

# **Gizmos: a library of enhanced controls**

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## **Copyright notice**

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## **Introduction**

### **What is the Gizmos library?**

This manual describes a class library with a miscellany of useful user interface classes.

## Alphabetical class reference

### **wxDynamicSashSplitEvent**

wxDynamicSashSplitEvents are sent to your view by wxDynamicSashWindow whenever your view is being split by the user. It is your responsibility to handle this event by creating a new view window as a child of the wxDynamicSashWindow. wxDynamicSashWindow will automatically reparent it to the proper place in its window hierarchy.

#### **Derived from**

*wxCommandEvent*

#### **Data structures**

### **wxDynamicSashSplitEvent::wxDynamicSashSplitEvent**

**wxDynamicSashSplitEvent(const wxDynamicSashSplitEvent& event)**

**wxDynamicSashSplitEvent(wxObject\* target)**

**wxDynamicSashSplitEvent()**

### **wxDynamicSashSplitEvent::Clone**

**wxEvent\* Clone() const**

### **wxDynamicSashUnifyEvent**

wxDynamicSashUnifyEvents are sent to your view by wxDynamicSashWindow whenever the sash which splits your view and its sibling is being reunified such that your view is expanding to replace its sibling. You needn't do anything with this event if you are allowing wxDynamicSashWindow to manage your view's scrollbars, but it is useful if you are managing the scrollbars yourself so that you can keep the scrollbars' event handlers connected to your view's event handler class.

#### **Derived from**

*wxCommandEvent*

#### **Data structures**

### **wxDynamicSashUnifyEvent::wxDynamicSashUnifyEvent**

**wxDynamicSashUnifyEvent(const wxDynamicSashUnifyEvent& event)**

**wxDynamicSashUnifyEvent(wxObject\* target)**

**wxDynamicSashUnifyEvent()**

**wxDynamicSashUnifyEvent::Clone**

**wxEvent\* Clone() const**

**wxDynamicSashWindow**

wxDynamicSashWindow. See above.

**Derived from**

*wxWindow*

**Data structures**

**wxDynamicSashWindow::wxDynamicSashWindow**

**wxDynamicSashWindow(wxWindow\* parent, wxWindowID id, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxCLIP\_CHILDREN | wxDS\_MANAGE\_SCROLLBARS | wxDS\_DRAG\_CORNER, const wxString& name = "dynamicSashWindow")**

**wxDynamicSashWindow()**

**wxDynamicSashWindow::~~wxDynamicSashWindow**

**~wxDynamicSashWindow()**

**wxDynamicSashWindow::AddChild**

**void AddChild(wxWindowBase\* child)**

This is overloaded from wxWindowBase. It's not here for you to call directly.

**wxDynamicSashWindow::Create**

**bool Create(wxWindow\* parent, wxWindowID id, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxCLIP\_CHILDREN | wxDS\_MANAGE\_SCROLLBARS | wxDS\_DRAG\_CORNER, const wxString& name = "dynamicSashWindow")**

**wxDynamicSashWindow::GetHScrollBar**

**wxScrollBar\*** GetHScrollBar(const wxWindow\* *child*) const

**wxDynamicSashWindow::GetVScrollBar**

**wxScrollBar\*** GetVScrollBar(const wxWindow\* *child*) const

**wxEditableListBox**

This class provides a composite control that lets the user easily enter list of strings

**Derived from**

*wxPanel*

**Data structures**

**wxEditableListBox::wxEditableListBox**

**wxEditableListBox**(wxWindow\* *parent*, wxWindowID *id*, const wxString& *label*, const wxPoint& *pos* = wxDefaultPosition, const wxSize& *size* = wxDefaultSize, const wxString& *name* = wxT("editableListBox"))

**wxEditableListBox::GetStrings**

void GetStrings(wxArrayString& *strings*)

**wxEditableListBox::OnDelItem**

void OnDelItem(wxCommandEvent& *event*)

**wxEditableListBox::OnDownItem**

void OnDownItem(wxCommandEvent& *event*)

**wxEditableListBox::OnEditItem**

void OnEditItem(wxCommandEvent& *event*)

**wxEditableListBox::OnEndLabelEdit**

void OnEndLabelEdit(wxListEvent& *event*)

**wxEditableListBox::OnItemSelected**

void OnItemSelected(wxListEvent& *event*)

