

# **wxWindows 2.5.0: A portable C++ and Python GUI toolkit**

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#### END OF TERMS AND CONDITIONS

#### **Appendix: How to Apply These Terms to Your New Libraries**

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

```
<one line to give the library's name and a brief idea of what it does.>  
Copyright (C) <year> <name of author>
```

```
This library is free software; you can redistribute it and/or  
modify it under the terms of the GNU Library General Public  
License as published by the Free Software Foundation; either  
version 2 of the License, or (at your option) any later version.
```

```
This library is distributed in the hope that it will be useful,  
but WITHOUT ANY WARRANTY; without even the implied warranty of
```

MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Library General Public License for more details.

You should have received a copy of the GNU Library General Public License along with this library; if not, write to the Free Software Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.

Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the library 'Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990  
Ty Coon, President of Vice

That's all there is to it!

## Chapter 2 Introduction

---

### What is wxWindows?

wxWindows is a C++ framework providing GUI (Graphical User Interface) and other facilities on more than one platform. Version 2 currently supports all desktop versions of MS Windows, Unix with GTK+, Unix with Motif, and MacOS. An OS/2 port is in progress.

wxWindows was originally developed at the Artificial Intelligence Applications Institute, University of Edinburgh, for internal use, and was first made publicly available in 1992. Version 2 is a vastly improved version written and maintained by Julian Smart, Robert Roebing, Vadim Zeitlin, Vaclav Slavik and many others.

This manual contains a class reference and topic overviews. For a selection of wxWindows tutorials, please see the documentation page on the wxWindows web site (<http://www.wxwindows.org>).

Please note that in the following, "MS Windows" often refers to all platforms related to Microsoft Windows, including 16-bit and 32-bit variants, unless otherwise stated. All trademarks are acknowledged.

### Why another cross-platform development tool?

wxWindows was developed to provide a cheap and flexible way to maximize investment in GUI application development. While a number of commercial class libraries already existed for cross-platform development, none met all of the following criteria:

1. low price;
2. source availability;
3. simplicity of programming;
4. support for a wide range of compilers.

Since wxWindows was started, several other free or almost-free GUI frameworks have emerged. However, none has the range of features, flexibility, documentation and the well-established development team that wxWindows has.

As open source software, wxWindows has benefited from comments, ideas, bug fixes, enhancements and the sheer enthusiasm of users. This gives wxWindows a certain advantage over its commercial competitors (and over free libraries without an independent development team), plus a robustness against the transience of one individual or company. This openness and availability of source code is especially important when the future of thousands of lines of application code may depend upon

the longevity of the underlying class library.

Version 2 goes much further than previous versions in terms of generality and features, allowing applications to be produced that are often indistinguishable from those produced using single-platform toolkits such as Motif, GTK+ and MFC.

The importance of using a platform-independent class library cannot be overstated, since GUI application development is very time-consuming, and sustained popularity of particular GUIs cannot be guaranteed. Code can very quickly become obsolete if it addresses the wrong platform or audience. wxWindows helps to insulate the programmer from these winds of change. Although wxWindows may not be suitable for every application (such as an OLE-intensive program), it provides access to most of the functionality a GUI program normally requires, plus many extras such as network programming, PostScript output, and HTML rendering; and it can of course be extended as needs dictate. As a bonus, it provides a far cleaner and easier programming interface than the native APIs. Programmers may find it worthwhile to use wxWindows even if they are developing on only one platform.

It is impossible to sum up the functionality of wxWindows in a few paragraphs, but here are some of the benefits:

- Low cost (free, in fact!)
- You get the source.
- Available on a variety of popular platforms.
- Works with almost all popular C++ compilers and Python.
- Over 50 example programs.
- Over 1000 pages of printable and on-line documentation.
- Includes Tex2RTF, to allow you to produce your own documentation in Windows Help, HTML and Word RTF formats.
- Simple-to-use, object-oriented API.
- Flexible event system.
- Graphics calls include lines, rounded rectangles, splines, polylines, etc.
- Constraint-based and sizer-based layouts.
- Print/preview and document/view architectures.
- Toolbar, notebook, tree control, advanced list control classes.
- PostScript generation under Unix, normal MS Windows printing on the PC.
- MDI (Multiple Document Interface) support.
- Can be used to create DLLs under Windows, dynamic libraries on Unix.
- Common dialogs for file browsing, printing, colour selection, etc.
- Under MS Windows, support for creating metafiles and copying them to the clipboard.
- An API for invoking help from applications.
- Ready-to-use HTML window (supporting a subset of HTML).
- Dialog Editor for building dialogs.
- Network support via a family of socket and protocol classes.
- Support for platform independent image processing.
- Built-in support for many file formats (BMP, PNG, JPEG, GIF, XPM, PNM, PCX).

## wxWindows requirements

To make use of wxWindows, you currently need one of the following setups.

(a) MS-Windows:

1. A 486 or higher PC running MS Windows.
2. A Windows compiler: most are supported, but please see `install.txt` for details. Supported compilers include Microsoft Visual C++ 4.0 or higher, Borland C++, Cygwin, MinGW, Metrowerks CodeWarrior.
3. At least 60 MB of disk space.

(b) Unix:

1. Almost any C++ compiler, including GNU C++ (EGCS 1.1.1 or above).
2. Almost any Unix workstation, and one of: GTK+ 1.2, GTK+ 2.0, Motif 1.2 or higher, Lesstif. If using the wxX11 port, no such widget set is required.
3. At least 60 MB of disk space.

(c) Mac OS/Mac OS X:

1. A PowerPC Mac running Mac OS 8.6/9.x (eg. Classic) or Mac OS X 10.x.
2. CodeWarrior 5.3, 6 or 7 for Classic Mac OS.
3. The Apple Developer Tools (eg. GNU C++) or CodeWarrior 7 for Mac OS X.
4. At least 60 MB of disk space.

## Availability and location of wxWindows

wxWindows is available by anonymous FTP and World Wide Web from <ftp://biolpc22.york.ac.uk/pub> (<ftp://biolpc22.york.ac.uk/pub>) and/or <http://www.wxwindows.org> (<http://www.wxwindows.org>).

You can also buy a CD-ROM using the form on the Web site.

## Acknowledgements

Thanks are due to AIAI for being willing to release the original version of wxWindows into the public domain, and to our patient partners.

We would particularly like to thank the following for their contributions to wxWindows, and the many others who have been involved in the project over the years. Apologies for any unintentional omissions from this list. Yiorgos Adamopoulos, Jamshid Afshar,

Alejandro Aguilar-Sierra, AIAI, Patrick Albert, Karsten Ballueder, Michael Bedward, Kai Bendorf, Yura Bidus, Keith Gary Boyce, Chris Breeze, Pete Britton, Ian Brown, C. Buckley, Dmitri Chubraev, Robin Corbet, Cecil Coupe, Andrew Davison, Neil Dudman, Robin Dunn, Hermann Dunkel, Jos van Eijndhoven, Tom Felici, Thomas Fettig, Matthew Flatt, Pasquale Foggia, Josep Fortiana, Todd Fries, Dominic Gallagher, Guillermo Rodriguez Garcia, Wolfram Gloger, Norbert Grotz, Stefan Gunter, Bill Hale, Patrick Halke, Stefan Hammes, Guillaume Helle, Harco de Hilster, Cord Hockemeyer, Markus Holzem, Olaf Klein, Leif Jensen, Bart Jourquin, Guilhem Lavaux, Jan Lessner, Nicholas Liebmann, Torsten Liermann, Per Lindqvist, Thomas Runge, Tatu Männistö, Scott Maxwell, Thomas Myers, Oliver Niedung, Stefan Neis, Hernan Otero, Ian Perrigo, Timothy Peters, Giordano Pezzoli, Harri Pasanen, Thomaso Paoletti, Garrett Potts, Marcel Rasche, Robert Roebing, Dino Scaringella, Jobst Schmalenbach, Arthur Seaton, Paul Shirley, Vaclav Slavik, Stein Somers, Petr Smilauer, Neil Smith, Kari Systä, Arthur Tetzlaff-Deas, Jonathan Tonberg, Jyrki Tuomi, David Webster, Janos Vegh, Andrea Venturoli, Vadim Zeitlin, Xiaokun Zhu, Edward Zimmermann.

'Graphplace', the basis for the wxGraphLayout library, is copyright Dr. Jos T.J. van Eijndhoven of Eindhoven University of Technology. The code has been used in wxGraphLayout with his permission.

We also acknowledge the author of XFIG, the excellent Unix drawing tool, from the source of which we have borrowed some spline drawing code. His copyright is included below.

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## Chapter 3 Multi-platform development with wxWindows

---

This chapter describes the practical details of using wxWindows. Please see the file `install.txt` for up-to-date installation instructions, and `changes.txt` for differences between versions.

### Include files

The main include file is `"wx/wx.h"`; this includes the most commonly used modules of wxWindows.

To save on compilation time, include only those header files relevant to the source file. If you are using precompiled headers, you should include the following section before any other includes:

```
// For compilers that support precompilation, includes "wx.h".
#include <wx/wxprec.h>

#ifdef __BORLANDC__
#pragma hdrstop
#endif

#ifndef WX_PRECOMP
// Include your minimal set of headers here, or wx.h
#include <wx/wx.h>
#endif

... now your other include files ...
```

The file `"wx/wxprec.h"` includes `"wx/wx.h"`. Although this incantation may seem quirky, it is in fact the end result of a lot of experimentation, and several Windows compilers to use precompilation (those tested are Microsoft Visual C++, Borland C++ and Watcom C++).

Borland precompilation is largely automatic. Visual C++ requires specification of `"wx/wxprec.h"` as the file to use for precompilation. Watcom C++ is automatic apart from the specification of the `.pch` file. Watcom C++ is strange in requiring the precompiled header to be used only for object files compiled in the same directory as that in which the precompiled header was created. Therefore, the wxWindows Watcom C++ makefiles go through hoops deleting and recreating a single precompiled header file for each module, thus preventing an accumulation of many multi-megabyte `.pch` files.

### Libraries

Most ports of wxWindows can create either a static library or a shared library. wxWindows can also be built in multilib and monolithic variants. See the *libraries list* (p. 16) for more information on these.

## Configuration

When using project files and makefiles directly to build wxWindows, options are configurable in the file "`wx/XXX/setup.h`" where XXX is the required platform (such as `msw`, `motif`, `gtk`, `mac`). Some settings are a matter of taste, some help with platform-specific problems, and others can be set to minimize the size of the library. Please see the `setup.h` file and `install.txt` files for details on configuration.

When using the 'configure' script to configure wxWindows (on Unix and other platforms where configure is available), the corresponding `setup.h` files are generated automatically along with suitable makefiles. When using the RPM packages for installing wxWindows on Linux, a correct `setup.h` is shipped in the package and this must not be changed.

## Makefiles

On Microsoft Windows, wxWindows has a different set of makefiles for each compiler, because each compiler's 'make' tool is slightly different. Popular Windows compilers that we cater for, and the corresponding makefile extensions, include: Microsoft Visual C++ (`.vc`), Borland C++ (`.bcc`), OpenWatcom C++ (`.wat`) and MinGW/Cygwin (`.gcc`). Makefiles are provided for the wxWindows library itself, samples, demos, and utilities.

On Linux, Mac and OS/2, you use the 'configure' command to generate the necessary makefiles. You should also use this method when building with MinGW/Cygwin on Windows.

We also provide project files for some compilers, such as Microsoft VC++. However, we recommend using makefiles to build the wxWindows library itself, because makefiles can be more powerful and less manual intervention is required.

On Windows using a compiler other than MinGW/Cygwin, you would build the wxWindows library from the `build/msw` directory which contains the relevant makefiles.

On Windows using MinGW/Cygwin, and on Unix, MacOS X and OS/2, you invoke 'configure' (found in the top-level of the wxWindows source hierarchy), from within a suitable empty directory for containing makefiles, object files and libraries.

For details on using makefiles, configure, and project files, please see `docs/xxx/install.txt` in your distribution, where `xxx` is the platform of interest, such as `msw`, `gtk`, `x11`, `mac`.

## Windows-specific files

wxWindows application compilation under MS Windows requires at least two extra files, resource and module definition files.

### Resource file

---

The least that must be defined in the Windows resource file (extension RC) is the following statement:

```
#include "wx/msw/wx.rc"
```

which includes essential internal wxWindows definitions. The resource script may also contain references to icons, cursors, etc., for example:

```
wxicon icon wx.ico
```

The icon can then be referenced by name when creating a frame icon. See the MS Windows SDK documentation.

Note: include `wx.rc` *after* any ICON statements so programs that search your executable for icons (such as the Program Manager) find your application icon first.

## Allocating and deleting wxWindows objects

In general, classes derived from `wxWindow` must dynamically allocated with *new* and deleted with *delete*. If you delete a window, all of its children and descendants will be automatically deleted, so you don't need to delete these descendants explicitly.

When deleting a frame or dialog, use **Destroy** rather than **delete** so that the wxWindows delayed deletion can take effect. This waits until idle time (when all messages have been processed) to actually delete the window, to avoid problems associated with the GUI sending events to deleted windows.

Don't create a window on the stack, because this will interfere with delayed deletion.

If you decide to allocate a C++ array of objects (such as `wxBitmap`) that may be cleaned up by wxWindows, make sure you delete the array explicitly before wxWindows has a chance to do so on exit, since calling *delete* on array members will cause memory problems.

`wxColour` can be created statically: it is not automatically cleaned up and is unlikely to be

shared between other objects; it is lightweight enough for copies to be made.

Beware of deleting objects such as a `wxPen` or `wxBitmap` if they are still in use. Windows is particularly sensitive to this: so make sure you make calls like `wxDC::SetPen(wxNullPen)` or `wxDC::SelectObject(wxNullBitmap)` before deleting a drawing object that may be in use. Code that doesn't do this will probably work fine on some platforms, and then fail under Windows.

## Architecture dependency

A problem which sometimes arises from writing multi-platform programs is that the basic C types are not defined the same on all platforms. This holds true for both the length in bits of the standard types (such as `int` and `long`) as well as their byte order, which might be little endian (typically on Intel computers) or big endian (typically on some Unix workstations). `wxWindows` defines types and macros that make it easy to write architecture independent code. The types are:

```
wxInt32, wxInt16, wxInt8, wxUInt32, wxUInt16 = wxWord, wxUInt8 = wxByte
```

where `wxInt32` stands for a 32-bit signed integer type etc. You can also check which architecture the program is compiled on using the `wxBYTE_ORDER` define which is either `wxBIG_ENDIAN` or `wxLITTLE_ENDIAN` (in the future maybe `wxPDP_ENDIAN` as well).

The macros handling bit-swapping with respect to the applications endianness are described in the *Byte order macros* (p. 1558) section.

## Conditional compilation

One of the purposes of `wxWindows` is to reduce the need for conditional compilation in source code, which can be messy and confusing to follow. However, sometimes it is necessary to incorporate platform-specific features (such as metafile use under MS Windows). The symbols listed in the file `symbols.txt` may be used for this purpose, along with any user-supplied ones.

## C++ issues

The following documents some miscellaneous C++ issues.

## Templates

---

wxWindows does not use templates (except for some advanced features that are switched off by default) since it is a notoriously unportable feature.

## RTTI

---

wxWindows does not use C++ run-time type information since wxWindows provides its own run-time type information system, implemented using macros.

## Type of NULL

---

Some compilers (e.g. the native IRIX cc) define NULL to be 0L so that no conversion to pointers is allowed. Because of that, all these occurrences of NULL in the GTK+ port use an explicit conversion such as

```
wxWindow *my_window = (wxWindow*) NULL;
```

It is recommended to adhere to this in all code using wxWindows as this make the code (a bit) more portable.

## Precompiled headers

---

Some compilers, such as Borland C++ and Microsoft C++, support precompiled headers. This can save a great deal of compiling time. The recommended approach is to precompile "wx.h", using this precompiled header for compiling both wxWindows itself and any wxWindows applications. For Windows compilers, two dummy source files are provided (one for normal applications and one for creating DLLs) to allow initial creation of the precompiled header.

However, there are several downsides to using precompiled headers. One is that to take advantage of the facility, you often need to include more header files than would normally be the case. This means that changing a header file will cause more recompilations (in the case of wxWindows, everything needs to be recompiled since everything includes "wx.h"!).

A related problem is that for compilers that don't have precompiled headers, including a lot of header files slows down compilation considerably. For this reason, you will find (in the common X and Windows parts of the library) conditional compilation that under Unix, includes a minimal set of headers; and when using Visual C++, includes wx.h. This should help provide the optimal compilation for each compiler, although it is biased towards the precompiled headers facility available in Microsoft C++.

## File handling

When building an application which may be used under different environments, one difficulty is coping with documents which may be moved to different directories on other machines. Saving a file which has pointers to full pathnames is going to be inherently unportable. One approach is to store filenames on their own, with no directory information. The application searches through a number of locally defined directories to find the file. To support this, the class **wxPathList** makes adding directories and searching for files easy, and the global function **wxFileNameFromPath** allows the application to strip off the filename from the path if the filename must be stored. This has undesirable ramifications for people who have documents of the same name in different directories.

As regards the limitations of DOS 8+3 single-case filenames versus unrestricted Unix filenames, the best solution is to use DOS filenames for your application, and also for document filenames *if* the user is likely to be switching platforms regularly. Obviously this latter choice is up to the application user to decide. Some programs (such as YACC and LEX) generate filenames incompatible with DOS; the best solution here is to have your Unix makefile rename the generated files to something more compatible before transferring the source to DOS. Transferring DOS files to Unix is no problem, of course, apart from EOL conversion for which there should be a utility available (such as dos2unix).

See also the File Functions section of the reference manual for descriptions of miscellaneous file handling functions.

## Chapter 4 Utilities and libraries supplied with wxWindows

---

In addition to the core wxWindows library, a number of further libraries and utilities are supplied with each distribution.

Some are under the 'contrib' hierarchy which mirrors the structure of the main wxWindows hierarchy. See also the 'utils' hierarchy. The first place to look for documentation about these tools and libraries is under the wxWindows 'docs' hierarchy, for example `docs/htmlhelp/fl.chm`.

For other user-contributed packages, please see the Contributions page on the wxWindows Web site (<http://www.wxwindows.org>).

**Helpview** Helpview is a program for displaying wxWindows HTML Help files. In many cases, you may wish to use the wxWindows HTML Help classes from within your application, but this provides a handy stand-alone viewer. See *wxHTML Notes* (p. 1738) for more details. You can find it in `samples/html/helpview`.

**Tex2RTF** Supplied with wxWindows is a utility called Tex2RTF for converting LaTeX manuals HTML, MS HTML Help, wxHTML Help, RTF, and Windows Help RTF formats. Tex2RTF is used for the wxWindows manuals and can be used independently by authors wishing to create on-line and printed manuals from the same LaTeX source. Please see the separate documentation for Tex2RTF. You can find it under `utils/tex2rtf`.

**Helpgen** Helpgen takes C++ header files and generates a Tex2RTF-compatible documentation file for each class it finds, using comments as appropriate. This is a good way to start a reference for a set of classes.

**XRC resource system** This is the sizer-aware resource system, and uses XML-based resource specifications that can be generated by tools such as wxDesigner (<http://www.roebling.de>) and XRC's own wxrcedit. You can find this in `contrib/src/xrc`, `contrib/include/wx/xrc`, `contrib/samples/xrc`, and `contrib/utils/wxrcedit`. For more information, see the *XML-based resource system overview* (p. 1674).

**Object Graphics Library** OGL defines an API for applications that need to display objects connected by lines. The objects can be moved around and interacted with. You can find this in `contrib/src/ogl`, `contrib/include/wx/ogl`, and `contrib/samples/ogl`.

**Frame Layout library** FL provides sophisticated pane dragging and docking facilities. You can find this in `contrib/src/fl`, `contrib/include/wx/fl`, and `contrib/samples/fl`.

**Gizmos library** Gizmos is a collection of useful widgets and other classes. Classes include `wxLEDNumberCtrl`, `wxEditableListBox`, `wxMultiCellCanvas`. You can find this in `contrib/src/fl`, `contrib/include/wx/fl`, and `contrib/samples/fl`.

**Net library** Net is a collection of very simple mail and web related classes. Currently there is only `wxEmail`, which makes it easy to send email messages via MAPI on Windows or `sendmail` on Unix. You can find this in `contrib/src/net` and `contrib/include/wx/net`.

**Animate library** Animate allows you to load animated GIFs and play them on a window. The library can be extended to use other animation formats. You can find this in `contrib/src/animate`, `contrib/include/wx/animate`, and `contrib/samples/animate`.

**MMedia library** Mmedia supports a variety of multimedia functionality. The status of this library is currently unclear. You can find this in `contrib/src/mmedia`, `contrib/include/wx/mmedia`, and `contrib/samples/mmedia`.

**Styled Text Control library** STC is a wrapper around Scintilla, a syntax-highlighting text editor. You can find this in `contrib/src/stc`, `contrib/include/wx/stc`, and `contrib/samples/stc`.

**Plot** Plot is a simple curve plotting library. You can find this in `contrib/src/plot`, `contrib/include/wx/plot`, and `contrib/samples/plot`.

## **Chapter 5 Programming strategies**

---

This chapter is intended to list strategies that may be useful when writing and debugging wxWindows programs. If you have any good tips, please submit them for inclusion here.

### **Strategies for reducing programming errors**

#### **Use ASSERT**

---

Although I haven't done this myself within wxWindows, it is good practice to use ASSERT statements liberally, that check for conditions that should or should not hold, and print out appropriate error messages. These can be compiled out of a non-debugging version of wxWindows and your application. Using ASSERT is an example of 'defensive programming': it can alert you to problems later on.

#### **Use wxString in preference to character arrays**

---

Using wxString can be much safer and more convenient than using char \*. Again, I haven't practiced what I'm preaching, but I'm now trying to use wxString wherever possible. You can reduce the possibility of memory leaks substantially, and it is much more convenient to use the overloaded operators than functions such as strcmp. wxString won't add a significant overhead to your program; the overhead is compensated for by easier manipulation (which means less code).

The same goes for other data types: use classes wherever possible.

### **Strategies for portability**

#### **Use relative positioning or constraints**

---

Don't use absolute panel item positioning if you can avoid it. Different GUIs have very differently sized panel items. Consider using the constraint system, although this can be complex to program.

Alternatively, you could use alternative .wrc (wxWindows resource files) on different platforms, with slightly different dimensions in each. Or space your panel items out to avoid problems.

## Use wxWindows resource files

---

Use .xrc (wxWindows resource files) where possible, because they can be easily changed independently of source code.

## Strategies for debugging

### Positive thinking

---

It is common to blow up the problem in one's imagination, so that it seems to threaten weeks, months or even years of work. The problem you face may seem insurmountable: but almost never is. Once you have been programming for some time, you will be able to remember similar incidents that threw you into the depths of despair. But remember, you always solved the problem, somehow!

Perseverance is often the key, even though a seemingly trivial problem can take an apparently inordinate amount of time to solve. In the end, you will probably wonder why you worried so much. That's not to say it isn't painful at the time. Try not to worry -- there are many more important things in life.

### Simplify the problem

---

Reduce the code exhibiting the problem to the smallest program possible that exhibits the problem. If it is not possible to reduce a large and complex program to a very small program, then try to ensure your code doesn't hide the problem (you may have attempted to minimize the problem in some way: but now you want to expose it).

With luck, you can add a small amount of code that causes the program to go from functioning to non-functioning state. This should give a clue to the problem. In some cases though, such as memory leaks or wrong deallocation, this can still give totally spurious results!

### Use a debugger

---

This sounds like facetious advice, but it is surprising how often people don't use a debugger. Often it is an overhead to install or learn how to use a debugger, but it really is essential for anything but the most trivial programs.

### Use logging functions

---

There is a variety of logging functions that you can use in your program: see *Logging*

*functions* (p. 1565).

Using tracing statements may be more convenient than using the debugger in some circumstances (such as when your debugger doesn't support a lot of debugging code, or you wish to print a bunch of variables).

### **Use the wxWindows debugging facilities**

---

You can use `wxDebugContext` to check for memory leaks and corrupt memory: in fact in debugging mode, wxWindows will automatically check for memory leaks at the end of the program if wxWindows is suitably configured. Depending on the operating system and compiler, more or less specific information about the problem will be logged.

You should also use *debug macros* (p. 1574) as part of a 'defensive programming' strategy, scattering `wxASSERTs` liberally to test for problems in your code as early as possible. Forward thinking will save a surprising amount of time in the long run.

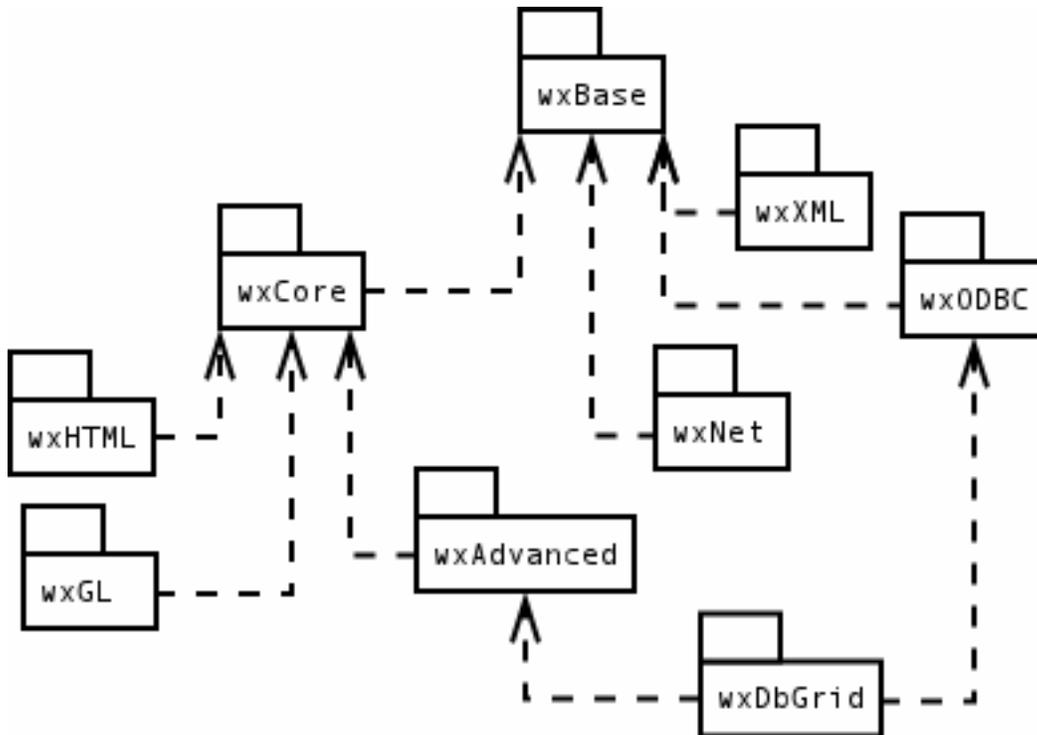
See the *debugging overview* (p. 1641) for further information.

## Chapter 6 Libraries list

---

Starting from version 2.5.0 wxWindows can be built either as a single large library (this is called the *monolithic build*) or as several smaller libraries (*multilib build*). Multilib build is the default.

wxWindows library is divided into libraries briefly described below. This diagram show dependencies between them:



### wxBase

Every wxWindows application must link against this library. It contains mandatory classes that any wxWindows code depends on (e.g. *wxString* (p. 1234)) and portability classes that abstract differences between platforms. wxBase can be used to develop console mode applications, it does not require any GUI libraries or running X Window System on Unix.

### wxNet

Classes for network access:

- wxSocket classes (*wxSocketClient* (p. 1180), *wxSocketServer* (p. 1184) and related classes)
- *wxSocketOutputStream* (p. 1184) and *wxSocketInputStream* (p. 1183)

- sockets-based IPC classes (*wxTCP*Server (p. 1136), *wxTCP*Client (p. 134) and *wxTCP*Connection (p. 197))
- *wxURL* (p. 1395)
- *wxInternetFS*Handler (a *wxFileSystem* handler (p. 1648)) Requires *wxBase*.

## **wxXML**

This library contains simple classes for parsing XML documents. Note that their API *will* change in the future and backward compatibility will not be preserved. Use of this library in your applications is not recommended, it is only meant for use by XML resources system. Future versions of *wxWindows* will contain new XML handling classes with DOM-like API. Requires *wxBase*.

## **wxCore**

Basic GUI classes such as GDI classes or controls are in this library. All *wxWindows* GUI applications must link against this library, only console mode applications don't.

## **wxAdvanced**

More advanced or rarely used GUI classes:

- *wxBufferedDC*
- *wxCalendarCtrl* (p. 111)
- *wxDragImage* (p. 434)
- *wxGrid* classes (p. 1708)
- *wxJoystick* (p. 794)
- *wxLayoutAlgorithm* (p. 809)
- *wxSplashScreen* (p. 1195)
- *wxTaskBarIcon* (p. 1276)
- *wxTipDialog*
- *wxWave* (p. 1426)
- *wxWizard* (p. 1479)
- *wxSashLayoutWindow* (p. 1100)
- *wxSashWindow* (p. 1103)

Requires *wxCore* and *wxBase*.

## **wxGL**

This library contains *wxGLCanvas* (p. 592) class for integrating OpenGL library with *wxWindows*. Unlike all others, this library is *not* part of the monolithic library, it is always built as separate library. Requires *wxCore* and *wxBase*.

## **wxHTML**

Simple HTML renderer and other *HTML rendering classes* (p. 1738) are contained in this library, as well as *wxHtmlHelpController* (p. 698), *wxBestHelpController* (p. 669) and *wxHtmlListBox* (p. 709). Requires wxCore and wxBase.

## **wxODBC**

*Database classes* (p. 1715). Requires wxBase.

## **wxDbGrid**

*wxDbGridTableBase* (p. 349) class which combines *wxGrid* (p. 595) and *wxDbTable* (p. 311). Requires wxODBC and wxAdvanced.

## Chapter 7 Alphabetical class reference

---

### wxAcceleratorEntry

An object used by an application wishing to create an *accelerator table* (p. 20).

#### Derived from

None

#### Include files

<wx/accel.h>

#### See also

*wxAcceleratorTable* (p. 20), *wxWindow::SetAcceleratorTable* (p. 1460)

### wxAcceleratorEntry::wxAcceleratorEntry

---

#### **wxAcceleratorEntry()**

Default constructor.

#### **wxAcceleratorEntry(int flags, int keyCode, int cmd)**

Constructor.

#### Parameters

##### *flags*

One of wxACCEL\_ALT, wxACCEL\_SHIFT, wxACCEL\_CTRL and wxACCEL\_NORMAL. Indicates which modifier key is held down.

##### *keyCode*

The keycode to be detected. See *Keycodes* (p. 1584) for a full list of keycodes.

##### *cmd*

The menu or control command identifier.

### wxAcceleratorEntry::GetCommand

---

**int GetCommand() const**

Returns the command identifier for the accelerator table entry.

**wxAcceleratorEntry::GetFlags**

---

**int GetFlags() const**

Returns the flags for the accelerator table entry.

**wxAcceleratorEntry::GetKeyCode**

---

**int GetKeyCode() const**

Returns the keycode for the accelerator table entry.

**wxAcceleratorEntry::Set**

---

**void Set(int flags, int keyCode, int cmd)**

Sets the accelerator entry parameters.

**Parameters***flags*

One of wxACCEL\_ALT, wxACCEL\_SHIFT, wxACCEL\_CTRL and wxACCEL\_NORMAL. Indicates which modifier key is held down.

*keyCode*

The keycode to be detected. See *Keycodes* (p. 1584) for a full list of keycodes.

*cmd*

The menu or control command identifier.

**wxAcceleratorTable**

An accelerator table allows the application to specify a table of keyboard shortcuts for menus or other commands. On Windows, menu or button commands are supported; on GTK, only menu commands are supported.

The object **wxNullAcceleratorTable** is defined to be a table with no data, and is the initial accelerator table for a window.

**Derived from**

*wxObject* (p. 982)

**Include files**

<wx/accel.h>

**Example**

```

wxAcceleratorEntry entries[4];
entries[0].Set(wxACCEL_CTRL, (int) 'N', ID_NEW_WINDOW);
entries[1].Set(wxACCEL_CTRL, (int) 'X', wxID_EXIT);
entries[2].Set(wxACCEL_SHIFT, (int) 'A', ID_ABOUT);
entries[3].Set(wxACCEL_NORMAL, WXK_DELETE, wxID_CUT);
wxAcceleratorTable accel(4, entries);
frame->SetAcceleratorTable(accel);

```

**Remarks**

An accelerator takes precedence over normal processing and can be a convenient way to program some event handling. For example, you can use an accelerator table to enable a dialog with a multi-line text control to accept CTRL-Enter as meaning 'OK' (but not in GTK+ at present).

**See also**

*wxAcceleratorEntry* (p. 19), *wxWindow::SetAcceleratorTable* (p. 1460)

**wxAcceleratorTable::wxAcceleratorTable**

---

**wxAcceleratorTable()**

Default constructor.

**wxAcceleratorTable(const wxAcceleratorTable& *bitmap*)**

Copy constructor.

**wxAcceleratorTable(int *n*, wxAcceleratorEntry *entries*[])**

Creates from an array of *wxAcceleratorEntry* (p. 19) objects.

**wxAcceleratorTable(const wxString& *resource*)**

Loads the accelerator table from a Windows resource (Windows only).

**Parameters**

*n*  
Number of accelerator entries.

*entries*  
The array of entries.

*resource*  
Name of a Windows accelerator.

**wxPython note:** The wxPython constructor accepts a list of wxAcceleratorEntry objects, or 3-tuples consisting of flags, keyCode, and cmd values like you would construct wxAcceleratorEntry objects with.

**wxPerl note:** The wxPerl constructor accepts a list of either Wx::AcceleratorEntry objects or references to 3-element arrays ( flags, keyCode, cmd ), like the parameters of Wx::AcceleratorEntry::new.

---

## wxAcceleratorTable::~wxAcceleratorTable

**~wxAcceleratorTable()**

Destroys the wxAcceleratorTable object.

---

## wxAcceleratorTable::Ok

**bool Ok() const**

Returns true if the accelerator table is valid.

---

## wxAcceleratorTable::operator =

**wxAcceleratorTable& operator =(const wxAcceleratorTable& *accl*)**

Assignment operator. This operator does not copy any data, but instead passes a pointer to the data in *accl* and increments a reference counter. It is a fast operation.

### Parameters

*accl*  
Accelerator table to assign.

### Return value

Returns reference to this object.

### **wxAcceleratorTable::operator ==**

---

**bool operator ==(const wxAcceleratorTable& accel)**

Equality operator. This operator tests whether the internal data pointers are equal (a fast test).

#### **Parameters**

*accel*  
Accelerator table to compare with

#### **Return value**

Returns true if the accelerator tables were effectively equal, false otherwise.

### **wxAcceleratorTable::operator !=**

---

**bool operator !=(const wxAcceleratorTable& accel)**

Inequality operator. This operator tests whether the internal data pointers are unequal (a fast test).

#### **Parameters**

*accel*  
Accelerator table to compare with

#### **Return value**

Returns true if the accelerator tables were unequal, false otherwise.

## **wxAccessible**

The wxAccessible class allows wxWindows applications, and wxWindows itself, to return extended information about user interface elements to client applications such as screen readers. This is the main way in which wxWindows implements accessibility features.

At present, only Microsoft Active Accessibility is supported by this class.

To use this class, derive from wxAccessible, implement appropriate functions, and associate an object of the class with a window using *wxWindow::SetAccessible* (p. 1460).

All functions return an indication of success, failure, or not implemented using values of the wxAccStatus enum type.

If you return `wxACC_NOT_IMPLEMENTED` from any function, the system will try to implement the appropriate functionality. However this will not work with all functions.

Most functions work with an *object id*, which can be zero to refer to 'this' UI element, or greater than zero to refer to the *n*th child element. This allows you to specify elements that don't have a corresponding `wxWindow` or `wxAccessible`; for example, the sash of a splitter window.

For details on the semantics of functions and types, please refer to the Microsoft Active Accessibility 1.2 documentation.

This class is compiled into `wxWindows` only if the `wxUSE_ACCESSIBILITY` setup symbol is set to 1.

### Derived from

`wxObject` (p. 982)

### Include files

<wx/access.h>

### Data structures

Functions return a `wxAccStatus` error code, which may be one of the following:

```
typedef enum
{
    wxACC_FAIL,                // The function failed
    wxACC_FALSE,              // The function returned false
    wxACC_OK,                  // The function completed successfully
    wxACC_NOT_IMPLEMENTED,    // The function is not implemented
    wxACC_NOT_SUPPORTED       // The function is not supported
} wxAccStatus
```

Directions of navigation are represented by the following:

```
typedef enum
{
    wxNAVDIR_DOWN,
    wxNAVDIR_FIRSTCHILD,
    wxNAVDIR_LASTCHILD,
    wxNAVDIR_LEFT,
    wxNAVDIR_NEXT,
    wxNAVDIR_PREVIOUS,
    wxNAVDIR_RIGHT,
    wxNAVDIR_UP
} wxNavDir
```

The role of a user interface element is represented by the following type:

```
typedef enum
    wxROLE_NONE,
    wxROLE_SYSTEM_ALERT,
    wxROLE_SYSTEM_ANIMATION,
    wxROLE_SYSTEM_APPLICATION,
    wxROLE_SYSTEM_BORDER,
    wxROLE_SYSTEM_BUTTONDROPDOWN,
    wxROLE_SYSTEM_BUTTONDROPDOWNGRID,
    wxROLE_SYSTEM_BUTTONMENU,
    wxROLE_SYSTEM_CARET,
    wxROLE_SYSTEM_CELL,
    wxROLE_SYSTEM_CHARACTER,
    wxROLE_SYSTEM_CHART,
    wxROLE_SYSTEM_CHECKBUTTON,
    wxROLE_SYSTEM_CLIENT,
    wxROLE_SYSTEM_CLOCK,
    wxROLE_SYSTEM_COLUMN,
    wxROLE_SYSTEM_COLUMNHEADER,
    wxROLE_SYSTEM_COMBOBOX,
    wxROLE_SYSTEM_CURSOR,
    wxROLE_SYSTEM_DIAGRAM,
    wxROLE_SYSTEM_DIAL,
    wxROLE_SYSTEM_DIALOG,
    wxROLE_SYSTEM_DOCUMENT,
    wxROLE_SYSTEM_DROPLIST,
    wxROLE_SYSTEM_EQUATION,
    wxROLE_SYSTEM_GRAPHIC,
    wxROLE_SYSTEM_GRIP,
    wxROLE_SYSTEM_GROUPING,
    wxROLE_SYSTEM_HELPBALLOON,
    wxROLE_SYSTEM_HOTKEYFIELD,
    wxROLE_SYSTEM_INDICATOR,
    wxROLE_SYSTEM_LINK,
    wxROLE_SYSTEM_LIST,
    wxROLE_SYSTEM_LISTITEM,
    wxROLE_SYSTEM_MENUBAR,
    wxROLE_SYSTEM_MENUITEM,
    wxROLE_SYSTEM_MENUPOPUP,
    wxROLE_SYSTEM_OUTLINE,
    wxROLE_SYSTEM_OUTLINEITEM,
    wxROLE_SYSTEM_PAGETAB,
    wxROLE_SYSTEM_PAGETABLIST,
    wxROLE_SYSTEM_PANE,
    wxROLE_SYSTEM_PROGRESSBAR,
    wxROLE_SYSTEM_PROPERTYPAGE,
    wxROLE_SYSTEM_PUSHBUTTON,
    wxROLE_SYSTEM_RADIOBUTTON,
    wxROLE_SYSTEM_ROW,
    wxROLE_SYSTEM_ROWHEADER,
    wxROLE_SYSTEM_SCROLLBAR,
    wxROLE_SYSTEM_SEPARATOR,
    wxROLE_SYSTEM_SLIDER,
    wxROLE_SYSTEM_SOUND,
    wxROLE_SYSTEM_SPINBUTTON,
    wxROLE_SYSTEM_STATICTEXT,
    wxROLE_SYSTEM_STATUSBAR,
    wxROLE_SYSTEM_TABLE,
    wxROLE_SYSTEM_TEXT,
```

```

wxROLE_SYSTEM_TITLEBAR,
wxROLE_SYSTEM_TOOLBAR,
wxROLE_SYSTEM_TOOLTIP,
wxROLE_SYSTEM_WHITESPACE,
wxROLE_SYSTEM_WINDOW
wxAccRole

```

Objects are represented by the following type:

```

typedef enum
    wxOBJID_WINDOW = 0x00000000,
    wxOBJID_SYSMENU = 0xFFFFFFFF,
    wxOBJID_TITLEBAR = 0xFFFFFFF0,
    wxOBJID_MENU = 0xFFFFFFF4,
    wxOBJID_CLIENT = 0xFFFFFFF8,
    wxOBJID_VSCROLL = 0xFFFFFFF2,
    wxOBJID_HSCROLL = 0xFFFFFFF6,
    wxOBJID_SIZEGRIP = 0xFFFFFFF9,
    wxOBJID_CARET = 0xFFFFFFF8,
    wxOBJID_CURSOR = 0xFFFFFFF7,
    wxOBJID_ALERT = 0xFFFFFFF6,
    wxOBJID_SOUND = 0xFFFFFFF5
wxAccObject

```

Selection actions are identified by this type:

```

typedef enum
    wxACC_SEL_NONE = 0,
    wxACC_SEL_TAKEFOCUS = 1,
    wxACC_SEL_TAKESELECTION = 2,
    wxACC_SEL_EXTENDSELECTION = 4,
    wxACC_SEL_ADDSELECTION = 8,
    wxACC_SEL_REMOVESELECTION = 16
wxAccSelectionFlags

```

States are represented by the following:

```

define wxACC_STATE_SYSTEM_ALERT_HIGH 0x00000001
define wxACC_STATE_SYSTEM_ALERT_MEDIUM 0x00000002
define wxACC_STATE_SYSTEM_ALERT_LOW 0x00000004
define wxACC_STATE_SYSTEM_ANIMATED 0x00000008
define wxACC_STATE_SYSTEM_BUSY 0x00000010
define wxACC_STATE_SYSTEM_CHECKED 0x00000020
define wxACC_STATE_SYSTEM_COLLAPSED 0x00000040
define wxACC_STATE_SYSTEM_DEFAULT 0x00000080
define wxACC_STATE_SYSTEM_EXPANDED 0x00000100
define wxACC_STATE_SYSTEM_EXTSELECTABLE 0x00000200
define wxACC_STATE_SYSTEM_FLOATING 0x00000400
define wxACC_STATE_SYSTEM_FOCUSABLE 0x00000800
define wxACC_STATE_SYSTEM_FOCUSED 0x00001000
define wxACC_STATE_SYSTEM_HOTTRACKED 0x00002000

```

---

```

define wxACC_STATE_SYSTEM_INVISIBLE          0x00004000
define wxACC_STATE_SYSTEM_MARQUEED          0x00008000
define wxACC_STATE_SYSTEM_MIXED             0x00010000
define wxACC_STATE_SYSTEM_MULTISELECTABLE  0x00020000
define wxACC_STATE_SYSTEM_OFFSCREEN         0x00040000
define wxACC_STATE_SYSTEM_PRESSED          0x00080000
define wxACC_STATE_SYSTEM_PROTECTED        0x00100000
define wxACC_STATE_SYSTEM_READONLY         0x00200000
define wxACC_STATE_SYSTEM_SELECTABLE       0x00400000
define wxACC_STATE_SYSTEM_SELECTED         0x00800000
define wxACC_STATE_SYSTEM_SELFVOICING      0x01000000
define wxACC_STATE_SYSTEM_UNAVAILABLE       0x02000000

```

Event identifiers that can be sent via *wxAccessible::NotifyEvent* (p. 31) are as follows:

```

define wxACC_EVENT_SYSTEM_SOUND             0x0001
define wxACC_EVENT_SYSTEM_ALERT            0x0002
define wxACC_EVENT_SYSTEM_FOREGROUND       0x0003
define wxACC_EVENT_SYSTEM_MENUSTART        0x0004
define wxACC_EVENT_SYSTEM_MENUEND          0x0005
define wxACC_EVENT_SYSTEM_MENUPOPUPSTART   0x0006
define wxACC_EVENT_SYSTEM_MENUPOPUPEND     0x0007
define wxACC_EVENT_SYSTEM_CAPTURESTART     0x0008
define wxACC_EVENT_SYSTEM_CAPTUREEND       0x0009
define wxACC_EVENT_SYSTEM_MOVESIZESTART    0x000A
define wxACC_EVENT_SYSTEM_MOVESIZEEND      0x000B
define wxACC_EVENT_SYSTEM_CONTEXTHELPSTART 0x000C
define wxACC_EVENT_SYSTEM_CONTEXTHELPEND   0x000D
define wxACC_EVENT_SYSTEM_DRAGDROPTSTART   0x000E
define wxACC_EVENT_SYSTEM_DRAGDROPTEND    0x000F
define wxACC_EVENT_SYSTEM_DIALOGSTART      0x0010
define wxACC_EVENT_SYSTEM_DIALOGEND        0x0011
define wxACC_EVENT_SYSTEM_SCROLLINGSTART   0x0012
define wxACC_EVENT_SYSTEM_SCROLLINGEND     0x0013
define wxACC_EVENT_SYSTEM_SWITCHSTART      0x0014
define wxACC_EVENT_SYSTEM_SWITCHEND        0x0015
define wxACC_EVENT_SYSTEM_MINIMIZESTART    0x0016
define wxACC_EVENT_SYSTEM_MINIMIZEEND      0x0017
define wxACC_EVENT_OBJECT_CREATE           0x8000
define wxACC_EVENT_OBJECT_DESTROY          0x8001
define wxACC_EVENT_OBJECT_SHOW             0x8002
define wxACC_EVENT_OBJECT_HIDE             0x8003
define wxACC_EVENT_OBJECT_REORDER          0x8004
define wxACC_EVENT_OBJECT_FOCUS            0x8005
define wxACC_EVENT_OBJECT_SELECTION        0x8006
define wxACC_EVENT_OBJECT_SELECTIONADD     0x8007
define wxACC_EVENT_OBJECT_SELECTIONREMOVE  0x8008
define wxACC_EVENT_OBJECT_SELECTIONWITHIN  0x8009
define wxACC_EVENT_OBJECT_STATECHANGE      0x800A
define wxACC_EVENT_OBJECT_LOCATIONCHANGE    0x800B
define wxACC_EVENT_OBJECT_NAMECHANGE       0x800C
define wxACC_EVENT_OBJECT_DESCRIPTIONCHANGE 0x800D
define wxACC_EVENT_OBJECT_VALUECHANGE      0x800E
define wxACC_EVENT_OBJECT_PARENTCHANGE     0x800F
define wxACC_EVENT_OBJECT_HELPCHANGE       0x8010
define wxACC_EVENT_OBJECT_DEFACTIONCHANGE  0x8011
define wxACC_EVENT_OBJECT_ACCELERATORCHANGE 0x8012

```

**wxAccessible::wxAccessible**

---

**wxAccessible**(wxWindow\* *win* = NULL)

Constructor, taking an optional window. The object can be associated with a window later.

**wxAccessible::~~wxAccessible**

---

**~wxAccessible**()

Destructor.

**wxAccessible::DoDefaultAction**

---

**virtual wxAccStatus DoDefaultAction**(int *childId*)

Performs the default action for the object. *childId* is 0 (the action for this object) or greater than 0 (the action for a child). Return wxACC\_NOT\_SUPPORTED if there is no default action for this window (e.g. an edit control).

**wxAccessible::GetChild**

---

**virtual wxAccStatus GetChild**(int *childId*, wxAccessible\*\* *child*)

Gets the specified child (starting from 1). If *child* is NULL and the return value is wxACC\_OK, this means that the child is a simple element and not an accessible object.

**wxAccessible::GetChildCount**

---

**virtual wxAccStatus GetChildCount**(int\* *childCount*)

Returns the number of children in *childCount*.

**wxAccessible::GetDefaultAction**

---

**virtual wxAccStatus GetDefaultAction**(int *childId*, wxString\* *actionName*)

Gets the default action for this object (0) or a child (greater than 0). Return wxACC\_OK even if there is no action. *actionName* is the action, or the empty string if there is no action. The retrieved string describes the action that is performed on an object, not what

the object does as a result. For example, a toolbar button that prints a document has a default action of "Press" rather than "Prints the current document."

---

**wxAccessible::GetDescription**

---

**virtual wxAccStatus GetDescription(int childId, wxString\* description)**

Returns the description for this object or a child.

---

**wxAccessible::GetFocus**

---

**virtual wxAccStatus GetFocus(int\* childId, wxAccessible\*\* child)**

Gets the window with the keyboard focus. If childId is 0 and child is NULL, no object in this subhierarchy has the focus. If this object has the focus, child should be 'this'.

---

**wxAccessible::GetHelpText**

---

**virtual wxAccStatus GetHelpText(int childId, wxString\* helpText)**

Returns help text for this object or a child, similar to tooltip text.

---

**wxAccessible::GetKeyboardShortcut**

---

**virtual wxAccStatus GetKeyboardShortcut(int childId, wxString\* shortcut)**

Returns the keyboard shortcut for this object or child. Return e.g. ALT+K.

---

**wxAccessible::GetLocation**

---

**virtual wxAccStatus GetLocation(wxRect& rect, int elementId)**

Returns the rectangle for this object (id is 0) or a child element (id is greater than 0). *rect* is in screen coordinates.

---

**wxAccessible::GetName**

---

**virtual wxAccStatus GetName(int childId, wxString\* name)**

Gets the name of the specified object.

---

**wxAccessible::GetParent**

---

**virtual wxAccStatus GetParent(wxAccessible\*\* parent)**

Returns the parent of this object, or NULL.

---

### **wxAccessible::GetRole**

---

**virtual wxAccStatus GetRole(int childId, wxAccRole\* role)**

Returns a role constant describing this object. See *wxAccessible* (p. 23) for a list of these roles.

---

### **wxAccessible::GetSelections**

---

**virtual wxAccStatus GetSelections(wxVariant\* selections)**

Gets a variant representing the selected children of this object.

Acceptable values are:

- a null variant (IsNull() returns TRUE)
- a list variant (GetType() == wxT("list"))
- an integer representing the selected child element, or 0 if this object is selected (GetType() == wxT("long"))
- a "void\*" pointer to a wxAccessible child object

---

### **wxAccessible::GetState**

---

**virtual wxAccStatus GetState(int childId, long\* state)**

Returns a state constant. See *wxAccessible* (p. 23) for a list of these states.

---

### **wxAccessible::GetValue**

---

**virtual wxAccStatus GetValue(int childId, wxString\* strValue)**

Returns a localized string representing the value for the object or child.

---

### **wxAccessible::GetWindow**

---

**wxWindow\* GetWindow()**

Returns the window associated with this object.

### **wxAccessible::HitTest**

---

**virtual wxAccStatus HitTest(const wxPoint& pt, int\* childId, wxAccessible\*\* childObject)**

Returns a status value and object id to indicate whether the given point was on this or a child object. Can return either a child object, or an integer representing the child element, starting from 1.

*pt* is in screen coordinates.

### **wxAccessible::Navigate**

---

**virtual wxAccStatus Navigate(wxNavDir navDir, int fromId, int\* toId, wxAccessible\*\* toObject)**

Navigates from *fromId* to *toId/toObject*.

### **wxAccessible::NotifyEvent**

---

**virtual static void NotifyEvent(int eventType, wxWindow\* window, wxAccObjectt objectType, int objectType)**

Allows the application to send an event when something changes in an accessible object.

### **wxAccessible::Select**

---

**virtual wxAccStatus Select(int childId, wxAccSelectionFlags selectFlags)**

Selects the object or child. See *wxAccessible* (p. 23) for a list of the selection actions.

### **wxAccessible::SetWindow**

---

**void SetWindow(wxWindow\* window)**

Sets the window associated with this object.

### **wxActivateEvent**

An activate event is sent when a window or application is being activated or deactivated.

### Derived from

*wxEvent* (p. 453)

*wxObject* (p. 982)

### Include files

<wx/event.h>

### Event table macros

To process an activate event, use these event handler macros to direct input to a member function that takes a *wxActivateEvent* argument.

<b>EVT_ACTIVATE(func)</b>	Process a <i>wxEVT_ACTIVATE</i> event.
<b>EVT_ACTIVATE_APP(func)</b>	Process a <i>wxEVT_ACTIVATE_APP</i> event.

### Remarks

A top-level window (a dialog or frame) receives an activate event when is being activated or deactivated. This is indicated visually by the title bar changing colour, and a subwindow gaining the keyboard focus.

An application is activated or deactivated when one of its frames becomes activated, or a frame becomes inactive resulting in all application frames being inactive. (Windows only)

### See also

*Event handling overview* (p. 1649)

---

## **wxActivateEvent::wxActivateEvent**

**wxActivateEvent**(WXTYPE *eventType* = 0, bool *active* = true, int *id* = 0)

Constructor.

---

## **wxActivateEvent::m\_active**

**bool m\_active**

true if the window or application was activated.

## **wxActivateEvent::GetActive**

---

**bool GetActive() const**

Returns true if the application or window is being activated, false otherwise.

## **wxApp**

The **wxApp** class represents the application itself. It is used to:

- set and get application-wide properties;
- implement the windowing system message or event loop;
- initiate application processing via *wxApp::OnInit* (p. 39);
- allow default processing of events not handled by other objects in the application.

You should use the macro `IMPLEMENT_APP(appClass)` in your application implementation file to tell `wxWindows` how to create an instance of your application class.

Use `DECLARE_APP(appClass)` in a header file if you want the `wxGetApp` function (which returns a reference to your application object) to be visible to other files.

### **Derived from**

*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### **Include files**

<wx/app.h>

### **See also**

*wxApp overview* (p. 1612)

## **wxApp::wxApp**

---

**void wxApp()**

Constructor. Called implicitly with a definition of a `wxApp` object.

**wxApp::~~wxApp**

---

**void ~wxApp()**

Destructor. Will be called implicitly on program exit if the wxApp object is created on the stack.

**wxApp::argc**

---

**int argc**

Number of command line arguments (after environment-specific processing).

**wxApp::argv**

---

**char \*\* argv**

Command line arguments (after environment-specific processing).

**wxApp::CreateLogTarget**

---

**virtual wxLog\* CreateLogTarget()**

Creates a wxLog class for the application to use for logging errors. The default implementation returns a new wxLogGui class.

**See also**

*wxLog* (p. 867)

**wxApp::Dispatch**

---

**void Dispatch()**

Dispatches the next event in the windowing system event queue.

This can be used for programming event loops, e.g.

```
while (app.Pending())
    Dispatch();
```

**See also**

*wxApp::Pending* (p. 41)

## **wxApp::FilterEvent**

---

**int FilterEvent(wxEvent& event)**

This function is called before processing any event and allows the application to preempt the processing of some events. If this method returns -1 the event is processed normally, otherwise either `true` or `false` should be returned and the event processing stops immediately considering that the event had been already processed (for the former return value) or that it is not going to be processed at all (for the latter one).

## **wxApp::GetAppName**

---

**wxString GetAppName() const**

Returns the application name.

### **Remarks**

wxWindows sets this to a reasonable default before calling *wxApp::OnInit* (p. 39), but the application can reset it at will.

## **wxApp::GetAuto3D**

---

**bool GetAuto3D() const**

Returns true if 3D control mode is on, false otherwise.

### **See also**

*wxApp::SetAuto3D* (p. 41)

## **wxApp::GetClassName**

---

**wxString GetClassName() const**

Gets the class name of the application. The class name may be used in a platform specific manner to refer to the application.

### **See also**

*wxApp::SetClassName* (p. 42)

## **wxApp::GetExitOnFrameDelete**

---

**bool GetExitOnFrameDelete() const**

Returns true if the application will exit when the top-level window is deleted, false otherwise.

**See also**

*wxApp::SetExitOnFrameDelete* (p. 42),  
*wxApp shutdown overview* (p. 1614)

---

## **wxApp::GetTopWindow**

---

**virtual wxWindow \* GetTopWindow() const**

Returns a pointer to the top window.

**Remarks**

If the top window hasn't been set using *wxApp::SetTopWindow* (p. 42), this function will find the first top-level window (frame or dialog) and return that.

**See also**

*SetTopWindow* (p. 42)

---

## **wxApp::GetUseBestVisual**

---

**bool GetUseBestVisual() const**

Returns true if the application will use the best visual on systems that support different visuals, false otherwise.

**See also**

*SetUseBestVisual* (p. 43)

---

## **wxApp::GetVendorName**

---

**wxString GetVendorName() const**

Returns the application's vendor name.

---

## **wxApp::ExitMainLoop**

---

**void ExitMainLoop()**

Call this to explicitly exit the main message (event) loop. You should normally exit the

main loop (and the application) by deleting the top window.

## **wxApp::Initialized**

---

### **bool Initialized()**

Returns true if the application has been initialized (i.e. if *wxApp::OnInit* (p. 39) has returned successfully). This can be useful for error message routines to determine which method of output is best for the current state of the program (some windowing systems may not like dialogs to pop up before the main loop has been entered).

## **wxApp::MainLoop**

---

### **int MainLoop()**

Called by *wxWindows* on creation of the application. Override this if you wish to provide your own (environment-dependent) main loop.

#### **Return value**

Returns 0 under X, and the *wParam* of the *WM\_QUIT* message under Windows.

## **wxApp::OnAssert**

---

### **void OnAssert(const wxChar \*file, int line, const wxChar \*cond, const wxChar \*msg)**

This function is called when an assert failure occurs, i.e. the condition specified in *wxASSERT* (p. 1575) macro evaluated to *false*. It is only called in debug mode (when `__WXDEBUG__` is defined) as asserts are not left in the release code at all.

The base class version show the default assert failure dialog box proposing to the user to stop the program, continue or ignore all subsequent asserts.

#### **Parameters**

*file*

the name of the source file where the assert occurred

*line*

the line number in this file where the assert occurred

*cond*

the condition of the failed assert in string form

*msg*

the message specified as argument to *wxASSERT\_MSG* (p. 1576) or *wxFail\_MSG* (p. 1577), will be `NULL` if just *wxASSERT* (p. 1575) or *wxFail* (p.

1576) was used

## **wxApp::OnExit**

---

**int OnExit()**

Provide this member function for any processing which needs to be done as the application is about to exit. `OnExit` is called after destroying all application windows and controls, but before `wxWindows` cleanup.

## **wxApp::OnCmdLineError**

---

**bool OnCmdLineError(wxCmdLineParser& parser)**

Called when command line parsing fails (i.e. an incorrect command line option was specified by the user). The default behaviour is to show the program usage text and abort the program.

Return `true` to continue normal execution or `false` to return `false` from *OnInit* (p. 39) thus terminating the program.

### **See also**

*OnInitCmdLine* (p. 39)

## **wxApp::OnCmdLineHelp**

---

**bool OnCmdLineHelp(wxCmdLineParser& parser)**

Called when the help option (`--help`) was specified on the command line. The default behaviour is to show the program usage text and abort the program.

Return `true` to continue normal execution or `false` to return `false` from *OnInit* (p. 39) thus terminating the program.

### **See also**

*OnInitCmdLine* (p. 39)

## **wxApp::OnCmdLineParsed**

---

**bool OnCmdLineParsed(wxCmdLineParser& parser)**

Called after the command line had been successfully parsed. You may override this method to test for the values of the various parameters which could be set from the command line.

Don't forget to call the base class version unless you want to suppress processing of the standard command line options.

Return `true` to continue normal execution or `false` to return `false` from *OnInit* (p. 39) thus terminating the program.

### See also

*OnInitCmdLine* (p. 39)

---

## **wxApp::OnFatalException**

### **void OnFatalException()**

This function may be called if something fatal happens: an unhandled exception under Win32 or a fatal signal under Unix, for example. However, this will not happen by default: you have to explicitly call *wxHandleFatalExceptions* (p. 1509) to enable this.

Generally speaking, this function should only show a message to the user and return. You may attempt to save unsaved data but this is not guaranteed to work and, in fact, probably won't.

### See also

*wxHandleFatalExcetions* (p. 1509)

---

## **wxApp::OnInit**

### **bool OnInit()**

This must be provided by the application, and will usually create the application's main window, optionally calling *wxApp::SetTopWindow* (p. 42).

Notice that if you want to use the command line processing provided by *wxWindows* you have to call the base class version in the derived class *OnInit()*.

Return `true` to continue processing, `false` to exit the application.

---

## **wxApp::OnInitCmdLine**

### **void OnInitCmdLine(wxCmdLineParser& parser)**

Called from *OnInit* (p. 39) and may be used to initialize the parser with the command line options for this application. The base class versions adds support for a few standard options only.

---

## wxApp::OnQueryEndSession

---

**void OnQueryEndSession(wxCloseEvent& event)**

This is an event handler function called when the operating system or GUI session is about to close down. Typically, an application will try to save unsaved documents at this point.

If *wxCloseEvent::CanVeto* (p. 143) returns true, the application is allowed to veto the shutdown by calling *wxCloseEvent::Veto* (p. 144). The application might veto the shutdown after prompting for documents to be saved, and the user has cancelled the save.

Use the `EVT_QUERY_END_SESSION` event table macro to handle query end session events.

You should check whether the application is forcing the deletion of the window using *wxCloseEvent::GetForce* (p. 144). If this is true, destroy the window using *wxWindow::Destroy* (p. 1436). If not, it is up to you whether you respond by destroying the window.

The default handler calls *wxWindow::Close* (p. 1434) on the top-level window, and vetoes the shutdown if *Close* returns false. This will be sufficient for many applications.

### Remarks

Under X, *OnQueryEndSession* is called in response to the 'save session' event.

Under Windows, *OnQueryEndSession* is called in response to the `WM_QUERYENDSESSION` message.

### See also

*wxWindow::Close* (p. 1434), *wxCloseEvent* (p. 142)

---

## wxApp::ProcessMessage

---

**bool ProcessMessage(WXMSG \*msg)**

Windows-only function for processing a message. This function is called from the main message loop, checking for windows that may wish to process it. The function returns true if the message was processed, false otherwise. If you use *wxWindows* with another class library with its own message loop, you should make sure that this function is called to allow *wxWindows* to receive messages. For example, to allow co-existence with the Microsoft Foundation Classes, override the *PreTranslateMessage* function:

```
// Provide wxWindows message loop compatibility
BOOL CTheApp::PreTranslateMessage(MSG *msg)
{
    if (wxTheApp && wxTheApp->ProcessMessage((WXMSW *)msg))
        return true;
    else
```

```
    return CWinApp::PreTranslateMessage(msg);  
}
```

---

## **wxApp::Pending**

---

### **bool Pending()**

Returns true if unprocessed events are in the window system event queue.

#### **See also**

*wxApp::Dispatch* (p. 34)

---

## **wxApp::SendIdleEvents**

---

### **bool SendIdleEvents()**

Sends idle events to all top-level windows.

### **bool SendIdleEvents(wxWindow\* win)**

Sends idle events to a window and its children.

#### **Remarks**

These functions poll the top-level windows, and their children, for idle event processing. If true is returned, more OnIdle processing is requested by one or more window.

#### **See also**

*wxIdleEvent* (p. 753)

---

## **wxApp::SetAppName**

---

### **void SetAppName(const wxString& name)**

Sets the name of the application. The name may be used in dialogs (for example by the document/view framework). A default name is set by wxWindows.

#### **See also**

*wxApp::GetAppName* (p. 35)

---

## **wxApp::SetAuto3D**

---

### **void SetAuto3D(const bool auto3D)**

Switches automatic 3D controls on or off.

### Parameters

*auto3D*

If true, all controls will be created with 3D appearances unless overridden for a control or dialog. The default is true

### Remarks

This has an effect on Windows only.

### See also

*wxApp::GetAuto3D* (p. 35)

---

## **wxApp::SetClassName**

---

**void SetClassName(const wxString& name)**

Sets the class name of the application. This may be used in a platform specific manner to refer to the application.

### See also

*wxApp::GetClassName* (p. 35)

---

## **wxApp::SetExitOnFrameDelete**

---

**void SetExitOnFrameDelete(bool flag)**

Allows the programmer to specify whether the application will exit when the top-level frame is deleted.

### Parameters

*flag*

If true (the default), the application will exit when the top-level frame is deleted. If false, the application will continue to run.

### See also

*wxApp::GetExitOnFrameDelete* (p. 35),  
*wxApp shutdown overview* (p. 1614)

---

## **wxApp::SetTopWindow**

---

**void SetTopWindow(wxWindow\* window)**

Sets the 'top' window. You can call this from within *wxApp::OnInit* (p. 39) to let *wxWindows* know which is the main window. You don't have to set the top window; it is only a convenience so that (for example) certain dialogs without parents can use a specific window as the top window. If no top window is specified by the application, *wxWindows* just uses the first frame or dialog in its top-level window list, when it needs to use the top window.

**Parameters**

*window*

The new top window.

**See also**

*wxApp::GetTopWindow* (p. 36), *wxApp::OnInit* (p. 39)

---

**wxApp::SetVendorName**

---

**void SetVendorName(const wxString& name)**

Sets the name of application's vendor. The name will be used in registry access. A default name is set by *wxWindows*.

**See also**

*wxApp::GetVendorName* (p. 36)

---

**wxApp::SetUseBestVisual**

---

**void SetUseBestVisual(bool flag)**

Allows the programmer to specify whether the application will use the best visual on systems that support several visual on the same display. This is typically the case under Solaris and IRIX, where the default visual is only 8-bit whereas certain applications are supposed to run in TrueColour mode.

Note that this function has to be called in the constructor of the *wxApp* instance and won't have any effect when called later on.

This function currently only has effect under GTK.

**Parameters**

*flag*

If true, the app will use the best visual.

## **wxApp::Yield**

---

**bool Yield**(bool *onlyIfNeeded* = false)

Yields control to pending messages in the windowing system. This can be useful, for example, when a time-consuming process writes to a text window. Without an occasional yield, the text window will not be updated properly, and on systems with cooperative multitasking, such as Windows 3.1 other processes will not respond.

Caution should be exercised, however, since yielding may allow the user to perform actions which are not compatible with the current task. Disabling menu items or whole menus during processing can avoid unwanted reentrance of code: see `::wxSafeYield` (p. 1510) for a better function.

Note that `Yield()` will not flush the message logs. This is intentional as calling `Yield()` is usually done to quickly update the screen and popping up a message box dialog may be undesirable. If you do wish to flush the log messages immediately (otherwise it will be done during the next idle loop iteration), call `wxLog::FlushActive` (p. 872).

Calling `Yield()` recursively is normally an error and an assert failure is raised in debug build if such situation is detected. However if the `onlyIfNeeded` parameter is `true`, the method will just silently return `false` instead.

## **wxArray**

This section describes the so called *dynamic arrays*. This is a C array-like data structure i.e. the member access time is constant (and not linear according to the number of container elements as for linked lists). However, these arrays are dynamic in the sense that they will automatically allocate more memory if there is not enough of it for adding a new element. They also perform range checking on the index values but in debug mode only, so please be sure to compile your application in debug mode to use it (see *debugging overview* (p. 1641) for details). So, unlike the arrays in some other languages, attempt to access an element beyond the arrays bound doesn't automatically expand the array but provokes an assertion failure instead in debug build and does nothing (except possibly crashing your program) in the release build.

The array classes were designed to be reasonably efficient, both in terms of run-time speed and memory consumption and the executable size. The speed of array item access is, of course, constant (independent of the number of elements) making them much more efficient than linked lists (`wxList` (p. 814)). Adding items to the arrays is also implemented in more or less constant time - but the price is preallocating the memory in advance. In the *memory management* (p. 47) section you may find some useful hints about optimizing `wxArray` memory usage. As for executable size, all `wxArray` functions are inline, so they do not take *any space at all*.

wxWindows has three different kinds of array. All of them derive from wxBaseArray class which works with untyped data and can not be used directly. The standard macros `WX_DEFINE_ARRAY()`, `WX_DEFINE_SORTED_ARRAY()` and `WX_DEFINE_OBJARRAY()` are used to define a new class deriving from it. The classes declared will be called in this documentation `wxArray`, `wxSortedArray` and `wxObjArray` but you should keep in mind that no classes with such names actually exist, each time you use one of `WX_DEFINE_XXXARRAY` macro you define a class with a new name. In fact, these names are "template" names and each usage of one of the macros mentioned above creates a template specialization for the given element type.

`wxArray` is suitable for storing integer types and pointers which it does not treat as objects in any way, i.e. the element pointed to by the pointer is not deleted when the element is removed from the array. It should be noted that all of `wxArray`'s functions are inline, so it costs strictly nothing to define as many array types as you want (either in terms of the executable size or the speed) as long as at least one of them is defined and this is always the case because `wxArrays` are used by `wxWindows` internally. This class has one serious limitation: it can only be used for storing integral types (`bool`, `char`, `short`, `int`, `long` and their unsigned variants) or pointers (of any kind). An attempt to use with objects of `sizeof()` greater than `sizeof(long)` will provoke a runtime assertion failure, however declaring a `wxArray` of floats will not (on the machines where `sizeof(float) <= sizeof(long)`), yet it will **not** work, please use `wxObjArray` for storing floats and doubles (NB: a more efficient `wxArrayDouble` class is scheduled for the next release of `wxWindows`).

`wxSortedArray` is a `wxArray` variant which should be used when searching in the array is a frequently used operation. It requires you to define an additional function for comparing two elements of the array element type and always stores its items in the sorted order (according to this function). Thus, it is `Index()` (p. 53) function execution time is  $O(\log(N))$  instead of  $O(N)$  for the usual arrays but the `Add()` (p. 52) method is slower: it is  $O(\log(N))$  instead of constant time (neglecting time spent in memory allocation routine). However, in a usual situation elements are added to an array much less often than searched inside it, so `wxSortedArray` may lead to huge performance improvements compared to `wxArray`. Finally, it should be noticed that, as `wxArray`, `wxSortedArray` can be only used for storing integral types or pointers.

`wxObjArray` class treats its elements like "objects". It may delete them when they are removed from the array (invoking the correct destructor) and copies them using the objects copy constructor. In order to implement this behaviour the definition of the `wxObjArray` arrays is split in two parts: first, you should declare the new `wxObjArray` class using `WX_DECLARE_OBJARRAY()` macro and then you must include the file defining the implementation of template type: `<wx/arrimpl.cpp>` and define the array class with `WX_DEFINE_OBJARRAY()` macro from a point where the full (as opposed to "forward") declaration of the array elements class is in scope. As it probably sounds very complicated here is an example:

```
#include <wx/dynarray.h>

// we must forward declare the array because it is used inside the class
// declaration
class MyDirectory;
class MyFile;
```

---

```

// this defines two new types: ArrayOfDirectories and ArrayOfFiles which
// can be
// now used as shown below
WX_DECLARE_OBJARRAY(MyDirectory, ArrayOfDirectories);
WX_DECLARE_OBJARRAY(MyFile, ArrayOfFiles);

class MyDirectory
{
...
    ArrayOfDirectories m_subdirectories; // all subdirectories
    ArrayOfFiles      m_files;        // all files in this directory
};

...

// now that we have MyDirectory declaration in scope we may finish the
// definition of ArrayOfDirectories -- note that this expands into some
C++
// code and so should only be compiled once (i.e., don't put this in the
// header, but into a source file or you will get linking errors)
#include <wx/arrimpl.cpp> // this is a magic incantation which must be
done!
WX_DEFINE_OBJARRAY(ArrayOfDirectories);

// that's all!

```

It is not as elegant as writing

```
typedef std::vector<MyDirectory> ArrayOfDirectories;
```

but is not that complicated and allows the code to be compiled with any, however dumb, C++ compiler in the world.

Things are much simpler for `wxArray` and `wxSortedArray` however: it is enough just to write

```
WX_DEFINE_ARRAY(MyDirectory *, ArrayOfDirectories);
WX_DEFINE_SORTED_ARRAY(MyFile *, ArrayOfFiles);
```

**See also:**

*Container classes overview* (p. 1635), *wxList* (p. 814)

**Include files**

<wx/dynarray.h> for `wxArray` and `wxSortedArray` and additionally <wx/arrimpl.cpp> for `wxObjArray`.

