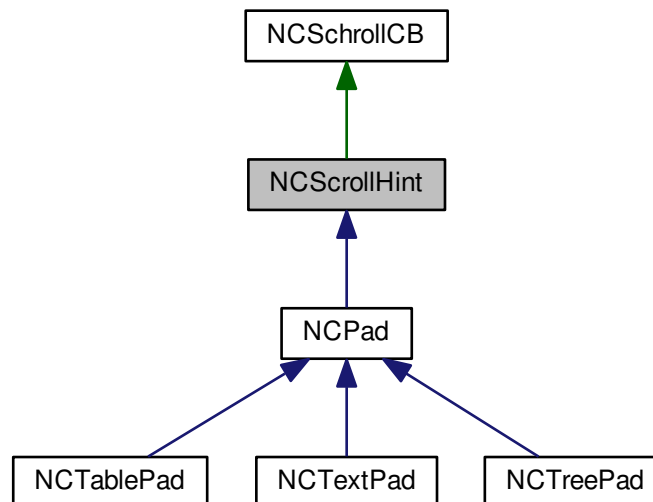
Definition at line 30 of file [NCPadWidget.cc](#).

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

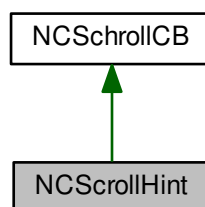
- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPadWidget.cc

## 3.54 NCScrollHint Class Reference

Inheritance diagram for NCScrollHint:



Collaboration 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** ([wsz](#) &minsize)

### 3.54.1 Detailed Description

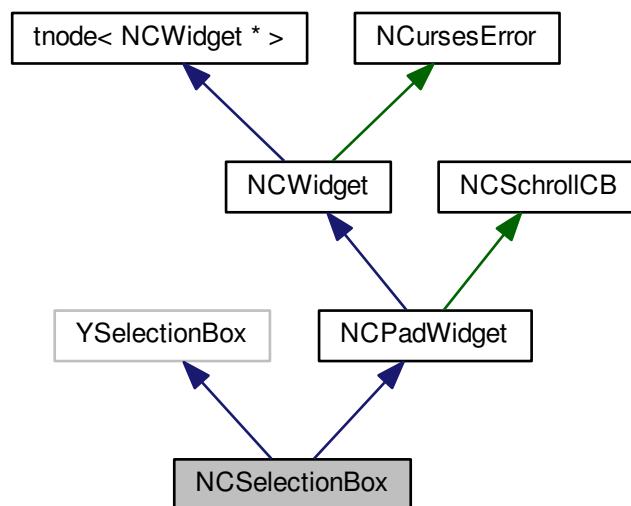
Definition at line 50 of file [NCPad.h](#).

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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCPad.h

## 3.55 NCSelectionBox Class Reference

Inheritance diagram for NCSelectionBox:





## Protected Member Functions

- virtual [NCTablePad](#) \* [myPad](#) () const
- 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

### 3.55.1 Detailed Description

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

### 3.55.2 Member Function Documentation

#### 3.55.2.1 void NCSelectionBox::deleteAllItems ( )

Clear the table and the lists holding the values

Definition at line [248](#) of file [NCSelectionBox.cc](#).

#### 3.55.2.2 virtual NCTablePad\* NCSelectionBox::myPad ( ) const [inline],[protected],[virtual]

Overload myPad to narrow the type

Reimplemented from [NCPadWidget](#).

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

Here is the call graph for this function:



### 3.55.2.3 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](#).

Here is the call graph for this function:

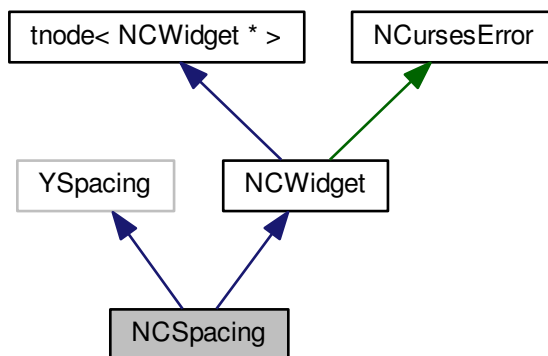


The documentation for this class was generated from the following files:

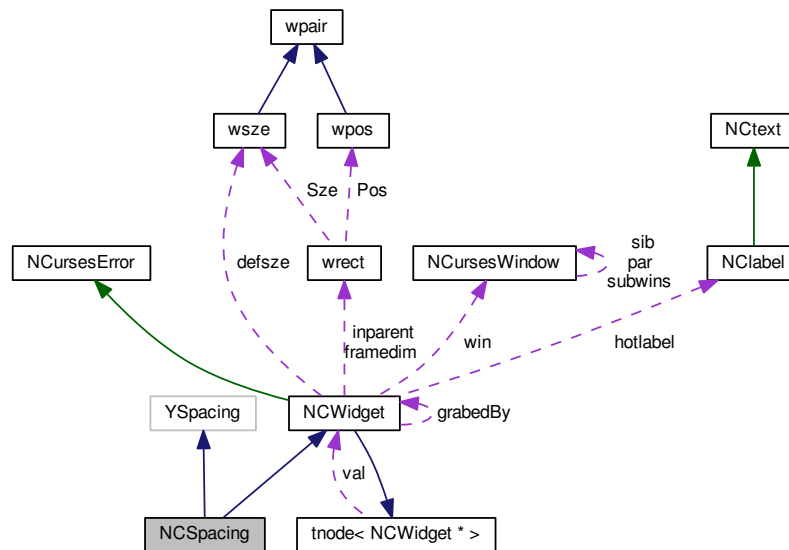
- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCSelectionBox.h`
- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCSelectionBox.cc`

## 3.56 NCSpacing Class Reference

Inheritance diagram for NCSpacing:



Collaboration 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)

## Protected Member Functions

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

## Friends

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

## Additional Inherited Members

### 3.56.1 Detailed Description

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

### 3.56.2 Member Function Documentation

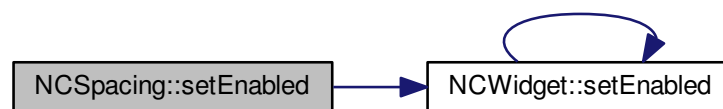
#### 3.56.2.1 void NCSpacing::setEnabled ( bool do\_bv ) [virtual]

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](#).

Here is the call graph for this function:

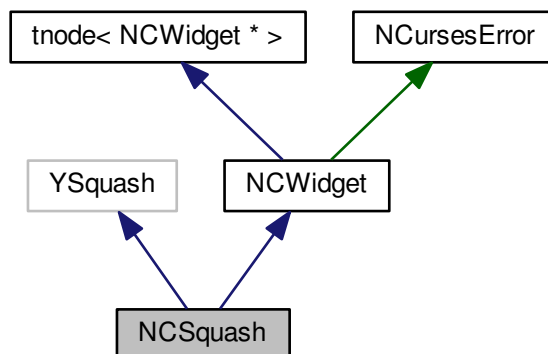


The documentation for this class was generated from the following files:

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCSpacing.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCSpacing.cc`

## 3.57 NCSquash Class Reference

Inheritance diagram for NCSquash:







### 3.57.2 Member Function Documentation

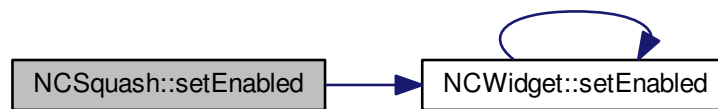
#### 3.57.2.1 void NCSquash::setEnabled ( bool *do\_bv* ) [virtual]

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](#).

Here is the call graph for this function:



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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCSquash.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCSquash.cc

## 3.58 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 **NLabel**
- `std::ostream & operator<<` (`std::ostream &STREAM`, `const NCstring &OBJ`)

### 3.58.1 Detailed Description

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

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

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCstring.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCstring.cc`

## 3.59 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 chtype & **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**

### 3.59.1 Detailed Description

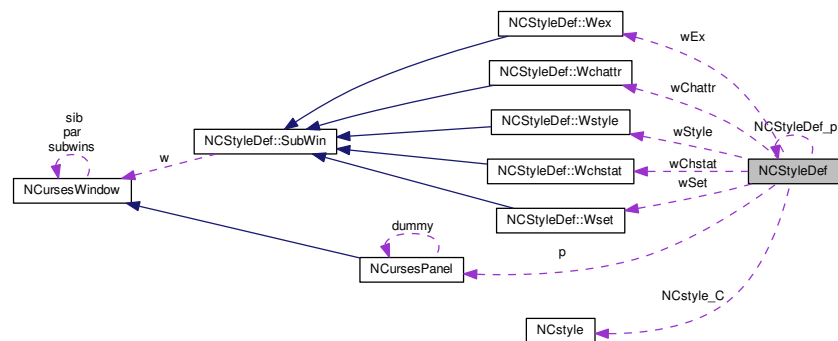
Definition at line 232 of file [NCstyle.h](#).

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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCstyle.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCstyle.cc

## 3.60 NCStyleDef Class Reference

Collaboration diagram for NCStyleDef:



## Classes

- struct [Aset](#)
- struct [lookupIdx](#)
- struct [queryCharEnt](#)
- struct [SubWin](#)
- struct [Wchattr](#)
- struct [Wchstat](#)
- struct [Wex](#)
- struct [Wset](#)
- struct [Wstyle](#)

## 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 chtype & **attr** (NCstyle::STglobal a)
- const chtype & **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 & **dumpChtype** (std::ostream &str, const chtype &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

### 3.60.1 Detailed Description

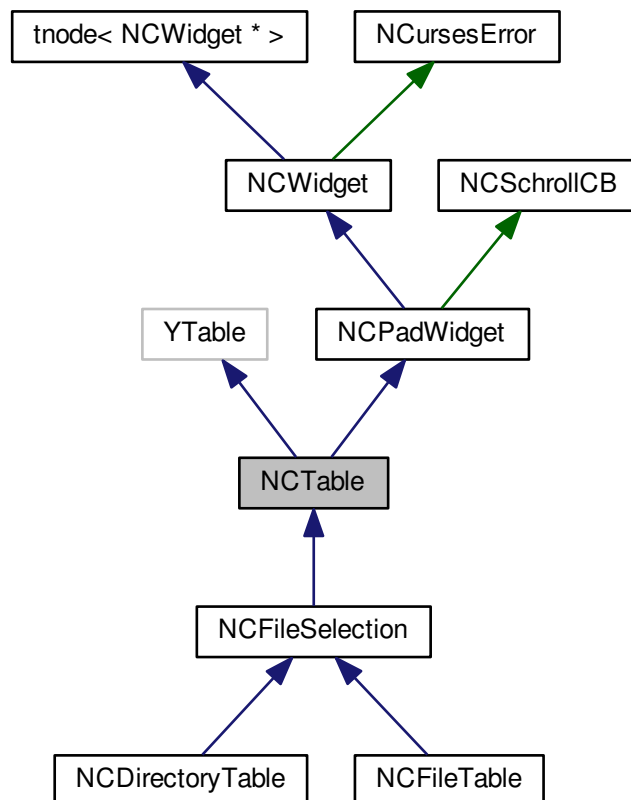
Definition at line 37 of file [NCStyleDef.cc](#).

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

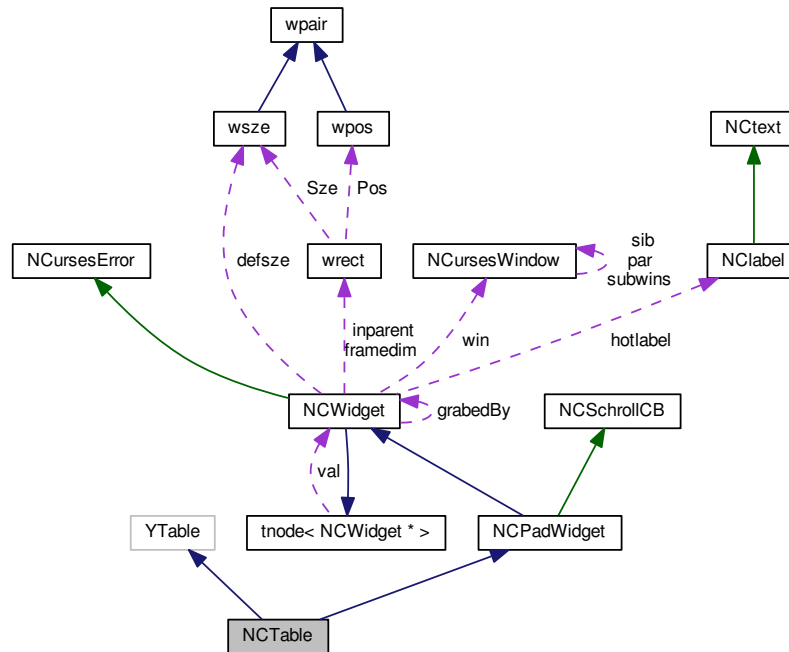
- /build/buildd/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCStyleDef.cc

### 3.61 NTable Class Reference

Inheritance diagram for NTable:



Collaboration 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 chtype colSepchar)
- void **SetSepWidth** (const unsigned sepwidth)
- void **SetHotCol** (const int hcol)
- virtual void **addItem** (YItem \*yitem)
- virtual void **addItems** (const YItemCollection &itemCollection)
- virtual void **deleteAllItems** ()
- virtual int **getCurrentItem** ()
- YItem \* **getCurrentItemPointer** ()
- virtual void **setCurrentItem** (int index)
- virtual void **selectItem** (YItem \*yitem, bool selected)
- void **selectCurrentItem** ()
- virtual void **deselectAllItems** ()
- virtual int **preferredWidth** ()
- virtual int **preferredHeight** ()
- virtual void **setSize** (int newWidth, int newHeight)

- virtual void **setLabel** (const std::string &nlabel)
- virtual void **setEnabled** (bool do\_bv)
- bool **setItemByKey** (int key)
- virtual **NCursesEvent** **wHandleInput** (wint\_t key)
- virtual bool **setKeyboardFocus** ()
- void **stripHotkeys** ()
- void **setSortStrategy** (**NCTableSortStrategyBase** \*newStrategy)

### Protected Member Functions

- virtual **NCTablePad** \* **myPad** () const
- 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** ()

### Protected Attributes

- bool **biglist**
- bool **multiselect**

### Friends

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

### Additional Inherited Members

#### 3.61.1 Detailed Description

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

#### 3.61.2 Member Function Documentation

3.61.2.1 virtual **NCTablePad**\* **NCTable::myPad** ( ) const [inline],[protected],[virtual]

Overload myPad to narrow the type

Reimplemented from [NCPadWidget](#).