**wxEEditableListBox::OnNewItem**

**void** OnNewItem(**wxCommandEvent&** *event*)

**wxEEditableListBox::OnUpItem**

**void** OnUpItem(**wxCommandEvent&** *event*)

**wxEEditableListBox::SetStrings**

**void** SetStrings(**const wxArrayString&** *strings*)

**wxLEDNumberCtrl**

wxLEDNumberCtrl

**Derived from**

*wxControl*

**Data structures**

**wxLEDNumberCtrl::wxLEDNumberCtrl**

**wxLEDNumberCtrl**(**wxWindow\*** *parent*, **wxWindowID** *id* = -1, **const wxPoint&** *pos* = *wxDefaultPosition*, **const wxSize&** *size* = *wxDefaultSize*, **long** *style* = **wxLED\_ALIGN\_LEFT** | **wxLED\_DRAW\_FADED**)

**wxLEDNumberCtrl**()

Constructors.

**wxLEDNumberCtrl::Create**

**bool** Create(**wxWindow\*** *parent*, **wxWindowID** *id* = -1, **const wxPoint&** *pos* = *wxDefaultPosition*, **const wxSize&** *size* = *wxDefaultSize*, **long** *style* = 0)

Create functions.

**wxLEDNumberCtrl::GetAlignment**

**wxLEDValueAlign** GetAlignment() **const**

**wxLEDNumberCtrl::GetDrawFaded**

**bool** GetDrawFaded() **const**



**wxLEDNumberCtrl::GetValue**

**const wxString& GetValue()** *const*

**wxLEDNumberCtrl::SetAlignment**

**void SetAlignment(wxLEDValueAlign Alignment, bool Redraw = TRUE)**

**wxLEDNumberCtrl::SetDrawFaded**

**void SetDrawFaded(bool DrawFaded, bool Redraw = TRUE)**

**wxLEDNumberCtrl::SetValue**

**void SetValue(const wxString& Value, bool Redraw = TRUE)**

**wxMultiCellCanvas**

wxCell is used internally, so we don't need to declare it here

wxMultiCellCanvas

**Derived from**

*wxFlexGridSizer*

**Data structures****wxMultiCellCanvas::wxMultiCellCanvas**

**wxMultiCellCanvas(wxWindow\* parent, int numRows = 2, int numCols = 2)**

**wxMultiCellCanvas::Add**

**void Add(wxWindow\* win, unsigned int row, unsigned int col)**

**wxMultiCellCanvas::CalculateConstraints**

**void CalculateConstraints()**

**wxMultiCellCanvas::MaxCols**

**int MaxCols()**

**wxMultiCellCanvas::MaxRows**

**int MaxRows()**

**wxMultiCellCanvas::Resize**

**void** **Resize**(*int numRows, int numCols*)

**wxMultiCellCanvas::SetMinCellSize**

**void** **SetMinCellSize**(*const wxSize size*)

**wxMultiCellItemHandle**

classes

wxMultiCellItemHandle

**Derived from**

*wxObject*

**Data structures**

**wxMultiCellItemHandle::wxMultiCellItemHandle**

**wxMultiCellItemHandle**(*int row, int column, wxSize size, wxResizable style = wxNOT\_RESIZABLE, wxSize weight = wxSize(1,1), int align = wxALIGN\_NOT*)

**wxMultiCellItemHandle**(*int row, int column, wxResizable style, wxSize weight = wxSize(1,1), int align = wxALIGN\_NOT*)

**wxMultiCellItemHandle**(*int row, int column, int align*)

**wxMultiCellItemHandle**(*int row, int column, int height = 1, int width = 1, wxSize size = wxDefaultSize, wxResizable style = wxNOT\_RESIZABLE, wxSize weight = wxSize(1,1), int align = wxALIGN\_NOT*)