---

## Macros for template array definition

To use an array you must first define the array class. This is done with the help of the macros in this section. The class of array elements must be (at least) forward declared for `WX_DEFINE_ARRAY`, `WX_DEFINE_SORTED_ARRAY` and

`WX_DECLARE_OBJARRAY` macros and must be fully declared before you use `WX_DEFINE_OBJARRAY` macro.

`WX_DEFINE_ARRAY` (p. 48)

`WX_DEFINE_EXPORTED_ARRAY` (p. 48)

`WX_DEFINE_USER_EXPORTED_ARRAY` (p. 48)

`WX_DEFINE_SORTED_ARRAY` (p. 49)

`WX_DEFINE_SORTED_EXPORTED_ARRAY` (p. 49)

`WX_DEFINE_SORTED_USER_EXPORTED_ARRAY` (p. 49)

`WX_DECLARE_EXPORTED_OBJARRAY` (p. 49)

`WX_DECLARE_USER_EXPORTED_OBJARRAY` (p. 49)

`WX_DEFINE_OBJARRAY` (p. 50)

`WX_DEFINE_EXPORTED_OBJARRAY` (p. 50)

`WX_DEFINE_USER_EXPORTED_OBJARRAY` (p. 50)

---

## Constructors and destructors

---

Array classes are 100% C++ objects and as such they have the appropriate copy constructors and assignment operators. Copying `wxArray` just copies the elements but copying `wxObjArray` copies the arrays items. However, for memory-efficiency sake, neither of these classes has virtual destructor. It is not very important for `wxArray` which has trivial destructor anyhow, but it does mean that you should avoid deleting `wxObjArray` through a `wxBaseArray` pointer (as you would never use `wxBaseArray` anyhow it shouldn't be a problem) and that you should not derive your own classes from the array classes.

*wxArray* default constructor (p. 51)

*wxArray* copy constructors and assignment operators (p. 51)

*~wxArray* (p. 52)

---

## Memory management

---

Automatic array memory management is quite trivial: the array starts by preallocating some minimal amount of memory (defined by `WX_ARRAY_DEFAULT_INITIAL_SIZE`) and when further new items exhaust already allocated memory it reallocates it adding 50% of the currently allocated amount, but no more than some maximal number which is defined by `ARRAY_MAXSIZE_INCREMENT` constant. Of course, this may lead to some memory being wasted (`ARRAY_MAXSIZE_INCREMENT` in the worst case, i.e. 4Kb in the current implementation), so the *Shrink()* (p. 56) function is provided to deallocate the extra memory. The *Alloc()* (p. 52) function can also be quite useful if you know in advance how many items you are going to put in the array and will prevent the array code from reallocating the memory more times than needed.

*Alloc* (p. 52)

*Shrink* (p. 56)

---

## Number of elements and simple item access

---

Functions in this section return the total number of array elements and allow to retrieve them - possibly using just the C array indexing [] operator which does exactly the same as *Item()* (p. 54) method.

*Count* (p. 53)  
*GetCount* (p. 53)  
*IsEmpty* (p. 54)  
*Item* (p. 54)  
*Last* (p. 54)

### **Adding items**

---

*Add* (p. 52)  
*Insert* (p. 54)  
*SetCount* (p. 55)  
*WX\_APPEND\_ARRAY* (p. 50)

### **Removing items**

---

*WX\_CLEAR\_ARRAY* (p. 51)  
*Empty* (p. 53)  
*Clear* (p. 53)  
*RemoveAt* (p. 55)  
*Remove* (p. 55)

### **Searching and sorting**

---

*Index* (p. 53)  
*Sort* (p. 56)

### **WX\_DEFINE\_ARRAY**

---

**WX\_DEFINE\_ARRAY**(*T*, *name*)

**WX\_DEFINE\_EXPORTED\_ARRAY**(*T*, *name*)

**WX\_DEFINE\_USER\_EXPORTED\_ARRAY**(*T*, *name*, *exportspec*)

This macro defines a new array class named *name* and containing the elements of type *T*. The second form is used when compiling wxWindows as a DLL under Windows and array needs to be visible outside the DLL. The third is needed for exporting an array from a user DLL.

Example:

```
WX_DEFINE_ARRAY(int, wxArrayInt);

class MyClass;
WX_DEFINE_ARRAY(MyClass *, wxArrayOfMyClass);
```

Note that wxWindows predefines the following standard array classes: wxArrayInt, wxArrayLong and wxArrayPtrVoid.

---

## WX\_DEFINE\_SORTED\_ARRAY

---

**WX\_DEFINE\_SORTED\_ARRAY(*T*, *name*)**

**WX\_DEFINE\_SORTED\_EXPORTED\_ARRAY(*T*, *name*)**

**WX\_DEFINE\_SORTED\_USER\_EXPORTED\_ARRAY(*T*, *name*)**

This macro defines a new sorted array class named *name* and containing the elements of type *T*. The second form is used when compiling wxWindows as a DLL under Windows and array needs to be visible outside the DLL. The third is needed for exporting an array from a user DLL.

Example:

```
WX_DEFINE_SORTED_ARRAY(int, wxSortedArrayInt);

class MyClass;
WX_DEFINE_SORTED_ARRAY(MyClass *, wxArrayOfMyClass);
```

You will have to initialize the objects of this class by passing a comparison function to the array object constructor like this:

```
int CompareInts(int n1, int n2)
{
    return n1 - n2;
}

wxSortedArrayInt sorted(CompareInts);

int CompareMyClassObjects(MyClass *item1, MyClass *item2)
{
    // sort the items by their address...
    return Stricmp(item1->GetAddress(), item2->GetAddress());
}

wxArrayOfMyClass another(CompareMyClassObjects);
```

---

## WX\_DECLARE\_OBJARRAY

---

**WX\_DECLARE\_OBJARRAY(*T*, *name*)**

**WX\_DECLARE\_EXPORTED\_OBJARRAY(*T*, *name*)**

**WX\_DECLARE\_USER\_EXPORTED\_OBJARRAY(*T*, *name*)**

This macro declares a new object array class named *name* and containing the elements of type *T*. The second form is used when compiling wxWindows as a DLL under Windows and array needs to be visible outside the DLL. The third is needed for exporting an array from a user DLL.

Example:

```
class MyClass;
WX_DECLARE_OBJARRAY(MyClass, wxArrayOfMyClass); // note: not "MyClass
*"!;
```

You must use `WX_DEFINE_OBJARRAY()` (p. 50) macro to define the array class - otherwise you would get link errors.

---

**WX\_DEFINE\_OBJARRAY**

---

**WX\_DEFINE\_OBJARRAY(*name*)****WX\_DEFINE\_EXPORTED\_OBJARRAY(*name*)****WX\_DEFINE\_USER\_EXPORTED\_OBJARRAY(*name*)**

This macro defines the methods of the array class *name* not defined by the `WX_DECLARE_OBJARRAY()` (p. 49) macro. You must include the file `<wx/arrimpl.cpp>` before using this macro and you must have the full declaration of the class of array elements in scope! If you forget to do the first, the error will be caught by the compiler, but, unfortunately, many compilers will not give any warnings if you forget to do the second - but the objects of the class will not be copied correctly and their real destructor will not be called. The latter two forms are merely aliases of the first to satisfy some people's sense of symmetry when using the exported declarations.

Example of usage:

```
// first declare the class!
class MyClass
{
public:
    MyClass(const MyClass&);

    ...

    virtual ~MyClass();
};

#include <wx/arrimpl.cpp>
WX_DEFINE_OBJARRAY(wxArrayOfMyClass);
```

---

**WX\_APPEND\_ARRAY**

---

**void WX\_APPEND\_ARRAY(wxArray& array, wxArray& other)**

This macro may be used to append all elements of the *other* array to the *array*. The two arrays must be of the same type.

## **WX\_CLEAR\_ARRAY**

---

**void WX\_CLEAR\_ARRAY(wxArray& array)**

This macro may be used to delete all elements of the array before emptying it. It can not be used with wxObjArrays - but they will delete their elements anyhow when you call Empty().

## **Default constructors**

---

**wxArray()**

**wxObjArray()**

Default constructor initializes an empty array object.

**wxSortedArray(int (\*)(T first, T second)compareFunction)**

There is no default constructor for wxSortedArray classes - you must initialize it with a function to use for item comparison. It is a function which is passed two arguments of type *T* where *T* is the array element type and which should return a negative, zero or positive value according to whether the first element passed to it is less than, equal to or greater than the second one.

## **wxArray copy constructor and assignment operator**

---

**wxArray(const wxArray& array)**

**wxSortedArray(const wxSortedArray& array)**

**wxObjArray(const wxObjArray& array)**

**wxArray& operator=(const wxArray& array)**

**wxSortedArray& operator=(const wxSortedArray& array)**

**wxObjArray& operator=(const wxObjArray& array)**

The copy constructors and assignment operators perform a shallow array copy (i.e. they don't copy the objects pointed to even if the source array contains the items of pointer type) for wxArray and wxSortedArray and a deep copy (i.e. the array element are copied too) for wxObjArray.

## **wxArray::~~wxArray**

---

**~wxArray()**

**~wxSortedArray()**

**~wxObjArray()**

The `wxObjArray` destructor deletes all the items owned by the array. This is not done by `wxArray` and `wxSortedArray` versions - you may use `WX_CLEAR_ARRAY` (p. 51) macro for this.

## **wxArray::Add**

---

**void Add(T item, size\_t copies = 1)**

**void Add(T \*item)**

**void Add(T &item, size\_t copies = 1)**

Appends the given number of *copies* of the *item* to the array consisting of the elements of type *T*.

The first version is used with `wxArray` and `wxSortedArray`. The second and the third are used with `wxObjArray`. There is an important difference between them: if you give a pointer to the array, it will take ownership of it, i.e. will delete it when the item is deleted from the array. If you give a reference to the array, however, the array will make a copy of the item and will not take ownership of the original item. Once again, it only makes sense for `wxObjArrays` because the other array types never take ownership of their elements. Also note that you cannot append more than one pointer as reusing it would lead to deleting it twice (or more) and hence to a crash.

You may also use `WX_APPEND_ARRAY` (p. 50) macro to append all elements of one array to another one but it is more efficient to use *copies* parameter and modify the elements in place later if you plan to append a lot of items.

## **wxArray::Alloc**

---

**void Alloc(size\_t count)**

Preallocates memory for a given number of array elements. It is worth calling when the number of items which are going to be added to the array is known in advance because it will save unneeded memory reallocation. If the array already has enough memory for the given number of items, nothing happens.

**wxArray::Clear**

---

**void Clear()**

This function does the same as *Empty()* (p. 53) and additionally frees the memory allocated to the array.

**wxArray::Count**

---

**size\_t Count() const**

Same as *GetCount()* (p. 53). This function is deprecated - it exists only for compatibility.

**wxObjArray::Detach**

---

**T \* Detach(size\_t index)**

Removes the element from the array, but, unlike, *Remove()* (p. 55) doesn't delete it. The function returns the pointer to the removed element.

**wxArray::Empty**

---

**void Empty()**

Empties the array. For *wxObjArray* classes, this destroys all of the array elements. For *wxArray* and *wxSortedArray* this does nothing except marking the array of being empty - this function does not free the allocated memory, use *Clear()* (p. 53) for this.

**wxArray::GetCount**

---

**size\_t GetCount() const**

Return the number of items in the array.

**wxArray::Index**

---

**int Index(T& item, bool searchFromEnd = false)****int Index(T& item)**

The first version of the function is for *wxArray* and *wxObjArray*, the second is for *wxSortedArray* only.

Searches the element in the array, starting from either beginning or the end depending

on the value of *searchFromEnd* parameter. `wxNOT_FOUND` is returned if the element is not found, otherwise the index of the element is returned.

Linear search is used for the `wxArray` and `wxObjArray` classes but binary search in the sorted array is used for `wxSortedArray` (this is why *searchFromEnd* parameter doesn't make sense for it).

**NB:** even for `wxObjArray` classes, the operator `==()` of the elements in the array is **not** used by this function. It searches exactly the given element in the array and so will only succeed if this element had been previously added to the array, but fail even if another, identical, element is in the array.

---

### **wxArray::Insert**

---

**void Insert(T item, size\_t n, size\_t copies = 1)**

**void Insert(T \*item, size\_t n)**

**void Insert(T &item, size\_t n, size\_t copies = 1)**

Insert the given number of *copies* of the *item* into the array before the existing item *n* - thus, *Insert(something, 0u)* will insert an item in such way that it will become the first array element.

Please see *Add()* (p. 52) for explanation of the differences between the overloaded versions of this function.

---

### **wxArray::IsEmpty**

---

**bool IsEmpty() const**

Returns true if the array is empty, false otherwise.

---

### **wxArray::Item**

---

**T& Item(size\_t index) const**

Returns the item at the given position in the array. If *index* is out of bounds, an assert failure is raised in the debug builds but nothing special is done in the release build.

The returned value is of type "reference to the array element type" for all of the array classes.

---

### **wxArray::Last**

---

**T& Last() const**

Returns the last element in the array, i.e. is the same as `Item(GetCount() - 1)`. An assert failure is raised in the debug mode if the array is empty.

The returned value is of type "reference to the array element type" for all of the array classes.

---

## **wxArray::Remove**

### **Remove(T *item*)**

Removes an element from the array by value: the first item of the array equal to *item* is removed, an assert failure will result from an attempt to remove an item which doesn't exist in the array.

When an element is removed from `wxObjArray` it is deleted by the array - use `Detach()` (p. 53) if you don't want this to happen. On the other hand, when an object is removed from a `wxArray` nothing happens - you should delete it manually if required:

```
T *item = array[n];
delete item;
array.Remove(n)
```

See also `WX_CLEAR_ARRAY` (p. 51) macro which deletes all elements of a `wxArray` (supposed to contain pointers).

---

## **wxArray::RemoveAt**

### **RemoveAt(size\_t *index*, size\_t *count* = 1)**

Removes *count* elements starting at *index* from the array. When an element is removed from `wxObjArray` it is deleted by the array - use `Detach()` (p. 53) if you don't want this to happen. On the other hand, when an object is removed from a `wxArray` nothing happens - you should delete it manually if required:

```
T *item = array[n];
delete item;
array.RemoveAt(n)
```

See also `WX_CLEAR_ARRAY` (p. 51) macro which deletes all elements of a `wxArray` (supposed to contain pointers).

---

## **wxArray::SetCount**

### **void SetCount(size\_t *count*, T *defval* = T(0))**

This function ensures that the number of array elements is at least *count*. If the array has already *count* or more items, nothing is done. Otherwise, `count - GetCount()`

elements are added and initialized to the value *defval*.

### See also

*GetCount* (p. 53)

---

## wxArray::Shrink

---

### void Shrink()

Frees all memory unused by the array. If the program knows that no new items will be added to the array it may call `Shrink()` to reduce its memory usage. However, if a new item is added to the array, some extra memory will be allocated again.

---

## wxArray::Sort

---

### void Sort(CMPFUNC<T> compareFunction)

The notation `CMPFUNC<T>` should be read as if we had the following declaration:

```
template int CMPFUNC(T *first, T *second);
```

where *T* is the type of the array elements. I.e. it is a function returning *int* which is passed two arguments of type *T* \*.

Sorts the array using the specified compare function: this function should return a negative, zero or positive value according to whether the first element passed to it is less than, equal to or greater than the second one.

`wxSortedArray` doesn't have this function because it is always sorted.

## wxArrayString

`wxArrayString` is an efficient container for storing `wxString` (p. 1234) objects. It has the same features as all `wxArray` (p. 44) classes, i.e. it dynamically expands when new items are added to it (so it is as easy to use as a linked list), but the access time to the elements is constant, instead of being linear in number of elements as in the case of linked lists. It is also very size efficient and doesn't take more space than a C array `wxString[]` type (`wxArrayString` uses its knowledge of internals of `wxString` class to achieve this).

This class is used in the same way as other dynamic *arrays* (p. 44), except that no `WX_DEFINE_ARRAY` declaration is needed for it. When a string is added or inserted in the array, a copy of the string is created, so the original string may be safely deleted (e.g. if it was a `char *` pointer the memory it was using can be freed immediately after

this). In general, there is no need to worry about string memory deallocation when using this class - it will always free the memory it uses itself.

The references returned by *Item* (p. 60), *Last* (p. 60) or *operator[]* (p. 58) are not constant, so the array elements may be modified in place like this

```
array.Last().MakeUpper();
```

There is also a variant of `wxArrayString` called `wxSortedArrayString` which has exactly the same methods as `wxArrayString`, but which always keeps the string in it in (alphabetical) order. `wxSortedArrayString` uses binary search in its *Index* (p. 59) function (instead of linear search for `wxArrayString::Index`) which makes it much more efficient if you add strings to the array rarely (because, of course, you have to pay for `Index()` efficiency by having `Add()` be slower) but search for them often. Several methods should not be used with sorted array (basically, all which break the order of items) which is mentioned in their description.

Final word: none of the methods of `wxArrayString` is virtual including its destructor, so this class should not be used as a base class.

### Derived from

Although this is not true strictly speaking, this class may be considered as a specialization of `wxArray` (p. 44) class for the `wxString` member data: it is not implemented like this, but it does have all of the `wxArray` functions.

### Include files

```
<wx/arrstr.h>
```

### See also

`wxArray` (p. 44), `wxString` (p. 1234), `wxString overview` (p. 1616)

---

## **wxArrayString::wxArrayString**

**wxArrayString()**

**wxArrayString(const wxArrayString& array)**

Default and copy constructors.

Note that when an array is assigned to a sorted array, its contents is automatically sorted during construction.

---

## **wxArrayString::~~wxArrayString**

**~wxArrayString()**

Destructor frees memory occupied by the array strings. For the performance reasons it is not virtual, so this class should not be derived from.

**wxArrayString::operator=**

---

**wxArrayString & operator =(const wxArrayString& array)**

Assignment operator.

**wxArrayString::operator==**

---

**bool operator ==(const wxArrayString& array) const**

Compares 2 arrays respecting the case. Returns true only if the arrays have the same number of elements and the same strings in the same order.

**wxArrayString::operator!=**

---

**bool operator !=(const wxArrayString& array) const**

Compares 2 arrays respecting the case. Returns true if the arrays have different number of elements or if the elements don't match pairwise.

**wxArrayString::operator[]**

---

**wxString& operator[](size\_t nIndex)**

Return the array element at position *nIndex*. An assert failure will result from an attempt to access an element beyond the end of array in debug mode, but no check is done in release mode.

This is the operator version of *Item* (p. 60) method.

**wxArrayString::Add**

---

**size\_t Add(const wxString& str, size\_t copies = 1)**

Appends the given number of *copies* of the new item *str* to the array and returns the index of the first new item in the array.

**Warning:** For sorted arrays, the index of the inserted item will not be, in general, equal to *GetCount()* (p. 59) - 1 because the item is inserted at the correct position to keep the array sorted and not appended.

See also: *Insert* (p. 60)

### **wxArrayString::Alloc**

---

**void Alloc(size\_t nCount)**

Preallocates enough memory to store *nCount* items. This function may be used to improve array class performance before adding a known number of items consecutively.

See also: *Dynamic array memory management* (p. 47)

### **wxArrayString::Clear**

---

**void Clear()**

Clears the array contents and frees memory.

See also: *Empty* (p. 59)

### **wxArrayString::Count**

---

**size\_t Count() const**

Returns the number of items in the array. This function is deprecated and is for backwards compatibility only, please use *GetCount* (p. 59) instead.

### **wxArrayString::Empty**

---

**void Empty()**

Empties the array: after a call to this function *GetCount* (p. 59) will return 0. However, this function does not free the memory used by the array and so should be used when the array is going to be reused for storing other strings. Otherwise, you should use *Clear* (p. 59) to empty the array and free memory.

### **wxArrayString::GetCount**

---

**size\_t GetCount() const**

Returns the number of items in the array.

### **wxArrayString::Index**

---

**int Index(const char \* sz, bool bCase = true, bool bFromEnd = false)**

Search the element in the array, starting from the beginning if *bFromEnd* is false or from end otherwise. If *bCase*, comparison is case sensitive (default), otherwise the case is ignored.

This function uses linear search for `wxArrayString` and binary search for `wxSortedArrayString`, but it ignores the *bCase* and *bFromEnd* parameters in the latter case.

Returns index of the first item matched or `wxNOT_FOUND` if there is no match.

---

### **wxArrayString::Insert**

---

**void Insert(const wxString& str, size\_t nIndex, size\_t copies = 1)**

Insert the given number of *copies* of the new element in the array before the position *nIndex*. Thus, for example, to insert the string in the beginning of the array you would write

```
Insert("foo", 0);
```

If *nIndex* is equal to `GetCount()` this function behaves as `Add` (p. 58).

**Warning:** this function should not be used with sorted arrays because it could break the order of items and, for example, subsequent calls to `Index()` (p. 59) would then not work!

---

### **wxArrayString::IsEmpty**

---

**IsEmpty()**

Returns true if the array is empty, false otherwise. This function returns the same result as `GetCount() == 0` but is probably easier to read.

---

### **wxArrayString::Item**

---

**wxString& Item(size\_t nIndex) const**

Return the array element at position *nIndex*. An assert failure will result from an attempt to access an element beyond the end of array in debug mode, but no check is done in release mode.

See also `operator[]` (p. 58) for the operator version.

---

### **wxArrayString::Last**

---

**Last()**

Returns the last element of the array. Attempt to access the last element of an empty array will result in assert failure in debug build, however no checks are done in release mode.

**wxArrayString::Remove**

---

**void Remove(const char \* sz)**

Removes the first item matching this value. An assert failure is provoked by an attempt to remove an element which does not exist in debug build.

See also: *Index* (p. 59)

**wxArrayString::RemoveAt**

---

**void RemoveAt(size\_t nIndex, size\_t count = 1)**

Removes *count* items starting at position *nIndex* from the array.

**wxArrayString::Shrink**

---

**void Shrink()**

Releases the extra memory allocated by the array. This function is useful to minimize the array memory consumption.

See also: *Alloc* (p. 59), *Dynamic array memory management* (p. 47)

**wxArrayString::Sort**

---

**void Sort(bool reverseOrder = false)**

Sorts the array in alphabetical order or in reverse alphabetical order if *reverseOrder* is true. The sort is case-sensitive.

**Warning:** this function should not be used with sorted array because it could break the order of items and, for example, subsequent calls to *Index()* (p. 59) would then not work!

**void Sort(CompareFunction compareFunction)**

Sorts the array using the specified *compareFunction* for item comparison. *CompareFunction* is defined as a function taking two *const wxString&* parameters and returning an *int* value less than, equal to or greater than 0 if the first

string is less than, equal to or greater than the second one.

### Example

The following example sorts strings by their length.

```
static int CompareStringLen(const wxString& first, const wxString&
second)
{
    return first.length() - second.length();
}

...

wxArrayString array;

array.Add("one");
array.Add("two");
array.Add("three");
array.Add("four");

array.Sort(CompareStringLen);
```

**Warning:** this function should not be used with sorted array because it could break the order of items and, for example, subsequent calls to *Index()* (p. 59) would then not work!

## wxArtProvider

`wxArtProvider` class is used to customize the look of `wxWindows` application. When `wxWindows` need to display an icon or a bitmap (e.g. in the standard file dialog), it does not use hard-coded resource but asks `wxArtProvider` for it instead. This way the users can plug in own `wxArtProvider` class and easily replace standard art with his/her own version. It is easy thing to do: all that is needed is to derive a class from `wxArtProvider`, override it's *CreateBitmap* (p. 64) method and register the provider with `wxArtProvider::PushProvider` (p. 65):

```
class MyProvider : public wxArtProvider
{
protected:
    wxBitmap CreateBitmap(const wxArtID& id,
                        const wxArtClient& client,
                        const wxSize size)
    { ... }
};

...
wxArtProvider::PushProvider(new MyProvider);
```

There's another way of taking advantage of this class: you can use it in your code and use platform native icons as provided by `wxArtProvider::GetBitmap` (p. 65) or `wxArtProvider::GetIcon` (p. 65) (NB: this is not yet really possible as of `wxWindows` 2.3.3, the set of `wxArtProvider` bitmaps is too small).

## Identifying art resources

---

Every bitmap is known to `wxArtProvider` under an unique ID that is used by when requesting a resource from it. The ID is represented by `wxArtID` type and can have one of these predefined values (you can see bitmaps represented by these constants in the *artprov* (p. 1604) sample):

- `wxART_ADD_BOOKMARK`
- `wxART_DEL_BOOKMARK`
- `wxART_HELP_SIDE_PANEL`
- `wxART_HELP_SETTINGS`
- `wxART_HELP_BOOK`
- `wxART_HELP_FOLDER`
- `wxART_HELP_PAGE`
- `wxART_GO_BACK`
- `wxART_GO_FORWARD`
- `wxART_GO_UP`
- `wxART_GO_DOWN`
- `wxART_GO_TO_PARENT`
- `wxART_GO_HOME`
- `wxART_FILE_OPEN`
- `wxART_PRINT`
- `wxART_HELP`
- `wxART_TIP`
- `wxART_REPORT_VIEW`
- `wxART_LIST_VIEW`
- `wxART_NEW_DIR`
- `wxART_FOLDER`
- `wxART_GO_DIR_UP`
- `wxART_EXECUTABLE_FILE`
- `wxART_NORMAL_FILE`
- `wxART_TICK_MARK`
- `wxART_CROSS_MARK`
- `wxART_ERROR`
- `wxART_QUESTION`
- `wxART_WARNING`
- `wxART_INFORMATION`
- `wxART_MISSING_IMAGE`

## Clients

---

Client is the entity that calls `wxArtProvider`'s `GetBitmap` or `GetIcon` function. It is represented by `wxClietID` type and can have one of these values:

- `wxART_TOOLBAR`
- `wxART_MENU`
- `wxART_FRAME_ICON`
- `wxART_CMN_DIALOG`
- `wxART_HELP_BROWSER`

- `wxART_MESSAGE_BOX`
- `wxART_OTHER` (used for all requests that don't fit into any of the categories above) Client ID servers as a hint to `wxArtProvider` that is supposed to help it to choose the best looking bitmap. For example it is often desirable to use slightly different icons in menus and toolbars even though they represent the same action (e.g. `wx_ART_FILE_OPEN`). Remember that this is really only a hint for `wxArtProvider` -- it is common that `wxArtProvider::GetBitmap` (p. 65) returns identical bitmap for different *client* values!

### See also

See the *artprov* (p. 1604) sample for an example of `wxArtProvider` usage.

### Derived from

`wxObject` (p. 982)

### Include files

<wx/artprov.h>

---

## wxArtProvider::CreateBitmap

---

**wxBitmap CreateBitmap(const wxArtID& *id*, const wxArtClient& *client*, const wxSize& *size*)**

Derived art provider classes must override this method to create requested art resource. Note that returned bitmaps are cached by `wxArtProvider` and it is therefore not necessary to optimize `CreateBitmap` for speed (e.g. you may create `wxBitmap` objects from XPMs here).

### Parameters

*id*

wxArtID unique identifier of the bitmap.

*client*

wxArtClient identifier of the client (i.e. who is asking for the bitmap). This only servers as a hint.

*size*

Preferred size of the bitmap. The function may return a bitmap of different dimensions, it will be automatically rescaled to meet client's request.

### Note

This is **not** part of `wxArtProvider`'s public API, use `wxArtProvider::GetBitmap` (p. 65) or

*wxArtProvider::GetIcon* (p. 65) to query *wxArtProvider* for a resource.

### **wxArtProvider::GetBitmap**

---

**static wxBitmap GetBitmap(const wxArtID& id, const wxArtClient& client = wxART\_OTHER, const wxSize& size = wxDefaultSize)**

Query registered providers for bitmap with given ID.

#### **Parameters**

*id*

wxArtID unique identifier of the bitmap.

*client*

wxArtClient identifier of the client (i.e. who is asking for the bitmap).

*size*

Size of the returned bitmap or `wxDefaultSize` if size doesn't matter.

#### **Return value**

The bitmap if one of registered providers recognizes the ID or `wxNullBitmap` otherwise.

### **wxArtProvider::GetIcon**

---

**static wxIcon GetIcon(const wxArtID& id, const wxArtClient& client = wxART\_OTHER, const wxSize& size = wxDefaultSize)**

Same as *wxArtProvider::GetBitmap* (p. 65), but return a `wxIcon` object (or `wxNullIcon` on failure).

### **wxArtProvider::PopProvider**

---

**static bool PopProvider()**

Remove latest added provider and delete it.

### **wxArtProvider::PushProvider**

---

**static void PushProvider(wxArtProvider\* provider)**

Register new art provider (add it to the top of providers stack).

### **wxArtProvider::RemoveProvider**

---

**static bool RemoveProvider(wxArtProvider\* provider)**

Remove a provider from the stack. The provider must have been added previously and is *not* deleted.

## wxAutomationObject

The **wxAutomationObject** class represents an OLE automation object containing a single data member, an IDispatch pointer. It contains a number of functions that make it easy to perform automation operations, and set and get properties. The class makes heavy use of the *wxVariant* (p. 1400) class.

The usage of these classes is quite close to OLE automation usage in Visual Basic. The API is high-level, and the application can specify multiple properties in a single string. The following example gets the current Excel instance, and if it exists, makes the active cell bold.

```
wxAutomationObject excelObject;  
if (excelObject.GetInstance("Excel.Application"))  
    excelObject.PutProperty("ActiveCell.Font.Bold", true);
```

Note that this class obviously works under Windows only.

### Derived from

*wxObject* (p. 982)

### Include files

<wx/msw/ole/automtn.h>

### See also

*wxVariant* (p. 1400)

---

## wxAutomationObject::wxAutomationObject

**wxAutomationObject(WXIDISPATCH\* dispatchPtr = NULL)**

Constructor, taking an optional IDispatch pointer which will be released when the object is deleted.

**wxAutomationObject::~~wxAutomationObject**

---

**~wxAutomationObject()**

Destructor. If the internal IDispatch pointer is non-null, it will be released.

**wxAutomationObject::CallMethod**

---

**wxVariant CallMethod(const wxString& method, int noArgs, wxVariant args[]) const****wxVariant CallMethod(const wxString& method, ...) const**

Calls an automation method for this object. The first form takes a method name, number of arguments, and an array of variants. The second form takes a method name and zero to six constant references to variants. Since the variant class has constructors for the basic data types, and C++ provides temporary objects automatically, both of the following lines are syntactically valid:

```
wxVariant res = obj.CallMethod("Sum", wxVariant(1.2), wxVariant(3.4));  
wxVariant res = obj.CallMethod("Sum", 1.2, 3.4);
```

Note that *method* can contain dot-separated property names, to save the application needing to call `GetProperty` several times using several temporary objects. For example:

```
object.CallMethod("ActiveCell.Font.ShowDialog", "My caption");
```

**wxAutomationObject::CreateInstance**

---

**bool CreateInstance(const wxString& classId) const**

Creates a new object based on the class id, returning true if the object was successfully created, or false if not.

**wxAutomationObject::GetDispatchPtr**

---

**IDispatch\* GetDispatchPtr() const**

Gets the IDispatch pointer.

---

**wxAutomationObject::GetInstance**

---

**bool GetInstance(const wxString& classId) const**

Retrieves the current object associated with a class id, and attaches the IDispatch pointer to this object. Returns true if a pointer was successfully retrieved, false otherwise.

Note that this cannot cope with two instances of a given OLE object being active simultaneously, such as two copies of Excel running. Which object is referenced cannot currently be specified.

---

**wxAutomationObject::GetObject**

---

**bool GetObject(wxAutomationObject&obj const wxString& property, int noArgs = 0, wxVariant args[] = NULL) const**

Retrieves a property from this object, assumed to be a dispatch pointer, and initialises *obj* with it. To avoid having to deal with IDispatch pointers directly, use this function in preference to *wxAutomationObject::GetProperty* (p. 68) when retrieving objects from other objects.

Note that an IDispatch pointer is stored as a void\* pointer in wxVariant objects.

**See also**

*wxAutomationObject::GetProperty* (p. 68)

---

**wxAutomationObject::GetProperty**

---

**wxVariant GetProperty(const wxString& property, int noArgs, wxVariant args[]) const****wxVariant GetProperty(const wxString& property, ...) const**

Gets a property value from this object. The first form takes a property name, number of arguments, and an array of variants. The second form takes a property name and zero to six constant references to variants. Since the variant class has constructors for the basic data types, and C++ provides temporary objects automatically, both of the following lines are syntactically valid:

```
wxVariant res = obj.GetProperty("Range", wxVariant("A1"));
wxVariant res = obj.GetProperty("Range", "A1");
```

Note that *property* can contain dot-separated property names, to save the application needing to call *GetProperty* several times using several temporary objects.

## **wxAutomationObject::Invoke**

---

**bool Invoke(const wxString& member, int action, wxVariant& retValue, int noArgs, wxVariant args[], const wxVariant\* ptrArgs[] = 0) const**

This function is a low-level implementation that allows access to the IDispatch Invoke function. It is not meant to be called directly by the application, but is used by other convenience functions.

### **Parameters**

*member*

The member function or property name.

*action*

Bitlist: may contain DISPATCH\_PROPERTYPUT, DISPATCH\_PROPERTYPUTREF, DISPATCH\_METHOD.

*retValue*

Return value (ignored if there is no return value)

.

*noArgs*

Number of arguments in *args* or *ptrArgs*.

*args*

If non-null, contains an array of variants.

*ptrArgs*

If non-null, contains an array of constant pointers to variants.

### **Return value**

true if the operation was successful, false otherwise.

### **Remarks**

Two types of argument array are provided, so that when possible pointers are used for efficiency.

## **wxAutomationObject::PutProperty**

---

**bool PutProperty(const wxString& property, int noArgs, wxVariant args[]) const**

**bool PutProperty(const wxString& property, ...)**

Puts a property value into this object. The first form takes a property name, number of

arguments, and an array of variants. The second form takes a property name and zero to six constant references to variants. Since the variant class has constructors for the basic data types, and C++ provides temporary objects automatically, both of the following lines are syntactically valid:

```
obj.PutProperty("Value", wxVariant(23));  
obj.PutProperty("Value", 23);
```

Note that *property* can contain dot-separated property names, to save the application needing to call `GetProperty` several times using several temporary objects.

---

### **wxAutomationObject::SetDispatchPtr**

---

**void SetDispatchPtr(WXIDISPATCH\* dispatchPtr)**

Sets the IDispatch pointer. This function does not check if there is already an IDispatch pointer.

You may need to cast from IDispatch\* to WXIDISPATCH\* when calling this function.

## **wxBitmap**

This class encapsulates the concept of a platform-dependent bitmap, either monochrome or colour.

### **Derived from**

*wxGDIObject* (p. 585)

*wXObject* (p. 982)

### **Include file**

<wx/bitmap.h>

### **Predefined objects**

Objects:

### **wxNullBitmap**

### **See also**

*wxBitmap* overview (p. 1683), *supported bitmap file formats* (p. 1684), *wxDC::Blit* (p. 360), *wxIcon* (p. 742), *wxCursor* (p. 216), *wxBitmap* (p. 70), *wxMemoryDC* (p. 905)

**wxBitmap::wxBitmap**

---

**wxBitmap()**

Default constructor.

**wxBitmap(const wxBitmap& bitmap)**

Copy constructor.

**wxBitmap(void\* data, int type, int width, int height, int depth = -1)**

Creates a bitmap from the given data which is interpreted in platform-dependent manner.

**wxBitmap(const char bits[], int width, int height  
int depth = 1)**

Creates a bitmap from an array of bits.

You should only use this function for monochrome bitmaps (*depth* 1) in portable programs: in this case the *bits* parameter should contain an XBM image.

For other bit depths, the behaviour is platform dependent: under Windows, the data is passed without any changes to the underlying `CreateBitmap()` API. Under other platforms, only monochrome bitmaps may be created using this constructor and `wxImage` (p. 756) should be used for creating colour bitmaps from static data.

**wxBitmap(int width, int height, int depth = -1)**

Creates a new bitmap. A depth of -1 indicates the depth of the current screen or visual. Some platforms only support 1 for monochrome and -1 for the current colour setting.

**wxBitmap(const char\*\* bits)**

Creates a bitmap from XPM data.

**wxBitmap(const wxString& name, long type)**

Loads a bitmap from a file or resource.

**wxBitmap(const wxImage& img, int depth = -1)**

Creates bitmap object from the image. This has to be done to actually display an image as you cannot draw an image directly on a window. The resulting bitmap will use the provided colour depth (or that of the current system if depth is -1) which entails that a colour reduction has to take place.

When in 8-bit mode (PseudoColour mode), the GTK port will use a color cube created on program start-up to look up colors. This ensures a very fast conversion, but the image quality won't be perfect (and could be better for photo images using more sophisticated dithering algorithms).

On Windows, if there is a palette present (set with `SetPalette`), it will be used when creating the `wxBitmap` (most useful in 8-bit display mode). On other platforms, the palette is currently ignored.

### Parameters

#### *bits*

Specifies an array of pixel values.

#### *width*

Specifies the width of the bitmap.

#### *height*

Specifies the height of the bitmap.

#### *depth*

Specifies the depth of the bitmap. If this is omitted, the display depth of the screen is used.

#### *name*

This can refer to a resource name under MS Windows, or a filename under MS Windows and X. Its meaning is determined by the *type* parameter.

#### *type*

May be one of the following:

`wxBITMAP_TYPE_BMP`      Load a Windows bitmap file.

`wxBITMAP_TYPE_BMP_RESOURCE` Load a Windows bitmap from the resource database.

`wxBITMAP_TYPE_GIF`      Load a GIF bitmap file.

`wxBITMAP_TYPE_XBM`      Load an X bitmap file.

`wxBITMAP_TYPE_XPM`      Load an XPM bitmap file.

`wxBITMAP_TYPE_RESOURCE`      Load a Windows resource name.

The validity of these flags depends on the platform and `wxWindows` configuration. If all possible `wxWindows` settings are used, the Windows platform supports BMP file, BMP resource, XPM data, and XPM. Under `wxGTK`, the available formats are BMP file, XPM data, XPM file, and PNG file. Under `wxMotif`, the available formats are XBM data, XBM file, XPM data, XPM file.

In addition, `wxBitmap` can read all formats that `wxImage` (p. 756) can, which currently include `wxBITMAP_TYPE_JPEG`, `wxBITMAP_TYPE_TIF`, `wxBITMAP_TYPE_PNG`, `wxBITMAP_TYPE_GIF`, `wxBITMAP_TYPE_PCX`, and `wxBITMAP_TYPE_PNM`. Of course, you must have `wxImage` handlers loaded.

*img*

Platform-independent `wxImage` object.

### Remarks

The first form constructs a bitmap object with no data; an assignment or another member function such as `Create` or `LoadFile` must be called subsequently.

The second and third forms provide copy constructors. Note that these do not copy the bitmap data, but instead a pointer to the data, keeping a reference count. They are therefore very efficient operations.

The fourth form constructs a bitmap from data whose type and value depends on the value of the *type* argument.

The fifth form constructs a (usually monochrome) bitmap from an array of pixel values, under both X and Windows.

The sixth form constructs a new bitmap.

The seventh form constructs a bitmap from pixmap (XPM) data, if `wxWindows` has been configured to incorporate this feature.

To use this constructor, you must first include an XPM file. For example, assuming that the file `mybitmap.xpm` contains an XPM array of character pointers called `mybitmap`:

```
#include "mybitmap.xpm"
...
wxBitmap *bitmap = new wxBitmap(mybitmap);
```

The eighth form constructs a bitmap from a file or resource. *name* can refer to a resource name under MS Windows, or a filename under MS Windows and X.

Under Windows, *type* defaults to `wxBITMAP_TYPE_BMP_RESOURCE`. Under X, *type* defaults to `wxBITMAP_TYPE_XPM`.

### See also

`wxBitmap::LoadFile` (p. 79)

**wxPython note:** Constructors supported by wxPython are:

**`wxBitmap(name, flag)`** Loads a bitmap from a file

**`wxEmptyBitmap(width, height, depth = -1)`** Creates an empty bitmap

with the given specifications

**wxBitmapFromXPMData(listOfStrings)** Create a bitmap from a Python list of strings whose contents are XPM data.

**wxBitmapFromBits(bits, width, height, depth=-1)** Create a bitmap from an array of bits contained in a string.

**wxBitmapFromImage(image, depth=-1)** Convert a wxImage to a wxBitmap.

**wxPerl note:** Constructors supported by wxPerl are:

- ::Bitmap->new( width, height, depth = -1 )
- ::Bitmap->new( name, type )
- ::Bitmap->new( icon )
- ::Bitmap->newFromBits( bits, width, height, depth = 1 )
- ::Bitmap->newFromXPM( data )

## **wxBitmap::~~wxBitmap**

---

### **~wxBitmap()**

Destroys the wxBitmap object and possibly the underlying bitmap data. Because reference counting is used, the bitmap may not actually be destroyed at this point - only when the reference count is zero will the data be deleted.

If the application omits to delete the bitmap explicitly, the bitmap will be destroyed automatically by wxWindows when the application exits.

Do not delete a bitmap that is selected into a memory device context.

## **wxBitmap::AddHandler**

---

### **static void AddHandler(wxBitmapHandler\* handler)**

Adds a handler to the end of the static list of format handlers.

#### *handler*

A new bitmap format handler object. There is usually only one instance of a given handler class in an application session.

**See also**

*wxBitmapHandler* (p. 90)

---

**wxBitmap::CleanUpHandlers**

---

**static void CleanUpHandlers()**

Deletes all bitmap handlers.

This function is called by wxWindows on exit.

---

**wxBitmap::ConvertToImage**

---

**wxImage ConvertToImage()**

Creates an image from a platform-dependent bitmap. This preserves mask information so that bitmaps and images can be converted back and forth without loss in that respect.

---

**wxBitmap::CopyFromIcon**

---

**bool CopyFromIcon(const wxIcon& icon)**

Creates the bitmap from an icon.

---

**wxBitmap::Create**

---

**virtual bool Create(int width, int height, int depth = -1)**

Creates a fresh bitmap. If the final argument is omitted, the display depth of the screen is used.

**virtual bool Create(void\* data, int type, int width, int height, int depth = -1)**

Creates a bitmap from the given data, which can be of arbitrary type.

**Parameters**

*width*

The width of the bitmap in pixels.

*height*

The height of the bitmap in pixels.

*depth*

The depth of the bitmap in pixels. If this is -1, the screen depth is used.

*data*

Data whose type depends on the value of *type*.

*type*

A bitmap type identifier - see *wxBitmap::wxBitmap* (p. 71) for a list of possible values.

### Return value

true if the call succeeded, false otherwise.

### Remarks

The first form works on all platforms. The portability of the second form depends on the type of data.

### See also

*wxBitmap::wxBitmap* (p. 71)

---

## wxBitmap::FindHandler

---

**static wxBitmapHandler\* FindHandler(const wxString& name)**

Finds the handler with the given name.

**static wxBitmapHandler\* FindHandler(const wxString& extension, long bitmapType)**

Finds the handler associated with the given extension and type.

**static wxBitmapHandler\* FindHandler(long bitmapType)**

Finds the handler associated with the given bitmap type.

*name*

The handler name.

*extension*

The file extension, such as "bmp".

*bitmapType*

The bitmap type, such as wxBITMAP\_TYPE\_BMP.

### Return value

A pointer to the handler if found, NULL otherwise.

### See also

*wxBitmapHandler* (p. 90)

---

### **wxBitmap::GetDepth**

---

**int GetDepth() const**

Gets the colour depth of the bitmap. A value of 1 indicates a monochrome bitmap.

---

### **wxBitmap::GetHandlers**

---

**static wxList& GetHandlers()**

Returns the static list of bitmap format handlers.

**See also**

*wxBitmapHandler* (p. 90)

---

### **wxBitmap::GetHeight**

---

**int GetHeight() const**

Gets the height of the bitmap in pixels.

---

### **wxBitmap::GetPalette**

---

**wxPalette\* GetPalette() const**

Gets the associated palette (if any) which may have been loaded from a file or set for the bitmap.

**See also**

*wxPalette* (p. 997)

---

### **wxBitmap::GetMask**

---

**wxMask\* GetMask() const**

Gets the associated mask (if any) which may have been loaded from a file or set for the bitmap.

**See also**

*wxBitmap::SetMask* (p. 81), *wxMask* (p. 885)

## **wxBitmap::GetWidth**

---

**int GetWidth() const**

Gets the width of the bitmap in pixels.

**See also**

*wxBitmap::GetHeight* (p. 77)

## **wxBitmap::GetSubBitmap**

---

**wxBitmap GetSubBitmap(const wxRect&rect) const**

Returns a sub bitmap of the current one as long as the rect belongs entirely to the bitmap. This function preserves bit depth and mask information.

## **wxBitmap::InitStandardHandlers**

---

**static void InitStandardHandlers()**

Adds the standard bitmap format handlers, which, depending on wxWindows configuration, can be handlers for Windows bitmap, Windows bitmap resource, and XPM.

This function is called by wxWindows on startup.

**See also**

*wxBitmapHandler* (p. 90)

## **wxBitmap::InsertHandler**

---

**static void InsertHandler(wxBitmapHandler\* handler)**

Adds a handler at the start of the static list of format handlers.

*handler*

A new bitmap format handler object. There is usually only one instance of a given handler class in an application session.

**See also**

*wxBitmapHandler* (p. 90)

## **wxBitmap::LoadFile**

---

**bool LoadFile(const wxString& name, long type)**

Loads a bitmap from a file or resource.

### **Parameters**

*name*

Either a filename or a Windows resource name. The meaning of *name* is determined by the *type* parameter.

*type*

One of the following values:

**wxBITMAP\_TYPE\_BMP** Load a Windows bitmap file.

**wxBITMAP\_TYPE\_BMP\_RESOURCE** Load a Windows bitmap from the resource database.

**wxBITMAP\_TYPE\_GIF** Load a GIF bitmap file.

**wxBITMAP\_TYPE\_XBM** Load an X bitmap file.

**wxBITMAP\_TYPE\_XPM** Load an XPM bitmap file.

The validity of these flags depends on the platform and wxWindows configuration.

In addition, wxBitmap can read all formats that *wxImage* (p. 756) can (**wxBITMAP\_TYPE\_JPEG**, **wxBITMAP\_TYPE\_PNG**, **wxBITMAP\_TYPE\_GIF**, **wxBITMAP\_TYPE\_PCX**, **wxBITMAP\_TYPE\_PNM**). (Of course you must have wxImage handlers loaded.)

### **Return value**

true if the operation succeeded, false otherwise.

### **Remarks**

A palette may be associated with the bitmap if one exists (especially for colour Windows bitmaps), and if the code supports it. You can check if one has been created by using the *GetPalette* (p. 77) member.

### **See also**

*wxBitmap::SaveFile* (p. 80)

## **wxBitmap::Ok**

---

**bool Ok() const**

Returns true if bitmap data is present.

**wxBitmap::RemoveHandler**

---

**static bool RemoveHandler(const wxString& name)**

Finds the handler with the given name, and removes it. The handler is not deleted.

*name*

The handler name.

**Return value**

true if the handler was found and removed, false otherwise.

**See also**

*wxBitmapHandler* (p. 90)

**wxBitmap::SaveFile**

---

**bool SaveFile(const wxString& name, int type, wxPalette\* palette = NULL)**

Saves a bitmap in the named file.

**Parameters**

*name*

A filename. The meaning of *name* is determined by the *type* parameter.

*type*

One of the following values:

**wxBITMAP\_TYPE\_BMP** Save a Windows bitmap file.

**wxBITMAP\_TYPE\_GIF** Save a GIF bitmap file.

**wxBITMAP\_TYPE\_XBM** Save an X bitmap file.

**wxBITMAP\_TYPE\_XPM** Save an XPM bitmap file.

The validity of these flags depends on the platform and wxWindows configuration.

In addition, wxBitmap can save all formats that *wxImage* (p. 756) can (wxBITMAP\_TYPE\_JPEG, wxBITMAP\_TYPE\_PNG). (Of course you must have

wxImage handlers loaded.)

*palette*

An optional palette used for saving the bitmap.

#### **Return value**

true if the operation succeeded, false otherwise.

#### **Remarks**

Depending on how wxWindows has been configured, not all formats may be available.

#### **See also**

*wxBitmap::LoadFile* (p. 79)

---

### **wxBitmap::SetDepth**

---

**void SetDepth**(int *depth*)

Sets the depth member (does not affect the bitmap data).

#### **Parameters**

*depth*

Bitmap depth.

---

### **wxBitmap::SetHeight**

---

**void SetHeight**(int *height*)

Sets the height member (does not affect the bitmap data).

#### **Parameters**

*height*

Bitmap height in pixels.

---

### **wxBitmap::SetMask**

---

**void SetMask**(wxMask\* *mask*)

Sets the mask for this bitmap.

#### **Remarks**

The bitmap object owns the mask once this has been called.

**See also**

*wxBitmap::GetMask* (p. 77), *wxMask* (p. 885)

**wxBitmap::SetPalette**

---

**void SetPalette(const wxPalette& *palette*)**

Sets the associated palette.

**Parameters**

*palette*

The palette to set.

**See also**

*wxPalette* (p. 997)

**wxBitmap::SetWidth**

---

**void SetWidth(int *width*)**

Sets the width member (does not affect the bitmap data).

**Parameters**

*width*

Bitmap width in pixels.

**wxBitmap::operator =**

---

**wxBitmap& operator =(const wxBitmap& *bitmap*)**

Assignment operator. This operator does not copy any data, but instead passes a pointer to the data in *bitmap* and increments a reference counter. It is a fast operation.

**Parameters**

*bitmap*

Bitmap to assign.

**Return value**

Returns 'this' object.

## **wxBitmap::operator ==**

---

**bool operator ==(const wxBitmap& *bitmap*)**

Equality operator. This operator tests whether the internal data pointers are equal (a fast test).

### **Parameters**

*bitmap*  
Bitmap to compare with 'this'

### **Return value**

Returns true if the bitmaps were effectively equal, false otherwise.

## **wxBitmap::operator !=**

---

**bool operator !=(const wxBitmap& *bitmap*)**

Inequality operator. This operator tests whether the internal data pointers are unequal (a fast test).

### **Parameters**

*bitmap*  
Bitmap to compare with 'this'

### **Return value**

Returns true if the bitmaps were unequal, false otherwise.

## **wxBitmapButton**

A bitmap button is a control that contains a bitmap. It may be placed on a *dialog box* (p. 379) or *panel* (p. 1001), or indeed almost any other window.

### **Derived from**

*wxButton* (p. 106)  
*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

## Include files

<wx/bmpbuttn.h>

## Remarks

A bitmap button can be supplied with a single bitmap, and wxWindows will draw all button states using this bitmap. If the application needs more control, additional bitmaps for the selected state, unpressed focused state, and greyed-out state may be supplied.

## Window styles

<b>wxBU_AUTODRAW</b>	If this is specified, the button will be drawn automatically using the label bitmap only, providing a 3D-look border. If this style is not specified, the button will be drawn without borders and using all provided bitmaps. WIN32 only.
<b>wxBU_LEFT</b>	Left-justifies the bitmap label. WIN32 only.
<b>wxBU_TOP</b>	Aligns the bitmap label to the top of the button. WIN32 only.
<b>wxBU_RIGHT</b>	Right-justifies the bitmap label. WIN32 only.
<b>wxBU_BOTTOM</b>	Aligns the bitmap label to the bottom of the button. WIN32 only.

See also *window styles overview* (p. 1657).

## Event handling

<b>EVT_BUTTON(id, func)</b>	Process a <code>wxEVT_COMMAND_BUTTON_CLICKED</code> event, when the button is clicked.
-----------------------------	--

## See also

*wxButton* (p. 106)

---

## wxBitmapButton::wxBitmapButton

---

### wxBitmapButton()

Default constructor.

**wxBitmapButton(wxWindow\* parent, wxWindowID id, const wxBitmap& bitmap, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxBU\_AUTODRAW, const wxValidator& validator = wxDefaultValidator, const wxString& name = "button")**

Constructor, creating and showing a button.

### Parameters

*parent*

Parent window. Must not be NULL.

*id*

Button identifier. A value of -1 indicates a default value.

*bitmap*

Bitmap to be displayed.

*pos*

Button position.

*size*

Button size. If the default size (-1, -1) is specified then the button is sized appropriately for the bitmap.

*style*

Window style. See *wxBitmapButton* (p. 83).

*validator*

Window validator.

*name*

Window name.

### Remarks

The *bitmap* parameter is normally the only bitmap you need to provide, and *wxWindows* will draw the button correctly in its different states. If you want more control, call any of the functions *wxBitmapButton::SetBitmapSelected* (p. 88), *wxBitmapButton::SetBitmapFocus* (p. 87), *wxBitmapButton::SetBitmapDisabled* (p. 87).

Note that the bitmap passed is smaller than the actual button created.

### See also

*wxBitmapButton::Create* (p. 86), *wxValidator* (p. 1398)

---

## **wxBitmapButton::~wxBitmapButton**

**~wxBitmapButton()**

Destructor, destroying the button.

## **wxBitmapButton::Create**

---

**bool Create(wxWindow\* parent, wxWindowID id, const wxBitmap& bitmap, const wxPoint& pos, const wxSize& size = wxDefaultSize, long style = 0, const wxValidator& validator, const wxString& name = "button")**

Button creation function for two-step creation. For more details, see *wxBitmapButton::wxBitmapButton* (p. 84).

## **wxBitmapButton::GetBitmapDisabled**

---

**wxBitmap& GetBitmapDisabled() const**

Returns the bitmap for the disabled state.

### **Return value**

A reference to the disabled state bitmap.

### **See also**

*wxBitmapButton::SetBitmapDisabled* (p. 87)

## **wxBitmapButton::GetBitmapFocus**

---

**wxBitmap& GetBitmapFocus() const**

Returns the bitmap for the focused state.

### **Return value**

A reference to the focused state bitmap.

### **See also**

*wxBitmapButton::SetBitmapFocus* (p. 87)

## **wxBitmapButton::GetBitmapLabel**

---

**wxBitmap& GetBitmapLabel() const**

Returns the label bitmap (the one passed to the constructor).

### **Return value**

A reference to the button's label bitmap.

**See also**

*wxBitmapButton::SetBitmapLabel* (p. 88)

---

**wxBitmapButton::GetBitmapSelected**

---

**wxBitmap& GetBitmapSelected() const**

Returns the bitmap for the selected state.

**Return value**

A reference to the selected state bitmap.

**See also**

*wxBitmapButton::SetBitmapSelected* (p. 88)

---

**wxBitmapButton::SetBitmapDisabled**

---

**void SetBitmapDisabled(const wxBitmap& *bitmap*)**

Sets the bitmap for the disabled button appearance.

**Parameters**

*bitmap*

The bitmap to set.

**See also**

*wxBitmapButton::GetBitmapDisabled* (p. 86), *wxBitmapButton::SetBitmapLabel* (p. 88),  
*wxBitmapButton::SetBitmapSelected* (p. 88), *wxBitmapButton::SetBitmapFocus* (p. 87)

---

**wxBitmapButton::SetBitmapFocus**

---

**void SetBitmapFocus(const wxBitmap& *bitmap*)**

Sets the bitmap for the button appearance when it has the keyboard focus.

**Parameters**

*bitmap*

The bitmap to set.

**See also**

*wxBitmapButton::GetBitmapFocus* (p. 86), *wxBitmapButton::SetBitmapLabel* (p. 88), *wxBitmapButton::SetBitmapSelected* (p. 88), *wxBitmapButton::SetBitmapDisabled* (p. 87)

## **wxBitmapButton::SetBitmapLabel**

---

**void SetBitmapLabel(const wxBitmap& *bitmap*)**

Sets the bitmap label for the button.

### **Parameters**

*bitmap*

The bitmap label to set.

### **Remarks**

This is the bitmap used for the unselected state, and for all other states if no other bitmaps are provided.

### **See also**

*wxBitmapButton::GetBitmapLabel* (p. 86)

## **wxBitmapButton::SetBitmapSelected**

---

**void SetBitmapSelected(const wxBitmap& *bitmap*)**

Sets the bitmap for the selected (depressed) button appearance.

### **Parameters**

*bitmap*

The bitmap to set.

### **See also**

*wxBitmapButton::GetBitmapSelected* (p. 87), *wxBitmapButton::SetBitmapLabel* (p. 88), *wxBitmapButton::SetBitmapFocus* (p. 87), *wxBitmapButton::SetBitmapDisabled* (p. 87)

## **wxBitmapDataObject**

`wxBitmapDataObject` is a specialization of `wxDataObject` for bitmap data. It can be used without change to paste data into the `wxClipboard` (p. 139) or a `wxDropSource` (p. 441). A user may wish to derive a new class from this class for providing a bitmap on-demand

in order to minimize memory consumption when offering data in several formats, such as a bitmap and GIF.

**wxPython note:** If you wish to create a derived `wxBitmapDataObject` class in wxPython you should derive the class from `wxPyBitmapDataObject` in order to get Python-aware capabilities for the various virtual methods.

### Virtual functions to override

This class may be used as is, but `GetBitmap` (p. 89) may be overridden to increase efficiency.

### Derived from

`wxDataObjectSimple` (p. 233)  
`wxDataObject` (p. 228)

### Include files

<wx/dataobj.h>

### See also

`Clipboard and drag and drop overview` (p. 1712), `wxDataObject` (p. 228),  
`wxDataObjectSimple` (p. 233), `wxFileDataObject` (p. 489), `wxTextDataObject` (p. 1303),  
`wxDataObject` (p. 228)

**wxBitmapDataObject(const wxBitmap& bitmap = wxNullBitmap)**

Constructor, optionally passing a bitmap (otherwise use `SetBitmap` (p. 89) later).

---

## wxBitmapDataObject::GetBitmap

**virtual wxBitmap GetBitmap() const**

Returns the bitmap associated with the data object. You may wish to override this method when offering data on-demand, but this is not required by wxWindows' internals. Use this method to get data in bitmap form from the `wxClipboard` (p. 139).

---

## wxBitmapDataObject::SetBitmap

**virtual void SetBitmap(const wxBitmap& bitmap)**

Sets the bitmap associated with the data object. This method is called when the data object receives data. Usually there will be no reason to override this function.

## wxBitmapHandler

*Overview* (p. 1683)

This is the base class for implementing bitmap file loading/saving, and bitmap creation from data. It is used within `wxBitmap` and is not normally seen by the application.

If you wish to extend the capabilities of `wxBitmap`, derive a class from `wxBitmapHandler` and add the handler using `wxBitmap::AddHandler` (p. 74) in your application initialisation.

### Derived from

`wxObject` (p. 982)

### Include files

<wx/bitmap.h>

### See also

`wxBitmap` (p. 70), `wxIcon` (p. 742), `wxCursor` (p. 216)

---

## wxBitmapHandler::wxBitmapHandler

### wxBitmapHandler()

Default constructor. In your own default constructor, initialise the members `m_name`, `m_extension` and `m_type`.

---

## wxBitmapHandler::~wxBitmapHandler

### ~wxBitmapHandler()

Destroys the `wxBitmapHandler` object.

---

## wxBitmapHandler::Create

**virtual bool Create**(`wxBitmap*` *bitmap*, `void*` *data*, `int` *type*, `int` *width*, `int` *height*, `int` *depth* = -1)

Creates a bitmap from the given data, which can be of arbitrary type. The `wxBitmap` object *bitmap* is manipulated by this function.

## Parameters

*bitmap*

The wxBitmap object.

*width*

The width of the bitmap in pixels.

*height*

The height of the bitmap in pixels.

*depth*

The depth of the bitmap in pixels. If this is -1, the screen depth is used.

*data*

Data whose type depends on the value of *type*.

*type*

A bitmap type identifier - see `wxBitmapHandler::wxBitmapHandler` (p. 71) for a list of possible values.

## Return value

true if the call succeeded, false otherwise (the default).

---

### **wxBitmapHandler::GetName**

**wxString GetName() const**

Gets the name of this handler.

---

### **wxBitmapHandler::GetExtension**

**wxString GetExtension() const**

Gets the file extension associated with this handler.

---

### **wxBitmapHandler::GetType**

**long GetType() const**

Gets the bitmap type associated with this handler.

---

### **wxBitmapHandler::LoadFile**

**bool LoadFile(wxBitmap\* bitmap, const wxString& name, long type)**

Loads a bitmap from a file or resource, putting the resulting data into *bitmap*.

### Parameters

*bitmap*

The bitmap object which is to be affected by this operation.

*name*

Either a filename or a Windows resource name. The meaning of *name* is determined by the *type* parameter.

*type*

See *wxBitmap::wxBitmap* (p. 71) for values this can take.

### Return value

true if the operation succeeded, false otherwise.

### See also

*wxBitmap::LoadFile* (p. 79)

*wxBitmap::SaveFile* (p. 80)

*wxBitmapHandler::SaveFile* (p. 92)

---

## wxBitmapHandler::SaveFile

---

**bool SaveFile**(*wxBitmap\** *bitmap*, **const wxString&** *name*, **int** *type*, **wxPalette\*** *palette* = *NULL*)

Saves a bitmap in the named file.

### Parameters

*bitmap*

The bitmap object which is to be affected by this operation.

*name*

A filename. The meaning of *name* is determined by the *type* parameter.

*type*

See *wxBitmap::wxBitmap* (p. 71) for values this can take.

*palette*

An optional palette used for saving the bitmap.

### Return value

true if the operation succeeded, false otherwise.

**See also**

*wxBitmap::LoadFile* (p. 79)

*wxBitmap::SaveFile* (p. 80)

*wxBitmapHandler::LoadFile* (p. 91)

---

**wxBitmapHandler::SetName**

---

**void SetName(const wxString& name)**

Sets the handler name.

**Parameters**

*name*

Handler name.

---

**wxBitmapHandler::SetExtension**

---

**void SetExtension(const wxString& extension)**

Sets the handler extension.

**Parameters**

*extension*

Handler extension.

---

**wxBitmapHandler::SetType**

---

**void SetType(long type)**

Sets the handler type.

**Parameters**

*name*

Handler type.

**wxBoxSizer**

The basic idea behind a box sizer is that windows will most often be laid out in rather simple basic geometry, typically in a row or a column or several hierarchies of either.

For more information, please see *Programming with wxBoxSizer* (p. 1671).

### Derived from

*wxSizer* (p. 1145)

*wxObject* (p. 982)

### See also

*wxSizer* (p. 1145), *Sizer overview* (p. 1666)

---

## **wxBoxSizer::wxBoxSizer**

**wxBoxSizer(int orient)**

Constructor for a *wxBoxSizer*. *orient* may be either of *wxVERTICAL* or *wxHORIZONTAL* for creating either a column sizer or a row sizer.

---

## **wxBoxSizer::RecalcSizes**

**void RecalcSizes()**

Implements the calculation of a box sizer's dimensions and then sets the size of its children (calling *wxWindow::SetSize* (p. 1469) if the child is a window). It is used internally only and must not be called by the user. Documented for information.

---

## **wxBoxSizer::CalcMin**

**wxSize CalcMin()**

Implements the calculation of a box sizer's minimal. It is used internally only and must not be called by the user. Documented for information.

---

## **wxBoxSizer::GetOrientation**

**int GetOrientation()**

Returns the orientation of the box sizer, either *wxVERTICAL* or *wxHORIZONTAL*.

## **wxBrush**

A brush is a drawing tool for filling in areas. It is used for painting the background of

rectangles, ellipses, etc. It has a colour and a style.

### Derived from

*wxGDIObject* (p. 585)

*wxObject* (p. 982)

### Include files

<wx/brush.h>

### Predefined objects

Objects:

#### **wxNullBrush**

Pointers:

**wxBLUE\_BRUSH**  
**wxGREEN\_BRUSH**  
**wxWHITE\_BRUSH**  
**wxBLACK\_BRUSH**  
**wxGREY\_BRUSH**  
**wxMEDIUM\_GREY\_BRUSH**  
**wxLIGHT\_GREY\_BRUSH**  
**wxTRANSPARENT\_BRUSH**  
**wxCYAN\_BRUSH**  
**wxRED\_BRUSH**

### Remarks

On a monochrome display, *wxWindows* shows all brushes as white unless the colour is really black.

Do not initialize objects on the stack before the program commences, since other required structures may not have been set up yet. Instead, define global pointers to objects and create them in *wxApp::OnInit* (p. 39) or when required.

An application may wish to create brushes with different characteristics dynamically, and there is the consequent danger that a large number of duplicate brushes will be created. Therefore an application may wish to get a pointer to a brush by using the global list of brushes **wxTheBrushList**, and calling the member function **FindOrCreateBrush**.

*wxBrush* uses a reference counting system, so assignments between brushes are very cheap. You can therefore use actual *wxBrush* objects instead of pointers without efficiency problems. Once one *wxBrush* object changes its data it will create its own brush data internally so that other brushes, which previously shared the data using the reference counting, are not affected.

### See also

*wxBrushList* (p. 100), *wxDC* (p. 359), *wxDC::SetBrush* (p. 376)

---

## wxBrush::wxBrush

---

### wxBrush()

Default constructor. The brush will be uninitialised, and *wxBrush::Ok* (p. 98) will return false.

### wxBrush(const wxColour& colour, int style = wxSOLID)

Constructs a brush from a colour object and style.

### wxBrush(const wxString& colourName, int style)

Constructs a brush from a colour name and style.

### wxBrush(const wxBitmap& stippleBitmap)

Constructs a stippled brush using a bitmap.

### wxBrush(const wxBrush& brush)

Copy constructor. This uses reference counting so is a cheap operation.

## Parameters

### *colour*

Colour object.

### *colourName*

Colour name. The name will be looked up in the colour database.

### *style*

One of:

<b>wxTRANSPARENT</b>	Transparent (no fill).
<b>wxSOLID</b>	Solid.
<b>wxBDIAGONAL_HATCH</b>	Backward diagonal hatch.
<b>wxCROSSDIAG_HATCH</b>	Cross-diagonal hatch.
<b>wxFDIAGONAL_HATCH</b>	Forward diagonal hatch.
<b>wxCROSS_HATCH</b>	Cross hatch.
<b>wxHORIZONTAL_HATCH</b>	Horizontal hatch.
<b>wxVERTICAL_HATCH</b>	Vertical hatch.

### *brush*

Pointer or reference to a brush to copy.

*stippleBitmap*

A bitmap to use for stippling.

### Remarks

If a stipple brush is created, the brush style will be set to wxSTIPPLE.

### See also

*wxBrushList* (p. 100), *wxColour* (p. 154), *wxColourDatabase* (p. 159)

---

## wxBrush::~~wxBrush

---

**void ~wxBrush()**

Destructor.

### Remarks

The destructor may not delete the underlying brush object of the native windowing system, since wxBrush uses a reference counting system for efficiency.

Although all remaining brushes are deleted when the application exits, the application should try to clean up all brushes itself. This is because wxWindows cannot know if a pointer to the brush object is stored in an application data structure, and there is a risk of double deletion.

---

## wxBrush::GetColour

---

**wxColour& GetColour() const**

Returns a reference to the brush colour.

### See also

*wxBrush::SetColour* (p. 98)

---

## wxBrush::GetStipple

---

**wxBitmap \* GetStipple() const**

Gets a pointer to the stipple bitmap. If the brush does not have a wxSTIPPLE style, this bitmap may be non-NULL but uninitialised (*wxBitmap::Ok* (p. 79) returns false).

### See also

*wxBrush::SetStipple* (p. 99)

## **wxBrush::GetStyle**

---

**int GetStyle() const**

Returns the brush style, one of:

<b>wxTRANSPARENT</b>	Transparent (no fill).
<b>wxSOLID</b>	Solid.
<b>wxBDIAGONAL_HATCH</b>	Backward diagonal hatch.
<b>wxCROSSDIAG_HATCH</b>	Cross-diagonal hatch.
<b>wxFDIAGONAL_HATCH</b>	Forward diagonal hatch.
<b>wxCROSS_HATCH</b>	Cross hatch.
<b>wxHORIZONTAL_HATCH</b>	Horizontal hatch.
<b>wxVERTICAL_HATCH</b>	Vertical hatch.
<b>wxSTIPPLE</b>	Stippled using a bitmap.
<b>wxSTIPPLE_MASK_OPAQUE</b>	Stippled using a bitmap's mask.

### **See also**

*wxBrush::SetStyle* (p. 99), *wxBrush::SetColour* (p. 98), *wxBrush::SetStipple* (p. 99)

## **wxBrush::Ok**

---

**bool Ok() const**

Returns true if the brush is initialised. It will return false if the default constructor has been used (for example, the brush is a member of a class, or NULL has been assigned to it).

## **wxBrush::SetColour**

---

**void SetColour(wxColour& colour)**

Sets the brush colour using a reference to a colour object.

**void SetColour(const wxString& colourName)**

Sets the brush colour using a colour name from the colour database.

**void SetColour(const unsigned char red, const unsigned char green, const unsigned char blue)**

Sets the brush colour using red, green and blue values.

**See also**

*wxBrush::GetColour* (p. 97)

**wxBrush::SetStipple**

---

**void SetStipple(const wxBitmap& *bitmap*)**

Sets the stipple bitmap.

**Parameters**

*bitmap*

The bitmap to use for stippling.

**Remarks**

The style will be set to wxSTIPPLE, unless the bitmap has a mask associated to it, in which case the style will be set to wxSTIPPLE\_MASK\_OPAQUE.

If the wxSTIPPLE variant is used, the bitmap will be used to fill out the area to be drawn. If the wxSTIPPLE\_MASK\_OPAQUE is used, the current text foreground and text background determine what colours are used for displaying and the bits in the mask (which is a mono-bitmap actually) determine where to draw what.

Note that under Windows 95, only 8x8 pixel large stipple bitmaps are supported, Windows 98 and NT as well as GTK support arbitrary bitmaps.

**See also**

*wxBitmap* (p. 70)

**wxBrush::SetStyle**

---

**void SetStyle(int *style*)**

Sets the brush style.

*style*

One of:

**wxTRANSPARENT**

Transparent (no fill).

**wxSOLID**

Solid.

**wxBDIAGONAL\_HATCH**

Backward diagonal hatch.

**wxCROSSDIAG\_HATCH**

Cross-diagonal hatch.

**wxFDIAGONAL\_HATCH**

Forward diagonal hatch.

**wxCROSS\_HATCH**

Cross hatch.

<b>wxHORIZONTAL_HATCH</b>	Horizontal hatch.
<b>wxVERTICAL_HATCH</b>	Vertical hatch.
<b>wxSTIPPLE</b>	Stippled using a bitmap.
<b>wxSTIPPLE_MASK_OPAQUE</b>	Stippled using a bitmap's mask.

**See also***wxBrush::GetStyle* (p. 98)**wxBrush::operator =**

---

**wxBrush& operator =(const wxBrush& brush)**

Assignment operator, using reference counting. Returns a reference to 'this'.

**wxBrush::operator ==**

---

**bool operator ==(const wxBrush& brush)**

Equality operator. Two brushes are equal if they contain pointers to the same underlying brush data. It does not compare each attribute, so two independently-created brushes using the same parameters will fail the test.

**wxBrush::operator !=**

---

**bool operator !=(const wxBrush& brush)**

Inequality operator. Two brushes are not equal if they contain pointers to different underlying brush data. It does not compare each attribute.

**wxBrushList**

A brush list is a list containing all brushes which have been created.

**Derived from***wxList* (p. 814)*wxObject* (p. 982)**Include files**

&lt;wx/gdicmn.h&gt;

## Remarks

There is only one instance of this class: **wxTheBrushList**. Use this object to search for a previously created brush of the desired type and create it if not already found. In some windowing systems, the brush may be a scarce resource, so it can pay to reuse old resources if possible. When an application finishes, all brushes will be deleted and their resources freed, eliminating the possibility of 'memory leaks'. However, it is best not to rely on this automatic cleanup because it can lead to double deletion in some circumstances.