Definition at line 102 of file [NCTable.h](#).



Here is the call graph for this function:



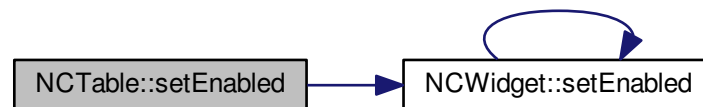
### 3.61.2.2 void NCTable::setEnabled ( bool *do\_bv* ) [virtual]

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 468 of file [NCTable.cc](#).

Here is the call graph for this function:



### 3.61.2.3 void NCTable::toggleCurrentItem ( ) [protected]

Toggle item from selected -> deselected and vice versa

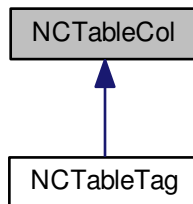
Definition at line 588 of file [NCTable.cc](#).

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

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTable.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTable.cc`

### 3.62 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)

### 3.62.1 Detailed Description

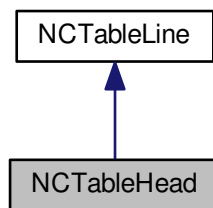
Definition at line 141 of file [NTableItem.h](#).

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

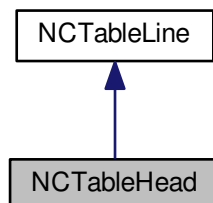
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NTableItem.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NTableItem.cc

## 3.63 NTableHead Class Reference

Inheritance diagram for NTableHead:



Collaboration 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

### 3.63.1 Detailed Description

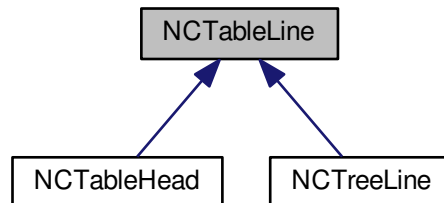
Definition at line 197 of file [NCTableItem.h](#).

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

- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTableItem.h
- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTableItem.cc

## 3.64 NCTableLine Class Reference

Inheritance diagram for NCTableLine:



## 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 **isEnabled** () 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)

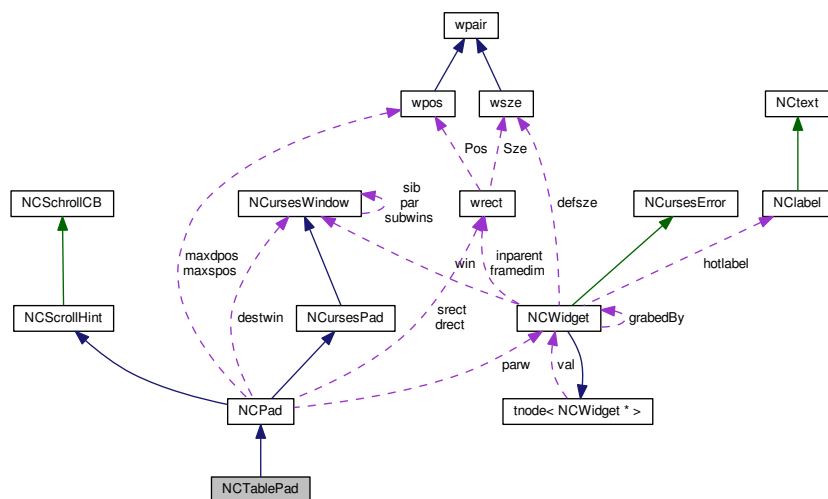
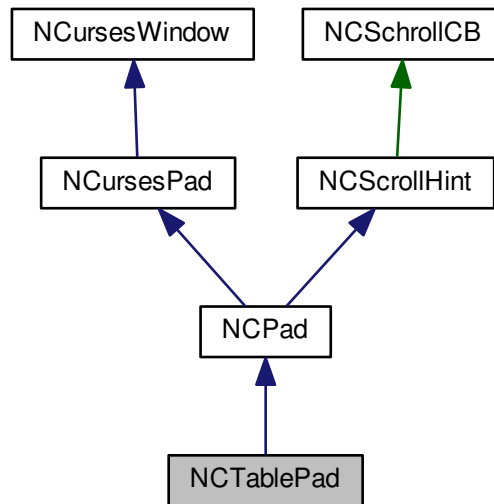
### 3.64.1 Detailed Description

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

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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTableItem.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTableItem.cc

Inheritance diagram for NCTablePad:



## Public Member Functions

- **NCTablePad** (int [lines](#), int [cols](#), const [NCWidget](#) &p)
- virtual void **wRecorded** ()
- 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 [wsz](#) **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)

## Friends

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

## Additional Inherited Members

### 3.65.1 Detailed Description

Definition at line 157 of file [NCTablePad.h](#).

### 3.65.2 Member Function Documentation

3.65.2.1 `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](#).

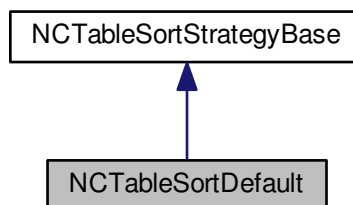
Definition at line 243 of file [NCTablePad.cc](#).

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

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTablePad.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTablePad.cc`

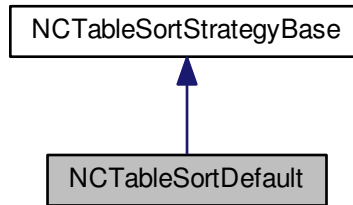
## 3.66 NCTableSortDefault Class Reference

Inheritance diagram for NCTableSortDefault:





Collaboration diagram for NCTableSortDefault:



### Public Member Functions

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

#### 3.66.1 Detailed Description

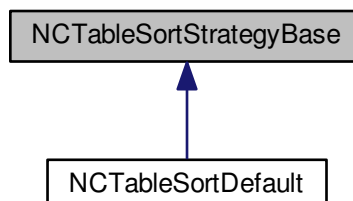
Definition at line 60 of file [NCTablePad.h](#).

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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTablePad.h

### 3.67 NCTableSortStrategyBase Class Reference

Inheritance diagram for NCTableSortStrategyBase:



## Public Member Functions

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

### 3.67.1 Detailed Description

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

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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTablePad.h

## 3.68 NCTableStyle Class Reference

### Public Member Functions

- **NCTableStyle** (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 NCTableLine::STATE lstate, const NCTableCol::STYLE cstyle=NCTableCol::PLAIN) const
- chtype **highlightBG** (const NCTableLine::STATE lstate, const NCTableCol::STYLE cstyle, const NCTableCol::STYLE dstyle=NCTableCol::PLAIN) const
- chtype **hotBG** (const NCTableLine::STATE lstate, unsigned colidx) const
- const [NCTableLine](#) & **Headline** () const
- unsigned **TableWidth** () const

### Static Public Attributes

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

### Friends

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

### 3.68.1 Detailed Description

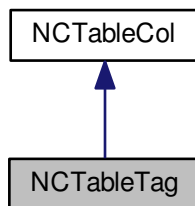
Definition at line 217 of file [NCTableItem.h](#).

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

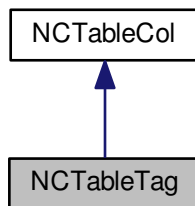
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTableItem.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTableItem.cc

## 3.69 NCTableTag Class Reference

Inheritance diagram for NCTableTag:



Collaboration diagram for NCTableTag:



### Public Member Functions

- **NCTableTag** (YItem \*item, const bool sel=false)
- virtual void **SetLabel** (const [NCstring](#) &)
- 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

#### 3.69.1 Detailed Description

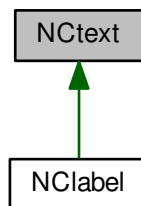
Definition at line 114 of file [NCTablePad.h](#).

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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTablePad.h

## 3.70 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 **Iset** (const [NCstring](#) &text)
- void **Ibrset** (const [NCstring](#) &text, size\_t columns)

### Protected Attributes

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

### Friends

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

#### 3.70.1 Detailed Description

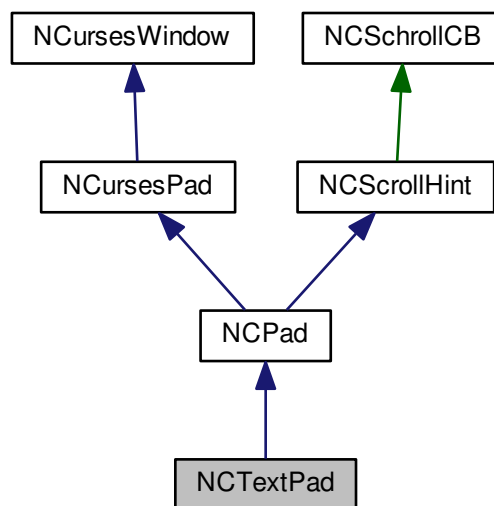
Definition at line 37 of file [NCtext.h](#).

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

- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCtext.h
- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCtext.cc

## 3.71 NCTextPad Class Reference

Inheritance diagram for NCTextPad:







- [NCtoY2Event](#) & **operator=** (const [NCursesEvent](#) &ncev)
- [YEvent](#) \* **propagate** ()

## Friends

- `std::ostream & operator<< (std::ostream &stream, const NCtoY2Event &event)`

## Additional Inherited Members

### 3.72.1 Detailed Description

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

Definition at line 36 of file [NCtoY2Event.h](#).

### 3.72.2 Constructor & Destructor Documentation

#### 3.72.2.1 [NCtoY2Event::NCtoY2Event](#) ( ) `[inline]`

Default constructor

Definition at line 46 of file [NCtoY2Event.h](#).

#### 3.72.2.2 [NCtoY2Event::NCtoY2Event](#) ( const [NCursesEvent](#) & ncev )

Constructor from an [NCursesEvent](#)

Definition at line 33 of file [NCtoY2Event.cc](#).

### 3.72.3 Member Function Documentation

#### 3.72.3.1 [NCtoY2Event](#) & [NCtoY2Event::operator=](#) ( const [NCursesEvent](#) & ncev )

Assignment operator

Definition at line 40 of file [NCtoY2Event.cc](#).

#### 3.72.3.2 [YEvent](#) \* [NCtoY2Event::propagate](#) ( )

The reason of existence of this class: Translate the [NCursesEvent](#) to a [YEvent](#).

Definition at line 52 of file [NCtoY2Event.cc](#).

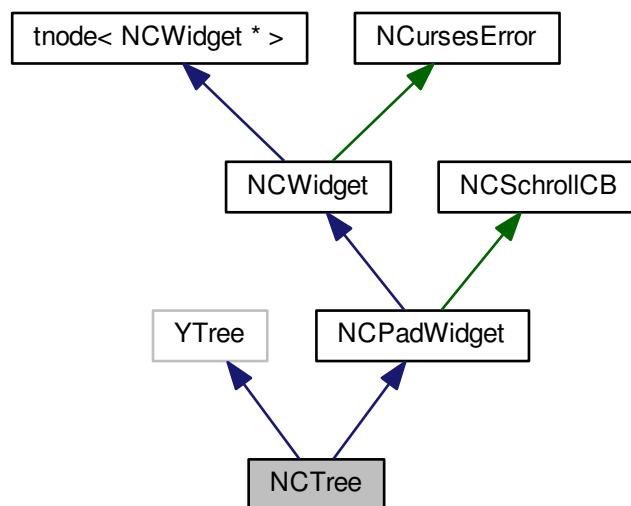
The documentation for this class was generated from the following files:

- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCtoY2Event.h`
- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCtoY2Event.cc`

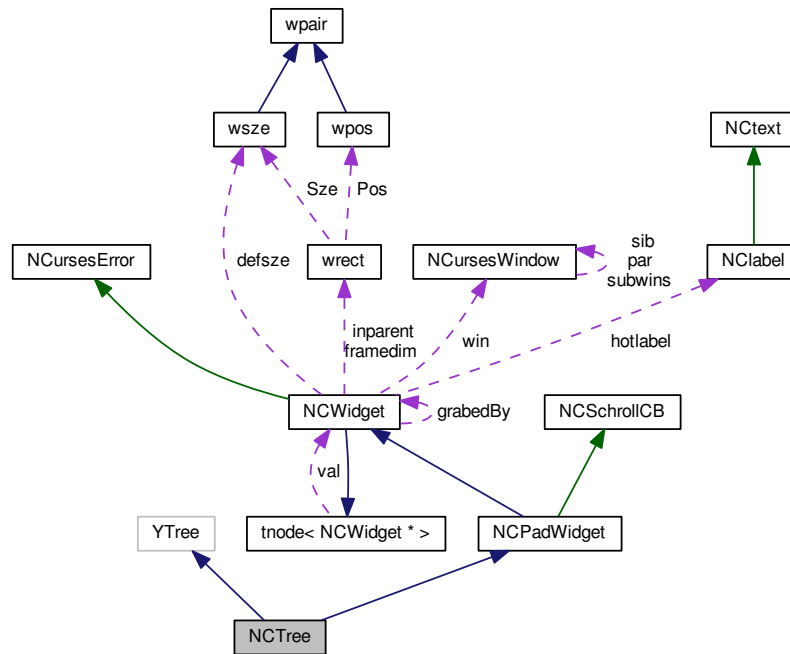


### 3.73 NCTree Class Reference

Inheritance diagram for NCTree:



Collaboration 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)
- virtual bool **setKeyboardFocus** ()
- void **deleteAllItems** ()

## Protected Member Functions

- virtual **NCTreePad** \* **myPad** () const
- 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

### 3.73.1 Detailed Description

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

### 3.73.2 Member Function Documentation

**3.73.2.1** 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](#).

Here is the call graph for this function:



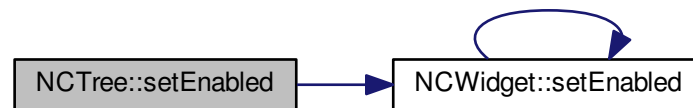
**3.73.2.2** void [NCTree::setEnabled](#) ( bool *do\_bv* ) [virtual]

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](#).