**wxMultiCellItemHandle::GetAlignment**

**int** **GetAlignment**()

**wxMultiCellItemHandle::GetColumn**

**int** **GetColumn**()

**wxMultiCellItemHandle::GetHeight**

**int** **GetHeight**()

**wxMultiCellItemHandle::GetLocalSize**

**wxSize GetLocalSize()**

**wxMultiCellItemHandle::GetRow**

**int GetRow()**

**wxMultiCellItemHandle::GetStyle**

**wxResizable GetStyle()**

**wxMultiCellItemHandle::GetWeight**

**wxSize GetWeight()**

**wxMultiCellItemHandle::GetWidth**

**int GetWidth()**

**wxMultiCellSizer**

wxMultiCellSizer

**Derived from**

*wxSizer*

**Data structures**

**wxMultiCellSizer::wxMultiCellSizer**

**wxMultiCellSizer(int rows, int cols)**

**wxMultiCellSizer(wxSize & size)**

**wxMultiCellSizer::~~wxMultiCellSizer**

**~wxMultiCellSizer()**

**wxMultiCellSizer::CalcMin**

**wxSize CalcMin()**

**wxMultiCellSizer::EnableGridLines**

**bool EnableGridLines(wxWindow\* win)**

**wxMultiCellSizer::OnPaint**

```
void OnPaint(wxDC& dc)
```

**wxMultiCellSizer::RecalcSizes**

```
void RecalcSizes()
```

**wxMultiCellSizer::SetColumnWidth**

```
bool SetColumnWidth(int column, int colSize = 5, bool expandable = FALSE)
```

**wxMultiCellSizer::SetDefaultCellSize**

```
bool SetDefaultCellSize(wxSize size)
```

**wxMultiCellSizer::SetGridPen**

```
bool SetGridPen(wxPen* pen)
```

**wxMultiCellSizer::SetRowHeight**

```
bool SetRowHeight(int row, int rowSize = 5, bool expandable = FALSE)
```

**wxRemotelyScrolledTreeCtrl**

`wxRemotelyScrolledTreeCtrl` This tree control disables its vertical scrollbar and catches scroll events passed by a scrolled window higher in the hierarchy. It also updates the scrolled window vertical scrollbar as appropriate. **Derived from**

`wxTreeCtrl`

**Data structures****wxRemotelyScrolledTreeCtrl::wxRemotelyScrolledTreeCtrl**

```
wxRemotelyScrolledTreeCtrl(wxWindow* parent, wxWindowID id, const wxPoint& pt = wxDefaultPosition, const wxSize& sz = wxDefaultSize, long style = wxTR_HAS_BUTTONS)
```

**wxRemotelyScrolledTreeCtrl::~~wxRemotelyScrolledTreeCtrl**

```
~wxRemotelyScrolledTreeCtrl()
```

**wxRemotelyScrolledTreeCtrl::AdjustRemoteScrollbars**

**void AdjustRemoteScrollbars()**

Adjust the containing wxScrolledWindow's scrollbars appropriately

**wxRemotelyScrolledTreeCtrl::CalcTreeSize**

**void CalcTreeSize(const wxTreeItemId& id, wxRect& rect)**

**void CalcTreeSize(wxRect& rect)**

Calculate the tree overall size so we can set the scrollbar correctly

**wxRemotelyScrolledTreeCtrl::GetCompanionWindow**

**wxWindow\* GetCompanionWindow() const**

**wxRemotelyScrolledTreeCtrl::GetScrollPos**

**int GetScrollPos(int orient) const**

In case we're using the generic tree control.

**wxRemotelyScrolledTreeCtrl::GetScrolledWindow**

**wxScrolledWindow\* GetScrolledWindow() const**

Find the scrolled window that contains this control

**wxRemotelyScrolledTreeCtrl::GetViewStart**

**void GetViewStart(int\* x, int\* y) const**

In case we're using the generic tree control. Get the view start

**wxRemotelyScrolledTreeCtrl::HideVScrollbar**

**void HideVScrollbar()**

Helpers

**wxRemotelyScrolledTreeCtrl::OnExpand**

**void OnExpand(wxTreeEvent& event)**

**wxRemotelyScrolledTreeCtrl::OnPaint**

**void OnPaint(wxPaintEvent& event)**

**wxRemotelyScrolledTreeCtrl::OnScroll**

**void OnScroll(wxScrollWinEvent& event)**

**wxRemotelyScrolledTreeCtrl::OnSize**

**void OnSize(wxSizeEvent& event)**

Events

**wxRemotelyScrolledTreeCtrl::PrepareDC**

**void PrepareDC(wxDC& dc)**

In case we're using the generic tree control.