There are two mechanisms in recent versions of wxWindows which make the brush list less useful than it once was. Under Windows, scarce resources are cleaned up internally if they are not being used. Also, a referencing counting mechanism applied to all GDI objects means that some sharing of underlying resources is possible. You don't have to keep track of pointers, working out when it is safe delete a brush, because the referencing counting does it for you. For example, you can set a brush in a device context, and then immediately delete the brush you passed, because the brush is 'copied'.

So you may find it easier to ignore the brush list, and instead create and copy brushes as you see fit. If your Windows resource meter suggests your application is using too many resources, you can resort to using GDI lists to share objects explicitly.

The only compelling use for the brush list is for wxWindows to keep track of brushes in order to clean them up on exit. It is also kept for backward compatibility with earlier versions of wxWindows.

## See also

*wxBrush* (p. 94)

---

## wxBrushList::wxBrushList

**void wxBrushList()**

Constructor. The application should not construct its own brush list: use the object pointer **wxTheBrushList**.

---

## wxBrushList::AddBrush

**void AddBrush(wxBrush \*brush)**

Used internally by wxWindows to add a brush to the list.

---

## wxBrushList::FindOrCreateBrush

**wxBrush \* FindOrCreateBrush(const wxColour& colour, int style)**

Finds a brush with the specified attributes and returns it, else creates a new brush, adds it to the brush list, and returns it.

**wxBrush \* FindOrCreateBrush(const wxString& colourName, int style)**

Finds a brush with the specified attributes and returns it, else creates a new brush, adds it to the brush list, and returns it.

Finds a brush of the given specification, or creates one and adds it to the list.

### Parameters

*colour*

Colour object.

*colourName*

Colour name, which should be in the colour database.

*style*

Brush style. See *wxBrush::SetStyle* (p. 99) for a list of styles.

### wxBrushList::RemoveBrush

---

**void RemoveBrush(wxBrush \*brush)**

Used by wxWindows to remove a brush from the list.

## wxBufferedInputStream

This stream acts as a cache. It caches the bytes read from the specified input stream (See *wxFilterInputStream* (p. 528)). It uses *wxStreamBuffer* and sets the default in-buffer size to 1024 bytes. This class may not be used without some other stream to read the data from (such as a file stream or a memory stream).

### Derived from

*wxFilterInputStream* (p. 528)

### Include files

<wx/stream.h>

### See also

*wxStreamBuffer* (p. 1227), *wxInputStream* (p. 790), *wxBufferedOutputStream* (p. 103)

## wxBufferedOutputStream

This stream acts as a cache. It caches the bytes to be written to the specified output stream (See *wxFilterOutputStream* (p. 529)). The data is only written when the cache is full, when the buffered stream is destroyed or when calling `SeekO()`.

This class may not be used without some other stream to write the data to (such as a file stream or a memory stream).

### Derived from

*wxFilterOutputStream* (p. 529)

### Include files

<wx/stream.h>

### See also

*wxStreamBuffer* (p. 1227), *wxOutputStream* (p. 986)

---

## wxBufferedOutputStream::wxBufferedOutputStream

**wxBufferedOutputStream**(const **wxOutputStream**& *parent*)

Creates a buffered stream using a buffer of a default size of 1024 bytes for caching the stream *parent*.

---

## wxBufferedOutputStream::~~wxBufferedOutputStream

**~wxBufferedOutputStream**()

Destructor. Calls `Sync()` and destroys the internal buffer.

---

## wxBufferedOutputStream::SeekO

**off\_t** **SeekO**(**off\_t** *pos*, **wxSeekMode** *mode*)

Calls `Sync()` and changes the stream position.

## **wxBufferedOutputStream::Sync**

---

**void Sync()**

Flushes the buffer and calls Sync() on the parent stream.

## **wxBusyCursor**

This class makes it easy to tell your user that the program is temporarily busy. Just create a wxBusyCursor object on the stack, and within the current scope, the hourglass will be shown.

For example:

```
wxBusyCursor wait;  
  
for (int i = 0; i < 100000; i++)  
    DoACalculation();
```

It works by calling *wxBeginBusyCursor* (p. 1532) in the constructor, and *wxEndBusyCursor* (p. 1535) in the destructor.

### **Derived from**

None

### **Include files**

<wx/utils.h>

### **See also**

*wxBeginBusyCursor* (p. 1532), *wxEndBusyCursor* (p. 1535), *wxWindowDisabler* (p. 1478)

## **wxBusyCursor::wxBusyCursor**

---

**wxBusyCursor(wxCursor\* cursor = wxHOURLASS\_CURSOR)**

Constructs a busy cursor object, calling *wxBeginBusyCursor* (p. 1532).

## **wxBusyCursor::~wxBusyCursor**

---

**~wxBusyCursor()**

Destroys the busy cursor object, calling *wxEndBusyCursor* (p. 1535).

**wxBusyInfo**

This class makes it easy to tell your user that the program is temporarily busy. Just create a *wxBusyInfo* object on the stack, and within the current scope, a message window will be shown.

For example:

```
wxBusyInfo wait("Please wait, working...");  
  
for (int i = 0; i < 100000; i++)  
{  
    DoACalculation();  
}
```

It works by creating a window in the constructor, and deleting it in the destructor.

You may also want to call *wxTheApp->Yield()* to refresh the window periodically (in case it had been obscured by other windows, for example) like this:

```
wxWindowDisabler disableAll;  
  
wxBusyInfo wait("Please wait, working...");  
  
for (int i = 0; i < 100000; i++)  
{  
    DoACalculation();  
  
    if ( !(i % 1000) )  
        wxTheApp->Yield();  
}
```

but take care to not cause undesirable reentrancies when doing it (see *wxApp::Yield()* (p. 44) for more details). The simplest way to do it is to use *wxWindowDisabler* (p. 1478) class as illustrated in the above example.

**Derived from**

None

**Include files**

<wx/busyinfo.h>

## **wxBusyInfo::wxBusyInfo**

---

**wxBusyInfo**(const wxString& *msg*, wxParent \**parent* = NULL)

Constructs a busy info window as child of *parent* and displays *msg* in it.

**NB:** If *parent* is not `NULL` you must ensure that it is not closed while the busy info is shown.

## **wxBusyInfo::~~wxBusyInfo**

---

**~wxBusyInfo**()

Hides and closes the window containing the information text.

## **wxButton**

A button is a control that contains a text string, and is one of the commonest elements of a GUI. It may be placed on a *dialog box* (p. 379) or *panel* (p. 1001), or indeed almost any other window.

### **Derived from**

*wxControl* (p. 204)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### **Include files**

<wx/button.h>

### **Window styles**

**wxBU\_LEFT**

Left-justifies the label. WIN32 only.

**wxBU\_TOP**

Aligns the label to the top of the button. WIN32 only.

**wxBU\_RIGHT**

Right-justifies the bitmap label. WIN32 only.

**wxBU\_BOTTOM**

Aligns the label to the bottom of the button. WIN32 only.

**wxBU\_EXACTFIT**

Creates the button as small as possible instead of making it of the standard size (which is the default behaviour).

See also *window styles overview* (p. 1657).

### **Event handling**

**EVT\_BUTTON(id, func)**

Process a `wxEVT_COMMAND_BUTTON_CLICKED` event, when the button is clicked.

**See also**

*wxBitmapButton* (p. 83)

---

**wxButton::wxButton**

---

**wxButton()**

Default constructor.

**wxButton(wxWindow\* parent, wxWindowID id, const wxString& label, const wxPoint& pos, const wxSize& size = wxDefaultSize, long style = 0, const wxValidator& validator, const wxString& name = "button")**

Constructor, creating and showing a button.

**Parameters**

*parent*

Parent window. Must not be NULL.

*id*

Button identifier. A value of -1 indicates a default value.

*label*

Text to be displayed on the button.

*pos*

Button position.

*size*

Button size. If the default size (-1, -1) is specified then the button is sized appropriately for the text.

*style*

Window style. See *wxButton* (p. 106).

*validator*

Window validator.

*name*

Window name.

**See also**

*wxButton::Create* (p. 108), *wxValidator* (p. 1398)

**wxButton::~~wxButton**

---

**~wxButton()**

Destructor, destroying the button.

**wxButton::Create**

---

**bool Create(wxWindow\* parent, wxWindowID id, const wxString& label, const wxPoint& pos, const wxSize& size = wxDefaultSize, long style = 0, const wxValidator& validator, const wxString& name = "button")**

Button creation function for two-step creation. For more details, see *wxButton::wxButton* (p. 107).

**wxButton::GetLabel**

---

**wxString GetLabel() const**

Returns the string label for the button.

**Return value**

The button's label.

**See also**

*wxButton::SetLabel* (p. 109)

**wxButton::GetDefaultSize**

---

**wxSize GetDefaultSize()**

Returns the default size for the buttons. It is advised to make all the dialog buttons of the same size and this function allows to retrieve the (platform and current font dependent size) which should be the best suited for this.

**wxButton::SetDefault**

---

**void SetDefault()**

This sets the button to be the default item for the panel or dialog box.

### Remarks

Under Windows, only dialog box buttons respond to this function. As normal under Windows and Motif, pressing return causes the default button to be depressed when the return key is pressed. See also *wxWindow::SetFocus* (p. 1465) which sets the keyboard focus for windows and text panel items, and *wxPanel::SetDefaultItem* (p. 1004).

Note that under Motif, calling this function immediately after creation of a button and before the creation of other buttons will cause misalignment of the row of buttons, since default buttons are larger. To get around this, call *SetDefault* after you have created a row of buttons: wxWindows will then set the size of all buttons currently on the panel to the same size.

---

## wxButton::SetLabel

---

**void SetLabel(const wxString& label)**

Sets the string label for the button.

### Parameters

*label*

The label to set.

### See also

*wxButton::GetLabel* (p. 108)

## wxCalculateLayoutEvent

This event is sent by *wxLayoutAlgorithm* (p. 809) to calculate the amount of the remaining client area that the window should occupy.

### Derived from

*wxEvent* (p. 453)

*wxObject* (p. 982)

### Include files

<wx/laywin.h>

### Event table macros

**EVT\_CALCULATE\_LAYOUT(func)** Process a wxEVT\_CALCULATE\_LAYOUT event, which asks the window to take a 'bite' out of a rectangle provided by the algorithm.

**See also**

*wxQueryLayoutInfoEvent* (p. 1063), *wxSashLayoutWindow* (p. 1100), *wxLayoutAlgorithm* (p. 809).

---

### **wxCalculateLayoutEvent::wxCalculateLayoutEvent**

---

**wxCalculateLayoutEvent(wxWindowID *id* = 0)**

Constructor.

---

### **wxCalculateLayoutEvent::GetFlags**

---

**int GetFlags() const**

Returns the flags associated with this event. Not currently used.

---

### **wxCalculateLayoutEvent::GetRect**

---

**wxRect GetRect() const**

Before the event handler is entered, returns the remaining parent client area that the window could occupy. When the event handler returns, this should contain the remaining parent client rectangle, after the event handler has subtracted the area that its window occupies.

---

### **wxCalculateLayoutEvent::SetFlags**

---

**void SetFlags(int *flags*)**

Sets the flags associated with this event. Not currently used.

---

### **wxCalculateLayoutEvent::SetRect**

---

**void SetRect(const wxRect& *rect*)**

Call this to specify the new remaining parent client area, after the space occupied by the

window has been subtracted.

## wxCalendarCtrl

The calendar control allows the user to pick a date interactively. For this, it displays a window containing several parts: the control to pick the month and the year at the top (either or both of them may be disabled) and a month area below them which shows all the days in the month. The user can move the current selection using the keyboard and select the date (generating `EVT_CALENDAR` event) by pressing `<Return>` or double clicking it.

It has advanced possibilities for the customization of its display. All global settings (such as colours and fonts used) can, of course, be changed. But also, the display style for each day in the month can be set independently using *wxCalendarDateAttr* (p. 117) class.

An item without custom attributes is drawn with the default colours and font and without border, but setting custom attributes with *SetAttr* (p. 116) allows to modify its appearance. Just create a custom attribute object and set it for the day you want to be displayed specially (note that the control will take ownership of the pointer, i.e. it will delete it itself). A day may be marked as being a holiday, even if it is not recognized as one by *wxDateTime* (p. 1625) using *SetHoliday* (p. 118) method.

As the attributes are specified for each day, they may change when the month is changed, so you will often want to update them in `EVT_CALENDAR_MONTH` event handler.

### Derived from

*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

`<wx/calctrl.h>`

### Window styles

**wxCAL\_SUNDAY\_FIRST** Show Sunday as the first day in the week  
**wxCAL\_MONDAY\_FIRST** Show Monday as the first day in the week  
**wxCAL\_SHOW\_HOLIDAYS** Highlight holidays in the calendar  
**wxCAL\_NO\_YEAR\_CHANGE** Disable the year changing

- wxCAL\_NO\_MONTH\_CHANGE** Disable the month (and, implicitly, the year) changing
- wxCAL\_SHOW\_SURROUNDING\_WEEKS** Show the neighbouring weeks in the previous and next months
- wxCAL\_SEQUENTIAL\_MONTH\_SELECTION** Use alternative, more compact, style for the month and year selection controls.

The default calendar style is `wxCAL_SHOW_HOLIDAYS`.

### Event table macros

To process input from a calendar control, use these event handler macros to direct input to member functions that take a *wxCalendarEvent* (p. 120) argument.

- EVT\_CALENDAR(id, func)** A day was double clicked in the calendar.
- EVT\_CALENDAR\_SEL\_CHANGED(id, func)** The selected date changed.
- EVT\_CALENDAR\_DAY(id, func)** The selected day changed.
- EVT\_CALENDAR\_MONTH(id, func)** The selected month changed.
- EVT\_CALENDAR\_YEAR(id, func)** The selected year changed.
- EVT\_CALENDAR\_WEEKDAY\_CLICKED(id, func)** User clicked on the week day header

Note that changing the selected date will result in either of `EVT_CALENDAR_DAY`, `MONTH` or `YEAR` events and `EVT_CALENDAR_SEL_CHANGED` one.

### Constants

The following are the possible return values for *HitTest* (p. 117) method:

```
enum wxCalendarHitTestResult
{
    wxCAL_HITTEST_NOWHERE, // outside of anything
    wxCAL_HITTEST_HEADER, // on the header (weekdays)
    wxCAL_HITTEST_DAY // on a day in the calendar
}
```

### See also

*Calendar sample* (p. 1604)

*wxCalendarDateAttr* (p. 117)  
*wxCalendarEvent* (p. 120)

---

### **wxCalendarCtrl::wxCalendarCtrl**

---

**wxCalendarCtrl()**

Default constructor, use *Create* (p. 113) after it.

---

### **wxCalendarCtrl::wxCalendarCtrl**

---

**wxCalendarCtrl(wxWindow\* parent, wxWindowID id, const wxDateTime& date = wxDefaultDateTime, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxCAL\_SHOW\_HOLIDAYS, const wxString& name = wxCalendarNameStr)**

Does the same as *Create* (p. 113) method.

---

### **wxCalendarCtrl::Create**

---

**bool Create(wxWindow\* parent, wxWindowID id, const wxDateTime& date = wxDefaultDateTime, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxCAL\_SHOW\_HOLIDAYS, const wxString& name = wxCalendarNameStr)**

Creates the control. See *wxWindow* (p. 1429) for the meaning of the parameters and the control overview for the possible styles.

---

### **wxCalendarCtrl::~~wxCalendarCtrl**

---

**~wxCalendarCtrl()**

Destroys the control.

---

### **wxCalendarCtrl::SetDate**

---

**void SetDate(const wxDateTime& date)**

Sets the current date.

---

### **wxCalendarCtrl::GetDate**

---

**const wxDateTime& GetDate() const**

Gets the currently selected date.

**wxCalendarCtrl::EnableYearChange**

---

**void EnableYearChange(bool enable = true)**

This function should be used instead of changing `wxCAL_NO_YEAR_CHANGE` style bit directly. It allows or disallows the user to change the year interactively.

**wxCalendarCtrl::EnableMonthChange**

---

**void EnableMonthChange(bool enable = true)**

This function should be used instead of changing `wxCAL_NO_MONTH_CHANGE` style bit. It allows or disallows the user to change the month interactively. Note that if the month can not be changed, the year can not be changed neither.

**wxCalendarCtrl::EnableHolidayDisplay**

---

**void EnableHolidayDisplay(bool display = true)**

This function should be used instead of changing `wxCAL_SHOW_HOLIDAYS` style bit directly. It enables or disables the special highlighting of the holidays.

**wxCalendarCtrl::SetHeaderColours**

---

**void SetHeaderColours(const wxColour& colFg, const wxColour& colBg)**

Set the colours used for painting the weekdays at the top of the control.

**wxCalendarCtrl::GetHeaderColourFg**

---

**const wxColour& GetHeaderColourFg() const**

Gets the foreground colour of the header part of the calendar window.

**See also**

*SetHeaderColours* (p. 114)

**wxCalendarCtrl::GetHeaderColourBg**

---

**const wxColour& GetHeaderColourBg() const**

Gets the background colour of the header part of the calendar window.

**See also**

*SetHeaderColours* (p. 114)

**wxCalendarCtrl::SetHighlightColours**

---

**void SetHighlightColours(const wxColour& colFg, const wxColour& colBg)**

Set the colours to be used for highlighting the currently selected date.

**wxCalendarCtrl::GetHighlightColourFg**

---

**const wxColour& GetHighlightColourFg() const**

Gets the foreground highlight colour.

**See also**

*SetHighlightColours* (p. 115)

**wxCalendarCtrl::GetHighlightColourBg**

---

**const wxColour& GetHighlightColourBg() const**

Gets the background highlight colour.

**See also**

*SetHighlightColours* (p. 115)

**wxCalendarCtrl::SetHolidayColours**

---

**void SetHolidayColours(const wxColour& colFg, const wxColour& colBg)**

Sets the colours to be used for the holidays highlighting (only used if the window style includes `wxCAL_SHOW_HOLIDAYS` flag).

**wxCalendarCtrl::GetHolidayColourFg**

---

**const wxColour& GetHolidayColourFg() const**

Return the foreground colour currently used for holiday highlighting.

**See also**

*SetHolidayColours* (p. 115)

**wxCalendarCtrl::GetHolidayColourBg**

---

**const wxColour& GetHolidayColourBg() const**

Return the background colour currently used for holiday highlighting.

**See also**

*SetHolidayColours* (p. 115)

**wxCalendarCtrl::GetAttr**

---

**wxCalendarDateAttr \* GetAttr(size\_t day) const**

Returns the attribute for the given date (should be in the range 1...31).

The returned pointer may be `NULL`.

**wxCalendarCtrl::SetAttr**

---

**void SetAttr(size\_t day, wxCalendarDateAttr\* attr)**

Associates the attribute with the specified date (in the range 1...31).

If the pointer is `NULL`, the items attribute is cleared.

**wxCalendarCtrl::SetHoliday**

---

**void SetHoliday(size\_t day)**

Marks the specified day as being a holiday in the current month.

**wxCalendarCtrl::ResetAttr**

---

**void ResetAttr(size\_t day)**

Clears any attributes associated with the given day (in the range 1...31).

---

## **wxCalendarCtrl::HitTest**

---

**wxCalendarHitTestResult HitTest(const wxPoint& pos, wxDateTime\* date = NULL, wxDateTime::WeekDay\* wd = NULL)**

Returns one of `wxCAL_HITTEST_XXX` constants (p. 111) and fills either *date* or *wd* pointer with the corresponding value depending on the hit test code.

## **wxCalendarDateAttr**

`wxCalendarDateAttr` is a custom attributes for a calendar date. The objects of this class are used with `wxCalendarCtrl` (p. 111).

### **Derived from**

No base class

### **Constants**

Here are the possible kinds of borders which may be used to decorate a date:

```
enum wxCalendarDateBorder
{
    wxCAL_BORDER_NONE,           // no border (default)
    wxCAL_BORDER_SQUARE,        // a rectangular border
    wxCAL_BORDER_ROUND          // a round border
}
```

### **See also**

`wxCalendarCtrl` (p. 111)

---

## **wxCalendarDateAttr::wxCalendarDateAttr**

---

**wxCalendarDateAttr()**

**wxCalendarDateAttr(const wxColour& colText, const wxColour& colBack = wxNullColour, const wxColour& colBorder = wxNullColour, const wxFont& font = wxNullFont, wxCalendarDateBorder border = wxCAL\_BORDER\_NONE)**

**wxCalendarDateAttr(wxCalendarDateBorder border, const wxColour& colBorder = wxNullColour)**

The constructors.

---

**wxCalendarDateAttr::SetTextColour**

---

**void SetTextColour(const wxColour& colText)**

Sets the text (foreground) colour to use.

---

**wxCalendarDateAttr::SetBackgroundColour**

---

**void SetBackgroundColour(const wxColour& colBack)**

Sets the text background colour to use.

---

**wxCalendarDateAttr::SetBorderColour**

---

**void SetBorderColour(const wxColour& col)**

Sets the border colour to use.

---

**wxCalendarDateAttr::SetFont**

---

**void SetFont(const wxFont& font)**

Sets the font to use.

---

**wxCalendarDateAttr::SetBorder**

---

**void SetBorder(wxCalendarDateBorder border)**

Sets the *border kind* (p. 117)

---

**wxCalendarDateAttr::SetHoliday**

---

**void SetHoliday(bool holiday)**

Display the date with this attribute as a holiday.

---

**wxCalendarDateAttr::HasTextColour**

---

**bool HasTextColour() const**

Returns `true` if this item has a non default text foreground colour.

---

**wxCalendarDateAttr::HasBackgroundColour**

---

**bool HasBackgroundColour() const**

Returns `true` if this attribute specifies a non default text background colour.

---

**wxCalendarDateAttr::HasBorderColour**

---

**bool HasBorderColour() const**

Returns `true` if this attribute specifies a non default border colour.

---

**wxCalendarDateAttr::HasFont**

---

**bool HasFont() const**

Returns `true` if this attribute specifies a non default font.

---

**wxCalendarDateAttr::HasBorder**

---

**bool HasBorder() const**

Returns `true` if this attribute specifies a non default (i.e. any) border.

---

**wxCalendarDateAttr::IsHoliday**

---

**bool IsHoliday() const**

Returns `true` if this attribute specifies that this item should be displayed as a holiday.

---

**wxCalendarDateAttr::GetTextColour**

---

**const wxColour& GetTextColour() const**

Returns the text colour to use for the item with this attribute.

---

**wxCalendarDateAttr::GetBackgroundColour**

---

**const wxColour& GetBackgroundColour() const**

Returns the background colour to use for the item with this attribute.

### **wxCalendarDateAttr::GetBorderColour**

---

**const wxColour& GetBorderColour() const**

Returns the border colour to use for the item with this attribute.

### **wxCalendarDateAttr::GetFont**

---

**const wxFont& GetFont() const**

Returns the font to use for the item with this attribute.

### **wxCalendarDateAttr::GetBorder**

---

**wxCalendarDateBorder GetBorder() const**

Returns the *border* (p. 117) to use for the item with this attribute.

## **wxCalendarEvent**

The `wxCalendarEvent` class is used together with `wxCalendarCtrl` (p. 111).

### **See also**

`wxCalendarCtrl` (p. 111)

### **wxCalendarEvent::GetDate**

---

wxcalendareventgetdate

**const wxDateTime& GetDate() const**

Returns the date. This function may be called for all event types except `EVT_CALENDAR_WEEKDAY_CLICKED` one for which it doesn't make sense.

### **wxCalendarEvent::GetWeekDay**

---

wxcaldareventgetweekday

### **wxDateTime::WeekDay GetWeekDay() const**

Returns the week day on which the user clicked in `EVT_CALENDAR_WEEKDAY_CLICKED` handler. It doesn't make sense to call this function in other handlers.

## **wxCaret**

A caret is a blinking cursor showing the position where the typed text will appear. The text controls usually have a caret but `wxCaret` class also allows to use a caret in other windows.

Currently, the caret appears as a rectangle of the given size. In the future, it will be possible to specify a bitmap to be used for the caret shape.

A caret is always associated with a window and the current caret can be retrieved using `wxWindow::GetCaret` (p. 1441). The same caret can't be reused in two different windows.

### **Derived from**

No base class

### **Include files**

<wx/caret.h>

### **Data structures**

## **wxCaret::wxCaret**

---

### **wxCaret()**

Default constructor: you must use one of `Create()` functions later.

### **wxCaret(wxWindow\* window, int width, int height)**

### **wxCaret(wxWindowBase\* window, const wxSize& size)**

Create the caret of given (in pixels) width and height and associates it with the given window.

**wxCaret::Create**

---

**bool Create(wxWindowBase\* window, int width, int height)****bool Create(wxWindowBase\* window, const wxSize& size)**

Create the caret of given (in pixels) width and height and associates it with the given window (same as constructor).

**wxCaret::GetBlinkTime**

---

**static int GetBlinkTime()**

Returns the blink time which is measured in milliseconds and is the time elapsed between 2 inversions of the caret (blink time of the caret is the same for all carets, so this functions is static).

**wxCaret::GetPosition**

---

**void GetPosition(int\* x, int\* y) const****wxPoint GetPosition() const**

Get the caret position (in pixels).

**wxPerl note:** In wxPerl there are two methods instead of a single overloaded method:

<b>GetPosition()</b>	Returns a Wx::Point
<b>GetPositionXY()</b>	Returns a 2-element list ( x, y )

**wxCaret::GetSize**

---

**void GetSize(int\* width, int\* height) const****wxSize GetSize() const**

Get the caret size.

**wxPerl note:** In wxPerl there are two methods instead of a single overloaded method:

<b>GetSize()</b>	Returns a Wx::Size
<b>GetSizeWH()</b>	Returns a 2-element list ( width, height )

**wxCaret::GetWindow**

---

**wxWindow\* GetWindow() const**

Get the window the caret is associated with.

**wxCaret::Hide**

---

**void Hide()**

Same as *wxCaret::Show(false)* (p. 124).

**wxCaret::IsOk**

---

**bool IsOk() const**

Returns true if the caret was created successfully.

**wxCaret::IsVisible**

---

**bool IsVisible() const**

Returns true if the caret is visible and false if it is permanently hidden (if it is blinking and not shown currently but will be after the next blink, this method still returns true).

**wxCaret::Move**

---

**void Move(int x, int y)****void Move(const wxPoint& pt)**

Move the caret to given position (in logical coordinates).

**wxCaret::SetBlinkTime**

---

**static void SetBlinkTime(int milliseconds)**

Sets the blink time for all the carets.

**Remarks**

Under Windows, this function will change the blink time for **all** carets permanently (until the next time it is called), even for the carets in other applications.

### See also

*GetBlinkTime* (p. 122)

---

## wxCaret::SetSize

---

**void SetSize**(int *width*, int *height*)

**void SetSize**(const wxSize& *size*)

Changes the size of the caret.

---

## wxCaret::Show

---

**void Show**(bool *show = true*)

Shows or hides the caret. Notice that if the caret was hidden N times, it must be shown N times as well to reappear on the screen.

## wxCheckBox

A checkbox is a labelled box which is either on (checkmark is visible) or off (no checkmark).

### Derived from

*wxControl* (p. 204)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Include files

<wx/checkbox.h>

### Window styles

There are no special styles for wxCheckBox.

See also *window styles overview* (p. 1657).

### Event handling

**EVT\_CHECKBOX(id, func)** Process a `wxEVT_COMMAND_CHECKBOX_CLICKED` event, when the checkbox is clicked.

### See also

*wxRadioButton* (p. 1072), *wxCommandEvent* (p. 169)

---

## **wxCheckBox::wxCheckBox**

---

### **wxCheckBox()**

Default constructor.

**wxCheckBox(wxWindow\* parent, wxWindowID id, const wxString& label, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = 0, const wxValidator& val, const wxString& name = "checkBox")**

Constructor, creating and showing a checkbox.

### Parameters

#### *parent*

Parent window. Must not be NULL.

#### *id*

Checkbox identifier. A value of -1 indicates a default value.

#### *label*

Text to be displayed next to the checkbox.

#### *pos*

Checkbox position. If the position (-1, -1) is specified then a default position is chosen.

#### *size*

Checkbox size. If the default size (-1, -1) is specified then a default size is chosen.

#### *style*

Window style. See *wxCheckBox* (p. 124).

#### *validator*

Window validator.

#### *name*

Window name.

**See also**

*wxCheckBox::Create* (p. 126), *wxValidator* (p. 1398)

---

**wxCheckBox::~wxCheckBox**

---

**~wxCheckBox()**

Destructor, destroying the checkbox.

---

**wxCheckBox::Create**

---

**bool Create(wxWindow\* parent, wxWindowID id, const wxString& label, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = 0, const wxValidator& val, const wxString& name = "checkBox")**

Creates the checkbox for two-step construction. See *wxCheckBox::wxCheckBox* (p. 125) for details.

---

**wxCheckBox::GetValue**

---

**bool GetValue() const**

Gets the state of the checkbox.

**Return value**

Returns `true` if it is checked, `false` otherwise.

---

**wxCheckBox::IsChecked**

---

**bool IsChecked() const**

This is just a maybe more readable synonym for *GetValue* (p. 126): just as the latter, it returns `true` if the checkbox is checked and `false` otherwise.

---

**wxCheckBox::SetValue**

---

**void SetValue(const bool state)**

Sets the checkbox to the given state. This does not cause a `wxEVT_COMMAND_CHECKBOX_CLICKED` event to get emitted.

**Parameters**

*state*

If `true`, the check is on, otherwise it is off.

## **wxCheckListBox**

A checkListBox is like a listBox, but allows items to be checked or unchecked.

This class is currently implemented under Windows and GTK. When using this class under Windows `wxWindows` must be compiled with `USE_OWNER_DRAWN` set to 1.

Only the new functions for this class are documented; see also *wxListBox* (p. 821).

### **Derived from**

*wxListBox* (p. 821)

*wxControl* (p. 204)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### **Include files**

<wx/checklst.h>

### **Window styles**

See *wxListBox* (p. 821).

### **Event handling**

**EVT\_CHECKLISTBOX(id, func)**

Process a `wxEVT_COMMAND_CHECKLISTBOX_TOGGLED` event, when an item in the check list box is checked or unchecked.

### **See also**

*wxListBox* (p. 821), *wxChoice* (p. 129), *wxComboBox* (p. 162), *wxListCtrl* (p. 826),

*wxCommandEvent* (p. 169)

---

## **wxCheckListBox::wxCheckListBox**

**wxCheckListBox()**

Default constructor.

```
wxCheckListBox(wxWindow* parent, wxWindowID id, const wxPoint& pos =  
wxDefaultPosition, const wxSize& size = wxDefaultSize, int n, const wxString  
choices[] = NULL, long style = 0, const wxValidator& validator = wxDefaultValidator,  
const wxString& name = "listBox")
```

Constructor, creating and showing a list box.

**Parameters**

*parent*

Parent window. Must not be NULL.

*id*

Window identifier. A value of -1 indicates a default value.

*pos*

Window position.

*size*

Window size. If the default size (-1, -1) is specified then the window is sized appropriately.

*n*

Number of strings with which to initialise the control.

*choices*

An array of strings with which to initialise the control.

*style*

Window style. See *wxCheckListBox* (p. 127).

*validator*

Window validator.

*name*

Window name.

**wxPython note:** The *wxCheckListBox* constructor in wxPython reduces the *n* and *choices* arguments to a single argument, which is a list of strings.

**wxPerl note:** In wxPerl there is just an array reference in place of *n* and *choices*.

**wxCheckListBox::~~wxCheckListBox**

---

```
void ~wxCheckListBox()
```

Destructor, destroying the list box.

### **wxCheckListBox::Check**

---

**void Check(int *item*, bool *check* = true)**

Checks the given item. Note that calling this method doesn't result in `wxEVT_COMMAND_CHECKLISTBOX_TOGGLE` being emitted.

#### **Parameters**

*item*

Index of item to check.

*check*

true if the item is to be checked, false otherwise.

### **wxCheckListBox::IsChecked**

---

**bool IsChecked(int *item*) const**

Returns true if the given item is checked, false otherwise.

#### **Parameters**

*item*

Index of item whose check status is to be returned.

## **wxChoice**

A choice item is used to select one of a list of strings. Unlike a listbox, only the selection is visible until the user pulls down the menu of choices.

#### **Derived from**

*wxControlWithItems* (p. 205)

*wxControl* (p. 204)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

#### **Include files**

<wx/choice.h>

## Window styles

There are no special styles for `wxChoice`.

See also *window styles overview* (p. 1657).

## Event handling

<b>EVT_CHOICE(id, func)</b>	Process a <code>wxEVT_COMMAND_CHOICE_SELECTED</code> event, when an item on the list is selected.
-----------------------------	---

## See also

`wxListBox` (p. 821), `wxComboBox` (p. 162), `wxCommandEvent` (p. 169)

---

## `wxChoice::wxChoice`

---

### `wxChoice()`

Default constructor.

**`wxChoice(wxWindow *parent, wxWindowID id, const wxPoint& pos, const wxSize& size, int n, const wxString choices[], long style = 0, const wxValidator& validator = wxDefaultValidator, const wxString& name = "choice")`**

Constructor, creating and showing a choice.

### Parameters

*parent*

Parent window. Must not be NULL.

*id*

Window identifier. A value of -1 indicates a default value.

*pos*

Window position.

*size*

Window size. If the default size (-1, -1) is specified then the choice is sized appropriately.

*n*

Number of strings with which to initialise the choice control.

*choices*

An array of strings with which to initialise the choice control.

*style*

Window style. See *wxChoice* (p. 129).

*validator*

Window validator.

*name*

Window name.

### See also

*wxChoice::Create* (p. 131), *wxValidator* (p. 1398)

**wxPython note:** The *wxChoice* constructor in *wxPython* reduces the `nand choices` arguments to a single argument, which is a list of strings.

**wxPerl note:** In *wxPerl* there is just an array reference in place of `nand choices`.

## wxChoice::~~wxChoice

---

**~wxChoice()**

Destructor, destroying the choice item.

## wxChoice::Create

---

**bool Create(wxWindow \*parent, wxWindowID id, const wxPoint& pos, const wxSize& size, int n, const wxString choices[], long style = 0, const wxString& name = "choice")**

Creates the choice for two-step construction. See *wxChoice::wxChoice* (p. 130).

## wxChoice::Delete

---

**void Delete(int n)**

Deletes the item with the given index from the control.

### Parameters

*n*

The item to delete.

## wxChoice::GetColumns

---

**int GetColumns() const**

Gets the number of columns in this choice item.

**Remarks**

This is implemented for Motif only and always returns 1 for the other platforms.

**wxChoice::SetColumns**

---

**void SetColumns(int *n* = 1)**

Sets the number of columns in this choice item.

**Parameters**

*n*  
Number of columns.

**Remarks**

This is implemented for Motif only and doesn't do anything under other platforms.

**wxClassInfo**

This class stores meta-information about classes. Instances of this class are not generally defined directly by an application, but indirectly through use of macros such as **DECLARE\_DYNAMIC\_CLASS** and **IMPLEMENT\_DYNAMIC\_CLASS**.

**Derived from**

No parent class.

**Include files**

<wx/object.h>

**See also**

*Overview* (p. 1615), *wxObject* (p. 982)

**wxClassInfo::wxClassInfo**

---

**wxClassInfo(char\* className, char\* baseClass1, char\* baseClass2, int size, wxObjectConstructorFn fn)**

Constructs a wxClassInfo object. The supplied macros implicitly construct objects of this class, so there is no need to create such objects explicitly in an application.

---

### **wxClassInfo::CreateObject**

---

**wxObject\* CreateObject()**

Creates an object of the appropriate kind. Returns NULL if the class has not been declared dynamically creatable (typically, it is an abstract class).

---

### **wxClassInfo::FindClass**

---

**static wxClassInfo \* FindClass(char\* name)**

Finds the wxClassInfo object for a class of the given string name.

---

### **wxClassInfo::GetBaseClassName1**

---

**char\* GetBaseClassName1() const**

Returns the name of the first base class (NULL if none).

---

### **wxClassInfo::GetBaseClassName2**

---

**char\* GetBaseClassName2() const**

Returns the name of the second base class (NULL if none).

---

### **wxClassInfo::GetClassName**

---

**char \* GetClassName() const**

Returns the string form of the class name.

---

### **wxClassInfo::GetSize**

---

**int GetSize() const**

Returns the size of the class.

## **wxClassInfo::InitializeClasses**

---

**static void InitializeClasses()**

Initializes pointers in the wxClassInfo objects for fast execution of IsKindOf. Called in base wxWindows library initialization.

## **wxClassInfo::IsKindOf**

---

**bool IsKindOf(wxClassInfo\* info)**

Returns true if this class is a kind of (inherits from) the given class.

## **wxClient**

A wxClient object represents the client part of a client-server DDE-like (Dynamic Data Exchange) conversation. The actual DDE-based implementation using wxDDEClient is available on Windows only, but a platform-independent, socket-based version of this API is available using wxTCPClient, which has the same API.

To create a client which can communicate with a suitable server, you need to derive a class from wxConnection and another from wxClient. The custom wxConnection class will intercept communications in a 'conversation' with a server, and the custom wxClient is required so that a user-overridden *wxClient::OnMakeConnection* (p. 135) member can return a wxConnection of the required class, when a connection is made. Look at the IPC sample and the *Interprocess communications overview* (p. 1735) for an example of how to do this.

### **Derived from**

wxClientBase  
*wxObject* (p. 982)

### **Include files**

<wx/ipc.h>

### **See also**

*wxServer* (p. 1136), *wxConnection* (p. 197), *Interprocess communications overview* (p. 1735)

## **wxClient::wxClient**

---

### **wxClient()**

Constructs a client object.

## **wxClient::MakeConnection**

---

### **wxConnectionBase \* MakeConnection(const wxString& host, const wxString& service, const wxString& topic)**

Tries to make a connection with a server by host (machine name under UNIX - use 'localhost' for same machine; ignored when using native DDE in Windows), service name and topic string. If the server allows a connection, a wxConnection object will be returned. The type of wxConnection returned can be altered by overriding the *wxClient::OnMakeConnection* (p. 135) member to return your own derived connection object.

Under Unix, the service name may be either an integer port identifier in which case an Internet domain socket will be used for the communications, or a valid file name (which shouldn't exist and will be deleted afterwards) in which case a Unix domain socket is created.

**SECURITY NOTE:** Using Internet domain sockets is extremely insecure for IPC as there is absolutely no access control for them, use Unix domain sockets whenever possible!

## **wxClient::OnMakeConnection**

---

### **wxConnectionBase \* OnMakeConnection()**

Called by *wxClient::MakeConnection* (p. 135), by default this simply returns a new wxConnection object. Override this method to return a wxConnection descendant customised for the application.

The advantage of deriving your own connection class is that it will enable you to intercept messages initiated by the server, such as *wxConnection::OnAdvise* (p. 199). You may also want to store application-specific data in instances of the new class.

## **wxClient::ValidHost**

---

### **bool ValidHost(const wxString& host)**

Returns true if this is a valid host name, false otherwise. This always returns true under MS Windows.

## wxClientDC

A `wxClientDC` must be constructed if an application wishes to paint on the client area of a window from outside an **OnPaint** event. This should normally be constructed as a temporary stack object; don't store a `wxClientDC` object.

To draw on a window from within **OnPaint**, construct a `wxPaintDC` (p. 995) object.

To draw on the whole window including decorations, construct a `wxWindowDC` (p. 1477) object (Windows only).

### Derived from

`wxWindowDC` (p. 1477)

`wxDC` (p. 359)

### Include files

<wx/dcclient.h>

### See also

`wxDC` (p. 359), `wxMemoryDC` (p. 905), `wxPaintDC` (p. 995), `wxWindowDC` (p. 1477), `wxScreenDC` (p. 1108)

---

## wxClientDC::wxClientDC

`wxClientDC(wxWindow* window)`

Constructor. Pass a pointer to the window on which you wish to paint.

## wxClientData

All classes deriving from `wxEvtHandler` (p. 457) (such as all controls and `wxApp` (p. 33)) can hold arbitrary data which is here referred to as "client data". This is useful e.g. for scripting languages which need to handle shadow objects for most of `wxWindows'` classes and which store a handle to such a shadow class as client data in that class. This data can either be of type `void` - in which case the `datacontainer` does not take care of freeing the data again or it is of type `wxClientData` or its derivatives. In that case the container (e.g. a control) will free the memory itself later. Note that you *must not* assign both `void` data and data derived from the `wxClientData` class to a container.

Some controls can hold various items and these controls can additionally hold client data for each item. This is the case for *wxChoice* (p. 129), *wxComboBox* (p. 162) and *wxListBox* (p. 821). *wxTreeCtrl* (p. 1366) has a specialized class *wxTreeItemData* (p. 1388) for each item in the tree.

If you want to add client data to your own classes, you may use the mix-in class *wxClientDataContainer* (p. 137).

### Include files

<wx/clntdata.h>

### See also

*wxEvtHandler* (p. 457), *wxTreeItemData* (p. 1388), *wxStringClientData* (p. 1258), *wxClientDataContainer* (p. 137)

---

## wxClientData::wxClientData

**wxClientData()**

Constructor.

---

## wxClientData::~~wxClientData

**~wxClientData()**

Virtual destructor.

## wxClientDataContainer

This class is a mixin that provides storage and management of "client data." This data can either be of type void - in which case the *datacontainer* does not take care of freeing the data again or it is of type *wxClientData* or its derivatives. In that case the container will free the memory itself later. Note that you *must not* assign both void data and data derived from the *wxClientData* class to a container.

NOTE: This functionality is currently duplicated in *wxEvtHandler* in order to avoid having more than one vtable in that class hierarchy.

### See also

*wxEvtHandler* (p. 457), *wxClientData* (p. 136)

**Derived from**

No base class

**Include files**

<clntdata.h>

**Data structures**

---

**wxClientDataContainer::wxClientDataContainer**

---

**wxClientDataContainer()**

---

**wxClientDataContainer::~~wxClientDataContainer**

---

**~wxClientDataContainer()**

---

**wxClientDataContainer::GetClientData**

---

**void\* GetClientData() const**

Get the untyped client data.

---

**wxClientDataContainer::GetClientObject**

---

**wxClientData\* GetClientObject() const**

Get a pointer to the client data object.

---

**wxClientDataContainer::SetClientData**

---

**void SetClientData(void\* data)**

Set the untyped client data.

---

**wxClientDataContainer::SetClientObject**

---

**void SetClientObject(wxClientData\* data)**

Set the client data object. Any previous object will be deleted.

## wxClipboard

A class for manipulating the clipboard. Note that this is not compatible with the clipboard class from wxWindows 1.xx, which has the same name but a different implementation.

To use the clipboard, you call member functions of the global **wxTheClipboard** object.

See also the *wxDataObject overview* (p. 1714) for further information.

Call *wxClipboard::Open* (p. 141) to get ownership of the clipboard. If this operation returns true, you now own the clipboard. Call *wxClipboard::SetData* (p. 141) to put data on the clipboard, or *wxClipboard::GetData* (p. 141) to retrieve data from the clipboard. Call *wxClipboard::Close* (p. 140) to close the clipboard and relinquish ownership. You should keep the clipboard open only momentarily.

For example:

```
// Write some text to the clipboard
if (wxTheClipboard->Open())
{
    // This data objects are held by the clipboard,
    // so do not delete them in the app.
    wxTheClipboard->SetData( new wxTextDataObject("Some text") );
    wxTheClipboard->Close();
}

// Read some text
if (wxTheClipboard->Open())
{
    if (wxTheClipboard->IsSupported( wxDF_TEXT ))
    {
        wxTextDataObject data;
        wxTheClipboard->GetData( data );
        wxMessageBox( data.GetText() );
    }
    wxTheClipboard->Close();
}
```

### Derived from

*wxObject* (p. 982)

### Include files

<wx/clipbrd.h>

### See also

*Drag and drop overview* (p. 1712), *wxDataObject* (p. 228)

**wxClipboard::wxClipboard**

---

**wxClipboard()**

Constructor.

**wxClipboard::~~wxClipboard**

---

**~wxClipboard()**

Destructor.

**wxClipboard::AddData**

---

**bool AddData(wxDataObject\* data)**

Call this function to add the data object to the clipboard. You may call this function repeatedly after having cleared the clipboard using *wxClipboard::Clear* (p. 140).

After this function has been called, the clipboard owns the data, so do not delete the data explicitly.

**See also***wxClipboard::SetData* (p. 141)**wxClipboard::Clear**

---

**void Clear()**

Clears the global clipboard object and the system's clipboard if possible.

**wxClipboard::Close**

---

**void Close()**

Call this function to close the clipboard, having opened it with *wxClipboard::Open* (p. 141).

**wxClipboard::Flush**

---

**bool Flush()**

Flushes the clipboard: this means that the data which is currently on clipboard will stay available even after the application exits (possibly eating memory), otherwise the clipboard will be emptied on exit. Returns false if the operation is unsuccessful for any reason.

**wxClipboard::GetData**

---

**bool GetData(wxDataObject& data)**

Call this function to fill *data* with data on the clipboard, if available in the required format. Returns true on success.

**wxClipboard::IsOpened**

---

**bool IsOpened() const**

Returns true if the clipboard has been opened.

**wxClipboard::IsSupported**

---

**bool IsSupported(const wxDataFormat& format)**

Returns true if the format of the given data object is available on the clipboard.

**wxClipboard::Open**

---

**bool Open()**

Call this function to open the clipboard before calling *wxClipboard::SetData* (p. 141) and *wxClipboard::GetData* (p. 141).

Call *wxClipboard::Close* (p. 140) when you have finished with the clipboard. You should keep the clipboard open for only a very short time.

Returns true on success. This should be tested (as in the sample shown above).

**wxClipboard::SetData**

---

**bool SetData(wxDataObject\* data)**

Call this function to set the data object to the clipboard. This function will clear all previous contents in the clipboard, so calling it several times does not make any sense.

After this function has been called, the clipboard owns the data, so do not delete the data explicitly.

### See also

*wxClipboard::AddData* (p. 140)

---

## wxClipboard::UsePrimarySelection

**void UsePrimarySelection**(bool *primary = true*)

On platforms supporting it (currently only GTK), selects the so called PRIMARY SELECTION as the clipboard as opposed to the normal clipboard, if *primary* is true.

## wxCloseEvent

This event class contains information about window and session close events.

The handler function for EVT\_CLOSE is called when the user has tried to close a a frame or dialog box using the window manager (X) or system menu (Windows). It can also be invoked by the application itself programmatically, for example by calling the *wxWindow::Close* (p. 1434) function.

You should check whether the application is forcing the deletion of the window using *wxCloseEvent::CanVeto* (p. 143). If this is `false`, you *must* destroy the window using *wxWindow::Destroy* (p. 1436). If the return value is true, it is up to you whether you respond by destroying the window.

If you don't destroy the window, you should call *wxCloseEvent::Veto* (p. 144) to let the calling code know that you did not destroy the window. This allows the *wxWindow::Close* (p. 1434) function to return `true` or `false` depending on whether the close instruction was honoured or not.

### Derived from

*wxEvent* (p. 453)

### Include files

<wx/event.h>

### Event table macros

To process a close event, use these event handler macros to direct input to member functions that take a *wxCloseEvent* argument.

<b>EVT_CLOSE(func)</b>	Process a close event, supplying the member function. This event applies to <code>wxFrame</code> and <code>wxDialog</code> classes.
<b>EVT_QUERY_END_SESSION(func)</b>	Process a query end session event, supplying the member function. This event applies to <code>wxApp</code> only.
<b>EVT_END_SESSION(func)</b>	Process an end session event, supplying the member function. This event applies to <code>wxApp</code> only.

### See also

*wxWindow::Close* (p. 1434), *wxApp::OnQueryEndSession* (p. 40), *Window deletion overview* (p. 1657)

---

## **wxCloseEvent::wxCloseEvent**

**wxCloseEvent(WXTYPE *commandEventType* = 0, int *id* = 0)**

Constructor.

---

## **wxCloseEvent::CanVeto**

**bool CanVeto()**

Returns true if you can veto a system shutdown or a window close event. Vetoing a window close event is not possible if the calling code wishes to force the application to exit, and so this function must be called to check this.

---

## **wxCloseEvent::GetLoggingOff**

**bool GetLoggingOff() const**

Returns true if the user is logging off.

---

## **wxCloseEvent::GetSessionEnding**

**bool GetSessionEnding() const**

Returns true if the session is ending.

**wxCloseEvent::GetForce**

---

**bool GetForce() const**

Returns true if the application wishes to force the window to close. This will shortly be obsolete, replaced by `CanVeto`.

**wxCloseEvent::SetCanVeto**

---

**void SetCanVeto(bool *canVeto*)**

Sets the 'can veto' flag.

**wxCloseEvent::SetForce**

---

**void SetForce(bool *force*) const**

Sets the 'force' flag.

**wxCloseEvent::SetLoggingOff**

---

**void SetLoggingOff(bool *loggingOff*) const**

Sets the 'logging off' flag.

**wxCloseEvent::Veto**

---

**void Veto(bool *veto = true*)**

Call this from your event handler to veto a system shutdown or to signal to the calling application that a window close did not happen.

You can only veto a shutdown if `wxCloseEvent::CanVeto` (p. 143) returns true.

**wxCmdLineParser**

`wxCmdLineParser` is a class for parsing command line.

It has the following features:

1. distinguishes options, switches and parameters; allows option grouping
2. allows both short and long options

3. automatically generates the usage message from the command line description
4. does type checks on the options values (number, date, ...).

To use it you should follow these steps:

1. *construct* (p. 147) an object of this class giving it the command line to parse and optionally its description or use `AddXXX()` functions later
2. call `Parse()`
3. use `Found()` to retrieve the results

In the documentation below the following terminology is used:

switch	This is a boolean option which can be given or not, but which doesn't have any value. We use the word switch to distinguish such boolean options from more generic options like those described below. For example, <code>-v</code> might be a switch meaning "enable verbose mode".
option	Option for us here is something which comes with a value 0 unlike a switch. For example, <code>-o:filename</code> might be an option which allows to specify the name of the output file.
parameter	This is a required program argument.

### Derived from

No base class

### Include files

<wx/cmdline.h>

### Constants

The structure `wxCmdLineEntryDesc` is used to describe the one command line switch, option or parameter. An array of such structures should be passed to `SetDesc()` (p. 151). Also, the meanings of parameters of the `AddXXX()` functions are the same as of the corresponding fields in this structure:

```
struct wxCmdLineEntryDesc
{
    wxCmdLineEntryType kind;
    const wxChar *shortName;
    const wxChar *longName;
    const wxChar *description;
    wxCmdLineParamType type;
    int flags;
};
```

The type of a command line entity is in the `kind` field and may be one of the following constants:

```
enum wxCmdLineEntryType
{
    wxCMD_LINE_SWITCH,
    wxCMD_LINE_OPTION,
    wxCMD_LINE_PARAM,
    wxCMD_LINE_NONE          // use this to terminate the list
}
```

The field `shortName` is the usual, short, name of the switch or the option. `longName` is the corresponding long name or `NULL` if the option has no long name. Both of these fields are unused for the parameters. Both the short and long option names can contain only letters, digits and the underscores.

`description` is used by the *Usage()* (p. 152) method to construct a help message explaining the syntax of the program.

The possible values of `type` which specifies the type of the value accepted by an option or parameter are:

```
enum wxCmdLineParamType
{
    wxCMD_LINE_VAL_STRING,    // default
    wxCMD_LINE_VAL_NUMBER,
    wxCMD_LINE_VAL_DATE,
    wxCMD_LINE_VAL_NONE
}
```

Finally, the `flags` field is a combination of the following bit masks:

```
enum
{
    wxCMD_LINE_OPTION_MANDATORY = 0x01, // this option must be given
    wxCMD_LINE_PARAM_OPTIONAL   = 0x02, // the parameter may be omitted
    wxCMD_LINE_PARAM_MULTIPLE   = 0x04, // the parameter may be repeated
    wxCMD_LINE_OPTION_HELP      = 0x08, // this option is a help request
    wxCMD_LINE_NEEDS_SEPARATOR  = 0x10, // must have sep before the
value
}
```

Notice that by default (i.e. if flags are just 0), options are optional (sic) and each call to *AddParam()* (p. 152) allows one more parameter - this may be changed by giving non-default flags to it, i.e. use `wxCMD_LINE_OPTION_MANDATORY` to require that the option is given and `wxCMD_LINE_PARAM_OPTIONAL` to make a parameter optional. Also, `wxCMD_LINE_PARAM_MULTIPLE` may be specified if the programs accepts a variable number of parameters - but it only can be given for the last parameter in the command line description. If you use this flag, you will probably need to use *GetParamCount* (p. 153) to retrieve the number of parameters effectively specified after calling *Parse* (p. 152).

The last flag `wxCMD_LINE_NEEDS_SEPARATOR` can be specified to require a separator (either a colon, an equal sign or white space) between the option name and its value. By default, no separator is required.

### See also

`wxApp::argc` (p. 34) and `wxApp::argv` (p. 34)  
console sample

---

## Construction

Before `Parse` (p. 152) can be called, the command line parser object must have the command line to parse and also the rules saying which switches, options and parameters are valid - this is called command line description in what follows.

You have complete freedom of choice as to when specify the required information, the only restriction is that it must be done before calling `Parse` (p. 152).

To specify the command line to parse you may use either one of constructors accepting it (`wxCmdLineParser(argc, argv)` (p. 148) or `wxCmdLineParser` (p. 149) usually) or, if you use *the default constructor* (p. 148), you can do it later by calling `SetCmdLine` (p. 149).

The same holds for command line description: it can be specified either in the constructor (*without command line* (p. 149) or *together with it* (p. 149)) or constructed later using either `SetDesc` (p. 151) or combination of `AddSwitch` (p. 151), `AddOption` (p. 152) and `AddParam` (p. 152) methods.

Using constructors or `SetDesc` (p. 151) uses a (usually `const static`) table containing the command line description. If you want to decide which options to accept during the run-time, using one of the `AddXXX()` functions above might be preferable.

---

## Customization

`wxCmdLineParser` has several global options which may be changed by the application. All of the functions described in this section should be called before `Parse` (p. 152).

First global option is the support for long (also known as GNU-style) options. The long options are the ones which start with two dashes ("`--`") and look like this: `--verbose`, i.e. they generally are complete words and not some abbreviations of them. As long options are used by more and more applications, they are enabled by default, but may be disabled with `DisableLongOptions` (p. 150).

Another global option is the set of characters which may be used to start an option (otherwise, the word on the command line is assumed to be a parameter). Under Unix,

'-' is always used, but Windows has at least two common choices for this: '-' and '/'. Some programs also use '+'. The default is to use what suits most the current platform, but may be changed with *SetSwitchChars* (p. 150) method.

Finally, *SetLogo* (p. 151) can be used to show some application-specific text before the explanation given by *Usage* (p. 152) function.

## Parsing command line

---

After the command line description was constructed and the desired options were set, you can finally call *Parse* (p. 152) method. It returns 0 if the command line was correct and was parsed, -1 if the help option was specified (this is a separate case as, normally, the program will terminate after this) or a positive number if there was an error during the command line parsing.

In the latter case, the appropriate error message and usage information are logged by *wxCmdLineParser* itself using the standard *wxWindows* logging functions.

## Getting results

---

After calling *Parse* (p. 152) (and if it returned 0), you may access the results of parsing using one of overloaded *Found()* methods.

For a simple switch, you will simply call *Found* (p. 153) to determine if the switch was given or not, for an option or a parameter, you will call a version of *Found()* which also returns the associated value in the provided variable. All *Found()* functions return true if the switch or option were found in the command line or false if they were not specified.

## wxCmdLineParser::wxCmdLineParser

---

**wxCmdLineParser()**

Default constructor. You must use *SetCmdLine* (p. 149) later.

## wxCmdLineParser::wxCmdLineParser

---

**wxCmdLineParser(int argc, char\*\* argv)**

Constructor specifies the command line to parse. This is the traditional (Unix) command line format. The parameters *argc* and *argv* have the same meaning as for *main()* function.

## wxCmdLineParser::wxCmdLineParser

---

**wxCmdLineParser(const wxString& *cmdline*)**

Constructor specifies the command line to parse in Windows format. The parameter *cmdline* has the same meaning as the corresponding parameter of `WinMain()`.

---

### wxCmdLineParser::wxCmdLineParser

---

**wxCmdLineParser(const wxCmdLineEntryDesc\* *desc*)**

Same as *wxCmdLineParser* (p. 148), but also specifies the *command line description* (p. 151).

---

### wxCmdLineParser::wxCmdLineParser

---

**wxCmdLineParser(const wxCmdLineEntryDesc\* *desc*, int *argc*, char\*\* *argv*)**

Same as *wxCmdLineParser* (p. 148), but also specifies the *command line description* (p. 151).

---

### wxCmdLineParser::wxCmdLineParser

---

**wxCmdLineParser(const wxCmdLineEntryDesc\* *desc*, const wxString& *cmdline*)**

Same as *wxCmdLineParser* (p. 148), but also specifies the *command line description* (p. 151).

---

### wxCmdLineParser::ConvertStringToArgs

---

**static wxArrayString ConvertStringToArgs(const wxChar \**cmdline*)**

Breaks down the string containing the full command line in words. The words are separated by whitespace. The quotes can be used in the input string to quote the white space and the back slashes can be used to quote the quotes.

---

### wxCmdLineParser::SetCmdLine

---

**void SetCmdLine(int *argc*, char\*\* *argv*)**

Set command line to parse after using one of the constructors which don't do it.

**See also**

*wxCmdLineParser* (p. 148)

### **wxCmdLineParser::SetCmdLine**

---

**void SetCmdLine(const wxString& *cmdline*)**

Set command line to parse after using one of the constructors which don't do it.

**See also**

*wxCmdLineParser* (p. 148)

### **wxCmdLineParser::~~wxCmdLineParser**

---

**~wxCmdLineParser()**

Frees resources allocated by the object.

**NB:** destructor is not virtual, don't use this class polymorphically.

### **wxCmdLineParser::SetSwitchChars**

---

**void SetSwitchChars(const wxString& *switchChars*)**

*switchChars* contains all characters with which an option or switch may start. Default is "-" for Unix, "-/" for Windows.

### **wxCmdLineParser::EnableLongOptions**

---

**void EnableLongOptions(bool *enable = true*)**

Enable or disable support for the long options.

As long options are not (yet) POSIX-compliant, this option allows to disable them.

**See also**

*Customization* (p. 147) and *AreLongOptionsEnabled* (p. 151)

### **wxCmdLineParser::DisableLongOptions**

---

**void DisableLongOptions()**

Identical to *EnableLongOptions(false)* (p. 150).

---

## wxCmdLineParser::AreLongOptionsEnabled

---

**bool AreLongOptionsEnabled()**

Returns true if long options are enabled, otherwise false.

[See also](#)

*EnableLongOptions* (p. 150)

---

## wxCmdLineParser::SetLogo

---

**void SetLogo(const wxString& logo)**

*logo* is some extra text which will be shown by *Usage* (p. 152) method.

---

## wxCmdLineParser::SetDesc

---

**void SetDesc(const wxCmdLineEntryDesc\* desc)**

Construct the command line description

Take the command line description from the wxCMD\_LINE\_NONE terminated table.

Example of usage:

```
static const wxCmdLineEntryDesc cmdLineDesc[] =
{
    { wxCMD_LINE_SWITCH, "v", "verbose", "be verbose" },
    { wxCMD_LINE_SWITCH, "q", "quiet", "be quiet" },

    { wxCMD_LINE_OPTION, "o", "output", "output file" },
    { wxCMD_LINE_OPTION, "i", "input", "input dir" },
    { wxCMD_LINE_OPTION, "s", "size", "output block size",
wxCMD_LINE_VAL_NUMBER },
    { wxCMD_LINE_OPTION, "d", "date", "output file date",
wxCMD_LINE_VAL_DATE },

    { wxCMD_LINE_PARAM, NULL, NULL, "input file",
wxCMD_LINE_VAL_STRING, wxCMD_LINE_PARAM_MULTIPLE },

    { wxCMD_LINE_NONE }
};

wxCmdLineParser parser;

parser.SetDesc(cmdLineDesc);
```

---

## wxCmdLineParser::AddSwitch

---

**void AddSwitch(const wxString& name, const wxString& lng = wxEmptyString,**

```
const wxString& desc = wxEmptyString, int flags = 0)
```

Add a switch *name* with an optional long name *lng* (no long name if it is empty, which is default), description *desc* and flags *flags* to the command line description.

---

### **wxCmdLineParser::AddOption**

---

```
void AddOption(const wxString& name, const wxString& lng = wxEmptyString,  
const wxString& desc = wxEmptyString, wxCmdLineParamType type =  
wxCMD_LINE_VAL_STRING, int flags = 0)
```

Add an option *name* with an optional long name *lng* (no long name if it is empty, which is default) taking a value of the given type (string by default) to the command line description.

---

### **wxCmdLineParser::AddParam**

---

```
void AddParam(const wxString& desc = wxEmptyString, wxCmdLineParamType  
type = wxCMD_LINE_VAL_STRING, int flags = 0)
```

Add a parameter of the given *type* to the command line description.

---

### **wxCmdLineParser::Parse**

---

```
int Parse(bool giveUsage = true)
```

Parse the command line, return 0 if ok, -1 if "-h" or "--help" option was encountered and the help message was given or a positive value if a syntax error occurred.

#### **Parameters**

*giveUsage*

If `true` (default), the usage message is given if a syntax error was encountered while parsing the command line or if help was requested. If `false`, only error messages about possible syntax errors are given, use *Usage* (p. 152) to show the usage message from the caller if needed.

---

### **wxCmdLineParser::Usage**

---

```
void Usage()
```

Give the standard usage message describing all program options. It will use the options and parameters descriptions specified earlier, so the resulting message will not be helpful to the user unless the descriptions were indeed specified.

#### **See also**

*SetLogo* (p. 151)

---

### **wxCmdLineParser::Found**

---

**bool Found(const wxString& name) const**

Returns true if the given switch was found, false otherwise.

---

### **wxCmdLineParser::Found**

---

**bool Found(const wxString& name, wxString\* value) const**

Returns true if an option taking a string value was found and stores the value in the provided pointer (which should not be NULL).

---

### **wxCmdLineParser::Found**

---

**bool Found(const wxString& name, long\* value) const**

Returns true if an option taking an integer value was found and stores the value in the provided pointer (which should not be NULL).

---

### **wxCmdLineParser::Found**

---

**bool Found(const wxString& name, wxDateTime\* value) const**

Returns true if an option taking a date value was found and stores the value in the provided pointer (which should not be NULL).

---

### **wxCmdLineParser::GetParamCount**

---

**size\_t GetParamCount() const**

Returns the number of parameters found. This function makes sense mostly if you had used `wxCMD_LINE_PARAM_MULTIPLE` flag.

---

### **wxCmdLineParser::GetParam**

---

**wxString GetParam(size\_t n = 0u) const**

Returns the value of Nth parameter (as string only for now).

**See also**

*GetParamCount* (p. 153)

**wxColour**

A colour is an object representing a combination of Red, Green, and Blue (RGB) intensity values, and is used to determine drawing colours. See the entry for *wxColourDatabase* (p. 159) for how a pointer to a predefined, named colour may be returned instead of creating a new colour.

Valid RGB values are in the range 0 to 255.

You can retrieve the current system colour settings with *wxSystemSettings* (p. 1266).

**Derived from**

*wxObject* (p. 982)

**Include files**

<wx/colour.h>

**Predefined objects**

Objects:

**wxNullColour**

Pointers:

**wxBLACK**  
**wxWHITE**  
**wxRED**  
**wxBLUE**  
**wxGREEN**  
**wxCYAN**  
**wxLIGHT\_GREY**

**See also**

*wxColourDatabase* (p. 159), *wxPen* (p. 1006), *wxBrush* (p. 94), *wxColourDialog* (p. 161), *wxSystemSettings* (p. 1266)

## **wxColour::wxColour**

---

**wxColour()**

Default constructor.

**wxColour(const unsigned char *red*, const unsigned char *green*, const unsigned char *blue*)**

Constructs a colour from red, green and blue values.

**wxColour(const wxString& *colourName*)**

Constructs a colour object using a colour name listed in **wxTheColourDatabase**.

**wxColour(const wxColour& *colour*)**

Copy constructor.

### **Parameters**

*red*

The red value.

*green*

The green value.

*blue*

The blue value.

*colourName*

The colour name.

*colour*

The colour to copy.

### **See also**

*wxColourDatabase* (p. 159)

**wxPython note:** Constructors supported by wxPython are:

**wxColour(red=0, green=0, blue=0)**  
**wxNamedColour(name)**

## **wxColour::Blue**

---

**unsigned char Blue() const**

Returns the blue intensity.

---

**wxColour::GetPixel**

---

**long GetPixel() const**

Returns a pixel value which is platform-dependent. On Windows, a COLORREF is returned. On X, an allocated pixel value is returned.

-1 is returned if the pixel is invalid (on X, unallocated).

---

**wxColour::Green**

---

**unsigned char Green() const**

Returns the green intensity.

---

**wxColour::Ok**

---

**bool Ok() const**

Returns true if the colour object is valid (the colour has been initialised with RGB values).

---

**wxColour::Red**

---

**unsigned char Red() const**

Returns the red intensity.

---

**wxColour::Set**

---

**void Set(const unsigned char *red*, const unsigned char *green*, const unsigned char *blue*)**

Sets the RGB intensity values.

---

**wxColour::operator =**

---

**wxColour& operator =(const wxColour& *colour*)**

Assignment operator, taking another colour object.

**wxColour& operator =(const wxString& colourName)**

Assignment operator, using a colour name to be found in the colour database.

**See also**

*wxColourDatabase* (p. 159)

---

**wxColour::operator ==**

**bool operator ==(const wxColour& colour)**

Tests the equality of two colours by comparing individual red, green blue colours.

---

**wxColour::operator !=**

**bool operator !=(const wxColour& colour)**

Tests the inequality of two colours by comparing individual red, green blue colours.

## wxColourData

This class holds a variety of information related to colour dialogs.

**Derived from**

*wxObject* (p. 982)

**Include files**

<wx/cmndata.h>

**See also**

*wxColour* (p. 154), *wxColourDialog* (p. 161), *wxColourDialog overview* (p. 1693)

---

**wxColourData::wxColourData**

**wxColourData()**

Constructor. Initializes the custom colours to white, the *data colour* setting to black, and

the *choose full* setting to true.

---

### **wxColourData::~~wxColourData**

---

**~wxColourData()**

Destructor.

---

### **wxColourData::GetChooseFull**

---

**bool GetChooseFull() const**

Under Windows, determines whether the Windows colour dialog will display the full dialog with custom colour selection controls. Has no meaning under other platforms.

The default value is true.

---

### **wxColourData::GetColour**

---

**wxColour& GetColour() const**

Gets the current colour associated with the colour dialog.

The default colour is black.

---

### **wxColourData::GetCustomColour**

---

**wxColour& GetCustomColour(int *i*) const**

Gets the *i*th custom colour associated with the colour dialog. *i* should be an integer between 0 and 15.

The default custom colours are all white.

---

### **wxColourData::SetChooseFull**

---

**void SetChooseFull(const bool *flag*)**

Under Windows, tells the Windows colour dialog to display the full dialog with custom colour selection controls. Under other platforms, has no effect.

The default value is true.

### **wxColourData::SetColour**

---

**void SetColour(const wxColour& colour)**

Sets the default colour for the colour dialog.

The default colour is black.

### **wxColourData::SetCustomColour**

---

**void SetCustomColour(int i, const wxColour& colour)**

Sets the *i*th custom colour for the colour dialog. *i* should be an integer between 0 and 15.

The default custom colours are all white.

### **wxColourData::operator =**

---

**void operator =(const wxColourData& data)**

Assignment operator for the colour data.

## **wxColourDatabase**

wxWindows maintains a database of standard RGB colours for a predefined set of named colours (such as "BLACK", "LIGHT GREY"). The application may add to this set if desired by using *Append*. There is only one instance of this class:

**wxTheColourDatabase.**

#### **Derived from**

None

#### **Include files**

<wx/gdicmn.h>

#### **Remarks**

The colours in the standard database are as follows:

AQUAMARINE, BLACK, BLUE, BLUE VIOLET, BROWN, CADET BLUE, CORAL, CORNFLOWER BLUE, CYAN, DARK GREY, DARK GREEN, DARK OLIVE GREEN, DARK ORCHID, DARK SLATE BLUE, DARK SLATE GREY, DARK TURQUOISE, DIM GREY, FIREBRICK, FOREST GREEN, GOLD, GOLDENROD, GREY, GREEN, GREEN

YELLOW, INDIAN RED, KHAKI, LIGHT BLUE, LIGHT GREY, LIGHT STEEL BLUE, LIME GREEN, MAGENTA, MAROON, MEDIUM AQUAMARINE, MEDIUM BLUE, MEDIUM FOREST GREEN, MEDIUM GOLDENROD, MEDIUM ORCHID, MEDIUM SEA GREEN, MEDIUM SLATE BLUE, MEDIUM SPRING GREEN, MEDIUM TURQUOISE, MEDIUM VIOLET RED, MIDNIGHT BLUE, NAVY, ORANGE, ORANGE RED, ORCHID, PALE GREEN, PINK, PLUM, PURPLE, RED, SALMON, SEA GREEN, SIENNA, SKY BLUE, SLATE BLUE, SPRING GREEN, STEEL BLUE, TAN, THISTLE, TURQUOISE, VIOLET, VIOLET RED, WHEAT, WHITE, YELLOW, YELLOW GREEN.

### See also

*wxColour* (p. 154)

---

## **wxColourDatabase::wxColourDatabase**

**wxColourDatabase()**

Constructs the colour database.

---

## **wxColourDatabase::AddColour**

**void AddColour(const wxString& colourName, wxColour\* colour)**

Adds a colour to the database. If a colour with the same name already exists, it is replaced.

---

## **wxColourDatabase::FindColour**

**wxColour\* FindColour(const wxString& colourName)**

Finds a colour given the name. Returns NULL if not found.

---

## **wxColourDatabase::FindName**

**wxString FindName(const wxColour& colour) const**

Finds a colour name given the colour. Returns NULL if not found.

---

## **wxColourDatabase::Initialize**

**void Initialize()**

Initializes the database with a number of stock colours. Called by wxWindows on start-

up.

## wxColourDialog

This class represents the colour chooser dialog.

### Derived from

*wxDialog* (p. 379)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/colordlg.h>

### See also

*wxColourDialog Overview* (p. 1693),  
*wxColour* (p. 154),  
*wxColourData* (p. 157),  
*wxGetColourFromUser* (p. 1535)

---

## wxColourDialog::wxColourDialog

**wxColourDialog(wxWindow\* parent, wxColourData\* data = NULL)**

Constructor. Pass a parent window, and optionally a pointer to a block of colour data, which will be copied to the colour dialog's colour data.

### See also

*wxColourData* (p. 157)

---

## wxColourDialog::~wxColourDialog

**~wxColourDialog()**

Destructor.

---

## wxColourDialog::Create

---

**bool Create(wxWindow\* parent, wxColourData\* data = NULL)**

Same as *constructor* (p. 161).

---

### **wxColourDialog::GetColourData**

---

**wxColourData& GetColourData()**

Returns the *colour data* (p. 157) associated with the colour dialog.

---

### **wxColourDialog::ShowModal**

---

**int ShowModal()**

Shows the dialog, returning wxID\_OK if the user pressed OK, and wxOK\_CANCEL otherwise.

## **wxComboBox**

A combobox is like a combination of an edit control and a listbox. It can be displayed as static list with editable or read-only text field; or a drop-down list with text field; or a drop-down list without a text field.

A combobox permits a single selection only. Combobox items are numbered from zero.

### **Derived from**

*wxControlWithItems* (p. 205)

*wxControl* (p. 204)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### **Include files**

<wx/combobox.h>

### **Window styles**

**wxCB\_SIMPLE**

Creates a combobox with a permanently displayed list. Windows only.