Here is the call graph for this function:

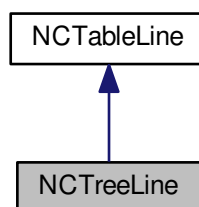


The documentation for this class was generated from the following files:

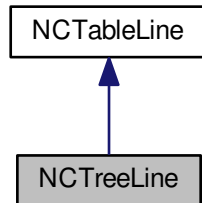
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTree.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTree.cc

### 3.74 NCTreeLine Class Reference

Inheritance diagram for NCTreeLine:



Collaboration 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

#### 3.74.1 Detailed Description

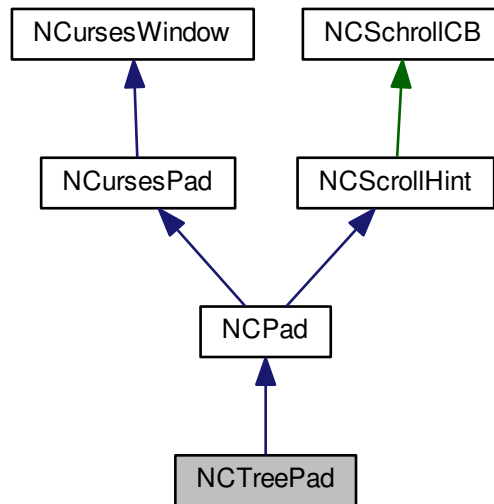
Definition at line 33 of file [NCTree.cc](#).

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

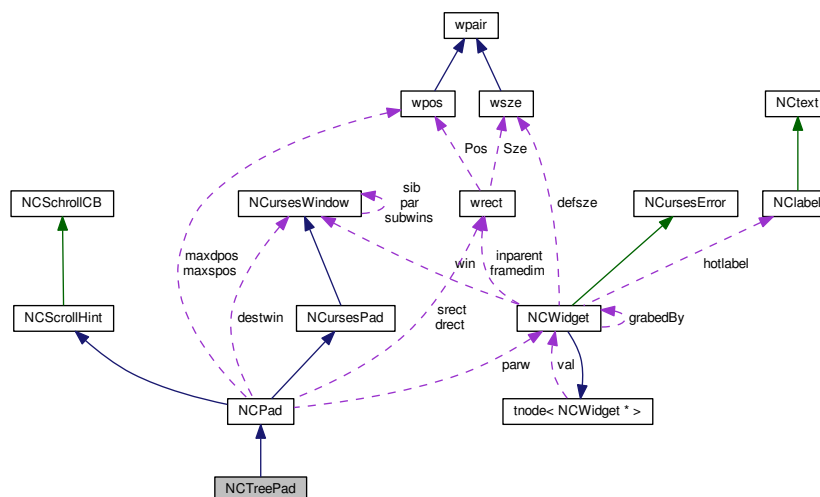
- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTree.cc

### 3.75 NCTreePad Class Reference

Inheritance diagram for NCTreePad:



Collaboration 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 [wsz](#) **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

### 3.75.1 Detailed Description

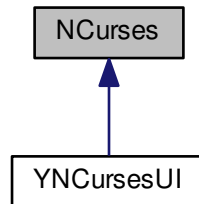
Definition at line 39 of file [NCTreePad.h](#).

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

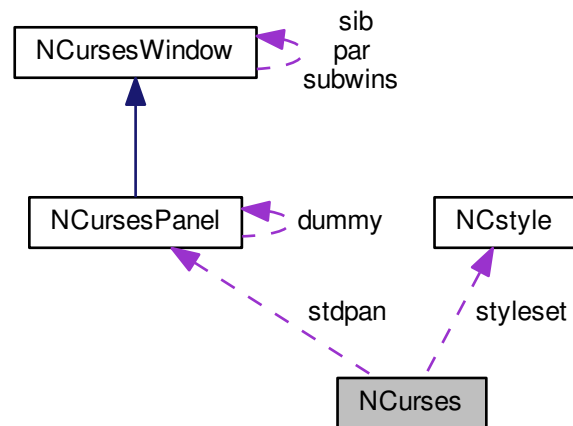
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTreePad.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCTreePad.cc

### 3.76 NCurses Class Reference

Inheritance diagram for NCurses:



Collaboration 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, std::string > 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, std::string > **status\_line**
- [NCstyle](#) \* **styleset**
- [NCursesPanel](#) \* **stdpan**

### Friends

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

### 3.76.1 Detailed Description

Definition at line 140 of file [NCurses.h](#).

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

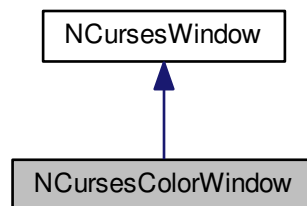
- [/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCurses.h](#)
- [/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCurses.cc](#)

## 3.77 NCursesColorWindow Class Reference

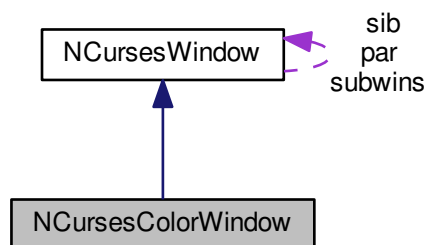
We leave this here for compatibility reasons.

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

Inheritance diagram for NCursesColorWindow:



Collaboration diagram for NCursesColorWindow:



### Public Member Functions

- [NCursesColorWindow](#) (WINDOW \* &window)

- [NCursesColorWindow](#) (int [lines](#), int [cols](#), int [begin\\_y](#), int [begin\\_x](#))
- [NCursesColorWindow](#) ([NCursesWindow](#) &[par](#), int [lines](#), int [cols](#), int [begin\\_y](#), int [begin\\_x](#), char [absrel](#)= 'a')

## Additional Inherited Members

### 3.77.1 Detailed Description

We leave this here for compatibility reasons.

Definition at line [1791](#) of file [ncursesw.h](#).

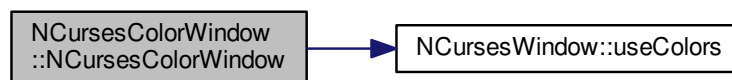
### 3.77.2 Constructor & Destructor Documentation

#### 3.77.2.1 NCursesColorWindow::NCursesColorWindow ( WINDOW \*& *window* ) [inline]

Constructor. Useful only for stdscr

Definition at line [1798](#) of file [ncursesw.h](#).

Here is the call graph for this function:

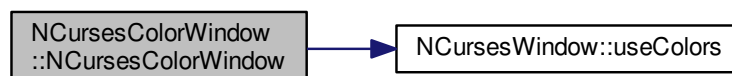


#### 3.77.2.2 NCursesColorWindow::NCursesColorWindow ( int *lines*, int *cols*, int *begin\_y*, int *begin\_x* ) [inline]

Constructor.

Definition at line [1807](#) of file [ncursesw.h](#).

Here is the call graph for this function:



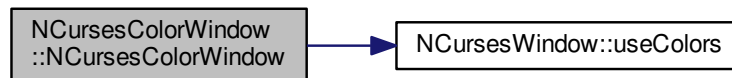
3.77.2.3 `NCursesColorWindow::NCursesColorWindow ( NCursesWindow & par, int lines, int cols, int begin_y, int begin_x, char absrel = 'a' ) [inline]`

Constructor.

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

Definition at line 1822 of file [ncursesw.h](#).

Here is the call graph for this function:



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

- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/ncursesw.h`



### 3.78.1 Detailed Description

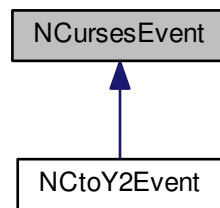
Definition at line 49 of file [NCurses.h](#).

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

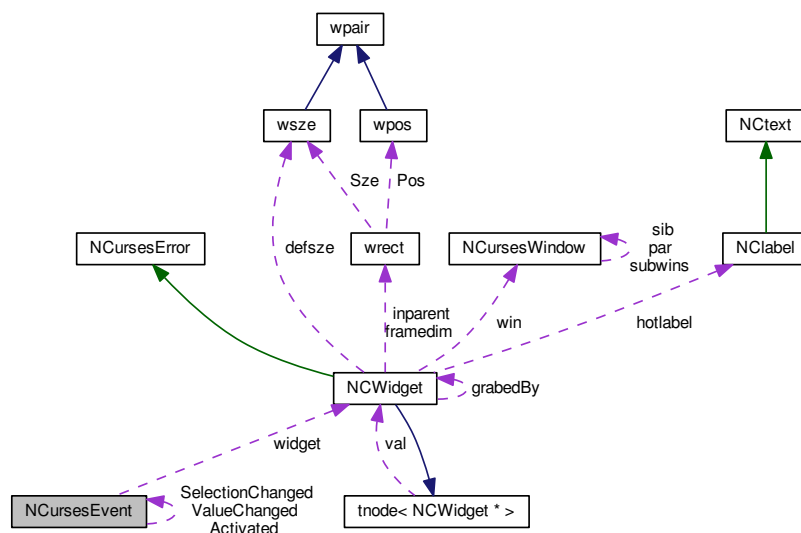
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCurses.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCurses.cc

## 3.79 NCursesEvent Class Reference

Inheritance diagram for NCursesEvent:



Collaboration 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**

### 3.79.1 Detailed Description

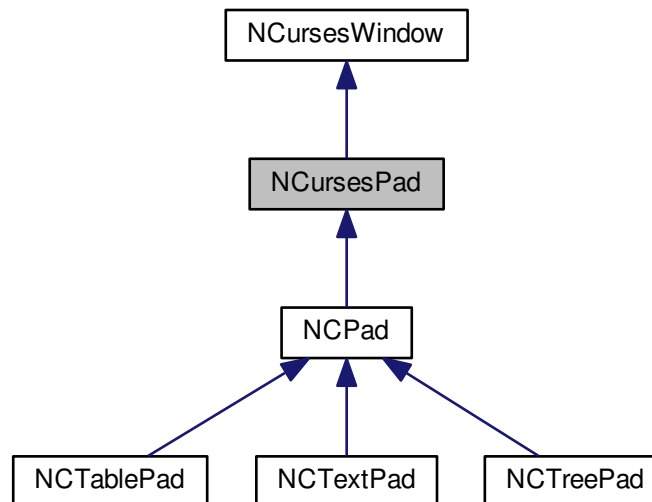
Definition at line 71 of file [NCurses.h](#).

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

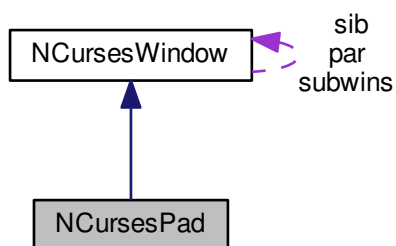
- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCurses.h
- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCurses.cc

### 3.80 NCursesPad Class Reference

Inheritance diagram for NCursesPad:



Collaboration diagram for NCursesPad:



#### Public Member Functions

- **NCursesPad** (int `lines`, int `cols`)
- int `echochar` (const chtype `ch`)
- int `refresh` ()
- int `noutrefresh` ()



- int [refresh](#) (int pminrow, int pmincol, int sminrow, int smincol, int smaxrow, int smaxcol)
- int [noutrefresh](#) (int pminrow, int pmincol, int sminrow, int smincol, int smaxrow, int smaxcol)

## Additional Inherited Members

### 3.80.1 Detailed Description

Definition at line 1840 of file [ncursesw.h](#).

### 3.80.2 Member Function Documentation

#### 3.80.2.1 int NCursesPad::echochar ( const chtype *ch* ) [inline]

Put the attributed character onto the pad and immediately do a [prefresh\(\)](#).

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

#### 3.80.2.2 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 1859 of file [ncursesw.h](#).

#### 3.80.2.3 int NCursesPad::noutrefresh ( int *pminrow*, int *pmincol*, int *sminrow*, int *smincol*, int *smaxrow*, int *smaxcol* ) [inline]

Does the same like [refresh\(\)](#) but without calling [doupdate\(\)](#).

Definition at line 1877 of file [ncursesw.h](#).

#### 3.80.2.4 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 1857 of file [ncursesw.h](#).

#### 3.80.2.5 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\(\)](#).

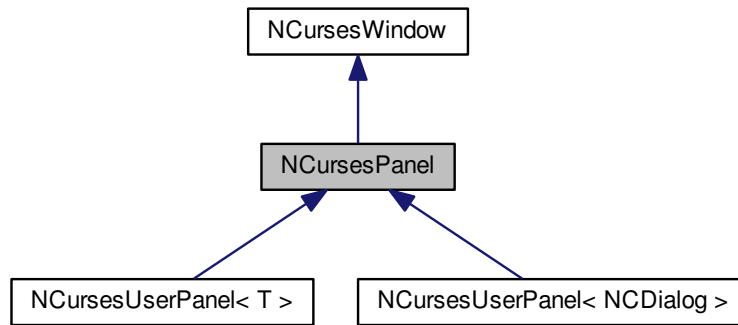
Definition at line 1866 of file [ncursesw.h](#).