**wxRemotelyScrolledTreeCtrl::ScrollToLine**

**void ScrollToLine(int posHoriz, int posVert)**

Scroll to the given line (in scroll units where each unit is the height of an item)

**wxRemotelyScrolledTreeCtrl::SetCompanionWindow**

**void SetCompanionWindow(wxWindow\* companion)**

Accessors The companion window is one which will get notified when certain events happen such as node expansion

**wxRemotelyScrolledTreeCtrl::SetScrollbars**

**void SetScrollbars(int pixelsPerUnitX, int pixelsPerUnitY, int noUnitsX, int noUnitsY, int xPos = 0, int yPos = 0, bool noRefresh = FALSE)**

Overrides Override this in case we're using the generic tree control. Calls to this should disable the vertical scrollbar. Number of pixels per user unit (0 or -1 for no scrollbar)  
Length of virtual canvas in user units Length of page in user units

**wxSplitterScrolledWindow**

**wxSplitterScrolledWindow** This scrolled window is aware of the fact that one of its children is a splitter window. It passes on its scroll events (after some processing) to both splitter children for them to scroll appropriately. **Derived from**

*wxScrolledWindow*

**Data structures**

**wxSplitterScrolledWindow::wxSplitterScrolledWindow**

**wxSplitterScrolledWindow**(wxWindow\* *parent*, wxWindowID *id* = -1, const wxPoint& *pos* = wxDefaultPosition, const wxSize& *sz* = wxDefaultSize, long *style* = 0)

### **wxSplitterScrolledWindow::OnScroll**

**void OnScroll**(wxScrollWinEvent& *event*)

Overrides Events

### **wxSplitterScrolledWindow::OnSize**

**void OnSize**(wxSizeEvent& *event*)

## **wxThinSplitterWindow**

**wxThinSplitterWindow** Implements a splitter with a less obvious sash than the usual one. **Derived from**

*wxSplitterWindow*

**Data structures**

### **wxThinSplitterWindow::wxThinSplitterWindow**

**wxThinSplitterWindow**(wxWindow\* *parent*, wxWindowID *id* = -1, const wxPoint& *pos* = wxDefaultPosition, const wxSize& *sz* = wxDefaultSize, long *style* = wxSP\_3D | wxCLIP\_CHILDREN)

### **wxThinSplitterWindow::DrawSash**

**void DrawSash**(wxDC& *dc*)

### **wxThinSplitterWindow::OnSize**

**void OnSize**(wxSizeEvent& *event*)

Events

### **wxThinSplitterWindow::SashHitTest**

**bool SashHitTest**(int *x*, int *y*, int *tolerance* = 2)

Tests for *x*, *y* over sash. Overriding this allows us to increase the tolerance.

### **wxThinSplitterWindow::SizeWindows**

**void SizeWindows**()

Overrides

### **wxTreeCompanionWindow**

**wxTreeCompanionWindow** A window displaying values associated with tree control items. **Derived from**

*wxWindow*

**Data structures**

### **wxTreeCompanionWindow::wxTreeCompanionWindow**

**wxTreeCompanionWindow**(*wxWindow\** parent, **wxWindowID** id = -1, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** sz = *wxDefaultSize*, **long** style = 0)

### **wxTreeCompanionWindow::DrawItem**

**void DrawItem**(**wxDC&** dc, **wxTreeItemId** id, **const wxRect&** rect)

Overrides

### **wxTreeCompanionWindow::GetTreeCtrl**

**wxRemotelyScrolledTreeCtrl\*** GetTreeCtrl() **const**

Operations Accessors

### **wxTreeCompanionWindow::OnExpand**

**void OnExpand**(**wxTreeEvent&** event)

### **wxTreeCompanionWindow::OnPaint**

**void OnPaint**(**wxPaintEvent&** event)

Events

### **wxTreeCompanionWindow::OnScroll**

**void OnScroll**(**wxScrollWinEvent&** event)

### **wxTreeCompanionWindow::SetTreeCtrl**

**void SetTreeCtrl**(**wxRemotelyScrolledTreeCtrl\*** treeCtrl)



## **Classes by category**

A classification of Gizmos classes by category.

## Topic overviews

This chapter contains a selection of topic overviews, first things first:

### Notes on using the reference

In the descriptions of the wxWindows classes and their member functions, note that descriptions of inherited member functions are not duplicated in derived classes unless their behaviour is different. So in using a class such as wxScrolledWindow, be aware that wxWindow functions may be relevant.

Note also that arguments with default values may be omitted from a function call, for brevity. Size and position arguments may usually be given a value of -1 (the default), in which case wxWindows will choose a suitable value.

Most strings are returned as wxString objects. However, for remaining char \* return values, the strings are allocated and deallocated by wxWindows. Therefore, return values should always be copied for long-term use, especially since the same buffer is often used by wxWindows.

The member functions are given in alphabetical order except for constructors and destructors which appear first.

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