**wxCB\_DROPDOWN**

Creates a combobox with a drop-down list.

**wxCB\_READONLY**

Same as wxCB\_DROPDOWN but only the strings specified as the combobox choices can

be selected, it is impossible to select (even from a program) a string which is not in the choices list.

**wxCB\_SORT** Sorts the entries in the list alphabetically.

See also *window styles overview* (p. 1657).

### Event handling

**EVT\_COMBOBOX(id, func)** Process a wxEVT\_COMMAND\_COMBOBOX\_SELECTED event, when an item on the list is selected.

**EVT\_TEXT(id, func)** Process a wxEVT\_COMMAND\_TEXT\_UPDATED event, when the combobox text changes.

### See also

*wxListBox* (p. 821), *wxTextCtrl* (p. 1284), *wxChoice* (p. 129), *wxCommandEvent* (p. 169)

---

## wxComboBox::wxComboBox

---

**wxComboBox()**

Default constructor.

**wxComboBox(wxWindow\* parent, wxWindowID id, const wxString& value = "", const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, int n, const wxString choices[], long style = 0, const wxValidator& validator = wxDefaultValidator, const wxString& name = "comboBox")**

Constructor, creating and showing a combobox.

### Parameters

*parent*

Parent window. Must not be NULL.

*id*

Window identifier. A value of -1 indicates a default value.

*value*

Initial selection string. An empty string indicates no selection.

*pos*

Window position.

**size**

Window size. If the default size (-1, -1) is specified then the window is sized appropriately.

**n**

Number of strings with which to initialise the control.

**choices**

An array of strings with which to initialise the control.

**style**

Window style. See *wxComboBox* (p. 162).

**validator**

Window validator.

**name**

Window name.

**See also**

*wxComboBox::Create* (p. 164), *wxValidator* (p. 1398)

**wxPython note:** The *wxComboBox* constructor in wxPython reduces the `n` and `choices` arguments to a single argument, which is a list of strings.

**wxPerl note:** In wxPerl there is just an array reference in place of `n` and `choices`.

---

**wxComboBox::~~wxComboBox**

---

**~wxComboBox()**

Destructor, destroying the combobox.

---

**wxComboBox::Create**

---

```
bool Create(wxWindow* parent, wxWindowID id, const wxString& value = "", const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, int n, const wxString choices[], long style = 0, const wxValidator& validator = wxDefaultValidator, const wxString& name = "comboBox")
```

Creates the combobox for two-step construction. Derived classes should call or replace this function. See *wxComboBox::wxComboBox* (p. 163) for further details.

---

**wxComboBox::Copy**

---

**void Copy()**

Copies the selected text to the clipboard.

**wxComboBox::Cut**

---

**void Cut()**

Copies the selected text to the clipboard and removes the selection.

**wxComboBox::GetInsertionPoint**

---

**long GetInsertionPoint() const**

Returns the insertion point for the combobox's text field.

**wxComboBox::GetLastPosition**

---

**long GetLastPosition() const**

Returns the last position in the combobox text field.

**wxComboBox::GetValue**

---

**wxString GetValue() const**

Returns the current value in the combobox text field.

**wxComboBox::Paste**

---

**void Paste()**

Pastes text from the clipboard to the text field.

**wxComboBox::Replace**

---

**void Replace(long from, long to, const wxString& text)**

Replaces the text between two positions with the given text, in the combobox text field.

**Parameters**

*from*

The first position.

*to*

The second position.

*text*

The text to insert.

---

### **wxComboBox::Remove**

---

**void Remove(long from, long to)**

Removes the text between the two positions in the combobox text field.

#### **Parameters**

*from*

The first position.

*to*

The last position.

---

### **wxComboBox::SetInsertionPoint**

---

**void SetInsertionPoint(long pos)**

Sets the insertion point in the combobox text field.

#### **Parameters**

*pos*

The new insertion point.

---

### **wxComboBox::SetInsertionPointEnd**

---

**void SetInsertionPointEnd()**

Sets the insertion point at the end of the combobox text field.

---

### **wxComboBox::SetSelection**

---

**void SetSelection(long from, long to)**

Selects the text between the two positions, in the combobox text field.

#### **Parameters**

*from*

The first position.

*to*

The second position.

**wxPython note:** This method is called `SetMark` in wxPython, `SetSelectionname` is kept for `wxControlWithItems::SetSelection` (p. 211).

---

## wxComboBox::SetValue

---

**void SetValue(const wxString& text)**

Sets the text for the combobox text field.

**NB:** For a combobox with `wxCB_READONLY` style the string must be in the combobox choices list, otherwise the call to `SetValue()` is ignored.

### Parameters

*text*

The text to set.

## wxCommand

`wxCommand` is a base class for modelling an application command, which is an action usually performed by selecting a menu item, pressing a toolbar button or any other means provided by the application to change the data or view.

### Derived from

`wxObject` (p. 982)

### Include files

<wx/cmdproc.h>

### See also

*Overview* (p. 1701)

---

## wxCommand::wxCommand

---

**wxCommand**(bool *canUndo* = false, const wxString& *name* = NULL)

Constructor. wxCommand is an abstract class, so you will need to derive a new class and call this constructor from your own constructor.

*canUndo* tells the command processor whether this command is undo-able. You can achieve the same functionality by overriding the CanUndo member function (if for example the criteria for undoability is context-dependent).

*name* must be supplied for the command processor to display the command name in the application's edit menu.

---

### wxCommand::~~wxCommand

---

**~wxCommand()**

Destructor.

---

### wxCommand::CanUndo

---

**bool CanUndo()**

Returns true if the command can be undone, false otherwise.

---

### wxCommand::Do

---

**bool Do()**

Override this member function to execute the appropriate action when called. Return true to indicate that the action has taken place, false otherwise. Returning false will indicate to the command processor that the action is not undoable and should not be added to the command history.

---

### wxCommand::GetName

---

**wxString GetName()**

Returns the command name.

---

### wxCommand::Undo

---

**bool Undo()**

Override this member function to un-execute a previous Do. Return true to indicate that

the action has taken place, false otherwise. Returning false will indicate to the command processor that the action is not redoable and no change should be made to the command history.

How you implement this command is totally application dependent, but typical strategies include:

- Perform an inverse operation on the last modified piece of data in the document. When redone, a copy of data stored in command is pasted back or some operation reapplied. This relies on the fact that you know the ordering of Undos; the user can never Undo at an arbitrary position in the command history.
- Restore the entire document state (perhaps using document transactioning). Potentially very inefficient, but possibly easier to code if the user interface and data are complex, and an 'inverse execute' operation is hard to write.

The docview sample uses the first method, to remove or restore segments in the drawing.

## wxCommandEvent

This event class contains information about command events, which originate from a variety of simple controls. More complex controls, such as *wxTreeCtrl* (p. 1366), have separate command event classes.

### Derived from

*wxEvent* (p. 453)

### Include files

<wx/event.h>

### Event table macros

To process a menu command event, use these event handler macros to direct input to member functions that take a *wxCommandEvent* argument.

<b>EVT_COMMAND(id, event, func)</b>	Process a command, supplying the window identifier, command event identifier, and member function.
<b>EVT_COMMAND_RANGE(id1, id2, event, func)</b>	Process a command for a range of window identifiers, supplying the minimum and maximum window identifiers, command event identifier, and member function.
<b>EVT_BUTTON(id, func)</b>	Process a <code>wxEVT_COMMAND_BUTTON_CLICKED</code> command, which is generated by a <code>wxButton</code>

---

<b>EVT_CHECKBOX(id, func)</b>	control. Process a wxEVT_COMMAND_CHECKBOX_CLICKED command, which is generated by a wxCheckBox control.
<b>EVT_CHOICE(id, func)</b>	Process a wxEVT_COMMAND_CHOICE_SELECTED command, which is generated by a wxChoice control.
<b>EVT_LISTBOX(id, func)</b>	Process a wxEVT_COMMAND_LISTBOX_SELECTED command, which is generated by a wxListBox control.
<b>EVT_LISTBOX_DCLICK(id, func)</b>	Process a wxEVT_COMMAND_LISTBOX_DOUBLECLICKED command, which is generated by a wxListBox control.
<b>EVT_TEXT(id, func)</b>	Process a wxEVT_COMMAND_TEXT_UPDATED command, which is generated by a wxTextCtrl control.
<b>EVT_TEXT_ENTER(id, func)</b>	Process a wxEVT_COMMAND_TEXT_ENTER command, which is generated by a wxTextCtrl control. Note that you must use wxTE_PROCESS_ENTER flag when creating the control if you want it to generate such events.
<b>EVT_TEXT_MAXLEN(id, func)</b>	Process a wxEVT_COMMAND_TEXT_MAXLEN command, which is generated by a wxTextCtrl control when the user tries to enter more characters into it than the limit previously set with <i>SetMaxLength</i> (p. 1300).
<b>EVT_MENU(id, func)</b>	Process a wxEVT_COMMAND_MENU_SELECTED command, which is generated by a menu item.
<b>EVT_MENU_RANGE(id1, id2, func)</b>	Process a wxEVT_COMMAND_MENU_RANGE command, which is generated by a range of menu items.
<b>EVT_CONTEXT_MENU(func)</b>	Process the event generated when the user has requested a popup menu to appear by pressing a special keyboard key (under Windows) or by right clicking the mouse.
<b>EVT_SLIDER(id, func)</b>	Process a wxEVT_COMMAND_SLIDER_UPDATED command, which is generated by a wxSlider control.
<b>EVT_RADIOBOX(id, func)</b>	Process a wxEVT_COMMAND_RADIOBOX_SELECTED command, which is generated by a

---

---

<b>EVT_RADIOBUTTON(id, func)</b>	wxRadioButton control. Process a wxEVT_COMMAND_RADIOBUTTON_SELECTED command, which is generated by a wxRadioButton control.
<b>EVT_SCROLLBAR(id, func)</b>	Process a wxEVT_COMMAND_SCROLLBAR_UPDATED command, which is generated by a wxScrollBar control. This is provided for compatibility only; more specific scrollbar event macros should be used instead (see <i>wxScrollEvent</i> (p. 1129)).
<b>EVT_COMBOBOX(id, func)</b>	Process a wxEVT_COMMAND_COMBOBOX_SELECTED command, which is generated by a wxComboBox control.
<b>EVT_TOOL(id, func)</b>	Process a wxEVT_COMMAND_TOOL_CLICKED event (a synonym for wxEVT_COMMAND_MENU_SELECTED). Pass the id of the tool.
<b>EVT_TOOL_RANGE(id1, id2, func)</b>	Process a wxEVT_COMMAND_TOOL_CLICKED event for a range id identifiers. Pass the ids of the tools.
<b>EVT_TOOL_RCLICKED(id, func)</b>	Process a wxEVT_COMMAND_TOOL_RCLICKED event. Pass the id of the tool.
<b>EVT_TOOL_RCLICKED_RANGE(id1, id2, func)</b>	Process a wxEVT_COMMAND_TOOL_RCLICKED event for a range of ids. Pass the ids of the tools.
<b>EVT_TOOL_ENTER(id, func)</b>	Process a wxEVT_COMMAND_TOOL_ENTER event. Pass the id of the toolbar itself. The value of wxCommandEvent::GetSelection is the tool id, or -1 if the mouse cursor has moved off a tool.
<b>EVT_COMMAND_LEFT_CLICK(id, func)</b>	Process a wxEVT_COMMAND_LEFT_CLICK command, which is generated by a control (Windows 95 and NT only).
<b>EVT_COMMAND_LEFT_DCLICK(id, func)</b>	Process a wxEVT_COMMAND_LEFT_DCLICK command, which is generated by a control (Windows 95 and NT only).
<b>EVT_COMMAND_RIGHT_CLICK(id, func)</b>	Process a wxEVT_COMMAND_RIGHT_CLICK command, which is generated by a control (Windows 95 and NT only).
<b>EVT_COMMAND_SET_FOCUS(id, func)</b>	Process a wxEVT_COMMAND_SET_FOCUS command, which is generated by a control (Windows 95 and NT only).

---

**EVT\_COMMAND\_KILL\_FOCUS(id, func)** Process a wxEVT\_COMMAND\_KILL\_FOCUS command, which is generated by a control (Windows 95 and NT only).

**EVT\_COMMAND\_ENTER(id, func)** Process a wxEVT\_COMMAND\_ENTER command, which is generated by a control.

---

**wxCommandEvent::m\_clientData**

---

**void\* m\_clientData**

Contains a pointer to client data for listboxes and choices, if the event was a selection. Beware, this is not implemented anyway...

---

**wxCommandEvent::m\_commandInt**

---

**int m\_commandInt**

Contains an integer identifier corresponding to a listbox, choice or radiobox selection (only if the event was a selection, not a deselection), or a boolean value representing the value of a checkbox.

---

**wxCommandEvent::m\_commandString**

---

**wxString m\_commandString**

Contains a string corresponding to a listbox or choice selection.

---

**wxCommandEvent::m\_extraLong**

---

**long m\_extraLong**

Extra information. If the event comes from a listbox selection, it is a boolean determining whether the event was a selection (true) or a deselection (false). A listbox deselection only occurs for multiple-selection boxes, and in this case the index and string values are indeterminate and the listbox must be examined by the application.

---

**wxCommandEvent::wxCommandEvent**

---

**wxCommandEvent(WXTYPE *commandEventType* = 0, int *id* = 0)**

Constructor.

**wxCommandEvent::Checked**

---

**bool Checked() const**

Deprecated, use *IsChecked* (p. 173) instead.

**wxCommandEvent::GetClientData**

---

**void\* GetClientData()**

Returns client data pointer for a listbox or choice selection event (not valid for a deselection).

**wxCommandEvent::GetExtraLong**

---

**long GetExtraLong()**

Returns the **m\_extraLong** member.

**wxCommandEvent::GetInt**

---

**int GetInt()**

Returns the **m\_commandInt** member.

**wxCommandEvent::GetSelection**

---

**int GetSelection()**

Returns item index for a listbox or choice selection event (not valid for a deselection).

**wxCommandEvent::GetString**

---

**wxString GetString()**

Returns item string for a listbox or choice selection event (not valid for a deselection).

**wxCommandEvent::IsChecked**

---

**bool IsChecked() const**

This method can be used with checkbox and menu events: for the checkboxes, the method returns `true` for a selection event and `false` for a deselection one. For the menu events, this method indicates if the menu item just has become checked or unchecked (and thus only makes sense for checkable menu items).

### **wxCommandEvent::IsSelection**

---

**bool IsSelection()**

For a listbox or choice event, returns true if it is a selection, false if it is a deselection.

### **wxCommandEvent::SetClientData**

---

**void SetClientData(void\* *clientData*)**

Sets the client data for this event.

### **wxCommandEvent::SetExtraLong**

---

**void SetExtraLong(int *extraLong*)**

Sets the `m_extraLong` member.

### **wxCommandEvent::SetInt**

---

**void SetInt(int *intCommand*)**

Sets the `m_commandInt` member.

### **wxCommandEvent::SetString**

---

**void SetString(const wxString& *string*)**

Sets the `m_commandString` member.

## **wxCommandProcessor**

`wxCommandProcessor` is a class that maintains a history of `wxCommands`, with undo/redo functionality built-in. Derive a new class from this if you want different behaviour.

**Derived from**

*wxObject* (p. 982)

**Include files**

<wx/cmdproc.h>

**See also**

*wxCommandProcessor overview* (p. 1702), *wxCommand* (p. 167)

---

**wxCommandProcessor::wxCommandProcessor**

---

**wxCommandProcessor**(int *maxCommands* = -1)

Constructor.

*maxCommands* may be set to a positive integer to limit the number of commands stored to it, otherwise (and by default) the list of commands can grow arbitrarily.

---

**wxCommandProcessor::~~wxCommandProcessor**

---

**~wxCommandProcessor**()

Destructor.

---

**wxCommandProcessor::CanUndo**

---

**virtual bool CanUndo**()

Returns true if the currently-active command can be undone, false otherwise.

---

**wxCommandProcessor::ClearCommands**

---

**virtual void ClearCommands**()

Deletes all the commands in the list and sets the current command pointer to NULL.

---

**wxCommandProcessor::Redo**

---

**virtual bool Redo**()

Executes (redoes) the current command (the command that has just been undone if any).

---

**wxCommandProcessor::GetCommands**

---

**wxList& GetCommands() const**

Returns the list of commands.

---

**wxCommandProcessor::GetMaxCommands**

---

**int GetMaxCommands() const**

Returns the maximum number of commands that the command processor stores.

---

**wxCommandProcessor::GetEditMenu**

---

**wxMenu\* GetEditMenu() const**

Returns the edit menu associated with the command processor.

---

**wxCommandProcessor::GetRedoAccelerator**

---

**const wxString& GetRedoAccelerator() const**

Returns the string that will be appended to the Redo menu item.

---

**wxCommandProcessor::GetRedoMenuLabel**

---

**wxString GetRedoMenuLabel() const**

Returns the string that will be shown for the redo menu item.

---

**wxCommandProcessor::GetUndoAccelerator**

---

**const wxString& GetUndoAccelerator() const**

Returns the string that will be appended to the Undo menu item.

---

**wxCommandProcessor::GetUndoMenuLabel**

---

**wxString GetUndoMenuLabel() const**

Returns the string that will be shown for the undo menu item.

---

**wxCommandProcessor::Initialize**

---

**virtual void Initialize()**

Initializes the command processor, setting the current command to the last in the list (if any), and updating the edit menu (if one has been specified).

---

**wxCommandProcessor::SetEditMenu**

---

**void SetEditMenu(wxMenu\* menu)**

Tells the command processor to update the Undo and Redo items on this menu as appropriate. Set this to NULL if the menu is about to be destroyed and command operations may still be performed, or the command processor may try to access an invalid pointer.

---

**wxCommandProcessor::SetMenuStrings**

---

**void SetMenuStrings()**

Sets the menu labels according to the currently set menu and the current command state.

---

**wxCommandProcessor::SetRedoAccelerator**

---

**void SetRedoAccelerator(const wxString&accel)**

Sets the string that will be appended to the Redo menu item.

---

**wxCommandProcessor::SetUndoAccelerator**

---

**void SetUndoAccelerator(const wxString&accel)**

Sets the string that will be appended to the Undo menu item.

---

**wxCommandProcessor::Submit**

---

**virtual bool Submit(wxCommand \*command, bool storeIt = true)**

Submits a new command to the command processor. The command processor calls

`wxCommand::Do` to execute the command; if it succeeds, the command is stored in the history list, and the associated edit menu (if any) updated appropriately. If it fails, the command is deleted immediately. Once `Submit` has been called, the passed command should not be deleted directly by the application.

`storeIt` indicates whether the successful command should be stored in the history list.

---

## wxCommandProcessor::Undo

---

### virtual bool Undo()

Undoes the command just executed.

## wxCondition

`wxCondition` variables correspond to `pthread` conditions or to Win32 event objects. They may be used in a multithreaded application to wait until the given condition becomes true which happens when the condition becomes signaled.

For example, if a worker thread is doing some long task and another thread has to wait until it is finished, the latter thread will wait on the condition object and the worker thread will signal it on exit (this example is not perfect because in this particular case it would be much better to just `Wait()` (p. 1329) for the worker thread, but if there are several worker threads it already makes much more sense).

Note that a call to `Signal()` (p. 181) may happen before the other thread calls `Wait()` (p. 181) and, just as with the `pthread` conditions, the signal is then lost and so if you want to be sure that you don't miss it you must keep the mutex associated with the condition initially locked and lock it again before calling `Signal()` (p. 181). Of course, this means that this call is going to block until `Wait()` (p. 181) is called by another thread.

### Example

This example shows how a main thread may launch a worker thread which starts running and then waits until the main thread signals it to continue:

```
class MySignallingThread : public wxThread
{
public:
    MySignallingThread(wxMutex *mutex, wxCondition *condition)
    {
        m_mutex = mutex;
        m_condition = condition;

        Create();
    }

    virtual ExitCode Entry()
    {
```

```

        ... do our job ...

        // tell the other(s) thread(s) that we're about to terminate: we
must    // lock the mutex first or we might signal the condition before
the     // waiting threads start waiting on it!
        wxMutexLocker lock(m_mutex);
        m_condition.Broadcast(); // same as Signal() here -- one waiter
only

        return 0;
    }

private:
    wxCondition *m_condition;
    wxMutex *m_mutex;
};

int main()
{
    wxMutex mutex;
    wxCondition condition(mutex);

    // the mutex should be initially locked
    mutex.Lock();

    // create and run the thread but notice that it won't be able to
    // exit (and signal its exit) before we unlock the mutex below
    MySignallingThread *thread = new MySignallingThread(&mutex,
&condition);

    thread->Run();

    // wait for the thread termination: Wait() atomically unlocks the
mutex    // which allows the thread to continue and starts waiting
        condition.Wait();

    // now we can exit
    return 0;
}

```

Of course, here it would be much better to simply use a joinable thread and call *wxThread::Wait* (p. 1329) on it, but this example does illustrate the importance of properly locking the mutex when using *wxCondition*.

## Constants

The following return codes are returned by *wxCondition* member functions:

```

enum wxCondError
{
    wxCOND_NO_ERROR = 0,           // successful completion
    wxCOND_INVALID,              // object hasn't been initialized
successfully
    wxCOND_TIMEOUT,              // WaitTimeout() has timed out
    wxCOND_MISC_ERROR            // some other error
};

```

## Derived from

None.

### Include files

<wx/thread.h>

### See also

*wxThread* (p. 1322), *wxMutex* (p. 965)

---

## wxCondition::wxCondition

---

**wxCondition(wxMutex& mutex)**

Default and only constructor. The *mutex* must be locked by the caller before calling *Wait* (p. 181) function.

Use *IsOk* (p. 180) to check if the object was successfully initialized.

---

## wxCondition::~wxCondition

---

**~wxCondition()**

Destroys the *wxCondition* object. The destructor is not virtual so this class should not be used polymorphically.

---

## wxCondition::Broadcast

---

**void Broadcast()**

Broadcasts to all waiting threads, waking all of them up. Note that this method may be called whether the mutex associated with this condition is locked or not.

### See also

*wxCondition::Signal* (p. 181)

---

## wxCondition::IsOk

---

**bool IsOk() const**

Returns `true` if the object had been initialized successfully, `false` if an error occurred.

## **wxCondition::Signal**

---

### **void Signal()**

Signals the object waking up at most one thread. If several threads are waiting on the same condition, the exact thread which is woken up is undefined. If no threads are waiting, the signal is lost and the condition would have to be signalled again to wake up any thread which may start waiting on it later.

Note that this method may be called whether the mutex associated with this condition is locked or not.

### **See also**

*wxCondition::Broadcast* (p. 180)

## **wxCondition::Wait**

---

### **wxCondError Wait()**

Waits until the condition is signalled.

This method atomically releases the lock on the mutex associated with this condition (this is why it must be locked prior to calling *Wait*) and puts the thread to sleep until *Signal* (p. 181) or *Broadcast* (p. 180) is called.

Note that even if *Signal* (p. 181) had been called before *Wait* without waking up any thread, the thread would still wait for another one and so it is important to ensure that the condition will be signalled after *Wait* or the thread may sleep forever.

### **Return value**

Returns `wxCOND_NO_ERROR` on success, another value if an error occurred.

### **See also**

*WaitTimeout* (p. 181)

## **wxCondition::WaitTimeout**

---

### **wxCondError Wait(unsigned long milliseconds)**

Waits until the condition is signalled or the timeout has elapsed.

This method is identical to *Wait* (p. 181) except that it returns, with the return code of `wxCOND_TIMEOUT` as soon as the given timeout expires.

## Parameters

*milliseconds*

Timeout in milliseconds

## Return value

Returns `wxCOND_NO_ERROR` if the condition was signalled, `wxCOND_TIMEOUT` if the timeout elapsed before this happened or another error code from `wxCondError` enum.

## wxConfigBase

`wxConfigBase` class defines the basic interface of all config classes. It can not be used by itself (it is an abstract base class) and you will always use one of its derivations: `wxIniConfig`, `wxFileConfig`, `wxRegConfig` or any other.

However, usually you don't even need to know the precise nature of the class you're working with but you would just use the `wxConfigBase` methods. This allows you to write the same code regardless of whether you're working with the registry under Win32 or text-based config files under Unix (or even Windows 3.1 .INI files if you're really unlucky). To make writing the portable code even easier, `wxWindows` provides a typedef `wxConfig` which is mapped onto the native `wxConfigBase` implementation on the given platform: i.e. `wxRegConfig` under Win32, `wxIniConfig` under Win16 and `wxFileConfig` otherwise.

See *config overview* (p. 1643) for the descriptions of all features of this class.

It is highly recommended to use static functions *Get()* and/or *Set()*, so please have a *look at them*. (p. 183)

## Derived from

No base class

## Include files

`<wx/config.h>` (to let `wxWindows` choose a `wxConfig` class for your platform)

`<wx/confbase.h>` (base config class)

`<wx/fileconf.h>` (`wxFileConfig` class)

`<wx/msw/regconf.h>` (`wxRegConfig` class)

`<wx/msw/iniconf.h>` (`wxIniConfig` class)

## Example

Here is how you would typically use this class:

```
// using wxConfig instead of writing wxFileConfig or wxRegConfig
enhances
```

---

```

// portability of the code
wxConfig *config = new wxConfig("MyAppName");

wxString str;
if ( config->Read("LastPrompt", &str) ) {
    // last prompt was found in the config file/registry and its value
is now
    // in str
    ...
}
else {
    // no last prompt...
}

// another example: using default values and the full path instead of
just
// key name: if the key is not found , the value 17 is returned
long value = config->Read("/LastRun/CalculatedValues/MaxValue", 17);
...
...
...
// at the end of the program we would save everything back
config->Write("LastPrompt", str);
config->Write("/LastRun/CalculatedValues/MaxValue", value);

// the changes will be written back automatically
delete config;

```

This basic example, of course, doesn't show all `wxConfig` features, such as enumerating, testing for existence and deleting the entries and groups of entries in the config file, its abilities to automatically store the default values or expand the environment variables on the fly. However, the main idea is that using this class is easy and that it should normally do what you expect it to.

NB: in the documentation of this class, the words "config file" also mean "registry hive" for `wxRegConfig` and, generally speaking, might mean any physical storage where a `wxConfigBase`-derived class stores its data.

## Static functions

---

These functions deal with the "default" config object. Although its usage is not at all mandatory it may be convenient to use a global config object instead of creating and deleting the local config objects each time you need one (especially because creating a `wxFileConfig` object might be a time consuming operation). In this case, you may create this global config object in the very start of the program and `Set()` it as the default. Then, from anywhere in your program, you may access it using the `Get()` function. Note that you must delete this object (usually in `wxApp::OnExit` (p. 38)) in order to avoid memory leaks, `wxWindows` won't do it automatically.

As it happens, you may even further simplify the procedure described above: you may forget about calling `Set()`. When `Get()` is called and there is no current object, it will create one using `Create()` function. To disable this behaviour `DontCreateOnDemand()` is provided.

**Note:** You should use either *Set()* or *Get()* because wxWindows library itself would take advantage of it and could save various information in it. For example *wxFontMapper* (p. 555) or Unix version of *wxFileDialog* (p. 491) have ability to use wxConfig class.

*Set* (p. 195)

*Get* (p. 190)

*Create* (p. 189)

*DontCreateOnDemand* (p. 189)

---

## Constructor and destructor

*wxConfigBase* (p. 188)

*~wxConfigBase* (p. 189)

---

## Path management

As explained in *config overview* (p. 1643), the config classes support a file system-like hierarchy of keys (files) and groups (directories). As in the file system case, to specify a key in the config class you must use a path to it. Config classes also support the notion of the current group, which makes it possible to use the relative paths. To clarify all this, here is an example (it is only for the sake of demonstration, it doesn't do anything sensible!):

```
wxConfig *config = new wxConfig("FooBarApp");

// right now the current path is '/'
conf->Write("RootEntry", 1);

// go to some other place: if the group(s) don't exist, they will be
created
conf->SetPath("/Group/Subgroup");

// create an entry in subgroup
conf->Write("SubgroupEntry", 3);

// '..' is understood
conf->Write("../GroupEntry", 2);
conf->SetPath("../");

wxASSERT( conf->Read("Subgroup/SubgroupEntry", 0) == 3 );

// use absolute path: it is allowed, too
wxASSERT( conf->Read("/RootEntry", 0) == 1 );
```

**Warning:** it is probably a good idea to always restore the path to its old value on function exit:

```
void foo(wxConfigBase *config)
{
    wxString strOldPath = config->GetPath();

    config->SetPath("/Foo/Data");
    ...
}
```

```

    config->SetPath(strOldPath);
}

```

because otherwise the assert in the following example will surely fail (we suppose here that *foo()* function is the same as above except that it doesn't save and restore the path):

```

void bar(wxConfigBase *config)
{
    config->Write("Test", 17);

    foo(config);

    // we're reading "/Foo/Data/Test" here! -1 will probably be
    returned...
    wxASSERT( config->Read("Test", -1) == 17 );
}

```

Finally, the path separator in *wxConfigBase* and derived classes is always '/', regardless of the platform (i.e. it is **not** '\\' under Windows).

*SetPath* (p. 195)

*GetPath* (p. 192)

## Enumeration

---

The functions in this section allow to enumerate all entries and groups in the config file. All functions here return false when there are no more items.

You must pass the same index to *GetNext* and *GetFirst* (don't modify it). Please note that it is **not** the index of the current item (you will have some great surprises with *wxRegConfig* if you assume this) and you shouldn't even look at it: it is just a "cookie" which stores the state of the enumeration. It can't be stored inside the class because it would prevent you from running several enumerations simultaneously, that's why you must pass it explicitly.

Having said all this, enumerating the config entries/groups is very simple:

```

wxArrayString aNames;

// enumeration variables
wxString str;
long dummy;

// first enum all entries
bool bCont = config->GetFirstEntry(str, dummy);
while ( bCont ) {
    aNames.Add(str);

    bCont = GetConfig()->GetNextEntry(str, dummy);
}

... we have all entry names in aNames...

// now all groups...
bCont = GetConfig()->GetFirstGroup(str, dummy);

```

```
while ( bCont ) {  
    aNames.Add(str);  
  
    bCont = GetConfig()->GetNextGroup(str, dummy);  
}  
  
... we have all group (and entry) names in aNames...
```

There are also functions to get the number of entries/subgroups without actually enumerating them, but you will probably never need them.

*GetFirstGroup* (p. 191)  
*GetNextGroup* (p. 191)  
*GetFirstEntry* (p. 191)  
*GetNextEntry* (p. 192)  
*GetNumberOfEntries* (p. 192)  
*GetNumberOfGroups* (p. 192)

---

### Tests of existence

---

*HasGroup* (p. 193)  
*HasEntry* (p. 192)  
*Exists* (p. 190)  
*GetEntryType* (p. 191)

---

### Miscellaneous functions

---

*GetAppName* (p. 190)  
*GetVendorName* (p. 192)  
*SetUmask* (p. 196)

---

### Key access

---

These function are the core of `wxConfigBase` class: they allow you to read and write config file data. All *Read* function take a default value which will be returned if the specified key is not found in the config file.

Currently, only two types of data are supported: string and long (but it might change in the near future). To work with other types: for *int* or *bool* you can work with function taking/returning *long* and just use the casts. Better yet, just use *long* for all variables which you're going to save in the config file: chances are that `sizeof(bool) == sizeof(int) == sizeof(long)` anyhow on your system. For *float*, *double* and, in general, any other type you'd have to translate them to/from string representation and use string functions.

Try not to read long values into string variables and vice versa: although it just might work with `wxFileConfig`, you will get a system error with `wxRegConfig` because in the Windows registry the different types of entries are indeed used.

Final remark: the *szKey* parameter for all these functions can contain an arbitrary path (either relative or absolute), not just the key name.

*Read* (p. 193)

*Write* (p. 196)

*Flush* (p. 190)

---

## Rename entries/groups

---

The functions in this section allow to rename entries or subgroups of the current group. They will return false on error. typically because either the entry/group with the original name doesn't exist, because the entry/group with the new name already exists or because the function is not supported in this wxConfig implementation.

*RenameEntry* (p. 195)

*RenameGroup* (p. 195)

---

## Delete entries/groups

---

The functions in this section delete entries and/or groups of entries from the config file. *DeleteAll()* is especially useful if you want to erase all traces of your program presence: for example, when you uninstall it.

*DeleteEntry* (p. 190)

*DeleteGroup* (p. 190)

*DeleteAll* (p. 189)

---

## Options

---

Some aspects of wxConfigBase behaviour can be changed during run-time. The first of them is the expansion of environment variables in the string values read from the config file: for example, if you have the following in your config file:

```
# config file for my program
UserData = $HOME/data

# the following syntax is valid only under Windows
UserData = %windir%\data.dat
```

the call to `config->Read("UserData")` will return something like `"/home/zeitlin/data"` if you're lucky enough to run a Linux system ;-)

Although this feature is very useful, it may be annoying if you read a value which contains '\$' or '%' symbols (% is used for environment variables expansion under Windows) which are not used for environment variable expansion. In this situation you may call `SetExpandEnvVars(false)` just before reading this value and `SetExpandEnvVars(true)` just after. Another solution would be to prefix the offending

symbols with a backslash.

The following functions control this option:

*IsExpandingEnvVars* (p. 193)

*SetExpandEnvVars* (p. 195)

*SetRecordDefaults* (p. 196)

*IsRecordingDefaults* (p. 193)

---

## wxConfigBase::wxConfigBase

---

**wxConfigBase**(const wxString& *appName* = wxEmptyString, const wxString& *vendorName* = wxEmptyString, const wxString& *localFilename* = wxEmptyString, const wxString& *globalFilename* = wxEmptyString, long *style* = 0, wxMBCConv& *conv* = wxConvUTF8)

This is the default and only constructor of the wxConfigBase class, and derived classes.

### Parameters

#### *appName*

The application name. If this is empty, the class will normally use *wxApp::GetAppName* (p. 35) to set it. The application name is used in the registry key on Windows, and can be used to deduce the local filename parameter if that is missing.

#### *vendorName*

The vendor name. If this is empty, it is assumed that no vendor name is wanted, if this is optional for the current config class. The vendor name is appended to the application name for wxRegConfig.

#### *localFilename*

Some config classes require a local filename. If this is not present, but required, the application name will be used instead.

#### *globalFilename*

Some config classes require a global filename. If this is not present, but required, the application name will be used instead.

#### *style*

Can be one of wxCONFIG\_USE\_LOCAL\_FILE and wxCONFIG\_USE\_GLOBAL\_FILE. The style interpretation depends on the config class and is ignored by some. For wxFileConfig, these styles determine whether a local or global config file is created or used. If the flag is present but the parameter is empty, the parameter will be set to a default. If the parameter is present but the style flag not, the relevant flag will be added to the style. For wxFileConfig you can also add wxCONFIG\_USE\_RELATIVE\_PATH by logically or'ing it to either of the \_FILE options to tell wxFileConfig to use relative instead of absolute paths. For

wxFileConfig, you can also add `wxCONFIG_USE_NO_ESCAPE_CHARACTERS` which will turn off character escaping for the values of entries stored in the config file: for example a `foo` key with some backslash characters will be stored as `foo=C:\mydir` instead of the usual storage of `foo=C:\\mydir`.

The `wxCONFIG_USE_NO_ESCAPE_CHARACTERS` style can be helpful if your config file must be read or written to by a non-wxWindows program (which might not understand the escape characters). Note, however, that if `wxCONFIG_USE_NO_ESCAPE_CHARACTERS` style is used, it is now your application's responsibility to ensure that there is no newline or other illegal characters in a value, before writing that value to the file.

#### *conv*

This parameter is only used by `wxFileConfig` when compiled in Unicode mode. It specifies the encoding in what the configuration file is written.

#### Remarks

By default, environment variable expansion is on and recording defaults is off.

---

### **wxConfigBase::~wxConfigBase**

**~wxConfigBase()**

Empty but ensures that dtor of all derived classes is virtual.

---

### **wxConfigBase::Create**

**static wxConfigBase \* Create()**

Create a new config object: this function will create the "best" implementation of `wxConfig` available for the current platform, see comments near the definition of `wxCONFIG_WIN32_NATIVE` for details. It returns the created object and also sets it as the current one.

---

### **wxConfigBase::DontCreateOnDemand**

**void DontCreateOnDemand()**

Calling this function will prevent `Get()` from automatically creating a new config object if the current one is `NULL`. It might be useful to call it near the program end to prevent new config object "accidental" creation.

---

### **wxConfigBase::DeleteAll**

**bool DeleteAll()**

Delete the whole underlying object (disk file, registry key, ...). Primarily for use by desinstallation routine.

### **wxConfigBase::DeleteEntry**

---

**bool DeleteEntry(const wxString& key, bool bDeleteGroupIfEmpty = true)**

Deletes the specified entry and the group it belongs to if it was the last key in it and the second parameter is true.

### **wxConfigBase::DeleteGroup**

---

**bool DeleteGroup(const wxString& key)**

Delete the group (with all subgroups)

### **wxConfigBase::Exists**

---

**bool Exists(wxString& strName) const**

returns true if either a group or an entry with a given name exists

### **wxConfigBase::Flush**

---

**bool Flush(bool bCurrentOnly = false)**

permanently writes all changes (otherwise, they're only written from object's destructor)

### **wxConfigBase::Get**

---

**static wxConfigBase \* Get(bool CreateOnDemand = true)**

Get the current config object. If there is no current object and *CreateOnDemand* is true, creates one (using *Create*) unless *DontCreateOnDemand* was called previously.

### **wxConfigBase::GetAppName**

---

**wxString GetAppName() const**

Returns the application name.

## wxConfigBase::GetEntryType

---

**enum wxConfigBase::EntryType GetEntryType(const wxString& name) const**

Returns the type of the given entry or *Unknown* if the entry doesn't exist. This function should be used to decide which version of `Read()` should be used because some of `wxConfig` implementations will complain about type mismatch otherwise: e.g., an attempt to read a string value from an integer key with `wxRegConfig` will fail.

The result is an element of enum `EntryType`:

```
enum EntryType
{
    Unknown,
    String,
    Boolean,
    Integer,
    Float
};
```

## wxConfigBase::GetFirstGroup

---

**bool GetFirstGroup(wxString& str, long& index) const**

Gets the first group.

**wxPython note:** The `wxPython` version of this method returns a 3-tuple consisting of the continue flag, the value string, and the index for the next call.

**wxPerl note:** In `wxPerl` this method takes no arguments and returns a 3-element list ( `continue, str, index` ).

## wxConfigBase::GetFirstEntry

---

**bool GetFirstEntry(wxString& str, long& index) const**

Gets the first entry.

**wxPython note:** The `wxPython` version of this method returns a 3-tuple consisting of the continue flag, the value string, and the index for the next call.

**wxPerl note:** In `wxPerl` this method takes no arguments and returns a 3-element list ( `continue, str, index` ).

## wxConfigBase::GetNextGroup

---

**bool GetNextGroup(wxString& str, long& index) const**

Gets the next group.

**wxPython note:** The wxPython version of this method returns a 3-tuple consisting of the continue flag, the value string, and the index for the next call.

**wxPerl note:** In wxPerl this method only takes the `index` parameter and returns a 3-element list ( `continue`, `str`, `index` ).

---

### wxConfigBase::GetNextEntry

---

**bool GetNextEntry(wxString& str, long& index) const**

Gets the next entry.

**wxPython note:** The wxPython version of this method returns a 3-tuple consisting of the continue flag, the value string, and the index for the next call.

**wxPerl note:** In wxPerl this method only takes the `index` parameter and returns a 3-element list ( `continue`, `str`, `index` ).

---

### wxConfigBase::GetNumberOfEntries

---

**uint GetNumberOfEntries(bool bRecursive = false) const**

---

### wxConfigBase::GetNumberOfGroups

---

**uint GetNumberOfGroups(bool bRecursive = false) const**

Get number of entries/subgroups in the current group, with or without its subgroups.

---

### wxConfigBase::GetPath

---

**const wxString& GetPath() const**

Retrieve the current path (always as absolute path).

---

### wxConfigBase::GetVendorName

---

**wxString GetVendorName() const**

Returns the vendor name.

---

### wxConfigBase::HasEntry

---

**bool HasEntry(wxString& strName) const**

returns true if the entry by this name exists

### **wxConfigBase::HasGroup**

---

**bool HasGroup(const wxString& strName) const**

returns true if the group by this name exists

### **wxConfigBase::IsExpandingEnvVars**

---

**bool IsExpandingEnvVars() const**

Returns true if we are expanding environment variables in key values.

### **wxConfigBase::IsRecordingDefaults**

---

**bool IsRecordingDefaults() const**

Returns true if we are writing defaults back to the config file.

### **wxConfigBase::Read**

---

**bool Read(const wxString& key, wxString\* str) const**

Read a string from the key, returning true if the value was read. If the key was not found, *str* is not changed.

**bool Read(const wxString& key, wxString\* str, const wxString& defaultVal) const**

Read a string from the key. The default value is returned if the key was not found.

Returns true if value was really read, false if the default was used.

**wxString Read(const wxString& key, const wxString& defaultVal) const**

Another version of *Read()*, returning the string value directly.

**bool Read(const wxString& key, long\* l) const**

Reads a long value, returning true if the value was found. If the value was not found, *l* is not changed.

**bool Read(const wxString& key, long\* l, long defaultVal) const**

Reads a long value, returning true if the value was found. If the value was not found, *defaultVal* is used instead.

**long Read(const wxString& key, long defaultVal) const**

Reads a long value from the key and returns it. *defaultVal* is returned if the key is not found.

NB: writing

```
conf->Read("key", 0);
```

won't work because the call is ambiguous: compiler can not choose between two *Read* functions. Instead, write:

```
conf->Read("key", 0l);
```

**bool Read(const wxString& key, double\* d) const**

Reads a double value, returning true if the value was found. If the value was not found, *d* is not changed.

**bool Read(const wxString& key, double\* d, double defaultVal) const**

Reads a double value, returning true if the value was found. If the value was not found, *defaultVal* is used instead.

**bool Read(const wxString& key, bool\* b) const**

Reads a bool value, returning true if the value was found. If the value was not found, *b* is not changed.

**bool Read(const wxString& key, bool\* d, bool defaultVal) const**

Reads a bool value, returning true if the value was found. If the value was not found, *defaultVal* is used instead.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

<b>Read(key, default="")</b>	Returns a string.
<b>ReadInt(key, default=0)</b>	Returns an int.
<b>ReadFloat(key, default=0.0)</b>	Returns a floating point number.

**wxPerl note:** In place of a single overloaded method, wxPerl uses:

<b>Read(key, default="")</b>	Returns a string
<b>ReadInt(key, default=0)</b>	Returns an integer
<b>ReadFloat(key, default=0.0)</b>	Returns a floating point number
<b>ReadBool(key, default=0)</b>	Returns a boolean

---

**wxConfigBase::RenameEntry**

---

**bool RenameEntry(const wxString& oldName, const wxString& newName)**

Renames an entry in the current group. The entries names (both the old and the new one) shouldn't contain backslashes, i.e. only simple names and not arbitrary paths are accepted by this function.

Returns false if the *oldName* doesn't exist or if *newName* already exists.

---

**wxConfigBase::RenameGroup**

---

**bool RenameGroup(const wxString& oldName, const wxString& newName)**

Renames a subgroup of the current group. The subgroup names (both the old and the new one) shouldn't contain backslashes, i.e. only simple names and not arbitrary paths are accepted by this function.

Returns false if the *oldName* doesn't exist or if *newName* already exists.

---

**wxConfigBase::Set**

---

**static wxConfigBase \* Set(wxConfigBase \*pConfig)**

Sets the config object as the current one, returns the pointer to the previous current object (both the parameter and returned value may be NULL)

---

**wxConfigBase::SetExpandEnvVars**

---

**void SetExpandEnvVars (bool bDolt = true)**

Determine whether we wish to expand environment variables in key values.

---

**wxConfigBase::SetPath**

---

**void SetPath(const wxString& strPath)**

Set current path: if the first character is '/', it is the absolute path, otherwise it is a relative

path. '.' is supported. If the strPath doesn't exist it is created.

### **wxConfigBase::SetRecordDefaults**

---

**void SetRecordDefaults**(bool *bDoIt = true*)

Sets whether defaults are recorded to the config file whenever an attempt to read the value which is not present in it is done.

If on (default is off) all default values for the settings used by the program are written back to the config file. This allows the user to see what config options may be changed and is probably useful only for wxFileConfig.

### **wxConfigBase::SetUmask**

---

**void SetUmask**(int *mode*)

**NB:** this function is not in the base wxConfigBase class but is only implemented in wxFileConfig. Moreover, this function is Unix-specific and doesn't do anything on other platforms.

SetUmask() allows to set the mode to be used for the config file creation. For example, to create a config file which is not readable by other users (useful if it stores some sensitive information, such as passwords), you should do `SetUmask(0077)`.

### **wxConfigBase::Write**

---

**bool Write**(const wxString& *key*, const wxString& *value*)

**bool Write**(const wxString& *key*, long *value*)

**bool Write**(const wxString& *key*, double *value*)

**bool Write**(const wxString& *key*, bool *value*)

These functions write the specified value to the config file and return true on success.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

<b>Write(key, value)</b>	Writes a string.
<b>WriteInt(key, value)</b>	Writes an int.
<b>WriteFloat(key, value)</b>	Writes a floating point number.

**wxPerl note:** In place of a single overloaded method, wxPerl uses:

<b>Write(key, value)</b>	Writes a string
<b>WriteInt(key, value)</b>	Writes an integer
<b>WriteFloat(key, value)</b>	Writes a floating point number
<b>WriteBool(key, value)</b>	Writes a boolean

## wxConnection

A wxConnection object represents the connection between a client and a server. It is created by making a connection using a *wxClient* (p. 134) object, or by the acceptance of a connection by a *wxServer* (p. 1136) object. The bulk of a DDE-like (Dynamic Data Exchange) conversation is controlled by calling members in a **wxConnection** object or by overriding its members. The actual DDE-based implementation using wxDDEConnection is available on Windows only, but a platform-independent, socket-based version of this API is available using wxTCPConnection, which has the same API.

An application should normally derive a new connection class from wxConnection, in order to override the communication event handlers to do something interesting.

### Derived from

wxConnectionBase  
wxObject (p. 982)

### Include files

<wx/ipc.h>

### Types

wxIPCFormat is defined as follows:

```
enum wxIPCFormat
{
    wxIPC_INVALID = 0,
    wxIPC_TEXT = 1, /* CF_TEXT */
    wxIPC_BITMAP = 2, /* CF_BITMAP */
    wxIPC_METAFILE = 3, /* CF_METAFILEPICT */
    wxIPC_SYLK = 4,
    wxIPC_DIF = 5,
    wxIPC_TIFF = 6,
    wxIPC_OEMTEXT = 7, /* CF_OEMTEXT */
    wxIPC_DIB = 8, /* CF_DIB */
    wxIPC_PALETTE = 9,
    wxIPC_PENDATA = 10,
    wxIPC_RIFF = 11,
    wxIPC_WAVE = 12,
    wxIPC_UNICODETEXT = 13,
    wxIPC_ENHMETAFILE = 14,
    wxIPC_FILENAME = 15, /* CF_HDROP */
    wxIPC_LOCALE = 16,
    wxIPC_PRIVATE = 20
};
```

**See also**

*wxClient* (p. 134), *wxServer* (p. 1136), *Interprocess communications overview* (p. 1735)

---

**wxConnection::wxConnection**

---

**wxConnection()****wxConnection(char\* buffer, int size)**

Constructs a connection object. If no user-defined connection object is to be derived from *wxConnection*, then the constructor should not be called directly, since the default connection object will be provided on requesting (or accepting) a connection. However, if the user defines his or her own derived connection object, the *wxServer::OnAcceptConnection* (p. 1137) and/or *wxClient::OnMakeConnection* (p. 135) members should be replaced by functions which construct the new connection object.

If the arguments of the *wxConnection* constructor are void then the *wxConnection* object manages its own connection buffer, allocating memory as needed. A programmer-supplied buffer cannot be increased if necessary, and the program will assert if it is not large enough. The programmer-supplied buffer is included mainly for backwards compatibility.

---

**wxConnection::Advise**

---

**bool Advise(const wxString& item, char\* data, int size = -1, wxIPCFormat format = wxCF\_TEXT)**

Called by the server application to advise the client of a change in the data associated with the given item. Causes the client connection's *wxConnection::OnAdvise* (p. 199) member to be called. Returns true if successful.

---

**wxConnection::Execute**

---

**bool Execute(char\* data, int size = -1, wxIPCFormat format = wxCF\_TEXT)**

Called by the client application to execute a command on the server. Can also be used to transfer arbitrary data to the server (similar to *wxConnection::Poke* (p. 200) in that respect). Causes the server connection's *wxConnection::OnExecute* (p. 199) member to be called. Returns true if successful.

---

**wxConnection::Disconnect**

---

**bool Disconnect()**

Called by the client or server application to disconnect from the other program; it causes the *wxConnection::OnDisconnect* (p. 199) message to be sent to the corresponding connection object in the other program. Returns true if successful or already disconnected. The application that calls **Disconnect** must explicitly delete its side of the connection.

**wxConnection::OnAdvise**

---

**virtual bool OnAdvise(const wxString& topic, const wxString& item, char\* data, int size, wxIPCFormat format)**

Message sent to the client application when the server notifies it of a change in the data associated with the given item, using *Advise* (p. 198).

**wxConnection::OnDisconnect**

---

**virtual bool OnDisconnect()**

Message sent to the client or server application when the other application notifies it to end the connection. The default behaviour is to delete the connection object and return true, so applications should generally override **OnDisconnect** (finally calling the inherited method as well) so that they know the connection object is no longer available.

**wxConnection::OnExecute**

---

**virtual bool OnExecute(const wxString& topic, char\* data, int size, wxIPCFormat format)**

Message sent to the server application when the client notifies it to execute the given data, using *Execute* (p. 198). Note that there is no item associated with this message.

**wxConnection::OnPoke**

---

**virtual bool OnPoke(const wxString& topic, const wxString& item, char\* data, int size, wxIPCFormat format)**

Message sent to the server application when the client notifies it to accept the given data.

**wxConnection::OnRequest**

---

**virtual char\* OnRequest(const wxString& topic, const wxString& item, int \*size,**

**wxIPCFormat** *format*)

Message sent to the server application when the client calls *wxConnection::Request* (p. 200). The server's *OnRequest* (p. 199) method should respond by returning a character string, or NULL to indicate no data, and setting *\*size*. The character string must of course persist after the call returns.

**wxConnection::OnStartAdvise**

---

**virtual bool OnStartAdvise(const wxString& topic, const wxString& item)**

Message sent to the server application by the client, when the client wishes to start an 'advise loop' for the given topic and item. The server can refuse to participate by returning false.

**wxConnection::OnStopAdvise**

---

**virtual bool OnStopAdvise(const wxString& topic, const wxString& item)**

Message sent to the server application by the client, when the client wishes to stop an 'advise loop' for the given topic and item. The server can refuse to stop the advise loop by returning false, although this doesn't have much meaning in practice.

**wxConnection::Poke**

---

**bool Poke(const wxString& item, char\* data, int size = -1, wxIPCFormat format = wxCF\_TEXT)**

Called by the client application to poke data into the server. Can be used to transfer arbitrary data to the server. Causes the server connection's *wxConnection::OnPoke* (p. 199) member to be called. If size is -1 the size is computed from the string length of data.

Returns true if successful.

**wxConnection::Request**

---

**char\* Request(const wxString& item, int \*size, wxIPCFormat format = wxIPC\_TEXT)**

Called by the client application to request data from the server. Causes the server connection's *wxConnection::OnRequest* (p. 199) member to be called. Size may be NULL or a pointer to a variable to receive the size of the requested item.

Returns a character string (actually a pointer to the connection's buffer) if successful, NULL otherwise. This buffer does not need to be deleted.

## **wxConnection::StartAdvise**

---

**bool StartAdvise(const wxString& item)**

Called by the client application to ask if an advise loop can be started with the server. Causes the server connection's *wxConnection::OnStartAdvise* (p. 200) member to be called. Returns true if the server okays it, false otherwise.

## **wxConnection::StopAdvise**

---

**bool StopAdvise(const wxString& item)**

Called by the client application to ask if an advise loop can be stopped. Causes the server connection's *wxConnection::OnStopAdvise* (p. 200) member to be called. Returns true if the server okays it, false otherwise.

## **wxContextHelp**

This class changes the cursor to a query and puts the application into a 'context-sensitive help mode'. When the user left-clicks on a window within the specified window, a `wxEVT_HELP` event is sent to that control, and the application may respond to it by popping up some help.

For example:

```
wxContextHelp contextHelp(myWindow);
```

There are a couple of ways to invoke this behaviour implicitly:

- Use the `wxDIALOG_EX_CONTEXTHELP` style for a dialog (Windows only). This will put a question mark in the titlebar, and Windows will put the application into context-sensitive help mode automatically, with further programming.
- Create a *wxContextHelpButton* (p. 202), whose predefined behaviour is to create a context help object. Normally you will write your application so that this button is only added to a dialog for non-Windows platforms (use `wxDIALOG_EX_CONTEXTHELP` on Windows).

### **Derived from**

*wxObject* (p. 982)

### **Include files**

<wx/cshelp.h>

**See also**

*wxHelpEvent* (p. 675), *wxHelpController* (p. 669), *wxContextHelpButton* (p. 202)

---

**wxContextHelp::wxContextHelp**

---

**wxContextHelp**(*wxWindow\** window = *NULL*, *bool* doNow = *true*)

Constructs a context help object, calling *BeginContextHelp* (p. 202) if *doNow* is true (the default).

If *window* is *NULL*, the top window is used.

---

**wxContextHelp::~~wxContextHelp**

---

**~wxContextHelp**()

Destroys the context help object.

---

**wxContextHelp::BeginContextHelp**

---

**bool** **BeginContextHelp**(*wxWindow\** window = *NULL*)

Puts the application into context-sensitive help mode. *window* is the window which will be used to catch events; if *NULL*, the top window will be used.

Returns true if the application was successfully put into context-sensitive help mode. This function only returns when the event loop has finished.

---

**wxContextHelp::EndContextHelp**

---

**bool** **EndContextHelp**()

Ends context-sensitive help mode. Not normally called by the application.

---

**wxContextHelpButton**

---

Instances of this class may be used to add a question mark button that when pressed, puts the application into context-help mode. It does this by creating a *wxContextHelp* (p. 201) object which itself generates a *wxEVT\_HELP* event when the user clicks on a

window.

On Windows, you may add a question-mark icon to a dialog by use of the `wxDIALOG_EX_CONTEXTHELP` extra style, but on other platforms you will have to add a button explicitly, usually next to OK, Cancel or similar buttons.

### Derived from

*wxBitmapButton* (p. 83)

*wxButton* (p. 106)

*wxControl* (p. 204)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Include files

<wx/cshelp.h>

### See also

*wxBitmapButton* (p. 83), *wxContextHelp* (p. 201)

---

## **wxContextHelpButton::wxContextHelpButton**

### **wxContextHelpButton()**

Default constructor.

**wxContextHelpButton(wxWindow\* parent, wxWindowID id = wxID\_CONTEXT\_HELP, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxBU\_AUTODRAW)**

Constructor, creating and showing a context help button.

### Parameters

*parent*

Parent window. Must not be NULL.

*id*

Button identifier. Defaults to `wxID_CONTEXT_HELP`.

*pos*

Button position.

*size*

Button size. If the default size (-1, -1) is specified then the button is sized

appropriately for the question mark bitmap.

*style*

Window style.

### Remarks

Normally you need pass only the parent window to the constructor, and use the defaults for the remaining parameters.

## wxControl

This is the base class for a control or 'widget'.

A control is generally a small window which processes user input and/or displays one or more item of data.

### Derived from

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Include files

<wx/control.h>

### See also

*wxValidator* (p. 1398)

## wxControl::Command

---

**void Command**(**wxCommandEvent&** *event*)

Simulates the effect of the user issuing a command to the item. See *wxCommandEvent* (p. 169).

## wxControl::GetLabel

---

**wxString& GetLabel**()

Returns the control's text.

## **wxControl::SetLabel**

---

```
void SetLabel(const wxString& label)
```

Sets the item's text.

## **wxControlWithItems**

This class is an abstract base class for some wxWindows controls which contain several items, such as *wxListBox* (p. 821) and *wxCheckListBox* (p. 127) derived from it, *wxChoice* (p. 129) and *wxComboBox* (p. 162).

It defines the methods for accessing the controls items and although each of the derived classes implements them differently, they still all conform to the same interface.

The items in a *wxControlWithItems* have (non empty) string labels and, optionally, client data associated with them. Client data may be of two different kinds: either simple untyped (`void *`) pointers which are simply stored by the control but not used in any way by it, or typed pointers (`wxClientData *`) which are owned by the control meaning that the typed client data (and only it) will be deleted when an item is *deleted* (p. 206) or the entire control is *cleared* (p. 206) (which also happens when it is destroyed). Finally note that in the same control all items must have client data of the same type (typed or untyped), if any. This type is determined by the first call to *Append* (p. 205) (the version with client data pointer) or *SetClientData* (p. 210).

### **Derived from**

*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### **Include files**

<wx/ctrlsub.h> but usually never included directly

## **wxControlWithItems::Append**

---

```
int Append(const wxString& item)
```

Adds the item to the end of the list box.

**int Append(const wxString& item, void \*clientData)**

**int Append(const wxString& item, wxClientData \*clientData)**

Adds the item to the end of the list box, associating the given, typed or untyped, client data pointer with the item.

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

Appends several items at once to the control. Notice that calling this method may be much faster than appending the items one by one if you need to add a lot of items.

### Parameters

*item*

String to add.

*clientData*

Client data to associate with the item.

### Return value

When appending a single item, the return value is the index of the newly added item which may be different from the last one if the control is sorted (e.g. has `wxLB_SORT` or `wxCB_SORT` style).

## **wxControlWithItems::Clear**

---

**void Clear()**

Removes all items from the control.

*Clear()* also deletes the client data of the existing items if it is owned by the control.

## **wxControlWithItems::Delete**

---

**void Delete(int n)**

Deletes an item from the control. The client data associated with the item will be also deleted if it is owned by the control.

Note that it is an error (signalled by an assert failure in debug builds) to remove an item with the index negative or greater or equal than the number of items in the control.

### Parameters

*n*

The zero-based item index.

**See also**

*Clear* (p. 206)

---

**wxControlWithItems::FindString**

---

**int FindString(const wxString& *string*)**

Finds an item whose label matches the given string.

**Parameters**

*string*  
String to find.

**Return value**

The zero-based position of the item, or `wxNOT_FOUND` if the string was not found.

---

**wxControlWithItems::GetClientData**

---

**void \* GetClientData(int *n*) const**

Returns a pointer to the client data associated with the given item (if any). It is an error to call this function for a control which doesn't have untyped client data at all although it is ok to call it even if the given item doesn't have any client data associated with it (but other items do).

**Parameters**

*n*  
The zero-based position of the item.

**Return value**

A pointer to the client data, or `NULL` if not present.

---

**wxControlWithItems::GetClientObject**

---

**wxClientData \* GetClientObject(int *n*) const**

Returns a pointer to the client data associated with the given item (if any). It is an error to call this function for a control which doesn't have typed client data at all although it is ok to call it even if the given item doesn't have any client data associated with it (but other items do).

**Parameters**

*n*  
The zero-based position of the item.

**Return value**

A pointer to the client data, or `NULL` if not present.

---

**wxControlWithItems::GetCount**

---

**int GetCount() const**

Returns the number of items in the control.

**See also**

*IsEmpty* (p. 210)

---

**wxControlWithItems::GetSelection**

---

**int GetSelection() const**

Returns the index of the selected item or `wxNOT_FOUND` if no item is selected.

**Return value**

The position of the current selection.

**Remarks**

This method can be used with single selection list boxes only, you should use *wxListBox::GetSelections* (p. 824) for the list boxes with `wxLB_MULTIPLE` style.

**See also**

*SetSelection* (p. 211), *GetStringSelection* (p. 209)

---

**wxControlWithItems::GetString**

---

**wxString GetString(int *n*) const**

Returns the label of the item with the given index.

**Parameters**

*n*

The zero-based index.

### Return value

The label of the item or an empty string if the position was invalid.

---

## **wxControlWithItems::GetStringSelection**

---

### **wxString GetStringSelection() const**

Returns the label of the selected item or an empty string if no item is selected.

### See also

*GetSelection* (p. 208)

---

## **wxControlWithItems::Insert**

---

### **int Insert(const wxString& item, int pos)**

Inserts the item into the list before *pos*. Not valid for `wxLB_SORT` or `wxCB_SORT` styles, use `Append` instead.

### **int Insert(const wxString& item, int pos, void \*clientData)**

### **int Insert(const wxString& item, int pos, wxClientData \*clientData)**

Inserts the item into the list before *pos*, associating the given, typed or untyped, client data pointer with the item. Not valid for `wxLB_SORT` or `wxCB_SORT` styles, use `Append` instead.

### Parameters

*item*

String to add.

*pos*

Position to insert item before, zero based.

*clientData*

Client data to associate with the item.

### Return value

The return value is the index of the newly inserted item. If the insertion failed for some reason, -1 is returned.

## **wxControlWithItems::IsEmpty**

---

**bool IsEmpty() const**

Returns `true` if the control is empty or `false` if it has some items.

**See also**

*GetCount* (p. 208)

## **wxControlWithItems::Number**

---

**int Number() const**

**Obsolescence note:** This method is obsolete and was replaced with *GetCount* (p. 208), please use the new method in the new code. This method is only available if `wxWindows` was compiled with `WXWIN_COMPATIBILITY_2_2` defined and will disappear completely in future versions.

## **wxControlWithItems::SetClientData**

---

**void SetClientData(int *n*, void \**data*)**

Associates the given untyped client data pointer with the given item. Note that it is an error to call this function if any typed client data pointers had been associated with the control items before.

**Parameters**

*n*  
The zero-based item index.

*data*  
The client data to associate with the item.

## **wxControlWithItems::SetClientObject**

---

**void SetClientObject(int *n*, wxClientData \**data*)**

Associates the given typed client data pointer with the given item: the *data* object will be deleted when the item is deleted (either explicitly by using *Deletes* (p. 206) or implicitly when the control itself is destroyed).

Note that it is an error to call this function if any untyped client data pointers had been associated with the control items before.

**Parameters**

*n*  
The zero-based item index.

*data*  
The client data to associate with the item.

---

### **wxControlWithItems::SetSelection**

---

**void SetSelection(int *n*)**

Sets the choice by passing the desired string position. This does not cause any command events to get emitted.

#### **Parameters**

*n*  
The string position to select, starting from zero.

#### **See also**

*SetString* (p. 211), *SetStringSelection* (p. 211)

---

### **wxControlWithItems::SetString**

---

**void SetString(int *n*, const wxString& *string*)**

Sets the label for the given item.

#### **Parameters**

*n*  
The zero-based item index.

*string*  
The label to set.

---

### **wxControlWithItems::SetStringSelection**

---

**void SetStringSelection(const wxString& *string*)**

Selects the item with the specified string in the control. This doesn't cause any command events being emitted.

#### **Parameters**

*string*

The string to select.

### See also

*SetSelection* (p. 211)

## wxCountingOutputStream

`wxCountingOutputStream` is a specialized output stream which does not write any data anyway, instead it counts how many bytes would get written if this were a normal stream. This can sometimes be useful or required if some data gets serialized to a stream or compressed by using stream compression and thus the final size of the stream cannot be known other than pretending to write the stream. One case where the resulting size would have to be known is if the data has to be written to a piece of memory and the memory has to be allocated before writing to it (which is probably always the case when writing to a memory stream).

### Derived from

*wxOutputStream* (p. 986) *wxStreamBase* (p. 1225)

### Include files

<wx/stream.h>

## wxCountingOutputStream::wxCountingOutputStream

---

`wxCountingOutputStream()`

Creates a `wxCountingOutputStream` object.

## wxCountingOutputStream::~~wxCountingOutputStream

---

`~wxCountingOutputStream()`

Destructor.

## wxCountingOutputStream::GetSize

---

`size_t GetSize() const`

Returns the current size of the stream.

## wxCriticalSection

A critical section object is used for exactly the same purpose as *mutexes* (p. 965). The only difference is that under Windows platform critical sections are only visible inside one process, while mutexes may be shared between processes, so using critical sections is slightly more efficient. The terminology is also slightly different: mutex may be locked (or acquired) and unlocked (or released) while critical section is entered and left by the program.

Finally, you should try to use *wxCriticalSectionLocker* (p. 214) class whenever possible instead of directly using *wxCriticalSection* for the same reasons *wxMutexLocker* (p. 968) is preferable to *wxMutex* (p. 965) - please see *wxMutex* for an example.

### Derived from

None.

### Include files

<wx/thread.h>

### See also

*wxThread* (p. 1322), *wxCondition* (p. 178), *wxCriticalSectionLocker* (p. 214)

---

## wxCriticalSection::wxCriticalSection

**wxCriticalSection()**

Default constructor initializes critical section object.

---

## wxCriticalSection::~~wxCriticalSection

**~wxCriticalSection()**

Destructor frees the resources.

---

## wxCriticalSection::Enter

**void Enter()**

Enter the critical section (same as locking a mutex). There is no error return for this function. After entering the critical section protecting some global data the thread running in critical section may safely use/modify it.

## **wxCriticalSection::Leave**

---

**void Leave()**

Leave the critical section allowing other threads use the global data protected by it. There is no error return for this function.

## **wxCriticalSectionLocker**

This is a small helper class to be used with *wxCriticalSection* (p. 213) objects. A *wxCriticalSectionLocker* enters the critical section in the constructor and leaves it in the destructor making it much more difficult to forget to leave a critical section (which, in general, will lead to serious and difficult to debug problems).

Example of using it:

```
void Set Foo()
{
    // gs_critSect is some (global) critical section guarding access to
the
    // object "foo"
    wxCriticalSectionLocker locker(gs_critSect);

    if ( ... )
    {
        // do something
        ...

        return;
    }

    // do something else
    ...

    return;
}
```

Without *wxCriticalSectionLocker*, you would need to remember to manually leave the critical section before each `return`.

### **Derived from**

None.

### **Include files**

<wx/thread.h>

### See also

*wxCriticalSection* (p. 213), *wxMutexLocker* (p. 968)

---

## wxCriticalSectionLocker::wxCriticalSectionLocker

---

**wxCriticalSectionLocker**(wxCriticalSection& *criticalsection*)

Constructs a wxCriticalSectionLocker object associated with given *criticalsection* and enters it.

---

## wxCriticalSectionLocker::~~wxCriticalSectionLocker

---

**~wxCriticalSectionLocker**()

Destructor leaves the critical section.

## wxCSCConv

This class converts between any character sets and Unicode. It has one predefined instance, **wxConvLocal**, for the default user character set.

### Derived from

*wxMBConv* (p. 888)

### Include files

<wx/strconv.h>

### See also

*wxMBConv* (p. 888), *wxEncodingConverter* (p. 449), *wxMBConv classes overview* (p. 1628)

---

## wxCSCConv::wxCSCConv

---

**wxCSCConv**(const wxChar\* *charset*)

Constructor. Specify the name of the character set you want to convert from/to.

---

**wxCSCConv::~~wxCSCConv**

---

**~wxCSCConv()**

Destructor.

---

**wxCSCConv::LoadNow**

---

**void LoadNow()**

If the conversion tables needs to be loaded from disk, this method will do so. Otherwise, they will be loaded when any of the conversion methods are called.

---

**wxCSCConv::MB2WC**

---

**size\_t MB2WC(wchar\_t\* buf, const char\* psz, size\_t n) const**

Converts from the selected character set to Unicode. Returns the size of the destination buffer.

---

**wxCSCConv::WC2MB**

---

**size\_t WC2MB(char\* buf, const wchar\_t\* psz, size\_t n) const**

Converts from Unicode to the selected character set. Returns the size of the destination buffer.

## **wxCursor**

A cursor is a small bitmap usually used for denoting where the mouse pointer is, with a picture that might indicate the interpretation of a mouse click. As with icons, cursors in X and MS Windows are created in a different manner. Therefore, separate cursors will be created for the different environments. Platform-specific methods for creating a **wxCursor** object are catered for, and this is an occasion where conditional compilation will probably be required (see *wxIcon* (p. 742) for an example).

A single cursor object may be used in many windows (any subwindow type). The *wxWindows* convention is to set the cursor for a window, as in X, rather than to set it globally as in MS Windows, although a global *::wxSetCursor* (p. 1545) is also available

for MS Windows use.

### Derived from

*wxBitmap* (p. 70)  
*wxGDIObject* (p. 585)  
*wxObject* (p. 982)

### Include files

<wx/cursor.h>

### Predefined objects

Objects:

#### **wxNullCursor**

Pointers:

**wxSTANDARD\_CURSOR**  
**wxHOURLASS\_CURSOR**  
**wxCROSS\_CURSOR**

### See also

*wxBitmap* (p. 70), *wxIcon* (p. 742), *wxWindow::SetCursor* (p. 1463), *::wxSetCursor* (p. 1545)

---

## **wxCursor::wxCursor**

---

### **wxCursor()**

Default constructor.

**wxCursor(const char bits[], int width, int height, int hotSpotX=-1, int hotSpotY=-1, const char maskBits[]=NULL)**

Constructs a cursor by passing an array of bits (Motif and Xt only). *maskBits* is used only under Motif.

If either *hotSpotX* or *hotSpotY* is -1, the hotspot will be the centre of the cursor image (Motif only).

**wxCursor(const wxString& cursorName, long type, int hotSpotX=0, int hotSpotY=0)**

Constructs a cursor by passing a string resource name or filename.

On MacOS when specifying a string resource name, first the color cursors 'crsr' and then the black/white cursors 'CURS' in the resource chain are scanned through.

*hotSpotX* and *hotSpotY* are currently only used under Windows when loading from an icon file, to specify the cursor hotspot relative to the top left of the image.

**wxCursor(int cursorId)**

Constructs a cursor using a cursor identifier.

**wxCursor(const wxImage& image)**

Constructs a cursor from a wxImage. The cursor is monochrome, colors with the RGB elements all greater than 127 will be foreground, colors less than this background. The mask (if any) will be used as transparent.

In MSW the foreground will be white and the background black. The cursor is resized to 32x32 In GTK, the two most frequent colors will be used for foreground and background. The cursor will be displayed at the size of the image. On MacOS the cursor is resized to 16x16 and currently only shown as black/white (mask respected).

**wxCursor(const wxCursor& cursor)**

Copy constructor. This uses reference counting so is a cheap operation.

## Parameters

*bits*

An array of bits.

*maskBits*

Bits for a mask bitmap.

*width*

Cursor width.

*height*

Cursor height.

*hotSpotX*

Hotspot x coordinate.

*hotSpotY*

Hotspot y coordinate.

*type*

Icon type to load. Under Motif, *type* defaults to **wxBITMAP\_TYPE\_XBM**. Under Windows, it defaults to **wxBITMAP\_TYPE\_CUR\_RESOURCE**. Under MacOS, it defaults to **wxBITMAP\_TYPE\_MACCURSOR\_RESOURCE**.

Under X, the permitted cursor types are:

**wxBITMAP\_TYPE\_XBM** Load an X bitmap file.

Under Windows, the permitted types are:

**wxBITMAP\_TYPE\_CUR** Load a cursor from a .cur cursor file (only if USE\_RESOURCE\_LOADING\_IN\_MSW is enabled in setup.h).

**wxBITMAP\_TYPE\_CUR\_RESOURCE** Load a Windows resource (as specified in the .rc file).

**wxBITMAP\_TYPE\_ICO** Load a cursor from a .ico icon file (only if USE\_RESOURCE\_LOADING\_IN\_MSW is enabled in setup.h). Specify *hotSpotX* and *hotSpotY*.