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

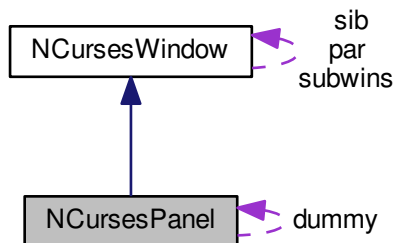
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/ncursesw.h`
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/ncursesw.cc`

### 3.81 NCursesPanel Class Reference

Inheritance diagram for NCursesPanel:



Collaboration diagram for NCursesPanel:



#### Public Member Functions

- `NCursesPanel` (int `lines`, int `cols`, int `begin_y=0`, int `begin_x=0`)
- `NCursesPanel` ()
- virtual int `resize` (int `lines`, int `columns`)
- void `hide` ()
- void `show` ()
- void `top` ()
- void `bottom` ()
- int `mvwin` (int `y`, int `x`)
- bool `hidden` () const
- `NCursesPanel` & `above` () const

- [NCursesPanel](#) & **below** () const
- PANEL \* **PANEL\_above** () const
- PANEL \* **PANEL\_below** () const
- int **transparent** (int y, int x)
- virtual int [refresh](#) ()
- virtual int [noutrefresh](#) ()
- virtual void [frame](#) (const char \*title=NULL, const char \*btitle=NULL)
- virtual void [boldframe](#) (const char \*title=NULL, const char \*btitle=NULL)
- virtual void [label](#) (const char \*topLabel, const char \*bottomLabel)
- virtual void [centertext](#) (int row, const char \*label)

### Static Public Member Functions

- static void [redraw](#) ()

### Protected Member Functions

- void [set\\_user](#) (void \*user)
- void \* [get\\_user](#) () const
- void [OnError](#) (int err) const THROWS(NCursesPanelException)

### 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)

### 3.81.1 Detailed Description

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

### 3.81.2 Constructor & Destructor Documentation

#### 3.81.2.1 NCursesPanel::NCursesPanel ( int *lines*, int *cols*, int *begin\_y* = 0, int *begin\_x* = 0 ) [inline]

Create a panel with this size starting at the requested position.

Definition at line 119 of file [ncurses.h](#).

#### 3.81.2.2 NCursesPanel::NCursesPanel ( ) [inline]

This constructor creates the default Panel associated with the ::stdscr window

Definition at line 132 of file [ncurses.h](#).

### 3.81.3 Member Function Documentation

#### 3.81.3.1 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 214 of file [ncurses.h](#).

Here is the call graph for this function:

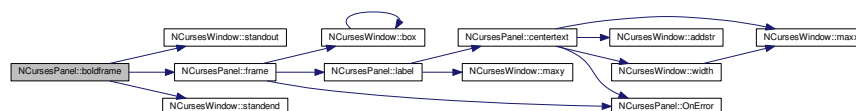


#### 3.81.3.2 void NCursesPanel::boldframe ( const char \* *title* = NULL, const char \* *btitle* = NULL ) [virtual]

Same as [frame\(\)](#), but use highlighted attributes.

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

Here is the call graph for this function:



### 3.81.3.3 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 180 of file [ncurses.h](#).

Here is the call graph for this function:

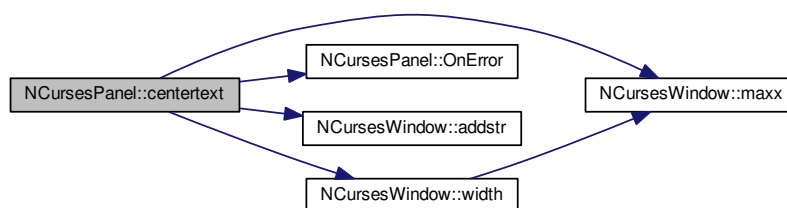


### 3.81.3.4 void NCursesPanel::centertext ( int row, const char \* label ) [virtual]

Put the label text centered in the specified row.

Definition at line 164 of file [ncurses.cc](#).

Here is the call graph for this function:

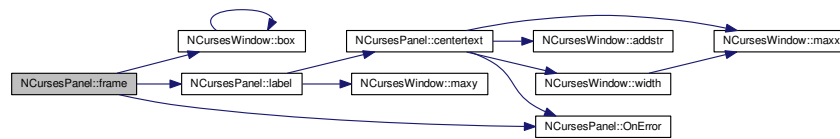


### 3.81.3.5 void NCursesPanel::frame ( const char \* title = NULL, const char \* btitle = NULL ) [virtual]

Put a frame around the panel and put the title centered in the top line and btitle in the bottom line.

Definition at line 134 of file [ncurses.cc](#).

Here is the call graph for this function:



### 3.81.3.6 `bool NCursesPanel::hidden ( ) const` `[inline]`

Return TRUE if the panel is hidden, FALSE otherwise.

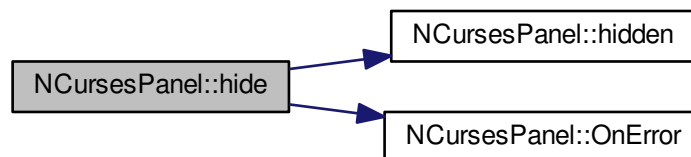
Definition at line 200 of file [ncurses.h](#).

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

Hide the panel. It stays in the stack but becomes invisible.

Definition at line 150 of file [ncurses.h](#).

Here is the call graph for this function:

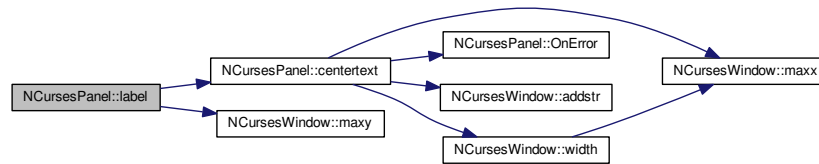


### 3.81.3.8 `void NCursesPanel::label ( const char * topLabel, const char * bottomLabel )` `[virtual]`

Put the title centered in the top line and btitle in the bottom line.

Definition at line 154 of file [ncurses.cc](#).

Here is the call graph for this function:



**3.81.3.9** `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 191 of file [ncurses.h](#).

Here is the call graph for this function:



**3.81.3.10** `int NCursesPanel::noutrefresh ( )` `[virtual]`

Propagate all panel changes to the virtual screen.

Reimplemented from [NCursesWindow](#).

Definition at line 119 of file [ncurses.cc](#).

**3.81.3.11** `void NCursesPanel::OnError ( int err ) const` `[inline]`, `[protected]`

If `err` is equal to the curses error indicator `ERR`, an error handler is called.

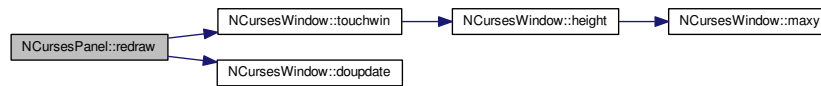
Definition at line 109 of file [ncurses.h](#).

**3.81.3.12** `void NCursesPanel::redraw ( )` `[static]`

Redraw all panels.

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

Here is the call graph for this function:



### 3.81.3.13 `int NCursesPanel::refresh ( )` `[virtual]`

Propagate all panel changes to the virtual screen and update the physical screen.

Reimplemented from [NCursesWindow](#).

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

### 3.81.3.14 `virtual int NCursesPanel::resize ( int lines, int columns )` `[inline]`, `[virtual]`

Resize the panel window.

Reimplemented from [NCursesWindow](#).

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

### 3.81.3.15 `void NCursesPanel::set_user ( void * user )` `[inline]`, `[protected]`

Set the user pointer of the panel.

Definition at line 78 of file [ncurses.h](#).

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

Show the panel, i.e. make it visible.

Definition at line 162 of file [ncurses.h](#).

Here is the call graph for this function:





3.81.3.17 void NCursesPanel::top ( ) [inline]

Make this panel the top panel in the stack.

Definition at line 170 of file [ncurses.h](#).

Here is the call graph for this function:



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

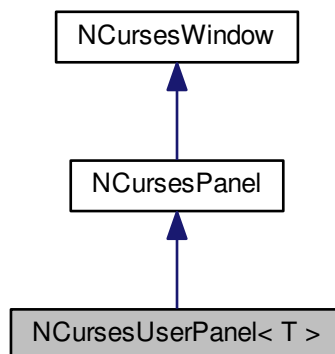
- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/ncurses.h`
- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/ncurses.cc`

## 3.82 NCursesUserPanel< T > Class Template Reference

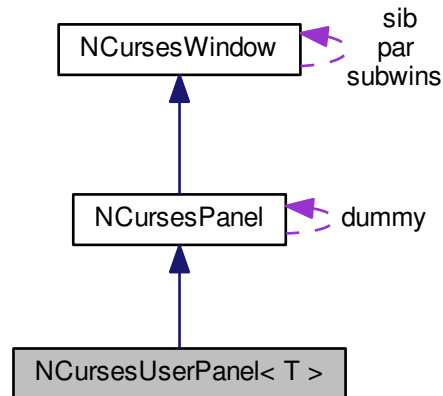
Associate user data with a panel. We use templates to provide a typesafe mechanism to associate user data with a panel. A `NCursesUserPanel<T>` is a panel associated with some user data of type `T`.

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

Inheritance diagram for `NCursesUserPanel< T >`:



Collaboration 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)
- [NCursesUserPanel](#) (const T \*[p\\_UserData](#)=(T \*) 0)
- T \* [UserData](#) (void) const
- virtual void [setUserData](#) (const T \*[p\\_UserData](#))

### Static Public Member Functions

- static T \* [UserDataOf](#) (const PANEL &[pan](#))

### Additional Inherited Members

#### 3.82.1 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 [289](#) of file [ncurses.h](#).

#### 3.82.2 Constructor & Destructor Documentation

**3.82.2.1** `template<class T> NCursesUserPanel< T >::NCursesUserPanel ( int lines, int cols, int begin_y = 0, int begin_x = 0, const T * p_UserData = ( T* ) 0 ) [inline]`

This creates an user panel of the requested size with associated user data pointed to by *p\_UserData*.

Definition at line 297 of file [ncursesw.h](#).

```
3.82.2.2  template<class T> NCursesUserPanel< T >::NCursesUserPanel ( const T * p_UserData = ( T* ) 0 )
          [inline]
```

This creates an user panel associated with the ::stdscr and user data pointed to by *p\_UserData*.

Definition at line 312 of file [ncursesw.h](#).

### 3.82.3 Member Function Documentation

```
3.82.3.1  template<class T> virtual void NCursesUserPanel< T >::setUserData ( const T * p_UserData ) [inline],
          [virtual]
```

Associate the user panel with the user data pointed to by *p\_UserData*.

Definition at line 331 of file [ncursesw.h](#).

```
3.82.3.2  template<class T> T* NCursesUserPanel< T >::UserData ( void ) const [inline]
```

Retrieve the user data associated with the panel.

Definition at line 323 of file [ncursesw.h](#).

```
3.82.3.3  template<class T> static T* NCursesUserPanel< T >::UserDataOf ( const PANEL & pan ) [inline],
          [static]
```

Retrieve the user data if associated with the PANEL.

Definition at line 340 of file [ncursesw.h](#).

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

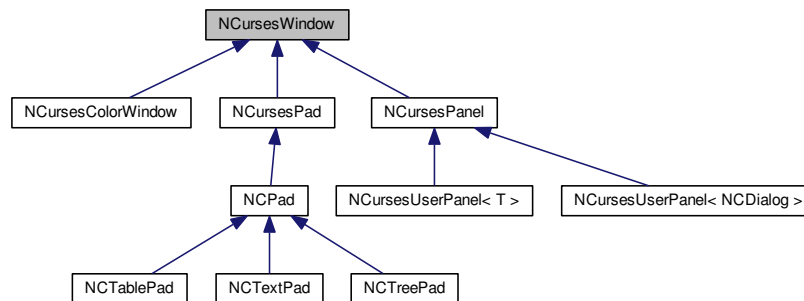
- [/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/ncursesw.h](#)

## 3.83 NCursesWindow Class Reference

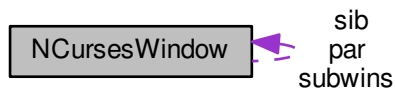
C++ class for windows.

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

Inheritance diagram for NCursesWindow:



Collaboration diagram for NCursesWindow:



## Public Member Functions

- [NCursesWindow](#) (WINDOW \*window)
- [NCursesWindow](#) (int [lines](#), int [cols](#), int begin\_y, int begin\_x)
- [NCursesWindow](#) ([NCursesWindow](#) &parent, int [lines](#), int [cols](#), int begin\_y, int begin\_x, char absrel= 'a')
- virtual [~NCursesWindow](#) ()
- [NCursesWindow Clone](#) ()
- int [colors](#) () const
- int [height](#) () const
- int [width](#) () const
- int [begx](#) () const
- int [begy](#) () const
- int [maxx](#) () const
- int [maxy](#) () const
- [wsze size](#) () const
- [wpos begpos](#) () const
- [wpos maxpos](#) () const
- [wrect area](#) () const
- short [getcolor](#) () const
- short [foreground](#) () const
- short [background](#) () const

- int [setpalette](#) (short fore, short back)
- int [setcolor](#) (short pair)
- virtual int [mvwin](#) (int begin\_y, int begin\_x)
- int [mvsubwin](#) ([NCursesWindow](#) \*sub, int begin\_y, int begin\_x)
- virtual int [resize](#) (int [lines](#), int columns)
- int [move](#) (int y, int x)
- void [getyx](#) (int &y, int &x) const
- int [mvcur](#) (int oldrow, int oldcol, int newrow, int newcol) const
- int [nodelay](#) (bool bf)
- int [getch](#) ()
- int [getch](#) (int y, int x)
- int [getstr](#) (char \*str, int n=-1)
- int [getstr](#) (int y, int x, char \*str, int n=-1)
- int [instr](#) (char \*s, int n=-1)
- int [instr](#) (int y, int x, char \*s, int n=-1)
- int [addch](#) (const char ch)
- int [addch](#) (const chtype ch)
- int [add\\_attr\\_char](#) (int y, int x)
- int [add\\_attr\\_char](#) ()
- int [add\\_wch](#) (const cchar\_t \*cch)
- int [add\\_wch](#) (int y, int x, const cchar\_t \*cch)
- int [addch](#) (int y, int x, const char ch)
- int [addch](#) (int y, int x, const chtype ch)
- int [echochar](#) (const char ch)
- int [echochar](#) (const chtype ch)
- int [addstr](#) (const char \*str, int n=-1)
- int [addstr](#) (int y, int x, const char \*str, int n=-1)
- int [addwstr](#) (const wchar\_t \*str, int n=-1)
- int [addwstr](#) (int y, int x, const wchar\_t \*str, int n=-1)
- int [printw](#) (const char \*fmt,...)
- int [printw](#) (int y, int x, const char \*fmt,...)
- chtype [inch](#) () const
- chtype [inchar](#) () const
- chtype [inch](#) (int y, int x)
- chtype [inchar](#) (int y, int x)
- int [in\\_wchar](#) (cchar\_t \*cchar)
- int [in\\_wchar](#) (int y, int x, cchar\_t \*cchar)
- int [insch](#) (chtype ch)
- int [insch](#) (int y, int x, chtype ch)
- int [ins\\_wch](#) (int y, int x, const cchar\_t \*cchar)
- int [insertln](#) ()
- int [insdelln](#) (int n=1)
- int [insstr](#) (const char \*s, int n=-1)
- int [insstr](#) (int y, int x, const char \*s, int n=-1)
- int [attron](#) (chtype at)
- int [attroff](#) (chtype at)
- int [attrset](#) (chtype at)
- int [chgat](#) (int n, attr\_t attr, short color, const void \*opts=NULL)
- int [chgat](#) (int y, int x, int n, attr\_t attr, short color, const void \*opts=NULL)
- chtype [getbkgd](#) () const
- int [bkgd](#) (const chtype ch)

