

# cGuiSet

## Fields

cGuiSet has no public fields.

## Functions

Return Type	Function Name	Parameters	Description
void	DestroyAllWindows		
void	ResetMouseOver		
void	DrawGfx	<a href="#">cGuiGfxElement@</a> apGfx, const <a href="#">cVector3f&amp;</a> avPos	
void	DrawGfx	<a href="#">cGuiGfxElement@</a> apGfx, const <a href="#">cVector3f&amp;</a> avPos, const <a href="#">cVector2f&amp;</a> avSize, const <a href="#">cColor</a> &in aColor	
void	DrawGfx	<a href="#">cGuiGfxElement@</a> apGfx, const <a href="#">cVector3f&amp;</a> avPos, const <a href="#">cVector2f&amp;</a> avSize, const <a href="#">cColor</a> &in aColor, <a href="#">eGuiMaterial</a> aMaterial, float afRotationAngle, bool abUseCustomPivot, const <a href="#">cVector3f</a> &in avCustomPivot	
void	DrawFont	const <a href="#">tWString&amp;</a> asText, <a href="#">iFontData@</a> apFont, const <a href="#">cVector3f&amp;</a> avPos, const <a href="#">cVector2f&amp;</a> avSize, const <a href="#">cColor</a> &in aColor	
void	DrawFontEx	const <a href="#">tWString&amp;</a> asText, <a href="#">iFontData@</a> apFont, const <a href="#">cVector3f&amp;</a> avPos, const <a href="#">cVector2f&amp;</a> avSize, const <a href="#">cColor</a> &in aColor, <a href="#">eFontAlign</a> aAlign, <a href="#">eGuiMaterial</a> aMaterial	
<a href="#">cWidgetWindow@</a>	CreateWidgetWindow	int aIFlags, const <a href="#">cVector3f&amp;</a> avLocalPos, const <a href="#">cVector2f&amp;</a> avSize, const <a href="#">tWString&amp;</a> asText, <a href="#">iWidget@</a> apParent, const <a href="#">tString</a> &in	
<a href="#">cWidgetFrame@</a>	CreateWidgetFrame	const <a href="#">cVector3f&amp;</a> avLocalPos, const <a href="#">cVector2f&amp;</a> avSize, bool abDrawFrame, <a href="#">iWidget@</a> apParent, bool abHScrollBar, bool abVScrollBar, const <a href="#">tString</a> &in	

Return Type	Function Name	Parameters	Description
<a href="#">cWidgetButton@</a>	CreateWidgetButton	const <a href="#">cVector3f</a> & avLocalPos, const <a href="#">cVector2f</a> & avSize, const <a href="#">tWString</a> & asText, <a href="#">iWidget@</a> apParent, bool abToggleable, const <a href="#">tString</a> &in	
<a href="#">cWidgetLabel@</a>	CreateWidgetLabel	const <a href="#">cVector3f</a> & avLocalPos, const <a href="#">cVector2f</a> & avSize, const <a href="#">tWString</a> & asText, <a href="#">iWidget@</a> apParent, const <a href="#">tString</a> &in	
<a href="#">cWidgetSlider@</a>	CreateWidgetSlider	<a href="#">eWidgetSliderOrientation</a> aOrientation, const <a href="#">cVector3f</a> & avLocalPos, const <a href="#">cVector2f</a> & avSize, int alMaxValue, <a href="#">iWidget@</a> apParent, const <a href="#">tString</a> &in	
<a href="#">cWidgetTextBox@</a>	CreateWidgetTextBox	const <a href="#">cVector3f</a> & avLocalPos, const <a href="#">cVector2f</a> & avSize, const <a href="#">tWString</a> & asText, <a href="#">iWidget@</a> apParent, <a href="#">eWidgetTextBoxInputType</a> aeType, float afNumericAdd, bool abShowButtons, const <a href="#">tString</a> &in	
<a href="#">cWidgetCheckBox@</a>	CreateWidgetCheckBox	const <a href="#">cVector3f</a> & avLocalPos, const <a href="#">cVector2f</a> & avSize, const <a href="#">tWString</a> & asText, <a href="#">iWidget@</a> apParent, const <a href="#">tString</a> &in	
<a href="#">cWidgetImage@</a>	CreateWidgetImage	const <a href="#">tString</a> & asFile, const <a href="#">cVector3f</a> & avLocalPos, const <a href="#">cVector2f</a> & avSize, <a href="#">eGuiMaterial</a> aMaterial, bool abAnimate, <a href="#">iWidget@</a> apParent, const <a href="#">tString</a> &in	
<a href="#">cWidgetListBox@</a>	CreateWidgetListBox	const <a href="#">cVector3f</a> & avLocalPos, const <a href="#">cVector2f</a> & avSize, <a href="#">iWidget@</a> apParent, const <a href="#">tString</a> &in	