### *cursorId*

A stock cursor identifier. May be one of:

<b>wxCURSOR_ARROW</b>	A standard arrow cursor.
<b>wxCURSOR_RIGHT_ARROW</b>	A standard arrow cursor pointing to the right.
<b>wxCURSOR_BLANK</b>	Transparent cursor.
<b>wxCURSOR_BULLSEYE</b>	Bullseye cursor.
<b>wxCURSOR_CHAR</b>	Rectangular character cursor.
<b>wxCURSOR_CROSS</b>	A cross cursor.
<b>wxCURSOR_HAND</b>	A hand cursor.
<b>wxCURSOR_IBEAM</b>	An I-beam cursor (vertical line).
<b>wxCURSOR_LEFT_BUTTON</b>	Represents a mouse with the left button depressed.
<b>wxCURSOR_MAGNIFIER</b>	A magnifier icon.
<b>wxCURSOR_MIDDLE_BUTTON</b>	Represents a mouse with the middle button depressed.
<b>wxCURSOR_NO_ENTRY</b>	A no-entry sign cursor.
<b>wxCURSOR_PAINT_BRUSH</b>	A paintbrush cursor.
<b>wxCURSOR_PENCIL</b>	A pencil cursor.
<b>wxCURSOR_POINT_LEFT</b>	A cursor that points left.
<b>wxCURSOR_POINT_RIGHT</b>	A cursor that points right.
<b>wxCURSOR_QUESTION_ARROW</b>	An arrow and question mark.
<b>wxCURSOR_RIGHT_BUTTON</b>	Represents a mouse with the right button depressed.
<b>wxCURSOR_SIZENESW</b>	A sizing cursor pointing NE-SW.
<b>wxCURSOR_SIZENS</b>	A sizing cursor pointing N-S.
<b>wxCURSOR_SIZENWSE</b>	A sizing cursor pointing NW-SE.
<b>wxCURSOR_SIZEWE</b>	A sizing cursor pointing W-E.
<b>wxCURSOR_SIZING</b>	A general sizing cursor.
<b>wxCURSOR_SPRAYCAN</b>	A spraycan cursor.
<b>wxCURSOR_WAIT</b>	A wait cursor.
<b>wxCURSOR_WATCH</b>	A watch cursor.
<b>wxCURSOR_ARROWWAIT</b>	A cursor with both an arrow and an hourglass, (windows.)

Note that not all cursors are available on all platforms.

*cursor*

Pointer or reference to a cursor to copy.

**wxPython note:** Constructors supported by wxPython are:

**wxCursor(name, flags, hotSpotX=0, hotSpotY=0)** Constructs a cursor  
from a filename

**wxStockCursor(id)** Constructs a stock cursor

**wxPerl note:** Constructors supported by wxPerl are:

- ::Cursor->new( name, type, hotSpotX = 0, hotSpotY = 0 )
- ::Cursor->new( id )
- ::Cursor->new( image )
- ::Cursor->newData( bits, width, height, hotSpotX = -1, hotSpotY = -1, maskBits = 0 )

---

## wxCursor::~~wxCursor

**~wxCursor()**

Destroys the cursor. A cursor can be reused for more than one window, and does not get destroyed when the window is destroyed. wxWindows destroys all cursors on application exit, although it is best to clean them up explicitly.

---

## wxCursor::Ok

**bool Ok() const**

Returns true if cursor data is present.

---

## wxCursor::operator =

**wxCursor& operator =(const wxCursor& cursor)**

Assignment operator, using reference counting. Returns a reference to 'this'.

---

## wxCursor::operator ==

**bool operator ==(const wxCursor& cursor)**

Equality operator. Two cursors are equal if they contain pointers to the same underlying cursor data. It does not compare each attribute, so two independently-created cursors

using the same parameters will fail the test.

## **wxCursor::operator !=**

---

**bool operator !=(const wxCursor& *cursor*)**

Inequality operator. Two cursors are not equal if they contain pointers to different underlying cursor data. It does not compare each attribute.

## **wxCustomDataObject**

`wxCustomDataObject` is a specialization of `wxDataObjectSimple` (p. 233) for some application-specific data in arbitrary (either custom or one of the standard ones). The only restriction is that it is supposed that this data can be copied bitwise (i.e. with `memcpy()`), so it would be a bad idea to make it contain a C++ object (though C struct is fine).

By default, `wxCustomDataObject` stores the data inside in a buffer. To put the data into the buffer you may use either `SetData` (p. 223) or `TakeData` (p. 223) depending on whether you want the object to make a copy of data or not.

If you already store the data in another place, it may be more convenient and efficient to provide the data on-demand which is possible too if you override the virtual functions mentioned below.

### **Virtual functions to override**

This class may be used as is, but if you don't want store the data inside the object but provide it on demand instead, you should override `GetSize` (p. 222), `GetData` (p. 222) and `SetData` (p. 223) (or may be only the first two or only the last one if you only allow reading/writing the data)

### **Derived from**

`wxDataObjectSimple` (p. 233)  
`wxDataObject` (p. 228)

### **Include files**

<wx/dataobj.h>

### **See also**

`wxDataObject` (p. 228)

### **wxCustomDataObject::wxCustomDataObject**

---

**wxCustomDataObject(const wxDataFormat& format = wxFormatInvalid)**

The constructor accepts a *format* argument which specifies the (single) format supported by this object. If it isn't set here, *SetFormat* (p. 234) should be used.

### **wxCustomDataObject::~~wxCustomDataObject**

---

**~wxCustomDataObject()**

The destructor will free the data hold by the object. Notice that although it calls a virtual *Free()* (p. 222) function, the base class version will always be called (C++ doesn't allow calling virtual functions from constructors or destructors), so if you override *Free()*, you should override the destructor in your class as well (which would probably just call the derived class' version of *Free()*).

### **wxCustomDataObject::Alloc**

---

**virtual void \* Alloc(size\_t size)**

This function is called to allocate *size* bytes of memory from *SetData()*. The default version just uses the operator *new*.

### **wxCustomDataObject::Free**

---

**wxPython note:** This method expects a string in wxPython. You can pass nearly any object by pickling it first.

**virtual void Free()**

This function is called when the data is freed, you may override it to anything you want (or may be nothing at all). The default version calls `operator delete[]` on the data.

### **wxCustomDataObject::GetSize**

---

**virtual size\_t GetSize() const**

Returns the data size in bytes.

### **wxCustomDataObject::GetData**

---

**virtual void \* GetData() const**

Returns a pointer to the data.

**wxCustomDataObject::SetData**

---

**virtual void SetData( size\_t size, const void \*data)**

Set the data. The data object will make an internal copy.

**wxCustomDataObject::TakeData**

---

**virtual void TakeData( size\_t size, const void \*data)**

Like *SetData* (p. 223), but doesn't copy the data - instead the object takes ownership of the pointer.

**wxDataFormat**

A `wxDataFormat` is an encapsulation of a platform-specific format handle which is used by the system for the clipboard and drag and drop operations. The applications are usually only interested in, for example, pasting data from the clipboard only if the data is in a format the program understands and a data format is something which uniquely identifies this format.

On the system level, a data format is usually just a number (`CLIPFORMAT` under Windows or `Atom` under X11, for example) and the standard formats are, indeed, just numbers which can be implicitly converted to `wxDataFormat`. The standard formats are:

<code>wxDF_INVALID</code>	An invalid format - used as default argument for functions taking a <code>wxDataFormat</code> argument sometimes
<code>wxDF_TEXT</code>	Text format ( <code>wxString</code> )
<code>wxDF_BITMAP</code>	A bitmap ( <code>wxBitmap</code> )
<code>wxDF_METAFILE</code>	A metafile ( <code>wxMetafile</code> , Windows only)
<code>wxDF_FILENAME</code>	A list of filenames
<code>wxDF_HTML</code>	An HTML string. This is only valid when passed to <code>wxSetClipboardData</code> when compiled with Visual C++ in non-Unicode mode

As mentioned above, these standard formats may be passed to any function taking `wxDataFormat` argument because `wxDataFormat` has an implicit conversion from them (or, to be precise from the type `wxDataFormat::NativeFormat` which is the type used by the underlying platform for data formats).

Aside the standard formats, the application may also use custom formats which are identified by their names (strings) and not numeric identifiers. Although internally custom format must be created (or *registered*) first, you shouldn't care about it because it is done automatically the first time the `wxDataFormat` object corresponding to a given format name is created. The only implication of this is that you should avoid having global `wxDataFormat` objects with non-default constructor because their constructors are executed before the program has time to perform all necessary initialisations and so an attempt to do clipboard format registration at this time will usually lead to a crash!

### Virtual functions to override

None

### Derived from

None

### See also

*Clipboard and drag and drop overview* (p. 1712), *DnD sample* (p. 1605), *wxDataObject* (p. 228)

---

## wxDataFormat::wxDataFormat

---

**wxDataFormat(NativeFormat format = wxDF\_INVALID)**

Constructs a data format object for one of the standard data formats or an empty data object (use *SetType* (p. 225) or *SetId* (p. 225) later in this case)

**wxPerl note:** In wxPerl this function is named `newNative`.

---

## wxDataFormat::wxDataFormat

---

**wxDataFormat(const wxChar \*format)**

Constructs a data format object for a custom format identified by its name *format*.

**wxPerl note:** In wxPerl this function is named `newUser`.

---

## wxDataFormat::operator ==

---

**bool operator ==(const wxDataFormat& *format*) const**

Returns true if the formats are equal.

---

**wxDataFormat::operator !=**

**bool operator !=(const wxDataFormat& *format*) const**

Returns true if the formats are different.

---

**wxDataFormat::GetId**

**wxString GetId() const**

Returns the name of a custom format (this function will fail for a standard format).

---

**wxDataFormat::GetType**

**NativeFormat GetType() const**

Returns the platform-specific number identifying the format.

---

**wxDataFormat::SetId**

**void SetId(const wxChar *\*format*)**

Sets the format to be the custom format identified by the given name.

---

**wxDataFormat::SetType**

**void SetType(NativeFormat *format*)**

Sets the format to the given value, which should be one of wxDF\_XXX constants.

## **wxDataInputStream**

This class provides functions that read binary data types in a portable way. Data can be read in either big-endian or little-endian format, little-endian being the default on all architectures.

If you want to read data from text files (or streams) use *wxTextInputStream* (p. 1313) instead.

The `>>` operator is overloaded and you can use this class like a standard C++ iostream. Note, however, that the arguments are the fixed size types `wxUInt32`, `wxInt32` etc and on a typical 32-bit computer, none of these match to the "long" type (`wxInt32` is defined as signed int on 32-bit architectures) so that you cannot use long. To avoid problems (here and elsewhere), make use of the `wxInt32`, `wxUInt32`, etc types.

For example:

```
wxFileInputStream input( "mytext.dat" );
wxDataInputStream store( input );
wxUInt8 i1;
float f2;
wxString line;

store >> i1;           // read a 8 bit integer.
store >> i1 >> f2;    // read a 8 bit integer followed by float.
store >> line;        // read a text line
```

See also *wxDataOutputStream* (p. 235).

### Derived from

None

### Include files

<wx/datstrm.h>

---

## wxDatInputStream::wxDatInputStream

---

**wxDatInputStream(wxInputStream& *stream*)**

**wxDatInputStream(wxInputStream& *stream*, wxMBConv& *conv* = wxMBConvUTF8)**

Constructs a datastream object from an input stream. Only read methods will be available. The second form is only available in Unicode build of wxWindows.

### Parameters

*stream*

The input stream.

*conv*

Charset conversion object object used to decode strings in Unicode mode (see *wxDatInputStream::ReadString* (p. 228) documentation for detailed description). Note that you must not destroy *conv* before you destroy this *wxDatInputStream*

instance!

---

**wxDatInputStream::~wxDatInputStream**

---

**~wxDatInputStream()**

Destroys the wxDatInputStream object.

---

**wxDatInputStream::BigEndianOrdered**

---

**void BigEndianOrdered(bool *be\_order*)**

If *be\_order* is true, all data will be read in big-endian order, such as written by programs on a big endian architecture (e.g. Sparc) or written by Java-Streams (which always use big-endian order).

---

**wxDatInputStream::Read8**

---

**wxUInt8 Read8()**

Reads a single byte from the stream.

**void Read8(wxUInt8 \**buffer*, *size\_t* *size*)**

Reads bytes from the stream in a specified buffer. The amount of bytes to read is specified by the *size* variable.

---

**wxDatInputStream::Read16**

---

**wxUInt16 Read16()**

Reads a 16 bit unsigned integer from the stream.

**void Read16(wxUInt16 \**buffer*, *size\_t* *size*)**

Reads 16 bit unsigned integers from the stream in a specified buffer. the amount of 16 bit unsigned integer to read is specified by the *size* variable.

---

**wxDatInputStream::Read32**

---

**wxUInt32 Read32()**

Reads a 32 bit unsigned integer from the stream.

**void Read32(wxUInt32 \**buffer*, *size\_t* *size*)**

Reads 32 bit unsigned integers from the stream in a specified buffer. the amount of 32

bit unsigned integer to read is specified by the *size* variable.

### **wxDatInputStream::Read64**

---

**wxUInt64 Read64()**

Reads a 64 bit unsigned integer from the stream.

**void Read64(wxUInt64 \*buffer, size\_t size)**

Reads 64 bit unsigned integers from the stream in a specified buffer. the amount of 64 bit unsigned integer to read is specified by the *size* variable.

### **wxDatInputStream::ReadDouble**

---

**double ReadDouble()**

Reads a double (IEEE encoded) from the stream.

**void ReadDouble(double \*buffer, size\_t size)**

Reads double data (IEEE encoded) from the stream in a specified buffer. the amount of double to read is specified by the *size* variable.

### **wxDatInputStream::ReadString**

---

**wxString ReadString()**

Reads a string from a stream. Actually, this function first reads a long integer specifying the length of the string (without the last null character) and then reads the string.

In Unicode build of wxWindows, the fuction first reads multibyte (char\*) string from the stream and then converts it to Unicode using the *convobject* passed to constructor and returns the result as wxString. You are responsible for using the same convertor as when writing the stream.

See also *wxDataOutputStream::WriteString* (p. 237).

## **wxDataObject**

A wxDataObject represents data that can be copied to or from the clipboard, or dragged and dropped. The important thing about wxDataObject is that this is a 'smart' piece of data unlike usual 'dumb' data containers such as memory buffers or files. Being 'smart' here means that the data object itself should know what data formats it supports and

how to render itself in each of supported formats.

A supported format, incidentally, is exactly the format in which the data can be requested from a data object or from which the data object may be set. In the general case, an object may support different formats on 'input' and 'output', i.e. it may be able to render itself in a given format but not be created from data on this format or vice versa.

`wxDataObject` defines an enumeration type

```
enum Direction
{
    Get    = 0x01,    // format is supported by GetDataHere()
    Set    = 0x02    // format is supported by SetData()
};
```

which allows to distinguish between them. See *wxDataFormat* (p. 223) documentation for more about formats.

Not surprisingly, being 'smart' comes at a price of added complexity. This is reasonable for the situations when you really need to support multiple formats, but may be annoying if you only want to do something simple like cut and paste text.

To provide a solution for both cases, `wxWindows` has two predefined classes which derive from `wxDataObject`: *wxDataObjectSimple* (p. 233) and *wxDataObjectComposite* (p. 232). *wxDataObjectSimple* (p. 233) is the simplest `wxDataObject` possible and only holds data in a single format (such as HTML or text) and *wxDataObjectComposite* (p. 232) is the simplest way to implement `wxDataObject` which does support multiple formats because it achieves this by simply holding several `wxDataObjectSimple` objects.

So, you have several solutions when you need a `wxDataObject` class (and you need one as soon as you want to transfer data via the clipboard or drag and drop):

- 1. Use one of the built-in classes** You may use `wxTextDataObject`, `wxBitmapDataObject` or `wxFileDataObject` in the simplest cases when you only need to support one format and your data is either text, bitmap or list of files.
- 2. Use `wxDataObjectSimple`** Deriving from `wxDataObjectSimple` is the simplest solution for custom data - you will only support one format and so probably won't be able to communicate with other programs, but data transfer will work in your program (or between different copies of it).
- 3. Use `wxDataObjectComposite`** This is a simple but powerful solution which allows you to support any number of formats (either standard or custom if you combine it with the previous solution).
- 4. Use `wxDataObject` directly** This is the solution for maximal flexibility and efficiency, but it is also is the most difficult to implement.

Please note that the easiest way to use drag and drop and the clipboard with multiple formats is by using `wxDataObjectComposite`, but it is not the most efficient one as each

`wxDataObjectSimple` would contain the whole data in its respective formats. Now imagine that you want to paste 200 pages of text in your proprietary format, as well as Word, RTF, HTML, Unicode and plain text to the clipboard and even today's computers are in trouble. For this case, you will have to derive from `wxDataObject` directly and make it enumerate its formats and provide the data in the requested format on demand.

Note that neither the GTK data transfer mechanisms for the clipboard and drag and drop, nor the OLE data transfer copy any data until another application actually requests the data. This is in contrast to the 'feel' offered to the user of a program who would normally think that the data resides in the clipboard after having pressed 'Copy' - in reality it is only declared to be available.

There are several predefined data object classes derived from `wxDataObjectSimple`: `wxFileDataObject` (p. 489), `wxTextDataObject` (p. 1303) and `wxBitmapDataObject` (p. 88) which can be used without change.

You may also derive your own data object classes from `wxCustomDataObject` (p. 221) for user-defined types. The format of user-defined data is given as mime-type string literal, such as "application/word" or "image/png". These strings are used as they are under Unix (so far only GTK) to identify a format and are translated into their Windows equivalent under Win32 (using the OLE `IDataObject` for data exchange to and from the clipboard and for drag and drop). Note that the format string translation under Windows is not yet finished.

**wxPython note:** At this time this class is not directly usable from wxPython. Derive a class from `wxPyDataObjectSimple` (p. 233) instead.

**wxPerl note:** This class is not currently usable from wxPerl; you may use `Wx::PIDataObjectSimple` (p. 233) instead.

### Virtual functions to override

Each class derived directly from `wxDataObject` must override and implement all of its functions which are pure virtual in the base class.

The data objects which only render their data or only set it (i.e. work in only one direction), should return 0 from `GetFormatCount` (p. 231).

### Derived from

None

### Include files

<wx/dataobj.h>

### See also

*Clipboard and drag and drop overview* (p. 1712), *DnD sample* (p. 1605), `wxFileDataObject` (p. 489), `wxTextDataObject` (p. 1303), `wxBitmapDataObject` (p. 88), `wxCustomDataObject` (p. 221), `wxDropTarget` (p. 443), `wxDropSource` (p. 441),

*wxTextDropTarget* (p. 1304), *wxFileDropTarget* (p. 495)

---

### **wxDataObject::wxDataObject**

---

**wxDataObject()**

Constructor.

---

### **wxDataObject::~~wxDataObject**

---

**~wxDataObject()**

Destructor.

---

### **wxDataObject::GetAllFormats**

---

**virtual void GetAllFormats( wxDataFormat \*formats, Direction dir = Get) const**

Copy all supported formats in the given direction to the array pointed to by *formats*. There is enough space for `GetFormatCount(dir)` formats in it.

**wxPerl note:** In wxPerl this method only takes the `dir` parameter. In scalar context it returns the first format, in list context it returns a list containing all the supported formats.

---

### **wxDataObject::GetDataHere**

---

**virtual bool GetDataHere(const wxDataFormat& format, void \*buf) const**

The method will write the data of the format *format* in the buffer *buf* and return true on success, false on failure.

---

### **wxDataObject::GetDataSize**

---

**virtual size\_t GetDataSize(const wxDataFormat& format) const**

Returns the data size of the given format *format*.

---

### **wxDataObject::GetFormatCount**

---

**virtual size\_t GetFormatCount(Direction dir = Get) const**

Returns the number of available formats for rendering or setting the data.

### **wxDataObject::GetPreferredFormat**

---

**virtual wxDataFormat GetPreferredFormat(Direction *dir* = *Get*) const**

Returns the preferred format for either rendering the data (if *dir* is *Get*, its default value) or for setting it. Usually this will be the native format of the `wxDataObject`.

### **wxDataObject::SetData**

---

**virtual bool SetData(const wxDataFormat& *format*, size\_t *len*, const void \**buf*)**

Set the data in the format *format* of the length *len* provided in the buffer *buf*.

Returns true on success, false on failure.

## **wxDataObjectComposite**

`wxDataObjectComposite` is the simplest `wxDataObject` (p. 228) derivation which may be used to support multiple formats. It contains several `wxDataObjectSimple` (p. 233) objects and supports any format supported by at least one of them. Only one of these data objects is *preferred* (the first one if not explicitly changed by using the second parameter of `Add` (p. 233)) and its format determines the preferred format of the composite data object as well.

See `wxDataObject` (p. 228) documentation for the reasons why you might prefer to use `wxDataObject` directly instead of `wxDataObjectComposite` for efficiency reasons.

### **Virtual functions to override**

None, this class should be used directly.

### **Derived from**

`wxDataObject` (p. 228)

### **Include files**

<wx/dataobj.h>

### **See also**

`Clipboard and drag and drop overview` (p. 1712), `wxDataObject` (p. 228), `wxDataObjectSimple` (p. 233), `wxFileDataObject` (p. 489), `wxTextDataObject` (p. 1303),

*wxBitmapDataObject* (p. 88)

---

## wxDataObjectComposite::wxDataObjectComposite

---

**wxDataObjectComposite()**

The default constructor.

---

## wxDataObjectComposite::Add

---

**void Add( wxDataObjectSimple \*dataObject, bool preferred = false)**

Adds the *dataObject* to the list of supported objects and it becomes the preferred object if *preferred* is true.

## wxDataObjectSimple

This is the simplest possible implementation of the *wxDataObject* (p. 228) class. The data object of (a class derived from) this class only supports one format, so the number of virtual functions to be implemented is reduced.

Notice that this is still an abstract base class and cannot be used but should be derived from.

**wxPython note:** If you wish to create a derived *wxDataObjectSimple* class in wxPython you should derive the class from *wxPyDataObjectSimple* in order to get Python-aware capabilities for the various virtual methods.

**wxPerl note:** In wxPerl, you need to derive your data object class from *Wx::PIDataObjectSimple*.

### Virtual functions to override

The objects supporting rendering the data must override *GetDataSize* (p. 234) and *GetDataHere* (p. 234) while the objects which may be set must override *SetData* (p. 235). Of course, the objects supporting both operations must override all three methods.

### Derived from

*wxDataObject* (p. 228)

### Include files

<wx/dataobj.h>

### See also

*Clipboard and drag and drop overview* (p. 1712), *DnD sample* (p. 1605),  
*wxFileDataObject* (p. 489), *wxTextDataObject* (p. 1303), *wxBitmapDataObject* (p. 88)

---

## wxDataObjectSimple::wxDataObjectSimple

---

**wxDataObjectSimple(const wxDataFormat& format = wxFormatInvalid)**

Constructor accepts the supported format (none by default) which may also be set later with *SetFormat* (p. 234).

---

## wxDataObjectSimple::GetFormat

---

**const wxDataFormat& GetFormat() const**

Returns the (one and only one) format supported by this object. It is supposed that the format is supported in both directions.

---

## wxDataObjectSimple::SetFormat

---

**void SetFormat(const wxDataFormat& format)**

Sets the supported format.

---

## wxDataObjectSimple::GetDataSize

---

**virtual size\_t GetDataSize() const**

Gets the size of our data. Must be implemented in the derived class if the object supports rendering its data.

---

## wxDataObjectSimple::GetDataHere

---

**virtual bool GetDataHere(void \*buf) const**

Copy the data to the buffer, return true on success. Must be implemented in the derived class if the object supports rendering its data.

**wxPython note:** When implementing this method in wxPython, no additional parameters are required and the data should be returned from the method as a string.

## **wxDataObjectSimple::SetData**

---

**virtual bool SetData(size\_t len, const void \*buf)**

Copy the data from the buffer, return true on success. Must be implemented in the derived class if the object supports setting its data.

**wxPython note:** When implementing this method in wxPython, the data comes as a single string parameter rather than the two shown here.

## **wxDataOutputStream**

This class provides functions that write binary data types in a portable way. Data can be written in either big-endian or little-endian format, little-endian being the default on all architectures.

If you want to write data to text files (or streams) use *wxTextOutputStream* (p. 1317) instead.

The << operator is overloaded and you can use this class like a standard C++ iostream. See *wxDataInputStream* (p. 225) for its usage and caveats.

See also *wxDataInputStream* (p. 225).

### **Derived from**

None

## **wxDataOutputStream::wxDataOutputStream**

---

**wxDataOutputStream(wxOutputStream& stream)**

**wxDataOutputStream(wxOutputStream& stream, wxMBConv& conv = wxMBConvUTF8)**

Constructs a datastream object from an output stream. Only write methods will be available. The second form is only available in Unicode build of wxWindows.

### **Parameters**

*stream*

The output stream.

*conv*

Charset conversion object used to encoding Unicode strings before writing them to the stream in Unicode mode (see `wxDataOutputStream::WriteString` (p. 237) documentation for detailed description). Note that you must not destroy *conv* before you destroy this `wxDataOutputStream` instance! It is recommended to use default value (UTF-8).

---

## **wxDataOutputStream::~~wxDataOutputStream**

**~wxDataOutputStream()**

Destroys the `wxDataOutputStream` object.

---

## **wxDataOutputStream::BigEndianOrdered**

**void BigEndianOrdered(bool *be\_order*)**

If *be\_order* is true, all data will be written in big-endian order, e.g. for reading on a Sparc or from Java-Streams (which always use big-endian order), otherwise data will be written in little-endian order.

---

## **wxDataOutputStream::Write8**

**void Write8(wxUint8 *i8*)**

Writes the single byte *i8* to the stream.

**void Write8(const wxUint8 \**buffer*, size\_t *size*)**

Writes an array of bytes to the stream. The amount of bytes to write is specified with the *size* variable.

---

## **wxDataOutputStream::Write16**

**void Write16(wxUint16 *i16*)**

Writes the 16 bit unsigned integer *i16* to the stream.

**void Write16(const wxUint16 \**buffer*, size\_t *size*)**

Writes an array of 16 bit unsigned integer to the stream. The amount of 16 bit unsigned integer to write is specified with the *size* variable.

---

## **wxDataOutputStream::Write32**

**void Write32(wxUint32 *i32*)**

Writes the 32 bit unsigned integer *i32* to the stream.

**void Write32(const wxUint32 \*buffer, size\_t size)**

Writes an array of 32 bit unsigned integer to the stream. The amount of 32 bit unsigned integer to write is specified with the *size* variable.

### **wxDataOutputStream::Write64**

---

**void Write64(wxUint64 i64)**

Writes the 64 bit unsigned integer *i64* to the stream.

**void Write64(const wxUint64 \*buffer, size\_t size)**

Writes an array of 64 bit unsigned integer to the stream. The amount of 64 bit unsigned integer to write is specified with the *size* variable.

### **wxDataOutputStream::WriteDouble**

---

**void WriteDouble(double f)**

Writes the double *f* to the stream using the IEEE format.

**void WriteDouble(const double \*buffer, size\_t size)**

Writes an array of double to the stream. The amount of double to write is specified with the *size* variable.

### **wxDataOutputStream::WriteString**

---

**void WriteString(const wxString&string)**

Writes *string* to the stream. Actually, this method writes the size of the string before writing *string* itself.

In ANSI build of wxWindows, the string is written to the stream in exactly same way it is represented in memory. In Unicode build, however, the string is first converted to multibyte representation with *conv* object passed to stream's constructor (consequently, ANSI application can read data written by Unicode application, as long as they agree on encoding) and this representation is written to the stream. UTF-8 is used by default.

## **wxDateSpan**

This class is a "logical time span" and is useful for implementing program logic for such things as "add one month to the date" which, in general, doesn't mean to add  $60*60*24*31$  seconds to it, but to take the same date the next month (to understand that this is indeed different consider adding one month to Feb, 15 -- we want to get Mar, 15, of course).

When adding a month to the date, all lesser components (days, hours, ...) won't be changed unless the resulting date would be invalid: for example, Jan 31 + 1 month will be Feb 28, not (non existing) Feb 31.

Because of this feature, adding and subtracting back again the same `wxDateSpan` will **not**, in general give back the original date: Feb 28 - 1 month will be Jan 28, not Jan 31!

`wxDateSpan` objects can be either positive or negative. They may be multiplied by scalars which multiply all deltas by the scalar: i.e.  $2*(1 \text{ month and } 1 \text{ day})$  is 2 months and 2 days. They can be added together and with `wxDateTime` (p. 244) or `wxTimeSpan` (p. 1336), but the type of result is different for each case.

Beware about weeks: if you specify both weeks and days, the total number of days added will be  $7*weeks + days$ ! See also `GetTotalDays()` function.

Equality operators are defined for `wxDateSpans`. Two datespans are equal if and only if they both give the same target date when added to **everysource** date. Thus `wxDateSpan::Months(1)` is not equal to `wxDateSpan::Days(30)`, because they don't give the same date when added to 1 Feb. But `wxDateSpan::Days(14)` is equal to `wxDateSpan::Weeks(2)`

Finally, notice that for adding hours, minutes and so on you don't need this class at all: `wxTimeSpan` (p. 1336) will do the job because there are no subtleties associated with those (we don't support leap seconds).

### Derived from

No base class

### Include files

<wx/datetime.h>

### See also

*Date classes overview* (p. 1621), *wxDateTime* (p. 244)

---

## wxDateSpan::wxDateSpan

`wxDateSpan(int years = 0, int months = 0, int weeks = 0, int days = 0)`

Constructs the date span object for the given number of years, months, weeks and days. Note that the weeks and days add together if both are given.

### **wxDateSpan::Add**

---

**wxDateSpan Add(const wxDateSpan& *other*) const**

**wxDateSpan& Add(const wxDateSpan& *other*)**

**wxDateSpan& operator+=(const wxDateSpan& *other*)**

Returns the sum of two date spans. The first version returns a new object, the second and third ones modify this object in place.

### **wxDateSpan::Day**

---

**static wxDateSpan Day()**

Returns a date span object corresponding to one day.

**See also**

*Days* (p. 239)

### **wxDateSpan::Days**

---

**static wxDateSpan Days(int *days*)**

Returns a date span object corresponding to the given number of days.

**See also**

*Day* (p. 239)

### **wxDateSpan::GetDays**

---

**int GetDays() const**

Returns the number of days (only, that it not counting the weeks component!) in this date span.

**See also**

*GetTotalDays* (p. 240)

**wxDateSpan::GetMonths**

---

**int GetMonths() const**

Returns the number of the months (not counting the years) in this date span.

**wxDateSpan::GetTotalDays**

---

**int GetTotalDays() const**

Returns the combined number of days in this date span, counting both weeks and days. It still doesn't take neither months nor years into the account.

**See also**

*GetWeeks* (p. 240), *GetDays* (p. 239)

**wxDateSpan::GetWeeks**

---

**int GetWeeks() const**

Returns the number of weeks in this date span.

**See also**

*GetTotalDays* (p. 240)

**wxDateSpan::GetYears**

---

**int GetYears() const**

Returns the number of years in this date span.

**wxDateSpan::Month**

---

**static wxDateSpan Month()**

Returns a date span object corresponding to one month.

**See also**

*Months* (p. 240)

**wxDateSpan::Months**

---

**static wxDateSpan Months(int *mon*)**

Returns a date span object corresponding to the given number of months.

**See also**

*Month* (p. 240)

---

### **wxDateSpan::Multiply**

---

**wxDateSpan Multiply(int *factor*) const**

**wxDateSpan& Multiply(int *factor*)**

**wxDateSpan& operator\*=(int *factor*)**

Returns the product of the date span by the specified *factor*. The product is computed by multiplying each of the components by the factor.

The first version returns a new object, the second and third ones modify this object in place.

---

### **wxDateSpan::Negate**

---

**wxDateSpan Negate() const**

Returns the date span with the opposite sign.

**See also**

*Neg* (p. 241)

---

### **wxDateSpan::Neg**

---

**wxDateSpan& Neg()**

**wxDateSpan& operator-()**

Changes the sign of this date span.

**See also**

*Negate* (p. 241)

---

### **wxDateSpan::SetDays**

---

**wxDateSpan& SetDays(int *n*)**

Sets the number of days (without modifying any other components) in this date span.

**wxDateSpan::SetYears**

---

**wxDateSpan& SetYears(int *n*)**

Sets the number of years (without modifying any other components) in this date span.

**wxDateSpan::SetMonths**

---

**wxDateSpan& SetMonths(int *n*)**

Sets the number of months (without modifying any other components) in this date span.

**wxDateSpan::SetWeeks**

---

**wxDateSpan& SetWeeks(int *n*)**

Sets the number of weeks (without modifying any other components) in this date span.

**wxDateSpan::Subtract**

---

**wxDateSpan Subtract(const wxDateSpan& *other*) const****wxDateSpan& Subtract(const wxDateSpan& *other*)****wxDateSpan& operator+=(const wxDateSpan& *other*)**

Returns the difference of two date spans. The first version returns a new object, the second and third ones modify this object in place.

**wxDateSpan::Week**

---

**static wxDateSpan Week()**

Returns a date span object corresponding to one week.

**See also**

*Weeks* (p. 243)

### **wxDateSpan::Weeks**

---

**static wxDateSpan Weeks**(int *weeks*)

Returns a date span object corresponding to the given number of weeks.

[See also](#)

*Week* (p. 242)

### **wxDateSpan::Year**

---

**static wxDateSpan Year**()

Returns a date span object corresponding to one year.

[See also](#)

*Years* (p. 243)

### **wxDateSpan::Years**

---

**static wxDateSpan Years**(int *years*)

Returns a date span object corresponding to the given number of years.

[See also](#)

*Year* (p. 243)

### **wxDateSpan::operator==**

---

**bool operator==(wxDateSpan& *other*) const**

Returns `true` if this date span is equal to the other one. Two date spans are considered equal if and only if they have the same number of years and months and the same total number of days (counting both days and weeks).

### **wxDateSpan::operator!=**

---

**bool operator!=(wxDateSpan& *other*) const**

Returns `true` if this date span is different from the other one.

[See also](#)

`operator==` (p. 243)

## wxDateTime

`wxDateTime` class represents an absolute moment in the time.

### Types

The type `wxDateTime_t` is typedefed as `unsigned short` and is used to contain the number of years, hours, minutes, seconds and milliseconds.

### Constants

Global constant `wxDefaultDateTime` and synonym for it `wxInvalidDateTime` are defined. This constant will be different from any valid `wxDateTime` object.

All the following constants are defined inside `wxDateTime` class (i.e., to refer to them you should prepend their names with `wxDateTime::`).

Time zone symbolic names:

```
enum TZ
{
    // the time in the current time zone
    Local,

    // zones from GMT (= Greenwich Mean Time): they're guaranteed
    // consequent numbers, so writing something like `GMT0 + offset'
    // safe if abs(offset) <= 12
    // underscore stands for minus
    GMT_12, GMT_11, GMT_10, GMT_9, GMT_8, GMT_7,
    GMT_6, GMT_5, GMT_4, GMT_3, GMT_2, GMT_1,
    GMT0,
    GMT1, GMT2, GMT3, GMT4, GMT5, GMT6,
    GMT7, GMT8, GMT9, GMT10, GMT11, GMT12,
    // Note that GMT12 and GMT_12 are not the same: there is a
    // difference
    // of exactly one day between them

    // some symbolic names for TZ

    // Europe
    WET = GMT0, // Western Europe Time
    WEST = GMT1, // Western Europe Summer
    CET = GMT1, // Central Europe Time
    CEST = GMT2, // Central Europe Summer
    EET = GMT2, // Eastern Europe Time
    EEST = GMT3, // Eastern Europe Summer
}
```

```

        MSK = GMT3,           // Moscow Time
        MSD = GMT4,           // Moscow Summer Time

        // US and Canada
        AST = GMT_4,           // Atlantic Standard Time
        ADT = GMT_3,           // Atlantic Daylight Time
        EST = GMT_5,           // Eastern Standard Time
        EDT = GMT_4,           // Eastern Daylight Saving
Time
        CST = GMT_6,           // Central Standard Time
        CDT = GMT_5,           // Central Daylight Saving
Time
        MST = GMT_7,           // Mountain Standard Time
        MDT = GMT_6,           // Mountain Daylight Saving
Time
        PST = GMT_8,           // Pacific Standard Time
        PDT = GMT_7,           // Pacific Daylight Saving
Time
        HST = GMT_10,          // Hawaiian Standard Time
        AKST = GMT_9,          // Alaska Standard Time
        AKDT = GMT_8,          // Alaska Daylight Saving
Time

        // Australia
        A_WST = GMT8,           // Western Standard Time
        A_CST = GMT12 + 1,      // Central Standard Time
(+9.5)
        A_EST = GMT10,          // Eastern Standard Time
        A_ESST = GMT11,         // Eastern Summer Time

        // Universal Coordinated Time = the new and politically correct
name
        // for GMT
        UTC = GMT0
};

```

Month names: Jan, Feb, Mar, Apr, May, Jun, Jul, Aug, Sep, Oct, Nov, Dec and Inv\_Month for an invalid.month value are the values of wxDateTime::Monthenum.

Likewise, Sun, Mon, Tue, Wed, Thu, Fri, Sat, and Inv\_WeekDay are the values in wxDateTime::WeekDay enum.

Finally, Inv\_Year is defined to be an invalid value for year parameter.

*GetMonthName()* (p. 253) and *GetWeekDayName* (p. 253) functions use the followign flags:

```

enum NameFlags
{
    Name_Full = 0x01,           // return full name
    Name_Abbr = 0x02            // return abbreviated name
};

```

Several functions accept an extra parameter specifying the calendar to use (although most of them only support now the Gregorian calendar). This parameters is one of the following values:

```

enum Calendar
{

```

```

        Gregorian, // calendar currently in use in Western countries
        Julian     // calendar in use since -45 until the 1582 (or
later)
    };

```

Date calculations often depend on the country and `wxDatetime` allows to set the country whose conventions should be used using `SetCountry` (p. 254). It takes one of the following values as parameter:

```

enum Country
{
    Country_Unknown, // no special information for this country
    Country_Default, // set the default country with SetCountry()
method
    // or use the default country with any other

    Country_WesternEurope_Start,
    Country_EEC = Country_WesternEurope_Start,
    France,
    Germany,
    UK,
    Country_WesternEurope_End = UK,

    Russia,

    USA
};

```

Different parts of the world use different conventions for the week start. In some countries, the week starts on Sunday, while in others -- on Monday. The ISO standard doesn't address this issue, so we support both conventions in the functions whose result depends on it (`GetWeekOfYear` (p. 261) and `GetWeekOfMonth` (p. 261)).

The desired behaviour may be specified by giving one of the following constants as argument to these functions:

```

enum WeekFlags
{
    Default_First, // Sunday_First for US, Monday_First for the
rest
    Monday_First, // week starts with a Monday
    Sunday_First  // week starts with a Sunday
};

```

### Derived from

No base class

### Include files

<wx/datetime.h>

### See also

*Date classes overview* (p. 1621), *wxTimeSpan* (p. 1336), *wxDateSpan* (p. 237), *wxCalendarCtrl* (p. 111)

---

## Static functions

---

For convenience, all static functions are collected here. These functions either set or return the static variables of `wxDateSpan` (the country), return the current moment, year, month or number of days in it, or do some general calendar-related actions.

Please note that although several function accept an extra *Calendar* parameter, it is currently ignored as only the Gregorian calendar is supported. Future versions will support other calendars.

**wxPython note:** These methods are standalone functions named `wxDateTime_<StaticMethodName>` in wxPython.

*SetCountry* (p. 254)  
*GetCountry* (p. 252)  
*IsWestEuropeanCountry* (p. 254)  
*GetCurrentYear* (p. 252)  
*ConvertYearToBC* (p. 251)  
*GetCurrentMonth* (p. 252)  
*IsLeapYear* (p. 253)  
*GetCentury* (p. 252)  
*GetNumberOfDays* (p. 253)  
*GetNumberOfDays* (p. 253)  
*GetMonthName* (p. 253)  
*GetWeekDayName* (p. 253)  
*GetAmPmStrings* (p. 251)  
*IsDSTApplicable* (p. 254)  
*GetBeginDST* (p. 251)  
*GetEndDST* (p. 252)  
*Now* (p. 254)  
*UNow* (p. 255)  
*Today* (p. 255)

---

## Constructors, assignment operators and setters

---

Constructors and various `Set()` methods are collected here. If you construct a date object from separate values for day, month and year, you should use *IsValid* (p. 259) method to check that the values were correct as constructors can not return an error code.

*wxDateTime()* (p. 255)  
*wxDateTime(time\_t)* (p. 255)  
*wxDateTime(struct tm)* (p. 255)  
*wxDateTime(double jdn)* (p. 256)  
*wxDateTime(h, m, s, ms)* (p. 256)  
*wxDateTime(day, mon, year, h, m, s, ms)* (p. 256)

*SetToCurrent* (p. 256)  
*Set(time\_t)* (p. 256)  
*Set(struct tm)* (p. 257)  
*Set(double jdn)* (p. 257)  
*Set(h, m, s, ms)* (p. 257)  
*Set(day, mon, year, h, m, s, ms)* (p. 257)  
*SetFromDOS(unsigned long ddt)* (p. 261)  
*ResetTime* (p. 257)  
*SetYear* (p. 258)  
*SetMonth* (p. 258)  
*SetDay* (p. 257)  
*SetHour* (p. 258)  
*SetMinute* (p. 258)  
*SetSecond* (p. 258)  
*SetMillisecond* (p. 258)  
*operator=(time\_t)* (p. 259)  
*operator=(struct tm)* (p. 259)

## **Accessors**

---

Here are the trivial accessors. Other functions, which might have to perform some more complicated calculations to find the answer are under the *Calendar calculations* (p. 250) section.

*IsValid* (p. 259)  
*GetTicks* (p. 259)  
*GetYear* (p. 259)  
*GetMonth* (p. 259)  
*GetDay* (p. 260)  
*GetWeekDay* (p. 260)  
*GetHour* (p. 260)  
*GetMinute* (p. 260)  
*GetSecond* (p. 260)  
*GetMillisecond* (p. 260)  
*GetDayOfYear* (p. 260)  
*GetWeekOfYear* (p. 261)  
*GetWeekOfMonth* (p. 261)  
*GetYearDay* (p. 270)  
*IsWorkDay* (p. 261)  
*IsGregorianDate* (p. 261)  
*GetAsDOS* (p. 262)

## **Date comparison**

---

There are several function to allow date comparison. To supplement them, a few global operators  $>$ ,  $<$  etc taking `wxDateTime` are defined.

*IsEqualTo* (p. 262)  
*IsEarlierThan* (p. 262)  
*IsLaterThan* (p. 262)

*IsStrictlyBetween* (p. 262)  
*IsBetween* (p. 262)  
*IsSameDate* (p. 263)  
*IsSameTime* (p. 263)  
*IsEqualUpTo* (p. 263)

## Date arithmetics

---

These functions carry out *arithmetics* (p. 1623) on the `wxDateTime` objects. As explained in the overview, either `wxTimeSpan` or `wxDateSpan` may be added to `wxDateTime`, hence all functions are overloaded to accept both arguments.

Also, both `Add()` and `Subtract()` have both `const` and non-`const` version. The first one returns a new object which represents the sum/difference of the original one with the argument while the second form modifies the object to which it is applied. The operators `--` and `++` are defined to be equivalent to the second forms of these functions.

*Add(wxTimeSpan)* (p. 263)  
*Add(wxDateSpan)* (p. 263)  
*Subtract(wxTimeSpan)* (p. 264)  
*Subtract(wxDateSpan)* (p. 264)  
*Subtract(wxDateTime)* (p. 264)  
*operator+=(wxTimeSpan)* (p. 263)  
*operator+=(wxDateSpan)* (p. 263)  
*operator-=(wxTimeSpan)* (p. 264)  
*operator-=(wxDateSpan)* (p. 264)

## Parsing and formatting dates

---

These functions convert `wxDateTime` objects to and from text. The conversions to text are mostly trivial: you can either do it using the default date and time representations for the current locale (*FormatDate* (p. 266) and *FormatTime* (p. 266)), using the international standard representation defined by ISO 8601 (*FormatISODate* (p. 266) and *FormatISOTime* (p. 267)) or by specifying any format at all and using *Format* (p. 266) directly.

The conversions from text are more interesting, as there are much more possibilities to care about. The simplest cases can be taken care of with *ParseFormat* (p. 265) which can parse any date in the given (rigid) format. *ParseRfc822Date* (p. 264) is another function for parsing dates in predefined format -- the one of RFC 822 which (still...) defines the format of email messages on the Internet. This format can not be described with `strptime(3)`-like format strings used by *Format* (p. 266), hence the need for a separate function.

But the most interesting functions are *ParseTime* (p. 266), *ParseDate* (p. 265) and *ParseDateTime* (p. 265). They try to parse the date and time (or only one of them) in 'free' format, i.e. allow them to be specified in any of possible ways. These functions will usually be used to parse the (interactive) user input which is not bound to be in any

predefined format. As an example, *ParseDateTime* (p. 265) can parse the strings such as "tomorrow", "March first" and even "next Sunday".

*ParseRfc822Date* (p. 264)

*ParseFormat* (p. 265)

*ParseDateTime* (p. 265)

*ParseDate* (p. 265)

*ParseTime* (p. 266)

*Format* (p. 266)

*FormatDate* (p. 266)

*FormatTime* (p. 266)

*FormatISODate* (p. 266)

*FormatISOTime* (p. 267)

---

## Calendar calculations

---

The functions in this section perform the basic calendar calculations, mostly related to the week days. They allow to find the given week day in the week with given number (either in the month or in the year) and so on.

All (non-const) functions in this section don't modify the time part of the *wxDateTime* -- they only work with the date part of it.

*SetToWeekDayInSameWeek* (p. 267)

*GetWeekDayInSameWeek* (p. 267)

*SetToNextWeekDay* (p. 267)

*GetNextWeekDay* (p. 267)

*SetToPrevWeekDay* (p. 267)

*GetPrevWeekDay* (p. 268)

*SetToWeekDay* (p. 268)

*GetWeekDay* (p. 268)

*SetToLastWeekDay* (p. 268)

*GetLastWeekDay* (p. 269)

*SetToTheWeek* (p. 269)

*GetWeek* (p. 269)

*SetToLastMonthDay* (p. 269)

*GetLastMonthDay* (p. 269)

*SetToYearDay* (p. 269)

*GetYearDay* (p. 270)

---

## Astronomical/historical functions

---

Some degree of support for the date units used in astronomy and/or history is provided. You can construct a *wxDateTime* object from a *JDN* (p. 257) and you may also get its *JDN*, *MJD* (p. 270) or *Rata Die number* (p. 271) from it.

*wxDateTime(double jdn)* (p. 256)

*Set(double jdn)* (p. 257)

*GetJulianDayNumber* (p. 270)  
*GetJDN* (p. 270)  
*GetModifiedJulianDayNumber* (p. 270)  
*GetMJD* (p. 270)  
*GetRataDie* (p. 271)

## Time zone and DST support

---

Please see the *time zone overview* (p. 1624) for more information about time zones. Normally, these functions should be rarely used.

*ToTimezone* (p. 271)  
*MakeTimezone* (p. 271)  
*ToGMT* (p. 271)  
*MakeGMT* (p. 271)  
*GetBeginDST* (p. 251)  
*GetEndDST* (p. 252)  
*IsDST* (p. 271)

## wxDateTime::ConvertYearToBC

---

**static int ConvertYearToBC(int year)**

Converts the year in absolute notation (i.e. a number which can be negative, positive or zero) to the year in BC/AD notation. For the positive years, nothing is done, but the year 0 is year 1 BC and so for other years there is a difference of 1.

This function should be used like this:

```
wxDateTime dt(...);
int y = dt.GetYear();
printf("The year is %d%s", wxDateTime::ConvertYearToBC(y), y > 0 ?
"AD" : "BC");
```

## wxDateTime::GetAmPmStrings

---

**static void GetAmPmStrings(wxString \*am, wxString \*pm)**

Returns the translations of the strings `AM` and `PM` used for time formatting for the current locale. Either of the pointers may be `NULL` if the corresponding value is not needed.

## wxDateTime::GetBeginDST

---

**static wxDateTime GetBeginDST(int year = Inv\_Year, Country country = Country\_Default)**

Get the beginning of DST for the given country in the given year (current one by default). This function suffers from limitations described in *DST overview* (p. 1625).

**See also**

*GetEndDST* (p. 252)

---

### **wxDateTime::GetCountry**

---

**static Country GetCountry()**

Returns the current default country. The default country is used for DST calculations, for example.

**See also**

*SetCountry* (p. 254)

---

### **wxDateTime::GetCurrentYear**

---

**static int GetCurrentYear(Calendar cal = Gregorian)**

Get the current year in given calendar (only Gregorian is currently supported).

---

### **wxDateTime::GetCurrentMonth**

---

**static Month GetCurrentMonth(Calendar cal = Gregorian)**

Get the current month in given calendar (only Gregorian is currently supported).

---

### **wxDateTime::GetCentury**

---

**static int GetCentury(int year = Inv\_Year)**

Get the current century, i.e. first two digits of the year, in given calendar (only Gregorian is currently supported).

---

### **wxDateTime::GetEndDST**

---

**static wxDateTime GetEndDST(int year = Inv\_Year, Country country = Country\_Default)**

Returns the end of DST for the given country in the given year (current one by default).

**See also**

*GetBeginDST* (p. 251)

---

**wxDateTime::GetMonthName**

---

**static wxString GetMonthName**(Month *month*, NameFlags *flags* = *Name\_Full*)

Gets the full (default) or abbreviated (specify *Name\_Abbbr* name of the given month.

**See also**

*GetWeekDayName* (p. 253)

---

**wxDateTime::GetNumberOfDays**

---

**static wxDateTime\_t GetNumberOfDays**(int *year*, Calendar *cal* = *Gregorian*)

**static wxDateTime\_t GetNumberOfDays**(Month *month*, int *year* = *Inv\_Year*, Calendar *cal* = *Gregorian*)

Returns the number of days in the given year or in the given month of the year.

The only supported value for *cal* parameter is currently *Gregorian*.

**wxPython note:** These two methods are named *GetNumberOfDaysInYear* and *GetNumberOfDaysInMonth* in wxPython.

---

**wxDateTime::GetWeekDayName**

---

**static wxString GetWeekDayName**(WeekDay *weekday*, NameFlags *flags* = *Name\_Full*)

Gets the full (default) or abbreviated (specify *Name\_Abbbr* name of the given week day.

**See also**

*GetMonthName* (p. 253)

---

**wxDateTime::IsLeapYear**

---

**static bool IsLeapYear**(int *year* = *Inv\_Year*, Calendar *cal* = *Gregorian*)

Returns `true` if the *year* is a leap one in the specified calendar.

This functions supports Gregorian and Julian calendars.

### **wxDatetime::IsWestEuropeanCountry**

---

**static bool IsWestEuropeanCountry(Country country = Country\_Default)**

This function returns `true` if the specified (or default) country is one of Western European ones. It is used internally by `wxDatetime` to determine the DST convention and date and time formatting rules.

### **wxDatetime::IsDSTApplicable**

---

**static bool IsDSTApplicable(int year = Inv\_Year, Country country = Country\_Default)**

Returns `true` if DST was used in the given year (the current one by default) in the given country.

### **wxDatetime::Now**

---

**static wxDateTime Now()**

Returns the object corresponding to the current time.

Example:

```
wxDatetime now = wxDateTime::Now();
printf("Current time in Paris:\t%s\n", now.Format("%c",
wxDateTime::CET).c_str());
```

Note that this function is accurate up to second: *wxDatetime::UNow* (p. 255) should be used for better precision (but it is less efficient and might not be available on all platforms).

**See also**

*Today* (p. 255)

### **wxDatetime::SetCountry**

---

**static void SetCountry(Country country)**

Sets the country to use by default. This setting influences the DST calculations, date formatting and other things.

The possible values for *country* parameter are enumerated in *wxDatetime constants section* (p. 244).

**See also**

*GetCountry* (p. 252)

---

### **wxDatetime::Today**

---

#### **static wxDateTime Today()**

Returns the object corresponding to the midnight of the current day (i.e. the same as *Now()* (p. 254), but the time part is set to 0).

#### **See also**

*Now* (p. 254)

---

### **wxDatetime::UNow**

---

#### **static wxDateTime UNow()**

Returns the object corresponding to the current time including the milliseconds if a function to get time with such precision is available on the current platform (supported under most Unices and Win32).

#### **See also**

*Now* (p. 254)

---

### **wxDatetime::wxDateTime**

---

#### **wxDatetime()**

Default constructor. Use one of *Set()* functions to initialize the object later.

---

### **wxDatetime::wxDateTime**

---

#### **wxDatetime& wxDateTime(time\_t time)**

Same as *Set* (p. 255).

**wxPython note:** This constructor is named `wxDatetimeFromTimeT` in wxPython.

---

### **wxDatetime::wxDateTime**

---

#### **wxDatetime& wxDateTime(const struct tm& tm)**

Same as *Set* (p. 255)

**wxPython note:** Unsupported.

### **wxDateTime::wxDateTime**

---

**wxDateTime& wxDateTime(double *jd*)**

Same as *Set* (p. 256)

**wxPython note:** This constructor is named `wxDateTimeFromJDN` in wxPython.

### **wxDateTime::wxDateTime**

---

**wxDateTime& wxDateTime(wxDateTime\_t *hour*, wxDateTime\_t *minute* = 0, wxDateTime\_t *second* = 0, wxDateTime\_t *millisec* = 0)**

Same as *Set* (p. 256)

**wxPython note:** This constructor is named `wxDateTimeFromHMS` in wxPython.

### **wxDateTime::wxDateTime**

---

**wxDateTime& wxDateTime(wxDateTime\_t *day*, Month *month* = *Inv\_Month*, int *Inv\_Year*, wxDateTime\_t *hour* = 0, wxDateTime\_t *minute* = 0, wxDateTime\_t *second* = 0, wxDateTime\_t *millisec* = 0)**

Same as *Set* (p. 257)

**wxPython note:** This constructor is named `wxDateTimeFromDMY` in wxPython.

### **wxDateTime::SetToCurrent**

---

**wxDateTime& SetToCurrent()**

Sets the date and time of to the current values. Same as assigning the result of *Now()* (p. 254) to this object.

### **wxDateTime::Set**

---

**wxDateTime& Set(time\_t *timet*)**

Constructs the object from *timet* value holding the number of seconds since Jan 1, 1970.

**wxPython note:** This method is named `SetTimeT` in wxPython.

**wxDateTime::Set**

---

**wxDateTime& Set(const struct tm& tm)**

Sets the date and time from the broken down representation in the standard `tm` structure.

**wxPython note:** Unsupported.

**wxDateTime::Set**

---

**wxDateTime& Set(double jdn)**

Sets the date from the so-called *Julian Day Number*.

By definition, the Julian Day Number, usually abbreviated as JDN, of a particular instant is the fractional number of days since 12 hours Universal Coordinated Time (Greenwich mean noon) on January 1 of the year -4712 in the Julian proleptic calendar.

**wxPython note:** This method is named `SetJDN` in wxPython.

**wxDateTime::Set**

---

**wxDateTime& Set(wxDateTime\_t hour, wxDateTime\_t minute = 0, wxDateTime\_t second = 0, wxDateTime\_t millisec = 0)**

Sets the date to be equal to *Today* (p. 255) and the time from supplied parameters.

**wxPython note:** This method is named `SetHMS` in wxPython.

**wxDateTime::Set**

---

**wxDateTime& Set(wxDateTime\_t day, Month month = Inv\_Month, int year = Inv\_Year, wxDateTime\_t hour = 0, wxDateTime\_t minute = 0, wxDateTime\_t second = 0, wxDateTime\_t millisec = 0)**

Sets the date and time from the parameters.

**wxDateTime::ResetTime**

---

**wxDateTime& ResetTime()**

Reset time to midnight (00:00:00) without changing the date.

**wxDatetime::SetYear**

---

**wxDatetime& SetYear**(int *year*)

Sets the year without changing other date components.

**wxDatetime::SetMonth**

---

**wxDatetime& SetMonth**(Month *month*)

Sets the month without changing other date components.

**wxDatetime::SetDay**

---

**wxDatetime& SetDay**(wxDatetime\_t *day*)

Sets the day without changing other date components.

**wxDatetime::SetHour**

---

**wxDatetime& SetHour**(wxDatetime\_t *hour*)

Sets the hour without changing other date components.

**wxDatetime::SetMinute**

---

**wxDatetime& SetMinute**(wxDatetime\_t *minute*)

Sets the minute without changing other date components.

**wxDatetime::SetSecond**

---

**wxDatetime& SetSecond**(wxDatetime\_t *second*)

Sets the second without changing other date components.

**wxDatetime::SetMillisecond**

---

**wxDatetime& SetMillisecond**(wxDatetime\_t *millisecond*)

Sets the millisecond without changing other date components.

**wxDateTime::operator=**

---

**wxDateTime& operator(time\_t *time\_t*)**Same as *Set* (p. 256).**wxDateTime::operator=**

---

**wxDateTime& operator(const struct tm& *tm*)**Same as *Set* (p. 257).**wxDateTime::IsValid**

---

**bool IsValid() const**Returns `true` if the object represents a valid time moment.**wxDateTime::GetTm**

---

**Tm GetTm(const TimeZone& *tz = Local*) const**

Returns broken down representation of the date and time.

**wxDateTime::GetTicks**

---

**time\_t GetTicks() const**Returns the number of seconds since Jan 1, 1970. An assert failure will occur if the date is not in the range covered by `time_t` type.**wxDateTime::GetYear**

---

**int GetYear(const TimeZone& *tz = Local*) const**

Returns the year in the given timezone (local one by default).

**wxDateTime::GetMonth**

---

**Month GetMonth(const TimeZone& *tz = Local*) const**

Returns the month in the given timezone (local one by default).

**wxDateTime::GetDay**

---

**wxDateTime\_t GetDay(const TimeZone& tz = Local) const**

Returns the day in the given timezone (local one by default).

**wxDateTime::GetWeekDay**

---

**WeekDay GetWeekDay(const TimeZone& tz = Local) const**

Returns the week day in the given timezone (local one by default).

**wxDateTime::GetHour**

---

**wxDateTime\_t GetHour(const TimeZone& tz = Local) const**

Returns the hour in the given timezone (local one by default).

**wxDateTime::GetMinute**

---

**wxDateTime\_t GetMinute(const TimeZone& tz = Local) const**

Returns the minute in the given timezone (local one by default).

**wxDateTime::GetSecond**

---

**wxDateTime\_t GetSecond(const TimeZone& tz = Local) const**

Returns the seconds in the given timezone (local one by default).

**wxDateTime::GetMillisecond**

---

**wxDateTime\_t GetMillisecond(const TimeZone& tz = Local) const**

Returns the milliseconds in the given timezone (local one by default).

**wxDateTime::GetDayOfYear**

---

**wxDateTime\_t GetDayOfYear(const TimeZone& tz = Local) const**

Returns the day of the year (in 1...366 range) in the given timezone (local one by default).

### **wxDateTime::GetWeekOfYear**

---

**wxDateTime\_t GetWeekOfYear(WeekFlags flags = Monday\_First, const TimeZone& tz = Local) const**

Returns the number of the week of the year this date is in. The first week of the year is, according to international standards, the one containing Jan 4. The week number is in 1...53 range (52 for non leap years).

The function depends on the *week start* (p. 244) convention specified by the *flags* argument.

### **wxDateTime::GetWeekOfMonth**

---

**wxDateTime\_t GetWeekOfMonth(WeekFlags flags = Monday\_First, const TimeZone& tz = Local) const**

Returns the ordinal number of the week in the month (in 1...5 range).

As *GetWeekOfYear* (p. 261), this function supports both conventions for the week start. See the description of these *week start* (p. 244) conventions.

### **wxDateTime::IsWorkDay**

---

**bool IsWorkDay(Country country = Country\_Default) const**

Returns `true` if this day is not a holiday in the given country.

### **wxDateTime::IsGregorianDate**

---

**bool IsGregorianDate(GregorianAdoption country = Gr\_Standard) const**

Returns `true` if the given date is later than the date of adoption of the Gregorian calendar in the given country (and hence the Gregorian calendar calculations make sense for it).

### **wxDateTime::SetFromDOS**

---

**wxDateTime& Set(unsigned long ddt)**

Sets the date from the date and time in DOS

([http://developer.novell.com/ndk/doc/smscomp/index.html?page=/ndk/doc/smscomp/sms\\_docs/data/hc2vlu5i.html](http://developer.novell.com/ndk/doc/smscomp/index.html?page=/ndk/doc/smscomp/sms_docs/data/hc2vlu5i.html)) **format**.

**wxDateTime::GetAsDOS**

---

**unsigned long GetAsDOS() const**

Returns the date and time in DOS

([http://developer.novell.com/ndk/doc/smscomp/index.html?page=/ndk/doc/smscomp/sms\\_docs/data/hc2vlu5i.html](http://developer.novell.com/ndk/doc/smscomp/index.html?page=/ndk/doc/smscomp/sms_docs/data/hc2vlu5i.html)) **format**.

**wxDateTime::IsEqualTo**

---

**bool IsEqualTo(const wxDateTime& *datetime*) const**Returns `true` if the two dates are strictly identical.**wxDateTime::IsEarlierThan**

---

**bool IsEarlierThan(const wxDateTime& *datetime*) const**Returns `true` if this date precedes the given one.**wxDateTime::IsLaterThan**

---

**bool IsLaterThan(const wxDateTime& *datetime*) const**Returns `true` if this date is later than the given one.**wxDateTime::IsStrictlyBetween**

---

**bool IsStrictlyBetween(const wxDateTime& *t1*, const wxDateTime& *t2*) const**Returns `true` if this date lies strictly between the two others,**See also***IsBetween* (p. 262)**wxDateTime::IsBetween**

---

**bool IsBetween(const wxDateTime& *t1*, const wxDateTime& *t2*) const**Returns `true` if *IsStrictlyBetween* (p. 262) is `true` or if the date is equal to one of the limit values.

**See also**

*IsStrictlyBetween* (p. 262)

---

**wxDatetime::IsSameDate**

---

**bool IsSameDate(const wxDateTime& dt) const**

Returns `true` if the date is the same without comparing the time parts.

---

**wxDatetime::IsSameTime**

---

**bool IsSameTime(const wxDateTime& dt) const**

Returns `true` if the time is the same (although dates may differ).

---

**wxDatetime::IsEqualUpTo**

---

**bool IsEqualUpTo(const wxDateTime& dt, const wxTimeSpan& ts) const**

Returns `true` if the date is equal to another one up to the given time interval, i.e. if the absolute difference between the two dates is less than this interval.

---

**wxDatetime::Add**

---

**wxDatetime Add(const wxTimeSpan& diff) const**

**wxDatetime& Add(const wxTimeSpan& diff)**

**wxDatetime& operator+=(const wxTimeSpan& diff)**

Adds the given time span to this object.

**wxPython note:** This method is named `AddTS` in wxPython.

---

**wxDatetime::Add**

---

**wxDatetime Add(const wxDateSpan& diff) const**

**wxDatetime& Add(const wxDateSpan& diff)**

**wxDatetime& operator+=(const wxDateSpan& diff)**

Adds the given date span to this object.

**wxPython note:** This method is named `AddDS` in wxPython.

### **wxDateTime::Subtract**

---

**wxDateTime Subtract(const wxTimeSpan& diff) const**

**wxDateTime& Subtract(const wxTimeSpan& diff)**

**wxDateTime& operator-=(const wxTimeSpan& diff)**

Subtracts the given time span from this object.

**wxPython note:** This method is named `SubtractTS` in wxPython.

### **wxDateTime::Subtract**

---

**wxDateTime Subtract(const wxDateSpan& diff) const**

**wxDateTime& Subtract(const wxDateSpan& diff)**

**wxDateTime& operator-=(const wxDateSpan& diff)**

Subtracts the given date span from this object.

**wxPython note:** This method is named `SubtractDS` in wxPython.

### **wxDateTime::Subtract**

---

**wxTimeSpan Subtract(const wxDateTime& dt) const**

Subtracts another date from this one and returns the difference between them as `wxTimeSpan`.

### **wxDateTime::ParseRfc822Date**

---

**const wxChar \* ParseRfc822Date(const wxChar\* date)**

Parses the string *date* looking for a date formatted according to the RFC 822 in it. The exact description of this format may, of course, be found in the RFC (section 5), but, briefly, this is the format used in the headers of Internet email messages and one of the most common strings expressing date in this format may be something like "Sat, 18 Dec 1999 00:48:30 +0100".

Returns `NULL` if the conversion failed, otherwise return the pointer to the character immediately following the part of the string which could be parsed. If the entire string contains only the date in RFC 822 format, the returned pointer will be pointing to a `NUL`

character.

This function is intentionally strict, it will return an error for any string which is not RFC 822 compliant. If you need to parse date formatted in more free ways, you should use *ParseDateTime* (p. 265) or *ParseDate* (p. 265) instead.

---

### **wxDateTime::ParseFormat**

---

**const wxChar \* ParseFormat(const wxChar \*date, const wxChar \*format = "%c",  
const wxDateTime& dateDef = wxDefaultDateTime)**

This function parses the string *date* according to the given *format*. The system `strptime(3)` function is used whenever available, but even if it is not, this function is still implemented (although support for locale-dependent format specifiers such as "%c", "%x" or "%X" may be not perfect). This function does handle the month and weekday names in the current locale on all platforms, however.

Please the description of ANSI C function `strptime(3)` for the syntax of the format string.

The *dateDef* parameter is used to fill in the fields which could not be determined from the format string. For example, if the format is "%d" (the day of the month), the month and the year are taken from *dateDef*. If it is not specified, *Today* (p. 255) is used as the default date.

Returns `NULL` if the conversion failed, otherwise return the pointer to the character which stopped the scan.

---

### **wxDateTime::ParseDateTime**

---

**const wxChar \* ParseDateTime(const wxChar \*datetime)**

Parses the string *datetime* containing the date and time in free format. This function tries as hard as it can to interpret the given string as date and time. Unlike *ParseRfc822Date* (p. 264), it will accept anything that may be accepted and will only reject strings which can not be parsed in any way at all.

Returns `NULL` if the conversion failed, otherwise return the pointer to the character which stopped the scan.

---

### **wxDateTime::ParseDate**

---

**const wxChar \* ParseDate(const wxChar \*date)**

This function is like *ParseDateTime* (p. 265), but it only allows the date to be specified. It is thus less flexible than *ParseDateTime* (p. 265), but also has less chances to misinterpret the user input.

Returns `NULL` if the conversion failed, otherwise return the pointer to the character which stopped the scan.

### **wxDateTime::ParseTime**

---

**const wxChar \* ParseTime(const wxChar \*time)**

This functions is like *ParseDateTime* (p. 265), but only allows the time to be specified in the input string.

Returns `NULL` if the conversion failed, otherwise return the pointer to the character which stopped the scan.

### **wxDateTime::Format**

---

**wxString Format(const wxChar \*format = "%c", const TimeZone& tz = Local) const**

This function does the same as the standard ANSI C `strftime(3)` function. Please see its description for the meaning of *format* parameter.

It also accepts a few wxWindows-specific extensions: you can optionally specify the width of the field to follow using `printf(3)`-like syntax and the format specification `%l` can be used to get the number of milliseconds.

#### **See also**

*ParseFormat* (p. 265)

### **wxDateTime::FormatDate**

---

**wxString FormatDate() const**

Identical to calling *Format()* (p. 266) with "`%x`" argument (which means 'preferred date representation for the current locale').

### **wxDateTime::FormatTime**

---

**wxString FormatTime() const**

Identical to calling *Format()* (p. 266) with "`%X`" argument (which means 'preferred time representation for the current locale').

### **wxDateTime::FormatISODate**

---

**wxString FormatISODate() const**

This function returns the date representation in the ISO 8601 format (YYYY-MM-DD).

**wxDateTime::FormatISOTime**

---

**wxString FormatISOTime() const**

This function returns the time representation in the ISO 8601 format (HH:MM:SS).

**wxDateTime::SetToWeekDayInSameWeek**

---

**wxDateTime& SetToWeekDayInSameWeek(WeekDay weekday, WeekFlags flags = Monday\_First)**

Adjusts the date so that it will still lie in the same week as before, but its week day will be the given one.

Returns the reference to the modified object itself.

**wxDateTime::GetWeekDayInSameWeek**

---

**wxDateTime GetWeekDayInSameWeek(WeekDay weekday, WeekFlags flags = Monday\_First) const**

Returns the copy of this object to which *SetToWeekDayInSameWeek* (p. 267) was applied.

**wxDateTime::SetToNextWeekDay**

---

**wxDateTime& SetToNextWeekDay(WeekDay weekday)**

Sets the date so that it will be the first *weekday* following the current date.

Returns the reference to the modified object itself.

**wxDateTime::GetNextWeekDay**

---

**wxDateTime GetNextWeekDay(WeekDay weekday) const**

Returns the copy of this object to which *SetToNextWeekDay* (p. 267) was applied.

**wxDateTime::SetToPrevWeekDay**

---

**wxDatetime& SetToPrevWeekDay(WeekDay weekday)**

Sets the date so that it will be the last *weekday* before the current date.

Returns the reference to the modified object itself.

---

**wxDatetime::GetPrevWeekDay**

---

**wxDatetime GetPrevWeekDay(WeekDay weekday) const**

Returns the copy of this object to which *SetToPrevWeekDay* (p. 267) was applied.

---

**wxDatetime::SetToWeekDay**

---

**bool SetToWeekDay(WeekDay weekday, int n = 1, Month month = Inv\_Month, int year = Inv\_Year)**

Sets the date to the *n*-th *weekday* in the given month of the given year (the current month and year are used by default). The parameter *n* may be either positive (counting from the beginning of the month) or negative (counting from the end of it).

For example, *SetToWeekDay(2, wxDateTime::Wed)* will set the date to the second Wednesday in the current month and *SetToWeekDay(-1, wxDateTime::Sun)* -- to the last Sunday in it.

Returns `true` if the date was modified successfully, `false` otherwise meaning that the specified date doesn't exist.

---

**wxDatetime::GetWeekDay**

---

**wxDatetime GetWeekDay(WeekDay weekday, int n = 1, Month month = Inv\_Month, int year = Inv\_Year) const**

Returns the copy of this object to which *SetToWeekDay* (p. 268) was applied.

---

**wxDatetime::SetToLastWeekDay**

---

**bool SetToLastWeekDay(WeekDay weekday, Month month = Inv\_Month, int year = Inv\_Year)**

The effect of calling this function is the same as of calling *SetToWeekDay(-1, weekday, month, year)*. The date will be set to the last *weekday* in the given month and year (the current ones by default).

Always returns `true`.

### **wxDatetime::GetLastWeekDay**

---

**wxDatetime GetLastWeekDay(WeekDay weekday, Month month = Inv\_Month, int year = Inv\_Year)**

Returns the copy of this object to which *SetToLastWeekDay* (p. 268) was applied.

### **wxDatetime::SetToTheWeek**

---

**bool SetToTheWeek(wxDatetime\_t numWeek, WeekDay weekday = Mon, WeekFlags flags = Monday\_First)**

Set the date to the given *weekday* in the week with given number *numWeek*. The number should be in range 1...53 and `false` will be returned if the specified date doesn't exist. `true` is returned if the date was changed successfully.

### **wxDatetime::GetWeek**

---

**wxDatetime GetWeek(wxDatetime\_t numWeek, WeekDay weekday = Mon, WeekFlags flags = Monday\_First) const**

Returns the copy of this object to which *SetToTheWeek* (p. 269) was applied.

### **wxDatetime::SetToLastMonthDay**

---

**wxDatetime& SetToLastMonthDay(Month month = Inv\_Month, int year = Inv\_Year)**

Sets the date to the last day in the specified month (the current one by default).

Returns the reference to the modified object itself.