- void `bkgdset` (chtype ch)
- int `box` ()
- 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)
- int `hline` (int len, chtype ch=0)
- int `hline` (int y, int x, int len, chtype ch=0)
- int `vline` (int len, chtype ch=0)
- int `vline` (int y, int x, int len, chtype ch=0)
- int `box` (const `wrect` &dim)
- int `erase` ()
- int `clear` ()
- int `clearok` (bool bf)
- int `clrtoebot` ()
- int `clrtoeol` ()
- int `delch` ()
- int `delch` (int y, int x)
- int `deleteln` ()
- int `scroll` (int amount=1)
- int `scrollok` (bool bf)
- int `setscrreg` (int from, int to)
- int `idlok` (bool bf)
- void `idcok` (bool bf)
- int `touchwin` ()
- int `untouchwin` ()
- int `touchln` (int s, int cnt, bool changed=TRUE)
- bool `is_linetouched` (int line) const
- bool `is_wintouched` () const
- int `leaveok` (bool bf)
- int `redrawln` (int from, int n)
- int `redrawwin` ()
- int `doupdate` ()
- void `syncdown` ()
- void `syncup` ()
- void `cursyncup` ()
- int `syncok` (bool bf)
- void `immedok` (bool bf)
- int `keypad` (bool bf)
- int `meta` (bool bf)
- int `standout` ()
- int `standend` ()
- virtual int `refresh` ()
- virtual int `noutrefresh` ()
- int `overlay` (`NCursesWindow` &win)
- int `overwrite` (`NCursesWindow` &win)
- int `copywin` (`NCursesWindow` &win, int sminrow, int smincol, int dminrow, int dmincol, int dmaxrow, int dmaxcol, bool `overlay`=TRUE)
- bool `has_mouse` () const
- `NCursesWindow` \* `child` ()
- const `NCursesWindow` \* `child` () const
- `NCursesWindow` \* `sibling` ()
- const `NCursesWindow` \* `sibling` () const
- `NCursesWindow` \* `parent` ()
- const `NCursesWindow` \* `parent` () const
- bool `isDescendant` (`NCursesWindow` &win)

### Static Public Member Functions

- static void [useColors](#) (void)
- static int [ripcoffline](#) (int ripoff\_lines, int(\*init)([NCursesWindow](#) &win))
- static int [lines](#) ()
- static int [cols](#) ()
- static int [tabsize](#) ()
- static int [NumberOfColors](#) ()
- static int [maxcoord](#) ()

### Protected Member Functions

- void [err\\_handler](#) (const char \*) const THROWS([NCursesException](#))
- void [kill\\_subwindows](#) ()
- [NCursesWindow](#) ()

### Protected Attributes

- WINDOW \* [w](#)
- bool [allocated](#)
- [NCursesWindow](#) \* [par](#)
- [NCursesWindow](#) \* [subwins](#)
- [NCursesWindow](#) \* [sib](#)

### Static Protected Attributes

- static long [count](#) = 0L

### 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)

### 3.83.1 Detailed Description

C++ class for windows.

Definition at line [904](#) of file [ncursesw.h](#).

### 3.83.2 Constructor & Destructor Documentation

#### 3.83.2.1 [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](#).

### 3.83.2.2 NCursesWindow::NCursesWindow ( WINDOW \* window )

Constructor. Useful only for stdscr

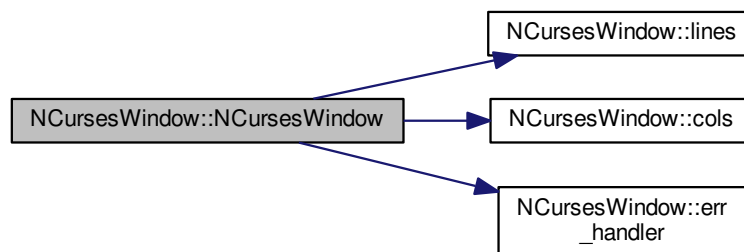
Definition at line 300 of file [ncursesw.cc](#).

### 3.83.2.3 NCursesWindow::NCursesWindow ( int lines, int cols, int begin\_y, int begin\_x )

Constructor.

Definition at line 268 of file [ncursesw.cc](#).

Here is the call graph for this function:



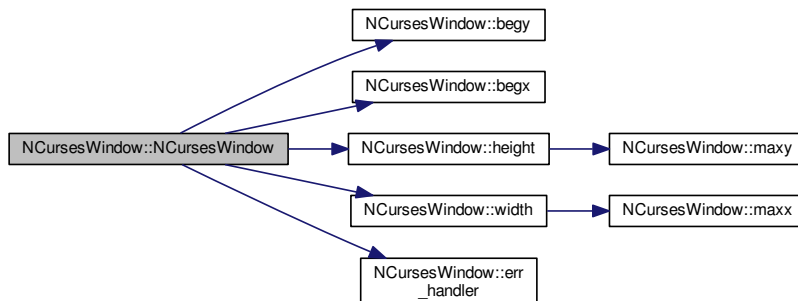
### 3.83.2.4 NCursesWindow::NCursesWindow ( NCursesWindow & parent, int lines, int cols, int begin\_y, int begin\_x, char absrel = 'a' )

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](#).

Here is the call graph for this function:



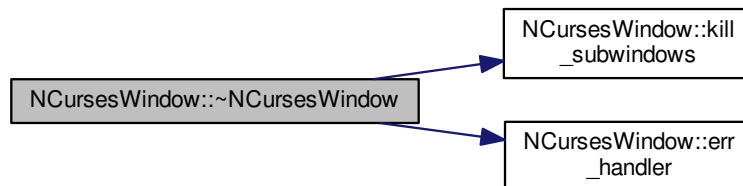


### 3.83.2.5 NCursesWindow::~~NCursesWindow ( ) [virtual]

Destructor.

Definition at line 455 of file [ncursesw.cc](#).

Here is the call graph for this function:



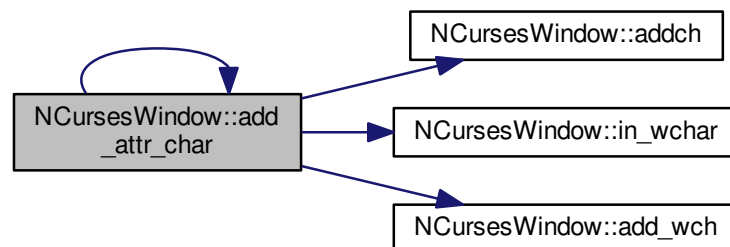
## 3.83.3 Member Function Documentation

### 3.83.3.1 int NCursesWindow::add\_attr\_char ( int y, int x )

Put attributed character from given position to the window.

Definition at line 166 of file [ncursesw.cc](#).

Here is the call graph for this function:



### 3.83.3.2 int NCursesWindow::add\_wch ( const cchar\_t \* cch ) [inline]

Put a combined character to the window.

Definition at line 1244 of file [ncursesw.h](#).

### 3.83.3.3 `int NCursesWindow::addch ( const char ch ) [inline]`

Put attributed character to the window.

Definition at line 1228 of file [ncursesw.h](#).

### 3.83.3.4 `int NCursesWindow::addch ( int y, int x, const char ch ) [inline]`

Move cursor to the requested position and then put attributed character to the window.

Definition at line 1252 of file [ncursesw.h](#).

Here is the call graph for this function:



### 3.83.3.5 `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 1276 of file [ncursesw.h](#).

### 3.83.3.6 `int NCursesWindow::addstr ( int y, int x, const char * str, int n = -1 ) [inline]`

Move the cursor to the requested position and then perform the `addstr` as described above.

Definition at line 1285 of file [ncursesw.h](#).

### 3.83.3.7 `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](#).

### 3.83.3.8 `int NCursesWindow::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.

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

3.83.3.9 `int NCursesWindow::attroff ( chtype at ) [inline]`

Switch off the window attributes;

Definition at line 1405 of file [ncursesw.h](#).

3.83.3.10 `int NCursesWindow::attron ( chtype at ) [inline]`

Switch on the window attributes;

Definition at line 1400 of file [ncursesw.h](#).

3.83.3.11 `int NCursesWindow::attrset ( chtype at ) [inline]`

Set the window attributes;

Definition at line 1410 of file [ncursesw.h](#).

3.83.3.12 `short NCursesWindow::background ( ) const [inline]`

Actual background color

Definition at line 1121 of file [ncursesw.h](#).

Here is the call graph for this function:



3.83.3.13 `int NCursesWindow::begx ( ) const [inline]`

Column of top left corner relative to stdscr

Definition at line 1080 of file [ncursesw.h](#).

3.83.3.14 `int NCursesWindow::begy ( ) const [inline]`

Line of top left corner relative to stdscr

Definition at line 1085 of file [ncursesw.h](#).

3.83.3.15 `int NCursesWindow::bkgd ( const chtype ch ) [inline]`

Set the background property and apply it to the window.

Definition at line 1443 of file [ncursesw.h](#).

**3.83.3.16** void NCursesWindow::bkgdset ( chtype *ch* ) [inline]

Set the background property.

Definition at line 1448 of file [ncursesw.h](#).

**3.83.3.17** 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.

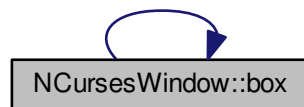
Definition at line 1469 of file [ncursesw.h](#).

**3.83.3.18** 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 1462 of file [ncursesw.h](#).

Here is the call graph for this function:



**3.83.3.19** 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 1417 of file [ncursesw.h](#).

**3.83.3.20** int NCursesWindow::chgat ( int *y*, int *x*, int *n*, attr\_t *attr*, short *color*, const void \* *opts* = NULL ) [inline]

Move the cursor to the requested position and then perform [chgat\(\)](#) as described above.

Definition at line 1426 of file [ncursesw.h](#).

**3.83.3.21** NCursesWindow\* NCursesWindow::child ( ) [inline]

Get the first child window.

Definition at line 1763 of file [ncursesw.h](#).

**3.83.3.22** `int NCursesWindow::clear ( ) [inline]`

Clear the window.

Definition at line 1522 of file [ncursesw.h](#).

**3.83.3.23** `int NCursesWindow::clearok ( bool bf ) [inline]`

Set/Reset the clear flag. If `std::set`, the next [refresh\(\)](#) will clear the screen.

Definition at line 1528 of file [ncursesw.h](#).

**3.83.3.24** `NCursesWindow NCursesWindow::Clone ( )`

Make an exact copy of the window.

Definition at line 364 of file [ncursesw.cc](#).

**3.83.3.25** `int NCursesWindow::clrtobot ( ) [inline]`

Clear to the end of the window.

Definition at line 1533 of file [ncursesw.h](#).

**3.83.3.26** `int NCursesWindow::clrtoeol ( ) [inline]`

Clear to the end of the line.

Definition at line 1538 of file [ncursesw.h](#).

**3.83.3.27** `int NCursesWindow::colors ( ) const [inline]`

Number of available colors

Definition at line 1062 of file [ncursesw.h](#).

Here is the call graph for this function:

**3.83.3.28** `static int NCursesWindow::cols ( ) [inline],[static]`

Number of cols on terminal, *not* window

Definition at line 1047 of file [ncursesw.h](#).

**3.83.3.29** `int NCursesWindow::copywin ( NCursesWindow & win, int sminrow, int smincol, int dminrow, int dmincol, int dmaxrow, int dmaxcol, bool overlay = TRUE ) [inline]`

Overlay or overwrite the rectangle in win given by dminrow,dmincol, dmaxrow,dmaxcol with the rectangle in this window beginning at sminrow,smincol.

Definition at line 1740 of file [ncursesw.h](#).

Here is the call graph for this function:



**3.83.3.30** `void NCursesWindow::cursyncup ( ) [inline]`

Position the cursor in all ancestor windows corresponding to our setting

Definition at line 1661 of file [ncursesw.h](#).

**3.83.3.31** `int NCursesWindow::delch ( ) [inline]`

Delete character under the cursor.

Definition at line 1543 of file [ncursesw.h](#).

**3.83.3.32** `int NCursesWindow::delch ( int y, int x ) [inline]`

Move cursor to requested position and delete the character under the cursor.

Definition at line 1549 of file [ncursesw.h](#).

**3.83.3.33** `int NCursesWindow::deleteln ( ) [inline]`

Delete the current line.

Definition at line 1554 of file [ncursesw.h](#).

**3.83.3.34** `int NCursesWindow::doupdate ( ) [inline]`

Do all outputs to make the physical screen looking like the virtual one

Definition at line 1646 of file [ncursesw.h](#).

**3.83.3.35** `int NCursesWindow::echochar ( const char ch ) [inline]`

Put attributed character to the window and refresh it immediately.

Definition at line 1265 of file [ncursesw.h](#).

3.83.3.36 `int NCursesWindow::erase ( ) [inline]`

Erase the window.

Definition at line 1517 of file [ncursesw.h](#).

3.83.3.37 `void NCursesWindow::err_handler ( const char * msg ) const [protected]`

Signal an error with the given message text.

Definition at line 230 of file [ncursesw.cc](#).

3.83.3.38 `short NCursesWindow::foreground ( ) const [inline]`

Actual foreground color

Definition at line 1116 of file [ncursesw.h](#).

Here is the call graph for this function:



3.83.3.39 `chtype NCursesWindow::getbkgd ( ) const [inline]`

Get current background setting.

Definition at line 1438 of file [ncursesw.h](#).

3.83.3.40 `int NCursesWindow::getch ( ) [inline]`

Get a keystroke from the window.

Definition at line 1179 of file [ncursesw.h](#).