Return Type	Function Name	Parameters	Description
<a href="#">cWidgetMultiPropertyListBox@</a>	CreateWidgetMultiPropertyListBox	const <a href="#">cVector3f</a> &in avLocalPos, const <a href="#">cVector2f</a> &in avSize, <a href="#">iWidget@</a> apParent, const <a href="#">tString</a> &in	
<a href="#">cWidgetComboBox@</a>	CreateWidgetComboBox	const <a href="#">cVector3f</a> &avLocalPos, const <a href="#">cVector2f</a> & avSize, const <a href="#">tWString</a> & asText, <a href="#">iWidget@</a> apParent, const <a href="#">tString</a> &in	
<a href="#">cWidgetMenuItem@</a>	CreateWidgetMenuItem	const <a href="#">cVector3f</a> &avLocalPos, const <a href="#">cVector2f</a> & avSize, const <a href="#">tWString</a> & asText, <a href="#">iWidget@</a> apParent, const <a href="#">tString</a> &in	
<a href="#">cWidgetContextMenu@</a>	CreateWidgetContextMenu	const <a href="#">cVector3f</a> &avLocalPos, const <a href="#">cVector2f</a> & avSize, const <a href="#">tWString</a> & asText, <a href="#">iWidget@</a> apParent, const <a href="#">tString</a> &in	
<a href="#">cWidgetMainMenu@</a>	CreateWidgetMainMenu	<a href="#">iWidget@</a> apParent, const <a href="#">tString</a> &in	
<a href="#">cWidgetTabFrame@</a>	CreateWidgetTabFrame	const <a href="#">cVector3f</a> &avLocalPos, const <a href="#">cVector2f</a> & avSize, const <a href="#">tWString</a> & asText, <a href="#">iWidget@</a> apParent, bool abAllowHScroll, bool abAllowVScroll, const <a href="#">tString</a> &in	
<a href="#">cWidgetGroup@</a>	CreateWidgetGroup	const <a href="#">cVector3f</a> &avLocalPos, const <a href="#">cVector2f</a> & avSize, const <a href="#">tWString</a> & asText, <a href="#">iWidget@</a> apParent, const <a href="#">tString</a> &in	
<a href="#">cWidgetDummy@</a>	CreateWidgetDummy	const <a href="#">cVector3f</a> &avLocalPos, <a href="#">iWidget@</a> apParent, const <a href="#">tString</a> &in	
<a href="#">iWidget@</a>	GetWidgetFromName	const <a href="#">tString</a> &in asName	
void	DestroyWidget	<a href="#">iWidget@</a> apWidget, bool abDestroyChildren	
bool	IsValidWidget	<a href="#">iWidget@</a> apWidget	
void	ShowContextMenu	<a href="#">cWidgetContextMenu@</a> apMenu, const <a href="#">cVector3f</a> &in	
void	RemoveWindow	<a href="#">cWidgetWindow@</a> apWin	
void	SetLastWindowZ	float afX	
void	SetWindowOnTop	<a href="#">cWidgetWindow@</a> apWin	

Return Type	Function Name	Parameters	Description
void	SetActive	bool abX	
bool	IsActive		
const <a href="#">tString&amp;</a>	GetName		
void	SetDrawMouse	bool abX	
bool	GetDrawMouse		
void	SetMouseZ	float afZ	
float	GetMouseZ		
void	SetMouseMovementEnabled	bool abX	
bool	GetMouseMovementEnabled		
const <a href="#">cVector2f&amp;</a>	GetMousePos		
void	SetRootWidgetClips	bool abX	
bool	GetRootWidgetClips		
void	SetVirtualSize	const <a href="#">cVector2f</a> &in avSize, float afMinZ, float afMaxZ, const <a href="#">cVector2f</a> &in avOffset	
const <a href="#">cVector2f&amp;</a>	GetVirtualSize		
const <a href="#">cVector2f&amp;</a>	GetVirtualSizeOffset		
void	SetFocusedWidget	<a href="#">iWidget@</a> apWidget, <i>bool abCheckForValidity = false</i>	
<a href="#">iWidget@</a>	GetFocusedWidget		
void	SetAttentionWidget	<a href="#">iWidget@</a> apWidget, bool abClearFocus	
<a href="#">iWidget@</a>	GetAttentionWidget		
void	SetIs3D	bool abX	
bool	Is3D		
int	GetDrawPriority		
void	SetDrawPriority	int aIPrio	
void	SetCurrentPointer	<a href="#">cGuiGfxElement@</a> apGfx	
<a href="#">cGuiGfxElement@</a>	GetCurrentPointer		
void	Set3DSize	const <a href="#">cVector3f</a> &in avSize	
const <a href="#">cVector3f&amp;</a>	Get3DSize		
void	SetCullBackface	bool abX	
bool	GetCullBackface		
void	Set3DTransform	const <a href="#">cMatrixf</a> &in a_mtxTransform	
const <a href="#">cMatrixf&amp;</a>	Get3DTransform		
bool	HasFocus		
void	SetSkin	<a href="#">cGuiSkin@</a> apSkin	
<a href="#">cGuiSkin@</a>	GetSkin		

## Remarks

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

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