### **wxDatetime::GetLastMonthDay**

---

**wxDatetime GetLastMonthDay(Month month = Inv\_Month, int year = Inv\_Year) const**

Returns the copy of this object to which *SetToLastMonthDay* (p. 269) was applied.

### **wxDatetime::SetToYearDay**

---

**wxDatetime& SetToYearDay(wxDatetime\_t yday)**

Sets the date to the day number *yday* in the same year (i.e., unlike the other functions, this one does not use the current year). The day number should be in the range 1...366 for the leap years and 1...365 for the other ones.

Returns the reference to the modified object itself.

---

**wxDateTime::GetYearDay**

---

**wxDateTime GetYearDay(wxDateTime\_t yday) const**

Returns the copy of this object to which *SetToYearDay* (p. 269) was applied.

---

**wxDateTime::GetJulianDayNumber**

---

**double GetJulianDayNumber() const**

Returns the *JDN* (p. 257) corresponding to this date. Beware of rounding errors!

**See also**

*GetModifiedJulianDayNumber* (p. 270)

---

**wxDateTime::GetJDN**

---

**double GetJDN() const**

Synonym for *GetJulianDayNumber* (p. 270).

---

**wxDateTime::GetModifiedJulianDayNumber**

---

**double GetModifiedJulianDayNumber() const**

Returns the *Modified Julian Day Number* (MJD) which is, by definition, equal to JDN - 2400000.5. The MJDs are simpler to work with as the integral MJDs correspond to midnights of the dates in the Gregorian calendar and not th noons like JDN. The MJD 0 is Nov 17, 1858.

---

**wxDateTime::GetMJD**

---

**double GetMJD() const**

Synonym for *GetModifiedJulianDayNumber* (p. 270).

**wxDateTime::GetRataDie**

---

**double GetRataDie() const**

Return the *Rata Die* number of this date.

By definition, the Rata Die number is a date specified as the number of days relative to a base date of December 31 of the year 0. Thus January 1 of the year 1 is Rata Die day 1.

**wxDateTime::ToTimezone**

---

**wxDateTime ToTimezone(const TimeZone& tz, bool noDST = false) const**

Transform the date to the given time zone. If *noDST* is `true`, no DST adjustments will be made.

Returns the date in the new time zone.

**wxDateTime::MakeTimezone**

---

**wxDateTime& MakeTimezone(const TimeZone& tz, bool noDST = false)**

Modifies the object in place to represent the date in another time zone. If *noDST* is `true`, no DST adjustments will be made.

**wxDateTime::ToGMT**

---

**wxDateTime ToGMT(bool noDST = false) const**

This is the same as calling *ToTimezone* (p. 271) with the argument `GMT0`.

**wxDateTime::MakeGMT**

---

**wxDateTime& MakeGMT(bool noDST = false)**

This is the same as calling *MakeTimezone* (p. 271) with the argument `GMT0`.

**wxDateTime::IsDST**

---

**int IsDST(Country country = Country\_Default) const**

Returns `true` if the DST is applied for this date in the given country.

[See also](#)

*GetBeginDST* (p. 251) and *GetEndDST* (p. 252)

## **wxDateTimeHolidayAuthority**

TODO

## **wxDateTimeWorkDays**

TODO

## **wxDb**

A `wxDb` instance is a connection to an ODBC datasource which may be opened, closed, and re-opened an unlimited number of times. A database connection allows function to be performed directly on the datasource, as well as allowing access to any tables/views defined in the datasource to which the user has sufficient privileges.

See the *database classes overview* (p. 1715) for an introduction to using the ODBC classes.

### **Include files**

<wx/db.h>

### **Helper classes and data structures**

The following classes and structs are defined in `db.cpp/.h` for use with the `wxDb` class.

- *wxDbColFor* (p. 303)
- *wxDbCollnf* (p. 304)
- *wxDbTableInf* (p. 347)
- *wxDbInf* (p. 310)

### **Constants**

NOTE: In a future release, all ODBC class constants will be prefaced with 'wx'.

`wxDB_PATH_MAX`

Maximum path length allowed to be passed to the ODBC driver to indicate where the data file(s) are located.

---

DB_MAX_COLUMN_NAME_LEN	Maximum supported length for the name of a column
DB_MAX_ERROR_HISTORY	Maximum number of error messages retained in the queue before being overwritten by new errors.
DB_MAX_ERROR_MSG_LEN	Maximum supported length of an error message returned by the ODBC classes
DB_MAX_STATEMENT_LEN	Maximum supported length for a complete SQL statement to be passed to the ODBC driver
DB_MAX_TABLE_NAME_LEN	Maximum supported length for the name of a table
DB_MAX_WHERE_CLAUSE_LEN	Maximum supported WHERE clause length that can be passed to the ODBC driver
DB_TYPE_NAME_LEN	Maximum length of the name of a column's data type

---

## Enumerated types

### Enumerated types

*enum wxDbSqlLogState*  
sqlLogOFF, sqlLogON

*enum wxDBMS*

These are the databases currently tested and working with the ODBC classes. A call to *wxDb::Dbms* (p. 282) will return one of these enumerated values listed below.

```

dbmsUNIDENTIFIED
dbmsORACLE
dbmsSYBASE_ASA      // Adaptive Server Anywhere
dbmsSYBASE_ASE      // Adaptive Server Enterprise
dbmsMS_SQL_SERVER
dbmsMY_SQL
dbmsPOSTGRES
dbmsACCESS
dbmsDBASE
dbmsINFORMIX
dbmsVIRTUOSO
dbmsDB2
dbmdINTERBASE

```

See the remarks in *wxDb::Dbms* (p. 282) for exceptions/issues with each of these database engines.

### Public member variables

***SWORD wxDb::cbErrorMsg***

This member variable is populated as a result of calling *wxDb::GetNextError* (p. 290). Contains the count of bytes in the *wxDb::errorMsg* string.

**int wxDb::DB\_STATUS**

The last ODBC error/status that occurred on this data connection. Possible codes are:

```

DB_ERR_GENERAL_WARNING           // SqlState = '01000'
DB_ERR_DISCONNECT_ERROR         // SqlState = '01002'
DB_ERR_DATA_TRUNCATED          // SqlState = '01004'
DB_ERR_PRIV_NOT_REVOKED        // SqlState = '01006'
DB_ERR_INVALID_CONN_STR_ATTR   // SqlState = '01S00'
DB_ERR_ERROR_IN_ROW            // SqlState = '01S01'
DB_ERR_OPTION_VALUE_CHANGED     // SqlState = '01S02'
DB_ERR_NO_ROWS_UPD_OR_DEL      // SqlState = '01S03'
DB_ERR_MULTI_ROWS_UPD_OR_DEL   // SqlState = '01S04'
DB_ERR_WRONG_NO_OF_PARAMS      // SqlState = '07001'
DB_ERR_DATA_TYPE_ATTR_VIOL     // SqlState = '07006'
DB_ERR_UNABLE_TO_CONNECT       // SqlState = '08001'
DB_ERR_CONNECTION_IN_USE       // SqlState = '08002'
DB_ERR_CONNECTION_NOT_OPEN     // SqlState = '08003'
DB_ERR_REJECTED_CONNECTION     // SqlState = '08004'
DB_ERR_CONN_FAIL_IN_TRANS      // SqlState = '08007'
DB_ERR_COMM_LINK_FAILURE       // SqlState = '08S01'
DB_ERR_INSERT_VALUE_LIST_MISMATCH // SqlState = '21S01'
DB_ERR_DERIVED_TABLE_MISMATCH  // SqlState = '21S02'
DB_ERR_STRING_RIGHT_TRUNC      // SqlState = '22001'
DB_ERR_NUMERIC_VALUE_OUT_OF_RNG // SqlState = '22003'
DB_ERR_ERROR_IN_ASSIGNMENT     // SqlState = '22005'
DB_ERR_DATETIME_FLD_OVERFLOW   // SqlState = '22008'
DB_ERR_DIVIDE_BY_ZERO          // SqlState = '22012'
DB_ERR_STR_DATA_LENGTH_MISMATCH // SqlState = '22026'
DB_ERR_INTEGRITY_CONSTRAINT_VIOL // SqlState = '23000'
DB_ERR_INVALID_CURSOR_STATE    // SqlState = '24000'
DB_ERR_INVALID_TRANS_STATE     // SqlState = '25000'
DB_ERR_INVALID_AUTH_SPEC       // SqlState = '28000'
DB_ERR_INVALID_CURSOR_NAME     // SqlState = '34000'
DB_ERR_SYNTAX_ERROR_OR_ACCESS_VIOL // SqlState = '37000'
DB_ERR_DUPLICATE_CURSOR_NAME   // SqlState = '3C000'
DB_ERR_SERIALIZATION_FAILURE   // SqlState = '40001'
DB_ERR_SYNTAX_ERROR_OR_ACCESS_VIOL2 // SqlState = '42000'
DB_ERR_OPERATION_ABORTED       // SqlState = '70100'
DB_ERR_UNSUPPORTED_FUNCTION    // SqlState = 'IM001'
DB_ERR_NO_DATA_SOURCE          // SqlState = 'IM002'
DB_ERR_DRIVER_LOAD_ERROR       // SqlState = 'IM003'
DB_ERR_SQLALLOCENV_FAILED      // SqlState = 'IM004'
DB_ERR_SQLALLOCCONNECT_FAILED  // SqlState = 'IM005'
DB_ERR_SQLSETCONNECTOPTION_FAILED // SqlState = 'IM006'
DB_ERR_NO_DATA_SOURCE_OR_DLG_PROHIB // SqlState = 'IM007'
DB_ERR_DIALOG_FAILED          // SqlState = 'IM008'
DB_ERR_UNABLE_TO_LOAD_TRANSLATION_DLL // SqlState = 'IM009'
DB_ERR_DATA_SOURCE_NAME_TOO_LONG // SqlState = 'IM010'
DB_ERR_DRIVER_NAME_TOO_LONG   // SqlState = 'IM011'
DB_ERR_DRIVER_KEYWORD_SYNTAX_ERROR // SqlState = 'IM012'
DB_ERR_TRACE_FILE_ERROR       // SqlState = 'IM013'
DB_ERR_TABLE_OR_VIEW_ALREADY_EXISTS // SqlState = 'S0001'
DB_ERR_TABLE_NOT_FOUND        // SqlState = 'S0002'
DB_ERR_INDEX_ALREADY_EXISTS   // SqlState = 'S0011'
DB_ERR_INDEX_NOT_FOUND       // SqlState = 'S0012'
DB_ERR_COLUMN_ALREADY_EXISTS  // SqlState = 'S0021'
DB_ERR_COLUMN_NOT_FOUND      // SqlState = 'S0022'
DB_ERR_NO_DEFAULT_FOR_COLUMN  // SqlState = 'S0023'
DB_ERR_GENERAL_ERROR          // SqlState = 'S1000'
DB_ERR_MEMORY_ALLOCATION_FAILURE // SqlState = 'S1001'
DB_ERR_INVALID_COLUMN_NUMBER   // SqlState = 'S1002'

```

```

DB_ERR_PROGRAM_TYPE_OUT_OF_RANGE           // SqlState = 'S1003'
DB_ERR_SQL_DATA_TYPE_OUT_OF_RANGE         // SqlState = 'S1004'
DB_ERR_OPERATION_CANCELLED                // SqlState = 'S1008'
DB_ERR_INVALID_ARGUMENT_VALUE             // SqlState = 'S1009'
DB_ERR_FUNCTION_SEQUENCE_ERROR            // SqlState = 'S1010'
DB_ERR_OPERATION_INVALID_AT_THIS_TIME     // SqlState = 'S1011'
DB_ERR_INVALID_TRANS_OPERATION_CODE       // SqlState = 'S1012'
DB_ERR_NO_CURSOR_NAME_AVAIL               // SqlState = 'S1015'
DB_ERR_INVALID_STR_OR_BUF_LEN              // SqlState = 'S1090'
DB_ERR_DESCRIPTOR_TYPE_OUT_OF_RANGE       // SqlState = 'S1091'
DB_ERR_OPTION_TYPE_OUT_OF_RANGE           // SqlState = 'S1092'
DB_ERR_INVALID_PARAM_NO                   // SqlState = 'S1093'
DB_ERR_INVALID_SCALE_VALUE                // SqlState = 'S1094'
DB_ERR_FUNCTION_TYPE_OUT_OF_RANGE         // SqlState = 'S1095'
DB_ERR_INF_TYPE_OUT_OF_RANGE              // SqlState = 'S1096'
DB_ERR_COLUMN_TYPE_OUT_OF_RANGE           // SqlState = 'S1097'
DB_ERR_SCOPE_TYPE_OUT_OF_RANGE            // SqlState = 'S1098'
DB_ERR_NULLABLE_TYPE_OUT_OF_RANGE         // SqlState = 'S1099'
DB_ERR_UNIQUENESS_OPTION_TYPE_OUT_OF_RANGE // SqlState = 'S1100'
DB_ERR_ACCURACY_OPTION_TYPE_OUT_OF_RANGE  // SqlState = 'S1101'
DB_ERR_DIRECTION_OPTION_OUT_OF_RANGE      // SqlState = 'S1103'
DB_ERR_INVALID_PRECISION_VALUE            // SqlState = 'S1104'
DB_ERR_INVALID_PARAM_TYPE                 // SqlState = 'S1105'
DB_ERR_FETCH_TYPE_OUT_OF_RANGE            // SqlState = 'S1106'
DB_ERR_ROW_VALUE_OUT_OF_RANGE              // SqlState = 'S1107'
DB_ERR_CONCURRENCY_OPTION_OUT_OF_RANGE    // SqlState = 'S1108'
DB_ERR_INVALID_CURSOR_POSITION            // SqlState = 'S1109'
DB_ERR_INVALID_DRIVER_COMPLETION          // SqlState = 'S1110'
DB_ERR_INVALID_BOOKMARK_VALUE             // SqlState = 'S1111'
DB_ERR_DRIVER_NOT_CAPABLE                  // SqlState = 'S1C00'
DB_ERR_TIMEOUT_EXPIRED                     // SqlState = 'S1T00'

```

### **struct wxDb::dbInf**

This structure is internal to the wxDb class and contains details of the ODBC datasource that the current instance of the wxDb is connected to in its members. When the datasource is opened, all of the information contained in the dbInf structure is queried from the datasource. This information is used almost exclusively within the ODBC class library. Where there may be a need for particular portions of this information outside of the class library, member functions (e.g. `wxDbTable::IsCursorClosedOnCommit` (p. 331)) have been added for ease of use.

```

wxChar dbmsName[40]           - Name of the dbms product
wxChar dbmsVer[64]            - Version # of the dbms product
wxChar driverName[40]        - Driver name
wxChar odbcVer[60]           - ODBC version of the driver
wxChar drvMgrOdbcVer[60]     - ODBC version of the driver manager
wxChar driverVer[60]         - Driver version
wxChar serverName[80]        - Server Name, typically a connect string
wxChar databaseName[128]    - Database filename
wxChar outerJoins[2]         - Does datasource support outer joins
wxChar procedureSupport[2]  - Does datasource support stored
                               procedures
UWORD  maxConnections        - Maximum # of connections datasource
                               supports
UWORD  maxStmts              - Maximum # of HSTMTs per HDBC
UWORD  apiConfLvl            - ODBC API conformance level
UWORD  cliConfLvl            - Is datasource SAG compliant
UWORD  sqlConfLvl            - SQL conformance level
UWORD  cursorCommitBehavior  - How cursors are affected on db commit
UWORD  cursorRollbackBehavior - How cursors are affected on db

```

---

		rollback
UWORD	supportNotNullClause	- Does datasource support NOT NULL clause
wxChar	supportIEF[2]	- Integrity Enhancement Facility (Ref. Integrity)
UDWORD	txnIsolation	- Transaction isolation level supported by driver
UDWORD	txnIsolationOptions	- Transaction isolation level options available
UDWORD	fetchDirections	- Fetch directions supported
UDWORD	lockTypes	- Lock types supported in SQLSetPos
UDWORD	posOperations	- Position operations supported in SQLSetPos
UDWORD	posStmts	- Position statements supported
UDWORD	scrollConcurrency	- Scrollable cursor concurrency options supported
UDWORD	scrollOptions	- Scrollable cursor options supported
UDWORD	staticSensitivity	- Can additions/deletions/updates be detected
UWORD	txnCapable	- Indicates if datasource supports transactions
UDWORD	loginTimeout	- Number seconds to wait for a login request

**wxChar wxDb::errorList[DB\_MAX\_ERROR\_HISTORY][DB\_MAX\_ERROR\_MSG\_LEN]**  
The last n ODBC errors that have occurred on this database connection.

**wxChar wxDb::errorMsg[SQL\_MAX\_MESSAGE\_LENGTH]**  
This member variable is populated as a result of calling `wxDb::GetNextError` (p. 290). It contains the ODBC error message text.

**SDWORD wxDb::nativeError**  
Set by `wxDb::DispAllErrors`, `wxDb::GetNextError`, and `wxDb::DispNextError`. It contains the datasource-specific error code returned by the datasource to the ODBC driver. Used for reporting ODBC errors.

**wxChar wxDb::sqlState[20]**  
Set by `wxDb::TranslateSqlState()`. Indicates the error state after a failed ODBC operation. Used for reporting ODBC errors.

## Remarks

Default cursor scrolling is defined by `wxODBC_FWD_ONLY_CURSORS` in `setup.h` when the `wxWindows` library is built. This behavior can be overridden when an instance of a `wxDb` is created (see *wxDb constructor* (p. 279)). Default setting of this value true, as not all databases/drivers support both types of cursors.

## See also

*wxDbColFor* (p. 303), *wxDbCollInf* (p. 304), *wxDbTable* (p. 311), *wxDbTableInf* (p. 347), *wxDbInf* (p. 310)

---

## Associated non-class functions

The following functions are used in conjunction with the `wxDdb` class.

**void wxDbCloseConnections()**

### Remarks

Closes all cached connections that have been made through use of the `wxDdbGetConnection` (p. 276) function.

NOTE: These connections are closed regardless of whether they are in use or not. This function should only be called after the program has finished using the connections and all `wxDdbTable` instances that use any of the connections have been closed.

This function performs a `wxDdb::CommitTrans` (p. 281) on the connection before closing it to commit any changes that are still pending, as well as to avoid any function sequence errors upon closing each connection.

**int wxDbConnectionsInUse()**

### Remarks

Returns a count of how many database connections are currently free (not being used) that have been cached through use of the `wxDdbGetConnection` (p. 276) function.

**bool wxDbFreeConnection(wxDdb \*pDb)**

### Remarks

Searches the list of cached database connections connection for one matching the passed in `wxDdb` instance. If found, that cached connection is freed.

Freeing a connection means that it is marked as available (free) in the cache of connections, so that a call to `wxDdbGetConnection` (p. 276) is able to return a pointer to the `wxDdb` instance for use. Freeing a connection does NOT close the connection, it only makes the connection available again.

**wxDdb \* wxDbGetConnection(wxDdbConnectInf \*pDbConfig, bool  
FwdOnlyCursors=(bool)wxODBC\_FWD\_ONLY\_CURSORS)**

### Remarks

This function is used to request a "new" `wxDdb` instance for use by the program. The `wxDdb` instance returned is also opened (see `wxDdb::Open` (p. 295)).

This function (along with `wxDdbFreeConnection()` and `wxDdbCloseConnection()`) maintain a cache of `wxDdb` instances for user/re-use by a program. When a program needs a `wxDdb` instance, it may call this function to obtain a `wxDdb` instance. If there is a `wxDdb` instance in the cache that is currently unused that matches the connection requirements specified in '`pDbConfig`' then that cached connection is marked as no longer being free, and a pointer to the `wxDdb` instance is returned.

If there are no connections available in the cache that meet the requirements given in *'pDbConfig'*, then a new `wxDdb` instance is created to connect to the datasource specified in *'pDbConfig'* using the `userID` and `password` given in *'pDbConfig'*.

NOTE: The caching routine also uses the `wxDdb::Open` (p. 295) connection datatype copying code. If the call to `wxDdbGetConnection()` requests a connection to a datasource, and there is not one available in the cache, a new connection is created. But when the connection is opened, instead of polling the datasource over again for its datatypes, if a connection to the same datasource (using the same `userID/password`) has already been done previously, the new connection skips querying the datasource for its datatypes, and uses the same datatypes determined previously by the other connection(s) for that same datasource. This cuts down greatly on network traffic, database load, and connection creation time.

When the program is done using a connection created through a call to `wxDdbGetConnection()`, the program should call `wxDdbFreeConnection()` to release the `wxDdb` instance back to the cache. **DO NOT DELETE THE `wxDdb` INSTANCE!** Deleting the `wxDdb` instance returned can cause a crash/memory corruption later in the program when the cache is cleaned up.

When exiting the program, call `wxDdbCloseConnections()` to close all the cached connections created by calls to `wxDdbGetConnection()`.

**const wxChar \* wxDbLogExtendedErrorMsg(const wxChar \*userText, wxDb \*pDb, wxChar \*ErrFile, int ErrLine)**

Writes a message to the `wxLog` window (stdout usually) when an internal error situation occurs. This function only works in `DEBUG` builds

**bool wxDbSqlLog(wxDbSqlLogState state, const wxString &filename = SQL\_LOG\_FILENAME)**

### Remarks

This function sets the sql log state for all open `wxDdb` objects

**bool wxDbGetDataSource(HENV henv, wxChar \*Dsn, SWORD DsnMax, wxChar \*DsDesc, SWORD DsDescMax, UWORD direction = SQL\_FETCH\_NEXT)**

### Remarks

This routine queries the ODBC driver manager for a list of available datasources. Repeatedly call this function to obtain all the datasources available through the ODBC driver manager on the current workstation.

```
wxStringList strList;

while (wxDbGetDataSource(DbConnectInf.GetHenv(), Dsn,
SQL_MAX_DSN_LENGTH+1, DsDesc, 255))
    strList.Add(Dsn);
```

---

**wxDdb::wxDdb**

---

**wxDdb()**

Default constructor.

**wxDdb(const HENV &aHenv, bool  
FwdOnlyCursors=(bool)wxODBC\_FWD\_ONLY\_CURSORS)**

Constructor, used to create an ODBC connection to a datasource.

**Parameters***aHenv*

Environment handle used for this connection. See *wxDConnectInf::AllocHenv* (p. 306)

*FwdOnlyCursors*

Will cursors created for use with this datasource connection only allow forward scrolling cursors.

**Remarks**

This is the constructor for the *wxDdb* class. The *wxDdb* object must be created and opened before any database activity can occur.

**Example**

```
wxDdbConnectInf ConnectInf;
....Set values for member variables of ConnectInf here

wxDdb sampleDB(ConnectInf.GetHenv());
if (!sampleDB.Open(ConnectInf.GetDsn(), ConnectInf.GetUserID(),
                  ConnectInf.GetPassword()))
{
    // Error opening datasource
}
```

**See also**

*wxDdbGetConnection* (p. 276)

---

**wxDdb::Catalog**

---

**bool Catalog(wxChar \* userID, const wxString &fileName =  
SQL\_CATALOG\_FILENAME)**

Allows a data "dictionary" of the datasource to be created, dumping pertinent information about all data tables to which the user specified in *userID* has access.

## Parameters

### *userID*

Database user name to use in accessing the database. All tables to which this user has rights will be evaluated in the catalog.

### *fileName*

*OPTIONAL*. Name of the text file to create and write the DB catalog to. Default is SQL\_CATALOG\_FILENAME.

## Return value

Returns true if the catalog request was successful, or false if there was some reason that the catalog could not be generated.

## Example

TABLE NAME	COLUMN NAME	DATA TYPE	PRECISION	LENGTH
EMPLOYEE	RECID	(0008) NUMBER	15	8
EMPLOYEE	USER_ID	(0012) VARCHAR2	13	13
EMPLOYEE	FULL_NAME	(0012) VARCHAR2	26	26
EMPLOYEE	PASSWORD	(0012) VARCHAR2	26	26
EMPLOYEE	START_DATE	(0011) DATE	19	16

## wxDb::Close

### **void Close()**

Closes the database connection.

### Remarks

At the end of your program, when you have finished all of your database work, you must close the ODBC connection to the datasource. There are actually four steps involved in doing this as illustrated in the example.

Any wxDbTable instances which use this connection must be deleted before closing the database connection.

### Example

```
// Commit any open transactions on the datasource
sampleDB.CommitTrans();

// Delete any remaining wxDbTable objects allocated with new
delete parts;

// Close the wxDb connection when finished with it
sampleDB.Close();
```

---

## wxDb::CommitTrans

---

### **bool CommitTrans()**

Permanently "commits" changes (insertions/deletions/updates) to the database.

### **Return value**

Returns true if the commit was successful, or false if the commit failed.

### **Remarks**

Transactions begin implicitly as soon as you make a change to the database with an insert/update/delete, or any other direct SQL command that performs one of these operations against the datasource. At any time thereafter, to save the changes to disk permanently, "commit" them by calling this function.

Calling this member function commits ALL open transactions on this ODBC connection. For example, if three different wxDbTable instances used the same connection to the datasource, committing changes made on one of those wxDbTable instances commits any pending transactions on all three wxDbTable instances.

Until a call to wxDb::CommitTrans() is made, no other user or cursor is able to see any changes made to the row(s) that have been inserted/modified/deleted.

### **Special Note : Cursors**

It is important to understand that different database/ODBC driver combinations handle transactions differently. One thing in particular that you must pay attention to is cursors, in regard to transactions. Cursors are what allow you to scroll through records forward and backward and to manipulate records as you scroll through them. When you issue a query, a cursor is created behind the scenes. The cursor keeps track of the query and keeps track of the current record pointer. After you commit or rollback a transaction, the cursor may be closed automatically. This is database dependent, and with some databases this behavior can be controlled through management functions. This means you would need to requery the datasource before you can perform any additional work using this cursor. This is only necessary however if the datasource closes the cursor after a commit or rollback. Use the `wxDbTable::IsCursorClosedOnCommit` (p. 331) member function to determine the datasource's transaction behavior. Note, in many situations it is very inefficient to assume the cursor is closed and always requery. This could put a significant, unnecessary load on datasources that leave the cursors open after a transaction.

---

## wxDb::CreateView

---

**bool CreateView(const wxString & viewName, const wxString & collist, const wxString & pSqlStmt)**

Creates a SQL VIEW of one or more tables in a single datasource. Note that this function will only work against databases which support views (currently only Oracle as of November 21 2000).

### Parameters

#### *viewName*

The name of the view. e.g. PARTS\_V

#### *collList*

*OPTIONAL* Pass in a comma delimited list of column names if you wish to explicitly name each column in the result set. If not desired, pass in an empty string and the column names from the associated table(s) will be used.

#### *pSqlStmt*

Pointer to the select statement portion of the CREATE VIEW statement. Must be a complete, valid SQL SELECT statement.

### Remarks

A 'view' is a logical table that derives columns from one or more other tables or views. Once the view is created, it can be queried exactly like any other table in the database.

NOTE: Views are not available with all datasources. Oracle is one example of a datasource which does support views.

### Example

```
// Incomplete code sample
db.CreateView("PARTS_SD1", "PN, PD, QTY",
             "SELECT PART_NO, PART_DESC, QTY_ON_HAND * 1.1 FROM
PARTS \
             WHERE STORAGE_DEVICE = 1");

// PARTS_SD1 can now be queried just as if it were a data table.
// e.g. SELECT PN, PD, QTY FROM PARTS_SD1
```

---

## wxDb::Dbms

### wxDBMS Dbms()

#### Remarks

The return value will be of the enumerated type wxDBMS. This enumerated type contains a list of all the currently tested and supported databases.

Additional databases may work with these classes, but the databases returned by this function have been tested and confirmed to work with these ODBC classes.

Possible values returned by this function can be viewed in the *Enumerated types* (p. 273) section of wxDb.

There are known issues with conformance to the ODBC standards with several datasources supported by the wxWindows ODBC classes. Please see the overview for specific details on which datasource have which issues.

### Return value

The return value will indicate which of the supported datasources is currently connected to by this connection. In the event that the datasource is not recognized, a value of 'dbmsUNIDENTIFIED' is returned.

---

## wxDb::DispAllErrors

**bool DispAllErrors(HENV aHenv, HDBC aHdbc = SQL\_NULL\_HDBC, HSTMT aHstmt = SQL\_NULL\_HSTMT)**

Used to log all database errors that occurred as a result of an executed database command. This logging is automatic and also includes debug logging when compiled in debug mode via *wxLogDebug* (p. 1568). If logging is turned on via *wxDb::SetSqlLogging* (p. 297), then an entry is also logged to the defined log file.

### Parameters

*aHenv*

Handle to the ODBC environment.

*aHdbc*

Handle to the ODBC connection. Pass this in if the ODBC function call that erred required a hdbc or hstmt argument.

*aHstmt*

Handle to the ODBC statement being executed against. Pass this in if the ODBC function call that failed required a hstmt argument.

### Remarks

This member function will log all of the ODBC error messages for the last ODBC function call that was made. This function is normally used internally within the ODBC class library, but can be used programmatically after calling ODBC functions directly (i.e. *SQLFreeEnv()*).

### Return value

The function always returns false, so a call to this function can be made in the return statement of a code block in the event of a failure to perform an action (see the example below).

### See also

*wxDb::SetSqlLogging* (p. 297), *wxDbSqlLog*

**Example**

```

    if (SQLExecDirect(hstmt, (UCHAR FAR *) pSqlStmt, SQL_NTS) !=
        SQL_SUCCESS)
        // Display all ODBC errors for this stmt
        return(db.DispAllErrors(db.henv, db.hdbc, hstmt));

```

**wxDb::DispNextError**

```
void DispNextError()
```

**Remarks**

This function is normally used internally within the ODBC class library. It could be used programmatically after calling ODBC functions directly. This function works in conjunction with *wxDb::GetNextError* (p. 290) when errors (or sometimes informational messages) returned from ODBC need to be analyzed rather than simply displaying them as an error. *GetNextError()* retrieves the next ODBC error from the ODBC error queue. The *wxDb* member variables "sqlState", "nativeError" and "errorMsg" could then be evaluated. To display the error retrieved, *DispNextError()* could then be called. The combination of *GetNextError()* and *DispNextError()* can be used to iteratively step through the errors returned from ODBC evaluating each one in context and displaying the ones you choose.

**Example**

```

// Drop the table before attempting to create it
sprintf(sqlStmt, "DROP TABLE %s", tableName);
// Execute the drop table statement
if (SQLExecDirect(hstmt, (UCHAR FAR *)sqlStmt, SQL_NTS) != SQL_SUCCESS)
{
    // Check for sqlState = S0002, "Table or view not found".
    // Ignore this error, bomb out on any other error.
    pDb->GetNextError(henv, hdbc, hstmt);
    if (wxStrcmp(pDb->sqlState, "S0002"))
    {
        pDb->DispNextError(); // Displayed error retrieved
        pDb->DispAllErrors(henv, hdbc, hstmt); // Display all other
errors, if any
        pDb->RollbackTrans(); // Rollback the transaction
        CloseCursor(); // Close the cursor
        return(false); // Return Failure
    }
}

```

**wxDb::DropView**

```
bool DropView(const wxString &viewName)
```

Drops the data table view named in 'viewName'.

**Parameters**

*viewName*

Name of the view to be dropped.

### Remarks

If the view does not exist, this function will return true. Note that views are not supported with all datasources.

## **wxDdb::ExecSql**

---

**bool ExecSql(const wxString &pSqlStmt)**

Allows a native SQL command to be executed directly against the datasource. In addition to being able to run any standard SQL command, use of this function allows a user to (potentially) utilize features specific to the datasource they are connected to that may not be available through ODBC. The ODBC driver will pass the specified command directly to the datasource.

### Parameters

*pSqlStmt*

Pointer to the SQL statement to be executed.

### Remarks

This member extends the wxDb class and allows you to build and execute ANY VALID SQL statement against the datasource. This allows you to extend the class library by being able to issue any SQL statement that the datasource is capable of processing.

### See also

*wxDdb::GetData* (p. 288), *wxDdb::GetNext* (p. 290)

## **wxDdb::FwdOnlyCursors**

---

**bool IsFwdOnlyCursors()**

Older form (pre-2.3/2.4 of wxWindows) of the *wxDdb::IsFwdOnlyCursors* (p. 292). This method is provided for backward compatibility only. The method *wxDdb::IsFwdOnlyCursors* (p. 292) should be used in place of this method.

**wxDblnf \* GetCatalog(const wxString \*userID)**

## **wxDdb::GetCatalog**

---

**wxDblnf \* GetCatalog(const wxString \*userID)**

Returns a *wxDblnf* (p. 310) pointer that points to the catalog (datasource) name, schema, number of tables accessible to the current user, and a *wxDbTableInf* pointer to all data pertaining to all tables in the users catalog.

### Parameters

#### *userID*

Owner/Schema of the table. Specify a *userID* when the datasource you are connected to allows multiple unique tables with the same name to be owned by different users. *userID* is evaluated as follows:

```
userID == NULL    ... UserID is ignored (DEFAULT)
userID == ""     ... UserID set equal to 'this->uid'
userID != ""     ... UserID set equal to 'userID'
```

### Remarks

The returned catalog will only contain catalog entries for tables to which the user specified in '*userID*' has sufficient privileges. If no user is specified (NULL passed in), a catalog pertaining to all tables in the datasource accessible to the connected user (permissions apply) via this connection will be returned.

---

## wxDdb::GetColumnCount

```
int GetColumnCount(const wxString &tableName, const wxChar *userID)
```

### Parameters

#### *tableName*

The table name you wish to obtain column information about.

#### *userID*

Name of the user that owns the table(s) (also referred to as schema). Required for some datasources for situations where there may be multiple tables with the same name in the datasource, but owned by different users. *userID* is evaluated in the following manner:

```
userID == NULL    ... UserID is ignored (DEFAULT)
userID == ""     ... UserID set equal to 'this->uid'
userID != ""     ... UserID set equal to 'userID'
```

### Return value

Returns a count of how many columns are in the specified table. If an error occurs retrieving the number of columns, this function will return a -1.

---

## wxDdb::GetColumns

```
wxDdbColInf * GetColumns(const wxString &tableName, UWORD *numCols, const
```

**wxChar \*userID=NULL)**

**wxDbCollnf \* GetColumns(wxChar \*tableName[], const wxChar \*userID)**

### Parameters

*tableName*

The table name you wish to obtain column information about.

*numCols*

Pointer to a UWORD which will hold a count of the number of columns returned by this function

*tableName[]*

An array of pointers to table names you wish to obtain column information about. The last element of this array must be a NULL string.

*userID*

Name of the user that owns the table(s) (also referred to as schema). Required for some datasources for situations where there may be multiple tables with the same name in the datasource, but owned by different users. *userID* is evaluated in the following manner:

```

userID == NULL    ... UserID is ignored (DEFAULT)
userID == ""      ... UserID set equal to 'this->uid'
userID != ""      ... UserID set equal to 'userID'

```

### Return value

This function returns a pointer to an array of *wxDbCollnf* (p. 304) structures, allowing you to obtain information regarding the columns of the named table(s). If no columns were found, or an error occurred, this pointer will be NULL.

THE CALLING FUNCTION IS RESPONSIBLE FOR DELETING THE *wxDbCollnf* MEMORY WHEN IT IS FINISHED WITH IT.

ALL column bindings associated with this *wxDb* instance are unbound by this function, including those used by any *wxDbTable* instances that use this *wxDb* instance. This function should use its own *wxDb* instance to avoid undesired unbinding of columns.

### See also

*wxDbCollnf* (p. 304)

### Example

```

wxChar *tableList[] = {"PARTS", 0};
wxDbCollnf *colInf = pDb->GetColumns(tableList);
if (colInf)
{
    // Use the column inf
    .....
    // Destroy the memory
    delete [] colInf;
}

```

---

**wxDdb::GetData**

---

**bool GetData(UWORD colNo, SWORD cType, PTR pData, SDWORD maxlen, SDWORD FAR \* cbReturned)**

Used to retrieve result set data without binding column values to memory variables (i.e. not using a wxDbTable instance to access table data).

**Parameters**

*colNo*

Ordinal number of the desired column in the result set to be returned.

*cType*

The C data type that is to be returned. See a partial list in *wxDdbTable::SetColDefs* (p. 339)

*pData*

Memory buffer which will hold the data returned by the call to this function.

*maxLen*

Maximum size of the buffer *'pData'* in characters. NOTE: Not UNICODE safe. If this is a numeric field, a value of 0 may be passed for this parameter, as the API knows the size of the expected return value.

*cbReturned*

Pointer to the buffer containing the length of the actual data returned. If this value comes back as SQL\_NULL\_DATA, then the *wxDdb::GetData* (p. 288) call has failed.

**See also**

*wxDdb::GetNext* (p. 290), *wxDdb::ExecSql* (p. 285)

**Example**

```
SDWORD cb;
ULONG reqQty;
wxString sqlStmt;
sqlStmt = "SELECT SUM(REQUIRED_QTY - PICKED_QTY) FROM ORDER_TABLE
WHERE \
        PART_RECID = 1450 AND REQUIRED_QTY > PICKED_QTY";

// Perform the query
if (!pDb->ExecSql(sqlStmt.c_str()))
{
    // ERROR
    return(0);
}

// Request the first row of the result set
if (!pDb->GetNext())
{
    // ERROR
    return(0);
}

// Read column #1 of the row returned by the call to ::GetNext()
// and return the value in 'reqQty'
if (!pDb->GetData(1, SQL_C_ULONG, &reqQty, 0, &cb))
```

```
{
    // ERROR
    return(0);
}

// Check for a NULL result
if (cb == SQL_NULL_DATA)
    return(0);
```

### Remarks

When requesting multiple columns to be returned from the result set (for example, the SQL query requested 3 columns be returned), the calls to this function must request the columns in ordinal sequence (1,2,3 or 1,3 or 2,3).

---

### **wxDdb::GetDatabaseName**

**const wxChar \* GetDatabaseName()**

Returns the name of the database engine.

---

### **wxDdb::GetDatasourceName**

**const wxString & GetDatasourceName()**

Returns the ODBC datasource name.

---

### **wxDdb::GetHDBC**

**HDBC GetHDBC()**

Returns the ODBC handle to the database connection.

---

### **wxDdb::GetHENV**

**HENV GetHENV()**

Returns the ODBC environment handle.

---

### **wxDdb::GetHSTMT**

**HSTMT GetHSTMT()**

Returns the ODBC statement handle associated with this database connection.

## wxDdb::GetKeyFields

---

**int GetKeyFields(const wxString &tableName, wxDbCollnf \*collnf, UWORD nocols)**

Used to determine which columns are members of primary or non-primary indexes on the specified table. If a column is a member of a foreign key for some other table, that information is detected also.

This function is primarily for use by the *wxDdb::GetColumns* (p. 286) function, but may be called if desired from the client application.

### Parameters

*tableName*

Name of the table for which the columns will be evaluated as to their inclusion in any indexes.

*collnf*

Data structure containing the column definitions (obtained with *wxDdb::GetColumns* (p. 286)). This function populates the PkCol, PkTableName, and FkTableName members of the collnf structure.

*nocols*

Number of columns defined in the instance of collnf.

### Return value

Currently always returns true.

### See also

*wxDdbCollnf* (p. 304), *wxDdb::GetColumns* (p. 286)

## wxDdb::GetNext

---

**bool GetNext()**

Called after executing a query, this function requests the next row in the result set after the current position of the cursor.

### See also

*wxDdb::ExecSql* (p. 285), *wxDdb::GetData* (p. 288)

## wxDdb::GetNextError

---

**bool GetNextError(HENV aHenv, HDBC aHdbc = SQL\_NULL\_HDBC, HSTMT aHstmt = SQL\_NULL\_HSTMT)**

### Parameters

*aHenv*

A handle to the ODBC environment.

*aHdbc*

*OPTIONAL.* A handle to the ODBC connection. Pass this in if the ODBC function call that failed required a hdbc or hstmt argument.

*AHstmt*

*OPTIONAL.* A handle to the ODBC statement being executed against. Pass this in if the ODBC function call that failed requires a hstmt argument.

### Example

```
if (SQLExecDirect(hstmt, (UCHAR FAR *) pSqlStmt, SQL_NTS) !=
SQL_SUCCESS)
{
    return(db.GetNextError(db.henv, db.hdbc, hstmt));
}
```

### See also

*wxDb::DispNextError* (p. 284), *wxDb::DispAllErrors* (p. 283)

---

## wxDb::GetPassword

---

**const wxString & GetPassword()**

Returns the password used to establish this connection to the datasource.

---

## wxDb::GetTableCount

---

**int GetTableCount()**

Returns the number of *wxDbTable()* instances currently using this datasource connection.

---

## wxDb::GetUsername

---

**const wxString & GetUsername()**

Returns the user name (uid) used to establish this connection to the datasource.

---

## wxDb::Grant

---

**bool Grant(int privileges, const wxString &tableName, const wxString &userList = "PUBLIC")**

Use this member function to GRANT privileges to users for accessing tables in the

datasource.

## Parameters

### *privileges*

Use this argument to select which privileges you want to grant. Pass `DB_GRANT_ALL` to grant all privileges. To grant individual privileges pass one or more of the following OR'd together:

```
DB_GRANT_SELECT   = 1
DB_GRANT_INSERT   = 2
DB_GRANT_UPDATE   = 4
DB_GRANT_DELETE   = 8
DB_GRANT_ALL      = DB_GRANT_SELECT | DB_GRANT_INSERT |
                    DB_GRANT_UPDATE | DB_GRANT_DELETE
```

### *tableName*

The name of the table you wish to grant privileges on.

### *userList*

*OPTIONAL.* A comma delimited list of users to grant the privileges to. If this argument is not passed in, the privileges will be given to the general PUBLIC.

## Remarks

Some databases require user names to be specified in all capital letters (i.e. Oracle). This function does not automatically capitalize the user names passed in the comma-separated list. This is the responsibility of the calling routine.

The currently logged in user must have sufficient grantor privileges for this function to be able to successfully grant the indicated privileges.

## Example

```
db.Grant(DB_GRANT_SELECT | DB_GRANT_INSERT, "PARTS", "mary, sue");
```

---

## wxDb::IsFwdOnlyCursors

### **bool IsFwdOnlyCursors()**

This setting indicates whether this database connection was created as being capable of using only forward scrolling cursors.

This function does NOT indicate if the ODBC driver or datasource supports backward scrolling cursors. There is no standard way of detecting if the driver or datasource can support backward scrolling cursors.

If a wxDb instance was created as being capable of only forward scrolling cursors, then even if the datasource and ODBC driver support backward scrolling cursors, tables using this database connection would only be able to use forward scrolling cursors.

The default setting of whether a wxDb connection to a database allows forward-only or

also backward scrolling cursors is defined in `setup.h` by the value of `wxODBC_FWD_ONLY_CURSORS`. This default setting can be overridden when the `wxDb` connection is initially created (see *wxDb constructor* (p. 279) and *wxDbGetConnection* (p. 276)).

### Return value

Returns true if this datasource connection is defined as using only forward scrolling cursors, or false if the connection is defined as being allowed to use backward scrolling cursors and their associated functions (see note above).

### Remarks

Added as of `wxWindows v2.4` release, this function is a renamed version of `wxDb::FwdOnlyCursors()` to match the normal `wxWindows` naming conventions for class member functions.

This function is not available in versions prior to `v2.4`. You should use *wxDb::FwdOnlyCursors* (p. 285) for `wxWindows` versions prior to `2.4`.

### See also

*wxDb constructor* (p. 279), *wxDbGetConnection* (p. 276)

---

## wxDb::IsOpen

---

### bool IsOpen()

Indicates whether the database connection to the datasource is currently opened.

### Remarks

This function may indicate that the database connection is open, even if the call to *wxDb::Open* (p. 295) may have failed to fully initialize the connection correctly. The connection to the database *is* open and can be used via the direct SQL commands, if this function returns true. Other functions which depend on the *wxDb::Open* (p. 295) to have completed correctly may not function as expected. The return result from *wxDb::Open* (p. 295) is the only way to know if complete initialization of this `wxDb` connection was successful or not. See *wxDb::Open* (p. 295) for more details on partial failures to open a connection instance.

---

## wxDb::LogError

---

**void LogError(const wxString &errMsg const wxString &SQLState= "")**

*errMsg*

Free-form text to display describing the error/text to be logged.

*SQLState*

*OPTIONAL.* Native SQL state error. Default is 0.

### Remarks

Calling this function will enter a log message in the error list maintained for the database connection. This log message is free form and can be anything the programmer wants to enter in the error list.

If SQL logging is turned on, the call to this function will also log the text into the SQL log file.

### See also

*wxDb::WriteSqlLog* (p. 301)

---

## wxDb::ModifyColumn

---

**void ModifyColumn(const wxString &tableName const wxString &ColumnName int dataType ULONG columnLength=0 const wxString &optionalParam="")**

Used to change certain properties of a column such as the length, or whether a column allows NULLs or not.

*tableName*

Name of the table that the column to be modified is in.

*columnName*

Name of the column to be modified. NOTE: Name of column cannot be changed with this function.

*dataType*

Any one of DB\_DATA\_TYPE\_VARCHAR, DB\_DATA\_TYPE\_INTEGER, DB\_DATA\_TYPE\_FLOAT, DB\_DATA\_TYPE\_DATE.

*columnLength*

New size of the column. Valid only for DB\_DATA\_TYPE\_VARCHAR dataType fields. Default is 0.

*optionalParam*

Default is "".

### Remarks

Cannot be used to modify the precision of a numeric column, therefore 'columnLength' is ignored unless the dataType is DB\_DATA\_TYPE\_VARCHAR.

Some datasources do not allow certain properties of a column to be changed if any rows currently have data stored in that column. Those datasources that do allow columns to be changed with data in the rows many handle truncation and/or expansion in different ways. Please refer to the reference material for the datasource being used for behavioral descriptions.

### Example

```
ok = pDb->ModifyColumn("CONTACTS", "ADDRESS2",
                      DB_, colDefs[j].SzDataObj,
                      wxT("NOT NULL"));
```

---

## wxDb::Open

---

**bool Open(const wxString &Dsn, const wxString &Uid, const wxString &AuthStr)**

**bool Open(wxDb \*copyDb)**

Opens a connection to the datasource, sets certain behaviors of the datasource to confirm to the accepted behaviors (e.g. cursor position maintained on commits), and queries the datasource for its representations of the basic datatypes to determine the form in which the data going to/from columns in the data tables are to be handled.

The second form of this function, which accepts a "wxDb \*" as a parameter, can be used to avoid the overhead (execution time, database load, network traffic) which are needed to determine the data types and representations of data that are necessary for cross-datasource support by these classes.

Normally the first form of the wxDb::Open() function will open the connection and then send a series of queries to the datasource asking it for its representation of data types, and all the features it supports. If one connection to the datasource has already been made previously, the information gathered when that connection was created can just be copied to any new connections to the same datasource by passing a pointer to the first connection in as a parameter to the wxDb::Open() function. Note that this new connection created from the first connections information will use the same Dsn/Uid/AuthStr as the first connection used.

### Parameters

#### *Dsn*

datasource name. The name of the ODBC datasource as assigned when the datasource is initially set up through the ODBC data source manager.

#### *Uid*

User ID. The name (ID) of the user you wish to connect as to the datasource. The user name (ID) determines what objects you have access to in the datasource and what datasource privileges you have. Privileges include being able to create new objects, update objects, delete objects and so on. Users and privileges are normally administered by the database administrator.

#### *AuthStr*

The password associated with the Uid.

#### *copyDb*

Already completely configured and opened datasource connection from which all Dsn, Uid, AuthStr, and data typing information is to be copied from for use by this datasource connection.

### Remarks

After a wxDb instance is created, it must then be opened. When opening a datasource,

there must be three pieces of information passed. The data source name, user name (ID) and the password for the user. No database activity on the datasource can be performed until the connection is opened. This is normally done at program startup and the datasource remains open for the duration of the program/module run.

It is possible to have connections to multiple datasources open at the same time to support distributed database connections by having separate instances of `wxDdb` objects that use either the same or different `Dsn/Uid/AuthStr` settings.

If this function returns a value of `false`, it does not necessarily mean that the connection to the datasource was not opened. It may mean that some portion of the initialization of the connection failed (such as a datatype not being able to be determined how the datasource represents it). To determine if the connection to the database failed, use the `wxDdb::IsOpen` (p. 293) function after receiving a false result back from this function to determine if the connection was opened or not. If this function returns `false`, but `wxDdb::IsOpen` (p. 293) returns `true`, then direct SQL commands may be passed to the database connection and can be successfully executed, but use of the datatypes (such as by a `wxDdbTable` instance) that are normally determined during open will not be possible.

The `Dsn`, `Uid`, and `AuthStr` string pointers that are passed in are copied. NOT the strings themselves, only the pointers. The calling routine must maintain the memory for these three strings for the life of the `wxDdb` instance.

### Example

```
wxDdb sampleDB(DbConnectInf.GetHenv());
if (!sampleDB.Open("Oracle 7.1 HP/UX", "gtasker", "myPassword"))
{
    if (sampleDB.IsOpen())
    {
        // Connection is open, but the initialization of
        // datatypes and parameter settings failed
    }
    else
    {
        // Error opening datasource
    }
}
```

## wxDdb::RollbackTrans

### bool RollbackTrans()

Function to "undo" changes made to the database. After an insert/update/delete, the operation may be "undone" by issuing this command any time before a `wxDdb::CommitTrans` (p. 281) is called on the database connection.

### Remarks

Transactions begin implicitly as soon as you make a change to the database. The transaction continues until either a commit or rollback is executed. Calling

`wxDb::RollbackTrans()` will result in ALL changes done using this database connection that have not already been committed to be "undone" back to the last commit/rollback that was successfully executed.

Calling this member function rolls back ALL open (uncommitted) transactions on this ODBC connection, including all `wxDbTable` instances that use this connection.

### See also

`wxDb::CommitTrans` (p. 281) for a special note on cursors

---

## wxDb::SetDebugErrorMessages

---

**void SetDebugErrorMessages(bool state)**

*state*

Either true (debug messages are logged) or false (debug messages are not logged).

### Remarks

Turns on/off debug error messages from the ODBC class library. When this function is passed true, errors are reported to the user/logged automatically in a text or pop-up dialog when an ODBC error occurs. When passed false, errors are silently handled.

When compiled in release mode (`FINAL=1`), this setting has no affect.

### See also

`wxDb` constructor (p. 279)

---

## wxDb::SetSqlLogging

---

**bool SetSqlLogging(wxDbSqlLogState state, const wxString &filename = SQL\_LOG\_FILENAME, bool append = false)**

### Parameters

*state*

Either `sqlLogOFF` or `sqlLogON` (see *enum wxDbSqlLogState* (p. 303)). Turns logging of SQL commands sent to the datasource OFF or ON.

*filename*

*OPTIONAL*. Name of the file to which the log text is to be written. Default is `SQL_LOG_FILENAME`.

*append*

*OPTIONAL*. Whether the file is appended to or overwritten. Default is false.

### Remarks

When called with *sqlLogON*, all commands sent to the datasource engine are logged to the file specified by *filename*. Logging is done by embedded *wxD::WriteSqlLog* (p. 301) calls in the database member functions, or may be manually logged by adding calls to *wxD::WriteSqlLog* (p. 301) in your own source code.

When called with *sqlLogOFF*, the logging file is closed, and any calls to *wxD::WriteSqlLog* (p. 301) are ignored.

---

## wxD::SQLColumnName

---

**const wxString SQLColumnName(const char \* colName)**

Returns the column name in a form ready for use in SQL statements. In most cases, the column name is returned verbatim. But some databases (e.g. MS Access, SQL Server, MSDE) allow for spaces in column names, which must be specially quoted. For example, if the datasource allows spaces in the column name, the returned string will have the correct enclosing marks around the name to allow it to be properly included in a SQL statement for the DBMS that is currently connected to with this connection.

### Parameters

*colName*

Native name of the column in the table that is to be evaluated to determine if any special quoting marks needed to be added to it before including the column name in a SQL statement

### See also

*wxD::SQLTableName* (p. 298)

---

## wxD::SQLTableName

---

**const wxString SQLTableName(const char \* tableName)**

Returns the table name in a form ready for use in SQL statements. In most cases, the table name is returned verbatim. But some databases (e.g. MS Access, SQL Server, MSDE) allow for spaces in table names, which must be specially quoted. For example, if the datasource allows spaces in the table name, the returned string will have the correct enclosing marks around the name to allow it to be properly included in a SQL statement for the data source that is currently connected to with this connection.

### Parameters

*tableName*

Native name of the table that is to be evaluated to determine if any special quoting marks needed to be added to it before including the table name in a SQL statement

**See also***wxDdb::SQLColumnName* (p. 298)**wxDdb::TableExists**

---

**bool TableExists(const wxString &tableName, const wxChar \*userID=NULL, const wxString &path="")**

Checks the ODBC datasource for the existence of a table. If a *userID* is specified, then the table must be accessible by that user (user must have at least minimal privileges to the table).

**Parameters***tableName*

Name of the table to check for the existence of.

*userID*

Owner of the table (also referred to as schema). Specify a *userID* when the datasource you are connected to allows multiple unique tables with the same name to be owned by different users. *userID* is evaluated as follows:

```

userID == NULL    ... UserID is ignored (DEFAULT)
userID == ""      ... UserID set equal to 'this->uid'
userID != ""      ... UserID set equal to 'userID'

```

**Remarks**

*tableName* may refer to a table, view, alias or synonym.

This function does not indicate whether or not the user has privileges to query or perform other functions on the table. Use the *wxDdb::TablePrivileges* (p. 299) to determine if the user has sufficient privileges or not.

**See also***wxDdb::TablePrivileges* (p. 299)**wxDdb::TablePrivileges**

---

**bool TablePrivileges(const wxString &tableName, const wxString &priv, const wxChar \*userID=NULL, const wxChar \*schema=NULL, const wxString &path="")**

Checks the ODBC datasource for the existence of a table. If a *userID* is specified, then the table must be accessible by that user (user must have at least minimal privileges to the table).

**Parameters**

*tableName*

Name of the table on which to check privileges. *tableName* may refer to a table, view, alias or synonym.

*priv*

The table privilege being evaluated. May be one of the following (or a datasource specific privilege):

SELECT	: The connected user is permitted to retrieve data for one or more columns of the table.
INSERT	: The connected user is permitted to insert new rows containing data for one or more columns into the table.
UPDATE	: The connected user is permitted to update the data in one or more columns of the table.
DELETE	: The connected user is permitted to delete rows of data from the table.
REFERENCES	: Is the connected user permitted to refer to one or more columns of the table within a constraint (for example, a unique, referential, or table check constraint).

*userID*

**OPTIONAL.** User for which to determine if the privilege specified to be checked is granted or not. Default is "". *userID* is evaluated as follows:

```

userID == NULL ... NOT ALLOWED!
userID == ""   ... UserID set equal to 'this->uid'
userID != ""   ... UserID set equal to 'userID'

```

*schema*

**OPTIONAL.** Owner of the table. Specify a *userID* when the datasource you are connected to allows multiple unique tables with the same name to be owned by different users. Specifying the table owner makes determination of the users privileges MUCH faster. Default is NULL. *userID* is evaluated as follows:

```

schema == NULL ... Any owner (DEFAULT)
schema == ""   ... Owned by 'this->uid'
schema != ""   ... Owned by userID specified in 'schema'

```

*path*

**OPTIONAL.** Path to the table. Default is "". Currently unused.

**Remarks**

The scope of privilege allowed to the connected user by a given table privilege is datasource dependent.

For example, the privilege UPDATE might allow the connected user to update all columns in a table on one datasource, but only those columns for which the grantor (the user that granted the connected user) has the UPDATE privilege on another datasource.

Looking up a user's privileges to a table can be time consuming depending on the datasource and ODBC driver. This time can be minimized by passing a *schema* as a parameter. With some datasources/drivers, the difference can be several seconds of time difference.

### **wxDb::TranslateSqlState**

---

**int TranslateSqlState(const wxString &SQLState)**

Converts an ODBC sqlstate to an internal error code.

#### **Parameters**

*SQLState*

State to be converted.

#### **Return value**

Returns the internal class DB\_ERR code. See *wxDb::DB\_STATUS* (p. 272) definition.

### **wxDb::WriteSqlLog**

---

**bool WriteSqlLog(const wxString &logMsg)**

#### **Parameters**

*logMsg*

Free form string to be written to the log file.

#### **Remarks**

Very useful debugging tool that may be turned on/off during run time (see (see *wxDb::SetSqlLogging* (p. 297) for details on turning logging on/off). The passed in string *logMsg* will be written to a log file if SQL logging is turned on.

#### **Return value**

If SQL logging is off when a call to *WriteSqlLog()* is made, or there is a failure to write the log message to the log file, the function returns false without performing the requested log, otherwise true is returned.

#### **See also**

*wxDb::SetSqlLogging* (p. 297)

### **wxDbColDataPtr**

Pointer to dynamic column definitions for use with a `wxDbTable` instance. Currently there are no member functions for this class.

See the *database classes overview* (p. 1715) for an introduction to using the ODBC classes.

```
void    *PtrDataObj;
int     SzDataObj;
SWORD   SqlCtype;
```

## wxDbColDef

This class is used to hold information about the columns bound to an instance of a `wxDbTable` object.

Each instance of this class describes one column in the `wxDbTable` object. When calling the *wxDb constructor* (p. 279), a parameter passed in indicates the number of columns that will be defined for the `wxDbTable` object. The constructor uses this information to allocate adequate memory for all of the column descriptions in your `wxDbTable` object. Private member `wxDbTable::colDefs` is a pointer to this chunk of memory maintained by the `wxDbTable` class (and can be retrieved using the *wxDbTable::GetColDefs* (p. 325) function). To access the *n*th column definition of your `wxDbTable` object, just reference `wxDbColDefs` element [*n* - 1].

Typically, *wxDbTable::SetColDefs* (p. 339) is used to populate an array of these data structures for the `wxDbTable` instance.

Currently there are no accessor functions for this class, so all members are public.

```
wxChar  ColName[DB_MAX_COLUMN_NAME_LEN+1]; // Column Name
int     DbDataType;      - Logical Data Type;
                          e.g. DB_DATA_TYPE_INTEGER
SWORD   SqlCtype;       - C data type; e.g. SQL_C_LONG
void    *PtrDataObj;    - Address of the data object
int     SzDataObj;      - Size, in bytes, of the data object
bool    KeyField;       - Is column part of the PRIMARY KEY for the
                          table? -- Date fields should NOT be
                          KeyFields
bool    Updateable;     - Column is updateable?
bool    InsertAllowed;  - Column included in INSERT statements?
bool    DerivedCol;     - Column is a derived value?
SDWORD  CbValue;        - !!!Internal use only!!!
bool    Null;           - NOT FULLY IMPLEMENTED
                          Allows NULL values in Inserts and Updates
```

### See also

*database classes overview* (p. 1715), *wxDbTable::GetColDefs* (p. 325), *wxDb constructor* (p. 279)

---

**wxDBColDef::Initialize**

---

Simply initializes all member variables to a cleared state. Called by the constructor automatically.

**wxDBColFor**

Beginning support for handling international formatting specifically on dates and floats.

```

wxString      s_Field;           // Formated String for Output
wxString      s_Format[7];      // Formated Objects - TIMESTAMP has
                                // the biggest (7)
wxString      s_Amount[7];      // Formated Objects - amount of
                                // things that can be formatted
int           i_Amount[7];      // Formated Objects -
                                //      TT MM YYYY HH MM SS m
int           i_Nation;         // 0 = timestamp
                                // 1 = EU
                                // 2 = UK
                                // 3 = International
                                // 4 = US
int           i_dbDataType;     // conversion of the 'sqlDataType'
                                // to the generic data type used by
                                // these classes
SWORD         i_sqlDataType;

```

The constructor for this class initializes all the values to zero or NULL.

The destructor does nothing at this time.

Only one function is provided with this class currently.

See the *database classes overview* (p. 1715) for an introduction to using the ODBC classes.

---

**wxDBColFor::Format**

---

```
int Format(int Nation, int dbDataType, SWORD sqlDataType, short columnSize, short decimalDigits)
```

Work in progress, and should be inter-related with wxLocale eventually.

---

**wxDBColFor::Initialize**

---

Simply initializes all member variables to a cleared state. Called by the constructor automatically.

## wxDbCollnf

Used with the `wxDb::GetColumns` (p. 286) functions for obtaining all retrievable information about a column's definition.

```

wxChar      catalog[128+1];
wxChar      schema[128+1];
wxChar      tableName[DB_MAX_TABLE_NAME_LEN+1];
wxChar      colName[DB_MAX_COLUMN_NAME_LEN+1];
SWORD      sqlDataType;
wxChar      typeName[128+1];
SWORD      columnSize;
SWORD      bufferLength;
short      decimalDigits;
short      numPrecRadix;
short      nullable;
wxChar      remarks[254+1];
int         dbDataType; // conversion of the 'sqlDataType'
                        // to the generic data type used by
                        // these classes

int         PkCol;      // Primary key column
                        0 = No
                        1 = First Key
                        2 = Second Key, etc...

wxChar      PkTableName[DB_MAX_TABLE_NAME_LEN+1];
                        // Tables that use this PKey as a FKey

int         FkCol;      // Foreign key column
                        0 = No
                        1 = First Key
                        2 = Second Key, etc...

wxChar      FkTableName[DB_MAX_TABLE_NAME_LEN+1];
                        // Foreign key table name

wxDbColFor *pColFor;   // How should this column be formatted

```

The constructor for this class initializes all the values to zero, "", or NULL.

The destructor for this class takes care of deleting the `pColFor` member if it is non-NULL.

See the *database classes overview* (p. 1715) for an introduction to using the ODBC classes.

---

### wxDbCollnf::Initialize

Simply initializes all member variables to a cleared state. Called by the constructor automatically.

## wxDbConnectInf

This class is used for holding the data necessary for connecting to the ODBC datasource. That information includes: SQL environment handle, datasource name,

user ID, password and default directory path (used with dBase). Other optional fields held in this class are and file type, both for future functions planned to be added for creating/manipulating datasource definitions.

---

## wxDbConnectInf::wxDbConnectInf

---

### wxDbConnectInf()

Default constructor.

**wxDbConnectInf(HENV *henv*, const wxString &*dsn*,const wxString &*userID*="", const wxString &*password*,const wxString &*defaultDir*="", const wxString &*description*="",const wxString &*fileType*="")**

Constructor which allows initial settings of all the classes member variables.

See the special note below on the *henv* parameter for forcing this constructor to create a SQL environment handle automatically, rather than needing to pass one in to the function.

### Parameters

#### *henv*

Environment handle used for this connection. See *wxDCConnectInf::AllocHenv* (p. 306) for how to create an SQL environment handle. NOTE: Passing in a NULL for this parameter will inform the constructor that it should create its own SQL environment handle. If NULL is passed for this parameter, the constructor will call *wxDCConnectInf::AllocHenv* (p. 306) internally. A flag is set internally also to indicate that the HENV was created by the constructor so that when the default class destructor is called, the destructor will call *wxDCConnectInf::FreeHenv* (p. 306) to free the environment handle automatically.

#### *dsn*

Name of the datasource to be used in creating wxDb instances for creating connection(s) to a datasource.

#### *userID*

OPTIONAL Many datasources allow (or even require) use of a username to determine privileges that connecting user is allowed to have when accessing the datasource or the data tables. Default is "".

#### *password*

OPTIONAL Password to be associated with the user ID specified in 'userID'. Default is "".

#### *defaultDir*

OPTIONAL Used for datasources which require the path to where the data file is stored to be specified. dBase is one example of the type of datasource which requires this information. Default is "".

#### *description*

OPTIONAL **FUTURE USE** Default is "".

#### *fileType*

OPTIONAL **FUTURE USE** Default is "".

## Remarks

It is strongly recommended that programs use the longer form of the constructor and allow the constructor to create the SQL environment handle automatically, and manage the destruction of the handle.

## Example

```
wxDbConnectInf *DbConnectInf;  
  
    DbConnectInf = new wxDbConnectInf(0, "MY_DSN", "MY_USER",  
    "MY_PASSWORD");  
  
    ....the rest of the program  
  
    delete DbConnectInf;
```

## See also

*wxDConnectInf::AllocHenv* (p. 306), *wxDConnectInf::FreeHenv* (p. 306)

---

## wxDbConnectInf::~~wxDbConnectInf

### ~wxDbConnectInf()

Handles the default destruction of the instance of the class. If the long form of the *wxDConnectInf* (p. 304) was used, then this destructor also takes care of calling *wxDConnectInf::FreeHenv* (p. 306) to free the SQL environment handle.

---

## wxDbConnectInf::AllocHenv

### bool AllocHenv()

Allocates a SQL environment handle that will be used to interface with an ODBC datasource.

## Remarks

This function can be automatically called by the long form of the *wxDbConnectInf* (p. 304) constructor.

---

## wxDbConnectInf::FreeHenv

### void FreeHenv()

Frees the SQL environment handle being managed by the instance of this class.

## Remarks

If the SQL environment handle was created using the long form of the *wxDbConnectInf* (p. 304) constructor, then the flag indicating that the HENV should be destroyed when the classes destructor is called is reset to be false, so that any future handles created using the *wxDbConnectInf::AllocHenv* (p. 306) function must be manually released with a call to this function.

---

**wxDbConnectInf::Initialize**

---

Simply initializes all member variables to a cleared state. Called by the constructor automatically.

---

**wxDbConnectInf::GetAuthStr**

---

**const wxChar \* GetAuthStr()**

Accessor function to return the password assigned for this class instance that will be used with the user ID.

Synonymous with *wxDbConnectInf::GetPassword* (p. 308)

---

**wxDbConnectInf::GetDefaultDir**

---

**const wxChar \* GetDefaultDir()**

Accessor function to return the default directory in which the datasource's data table is stored. This directory is only used for file based datasources like dBase. MS-Access does not require this to be set, as the path is set in the ODBC Administrator for MS-Access.

---

**wxDbConnectInf::GetDescription**

---

**const wxChar \* GetDescription()**

Accessor function to return the description assigned for this class instance.

NOTE: Description is a FUTURE USE item and is unused currently.

---

**wxDbConnectInf::GetDsn**

---

**const wxChar \* GetDsn()**

Accessor function to return the datasource name assigned for this class instance.

**wxDConnectInf::GetFileType**

---

**const wxChar \* GetFileType()**

Accessor function to return the filetype of the ODBC datasource assigned for this class instance.

NOTE: FileType is a FUTURE USE item and is unused currently.

**wxDConnectInf::GetHenv**

---

**const HENV GetHenv()**

Accessor function to return the SQL environment handle being managed by this class instance.

**wxDConnectInf::GetPassword**

---

**const wxChar \* GetPassword()**

Accessor function to return the password assigned for this class instance that will be used with the user ID.

Synonymous with *wxDConnectInf::GetAuthStr* (p. 307)

**wxDConnectInf::GetUid**

---

**const wxChar \* GetUid()**

Accessor function to return the user ID assigned for this class instance.

**wxDConnectInf::GetUserID**

---

**const wxChar \* GetUserID()**

Accessor function to return the user ID assigned for this class instance.

**wxDConnectInf::SetAuthStr**

---

**SetAuthStr(const wxString &authstr)**

Accessor function to assign the password for this class instance that will be used with the user ID.

Synonymous with `wxDbConnectInf::SetPassword` (p. 309)

---

### **wxDbConnectInf::SetDefaultDir**

---

**SetDefaultDir**(const wxString &defDir)

Accessor function to assign the default directory in which the datasource's data table is stored. This directory is only used for file based datasources like dBase. MS-Access does not require this to be set, as the path is set in the ODBC Administrator for MS-Access.

---

### **wxDbConnectInf::SetDescription**

---

**SetDescription**(const wxString &desc)

Accessor function to assign the description assigned for this class instance.

NOTE: Description is a FUTURE USE item and is unused currently.

---

### **wxDbConnectInf::SetDsn**

---

**SetDsn**(const wxString &dsn)

Accessor function to assign the datasource name for this class instance.

---

### **wxDbConnectInf::SetFileType**

---

**SetFileType**(const wxString &)

Accessor function to return the filetype of the ODBC datasource assigned for this class instance.

NOTE: FileType is a FUTURE USE item and is unused currently.

---

### **wxDbConnectInf::SetHenv**

---

**void SetHenv**(const HENV *henv*)

Accessor function to set the SQL environment handle for this class instance.

---

### **wxDbConnectInf::SetPassword**

---

**SetPassword**(const wxString &password)

Accessor function to assign the password for this class instance that will be used with the user ID.

Synonymous with *wxDbConnectInf::SetAuthStr* (p. 308)

---

### **wxDbConnectInf::SetUid**

---

**SetUid**(const wxString &uid)

Accessor function to set the user ID for this class instance.

---

### **wxDbConnectInf::SetUserID**

---

**SetUserID**(const wxString &userID)

Accessor function to assign the user ID for this class instance.

### **wxDblIdxDef**

Used in creation of non-primary indexes. Currently there are no member functions for this class.

```
wxChar  ColName[DB_MAX_COLUMN_NAME_LEN+1]
        // Name of column
bool    Ascending      // Is index maintained in
                        ASCENDING sequence?
```

There are no constructors/destructors as of this time, and no member functions.

See the *database classes overview* (p. 1715) for an introduction to using the ODBC classes.

### **wxDblInf**

Contains information regarding the database connection (datasource name, number of tables, etc). A pointer to a *wxDbTableInf* is included in this class so a program can create a *wxDbTableInf* array instance to maintain all information about all tables in the datasource to have all the datasource's information in one memory structure.

Primarily, this class is used internally by the wxWindows ODBC classes.

```

wxChar      catalog[128+1];
wxChar      schema[128+1]; // typically means owner of table(s)
int         numTables;     // How many tables does this
                        // datasource have
wxDbTableInf *pTableInf;  // Equals a new
                        // wxDbTableInf[numTables];

```

The constructor for this class initializes all the values to zero, "", or NULL.

The destructor for this class takes care of deleting the pTableInf member if it is non-NULL.

See the *database classes overview* (p. 1715) for an introduction to using the ODBC classes.

---

### wxDbInf::Initialize

Simply initializes all member variables to a cleared state. Called by the constructor automatically.

## wxDbTable

A wxDbTable instance provides re-usable access to rows of data in a table contained within the associated ODBC datasource

See the *database classes overview* (p. 1715) for an introduction to using the ODBC classes.

### Include files

```

<wx/dbtable.h>
<wx/db.h>

```

### Helper classes and data structures

The following classes and structs are defined in dbtable.cpp/.h for use with the wxDbTable class.

- *wxDbColDef* (p. 302)
- *wxDbColDataPtr* (p. 301)
- *wxDbIdxDef* (p. 310)

### Constants

```

wxDB_DEFAULT_CURSOR  Primary cursor normally used for cursor based
                    operations.

wxDB_QUERY_ONLY      Used to indicate whether a table that is opened

```

is for query only, or if insert/update/deletes will be performed on the table. Less overhead (cursors and memory) are allocated for query only tables, plus read access times are faster with some datasources.

wxDB_ROWID_LEN	[Oracle only] - Used when CanUpdateByRowID() is true. Optimizes updates so they are faster by updating on the Oracle-specific ROWID column rather than some other index.
wxDB_DISABLE_VIEW	Use to indicate when a database view should not be if a table is normally set up to use a view. [Currently unsupported.]

## wxDBTable::wxDBTable

---

**wxDBTable(wxDB \*pwxDb, const wxString &tblName, const UWORD numColumns, const wxString &qryTblName = "", bool qryOnly = !wxDB\_QUERY\_ONLY, const wxString &tblPath = "")**

Default constructor.

### Parameters

*pwxDb*

Pointer to the wxDb instance to be used by this wxDbTable instance.

*tblName*

The name of the table in the RDBMS.

*numColumns*

The number of columns in the table. (Do NOT include the ROWID column in the count if using Oracle).