3.83.3.41 `int NCursesWindow::getch ( int y, int x ) [inline]`

Move cursor to position and get a keystroke from the window

Definition at line 1184 of file [ncursesw.h](#).

### 3.83.3.42 short NCursesWindow::getcolor ( ) const

Actual color pair

Definition at line 556 of file [ncursesw.cc](#).

### 3.83.3.43 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 1191 of file [ncursesw.h](#).

### 3.83.3.44 int NCursesWindow::getstr ( int y, int x, char \* str, int n = -1 ) [inline]

Move the cursor to the requested position and then perform the [getstr\(\)](#) as described above.

Definition at line 1200 of file [ncursesw.h](#).

### 3.83.3.45 void NCursesWindow::getyx ( int & y, int & x ) const [inline]

Get current position of the cursor

Definition at line 1160 of file [ncursesw.h](#).

### 3.83.3.46 bool NCursesWindow::has\_mouse ( ) const

Return TRUE if terminal supports a mouse, FALSE otherwise

Definition at line 601 of file [ncursesw.cc](#).

### 3.83.3.47 int NCursesWindow::height ( ) const [inline]

Number of lines in this window

Definition at line 1070 of file [ncursesw.h](#).

Here is the call graph for this function:





**3.83.3.48** `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 1485 of file [ncursesw.h](#).

**3.83.3.49** `int NCursesWindow::hline ( int y, int x, int len, chtype ch = 0 ) [inline]`

Move the cursor to the requested position and then draw a horizontal line.

Definition at line 1490 of file [ncursesw.h](#).

**3.83.3.50** `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 1590 of file [ncursesw.h](#).

**3.83.3.51** `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 1584 of file [ncursesw.h](#).

**3.83.3.52** `void NCursesWindow::immedok ( bool bf ) [inline]`

If called with *bf*=TRUE, any change in the window will cause an automatic immediate [refresh\(\)](#)

Definition at line 1677 of file [ncursesw.h](#).

**3.83.3.53** `int NCursesWindow::in_wchar ( cchar_t * cchar )`

Retrieve combined character under the current cursor position.

Definition at line 153 of file [ncursesw.cc](#).

**3.83.3.54** `chtype NCursesWindow::inch ( ) const [inline]`

Retrieve attributed character under the current cursor position.

Definition at line 1325 of file [ncursesw.h](#).

**3.83.3.55** `chtype NCursesWindow::inch ( int y, int x ) [inline]`

Move cursor to requested position and then retrieve attributed character at this position.

Definition at line 1333 of file [ncursesw.h](#).

**3.83.3.56** `int NCursesWindow::ins_wch ( int y, int x, const cchar_t * cchar ) [inline]`

Move cursor to requested position and then insert the attributed character before that position.

Definition at line 1362 of file [ncursesw.h](#).

**3.83.3.57** `int NCursesWindow::insch ( chtype ch ) [inline]`

Insert attributed character into the window before current cursor position.

Definition at line 1347 of file [ncursesw.h](#).

**3.83.3.58** `int NCursesWindow::insch ( int y, int x, chtype ch ) [inline]`

Move cursor to requested position and then insert the attributed character before that position.

Definition at line 1353 of file [ncursesw.h](#).

**3.83.3.59** `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 1376 of file [ncursesw.h](#).

**3.83.3.60** `int NCursesWindow::insertln ( ) [inline]`

Insert an empty line above the current line.

Definition at line 1370 of file [ncursesw.h](#).

**3.83.3.61** `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 1383 of file [ncursesw.h](#).

**3.83.3.62** `int NCursesWindow::insstr ( int y, int x, const char * s, int n = -1 ) [inline]`

Move the cursor to the requested position and then perform the [insstr\(\)](#) as described above.

Definition at line 1392 of file [ncursesw.h](#).

**3.83.3.63** `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 1210 of file [ncursesw.h](#).

**3.83.3.64** `int NCursesWindow::instr ( int y, int x, char * s, int n = -1 ) [inline]`

Move the cursor to the requested position and then perform the [instr\(\)](#) as described above.

Definition at line 1216 of file [ncursesw.h](#).

**3.83.3.65** `bool NCursesWindow::is_linetouched ( int line ) const` `[inline]`

Return TRUE if line is marked as changed, FALSE otherwise

Definition at line 1614 of file [ncursesw.h](#).

**3.83.3.66** `bool NCursesWindow::is_wintouched ( ) const` `[inline]`

Return TRUE if window is marked as changed, FALSE otherwise

Definition at line 1622 of file [ncursesw.h](#).

**3.83.3.67** `bool NCursesWindow::isDescendant ( NCursesWindow & win )`

Return TRUE if win is a descendant of this.

Definition at line 419 of file [ncursesw.cc](#).

**3.83.3.68** `int NCursesWindow::keypad ( bool bf )` `[inline]`

If called with bf=TRUE, the application will interpret function keys.

Definition at line 1682 of file [ncursesw.h](#).

**3.83.3.69** `void NCursesWindow::kill_subwindows ( )` `[protected]`

Destroy all subwindows.

Definition at line 436 of file [ncursesw.cc](#).

**3.83.3.70** `int NCursesWindow::leaveok ( bool bf )` `[inline]`

If bf is TRUE, curses will leave the cursor after an update wherever it is after the update.

Definition at line 1631 of file [ncursesw.h](#).

**3.83.3.71** `static int NCursesWindow::lines ( )` `[inline],[static]`

Number of lines on terminal, *not* window

Definition at line 1042 of file [ncursesw.h](#).

**3.83.3.72** `static int NCursesWindow::maxcoord ( )` `[inline],[static]`

Ncurses up to ncurses5 internally uses `short`.

Definition at line 1098 of file [ncursesw.h](#).

**3.83.3.73** `int NCursesWindow::maxx ( ) const` `[inline]`

Largest x coord in window

Definition at line 1090 of file [ncursesw.h](#).

**3.83.3.74** `int NCursesWindow::maxy ( ) const [inline]`

Largest y coord in window

Definition at line 1095 of file [ncursesw.h](#).

**3.83.3.75** `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 1688 of file [ncursesw.h](#).

**3.83.3.76** `int NCursesWindow::move ( int y, int x ) [inline]`

Move cursor the this position

Definition at line 1155 of file [ncursesw.h](#).

**3.83.3.77** `int NCursesWindow::mvcur ( int oldrow, int oldcol, int newrow, int newcol ) const [inline]`

Perform lowlevel cursor motion that takes effect immediately.

Definition at line 1165 of file [ncursesw.h](#).

**3.83.3.78** `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 1140 of file [ncursesw.h](#).

**3.83.3.79** `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 1714 of file [ncursesw.h](#).

**3.83.3.80** `int NCursesWindow::NumberOfColors ( ) [static]`

Number of available colors

Definition at line 547 of file [ncursesw.cc](#).

**3.83.3.81** `int NCursesWindow::overlay ( NCursesWindow & win ) [inline]`

Overlay this window over win.

Definition at line 1722 of file [ncursesw.h](#).

**3.83.3.82** `int NCursesWindow::overwrite ( NCursesWindow & win ) [inline]`

Overwrite win with this window.

Definition at line 1730 of file [ncursesw.h](#).

**3.83.3.83** `NCursesWindow* NCursesWindow::parent ( ) [inline]`

Get my parent.

Definition at line 1777 of file [ncursesw.h](#).

**3.83.3.84** `int NCursesWindow::printw ( const char * fmt, ... )`

Do a formatted print to the window.

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

**3.83.3.85** `int NCursesWindow::printw ( int y, int x, const char * fmt, ... )`

Move the cursor and then do a formatted print to the window.

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

**3.83.3.86** `int NCursesWindow::redrawln ( int from, int n ) [inline]`

Redraw n lines starting from the requested line

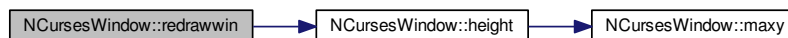
Definition at line 1636 of file [ncursesw.h](#).

**3.83.3.87** `int NCursesWindow::redrawwin ( ) [inline]`

Redraw the whole window

Definition at line 1641 of file [ncursesw.h](#).

Here is the call graph for this function:



**3.83.3.88** `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 1708 of file [ncursesw.h](#).

**3.83.3.89** `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 405 of file `ncursesw.cc`.

**3.83.3.90** `int NCursesWindow::scroll ( int amount = 1 )` `[inline]`

Scroll amount lines. If amount is positive, scroll up, otherwise scroll down.

Definition at line 1563 of file `ncursesw.h`.

**3.83.3.91** `int NCursesWindow::scrollok ( bool bf )` `[inline]`

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.

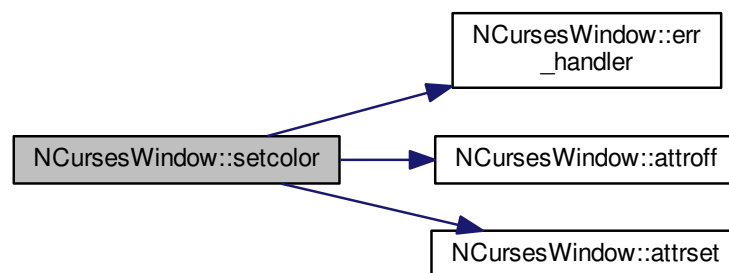
Definition at line 1570 of file `ncursesw.h`.

**3.83.3.92** `int NCursesWindow::setcolor ( short pair )`

Set actually used palette entry

Definition at line 584 of file `ncursesw.cc`.

Here is the call graph for this function:



**3.83.3.93** `int NCursesWindow::setpalette ( short fore, short back )`

Set color palette entry

Definition at line 574 of file `ncursesw.cc`.

**3.83.3.94** `int NCursesWindow::setscreg ( int from, int to )` `[inline]`

Define a soft scrolling region.

Definition at line 1575 of file [ncursesw.h](#).

**3.83.3.95** `NCursesWindow* NCursesWindow::sibling ( )` `[inline]`

Get the next child of my parent.

Definition at line 1770 of file [ncursesw.h](#).

**3.83.3.96** `int NCursesWindow::standend ( )` `[inline]`

Disable "standout" attributes

Definition at line 1698 of file [ncursesw.h](#).

**3.83.3.97** `int NCursesWindow::standout ( )` `[inline]`

Enable "standout" attributes

Definition at line 1693 of file [ncursesw.h](#).

**3.83.3.98** `void NCursesWindow::syncdown ( )` `[inline]`

Propagate the changes down to all descendant windows

Definition at line 1651 of file [ncursesw.h](#).

**3.83.3.99** `int NCursesWindow::syncok ( bool bf )` `[inline]`

If called with *bf*=TRUE, [syncup\(\)](#) is called whenever the window is changed

Definition at line 1666 of file [ncursesw.h](#).

**3.83.3.100** `void NCursesWindow::syncup ( )` `[inline]`

Propagate the changes up in the hierarchy

Definition at line 1656 of file [ncursesw.h](#).

**3.83.3.101** `static int NCursesWindow::tabsize ( )` `[inline],[static]`

Size of a tab on terminal, *not* window

Definition at line 1052 of file [ncursesw.h](#).

**3.83.3.102** `int NCursesWindow::touchln ( int s, int cnt, bool changed = TRUE )` `[inline]`

Mark *cnt* lines beginning from line *s* as changed or unchanged, depending on the value of the *changed* flag.

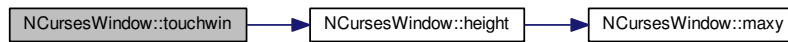
Definition at line 1606 of file [ncursesw.h](#).

### 3.83.3.103 `int NCursesWindow::touchwin ( ) [inline]`

Mark the whole window as modified.

Definition at line 1595 of file [ncursesw.h](#).

Here is the call graph for this function:

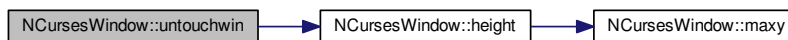


### 3.83.3.104 `int NCursesWindow::untouchwin ( ) [inline]`

Mark the whole window as unmodified.

Definition at line 1600 of file [ncursesw.h](#).

Here is the call graph for this function:



### 3.83.3.105 `void NCursesWindow::useColors ( void ) [static]`

Call this routine very early if you want to have colors.

Definition at line 508 of file [ncursesw.cc](#).

### 3.83.3.106 `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 1499 of file [ncursesw.h](#).

### 3.83.3.107 `int NCursesWindow::vline ( int y, int x, int len, chtype ch = 0 ) [inline]`

Move the cursor to the requested position and then draw a vertical line.

Definition at line 1504 of file [ncursesw.h](#).



3.83.3.108 `int NCursesWindow::width ( ) const [inline]`

Number of columns in this window

Definition at line 1075 of file [ncursesw.h](#).

Here is the call graph for this function:



### 3.83.4 Member Data Documentation

3.83.4.1 `bool NCursesWindow::allocated [protected]`

TRUE if we own the WINDOW

Definition at line 952 of file [ncursesw.h](#).

3.83.4.2 `long NCursesWindow::count = 0L [static], [protected]`

count of all active windows

Definition at line 939 of file [ncursesw.h](#).

3.83.4.3 `NCursesWindow* NCursesWindow::par [protected]`

parent, if subwindow

Definition at line 957 of file [ncursesw.h](#).

3.83.4.4 `NCursesWindow* NCursesWindow::sib [protected]`

next subwindow of parent

Definition at line 965 of file [ncursesw.h](#).

3.83.4.5 `NCursesWindow* NCursesWindow::subwins [protected]`

head of subwindows std::list

Definition at line 961 of file [ncursesw.h](#).