*qryTblName*

*OPTIONAL.* The name of the table or view to base your queries on. This argument allows you to specify a table/view other than the base table for this object to base your queries on. This allows you to query on a view for example, but all of the INSERT, UPDATE and DELETES will still be performed on the base table for this wxDbTable object. Basing your queries on a view can provide a substantial performance increase in cases where your queries involve many tables with multiple joins. Default is "".

*qryOnly*

*OPTIONAL.* Indicates whether the table will be accessible for query purposes only, or should the table create the necessary cursors to be able to insert, update, and delete data from the table. Default is !wxDB\_QUERY\_ONLY.

*tblPath*

*OPTIONAL.* Some datasources (such as dBase) require a path to where the table is stored on the system. Default is "".

---

**wxDbTable::wxDbTable**

---

**virtual ~wxDbTable()**

Virtual default destructor.

---

**wxDbTable::BuildDeleteStmt**

---

**void BuildDeleteStmt(wxString &pSqlStmt,int typeOfDel, const wxString &pWhereClause=""**

Constructs the full SQL statement that can be used to delete all rows matching the criteria in the pWhereClause.

**Parameters***pSqlStmt*

Pointer to buffer for the SQL statement retrieved. To be sure you have adequate space allocated for the SQL statement, allocate DB\_MAX\_STATEMENT\_LEN bytes.

*typeOfDel*

The type of delete statement being performed. Can be one of three values: DB\_DEL\_KEYFIELDS, DB\_DEL\_WHERE or DB\_DEL\_MATCHING

*pWhereClause*

OPTIONAL. If the typeOfDel is DB\_DEL\_WHERE, then you must also pass in a SQL WHERE clause in this argument. Default is "".

**Remarks**

This member function constructs a SQL DELETE statement. This can be used for debugging purposes if you are having problems executing your SQL statement.

WHERE and FROM clauses specified using *wxDbTable::SetWhereClause* (p. 344) and *wxDbTable::SetFromClause* (p. 341) are ignored by this function.

---

**wxDbTable::BuildSelectStmt**

---

**void BuildSelectStmt(wxString &pSqlStmt,int typeOfSelect, bool distinct)**Constructs the full SQL statement that can be used to select all rows matching the criteria in the pWhereClause. This function is called internally in the wxDbTable class whenever the function *wxDbTable::Query* (p. 333) is called.NOTE: Only the columns specified in *wxDbTable::SetColDefs* (p. 339) statements are included in the list of columns returned by the SQL statement created by a call to this function.**Parameters**

*pSqlStmt*

Pointer to storage for the SQL statement retrieved. To be sure you have adequate space allocated for the SQL statement, allocate `DB_MAX_STATEMENT_LEN` bytes.

*typeOfSelect*

The type of select statement being performed. Can be one of four values: `DB_SELECT_KEYFIELDS`, `DB_SELECT_WHERE`, `DB_SELECT_MATCHING` or `DB_SELECT_STATEMENT`.

*distinct*

Whether to select distinct records only.

**Remarks**

This member function constructs a SQL SELECT statement. This can be used for debugging purposes if you are having problems executing your SQL statement.

WHERE and FROM clauses specified using `wxDbTable::SetWhereClause` (p. 344) and `wxDbTable::SetFromClause` (p. 341) are ignored by this function.

**wxDbTable::BuildUpdateStmt**

```
void BuildUpdateStmt(wxString &pSqlStmt, int typeOfUpd, const wxString  
&pWhereClause="")
```

Constructs the full SQL statement that can be used to update all rows matching the criteria in the `pWhereClause`.

If `typeOfUpd` is `DB_UPD_KEYFIELDS`, then the current values in the bound columns are used to determine which row(s) in the table are to be updated. The exception to this is when a datasource supports ROW IDs (Oracle). The ROW ID column is used for efficiency purposes when available.

NOTE: Only the columns specified in `wxDbTable::SetColDefs` (p. 339) statements are included in the list of columns updated by the SQL statement created by a call to this function. Any column definitions that were defined as being non-updateable will be excluded from the SQL UPDATE statement created by this function.

**Parameters***pSqlStmt*

Pointer to storage for the SQL statement retrieved. To be sure you have adequate space allocated for the SQL statement, allocate `DB_MAX_STATEMENT_LEN` bytes.

*typeOfUpd*

The type of update statement being performed. Can be one of two values: `DB_UPD_KEYFIELDS` or `DB_UPD_WHERE`.

*pWhereClause*

*OPTIONAL*. If the `typeOfUpd` is `DB_UPD_WHERE`, then you must also pass in a SQL WHERE clause in this argument. Default is "".

## Remarks

This member function allows you to see what the SQL UPDATE statement looks like that the ODBC class library builds. This can be used for debugging purposes if you are having problems executing your SQL statement.

WHERE and FROM clauses specified using *wxDbTable::SetWhereClause* (p. 344) and *wxDbTable::SetFromClause* (p. 341) are ignored by this function.

## wxDbTable::BuildWhereStmt

---

**void BuildSelectStmt(wxString &pWhereClause, int typeOfWhere, const wxString &qualTableName="", bool useLikeComparison=false)**

Constructs the portion of a SQL statement which would follow the word 'WHERE' in a SQL statement to be passed to the datasource. The returned string does NOT include the word 'WHERE'.

## Parameters

*pWhereClause*

Pointer to storage for the SQL statement retrieved. To be sure you have adequate space allocated for the SQL statement, allocate DB\_MAX\_STATEMENT\_LEN bytes.

*typeOfWhere*

The type of where clause to generate. Can be one of two values: DB\_WHERE\_KEYFIELDS or DB\_WHERE\_MATCHING.

*qualTableName*

*OPTIONAL*. Prepend to all base table column names. For use when a FROM clause has been specified with the *wxDbTable::SetFromClause* (p. 341), to clarify which table a column name reference belongs to. Default is "".

*useLikeComparison*

*OPTIONAL*. Should the constructed WHERE clause utilize the LIKE comparison operator. If false, then the '=' operator is used. Default is false.

## Remarks

This member function allows you to see what the SQL WHERE clause looks like that the ODBC class library builds. This can be used for debugging purposes if you are having problems executing your own SQL statements.

If using 'typeOfWhere' set to DB\_WHERE\_MATCHING, any bound columns currently containing a NULL value are not included in the WHERE clause's list of columns to use in the comparison.

## wxDbTable::CanSelectForUpdate

---

**bool CanSelectForUpdate()**

Use this function to determine if the datasource supports SELECT ... FOR UPDATE. When the keywords "FOR UPDATE" are included as part of your SQL SELECT statement, all records *retrieved* (not just queried, but actually retrieved using `wxDbTable::GetNext` (p. 328), etc) from the result set are locked.

**Remarks**

Not all datasources support the "FOR UPDATE" clause, so you must use this member function to determine if the datasource currently connected to supports this behavior or not before trying to select using "FOR UPDATE".

If the `wxDbTable` instance was created with the parameter `wxDB_QUERY_ONLY`, then this function will return false. For all known databases which do not support the FOR UPDATE clause, this function will return false also.

---

**wxDbTable::CanUpdateByROWID**

---

**bool CanUpdateByROWID()**

CURRENTLY ONLY POSSIBLE IF USING ORACLE.

--- CURRENTLY DISABLED FOR \*ALL\* DATASOURCES --- NOV 1 2000 - gt

Every Oracle table has a hidden column named ROWID. This is a pointer to the physical location of the record in the datasource and allows for very fast updates and deletes. The key is to retrieve this ROWID during your query so it is available during an update or delete operation.

Use of the ROWID feature is always handled by the class library except in the case of `wxDbTable::QueryBySqlStmt` (p. 335). Since you are passing in the SQL SELECT statement, it is up to you to include the ROWID column in your query. If you do not, the application will still work, but may not be as optimized. The ROWID is always the last column in the column list in your SQL SELECT statement. The ROWID is not a column in the normal sense and should not be considered part of the column definitions for the `wxDbTable` object.

**Remarks**

The decision to include the ROWID in your SQL SELECT statement must be deferred until runtime since it depends on whether you are connected to an Oracle datasource or not.

**Example**

```
// Incomplete code sample
wxDbTable parts;
.....
if (parts.CanUpdByROWID())
{
```

```

        // Note that the ROWID column must always be the last column
selected
    sqlStmt = "SELECT PART_NO, PART_DESC, ROWID" FROM PARTS";
    }
else
    sqlStmt = "SELECT PART_NO, PART_DESC FROM PARTS";

```

---

### wxDbTable::ClearMemberVar

---

**void ClearMemberVar(UWORD colNo, bool setToNull=false)**

Same as *wxDbTable::ClearMemberVars* (p. 317) except that this function clears only the specified column of its values, and optionally sets the column to be a NULL column.

*colNo*

Column number that is to be cleared. This number (between 0 and (noCols-1)) is the index of the column definition created using the *wxDbTable::SetColDefs* (p. 339) function.

*setToNull*

*OPTIONAL*. Indicates whether the column should be flagged as being a NULL value stored in the bound memory variable. If true, then any value stored in the bound member variable is cleared. Default is false.

---

### wxDbTable::ClearMemberVars

---

**void ClearMemberVars(bool setToNull=false)**

Initializes all bound columns of the *wxDbTable* instance to zero. In the case of a string, zero is copied to the first byte of the string.

*setToNull*

*OPTIONAL*. Indicates whether all columns should be flagged as having a NULL value stored in the bound memory variable. If true, then any value stored in the bound member variable is cleared. Default is false.

### Remarks

This is useful before calling functions such as *wxDbTable::QueryMatching* (p. 337) or *wxDbTable::DeleteMatching* (p. 322) since these functions build their WHERE clauses from non-zero columns. To call either *wxDbTable::QueryMatching* (p. 337) or *wxDbTable::DeleteMatching* (p. 322) use this sequence:

- 1) `ClearMemberVars()`
- 2) Assign columns values you wish to match on
- 3) Call `wxDbTable::QueryMatching()` or `wxDbTable::DeleteMatching()`

---

### wxDbTable::CloseCursor

---

**bool CloseCursor(HSTMT cursor)**

Closes the specified cursor associated with the wxDbTable object.

### Parameters

*cursor*  
The cursor to be closed.

### Remarks

Typically handled internally by the ODBC class library, but may be used by the programmer if desired.

DO NOT CLOSE THE wxDB\_DEFAULT\_CURSOR!

---

## wxDbTable::Count

---

**ULONG Count(const wxString &args= "")**

Returns the number of records which would be in the result set using the current query parameters specified in the WHERE and FROM clauses.

### Parameters

*args*  
*OPTIONAL.* This argument allows the use of the DISTINCT keyword against a column name to cause the returned count to only indicate the number of rows in the result set that have a unique value in the specified column. An example is shown below. Default is "", meaning a count of the total number of rows matching is returned, regardless of uniqueness.

### Remarks

This function can be called before or after an actual query to obtain the count of records in the result set. Count() uses its own cursor, so result set cursor positioning is not affected by calls to Count().

WHERE and FROM clauses specified using *wxDbTable::SetWhereClause* (p. 344) and *wxDbTable::SetFromClause* (p. 341) ARE used by this function.

### Example

```

USERS TABLE

FIRST_NAME      LAST_NAME
-----
John            Doe
Richard         Smith
Michael         Jones
John            Carpenter

```

```

// Incomplete code sample
wxDbTable users;
.....
users.SetWhereClause("");

// This Count() will return 4, as there are four users listed above
// that match the query parameters
totalNumberOfUsers = users.Count();

// This Count() will return 3, as there are only 3 unique first
names
// in the table above - John, Richard, Michael.
totalNumberOfUniqueFirstNames = users.Count("DISTINCT FIRST_NAME");

```

---

## **wxDbTable::CreateIndex**

---

**bool CreateIndex(const wxString &idxName, bool unique, UWORD noldxCols, wxDbIdxDef \*pIdxDefs, bool attemptDrop=true)**

This member function allows you to create secondary (non primary) indexes on your tables. You first create your table, normally specifying a primary index, and then create any secondary indexes on the table. Indexes in relational model are not required. You do not need indexes to look up records in a table or to join two tables together. In the relational model, indexes, if available, provide a quicker means to look up data in a table. To enjoy the performance benefits of indexes, the indexes must be defined on the appropriate columns and your SQL code must be written in such a way as to take advantage of those indexes.

### **Parameters**

*idxName*

Name of the Index. Name must be unique within the table space of the datasource.

*unique*

Indicates if this index is unique.

*noldxCols*

Number of columns in the index.

*pIdxDefs*

A pointer to an array wxDbIdxDef structures.

*attemptDrop*

*OPTIONAL*. Indicates if the function should try to execute a *wxDbTable::DropIndex* (p. 324) on the index name provided before trying to create the index name. Default is true.

### **Remarks**

The first parameter, index name, must be unique and should be given a meaningful name. Common practice is to include the table name as a prefix in the index name (e.g. For table PARTS, you might want to call your index PARTS\_IDX1). This will allow you to easily view all of the indexes defined for a given table grouped together alphabetically.

The second parameter indicates if the index is unique or not. Uniqueness is enforced at

the RDBMS level preventing rows which would have duplicate indexes from being inserted into the table when violating a unique index's uniqueness.

In the third parameter, specify how many columns are in your index. This number must match the number of columns defined in the 'pldxDefs' parameter.

The fourth parameter specifies which columns make up the index using the wxDbIdxDef structure. For each column in the index, you must specify two things, the column name and the sort order (ascending / descending). See the example below to see how to build and pass in the wxDbIdxDef structure.

The fifth parameter is provided to handle the differences in datasources as to whether they will automatically overwrite existing indexes with the same name or not. Some datasources require that the existing index must be dropped first, so this is the default behavior.

Some datasources (MySQL, and possibly others) require columns which are to be part of an index to be defined as NOT NULL. When this function is called, if a column is not defined to be NOT NULL, a call to this function will modify the column definition to change any columns included in the index to be NOT NULL. In this situation, if a NULL value already exists in one of the columns that is being modified, creation of the index will fail.

PostGres is unable to handle index definitions which specify whether the index is ascending or descending, and defaults to the system default when the index is created.

It is not necessary to call *wxDdb::CommitTrans* (p. 281) after executing this function.

### Example

```
// Create a secondary index on the PARTS table
wxDbIdxDef idxDef[2]; // 2 columns make up the index

wxStrcpy(idxDef[0].ColName, "PART_DESC"); // Column 1
idxDef[0].Ascending = true;

wxStrcpy(idxDef[1].ColName, "SERIAL_NO"); // Column 2
idxDef[1].Ascending = false;

// Create a name for the index based on the table's name
wxString indexName;
indexName.Printf("%s_IDX1", parts->GetTableName());
parts->CreateIndex(indexName, true, 2, idxDef);
```

---

## wxDdbTable::CreateTable

**bool CreateTable**(bool *attemptDrop=true*)

Creates a table based on the definitions previously defined for this wxDbTable instance.

### Parameters

*attemptDrop*

*OPTIONAL*. Indicates whether the driver should attempt to drop the table before trying to create it. Some datasources will not allow creation of a table if the table already exists in the table space being used. Default is true.

**Remarks**

This function creates the table and primary index (if any) in the table space associated with the connected datasource. The owner of these objects will be the user id that was given when *wxDdb::Open* (p. 295) was called. The objects will be created in the default schema/table space for that user.

In your derived *wxDdbTable* object constructor, the columns and primary index of the table are described through the *wxDdbColDef* (p. 302) structure. *wxDdbTable::CreateTable* (p. 320) uses this information to create the table and to add the primary index. See *wxDdbTable* (p. 311) ctor and *wxDdbColDef* description for additional information on describing the columns of the table.

It is not necessary to call *wxDdb::CommitTrans* (p. 281) after executing this function.

---

**wxDdbTable::DB\_STATUS**

---

**bool DB\_STATUS()**

Accessor function that returns the *wxDdb* private member variable *DB\_STATUS* for the database connection used by this instance of *wxDdbTable*.

---

**wxDdbTable::Delete**

---

**bool Delete()**

Deletes the row from the table indicated by the current cursor.

**Remarks**

Use *wxDdbTable::GetFirst* (p. 326), *wxDdbTable::GetLast* (p. 327), *wxDdbTable::GetNext* (p. 328) or *wxDdbTable::GetPrev* (p. 328) to position the cursor to a valid record. Once positioned on a record, call this function to delete the row from the table.

A *wxDdb::CommitTrans* (p. 281) or *wxDdb::RollbackTrans* (p. 296) must be called after use of this function to commit or rollback the deletion.

NOTE: Most datasources have a limited size "rollback" segment. This means that it is only possible to insert/update/delete a finite number of rows without performing a *wxDdb::CommitTrans* (p. 281) or *wxDdb::RollbackTrans* (p. 296). Size of the rollback segment varies from database to database, and is user configurable in most databases. Therefore it is usually best to try to perform a commit or rollback at relatively small intervals when processing a larger number of actions that insert/update/delete rows in a

table.

---

## **wxDbTable::DeleteCursor**

---

**bool DeleteCursor**(HSTMT \**hstmtDel*)

Allows a program to delete a cursor.

### **Parameters**

*hstmtDel*

Handle of the cursor to delete.

### **Remarks**

For default cursors associated with the instance of wxDbTable, it is not necessary to specifically delete the cursors. This is automatically done in the wxDbTable destructor.

NOTE: If the cursor could not be deleted for some reason, an error is logged indicating the reason. Even if the cursor could not be deleted, the HSTMT that is passed in is deleted, and the pointer is set to NULL.

DO NOT DELETE THE wxDB_DEFAULT_CURSOR!
--

---

## **wxDbTable::DeleteMatching**

---

**bool DeleteMatching**()

This member function allows you to delete records from your wxDbTable object by specifying the data in the columns to match on.

### **Remarks**

To delete all users with a first name of "JOHN", do the following:

1. Clear all "columns" using wxDbTable::ClearMemberVars().
2. Set the FIRST\_NAME column equal to "JOHN".
3. Call wxDbTable::DeleteMatching().

The WHERE clause is built by the ODBC class library based on all non-NULL columns. This allows deletion of records by matching on any column(s) in your wxDbTable instance, without having to write the SQL WHERE clause.

A *wxDb::CommitTrans* (p. 281) or *wxDb::RollbackTrans* (p. 296) must be called after use of this function to commit or rollback the deletion.

NOTE: Row(s) should be locked before deleting them to make sure they are not already in use. This can be achieved by calling *wxDbTable::QueryMatching* (p. 337), and then

retrieving the records, locking each as you go (assuming FOR UPDATE is allowed on the datasource). After the row(s) have been successfully locked, call this function.

NOTE: Most datasources have a limited "rollback" segment. This means that it is only possible to insert/update/delete a finite number of rows without performing a *wxDb::CommitTrans* (p. 281) or *wxDb::RollbackTrans* (p. 296). Size of the rollback segment varies from database to database, and is user configurable in most databases. Therefore it is usually best to try to perform a commit or rollback at relatively small intervals when processing a larger number of actions that insert/update/delete rows in a table.

### Example

```
// Incomplete code sample to delete all users with a first name
// of "JOHN"
users.ClearMemberVars();
wxStrcpy(users.FirstName, "JOHN");
users.DeleteMatching();
```

---

## wxDbTable::DeleteWhere

---

**bool DeleteWhere(const wxString &pWhereClause)**

Deletes all rows from the table which match the criteria specified in the WHERE clause that is passed in.

### Parameters

*pWhereClause*

SQL WHERE clause. This WHERE clause determines which records will be deleted from the table interfaced through the wxDbTable instance. The WHERE clause passed in must be compliant with the SQL 92 grammar. Do not include the keyword 'WHERE'

### Remarks

This is the most powerful form of the wxDbTable delete functions. This function gives access to the full power of SQL. This function can be used to delete records by passing a valid SQL WHERE clause. Sophisticated deletions can be performed based on multiple criteria using the full functionality of the SQL language.

A *wxDb::CommitTrans* (p. 281) must be called after use of this function to commit the deletions.

Note: This function is limited to deleting records from the table associated with this wxDbTable object only. Deletions on joined tables is not possible.

NOTE: Most datasources have a limited size "rollback" segment. This means that it is only possible to insert/update/delete a finite number of rows without performing a *wxDb::CommitTrans* (p. 281) or *wxDb::RollbackTrans* (p. 296). Size of the rollback segment varies from database to database, and is user configurable in most databases.

Therefore it is usually best to try to perform a commit or rollback at relatively small intervals when processing a larger number of actions that insert/update/delete rows in a table.

WHERE and FROM clauses specified using *wxDbTable::SetWhereClause* (p. 344) and *wxDbTable::SetFromClause* (p. 341) are ignored by this function.

### Example

```
// Delete parts 1 thru 10 from containers 'X', 'Y' and 'Z' that
// are magenta in color
parts.DeleteWhere("(PART_NUMBER BETWEEN 1 AND 10) AND \
                  CONTAINER IN ('X', 'Y', 'Z') AND \
                  UPPER(COLOR) = 'MAGENTA'");
```

---

## wxDbTable::DropIndex

**bool DropIndex(const wxString &idxName)**

Allows an index on the associated table to be dropped (deleted) if the user login has sufficient privileges to do so.

### Parameters

*idxName*

Name of the index to be dropped.

### Remarks

If the index specified in the 'idxName' parameter does not exist, an error will be logged, and the function will return a result of false.

It is not necessary to call *wxDb::CommitTrans* (p. 281) after executing this function.

---

## wxDbTable::DropTable

**bool DropTable()**

Deletes the associated table if the user has sufficient privileges to do so.

### Remarks

This function returns true if the table does not exist, but only for supported databases (see *wxDb::Dbms* (p. 282)). If a datasource is not specifically supported, and this function is called, the function will return false.

Most datasources/ODBC drivers will delete any indexes associated with the table automatically, and others may not. Check the documentation for your database to determine the behavior.

It is not necessary to call *wxDdb::CommitTrans* (p. 281) after executing this function.

## **wxDdbTable::From**

---

**const wxString & From()**

**void From(const wxString &From)**

Accessor function for the private class member *wxDdbTable::from*. Can be used as a synonym for *wxDdbTable::GetFromClause* (p. 326) (the first form of this function) or *wxDdbTable::SetFromClause* (p. 341) (the second form of this function).

### **Parameters**

*From*

A comma separated list of table names that are to be outer joined with the base table's columns so that the joined table's columns may be returned in the result set or used as a portion of a comparison with the base table's columns. NOTE that the base table's name must NOT be included in the FROM clause, as it is automatically included by the *wxDdbTable* class in constructing query statements.

### **Return value**

The first form of this function returns the current value of the *wxDdbTable* member variable *from*.

The second form of the function has no return value, as it will always set the from clause successfully.

### **See also**

*wxDdbTable::GetFromClause* (p. 326), *wxDdbTable::SetFromClause* (p. 341)

## **wxDdbTable::GetColDefs**

---

**wxDdbColDef \* GetColDefs()**

Accessor function that returns a pointer to the array of column definitions that are bound to the columns that this *wxDdbTable* instance is associated with.

To determine the number of elements pointed to by the returned *wxDdbColDef* (p. 302) pointer, use the *wxDdbTable::GetNumberOfColumns* (p. 328) function.

### **Remarks**

These column definitions must not be manually redefined after they have been set.

## **wxDbTable::GetCursor**

---

### **HSTMT GetCursor()**

Returns the HSTMT value of the current cursor for this wxDbTable object.

### **Remarks**

This function is typically used just before changing to use a different cursor so that after the program is finished using the other cursor, the current cursor can be set back to being the cursor in use.

### **See also**

*wxDbTable::SetCursor* (p. 341), *wxDbTable::GetNewCursor* (p. 327)

## **wxDbTable::GetDb**

---

### **wxDb \* GetDb()**

Accessor function for the private member variable pDb which is a pointer to the datasource connection that this wxDbTable instance uses.

## **wxDbTable::GetFirst**

---

### **bool GetFirst()**

Retrieves the FIRST row in the record set as defined by the current query. Before retrieving records, a query must be performed using *wxDbTable::Query* (p. 333), *wxDbTable::QueryOnKeyFields* (p. 338), *wxDbTable::QueryMatching* (p. 337) or *wxDbTable::QueryBySqlStmt* (p. 335).

### **Remarks**

This function can only be used if the datasource connection used by the wxDbTable instance was created with `FwdOnlyCursors` set to false. If the connection does not allow backward scrolling cursors, this function will return false, and the data contained in the bound columns will be undefined.

### **See also**

*wxDb::IsFwdOnlyCursors* (p. 292)

## **wxDbTable::GetFromClause**

---

### **const wxString & GetFromClause()**

Accessor function that returns the current FROM setting assigned with the `wxDbTable::SetFromClause` (p. 341).

### See also

`wxDbTable::From` (p. 325)

---

## wxDbTable::GetLast

### bool GetLast()

Retrieves the LAST row in the record set as defined by the current query. Before retrieving records, a query must be performed using `wxDbTable::Query` (p. 333), `wxDbTable::QueryOnKeyFields` (p. 338), `wxDbTable::QueryMatching` (p. 337) or `wxDbTable::QueryBySqlStmt` (p. 335).

### Remarks

This function can only be used if the datasource connection used by the `wxDbTable` instance was created with `FwdOnlyCursors` set to false. If the connection does not allow backward scrolling cursors, this function will return false, and the data contained in the bound columns will be undefined.

### See also

`wxDb::IsFwdOnlyCursors` (p. 292)

---

## wxDbTable::GetNewCursor

### HSTMT \* GetNewCursor(**bool** setCursor=false,**bool** bindColumns=true)

This function will create a new cursor that can be used to access the table being referenced by this `wxDbTable` instance, or to execute direct SQL commands on without affecting the cursors that are already defined and possibly positioned.

### Parameters

#### *setCursor*

*OPTIONAL*. Should this new cursor be set to be the current cursor after successfully creating the new cursor. Default is false.

#### *bindColumns*

*OPTIONAL*. Should this new cursor be bound to all the memory variables that the default cursor is bound to. Default is true.

### Remarks

This new cursor must be closed using `wxDbTable::DeleteCursor` (p. 322) by the calling

program before the `wxDbTable` instance is deleted, or both memory and resource leaks will occur.

---

## **wxDbTable::GetNext**

### **bool GetNext()**

Retrieves the NEXT row in the record set after the current cursor position as defined by the current query. Before retrieving records, a query must be performed using `wxDbTable::Query` (p. 333), `wxDbTable::QueryOnKeyFields` (p. 338), `wxDbTable::QueryMatching` (p. 337) or `wxDbTable::QueryBySqlStmt` (p. 335).

### **Return value**

This function returns false when the current cursor has reached the end of the result set. When false is returned, data in the bound columns is undefined.

### **Remarks**

This function works with both forward and backward scrolling cursors.

**See also** `wxDbTable::++` (p. 346)

---

## **wxDbTable::GetNumberOfColumns**

### **UWORD GetNumberOfColumns()**

Accessor function that returns the number of columns that are statically bound for access by the `wxDbTable` instance.

---

## **wxDbTable::GetOrderByClause**

### **const wxString & GetOrderByClause()**

Accessor function that returns the current ORDER BY setting assigned with the `wxDbTable::SetOrderByClause` (p. 343).

### **See also**

`wxDbTable::OrderBy` (p. 333)

---

## **wxDbTable::GetPrev**

### **bool GetPrev()**

Retrieves the PREVIOUS row in the record set before the current cursor position as

defined by the current query. Before retrieving records, a query must be performed using `wxDbTable::Query` (p. 333), `wxDbTable::QueryOnKeyFields` (p. 338), `wxDbTable::QueryMatching` (p. 337) or `wxDbTable::QueryBySqlStmt` (p. 335).

### Return value

This function returns false when the current cursor has reached the beginning of the result set and there are now other rows prior to the cursors current position. When false is returned, data in the bound columns is undefined.

### Remarks

This function can only be used if the datasource connection used by the `wxDbTable` instance was created with `FwdOnlyCursors` set to false. If the connection does not allow backward scrolling cursors, this function will return false, and the data contained in the bound columns will be undefined.

### See also

`wxDb::IsFwdOnlyCursors` (p. 292), `wxDbTable::--` (p. 347)

---

## `wxDbTable::GetQueryTableName`

### `const wxString & GetQueryTableName()`

Accessor function that returns the name of the table/view that was indicated as being the table/view to query against when this `wxDbTable` instance was created.

### See also

`wxDbTable` constructor (p. 312)

---

## `wxDbTable::GetRowNum`

### `UWORD GetRowNum()`

Returns the ODBC row number for performing positioned updates and deletes.

### Remarks

This function is not being used within the ODBC class library and may be a candidate for removal if no use is found for it.

Row number with some datasources/ODBC drivers is the position in the result set, while in others it may be a physical position in the database. Check your database documentation to find out which behavior is supported.

### **wxDbTable::GetTableName**

---

**const wxString & GetTableName()**

Accessor function that returns the name of the table that was indicated as being the table that this wxDbTable instance was associated with.

### **wxDbTable::GetTablePath**

---

**const wxString & GetTablePath()**

Accessor function that returns the path to the data table that was indicated during creation of this wxDbTable instance.

#### **Remarks**

Currently only applicable to dBase and MS-Access datasources.

### **wxDbTable::GetWhereClause**

---

**const wxString & GetWhereClause()**

Accessor function that returns the current WHERE setting assigned with the *wxDbTable::SetWhereClause* (p. 344)

#### **See also**

*wxDbTable::Where* (p. 346)

### **wxDbTable::Insert**

---

**int Insert()**

Inserts a new record into the table being referenced by this wxDbTable instance. The values in the member variables of the wxDbTable instance are inserted into the columns of the new row in the database.

#### **Return value**

DB_SUCCESS	Record inserted successfully (value = 1)
DB_FAILURE	Insert failed (value = 0)
DB_ERR_INTEGRITY_CONSTRAINT_VIOL	The insert failed due to an integrity constraint violation (duplicate non-unique index entry) is attempted.

#### **Remarks**

A `wxDdb::CommitTrans` (p. 281) or `wxDdb::RollbackTrans` (p. 296) must be called after use of this function to commit or rollback the insertion.

### Example

```
// Incomplete code snippet
wxStrcpy(parts->PartName, "10");
wxStrcpy(parts->PartDesc, "Part #10");
parts->Qty = 1000;
RETCODE retcode = parts->Insert();
switch(retcode)
{
    case DB_SUCCESS:
        parts->GetDb()->CommitTrans();
        return(true);
    case DB_ERR_INTEGRITY_CONSTRAINT_VIOL:
        // Current data would result in a duplicate key
        // on one or more indexes that do not allow duplicates
        parts->GetDb()->RollbackTrans();
        return(false);
    default:
        // Insert failed for some unexpected reason
        parts->GetDb()->RollbackTrans();
        return(false);
}
```

---

### wxDdbTable::IsColNull

**bool IsColNull(UWORD colNo) const**

Used primarily in the ODBC class library to determine if a column value is set to "NULL". Works for all data types supported by the ODBC class library.

#### Parameters

*colNo*

The column number of the bound column as defined by the `wxDdbTable::SetColDefs` (p. 339) calls which defined the columns accessible to this `wxDdbTable` instance.

#### Remarks

NULL column support is currently not fully implemented as of wxWindows 2.4.

---

### wxDdbTable::IsCursorClosedOnCommit

**bool IsCursorClosedOnCommit()**

Accessor function to return information collected during the opening of the datasource connection that is used by this `wxDdbTable` instance. The result returned by this function indicates whether an implicit closing of the cursor is done after a commit on the

database connection.

### Return value

Returns true if the cursor associated with this wxDbTable object is closed after a commit or rollback operation. Returns false otherwise.

### Remarks

If more than one wxDbTable instance used the same database connection, all cursors which use the database connection are closed on the commit if this function indicates true.

---

## wxDbTable::IsQueryOnly

---

### bool IsQueryOnly()

Accessor function that returns a value indicating if this wxDbTable instance was created to allow only queries to be performed on the bound columns. If this function returns true, then no actions may be performed using this wxDbTable instance that would modify (insert/delete/update) the table's data.

---

## wxDbTable::Open

---

### bool Open(*bool checkPrivileges=false*, *bool checkTableExists=true*)

Every wxDbTable instance must be opened before it can be used. This function checks for the existence of the requested table, binds columns, creates required cursors, (insert/select and update if connection is not wxDB\_QUERY\_ONLY) and constructs the insert statement that is to be used for inserting data as a new row in the datasource.

### Parameters

#### *checkPrivileges*

Indicates whether the Open() function should check whether the current connected user has at least SELECT privileges to access the table to which they are trying to open. Default is false.

#### *checkTableExists*

Indicates whether the Open() function should check whether the table exists in the database or not before opening it. Default is true.

### Remarks

If the function returns a false value due to the table not existing, a log entry is recorded for the datasource connection indicating the problem that was detected when checking for table existence. Note that it is usually best for the calling routine to check for the existence of the table and for sufficient user privileges to access the table in the mode

(`wxDB_QUERY_ONLY` or `!wxDB_QUERY_ONLY`) before trying to open the table for the best possible explanation as to why a table cannot be opened.

Checking the user's privileges on a table can be quite time consuming during the open phase. With most applications, the programmer already knows that the user has sufficient privileges to access the table, so this check is normally not required.

For best performance, open the table, and then use the `wxDB::TablePrivileges` (p. 299) function to check the users privileges. Passing a schema to the `TablePrivileges()` function can significantly speed up the privileges checks.

### See also

`wxDB::TableExists` (p. 299), `wxDB::TablePrivileges` (p. 299)

---

## wxDBTable::OrderBy

---

**const wxString & OrderBy()**

**void OrderBy(const wxString &OrderBy)**

Accessor function for the private class member `wxDBTable::orderBy`. Can be used as a synonym for `wxDBTable::GetOrderByClause` (p. 328) (the first form of this function) or `wxDBTable::SetOrderByClause` (p. 343) (the second form of this function).

### Parameters

#### *OrderBy*

A comma separated list of column names that indicate the alphabetized/numeric sorting sequence that the result set is to be returned in. If a FROM clause has also been specified, each column name specified in the ORDER BY clause should be prefaced with the table name to which the column belongs using DOT notation (TABLE\_NAME.COLUMN\_NAME).

### Return value

The first form of this function returns the current value of the `wxDBTable` member variable `::orderBy`.

The second form of the function has no return value.

### See also

`wxDBTable::GetOrderByClause` (p. 328), `wxDBTable::SetFromClause` (p. 341)

---

## wxDBTable::Query

---

**virtual bool Query(bool forUpdate=false, bool distinct=false)**

## Parameters

### *forUpdate*

*OPTIONAL.* Gives you the option of locking records as they are retrieved. If the RDBMS is not capable of the FOR UPDATE clause, this argument is ignored. See *wxDbTable::CanSelectForUpdate* (p. 315) for additional information regarding this argument. Default is false.

### *distinct*

*OPTIONAL.* Allows selection of only distinct values from the query (SELECT DISTINCT ... FROM ...). The notion of DISTINCT applies to all columns returned in the result set, not individual columns. Default is false.

## Remarks

This function queries records from the datasource based on the three *wxDbTable* members: "where", "orderBy", and "from". Use *wxDbTable::SetWhereClause* (p. 344) to filter on records to be retrieved (e.g. All users with a first name of "JOHN"). Use *wxDbTable::SetOrderByClause* (p. 343) to change the sequence in which records are returned in the result set from the datasource (e.g. Ordered by LAST\_NAME). Use *wxDbTable::SetFromClause* (p. 341) to allow outer joining of the base table (the one being associated with this instance of *wxDbTable*) with other tables which share a related field.

After each of these clauses are set/cleared, call *wxDbTable::Query()* to fetch the result set from the datasource.

This scheme has an advantage if you have to requery your record set frequently in that you only have to set your WHERE, ORDER BY, and FROM clauses once. Then to refresh the record set, simply call *wxDbTable::Query()* as frequently as needed.

Note that repeated calls to *wxDbTable::Query()* may tax the database server and make your application sluggish if done too frequently or unnecessarily.

The base table name is automatically prepended to the base column names in the event that the FROM clause has been set (is non-null) using *wxDbTable::SetFromClause* (p. 341).

The cursor for the result set is positioned *before* the first record in the result set after the query. To retrieve the first record, call either *wxDbTable::GetFirst* (p. 326) (only if backward scrolling cursors are available) or *wxDbTable::GetNext* (p. 328). Typically, no data from the result set is returned to the client driver until a request such as *wxDbTable::GetNext* (p. 328) is performed, so network traffic and database load are not overwhelmed transmitting data until the data is actually requested by the client. This behavior is solely dependent on the ODBC driver though, so refer to the ODBC driver's reference material for information on its behaviors.

Values in the bound columns' memory variables are undefined after executing a call to this function and remain that way until a row in the result set is requested to be returned.

The *wxDbTable::Query()* function is defined as "virtual" so that it may be overridden for

application specific purposes.

Be sure to set the wxDbTable's "where", "orderBy", and "from" member variables to "" if they are not to be used in the query. Otherwise, the results returned may have unexpected results (or no results) due to improper or incorrect query parameters constructed from the uninitialized clauses.

### Example

```
// Incomplete code sample
parts->SetWhereClause("DESCRIPTION = 'FOOD'");
parts->SetOrderByClause("EXPIRATION_DATE");
parts->SetFromClause("");
// Query the records based on the where, orderBy and from clauses
// specified above
parts->Query();
// Display all records queried
while(parts->GetNext())
    dispPart(parts); // user defined function
```

## wxDbTable::QueryBySqlStmt

**bool QueryBySqlStmt(const wxString &pSqlStmt)**

Performs a query against the datasource by accepting and passing verbatim the SQL SELECT statement passed to the function.

### Parameters

*pSqlStmt*

Pointer to the SQL SELECT statement to be executed.

### Remarks

This is the most powerful form of the query functions available. This member function allows a programmer to write their own custom SQL SELECT statement for requesting data from the datasource. This gives the programmer access to the full power of SQL for performing operations such as scalar functions, aggregate functions, table joins, and sub-queries, as well as datasource specific function calls.

The requirements of the SELECT statement are the following:

1. Must return the correct number of columns. In the derived wxDbTable constructor, it is specified how many columns are in the wxDbTable object. The SELECT statement must return exactly that many columns.
2. The columns must be returned in the same sequence as specified when defining the bounds columns using wxDbTable::SetColDefs(), and the columns returned must be of the proper data type. For example, if column 3 is defined in the wxDbTable bound column definitions to be a float, the SELECT statement must return a float for column 3 (e.g. PRICE \* 1.10 to increase the price by 10

3. The ROWID can be included in your SELECT statement as the **last** column selected, if the datasource supports it. Use `wxDbTable::CanUpdByROWID()` to determine if the ROWID can be selected from the datasource. If it can, much better performance can be achieved on updates and deletes by including the ROWID in the SELECT statement.

Even though data can be selected from multiple tables (joins) in your select statement, only the base table associated with this `wxDbTable` object is automatically updated through the ODBC class library. Data from multiple tables can be selected for display purposes however. Include columns in the `wxDbTable` object and mark them as non-updateable (See `wxDbColDef` (p. 302) for details). This way columns can be selected and displayed from other tables, but only the base table will be updated automatically when performed through the `wxDbTable::Update` (p. 345) function after using this type of query. To update tables other than the base table, use the `wxDbTable::Update` (p. 345) function passing a SQL statement.

After this function has been called, the cursor is positioned before the first record in the record set. To retrieve the first record, call either `wxDbTable::GetFirst` (p. 326) or `wxDbTable::GetNext` (p. 328).

### Example

```
// Incomplete code samples
wxString sqlStmt;
sqlStmt = "SELECT * FROM PARTS WHERE STORAGE_DEVICE = 'SD98' \
          AND CONTAINER = 12";
// Query the records using the SQL SELECT statement above
parts->QueryBySqlStmt(sqlStmt);
// Display all records queried
while(parts->GetNext())
    dispPart(&parts);

Example SQL statements
-----

// Table Join returning 3 columns
SELECT part_no, part_desc, sd_name
       from parts, storage_devices
       where parts.storage_device_id =
             storage_devices.storage_device_id

// Aggregate function returning total number of
// parts in container 99
SELECT count(*) from PARTS where container = 99

// Order by clause; ROWID, scalar function
SELECT part_no, substring(part_desc, 1, 10), qty_on_hand + 1, ROWID
       from parts
       where warehouse = 10
       order by part_no desc           // descending order

// Subquery
SELECT * from parts
       where container in (select container
                          from storage_devices
                          where device_id = 12)
```

---

## wxDbTable::QueryMatching

---

**virtual bool QueryMatching**(**bool** *forUpdate=false*,**bool** *distinct=false*)

QueryMatching allows querying of records from the table associated with the wxDbTable object by matching "columns" to values.

For example: To query the datasource for the row with a PART\_NUMBER column value of "32", clear all column variables of the wxDbTable object, set the PartNumber variable that is bound to the PART\_NUMBER column in the wxDbTable object to "32", and then call wxDbTable::QueryMatching().

### Parameters

*forUpdate*

*OPTIONAL*. Gives you the option of locking records as they are queried (SELECT ... FOR UPDATE). If the RDBMS is not capable of the FOR UPDATE clause, this argument is ignored. See *wxDbTable::CanSelectForUpdate* (p. 315) for additional information regarding this argument. Default is false.

*distinct*

*OPTIONAL*. Allows selection of only distinct values from the query (SELECT DISTINCT ... FROM ...). The notion of DISTINCT applies to all columns returned in the result set, not individual columns. Default is false.

### Remarks

The SQL WHERE clause is built by the ODBC class library based on all non-zero/non-NULL columns in your wxDbTable object. Matches can be on one, many or all of the wxDbTable's columns. The base table name is prepended to the column names in the event that the wxDbTable's FROM clause is non-null.

This function cannot be used to perform queries which will check for columns that are 0 or NULL, as the automatically constructed WHERE clause only will contain comparisons on column member variables that are non-zero/non-NULL.

The primary difference between this function and *wxDbTable::QueryOnKeyFields* (p. 338) is that this function can query on any column(s) in the wxDbTable object. Note however that this may not always be very efficient. Searching on non-indexed columns will always require a full table scan.

The cursor is positioned before the first record in the record set after the query is performed. To retrieve the first record, the program must call either *wxDbTable::GetFirst* (p. 326) or *wxDbTable::GetNext* (p. 328).

WHERE and FROM clauses specified using *wxDbTable::SetWhereClause* (p. 344) and *wxDbTable::SetFromClause* (p. 341) are ignored by this function.

### Example

```
// Incomplete code sample
```

```

parts->ClearMemberVars();           // Set all columns to zero
wxStrcpy(parts->PartNumber, "32");  // Set columns to query on
parts->OnHold = true;
parts->QueryMatching();             // Query
// Display all records queried
while(parts->GetNext())
    dispPart(parts); // Some application defined function

```

---

## wxDbTable::QueryOnKeyFields

---

**bool QueryOnKeyFields**(bool *forUpdate=false*, bool *distinct=false*)

QueryOnKeyFields provides an easy mechanism to query records in the table associated with the wxDbTable object by the primary index column(s). Simply assign the primary index column(s) values and then call this member function to retrieve the record.

Note that since primary indexes are always unique, this function implicitly always returns a single record from the database. The base table name is prepended to the column names in the event that the wxDbTable's FROM clause is non-null.

### Parameters

#### *forUpdate*

*OPTIONAL*. Gives you the option of locking records as they are queried (SELECT ... FOR UPDATE). If the RDBMS is not capable of the FOR UPDATE clause, this argument is ignored. See *wxDbTable::CanSelectForUpdate* (p. 315) for additional information regarding this argument. Default is false.

#### *distinct*

*OPTIONAL*. Allows selection of only distinct values from the query (SELECT DISTINCT ... FROM ...). The notion of DISTINCT applies to all columns returned in the result set, not individual columns. Default is false.

### Remarks

The cursor is positioned before the first record in the record set after the query is performed. To retrieve the first record, the program must call either *wxDbTable::GetFirst* (p. 326) or *wxDbTable::GetNext* (p. 328).

WHERE and FROM clauses specified using *wxDbTable::SetWhereClause* (p. 344) and *wxDbTable::SetFromClause* (p. 341) are ignored by this function.

### Example

```

// Incomplete code sample
wxStrcpy(parts->PartNumber, "32");
parts->QueryOnKeyFields();
// Display all records queried
while(parts->GetNext())
    dispPart(parts); // Some application defined function

```

---

## wxDbTable::Refresh

---

### bool Refresh()

This function re-reads the bound columns into the memory variables, setting them to the current values stored on the disk.

The cursor position and result set are unaffected by calls to this function. (The one exception is in the case where the record to be refreshed has been deleted by some other user or transaction since it was originally retrieved as part of the result set. For most datasources, the default behavior in this situation is to return the value that was originally queried for the result set, even though it has been deleted from the database. But this is datasource dependent, and should be tested before relying on this behavior.)

### Remarks

This routine is only guaranteed to work if the table has a unique primary index defined for it. Otherwise, more than one record may be fetched and there is no guarantee that the correct record will be refreshed. The table's columns are refreshed to reflect the current data in the database.

---

## wxDbTable::SetColDefs

---

**void SetColDefs(UWORD *index*, const wxString &*fieldName*,int *dataType*, void \**pData*, SWORD *cType*,int *size*, bool *keyField* = false, bool *upd* = true,bool *insAllow* = true, bool *derivedCol* = false)**

**wxDbColDataPtr \* SetColDefs(wxDbCollnf \**collnfs*, UWORD *numCols*)**

### Parameters

#### *index*

Column number (0 to n-1, where n is the number of columns specified as being defined for this wxDbTable instance when the wxDbTable constructor was called.

#### *fieldName*

Column name from the associated data table.

#### *dataType*

Logical data type. Valid logical types include:

DB_DATA_TYPE_VARCHAR	: strings
DB_DATA_TYPE_INTEGER	: non-floating point numbers
DB_DATA_TYPE_FLOAT	: floating point numbers
DB_DATA_TYPE_DATE	: dates

#### *pData*

Pointer to the data object that will hold the column's value when a row of data is returned from the datasource.

#### *cType*

SQL C Type. This defines the data type that the SQL representation of the data is converted to to be stored in *pData*. Other valid types are available also, but these

are the most common ones:

```
SQL_C_CHAR      // strings
SQL_C_LONG
SQL_C_ULONG
SQL_C_SHORT
SQL_C_USHORT
SQL_C_FLOAT
SQL_C_DOUBLE
SQL_C_NUMERIC
SQL_C_TIMESTAMP

SQL_C_BOOLEAN  // defined in db.h
SQL_C_ENUM     // defined in db.h
```

*size*

Maximum size in bytes of the *pData* object.

*keyField*

*OPTIONAL*. Indicates if this column is part of the primary index. Default is false.

*upd*

*OPTIONAL*. Are updates allowed on this column? Default is true.

*insAllow*

*OPTIONAL*. Inserts allowed on this column? Default is true.

*derivedCol*

*OPTIONAL*. Is this a derived column (non-base table column for query only)?  
Default is false.

*collInfs*

Pointer to an array of *wxDdbCollInf* instances which contains all the information necessary to create *numCols* column definitions.

*numCols*

Number of elements of *wxDdbCollInf* type that are pointed to by *collInfs*, which are to have column definitions created from them.

## Remarks

If *pData* is to hold a string of characters, be sure to include enough space for the NULL terminator in *pData* and in the byte count of *size*.

Both forms of this function provide a shortcut for defining the columns in your *wxDdbTable* object. Use this function in any derived *wxDdbTable* constructor when describing the column/columns in the *wxDdbTable* object.

The second form of this function is primarily used when the *wxDdb::GetColumns* (p. 286) function was used to query the datasource for the column definitions, so that the column definitions are already stored in *wxDdbCollInf* form. One example use of using *wxDdb::GetColumns* (p. 286) then using this function is if a data table existed in one datasource, and the table's column definitions were to be copied over to another datasource or table.

## Example

```
// Long way not using this function
wxStrcpy(colDefs[0].ColName, "PART_NO");
```

```

colDefs[0].DbDataType    = DB_DATA_TYPE_VARCHAR;
colDefs[0].PtrDataObj    = PartNumber;
colDefs[0].SqlCtype     = SQL_C_CHAR;
colDefs[0].SzDataObj    = PART_NUMBER_LEN;
colDefs[0].KeyField     = true;
colDefs[0].Updateable   = false;
colDefs[0].InsertAllowed= true;
colDefs[0].DerivedCol   = false;

// Shortcut using this function
SetColDefs(0, "PART_NUMBER", DB_DATA_TYPE_VARCHAR, PartNumber,
           SQL_C_CHAR, PART_NUMBER_LEN, true, false,true,false);

```

---

## wxDbTable::SetCursor

---

**bool SetCursor(HSTMT \*hstmtActivate = (void \*\*) wxDB\_DEFAULT\_CURSOR)**

### Parameters

#### *hstmtActivate*

*OPTIONAL.* Pointer to the cursor that is to become the current cursor. Passing no cursor handle will reset the cursor back to the wxDbTable's default (original) cursor that was created when the wxDbTable instance was first created. Default is wxDB\_DEFAULT\_CURSOR.

### Remarks

When swapping between cursors, the member variables of the wxDbTable object are automatically refreshed with the column values of the row that the current cursor is positioned at (if any). If the cursor is not positioned, then the data in member variables is undefined.

The only way to return back to the cursor that was in use before this function was called is to programmatically determine the current cursor's HSTMT **BEFORE** calling this function using *wxDbTable::GetCursor* (p. 326) and saving a pointer to that cursor.

### See also

*wxDbTable::GetNewCursor* (p. 327), *wxDbTable::GetCursor* (p. 326), *wxDbTable::SetCursor* (p. 341)

---

## wxDbTable::SetFromClause

---

**void SetFromClause(const wxString &From)**

Accessor function for setting the private class member wxDbTable::from that indicates what other tables should be outer joined with the wxDbTable's base table for access to the columns in those other tables.

Synonym to this function is one form of *wxDbTable::From* (p. 325)

## Parameters

### From

A comma separated list of table names that are to be outer joined with the base table's columns so that the joined table's columns may be returned in the result set or used as a portion of a comparison with the base table's columns. NOTE that the base table's name must NOT be included in the FROM clause, as it is automatically included by the `wxDBTable` class in constructing query statements.

## Remarks

Used by the `wxDBTable::Query` (p. 333) and `wxDBTable::Count` (p. 318) member functions to allow outer joining of records from multiple tables.

Do **not** include the keyword "FROM" when setting the FROM clause.

If using the FROM clause when performing a query, be certain to include in the corresponding WHERE clause a comparison of a column from either the base table or one of the other joined tables to each other joined table to ensure the datasource knows on which column values the tables should be joined on.

## Example

```
...
// Base table is the "LOCATION" table, and it is being
// outer joined to the "PART" table via the the field "PART_NUMBER"
// that can be related between the two tables.
location->SetWhereClause("LOCATION.PART_NUMBER = PART.PART_NUMBER")
location->SetFromClause("PART");
...
```

## See also

`wxDBTable::From` (p. 325), `wxDBTable::GetFromClause` (p. 326)

---

## wxDBTable::SetColNull

---

**bool SetColNull(UWORD colNo, bool set=true)**

**bool SetColNull(const wxString &colName, bool set=true)**

Both forms of this function allow a member variable representing a column in the table associated with this `wxDBTable` object to be set to NULL.

The first form allows the column to be set by the index into the column definitions used to create the `wxDBTable` instance, while the second allows the actual column name to be specified.

## Parameters

*colNo*

Index into the column definitions used when first defining this `wxDbTable` object.

*colName*  
Actual data table column name that is to be set to NULL.

*set*  
Whether the column is set to NULL or not. Passing true sets the column to NULL, passing false sets the column to be non-NULL. Default is true.

### Remarks

No database updates are done by this function. It only operates on the member variables in memory. Use and insert or update function to store this value to disk.

---

## wxDbTable::SetOrderByClause

---

**void SetOrderByClause(const wxString &OrderBy)**

Accessor function for setting the private class member `wxDbTable::orderBy` which determines sequence/ordering of the rows returned in the result set of a query.

A synonym to this function is one form of the function `wxDbTable::OrderBy` (p. 333)

### Parameters

*OrderBy*

A comma separated list of column names that indicate the alphabetized sorting sequence that the result set is to be returned in. If a FROM clause has also been specified, each column name specified in the ORDER BY clause should be prefaced with the table name to which the column belongs using DOT notation (TABLE\_NAME.COLUMN\_NAME).

### Remarks

Do **not** include the keywords "ORDER BY" when setting the ORDER BY clause.

### Example

```
...
parts->SetOrderByClause("PART_DESCRIP, QUANTITY");
...

...
location->SetOrderByClause("LOCATION.POSITION, PART.PART_NUMBER");
...
```

### See also

`wxDbTable::OrderBy` (p. 333), `wxDbTable::GetOrderByClause` (p. 328)

---

## wxDbTable::SetQueryTimeout

---

**bool SetQueryTimeout(UDWORD *nSeconds*)**

Allows a time period to be set as the timeout period for queries.

**Parameters***nSeconds*

The number of seconds to wait for the query to complete before timing out.

**Remarks**

Neither Oracle or Access support this function as of yet. Other databases should be evaluated for support before depending on this function working correctly.

**wxDbTable::SetWhereClause****void SetWhereClause(const wxString &*Where*)**

Accessor function for setting the private class member wxDbTable::where that determines which rows are returned in the result set by the datasource.

A synonym to this function is one form of the function *wxDbTable::Where* (p. 346)

**Parameters***Where*

SQL "where" clause. This clause can contain any SQL language that is legal in standard where clauses. If a FROM clause has also been specified, each column name specified in the ORDER BY clause should be prefaced with the table name to which the column belongs using DOT notation (TABLE\_NAME.COLUMN\_NAME).

**Remarks**

Do **not** include the keywords "WHERE" when setting the WHERE clause.

**Example**

```

...
// Simple where clause
parts->SetWhereClause("PART_NUMBER = '32'");
...
// Any comparison operators
parts->SetWhereClause("PART_DESCRIP LIKE 'HAMMER%'");
...
// Multiple comparisons, including a function call
parts->Where("QTY > 0 AND {fn UCASE(PART_DESCRIP)} LIKE '%DRILL%'");
...
// Using parameters and multiple logical combinations
parts->Where("((QTY > 10) OR (ON_ORDER > 0)) AND ON_HOLD = 0");
...
// This query uses an outer join (requiring a FROM clause also)
// that joins the PART and LOCATION table on the common field

```

```
// PART_NUMBER.
parts->Where("PART.ON_HOLD = 0 AND \
           PART.PART_NUMBER = LOCATION.PART_NUMBER AND \
           LOCATION.PART_NUMBER > 0");
```

### See also

*wxDbTable::Where* (p. 346), *wxDbTable::GetWhereClause* (p. 330)

---

## wxDbTable::Update

### bool Update()

### bool Update(const wxString &pSqlStmt)

The first form of this function will update the row that the current cursor is currently positioned at with the values in the memory variables that are bound to the columns. The actual SQL statement to perform the update is automatically created by the ODBC class, and then executed.

The second form of the function allows full access through SQL statements for updating records in the database. Write any valid SQL UPDATE statement and submit it to this function for execution. Sophisticated updates can be performed using the full power of the SQL dialect. The full SQL statement must have the exact syntax required by the driver/datasource for performing the update. This usually is in the form of:

```
UPDATE tablename SET col1=X, col2=Y, ... where ...
```

### Parameters

#### *pSqlStmt*

Pointer to SQL UPDATE statement to be executed.

### Remarks

A *wxDb::CommitTrans* (p. 281) or *wxDb::RollbackTrans* (p. 296) must be called after use of this function to commit or rollback the update.

### Example

```
wxString sqlStmt;
sqlStmt = "update PART set QTY = 0 where PART_NUMBER = '32'";
```

---

## wxDbTable::UpdateWhere

### bool UpdateWhere(const wxString &pWhereClause)

Performs updates to the base table of the *wxDbTable* object, updating only the rows which match the criteria specified in the *pWhereClause*.

All columns that are bound to member variables for this `wxDbTable` instance that were defined with the "updateable" parameter set to true will be updated with the information currently held in the memory variable.

### Parameters

*pWhereClause*

Pointer to a valid SQL WHERE clause. Do not include the keyword 'WHERE'.

### Remarks

Care should be used when updating columns that are part of indexes with this function so as not to violate a unique key constraint.

A `wxDb::CommitTrans` (p. 281) or `wxDb::RollbackTrans` (p. 296) must be called after use of this function to commit or rollback the update(s).

---

## wxDbTable::Where

---

**const wxString & Where()**

**void Where(const wxString& Where)**

Accessor function for the private class member `wxDbTable::where`. Can be used as a synonym for `wxDbTable::GetWhereClause` (p. 330) (the first form of this function) to return the current where clause or `wxDbTable::SetWhereClause` (p. 344) (the second form of this function) to set the where clause for this table instance.

### Parameters

*Where*

A valid SQL WHERE clause. Do not include the keyword 'WHERE'.

### Return value

The first form of this function returns the current value of the `wxDbTable` member variable `::where`.

The second form of the function has no return value, as it will always set the where clause successfully.

### See also

`wxDbTable::GetWhereClause` (p. 330), `wxDbTable::SetWhereClause` (p. 344)

---

## wxDbTable::operator ++

---

**bool operator ++()**

Synonym for *wxDbTable::GetNext* (p. 328)

**See also**

*wxDbTable::GetNext* (p. 328)

---

## **wxDbTable::operator --**

### **bool operator --()**

Synonym for *wxDbTable::GetPrev* (p. 328)

**See also**

*wxDbTable::GetPrev* (p. 328)

## **wxDbTableInf**

```
tableName[0]    = 0;  
tableType[0]    = 0;  
tableRemarks[0] = 0;  
numCols        = 0;  
pColInf        = NULL;
```

Currently only used by *wxDb::GetCatalog* (p. 285) internally and *wxDbInf* (p. 310) class, but may be used in future releases for user functions. Contains information describing the table (Name, type, etc). A pointer to a *wxDbColInf* array instance is included so a program can create a *wxDbColInf* (p. 304) array instance (using *wxDb::GetColumns* (p. 286)) to maintain all information about the columns of a table in one memory structure.

Eventually, accessor functions will be added for this class

See the *database classes overview* (p. 1715) for an introduction to using the ODBC classes.

---

## **wxDbTableInf::Initialize**

Simply initializes all member variables to a cleared state. Called by the constructor automatically.

## **wxDbGridColInfo**

This class is used to define columns to be shown, names of the columns, order and type of data, when using *wxdbGridTableBase* (p. 349) to display a Table or query in a *wxGrid* (p. 595)

See the database grid example in *wxdbGridTableBase* (p. 349) for an introduction to using the *wxDBGrid* classes.

### Include files

<wx/dbgrid.h>

---

## wxDBGridCollInfo::wxDbGridCollInfo

**wxDBGridCollInfo**(int *colNo*, wxString *type*, wxString *title*, wxDbGridCollInfo \**next*)

Default constructor. See the database grid example in *wxdbGridTableBase* (p. 349) to see two different ways for adding columns.

### Parameters

*colNo*

Column number in the *wxDBTable* (p. 311) instance to be used (first column is 0).

*type*

Column type, wxString specifying the grid name for the datatype in this column, or use wxGRID\_VALUE\_DBAUTO to determine the type automatically from the *wxDBColDef* (p. 302) definition

*title*

The column label to be used in the grid display

*next*

A pointer to the next wxDbGridCollInfo structure if using one-step construction, NULL terminates the list. Use Null also if using two step construction.

See the database grid example in *wxdbGridTableBase* (p. 349) to see two different ways for adding columns.

---

## wxDBGridCollInfo::~~wxDbGridCollInfo

**~wxDbGridCollInfo**()

Destructor.

---

## wxDBGridCollInfo::AddCollInfo

**void AddCollInfo**(int *colNo*, wxString *type*, wxString *title*)

Use this member function for adding columns. See the database grid example in *wxDbGridTableBase* (p. 349) to see two different ways for adding columns.

It is important to note that this class is merely a specifier to the *wxDbGridTableBase* (p. 349) constructor. Changes made to this datatype after the *wxDbGridTableBase* (p. 349) is called will not have any effect.

#### Parameters

- colNo* Column number in the *wxDbTable* (p. 311) instance to be used (first column is 0).
- type* Column type, *wxString* specifying the grid name for the datatype in this column, or use *wxGRID\_VALUE\_DBAUTO* to determine the type automatically from the *wxDbColDef* (p. 302) definition
- title* The column label to be used in the grid display

#### Remarks

As *wxDbTable* must be defined with to have columns which match those to by a *wxDbGridColumnInfo* info structure as this is the structure which informs the grid of how you want to display your *wxDbTable* (p. 311). If no datatype conversion or the referenced column number does not exist the the behavior is undefined.

See the example at *wxDbGridColumnInfo::wxDbGridColumnInfo* (p. 348).

## wxDbGridTableBase

You can view a database table in a grid using this class.

If you are deriving your own *wxDbTable* subclass for your table, then you may consider overriding *GetCol()* and *SetCol()* to provide calculated fields. This does work but care should be taken when using *wxDbGridTableBase* in this way.

The constructor and *AssignDbTable()* call allows you to specify the ownership if the *wxDbTable* object pointer. If you tell *wxGridTableBase* to take ownership, it will delete the passed *wxDbTable* when a new one is assigned or *wxGridTableBase*'s destructor is called. However no checks for aliasing are done so *Assign(table,...,true);* *Assign(table,...,true);* is an error. If you need to requery a table object the preferred way is that the client keeps ownership.

#### Derived From

*wxGridTableBase* (p. 655)

#### Include files

<wx/dbgrid.h>

**Example**

```

// First step, let's define wxDbTable
int numColumns = 2;
wxDbTable *table = new wxDbTable (db, tblName, numColumns);
int int_var;
wxChar string_name[255];
table->SetColDef (0, "column 0", DB_DATA_TYPE_INTEGER, &int_var,
                SQL_C_LONG, sizeof(int_var), true);
table->SetColDef (1, "column 1", DB_DATA_TYPE_VARCHAR,
&string_name,
                SQL_C_LONG, sizeof(string_name), false);

// now let's define columns in the grid

// first way to do it
wxDbGridColInfo *columns;
columns = new wxDbGridColInfo(0, wxGRID_VALUE_LONG, "first column",
                             new wxDbGridColInfo(1, wxGRID_VALUE_STRING, "second
column",
                             NULL));

// second way to do it
wxDbGridColInfo *columns;
// first column is special
columns = new wxDbGridColInfo(0, wxGRID_VALUE_LONG, "first column",
NULL);
// all the rest
columns->AddColInfo (1, wxGRID_VALUE_STRING, "second column");

// second way may be better when columns are not known at compile
time

// now, let's open the table and make a Query()
table->Open();
// this step is very important
table->SetRowMode (wxDbTable::WX_ROW_MODE_QUERY);
// in the grid we will see only the rows of the result query
m_dbTable->Query();

wxDbGridTableBase *dbgrid = new wxDbGridTableBase(table, columns,
wxUSE_QUERY, true);
delete columns; // not needed anymore
wxGrid *grid = new wxGrid ( ... );
grid->SetTable(dbgrid, true);
grid->Fit();

```

**Include files**

```
<wx/dbgrid.h>
```

**Helper classes and data structures****wxDbGridTableBase::wxDbGridTableBase**

```

wxDbGridTableBase(wxDbTable *tab, wxDbGridColInfo *CollInfo, int count =
wxUSE_QUERY, bool takeOwnership = true)

```

Constructor.

### Parameters

*tab*

The database table you want to display. Must be opened and queried before display the grid. See the example *above* (p. 349).

*CollInfo*

Columns titles, and other values. See *wxDdbGridCollInfo* (p. 347).

*count*

You can use a query result set (*wxUSE\_QUERY*, to use *wxDdbTable::Count(wxDdbTable::Count())* or you can fix the total number of rows (*count >= 0*) to display, or specify it if you already know the size in avoid calling

*takeOwnership*

If true, this class deletes *wxDdbTable* when it stops referring to it, if false application must take care of deleting it.

---

### wxDdbGridTableBase::ValidateRow

---

**void ValidateRow(int row)**

It ensures that the row data is fetched from the database, and if the *wxDdbTable* local buffer, the row number passed should be the grid row.

### Parameters

*row*

Row where validation must be done.

---

### wxDdbGridTableBase::UpdateRow

---

**bool UpdateRow(int row)**

If row has changed it forces that row to be written back to the database, however support for detecting whether insert/update is required is currently not in *wxDdbTable*, so this function is currently unsupported.

### Parameters

*row*

Row you want to update.

---

### wxDdbGridTableBase::AssignDbTable

---

**bool AssignDbTable(wxDdbTable \*tab,int count = wxUSE\_QUERY,bool takeOwnership = true)**

Resets the grid for using with a new database table, but using the same columns definition. This can be useful when re-querying the database and want to see the changes.

### Parameters

*tab*

Database table you want to assign to the grid.

*count*

Number of rows you want to show or wxUSE\_QUERY for using a query.

*takeOwnership*

If false, user must take care of deleting tab after deleting the wxDbGridTableBase. If true, deletion is made by destructor class.

## wxDebugContext

A class for performing various debugging and memory tracing operations. Full functionality (such as printing out objects currently allocated) is only present in a debugging build of wxWindows, i.e. if the `__WXDEBUG__` symbol is defined. `wxDebugContext` and related functions and macros can be compiled out by setting `wxUSE_DEBUG_CONTEXT` to 0 in `setup.h`.

### Derived from

No parent class.

### Include files

<wx/memory.h>

### See also

*Overview* (p. 1643)

---

## wxDebugContext::Check

**int** Check()

Checks the memory blocks for errors, starting from the currently set checkpoint.

### Return value

Returns the number of errors, so a value of zero represents success. Returns -1 if an

error was detected that prevents further checking.

### **wxDebugContext::Dump**

---

#### **bool Dump()**

Performs a memory dump from the currently set checkpoint, writing to the current debug stream. Calls the **Dump** member function for each wxObject derived instance.

#### **Return value**

true if the function succeeded, false otherwise.

### **wxDebugContext::GetCheckPrevious**

---

#### **bool GetCheckPrevious()**

Returns true if the memory allocator checks all previous memory blocks for errors. By default, this is false since it slows down execution considerably.

#### **See also**

*wxDebugContext::SetCheckPrevious* (p. 355)

### **wxDebugContext::GetDebugMode**

---

#### **bool GetDebugMode()**

Returns true if debug mode is on. If debug mode is on, the wxObject new and delete operators store or use information about memory allocation. Otherwise, a straight malloc and free will be performed by these operators.

#### **See also**

*wxDebugContext::SetDebugMode* (p. 356)

### **wxDebugContext::GetLevel**

---

#### **int GetLevel()**

Gets the debug level (default 1). The debug level is used by the wxTraceLevel function and the WXTRACELEVEL macro to specify how detailed the trace information is; setting a different level will only have an effect if trace statements in the application specify a value other than one.

This is obsolete, replaced by *wxLog* (p. 867) functionality.

**See also**

*wxDebugContext::SetLevel* (p. 356)

**wxDebugContext::GetStream**

---

**ostream& GetStream()**

Returns the output stream associated with the debug context.

This is obsolete, replaced by *wxLog* (p. 867) functionality.

**See also**

*wxDebugContext::SetStream* (p. 357)

**wxDebugContext::GetStreamBuf**

---

**streambuf\* GetStreamBuf()**

Returns a pointer to the output stream buffer associated with the debug context. There may not necessarily be a stream buffer if the stream has been set by the user.

This is obsolete, replaced by *wxLog* (p. 867) functionality.

**wxDebugContext::HasStream**

---

**bool HasStream()**

Returns true if there is a stream currently associated with the debug context.

This is obsolete, replaced by *wxLog* (p. 867) functionality.

**See also**

*wxDebugContext::SetStream* (p. 357), *wxDebugContext::GetStream* (p. 354)

**wxDebugContext::PrintClasses**

---

**bool PrintClasses()**

Prints a list of the classes declared in this application, giving derivation and whether instances of this class can be dynamically created.

**See also**

*wxDebugContext::PrintStatistics* (p. 355)

## **wxDebugContext::PrintStatistics**

---

**bool PrintStatistics**(bool *detailed = true*)

Performs a statistics analysis from the currently set checkpoint, writing to the current debug stream. The number of object and non-object allocations is printed, together with the total size.

### **Parameters**

*detailed*

If true, the function will also print how many objects of each class have been allocated, and the space taken by these class instances.

### **See also**

*wxDebugContext::PrintStatistics* (p. 355)

## **wxDebugContext::SetCheckpoint**

---

**void SetCheckpoint**(bool *all = false*)

Sets the current checkpoint: Dump and PrintStatistics operations will be performed from this point on. This allows you to ignore allocations that have been performed up to this point.

### **Parameters**

*all*

If true, the checkpoint is reset to include all memory allocations since the program started.

## **wxDebugContext::SetCheckPrevious**

---

**void SetCheckPrevious**(bool *check*)

Tells the memory allocator to check all previous memory blocks for errors. By default, this is false since it slows down execution considerably.

### **See also**

*wxDebugContext::GetCheckPrevious* (p. 353)

## **wxDebugContext::SetDebugMode**

---

**void SetDebugMode**(*bool debug*)

Sets the debug mode on or off. If debug mode is on, the wxObject new and delete operators store or use information about memory allocation. Otherwise, a straight malloc and free will be performed by these operators.

By default, debug mode is on if `__WXDEBUG__` is defined. If the application uses this function, it should make sure that all object memory allocated is deallocated with the same value of debug mode. Otherwise, the delete operator might try to look for memory information that does not exist.

### **See also**

*wxDebugContext::GetDebugMode* (p. 353)

## **wxDebugContext::SetFile**

---

**bool SetFile**(*const wxString& filename*)

Sets the current debug file and creates a stream. This will delete any existing stream and stream buffer. By default, the debug context stream outputs to the debugger (Windows) or standard error (other platforms).

## **wxDebugContext::SetLevel**

---

**void SetLevel**(*int level*)

Sets the debug level (default 1). The debug level is used by the wxTraceLevel function and the WXTRACELEVEL macro to specify how detailed the trace information is; setting a different level will only have an effect if trace statements in the application specify a value other than one.

This is obsolete, replaced by *wxLog* (p. 867) functionality.

### **See also**

*wxDebugContext::GetLevel* (p. 353)

## **wxDebugContext::SetStandardError**

---

**bool SetStandardError**()

Sets the debugging stream to be the debugger (Windows) or standard error (other platforms). This is the default setting. The existing stream will be flushed and deleted.

This is obsolete, replaced by *wxLog* (p. 867) functionality.

## **wxDebugContext::SetStream**

---

**void SetStream**(*ostream\** stream, *streambuf\** streamBuf = NULL)

Sets the stream and optionally, stream buffer associated with the debug context. This operation flushes and deletes the existing stream (and stream buffer if any).

This is obsolete, replaced by *wxLog* (p. 867) functionality.

### **Parameters**

*stream*

Stream to associate with the debug context. Do not set this to NULL.

*streamBuf*

Stream buffer to associate with the debug context.

### **See also**

*wxDebugContext::GetStream* (p. 354), *wxDebugContext::HasStream* (p. 354)

## **wxDebugStreamBuf**

This class allows you to treat debugging output in a similar (stream-based) fashion on different platforms. Under Windows, an *ostream* constructed with this buffer outputs to the debugger, or other program that intercepts debugging output. On other platforms, the output goes to standard error (*cerr*).

This is soon to be obsolete, replaced by *wxLog* (p. 867) functionality.

### **Derived from**

*streambuf*

### **Include files**

<wx/memory.h>

### **Example**

```
wxDebugStreamBuf streamBuf;  
ostream stream(&streamBuf);  
  
stream << "Hello world!" << endl;
```

**See also**

*Overview* (p. 1643)

**wxDelegateRendererNative**

`wxDelegateRendererNative` allows reuse of renderers code by forwarding all the `wxRendererNative` (p. 1094) methods to the given object and thus allowing you to only modify some of its methods -- without having to reimplement all of them.

Note that the "normal", inheritance-based approach, doesn't work with the renderers as it is impossible to derive from a class unknown at compile-time and the renderer is only chosen at run-time. So suppose that you want to only add something to the drawing of the tree control buttons but leave all the other methods unchanged -- the only way to do it, considering that the renderer class which you want to customize might not even be written yet when you write your code (it could be written later and loaded from a DLL during run-time), is by using this class.