3.83.4.6 `WINDOW* NCursesWindow::w [protected]`

the curses WINDOW

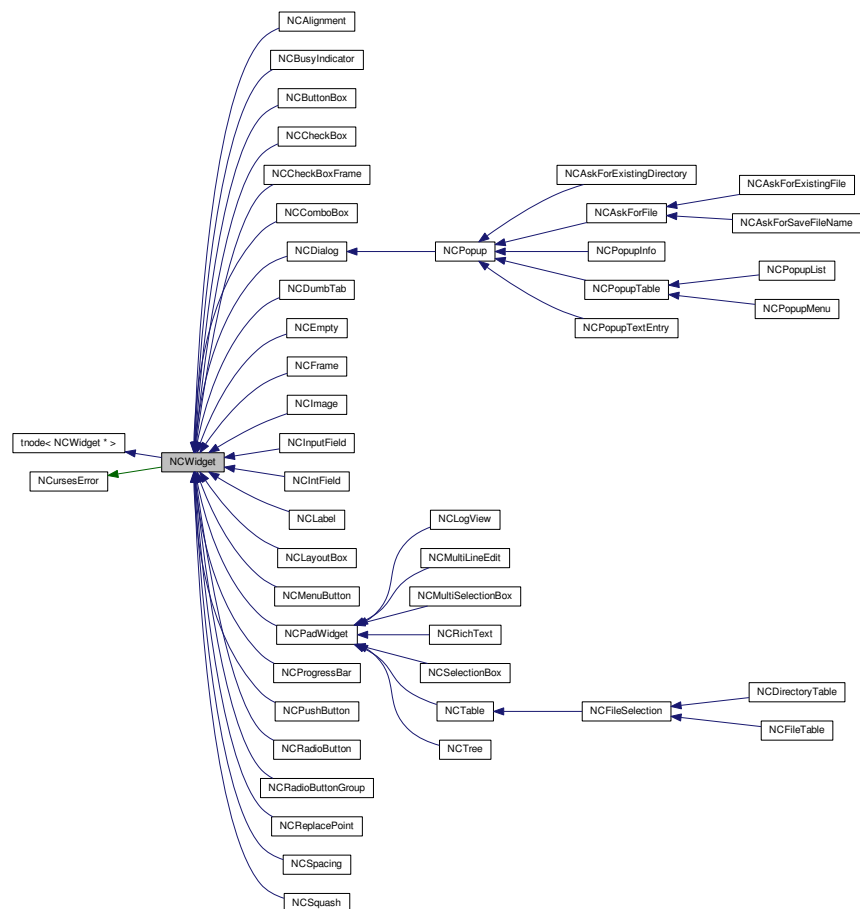
Definition at line 947 of file [ncursesw.h](#).

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

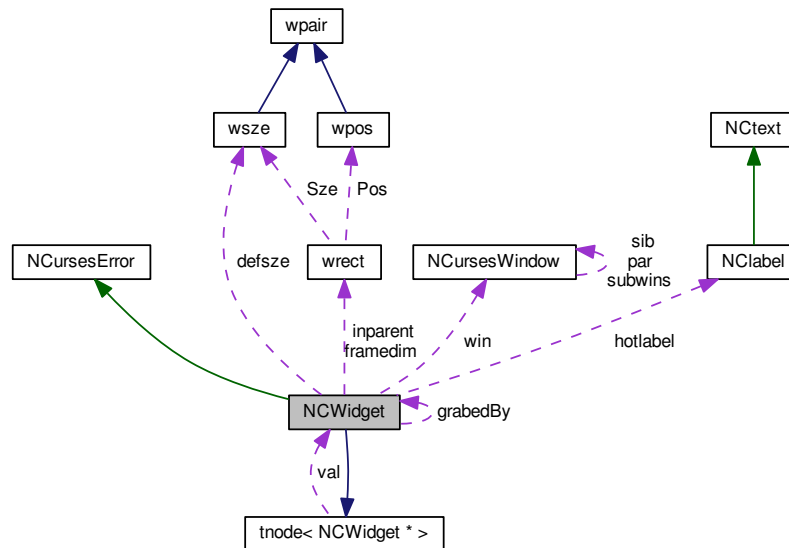
- [/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/ncursesw.h](#)
- [/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/ncursesw.cc](#)

### 3.84 NCWidget Class Reference

Inheritance diagram for NCWidget:



Collaboration 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
- 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 [wsze](#) &newsze)
- 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**
- [wsze](#) **defsize**
- [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

### 3.84.1 Detailed Description

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

### 3.84.2 Member Function Documentation

#### 3.84.2.1 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](#), [NCTree](#), [NCSelectionBox](#), [NCCheckBox](#), [NCProgressBar](#), [NCMultiLineEdit](#), [NCTable](#), [NCLogView](#), [NCRadioButton](#), [NCMenuButton](#), [NCCheckBoxFrame](#), [NCLabel](#), [NCDumbTab](#), [NCFrame](#), [NCPushButton](#), [NCLayoutBox](#), [NCRadioButtonGroup](#), [NCSpacing](#), [NCImage](#), [NCAlignment](#), [NCEmpty](#), [NCReplacePoint](#), [NCSquash](#), and [NCButtonBox](#).

Definition at line 391 of file [NCWidget.cc](#).

Here is the call graph for this function:



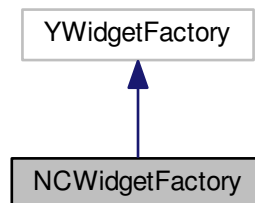
The documentation for this class was generated from the following files:

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCWidget.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCWidget.cc

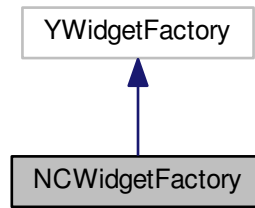
## 3.85 NCWidgetFactory Class Reference

```
#include <NCWidgetFactory.h>
```

Inheritance diagram for NCWidgetFactory:



Collaboration 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 isOutputField=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 plainTextMode=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 storedLines=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, YLayoutSize\_t size=0.0)
- virtual [NCEmpty](#) \* **createEmpty** (YWidget \*parent)
- virtual [NCAlignment](#) \* **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](#) ()
- virtual [~NCWidgetFactory](#) ()

### Friends

- class **YNCursesUI**

### 3.85.1 Detailed Description

Concrete widget factory for mandatory widgets.

Definition at line 66 of file [NCWidgetFactory.h](#).

### 3.85.2 Constructor & Destructor Documentation

#### 3.85.2.1 NCWidgetFactory::NCWidgetFactory ( ) [protected]

Constructor.

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

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

#### 3.85.2.2 NCWidgetFactory::~NCWidgetFactory ( ) [protected], [virtual]

Destructor.

Definition at line 42 of file [NCWidgetFactory.cc](#).

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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCWidgetFactory.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCWidgetFactory.cc

## 3.86 NCStyleDef::queryCharEnt Struct Reference

### Public Member Functions

- **queryCharEnt** (std::string L, chtype C)

### Public Attributes

- `std::string l`
- `chtype c`

#### 3.86.1 Detailed Description

Definition at line 193 of file [NCStyleDef.cc](#).

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

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCStyleDef.cc`

### 3.87 NCstyle::StBase Struct Reference

#### Public Member Functions

- **StBase** (`const chtype &ti`, `const chtype &te`)

#### Public Attributes

- `const chtype & title`
- `const chtype & text`

#### 3.87.1 Detailed Description

Definition at line 325 of file [NCstyle.h](#).

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

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCstyle.h`

### 3.88 NCstyle::STChar Struct Reference

#### Public Member Functions

- `chtype getChar () const`
- `chtype getNonChar () const`
- **STChar** (`const chtype &cha`)

#### Public Attributes

- `const chtype & chattr`



### 3.88.1 Detailed Description

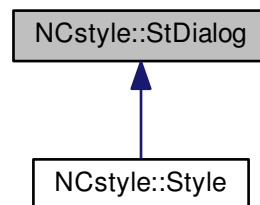
Definition at line 334 of file [NCstyle.h](#).

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

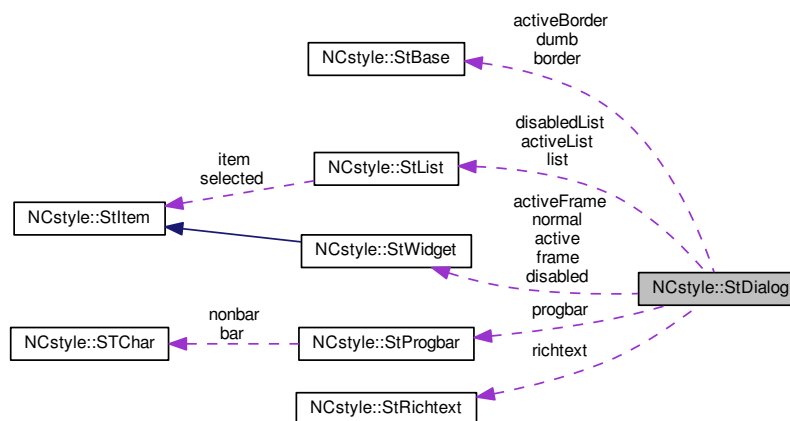
- [/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCstyle.h](#)

## 3.89 NCstyle::StDialog Struct Reference

Inheritance diagram for NCstyle::StDialog:



Collaboration 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 ctype &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 ctype & **cursor**

### 3.89.1 Detailed Description

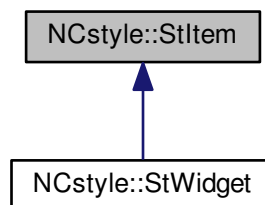
Definition at line 421 of file [NCstyle.h](#).

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

- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCstyle.h

## 3.90 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**

### 3.90.1 Detailed Description

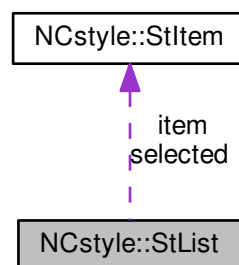
Definition at line 346 of file [NCstyle.h](#).

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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCstyle.h

## 3.91 NCstyle::StList Struct Reference

Collaboration diagram for NCstyle::StList:



## 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**

### 3.91.1 Detailed Description

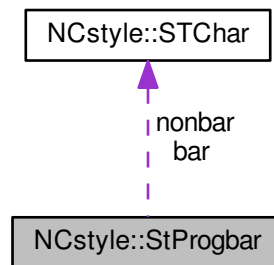
Definition at line 366 of file [NCstyle.h](#).

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

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCstyle.h`

## 3.92 NCstyle::StProgbar Struct Reference

Collaboration diagram for NCstyle::StProgbar:



### Public Member Functions

- **StProgbar** (const chtype &b, const chtype &nb)

### Public Attributes

- const [STChar](#) **bar**
- const [STChar](#) **nonbar**

### 3.92.1 Detailed Description

Definition at line 378 of file [NCstyle.h](#).

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

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCstyle.h`

## 3.93 NCstyle::StRichtext Struct Reference

## Public Member Functions

- **StrRichText** (const ctype &p, const ctype &tit, const ctype &l, const ctype &a, const ctype &aal, const ctype &vl, const ctype &b, const ctype &i, const ctype &t, const ctype &bi, const ctype &bt, const ctype &it, const ctype &bit)
- const ctype & **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**

### 3.93.1 Detailed Description

Definition at line 387 of file [NCstyle.h](#).

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

- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCstyle.h

## 3.94 strutil::StrStr Struct Reference

```
#include <stringutil.h>
```

## Public Member Functions

- template<class \_Tp >  
[StrStr](#) & **operator**<< (const \_Tp &val)
- **operator std::string** () const

## Public Attributes

- std::ostream & **\_str**

### 3.94.1 Detailed Description

stringstream with autoconversion to std::string.

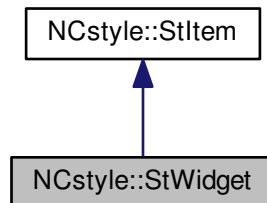
Definition at line 37 of file [stringutil.h](#).

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

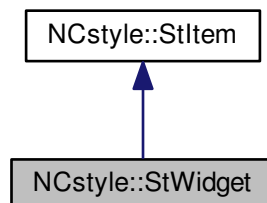
- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/stringutil.h

## 3.95 NCstyle::StWidget Struct Reference

Inheritance diagram for NCstyle::StWidget:



Collaboration 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 ctype & **scri**

### 3.95.1 Detailed Description

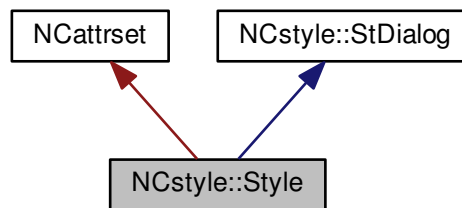
Definition at line 357 of file [NCstyle.h](#).

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

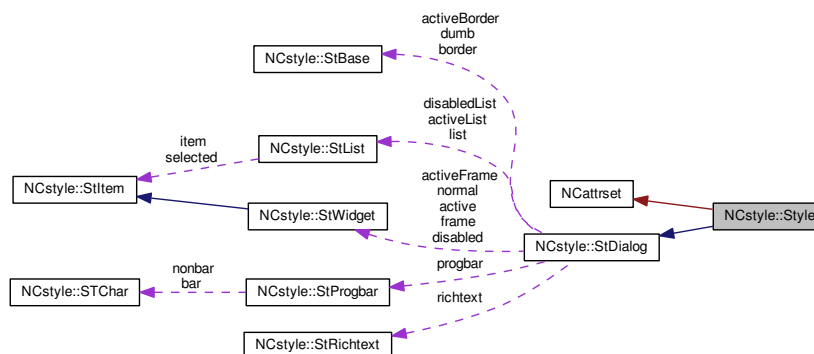
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCstyle.h

## 3.96 NCstyle::Style Class Reference

Inheritance diagram for NCstyle::Style:



Collaboration 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

### 3.96.1 Detailed Description

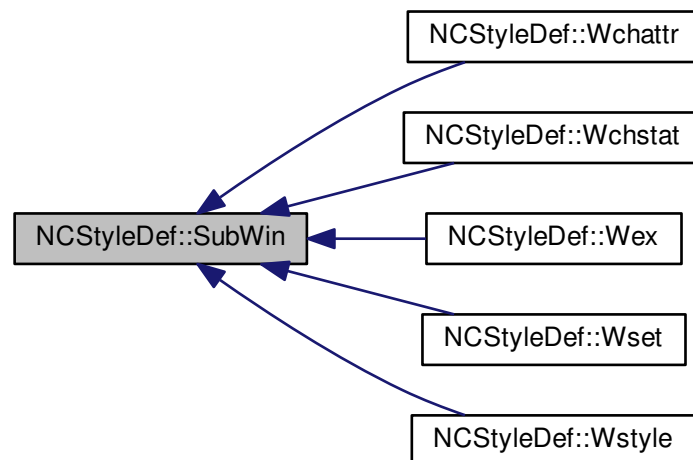
Definition at line 524 of file [NCstyle.h](#).

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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCstyle.h
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCstyle.cc

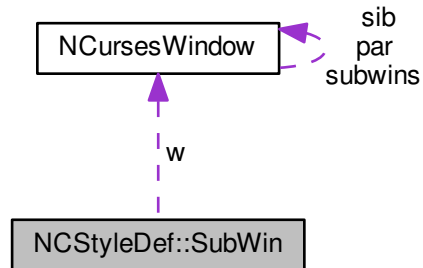
## 3.97 NCStyleDef::SubWin Struct Reference

Inheritance diagram for NCStyleDef::SubWin:





Collaboration 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

### 3.97.1 Detailed Description

[SubWin](#): base class for the windows used

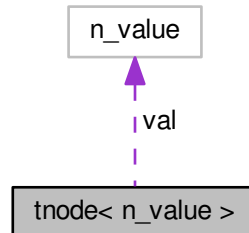
Definition at line 259 of file [NCStyleDef.cc](#).

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

- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCStyleDef.cc

### 3.98 tnode< n\_value > Class Template Reference

Collaboration diagram for tnode< n\_value >:



#### 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**

#### 3.98.1 Detailed Description

template<class n\_value>class tnode< n\_value >

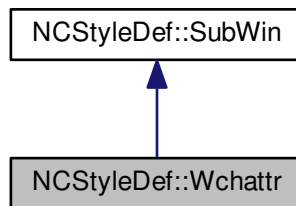
Definition at line 31 of file [tnode.h](#).

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

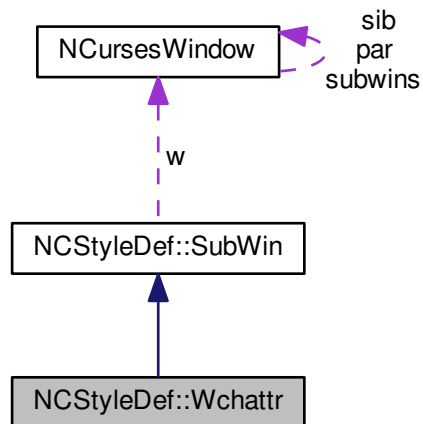
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/tnode.h

### 3.99 NCStyleDef::Wchattr Struct Reference

Inheritance diagram for NCStyleDef::Wchattr:



Collaboration 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

### 3.99.1 Detailed Description

[Wchattr](#): handle modification of the current attribute `std::set`.

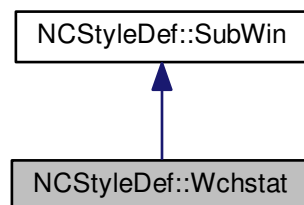
Definition at line [469](#) of file [NCStyleDef.cc](#).

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

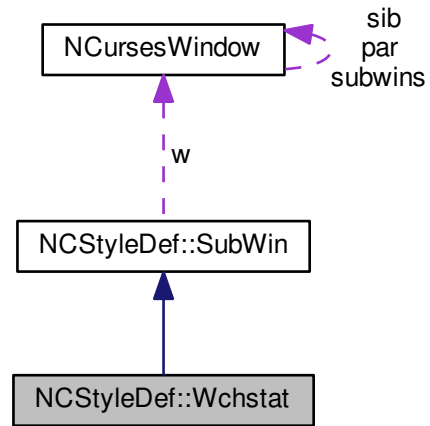
- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCStyleDef.cc`

## 3.100 NCStyleDef::Wchstat Struct Reference

Inheritance diagram for NCStyleDef::Wchstat:



Collaboration 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

### 3.100.1 Detailed Description

[Wchstat](#): show current attributes definition

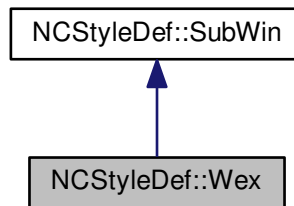
Definition at line 678 of file [NCStyleDef.cc](#).

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

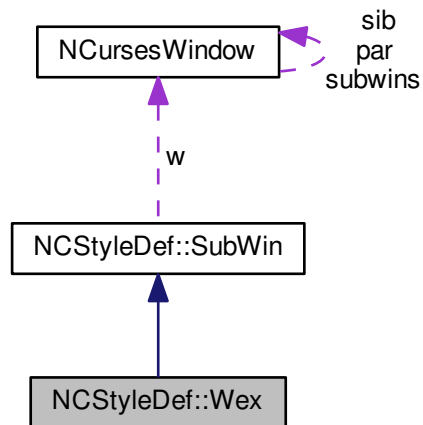
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCStyleDef.cc

### 3.101 NCStyleDef::Wex Struct Reference

Inheritance diagram for NCStyleDef::Wex:



Collaboration 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

### 3.101.1 Detailed Description

[Wex](#): popup and down the example Dialog

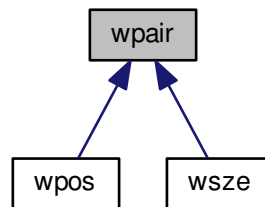
Definition at line 726 of file [NCStyleDef.cc](#).

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

- `/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCStyleDef.cc`

## 3.102 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)

#### 3.102.1 Detailed Description

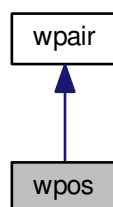
Definition at line 31 of file [position.h](#).

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

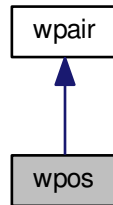
- `/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/position.h`

## 3.103 wpos Class Reference

Inheritance diagram for `wpos`:



Collaboration 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

#### 3.103.1 Detailed Description

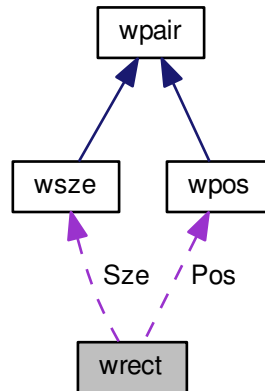
Definition at line 109 of file [position.h](#).

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

- /build/buildd/libyui-ncurses-master-2.44.1/src/position.h

## 3.104 wrect Class Reference

Collaboration diagram for wrect:



### Public Member Functions

- **wrect** (const [wpos](#) &pos, const [wsze](#) &size)
- 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**

### 3.104.1 Detailed Description

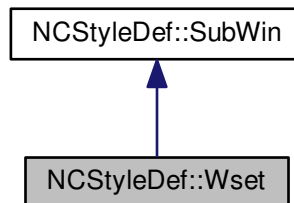
Definition at line 197 of file [position.h](#).

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

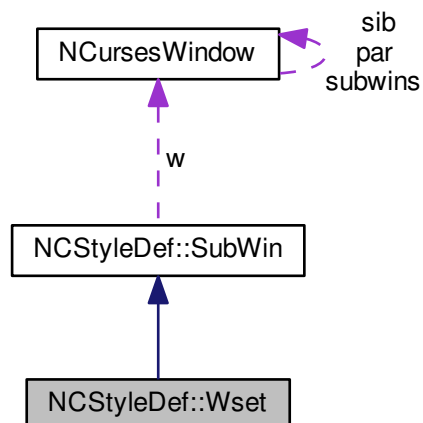
- `/build/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/position.h`

### 3.105 NCStyleDef::Wset Struct Reference

Inheritance diagram for NCStyleDef::Wset:



Collaboration 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

### 3.105.1 Detailed Description

[Wset](#): Selection of the current attribute std::set to process

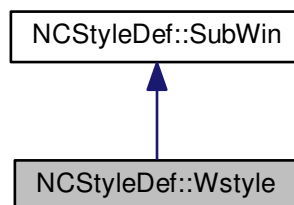
Definition at line 413 of file [NCStyleDef.cc](#).

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

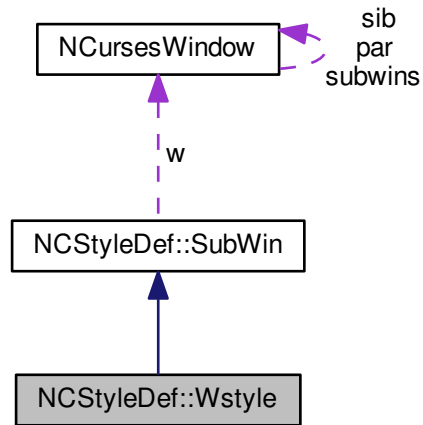
- /builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCStyleDef.cc

## 3.106 NCStyleDef::Wstyle Struct Reference

Inheritance diagram for NCStyleDef::Wstyle:



Collaboration 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

### 3.106.1 Detailed Description

[Wstyle](#): Selection of the current NCstyle::StyleSet to process

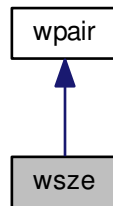
Definition at line 359 of file [NCStyleDef.cc](#).

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

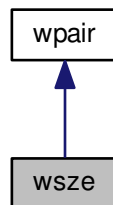
- /build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/NCStyleDef.cc

## 3.107 `wsze` Class Reference

Inheritance diagram for `wsze`:



Collaboration 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

### 3.107.1 Detailed Description

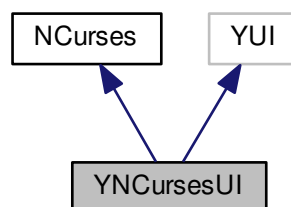
Definition at line [154](#) of file [position.h](#).

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

- [/builddir/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/position.h](#)

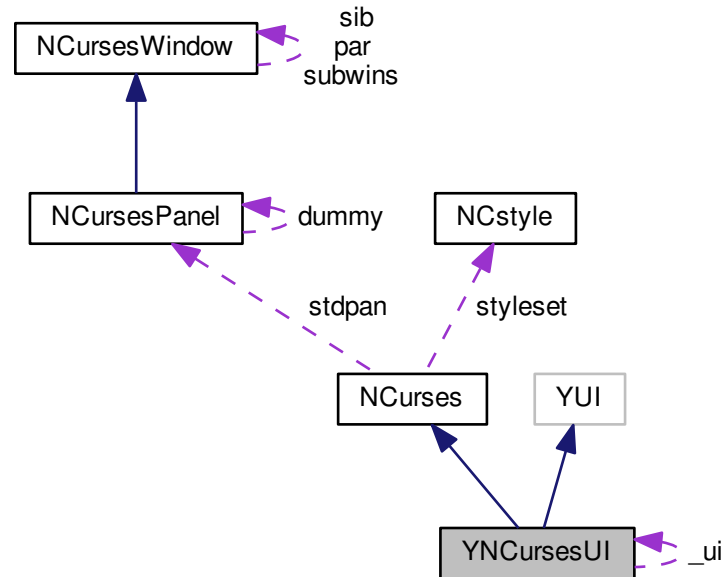
## 3.108 YNCursesUI Class Reference

Inheritance diagram for YNCursesUI:





Collaboration diagram for YNCursesUI:



### Public Member Functions

- [YNCursesUI](#) (bool withThreads)
- [~YNCursesUI](#) ()
- virtual void [idleLoop](#) (int fd\_ycp)
- 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)
- virtual YEvent \* [runPkgSelection](#) (YWidget \*packageSelector)
- [NCPackageSelectorPluginStub](#) \* [packageSelectorPlugin](#) ()

### Static Public Member Functions

- static [YNCursesUI](#) \* [ui](#) ()

### Protected Member Functions

- virtual YWidgetFactory \* [createWidgetFactory](#) ()
- virtual YOptionalWidgetFactory \* [createOptionalWidgetFactory](#) ()
- virtual YApplication \* [createApplication](#) ()
- virtual bool [want\\_colors](#) ()
- virtual void [init\\_title](#) ()

## Static Protected Attributes

- static `YNCursesUI * _ui = 0`

## Additional Inherited Members

### 3.108.1 Detailed Description

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

### 3.108.2 Constructor & Destructor Documentation

#### 3.108.2.1 `YNCursesUI::YNCursesUI ( bool withThreads )`

Constructor

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

#### 3.108.2.2 `YNCursesUI::~YNCursesUI ( )`

Destructor

Definition at line 109 of file [YNCursesUI.cc](#).

### 3.108.3 Member Function Documentation

#### 3.108.3.1 `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 128 of file [YNCursesUI.cc](#).

#### 3.108.3.2 `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 118 of file [YNCursesUI.cc](#).

#### 3.108.3.3 `void YNCursesUI::idleLoop ( int fd_ycp )` `[virtual]`

Idle around until fd\_ycp is readable

Definition at line 147 of file [YNCursesUI.cc](#).

Here is the call graph for this function:



#### 3.108.3.4 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

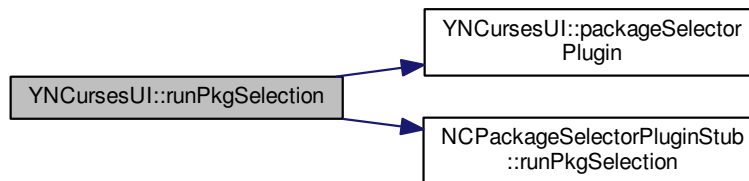
Definition at line 201 of file [YNCursesUI.cc](#).

#### 3.108.3.5 YEvent \* YNCursesUI::runPkgSelection ( YWidget \* *packageSelector* ) [virtual]

Fills the PackageSelector widget and runs package selection.

Definition at line 219 of file [YNCursesUI.cc](#).

Here is the call graph for this function:



#### 3.108.3.6 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. 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.

Set the console font, encoding etc. 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 337 of file [YNCursesUI.cc](#).

**3.108.3.7**    `static YNCursesUI* YNCursesUI::ui ( )`    `[inline], [static]`

Access the global Y2NCursesUI.

Definition at line 91 of file [YNCursesUI.h](#).

### 3.108.4    Member Data Documentation

**3.108.4.1**    `YNCursesUI * YNCursesUI::_ui = 0`    `[static], [protected]`

Global reference to the UI

Definition at line 84 of file [YNCursesUI.h](#).

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

- [/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/YNCursesUI.h](#)
- [/build/buildd/build/BUILD/libyui-ncurses-libyui-ncurses-master-2.44.1/src/YNCursesUI.cc](#)

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