Except for the constructor, it has exactly the same methods as `wxRendererNative` (p. 1094) and their implementation is trivial: they are simply forwarded to the real renderer. Note that the "real" renderer may, in turn, be a `wxDelegateRendererNative` as well and that there may be arbitrarily many levels like this -- but at the end of the chain there must be a real renderer which does the drawing.

**Derived from**

`wxRendererNative` (p. 1094)

**Include files**

<wx/renderer.h>

**wxDelegateRendererNative::wxDelegateRendererNative**

---

`wxDelegateRendererNative()`

`wxDelegateRendererNative(wxRendererNative& rendererNative)`

The default constructor does the same thing as the other one except that it uses the *generic renderer* (p. 1096) instead of the user-specified *rendererNative*.

In any case, this sets up the delegate renderer object to follow all calls to the specified real renderer.

Note that this object does *not* take ownership of (i.e. won't delete) *rendererNative*.

## **wxDelegateRendererNative::DrawXXX**

---

### **DrawXXX(...)**

This class also provides all the virtual methods of *wxRendererNative* (p. 1094), please refer to that class documentation for the details.

## **wxDC**

A *wxDC* is a *device context* onto which graphics and text can be drawn. It is intended to represent a number of output devices in a generic way, so a window can have a device context associated with it, and a printer also has a device context. In this way, the same piece of code may write to a number of different devices, if the device context is used as a parameter.

Derived types of *wxDC* have documentation for specific features only, so refer to this section for most device context information.

Please note that in addition to the versions of the methods documented here, there are also versions which accept single `wxPoint` parameter instead of two `wxCoord` ones or `wxPoint` and `wxSize` instead of four of them.

### **Derived from**

*wxObject* (p. 982)

### **Include files**

<wx/dc.h>

### **See also**

*Overview* (p. 1686)

## **wxDC::wxDC**

---

### **wxDC()**

Constructor.

**wxDC::~~wxDC**

---

**~wxDC()**

Destructor.

**wxDC::BeginDrawing**

---

**void BeginDrawing()**

Allows optimization of drawing code under MS Windows. Enclose drawing primitives between **BeginDrawing** and **EndDrawing** calls.

Drawing to a wxDialog panel device context outside of a system-generated OnPaint event *requires* this pair of calls to enclose drawing code. This is because a Windows dialog box does not have a retained device context associated with it, and selections such as pen and brush settings would be lost if the device context were obtained and released for each drawing operation.

**wxDC::Blit**

---

**bool Blit(wxCoord xdest, wxCoord ydest, wxCoord width, wxCoord height, wxDC\* source, wxCoord xsrc, wxCoord ysrc, int logicalFunc = wxCOPY, bool useMask = false, wxCoord xsrcMask = -1, wxCoord ysrcMask = -1)**

Copy from a source DC to this DC, specifying the destination coordinates, size of area to copy, source DC, source coordinates, logical function, whether to use a bitmap mask, and mask source position.

**Parameters**

*xdest*  
Destination device context x position.

*ydest*  
Destination device context y position.

*width*  
Width of source area to be copied.

*height*  
Height of source area to be copied.

*source*  
Source device context.

*xsrc*  
Source device context x position.

*ysrc*

Source device context y position.

*logicalFunc*

Logical function to use: see *wxDC::SetLogicalFunction* (p. 376).

*useMask*

If true, Blit does a transparent blit using the mask that is associated with the bitmap selected into the source device context. The Windows implementation does the following if MaskBlit cannot be used:

1. Creates a temporary bitmap and copies the destination area into it.
2. Copies the source area into the temporary bitmap using the specified logical function.
3. Sets the masked area in the temporary bitmap to BLACK by ANDing the mask bitmap with the temp bitmap with the foreground colour set to WHITE and the bg colour set to BLACK.
4. Sets the unmasked area in the destination area to BLACK by ANDing the mask bitmap with the destination area with the foreground colour set to BLACK and the background colour set to WHITE.
5. ORs the temporary bitmap with the destination area.
6. Deletes the temporary bitmap.

This sequence of operations ensures that the source's transparent area need not be black, and logical functions are supported.

**Note:** on Windows, blitting with masks can be speeded up considerably by compiling wxWindows with the `wxUSE_DC_CACHE` option enabled. You can also influence whether MaskBlit or the explicit mask blitting code above is used, by using *wxSystemOptions* (p. 1264) and setting the **no-maskblt** option to 1.

*xsrcMask*

Source x position on the mask. If both *xsrcMask* and *ysrcMask* are -1, *xsrc* and *ysrc* will be assumed for the mask source position. Currently only implemented on Windows.

*ysrcMask*

Source y position on the mask. If both *xsrcMask* and *ysrcMask* are -1, *xsrc* and *ysrc* will be assumed for the mask source position. Currently only implemented on Windows.

## Remarks

There is partial support for Blit in wxPostScriptDC, under X.

See *wxMemoryDC* (p. 905) for typical usage.

**See also**

*wxMemoryDC* (p. 905), *wxBitmap* (p. 70), *wxMask* (p. 885)

---

### **wxDC::CalcBoundingBox**

---

**void CalcBoundingBox(wxCoord x, wxCoord y)**

Adds the specified point to the bounding box which can be retrieved with *MinX* (p. 373), *MaxX* (p. 373) and *MinY* (p. 374), *MaxY* (p. 373) functions.

**See also**

*ResetBoundingBox* (p. 374)

---

### **wxDC::Clear**

---

**void Clear()**

Clears the device context using the current background brush.

---

### **wxDC::CrossHair**

---

**void CrossHair(wxCoord x, wxCoord y)**

Displays a cross hair using the current pen. This is a vertical and horizontal line the height and width of the window, centred on the given point.

---

### **wxDC::DestroyClippingRegion**

---

**void DestroyClippingRegion()**

Destroys the current clipping region so that none of the DC is clipped. See also *wxDC::SetClippingRegion* (p. 375).

---

### **wxDC::DeviceToLogicalX**

---

**wxCoord DeviceToLogicalX(wxCoord x)**

Convert device X coordinate to logical coordinate, using the current mapping mode.

### **wxDC::DeviceToLogicalXRel**

---

**wxCoord DeviceToLogicalXRel(wxCoord x)**

Convert device X coordinate to relative logical coordinate, using the current mapping mode but ignoring the x axis orientation. Use this function for converting a width, for example.

### **wxDC::DeviceToLogicalY**

---

**wxCoord DeviceToLogicalY(wxCoord y)**

Converts device Y coordinate to logical coordinate, using the current mapping mode.

### **wxDC::DeviceToLogicalYRel**

---

**wxCoord DeviceToLogicalYRel(wxCoord y)**

Convert device Y coordinate to relative logical coordinate, using the current mapping mode but ignoring the y axis orientation. Use this function for converting a height, for example.

### **wxDC::DrawArc**

---

**void DrawArc(wxCoord x1, wxCoord y1, wxCoord x2, wxCoord y2, double xc, double yc)**

Draws an arc of a circle, centred on  $(xc, yc)$ , with starting point  $(x1, y1)$  and ending at  $(x2, y2)$ . The current pen is used for the outline and the current brush for filling the shape.

The arc is drawn in an anticlockwise direction from the start point to the end point.

### **wxDC::DrawBitmap**

---

**void DrawBitmap(const wxBitmap& bitmap, wxCoord x, wxCoord y, bool transparent)**

Draw a bitmap on the device context at the specified point. If *transparent* is true and the bitmap has a transparency mask, the bitmap will be drawn transparently.

When drawing a mono-bitmap, the current text foreground colour will be used to draw the foreground of the bitmap (all bits set to 1), and the current text background colour to draw the background (all bits set to 0). See also *SetTextForeground* (p. 378), *SetTextBackground* (p. 378) and *wxMemoryDC* (p. 905).

**wxDC::DrawCheckMark**

---

**void DrawCheckMark(wxCoord x, wxCoord y, wxCoord width, wxCoord height)**

**void DrawCheckMark(const wxRect &rect)**

Draws a check mark inside the given rectangle.

**wxDC::DrawCircle**

---

**void DrawCircle(wxCoord x, wxCoord y, wxCoord radius)**

**void DrawCircle(const wxPoint& pt, wxCoord radius)**

Draws a circle with the given centre and radius.

**See also**

*DrawEllipse* (p. 364)

**wxDC::DrawEllipse**

---

**void DrawEllipse(wxCoord x, wxCoord y, wxCoord width, wxCoord height)**

**void DrawEllipse(const wxPoint& pt, const wxSize& size)**

**void DrawEllipse(const wxRect& rect)**

Draws an ellipse contained in the rectangle specified either with the given top left corner and the given size or directly. The current pen is used for the outline and the current brush for filling the shape.

**See also**

*DrawCircle* (p. 364)

**wxDC::DrawEllipticArc**

---

**void DrawEllipticArc(wxCoord x, wxCoord y, wxCoord width, wxCoord height,  
double start, double end)**

Draws an arc of an ellipse. The current pen is used for drawing the arc and the current brush is used for drawing the pie.

x and y specify the x and y coordinates of the upper-left corner of the rectangle that

contains the ellipse.

*width* and *height* specify the width and height of the rectangle that contains the ellipse.

*start* and *end* specify the start and end of the arc relative to the three-o'clock position from the center of the rectangle. Angles are specified in degrees (360 is a complete circle). Positive values mean counter-clockwise motion. If *start* is equal to *end*, a complete ellipse will be drawn.

---

## wxDC::DrawIcon

---

**void DrawIcon(const wxIcon& *icon*, wxCoord *x*, wxCoord *y*)**

Draw an icon on the display (does nothing if the device context is PostScript). This can be the simplest way of drawing bitmaps on a window.

---

## wxDC::DrawLine

---

**void DrawLine(wxCoord *x1*, wxCoord *y1*, wxCoord *x2*, wxCoord *y2*)**

Draws a line from the first point to the second. The current pen is used for drawing the line. Note that the point (*x2*, *y2*) is *not* part of the line and is not drawn by this function (this is consistent with the behaviour of many other toolkits).

---

## wxDC::DrawLines

---

**void DrawLines(int *n*, wxPoint *points*[], wxCoord *xoffset* = 0, wxCoord *yoffset* = 0)**

**void DrawLines(wxList \**points*, wxCoord *xoffset* = 0, wxCoord *yoffset* = 0)**

Draws lines using an array of *points* of size *n*, or list of pointers to points, adding the optional offset coordinate. The current pen is used for drawing the lines. The programmer is responsible for deleting the list of points.

**wxPython note:** The wxPython version of this method accepts a Python list of wxPoint objects.

**wxPerl note:** The wxPerl version of this method accepts `$points` as its first parameter a reference to an array of wxPoint objects.

---

## wxDC::DrawPolygon

---

**void DrawPolygon(int *n*, wxPoint *points*[], wxCoord *xoffset* = 0, wxCoord *yoffset* = 0, int *fill\_style* = wxODDEVEN\_RULE)**

**void DrawPolygon(wxList \**points*, wxCoord *xoffset* = 0, wxCoord *yoffset* = 0,**

```
int fill_style = wxODDEVEN_RULE)
```

Draws a filled polygon using an array of *points* of size *n*, or list of pointers to points, adding the optional offset coordinate.

The last argument specifies the fill rule: **wxODDEVEN\_RULE** (the default) or **wxWINDING\_RULE**.

The current pen is used for drawing the outline, and the current brush for filling the shape. Using a transparent brush suppresses filling. The programmer is responsible for deleting the list of points.

Note that wxWindows automatically closes the first and last points.

**wxPython note:** The wxPython version of this method accepts a Python list of wxPoint objects.

**wxPerl note:** The wxPerl version of this method accepts as its first parameter a reference to an array of wxPoint objects.

---

### wxDC::DrawPoint

---

```
void DrawPoint(wxCoord x, wxCoord y)
```

Draws a point using the current pen.

---

### wxDC::DrawRectangle

---

```
void DrawRectangle(wxCoord x, wxCoord y, wxCoord width, wxCoord height)
```

Draws a rectangle with the given top left corner, and with the given size. The current pen is used for the outline and the current brush for filling the shape.

---

### wxDC::DrawRotatedText

---

```
void DrawRotatedText(const wxString& text, wxCoord x, wxCoord y, double angle)
```

Draws the text rotated by *angle* degrees.

**NB:** Under Win9x only TrueType fonts can be drawn by this function. In particular, a font different from `wxNORMAL_FONT` should be used as the latter is not a TrueType font. `wxSWISS_FONT` is an example of a font which is.

**See also**

*DrawText* (p. 367)

## **wxDC::DrawRoundedRectangle**

---

**void DrawRoundedRectangle**(wxCoord *x*, wxCoord *y*, wxCoord *width*, wxCoord *height*, double *radius* = 20)

Draws a rectangle with the given top left corner, and with the given size. The corners are quarter-circles using the given radius. The current pen is used for the outline and the current brush for filling the shape.

If *radius* is positive, the value is assumed to be the radius of the rounded corner. If *radius* is negative, the absolute value is assumed to be the *proportion* of the smallest dimension of the rectangle. This means that the corner can be a sensible size relative to the size of the rectangle, and also avoids the strange effects X produces when the corners are too big for the rectangle.

## **wxDC::DrawSpline**

---

**void DrawSpline**(wxList \**points*)

Draws a spline between all given control points, using the current pen. Doesn't delete the wxList and contents. The spline is drawn using a series of lines, using an algorithm taken from the X drawing program 'XFIG'.

**void DrawSpline**(wxCoord *x1*, wxCoord *y1*, wxCoord *x2*, wxCoord *y2*, wxCoord *x3*, wxCoord *y3*)

Draws a three-point spline using the current pen.

**wxPython note:** The wxPython version of this method accepts a Python list of wxPoint objects.

**wxPerl note:** The wxPerl version of this method accepts a reference to an array of wxPoint objects.

## **wxDC::DrawText**

---

**void DrawText**(const wxString& *text*, wxCoord *x*, wxCoord *y*)

Draws a text string at the specified point, using the current text font, and the current text foreground and background colours.

The coordinates refer to the top-left corner of the rectangle bounding the string. See *wxDC::GetTextExtent* (p. 371) for how to get the dimensions of a text string, which can be used to position the text more precisely.

**NB:** under wxGTK the current *logical function* (p. 370) is used by this function but it is ignored by wxMSW. Thus, you should avoid using logical functions with this function in

portable programs.

---

**wxDC::EndDoc**

---

**void EndDoc()**

Ends a document (only relevant when outputting to a printer).

---

**wxDC::EndDrawing**

---

**void EndDrawing()**

Allows optimization of drawing code under MS Windows. Enclose drawing primitives between **BeginDrawing** and **EndDrawing** calls.

---

**wxDC::EndPage**

---

**void EndPage()**

Ends a document page (only relevant when outputting to a printer).

---

**wxDC::FloodFill**

---

**bool FloodFill(wxCoord x, wxCoord y, const wxColour& colour, int style=wxFLOOD\_SURFACE)**

Flood fills the device context starting from the given point, using the *current brush colour*, and using a style:

- **wxFLOOD\_SURFACE**: the flooding occurs until a colour other than the given colour is encountered.
- **wxFLOOD\_BORDER**: the area to be flooded is bounded by the given colour.

Returns false if the operation failed.

*Note:* The present implementation for non-Windows platforms may fail to find colour borders if the pixels do not match the colour exactly. However the function will still return true.

---

**wxDC::GetBackground**

---

**wxBrush& GetBackground()**

**const wxBrush& GetBackground() const**

Gets the brush used for painting the background (see *wxDC::SetBackground* (p. 375)).

### **wxDC::GetBackgroundMode**

---

**int GetBackgroundMode() const**

Returns the current background mode: `wxSOLID` or `wxTRANSPARENT`.

**See also**

*SetBackgroundMode* (p. 375)

### **wxDC::GetBrush**

---

**wxBrush& GetBrush()**

**const wxBrush& GetBrush() const**

Gets the current brush (see *wxDC::SetBrush* (p. 376)).

### **wxDC::GetCharHeight**

---

**wxCoord GetCharHeight()**

Gets the character height of the currently set font.

### **wxDC::GetCharWidth**

---

**wxCoord GetCharWidth()**

Gets the average character width of the currently set font.

### **wxDC::GetClippingBox**

---

**void GetClippingBox(wxCoord \*x, wxCoord \*y, wxCoord \*width, wxCoord \*height)**

Gets the rectangle surrounding the current clipping region.

**wxPython note:** No arguments are required and the four values defining the rectangle are returned as a tuple.

**wxPerl note:** This method takes no arguments and returns a four element list ( `x`, `y`, `width`, `height` )

**wxDC::GetFont**

---

**wxFont& GetFont()****const wxFont& GetFont() const**Gets the current font (see *wxDC::SetFont* (p. 376)).**wxDC::GetLogicalFunction**

---

**int GetLogicalFunction()**Gets the current logical function (see *wxDC::SetLogicalFunction* (p. 376)).**wxDC::GetMapMode**

---

**int GetMapMode()**Gets the *mapping mode* for the device context (see *wxDC::SetMapMode* (p. 377)).**wxDC::GetOptimization**

---

**bool GetOptimization()**Returns true if device context optimization is on. See *wxDC::SetOptimization* (p. 377) for details.**wxDC::GetPen**

---

**wxPen& GetPen()****const wxPen& GetPen() const**Gets the current pen (see *wxDC::SetPen* (p. 378)).**wxDC::GetPixel**

---

**bool GetPixel(wxCoord x, wxCoord y, wxColour \*colour)**Sets *colour* to the colour at the specified location. Windows only; an X implementation is being worked on. Not available for *wxPostScriptDC* or *wxMetafileDC*.**wxPython note:** For wxPython the *wxColour* value is returned and is not required as a parameter.

**wxPerl note:** This method only takes the parameters  $x$  and  $y$  and returns a `Wx::Colour` value

---

## wxDC::GetSize

---

**void GetSize(wxCoord \*width, wxCoord \*height)**

For a PostScript device context, this gets the maximum size of graphics drawn so far on the device context.

For a Windows printer device context, this gets the horizontal and vertical resolution. It can be used to scale graphics to fit the page when using a Windows printer device context. For example, if *maxX* and *maxY* represent the maximum horizontal and vertical 'pixel' values used in your application, the following code will scale the graphic to fit on the printer page:

```
wxCoord w, h;
dc.GetSize(&w, &h);
double scaleX=(double)(maxX/w);
double scaleY=(double)(maxY/h);
dc.SetUserScale(min(scaleX, scaleY), min(scaleX, scaleY));
```

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

<b>GetSize()</b>	Returns a <code>wxSize</code>
<b>GetSizeTuple()</b>	Returns a 2-tuple (width, height)

**wxPerl note:** In place of a single overloaded method, wxPerl uses:

<b>GetSize()</b>	Returns a <code>Wx::Size</code>
<b>GetSizeWH()</b>	Returns a 2-element list ( width, height )

---

## wxDC::GetTextBackground

---

**wxColour& GetTextBackground()**

**const wxColour& GetTextBackground() const**

Gets the current text background colour (see `wxDC::SetTextBackground` (p. 378)).

---

## wxDC::GetTextExtent

---

```
void GetTextExtent(const wxString& string, wxCoord *w, wxCoord *h,  
    wxCoord *descent = NULL, wxCoord *externalLeading = NULL, wxFont *font =  
    NULL)
```

Gets the dimensions of the string using the currently selected font. *string* is the text string to measure, *w* and *h* are the total width and height respectively, *descent* is the dimension from the baseline of the font to the bottom of the descender, and *externalLeading* is any extra vertical space added to the font by the font designer (usually is zero).

The optional parameter *font* specifies an alternative to the currently selected font: but note that this does not yet work under Windows, so you need to set a font for the device context first.

See also *wxFont* (p. 538), *wxDC::SetFont* (p. 376).

**wxPython note:** The following methods are implemented in wxPython:

**GetTextExtent(string)** Returns a 2-tuple, (width, height)

**GetFullTextExtent(string, font=NULL)** Returns a 4-tuple, (width, height, descent, externalLeading)

**wxPerl note:** In wxPerl this method is implemented as **GetTextExtent( string, font = undef )** returning a four element array ( width, height, descent, externalLeading )

---

## wxDC::GetTextForeground

---

```
wxColour& GetTextForeground()
```

```
const wxColour& GetTextForeground() const
```

Gets the current text foreground colour (see *wxDC::SetTextForeground* (p. 378)).

---

## wxDC::GetUserScale

---

```
void GetUserScale(double *x, double *y)
```

Gets the current user scale factor (set by *SetUserScale* (p. 378)).

**wxPerl note:** In wxPerl this method takes no arguments and return a two element array ( *x*, *y* )

---

## wxDC::LogicalToDeviceX

---

**wxCoord LogicalToDeviceX(wxCoord x)**

Converts logical X coordinate to device coordinate, using the current mapping mode.

**wxDC::LogicalToDeviceXRel**

---

**wxCoord LogicalToDeviceXRel(wxCoord x)**

Converts logical X coordinate to relative device coordinate, using the current mapping mode but ignoring the x axis orientation. Use this for converting a width, for example.

**wxDC::LogicalToDeviceY**

---

**wxCoord LogicalToDeviceY(wxCoord y)**

Converts logical Y coordinate to device coordinate, using the current mapping mode.

**wxDC::LogicalToDeviceYRel**

---

**wxCoord LogicalToDeviceYRel(wxCoord y)**

Converts logical Y coordinate to relative device coordinate, using the current mapping mode but ignoring the y axis orientation. Use this for converting a height, for example.

**wxDC::MaxX**

---

**wxCoord MaxX()**

Gets the maximum horizontal extent used in drawing commands so far.

**wxDC::MaxY**

---

**wxCoord MaxY()**

Gets the maximum vertical extent used in drawing commands so far.

**wxDC::MinX**

---

**wxCoord MinX()**

Gets the minimum horizontal extent used in drawing commands so far.

**wxDC::MinY**

---

**wxCoord MinY()**

Gets the minimum vertical extent used in drawing commands so far.

**wxDC::Ok**

---

**bool Ok()**

Returns true if the DC is ok to use.

**wxDC::ResetBoundingBox**

---

**void ResetBoundingBox()**

Resets the bounding box: after a call to this function, the bounding box doesn't contain anything.

**See also**

*CalcBoundingBox* (p. 362)

**wxDC::SetAxisOrientation**

---

**void SetAxisOrientation(bool *xLeftRight*, bool *yBottomUp*)**

Sets the x and y axis orientation (i.e., the direction from lowest to highest values on the axis). The default orientation is the natural orientation, e.g. x axis from left to right and y axis from bottom up.

**Parameters***xLeftRight*

True to set the x axis orientation to the natural left to right orientation, false to invert it.

*yBottomUp*

True to set the y axis orientation to the natural bottom up orientation, false to invert it.

**wxDC::SetDeviceOrigin**

---

**void SetDeviceOrigin(wxCoord *x*, wxCoord *y*)**

Sets the device origin (i.e., the origin in pixels after scaling has been applied).

This function may be useful in Windows printing operations for placing a graphic on a page.

### **wxDC::SetBackground**

---

**void SetBackground(const wxBrush& brush)**

Sets the current background brush for the DC.

### **wxDC::SetBackgroundMode**

---

**void SetBackgroundMode(int mode)**

*mode* may be one of `wxSOLID` and `wxTRANSPARENT`. This setting determines whether text will be drawn with a background colour or not.

### **wxDC::SetClippingRegion**

---

**void SetClippingRegion(wxCoord x, wxCoord y, wxCoord width, wxCoord height)**

**void SetClippingRegion(const wxPoint& pt, const wxSize& sz)**

**void SetClippingRegion(const wxRect& rect)**

**void SetClippingRegion(const wxRegion& region)**

Sets the clipping region for this device context to the intersection of the given region described by the parameters of this method and the previously set clipping region. You should call *DestroyClippingRegion* (p. 362) if you want to set the clipping region exactly to the region specified.

The clipping region is an area to which drawing is restricted. Possible uses for the clipping region are for clipping text or for speeding up window redraws when only a known area of the screen is damaged.

#### **See also**

*wxDC::DestroyClippingRegion* (p. 362), *wxRegion* (p. 1086)

### **wxDC::SetPalette**

---

**void SetPalette(const wxPalette& palette)**

If this is a window DC or memory DC, assigns the given palette to the window or bitmap

associated with the DC. If the argument is `wxNullPalette`, the current palette is selected out of the device context, and the original palette restored.

See *wxPalette* (p. 997) for further details.

---

## wxDC::SetBrush

---

**void SetBrush(const wxBrush& brush)**

Sets the current brush for the DC.

If the argument is `wxNullBrush`, the current brush is selected out of the device context, and the original brush restored, allowing the current brush to be destroyed safely.

See also *wxBrush* (p. 94).

See also *wxMemoryDC* (p. 905) for the interpretation of colours when drawing into a monochrome bitmap.

---

## wxDC::SetFont

---

**void SetFont(const wxFont& font)**

Sets the current font for the DC. It must be a valid font, in particular you should not pass `wxNullFont` to this method.

See also *wxFont* (p. 538).

---

## wxDC::SetLogicalFunction

---

**void SetLogicalFunction(int function)**

Sets the current logical function for the device context. This determines how a source pixel (from a pen or brush colour, or source device context if using *wxDC::Blit* (p. 360)) combines with a destination pixel in the current device context.

The possible values and their meaning in terms of source and destination pixel values are as follows:

<code>wxAND</code>	<code>src AND dst</code>
<code>wxAND_INVERT</code>	<code>(NOT src) AND dst</code>
<code>wxAND_REVERSE</code>	<code>src AND (NOT dst)</code>
<code>wxCLEAR</code>	<code>0</code>
<code>wxCOPY</code>	<code>src</code>
<code>wxEQUIV</code>	<code>(NOT src) XOR dst</code>
<code>wxINVERT</code>	<code>NOT dst</code>
<code>wxNAND</code>	<code>(NOT src) OR (NOT dst)</code>
<code>wxNOR</code>	<code>(NOT src) AND (NOT dst)</code>
<code>wxNO_OP</code>	<code>dst</code>

---

wxOR	src OR dst
wxOR_INVERT	(NOT src) OR dst
wxOR_REVERSE	src OR (NOT dst)
wxSET	1
wxSRC_INVERT	NOT src
wxXOR	src XOR dst

The default is wxCOPY, which simply draws with the current colour. The others combine the current colour and the background using a logical operation. wxINVERT is commonly used for drawing rubber bands or moving outlines, since drawing twice reverts to the original colour.

---

## wxDC::SetMapMode

### void SetMapMode(int *int*)

The *mapping mode* of the device context defines the unit of measurement used to convert logical units to device units. Note that in X, text drawing isn't handled consistently with the mapping mode; a font is always specified in point size. However, setting the *user scale* (see wxDC::SetUserScale (p. 378)) scales the text appropriately. In Windows, scalable TrueType fonts are always used; in X, results depend on availability of fonts, but usually a reasonable match is found.

Note that the coordinate origin should ideally be selectable, but for now is always at the top left of the screen/printer.

Drawing to a Windows printer device context under UNIX uses the current mapping mode, but mapping mode is currently ignored for PostScript output.

The mapping mode can be one of the following:

wxMM_TWIPS	Each logical unit is 1/20 of a point, or 1/1440 of an inch.
wxMM_POINTS	Each logical unit is a point, or 1/72 of an inch.
wxMM_METRIC	Each logical unit is 1 mm.
wxMM_LOMETRIC	Each logical unit is 1/10 of a mm.
wxMM_TEXT	Each logical unit is 1 pixel.

---

## wxDC::SetOptimization

### void SetOptimization(bool *optimize*)

If *optimize* is true (the default), this function sets optimization mode on. This currently means that under X, the device context will not try to set a pen or brush property if it is known to be set already. This approach can fall down if non-wxWindows code is using the same device context or window, for example when the window is a panel on which the windowing system draws panel items. The wxWindows device context 'memory' will now be out of step with reality.

Setting optimization off, drawing, then setting it back on again, is a trick that must

occasionally be employed.

---

**wxDC::SetPen**

---

**void SetPen(const wxPen& pen)**

Sets the current pen for the DC.

If the argument is wxNullPen, the current pen is selected out of the device context, and the original pen restored.

See also *wxMemoryDC* (p. 905) for the interpretation of colours when drawing into a monochrome bitmap.

---

**wxDC::SetTextBackground**

---

**void SetTextBackground(const wxColour& colour)**

Sets the current text background colour for the DC.

---

**wxDC::SetTextForeground**

---

**void SetTextForeground(const wxColour& colour)**

Sets the current text foreground colour for the DC.

See also *wxMemoryDC* (p. 905) for the interpretation of colours when drawing into a monochrome bitmap.

---

**wxDC::SetUserScale**

---

**void SetUserScale(double xScale, double yScale)**

Sets the user scaling factor, useful for applications which require 'zooming'.

---

**wxDC::StartDoc**

---

**bool StartDoc(const wxString& message)**

Starts a document (only relevant when outputting to a printer). Message is a message to show whilst printing.

---

**wxDC::StartPage**

---

**bool StartPage()**

Starts a document page (only relevant when outputting to a printer).

**wxDCClipper**

This is a small helper class which sets the specified to its constructor clipping region and then automatically destroys it in its destructor. Using it ensures that unwanted clipping region is not left set on the DC.

**Derived from**

No base class

**Include files**

<wx/dc.h>

**See also**

*wxDC* (p. 359)

**wxDCClipper::wxDCClipper**

---

**wxDCClipper(wxDC& dc, wxCoord x,wxCoord y,wxCoord w,wxCoord h,)**

**wxDCClipper(wxDC& dc, const wxRect& rect)**

Constructor: sets the the clipping region for the given device context to the specified rectangle.

**wxDCClipper::~~wxDCClipper**

---

**~wxDCClipper()**

Destructor: destroys the clipping region set in the constructor.

**wxDCDialog**

A dialog box is a window with a title bar and sometimes a system menu, which can be moved around the screen. It can contain controls and other windows and is usually used to allow the user to make some choice or to answer a question.

### Derived from

*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/dialog.h>

### Remarks

There are two kinds of dialog -- *modal* and *modeless*. A modal dialog blocks program flow and user input on other windows until it is dismissed, whereas a modeless dialog behaves more like a frame in that program flow continues, and input on other windows is still possible. To show a modal dialog you should use *ShowModal* (p. 388) method while to show dialog modelessly you simply use *Show* (p. 387), just as with the frames.

Note that the modal dialogs are one of the very few examples of *wxWindow*-derived objects which may be created on the stack and not on the heap. In other words, although this code snippet

```
void AskUser()
{
    MyAskDialog *dlg = new MyAskDialog(...);
    if ( dlg->ShowModal() == wxID_OK )
        ...
    //else: dialog was cancelled or some another button pressed

    dlg->Destroy();
}
```

works, you can also achieve the same result by using a simpler code fragment below:

```
void AskUser()
{
    MyAskDialog dlg(...);
    if ( dlg.ShowModal() == wxID_OK )
        ...

    // no need to call Destroy() here
}
```

An application can define an *wxCloseEvent* (p. 142) handler for the dialog to respond to system close events.

### Window styles

**wxCAPTION** Puts a caption on the dialog box.  
**wxDEFAULT\_DIALOG\_STYLE** Equivalent to a combination of **wxCAPTION**, **wxCLOSE\_BOX** and **wxSYSTEM\_MENU** (the last one is

<b>wxRESIZE_BORDER</b>	not used under Unix) Display a resizable frame around the window.
<b>wxSYSTEM_MENU</b>	Display a system menu.
<b>wxCLOSE_BOX</b>	Displays a close box on the frame.
<b>wxTHICK_FRAME</b>	Display a thick frame around the window.
<b>wxSTAY_ON_TOP</b>	The dialog stays on top of all other windows (Windows only).
<b>wxNO_3D</b>	Under Windows, specifies that the child controls should not have 3D borders unless specified in the control.
<b>wxDIALOG_NO_PARENT</b>	By default, the dialogs created with <code>NULL</code> parent window will be given the <i>applications top level window</i> (p. 36) as parent. Use this style to prevent this from happening and create a really orphan dialog (note that this is not recommended for modal dialogs).
<b>wxDIALOG_EX_CONTEXTHELP</b>	Under Windows, puts a query button on the caption. When pressed, Windows will go into a context-sensitive help mode and <code>wxWindows</code> will send a <code>wxEVT_HELP</code> event if the user clicked on an application window. <i>Note</i> that this is an extended style and must be set by calling <i>SetExtraStyle</i> (p. 1464) before <i>Create</i> is called (two-step construction).

Under Unix or Linux, MWM (the Motif Window Manager) or other window managers recognizing the MHM hints should be running for any of these styles to have an effect.

See also *Generic window styles* (p. 1657).

### See also

*wxDialog overview* (p. 1660), *wxFrame* (p. 559), *Validator overview* (p. 1660)

---

## wxDialog::wxDialog

---

### wxDialog()

Default constructor.

**wxDialog(wxWindow\* parent, wxWindowID id, const wxString& title, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxDEFAULT\_DIALOG\_STYLE, const wxString& name = "dialogBox")**

Constructor.

### Parameters

*parent*

Can be `NULL`, a frame or another dialog box.

*id*

An identifier for the dialog. A value of -1 is taken to mean a default.

*title*

The title of the dialog.

*pos*

The dialog position. A value of (-1, -1) indicates a default position, chosen by either the windowing system or wxWindows, depending on platform.

*size*

The dialog size. A value of (-1, -1) indicates a default size, chosen by either the windowing system or wxWindows, depending on platform.

*style*

The window style. See *wxDialog* (p. 379).

*name*

Used to associate a name with the window, allowing the application user to set Motif resource values for individual dialog boxes.

### See also

*wxDialog::Create* (p. 382)

---

## wxDialog::~~wxDialog

**~wxDialog()**

Destructor. Deletes any child windows before deleting the physical window.

---

## wxDialog::Centre

**void Centre(int direction = wxBOTH)**

Centres the dialog box on the display.

### Parameters

*direction*

May be wxHORIZONTAL, wxVERTICAL or wxBOTH.

---

## wxDialog::Create

**bool Create(wxWindow\* parent, wxWindowID id, const wxString& title, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style =**

`wxDEFAULT_DIALOG_STYLE`, **const wxString&** *name* = "dialogBox")

Used for two-step dialog box construction. See `wxDialog::wxDialog` (p. 381) for details.

---

## **wxDialog::EndModal**

---

**void EndModal**(int *retCode*)

Ends a modal dialog, passing a value to be returned from the `wxDialog::ShowModal` (p. 388) invocation.

### **Parameters**

*retCode*

The value that should be returned by **ShowModal**.

### **See also**

`wxDialog::ShowModal` (p. 388), `wxDialog::GetReturnCode` (p. 383),  
`wxDialog::SetReturnCode` (p. 387)

---

## **wxDialog::GetReturnCode**

---

**int GetReturnCode**()

Gets the return code for this window.

### **Remarks**

A return code is normally associated with a modal dialog, where `wxDialog::ShowModal` (p. 388) returns a code to the application.

### **See also**

`wxDialog::SetReturnCode` (p. 387), `wxDialog::ShowModal` (p. 388), `wxDialog::EndModal` (p. 383)

---

## **wxDialog::GetTitle**

---

**wxString GetTitle**() **const**

Returns the title of the dialog box.

---

## **wxDialog::Iconize**

---

**void Iconize**(**const bool** *iconize*)

Iconizes or restores the dialog. Windows only.

### Parameters

*iconize*

If true, iconizes the dialog box; if false, shows and restores it.

### Remarks

Note that in Windows, iconization has no effect since dialog boxes cannot be iconized. However, applications may need to explicitly restore dialog boxes under Motif which have user-iconizable frames, and under Windows calling `Iconize(false)` will bring the window to the front, as does `Show(true)`.

---

## **wxDialog::IsIconized**

**bool IsIconized() const**

Returns true if the dialog box is iconized. Windows only.

### Remarks

Always returns false under Windows since dialogs cannot be iconized.

---

## **wxDialog::IsModal**

**bool IsModal() const**

Returns true if the dialog box is modal, false otherwise.

---

## **wxDialog::OnCharHook**

**void OnCharHook(wxKeyEvent& event)**

This member is called to allow the window to intercept keyboard events before they are processed by child windows.

### Remarks

wxDialog implements this handler to fake a cancel command if the escape key has been pressed. This will dismiss the dialog.

---

## **wxDialog::OnApply**

**void OnApply(wxCommandEvent& event)**

The default handler for the `wxID_APPLY` identifier.

### Remarks

This function calls `wxWindow::Validate` (p. 1477) and `wxWindow::TransferDataToWindow` (p. 1475).

### See also

`wxDialog::OnOK` (p. 385), `wxDialog::OnCancel` (p. 385)

---

## **wxDialog::OnCancel**

**void OnCancel(wxCommandEvent& event)**

The default handler for the `wxID_CANCEL` identifier.

### Remarks

The function either calls **EndModal(wxID\_CANCEL)** if the dialog is modal, or sets the return value to `wxID_CANCEL` and calls **Show(false)** if the dialog is modeless.

### See also

`wxDialog::OnOK` (p. 385), `wxDialog::OnApply` (p. 384)

---

## **wxDialog::OnOK**

**void OnOK(wxCommandEvent& event)**

The default handler for the `wxID_OK` identifier.

### Remarks

The function calls `wxWindow::Validate` (p. 1477), then `wxWindow::TransferDataFromWindow` (p. 1475). If this returns true, the function either calls **EndModal(wxID\_OK)** if the dialog is modal, or sets the return value to `wxID_OK` and calls **Show(false)** if the dialog is modeless.

### See also

`wxDialog::OnCancel` (p. 385), `wxDialog::OnApply` (p. 384)

---

## **wxDialog::OnSysColourChanged**

**void OnSysColourChanged(wxSysColourChangedEvent& event)**

The default handler for `wxEVT_SYS_COLOUR_CHANGED`.

### Parameters

*event*

The colour change event.

### Remarks

Changes the dialog's colour to conform to the current settings (Windows only). Add an event table entry for your dialog class if you wish the behaviour to be different (such as keeping a user-defined background colour). If you do override this function, call `wxEvent::Skip` to propagate the notification to child windows and controls.

### See also

*wxSysColourChangedEvent* (p. 1263)

---

## **wxDialog::SetIcon**

**void SetIcon(const wxIcon& *icon*)**

Sets the icon for this dialog.

### Parameters

*icon*

The icon to associate with this dialog.

See also *wxIcon* (p. 742).

---

## **wxDialog::SetIcons**

**void SetIcons(const wxIconBundle& *icons*)**

Sets the icons for this dialog.

### Parameters

*icons*

The icons to associate with this dialog.

See also *wxIconBundle* (p. 750).

---

## **wxDialog::SetModal**

**void SetModal(const bool flag)**

**NB:** This function is deprecated and doesn't work for all ports, just use *ShowModal* (p. 388) to show a modal dialog instead.

Allows the programmer to specify whether the dialog box is modal (*wxDialog::Show* blocks control until the dialog is hidden) or modeless (control returns immediately).

### Parameters

*flag*

If true, the dialog will be modal, otherwise it will be modeless.

---

## wxDialog::SetReturnCode

---

**void SetReturnCode(int retCode)**

Sets the return code for this window.

### Parameters

*retCode*

The integer return code, usually a control identifier.

### Remarks

A return code is normally associated with a modal dialog, where *wxDialog::ShowModal* (p. 388) returns a code to the application. The function *wxDialog::EndModal* (p. 383) calls **SetReturnCode**.

### See also

*wxDialog::GetReturnCode* (p. 383), *wxDialog::ShowModal* (p. 388), *wxDialog::EndModal* (p. 383)

---

## wxDialog::SetTitle

---

**void SetTitle(const wxString& title)**

Sets the title of the dialog box.

### Parameters

*title*

The dialog box title.

---

## wxDialog::Show

---

**bool Show(const bool show)**

Hides or shows the dialog.

### Parameters

*show*

If true, the dialog box is shown and brought to the front; otherwise the box is hidden. If false and the dialog is modal, control is returned to the calling program.

### Remarks

The preferred way of dismissing a modal dialog is to use *wxDialog::EndModal* (p. 383).

---

## wxDialog::ShowModal

---

**int ShowModal()**

Shows a modal dialog. Program flow does not return until the dialog has been dismissed with *wxDialog::EndModal* (p. 383).

### Return value

The return value is the value set with *wxDialog::SetReturnCode* (p. 387).

### See also

*wxDialog::EndModal* (p. 383), *wxDialog::GetReturnCode* (p. 383),  
*wxDialog::SetReturnCode* (p. 387)

## wxDialUpEvent

This is the event class for the dialup events sent by *wxDialUpManager* (p. 389).

### Derived from

*wxEvent* (p. 453)  
*wxObject* (p. 982)

### Include files

<wx/dialup.h>

## **wxDialUpEvent::wxDialUpEvent**

---

**wxDialUpEvent**(bool *isConnected*, bool *isOwnEvent*)

Constructor is only used by *wxDialUpManager* (p. 389).

## **wxDialUpEvent::IsConnectedEvent**

---

**bool IsConnectedEvent() const**

Is this a `CONNECTED` or `DISCONNECTED` event? In other words, does it notify about transition from offline to online state or vice versa?

## **wxDialUpEvent::IsOwnEvent**

---

**bool IsOwnEvent() const**

Does this event come from `wxDialUpManager::Dial()` or from some external process (i.e. does it result from our own attempt to establish the connection)?

## **wxDialUpManager**

This class encapsulates functions dealing with verifying the connection status of the workstation (connected to the Internet via a direct connection, connected through a modem or not connected at all) and to establish this connection if possible/required (i.e. in the case of the modem).

The program may also wish to be notified about the change in the connection status (for example, to perform some action when the user connects to the network the next time or, on the contrary, to stop receiving data from the net when the user hangs up the modem). For this, you need to use one of the event macros described below.

This class is different from other `wxWindows` classes in that there is at most one instance of this class in the program accessed via `wxDialUpManager::Create()` (p. 390) and you can't create the objects of this class directly.

### **Derived from**

No base class

### **Include files**

<wx/dialup.h>

## Event table macros

To be notified about the change in the network connection status, use these event handler macros to direct input to member functions that take a *wxDialUpEvent* (p. 388) argument.

**EVT\_DIALUP\_CONNECTED(func)** A connection with the network was established.  
**EVT\_DIALUP\_DISCONNECTED(func)** The connection with the network was lost.

## See also

*dialup sample* (p. 1605)  
*wxDialUpEvent* (p. 388)

---

## wxDialUpManager::Create

**wxDialUpManager\* Create()**

This function should create and return the object of the platform-specific class derived from *wxDialUpManager*. You should delete the pointer when you are done with it.

---

## wxDialUpManager::IsOk

**bool IsOk() const**

Returns `true` if the dialup manager was initialized correctly. If this function returns `false`, no other functions will work neither, so it is a good idea to call this function and check its result before calling any other *wxDialUpManager* methods

---

## wxDialUpManager::~wxDialUpManager

**~wxDialUpManager()**

Destructor.

---

## wxDialUpManager::GetISPNames

**size\_t GetISPNames(wxArrayString& names) const**

This function is only implemented under Windows.

Fills the array with the names of all possible values for the first parameter to *Dial()* (p. 391) on this machine and returns their number (may be 0).

## **wxDialUpManager::Dial**

---

**bool Dial(const wxString& nameOfISP = wxEmptyString, const wxString& username = wxEmptyString, const wxString& password = wxEmptyString, bool async = true)**

Dial the given ISP, use *username* and *password* to authenticate.

The parameters are only used under Windows currently, for Unix you should use *SetConnectCommand* (p. 393) to customize this functions behaviour.

If no *nameOfISP* is given, the function will select the default one (proposing the user to choose among all connections defined on this machine) and if no username and/or password are given, the function will try to do without them, but will ask the user if really needed.

If *async* parameter is *false*, the function waits until the end of dialing and returns *true* upon successful completion.

If *async* is *true*, the function only initiates the connection and returns immediately - the result is reported via events (an event is sent anyhow, but if dialing failed it will be a DISCONNECTED one).

## **wxDialUpManager::IsDialing**

---

**bool IsDialing() const**

Returns true if (async) dialing is in progress.

**See also**

*Dial* (p. 391)

## **wxDialUpManager::CancelDialing**

---

**bool CancelDialing()**

Cancel dialing the number initiated with *Dial* (p. 391) with *async* parameter equal to *true*.

Note that this won't result in DISCONNECTED event being sent.

**See also**

*IsDialing* (p. 391)

### **wxDialUpManager::HangUp**

---

**bool HangUp()**

Hang up the currently active dial up connection.

### **wxDialUpManager::IsAlwaysOnline**

---

**bool IsAlwaysOnline() const**

Returns `true` if the computer has a permanent network connection (i.e. is on a LAN) and so there is no need to use `Dial()` function to go online.

**NB:** this functions tries to guess the result and it is not always guaranteed to be correct, so it is better to ask user for confirmation or give him a possibility to override it.

### **wxDialUpManager::IsOnline**

---

**bool IsOnline() const**

Returns `true` if the computer is connected to the network: under Windows, this just means that a RAS connection exists, under Unix we check that the "well-known host" (as specified by `SetWellKnownHost` (p. 393)) is reachable.

### **wxDialUpManager::SetOnlineStatus**

---

**void SetOnlineStatus(bool *isOnline* = true)**

Sometimes the built-in logic for determining the online status may fail, so, in general, the user should be allowed to override it. This function allows to forcefully set the online status - whatever our internal algorithm may think about it.

#### **See also**

*IsOnline* (p. 392)

### **wxDialUpManager::EnableAutoCheckOnlineStatus**

---

**bool EnableAutoCheckOnlineStatus(size\_t *nSeconds* = 60)**

Enable automatic checks for the connection status and sending of `wxEVT_DIALUP_CONNECTED/wxEVT_DIALUP_DISCONNECTED` events. The interval parameter is only for Unix where we do the check manually and specifies how often should we repeat the check (each minute by default). Under Windows, the notification about the change of connection status is sent by the system and so we don't do any polling and this parameter is ignored.

Returns `false` if couldn't set up automatic check for online status.

### **wxDialUpManager::DisableAutoCheckOnlineStatus**

---

**void DisableAutoCheckOnlineStatus()**

Disable automatic check for connection status change - notice that the `wxEVT_DIALUP_XXX` events won't be sent any more neither.

### **wxDialUpManager::SetWellKnownHost**

---

**void SetWellKnownHost(const wxString& hostname, int portno = 80)**

This method is for Unix only.

Under Unix, the value of well-known host is used to check whether we're connected to the internet. It is unused under Windows, but this function is always safe to call. The default value is `www.yahoo.com:80`.

### **wxDialUpManager::SetConnectCommand**

---

**SetConnectCommand(const wxString& commandDial = wxT("/usr/bin/pon"), const wxString& commandHangup = wxT("/usr/bin/poff"))**

This method is for Unix only.

Sets the commands to start up the network and to hang up again.

**See also**

*Dial* (p. 391)

## **wxDir**

`wxDir` is a portable equivalent of Unix `open/read/closedir` functions which allow enumerating of the files in a directory. `wxDir` allows enumerate files as well as directories.

`wxDir` also provides a flexible way to enumerate files recursively using *Traverse* (p. 396) or a simpler *GetAllFiles* (p. 395) function.

Example of use:

```

wxDir dir(wxGetCwd());

if ( !dir.IsOpened() )
{
    // deal with the error here - wxDir would already log an error
message
    // explaining the exact reason of the failure
    return;
}

puts("Enumerating object files in current directory:");

wxString filename;

bool cont = dir.GetFirst(&filename, filespec, flags);
while ( cont )
{
    printf("%s\n", filename.c_str());

    cont = dir.GetNext(&filename);
}

```

### Derived from

No base class

### Constants

These flags define what kind of filename is included in the list of files enumerated by GetFirst/GetNext.

```

enum
{
    wxDIR_FILES      = 0x0001,      // include files
    wxDIR_DIRS       = 0x0002,      // include directories
    wxDIR_HIDDEN     = 0x0004,      // include hidden files
    wxDIR_DOTDOT     = 0x0008,      // include '.' and '..'

    // by default, enumerate everything except '.' and '..'
    wxDIR_DEFAULT    = wxDIR_FILES | wxDIR_DIRS | wxDIR_HIDDEN
}

```

### Include files

<wx/dir.h>

---

## wxDir::wxDir

### wxDir()

Default constructor, use *Open()* (p. 396) afterwards.

**wxDir(const wxString& dir)**

Opens the directory for enumeration, use *IsOpened()* (p. 396) to test for errors.

---

### wxDir::~~wxDir

**~wxDir()**

Destructor cleans up the associated resources. It is not virtual and so this class is not meant to be used polymorphically.

---

### wxDir::Exists

**static bool Exists(const wxString& dir)**

Test for existence of a directory with the given name

---

### wxDir::GetAllFiles

**static size\_t GetAllFiles(const wxString& dirname, wxArrayString \*files, const wxString& filespec = wxEmptyString, int flags = wxDIR\_DEFAULT)**

The function appends the names of all the files under directory *dirname* to the array *files* (note that its old contents is preserved). Only files matching the *filespec* are taken, with empty spec matching all the files.

The *flags* parameter should always include `wxDIR_FILES` or the array would be unchanged and should include `wxDIR_DIRS` flag to recurse into subdirectories (both flags are included in the value by default).

See also: *Traverse* (p. 396)

---

### wxDir::GetFirst

**bool GetFirst(wxString\* filename, const wxString& filespec = wxEmptyString, int flags = wxDIR\_DEFAULT) const**

Start enumerating all files matching *filespec* (or all files if it is empty) and flags, return true on success.

---

### wxDir::GetName

**wxString GetName() const**

Returns the name of the directory itself. The returned string does not have the trailing path separator (slash or backslash).

---

**wxDir::GetNext**

---

**bool GetNext(wxString\* filename) const**

Continue enumerating files satisfying the criteria specified by the last call to *GetFirst* (p. 395).

---

**wxDir::HasFiles**

---

**bool HasFiles(const wxString& filespec = wxEmptyString)**

Returns `true` if the directory contains any files matching the given *filespec*. If *filespec* is empty, look for any files at all. In any case, even hidden files are taken into account.

---

**wxDir::HasSubDirs**

---

**bool HasSubDirs(const wxString& dirspeg = wxEmptyString)**

Returns `true` if the directory contains any subdirectories (if a non empty *filespec* is given, only check for directories matching it). The hidden subdirectories are taken into account as well.

---

**wxDir::IsOpened**

---

**bool IsOpened() const**

Returns true if the directory was successfully opened by a previous call to *Open* (p. 396).

---

**wxDir::Open**

---

**bool Open(const wxString& dir)**

Open the directory for enumerating, returns true on success or false if an error occurred.

---

**wxDir::Traverse**

---

**size\_t Traverse(wxDirTraverser& sink, const wxString& filespec = wxEmptyString, int flags = wxDIR\_DEFAULT)**

Enumerate all files and directories under the given directory recursively calling the

element of the provided *wxDirTraverser* (p. 399) object for each of them.

More precisely, the function will really recurse into subdirectories if *flags* contains `wxDIR_DIRS` flag. It will ignore the files (but still possibly recurse into subdirectories) if `wxDIR_FILES` flag is given.

For each found directory, *sink.OnDir()* (p. 400) is called and *sink.OnFile()* (p. 401) is called for every file. Depending on the return value, the enumeration may continue or stop.

The function returns the total number of files found or `(size_t)-1` on error.

See also: *GetAllFiles* (p. 395)

## wxDirDialog

This class represents the directory chooser dialog.

### Derived from

*wxDialog* (p. 379)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/dirdlg.h> <wx/generic/dirdlgg.h>

### Window styles

`wxDD_NEW_DIR_BUTTON` Add "Create new directory" button and allow directory names to be editable. On Windows the new directory button is only available with recent versions of the common dialogs.

See also *Generic window styles* (p. 1657).

### See also

*wxDirDialog* overview (p. 1696), *wxFileDialog* (p. 491)

---

## wxDirDialog::wxDirDialog

**wxDirDialog**(wxWindow\* *parent*, const wxString& *message* = "Choose a directory", const wxString& *defaultPath* = "", long *style* = 0, const wxPoint& *pos* = wxDefaultPosition, const wxSize& *size* = wxDefaultSize, const wxString& *name* = "wxDirCtrl")

Constructor. Use `wxDirDialog::ShowModal` (p. 399) to show the dialog.

### Parameters

*parent*

Parent window.

*message*

Message to show on the dialog.

*defaultPath*

The default path, or the empty string.

*style*

A dialog style, currently unused.

*pos*

Dialog position. Ignored under Windows.

*size*

Dialog size. Ignored under Windows.

*name*

The dialog name, not used.

### wxDirDialog::~wxDirDialog

---

**~wxDirDialog()**

Destructor.

### wxDirDialog::GetPath

---

**wxString GetPath() const**

Returns the default or user-selected path.

### wxDirDialog::GetMessage

---

**wxString GetMessage() const**

Returns the message that will be displayed on the dialog.

---

**wxDirDialog::GetStyle**

---

**long GetStyle() const**

Returns the dialog style.

---

**wxDirDialog::SetMessage**

---

**void SetMessage(const wxString& message)**

Sets the message that will be displayed on the dialog.

---

**wxDirDialog::SetPath**

---

**void SetPath(const wxString& path)**

Sets the default path.

---

**wxDirDialog::SetStyle**

---

**void SetStyle(long style)**

Sets the dialog style. This is currently unused.

---

**wxDirDialog::ShowModal**

---

**int ShowModal()**

Shows the dialog, returning wxID\_OK if the user pressed OK, and wxOK\_CANCEL otherwise.

---

**wxDirTraverser**

wxDirTraverser is an abstract interface which must be implemented by objects passed to *Traverse* (p. 396) function.

Example of use (this works almost like *GetAllFiles* (p. 395)):

```
class wxDirTraverserSimple : public wxDirTraverser
{
```

```

public:
    wxDirTraverserSimple(wxArrayString& files) : m_files(files) { }

    virtual wxDirTraverseResult OnFile(const wxString& filename)
    {
        m_files.Add(filename);
        return wxDIR_CONTINUE;
    }

    virtual wxDirTraverseResult OnDir(const wxString&
WXUNUSED(dirname))
    {
        return wxDIR_CONTINUE;
    }

private:
    wxArrayString& m_files;
};

// get the names of all files in the array
wxArrayString files;
wxDirTraverserSimple traverser(files);

wxDir dir(dirname);
dir.Traverse(traverser);

```

### Derived from

No base class

### Constants

The elements of `wxDirTraverseResult` are the possible return values of the callback functions:

```

enum wxDirTraverseResult
{
    wxDIR_IGNORE = -1,          // ignore this directory but continue with
others
    wxDIR_STOP,                // stop traversing
    wxDIR_CONTINUE             // continue into this directory
};

```

### Include files

<wx/dir.h>

## wxDirTraverser::OnDir

---

**virtual wxDirTraverseResult OnDir(const wxString& *dirname*)**

This function is called for each directory. It may return `wxSIR_STOP` to abort traversing

completely, `wxDIR_IGNORE` to skip this directory but continue with others or `wxDIR_CONTINUE` to enumerate all files and subdirectories in this directory.

This is a pure virtual function and must be implemented in the derived class.

---

### **wxDirTraverser::OnFile**

**virtual wxDirTraverseResult OnFile(const wxString& filename)**

This function is called for each file. It may return `wxDIR_STOP` to abort traversing (for example, if the file being searched is found) or `wxDIR_CONTINUE` to proceed.

This is a pure virtual function and must be implemented in the derived class.

---

### **wxOpenErrorTraverser::OnOpenError**

**virtual wxOpenErrorTraverseResult OnOpenError(const wxString& openerrorname)**

This function is called for each directory which we failed to open for enumerating. It may return `wxSIR_STOP` to abort traversing completely, `wxDIR_IGNORE` to skip this directory but continue with others or `wxDIR_CONTINUE` to retry opening this directory once again.

The base class version always returns `wxDIR_IGNORE`.

## **wxDllLoader**

`wxDllLoader` is a class providing an interface similar to Unix's `dlopen()`. It is used by the `wxLibrary` framework and manages the actual loading of shared libraries and the resolving of symbols in them. There are no instances of this class, it simply serves as a namespace for its static member functions.

Please note that class `wxDynamicLibrary` (p. 446) provides alternative, friendlier interface to `wxDllLoader`.

The terms *DLL* and *shared library/object* will both be used in the documentation to refer to the same thing: a `.dll` file under Windows or `.so` or `.sl` one under Unix.

Example of using this class to dynamically load the `strlen()` function:

```
#if defined(__WXMSW__)
    static const wxString *LIB_NAME = _T("kernel32");
    static const wxString *FUNC_NAME = _T("lstrlenA");
#elif defined(__UNIX__)
    static const wxString *LIB_NAME = _T("/lib/libc-2.0.7.so");
    static const wxString *FUNC_NAME = _T("strlen");
#endif
```

```

wxDllType dllHandle = wxDllLoader::LoadLibrary(LIB_NAME);
if ( !dllHandle )
{
    ... error ...
}
else
{
    typedef int (*strlenType)(char *);
    strlenType pfnStrlen =
(strlenType)wxDllLoader::GetSymbol(dllHandle, FUNC_NAME);
    if ( !pfnStrlen )
    {
        ... error ...
    }
    else
    {
        if ( pfnStrlen("foo") != 3 )
        {
            ... error ...
        }
        else
        {
            ... ok! ...
        }
    }

    wxDllLoader::UnloadLibrary(dllHandle);
}

```

**Derived from**

No base class

**Include files**

<wx/dynlib.h>

**Data structures**

This header defines a platform-dependent `wxDllType` typedef which stores a handle to a loaded DLLs on the given platform.

**wxDllLoader::GetDllExt****static wxString GetDllExt()**

Returns the string containing the usual extension for shared libraries for the given systems (including the leading dot if not empty).

For example, this function will return ".dll" under Windows or (usually) ".so" under Unix.

## **wxDllLoader::GetProgramHandle**

---

### **wxDllType GetProgramHandle()**

This function returns a valid handle for the main program itself. Notice that the `NULL` return value is valid for some systems (i.e. doesn't mean that the function failed).

**NB:** This function is Unix specific. It will always fail under Windows or OS/2.

## **wxDllLoader::GetSymbol**

---

### **void \* GetSymbol(wxDllType *dllHandle*, const wxString& *name*)**

This function resolves a symbol in a loaded DLL, such as a variable or function name.

Returned value will be `NULL` if the symbol was not found in the DLL or if an error occurred.

#### **Parameters**

*dllHandle*

Valid handle previously returned by *LoadLibrary* (p. 403)

*name*

Name of the symbol.

## **wxDllLoader::LoadLibrary**

---

### **wxDllType LoadLibrary(const wxString & *libname*, bool\* *success* = NULL)**

This function loads a shared library into memory, with *libname* being the name of the library: it may be either the full name including path and (platform-dependent) extension, just the basename (no path and no extension) or a basename with extension. In the last two cases, the library will be searched in all standard locations.

Returns a handle to the loaded DLL. Use *success* parameter to test if it is valid. If the handle is valid, the library must be unloaded later with *UnloadLibrary* (p. 403).

#### **Parameters**

*libname*

Name of the shared object to load.

*success*

May point to a bool variable which will be set to true or false; may also be `NULL`.

## **wxDllLoader::UnloadLibrary**

---

**void UnloadLibrary(wxDllType *dllhandle*)**

This function unloads the shared library. The handle *dllhandle* must have been returned by *LoadLibrary* (p. 403) previously.

## **wxDocChildFrame**

The `wxDocChildFrame` class provides a default frame for displaying documents on separate windows. This class can only be used for SDI (not MDI) child frames.

The class is part of the document/view framework supported by `wxWindows`, and cooperates with the `wxView` (p. 1410), `wxDocument` (p. 426), `wxDocManager` (p. 406) and `wxDocTemplate` (p. 420) classes.

See the example application in `samples/docview`.

### **Derived from**

`wxFrame` (p. 559)  
`wxWindow` (p. 1428)  
`wxEvtHandler` (p. 457)  
`wxObject` (p. 982)

### **Include files**

<wx/docview.h>

### **See also**

*Document/view overview* (p. 1697), `wxFrame` (p. 559)

## **wxDocChildFrame::m\_childDocument**

---

**wxDocument\* m\_childDocument**

The document associated with the frame.

## **wxDocChildFrame::m\_childView**

---

**wxView\* m\_childView**

The view associated with the frame.

**wxDocChildFrame::wxDocChildFrame**

---

```
wxDocChildFrame(wxDocument* doc, wxView* view, wxFrame* parent,  
wxWindowID id, const wxString& title, const wxPoint& pos = wxDefaultPosition,  
const wxSize& size = wxDefaultSize, long style = wxDEFAULT_FRAME_STYLE,  
const wxString& name = "frame")
```

Constructor.

**wxDocChildFrame::~~wxDocChildFrame**

---

```
~wxDocChildFrame()
```

Destructor.

**wxDocChildFrame::GetDocument**

---

```
wxDocument* GetDocument() const
```

Returns the document associated with this frame.

**wxDocChildFrame::GetView**

---

```
wxView* GetView() const
```

Returns the view associated with this frame.

**wxDocChildFrame::OnActivate**

---

```
void OnActivate(wxActivateEvent event)
```

Sets the currently active view to be the frame's view. You may need to override (but still call) this function in order to set the keyboard focus for your subwindow.

**wxDocChildFrame::OnCloseWindow**

---

```
void OnCloseWindow(wxCloseEvent& event)
```

Closes and deletes the current view and document.

**wxDocChildFrame::SetDocument**

---

```
void SetDocument(wxDocument * doc)
```

Sets the document for this frame.

### **wxDocChildFrame::SetView**

---

**void SetView**(wxView \*view)

Sets the view for this frame.

## **wxDocManager**

The wxDocManager class is part of the document/view framework supported by wxWindows, and cooperates with the *wxView* (p. 1410), *wxDocument* (p. 426) and *wxDocTemplate* (p. 420) classes.

### **Derived from**

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### **Include files**

<wx/docview.h>

### **See also**

*wxDocManager overview* (p. 1701), *wxDocument* (p. 426), *wxView* (p. 1410), *wxDocTemplate* (p. 420), *wxFileHistory* (p. 497)

### **wxDocManager::m\_currentView**

---

**wxView\* m\_currentView**

The currently active view.

### **wxDocManager::m\_defaultDocumentNameCounter**

---

**int m\_defaultDocumentNameCounter**

Stores the integer to be used for the next default document name.

**wxDocManager::m\_fileHistory**

---

**wxFileHistory\* m\_fileHistory**

A pointer to an instance of *wxFileHistory* (p. 497), which manages the history of recently-visited files on the File menu.

**wxDocManager::m\_maxDocsOpen**

---

**int m\_maxDocsOpen**

Stores the maximum number of documents that can be opened before existing documents are closed. By default, this is 10,000.

**wxDocManager::m\_docs**

---

**wxList m\_docs**

A list of all documents.

**wxDocManager::m\_flags**

---

**long m\_flags**

Stores the flags passed to the constructor.

**wxDocManager::m\_lastDirectory**

---

The directory last selected by the user when opening a file.

**wxFileHistory\* m\_fileHistory****wxDocManager::m\_templates**

---

**wxList mnTemplates**

A list of all document templates.

**wxDocManager::wxDocManager**

---

**void wxDocManager**(long *flags* = *wxDEFAULT\_DOCMAN\_FLAGS*, bool *initialize* = *true*)

Constructor. Create a document manager instance dynamically near the start of your application before doing any document or view operations.

*flags* is currently unused.

If *initialize* is true, the *Initialize* (p. 412) function will be called to create a default history list object. If you derive from `wxDocManager`, you may wish to call the base constructor with false, and then call *Initialize* in your own constructor, to allow your own *Initialize* or *OnCreateFileHistory* functions to be called.

---

### **wxDocManager::~~wxDocManager**

---

**void ~wxDocManager()**

Destructor.

---

### **wxDocManager::ActivateView**

---

**void ActivateView(wxView\* doc, bool activate, bool deleting)**

Sets the current view.

---

### **wxDocManager::AddDocument**

---

**void AddDocument(wxDocument \*doc)**

Adds the document to the list of documents.

---

### **wxDocManager::AddFileToHistory**

---

**void AddFileToHistory(const wxString& filename)**

Adds a file to the file history list, if we have a pointer to an appropriate file menu.

---

### **wxDocManager::AssociateTemplate**

---

**void AssociateTemplate(wxDocTemplate \*temp)**

Adds the template to the document manager's template list.

---

### **wxDocManager::CloseDocuments**

---

**bool CloseDocuments(bool force = true)**

Closes all currently opened documents.

---

### **wxDocManager::CreateDocument**

---

**wxDocument\*** **CreateDocument**(const wxString& *path*, long *flags*)

Creates a new document in a manner determined by the *flags* parameter, which can be:

- wxDOC\_NEW Creates a fresh document.
- wxDOC\_SILENT Silently loads the given document file.

If wxDOC\_NEW is present, a new document will be created and returned, possibly after asking the user for a template to use if there is more than one document template. If wxDOC\_SILENT is present, a new document will be created and the given file loaded into it. If neither of these flags is present, the user will be presented with a file selector for the file to load, and the template to use will be determined by the extension (Windows) or by popping up a template choice list (other platforms).

If the maximum number of documents has been reached, this function will delete the oldest currently loaded document before creating a new one.

---

### **wxDocManager::CreateView**

---

**wxView\*** **CreateView**(wxDocument\* *doc*, long *flags*)

Creates a new view for the given document. If more than one view is allowed for the document (by virtue of multiple templates mentioning the same document type), a choice of view is presented to the user.

---

### **wxDocManager::DisassociateTemplate**

---

**void** **DisassociateTemplate**(wxDocTemplate\* *temp*)

Removes the template from the list of templates.

---

### **wxDocManager::FileHistoryAddFilesToMenu**

---

**void** **FileHistoryAddFilesToMenu**()

Appends the files in the history list, to all menus managed by the file history object.

**void** **FileHistoryAddFilesToMenu**(wxMenu\* *menu*)

Appends the files in the history list, to the given menu only.

### **wxDocManager::FileHistoryLoad**

---

**void FileHistoryLoad(wxConfigBase& *config*)**

Loads the file history from a config object.

**See also**

*wxConfig* (p. 182)

### **wxDocManager::FileHistoryRemoveMenu**

---

**void FileHistoryRemoveMenu(wxMenu\* *menu*)**

Removes the given menu from the list of menus managed by the file history object.

### **wxDocManager::FileHistorySave**

---

**void FileHistorySave(wxConfigBase& *resourceFile*)**

Saves the file history into a config object. This must be called explicitly by the application.

**See also**

*wxConfig* (p. 182)

### **wxDocManager::FileHistoryUseMenu**

---

**void FileHistoryUseMenu(wxMenu\* *menu*)**

Use this menu for appending recently-visited document filenames, for convenient access. Calling this function with a valid menu pointer enables the history list functionality.

Note that you can add multiple menus using this function, to be managed by the file history object.

### **wxDocManager::FindTemplateForPath**

---

**wxDocTemplate \* FindTemplateForPath(const wxString& *path*)**

Given a path, try to find template that matches the extension. This is only an approximate method of finding a template for creating a document.

**wxDocManager::GetCurrentDocument**

---

**wxDocument \* GetCurrentDocument()**

Returns the document associated with the currently active view (if any).

**wxDocManager::GetCurrentView**

---

**wxView \* GetCurrentView()**

Returns the currently active view

**wxDocManager::GetDocuments**

---

**wxList& GetDocuments()**

Returns a reference to the list of documents.

**wxDocManager::GetFileHistory**

---

**wxFileHistory \* GetFileHistory()**

Returns a pointer to file history.

**wxDocManager::GetLastDirectory**

---

**wxString GetLastDirectory() const**

Returns the directory last selected by the user when opening a file. Initially empty.

**wxDocManager::GetMaxDocsOpen**

---

**int GetMaxDocsOpen()**

Returns the number of documents that can be open simultaneously.

**wxDocManager::GetHistoryFilesCount**

---

**size\_t GetHistoryFilesCount()**

Returns the number of files currently stored in the file history.

## **wxDocManager::Initialize**

---

### **bool Initialize()**

Initializes data; currently just calls `OnCreateFileHistory`. Some data cannot always be initialized in the constructor because the programmer must be given the opportunity to override functionality. If `OnCreateFileHistory` was called from the constructor, an overridden virtual `OnCreateFileHistory` would not be called due to C++'s 'interesting' constructor semantics. In fact `Initialize` *is* called from the `wxDocManager` constructor, but this can be vetoed by passing `false` to the second argument, allowing the derived class's constructor to call `Initialize`, possibly calling a different `OnCreateFileHistory` from the default.

The bottom line: if you're not deriving from `Initialize`, forget it and construct `wxDocManager` with no arguments.

## **wxDocManager::MakeDefaultName**

---

### **bool MakeDefaultName(const wxString& buf)**

Copies a suitable default name into *buf*. This is implemented by appending an integer counter to the string `unnamed` and incrementing the counter.

## **wxDocManager::OnCreateFileHistory**

---

### **wxFileHistory \* OnCreateFileHistory()**

A hook to allow a derived class to create a different type of file history. Called from *Initialize* (p. 412).

## **wxDocManager::OnFileClose**

---

### **void OnFileClose()**

Closes and deletes the currently active document.

## **wxDocManager::OnFileCloseAll**

---

### **void OnFileCloseAll()**

Closes and deletes all the currently opened documents.

## **wxDocManager::OnFileNew**

---

**void OnFileNew()**

Creates a document from a list of templates (if more than one template).

**wxDocManager::OnFileOpen**

---

**void OnFileOpen()**

Creates a new document and reads in the selected file.

**wxDocManager::OnFileSave**

---

**void OnFileSave()**

Saves the current document by calling wxDocument::Save for the current document.

**wxDocManager::OnFileSaveAs**

---

**void OnFileSaveAs()**

Calls wxDocument::SaveAs for the current document.

**wxDocManager::OnMenuCommand**

---

**void OnMenuCommand(int *cmd*)**

Processes menu commands routed from child or parent frames. This deals with the following predefined menu item identifiers:

- wxID\_OPEN Creates a new document and opens a file into it.
- wxID\_CLOSE Closes the current document.
- wxID\_CLOSE\_ALL Closes all documents.
- wxID\_NEW Creates a new document.
- wxID\_SAVE Saves the document.
- wxID\_SAVE\_AS Saves the document into a specified filename.

Unrecognized commands are routed to the currently active wxView's OnMenuCommand.

**wxDocManager::RemoveDocument**

---

**void RemoveDocument(wxDocument \**doc*)**

Removes the document from the list of documents.

### **wxDocManager::SelectDocumentPath**

---

**wxDocTemplate \* SelectDocumentPath(wxDocTemplate \*\*templates, int noTemplates, const wxString& path, const wxString& bufSize, long flags, bool save)**

Under Windows, pops up a file selector with a list of filters corresponding to document templates. The wxDocTemplate corresponding to the selected file's extension is returned.

On other platforms, if there is more than one document template a choice list is popped up, followed by a file selector.

This function is used in wxDocManager::CreateDocument.

**wxPerl note:** In wxPerl `templates` is a reference to a list of templates. If you override this method in your document manager it must return two values, eg:

```
(doctemplate, path) = My::DocManager->SelectDocumentPath( ... );
```

### **wxDocManager::SelectDocumentType**

---

**wxDocTemplate \* SelectDocumentType(wxDocTemplate \*\*templates, int noTemplates, bool sort=false)**

Returns a document template by asking the user (if there is more than one template). This function is used in wxDocManager::CreateDocument.

#### **Parameters**

*templates*

Pointer to an array of templates from which to choose a desired template.

*noTemplates*

Number of templates being pointed to by the *templates* pointer.

*sort*

If more than one template is passed in in *templates*, then this parameter indicates whether the list of templates that the user will have to choose from is sorted or not when shown the choice box dialog. Default is false.

**wxPerl note:** In wxPerl `templates` is a reference to a list of templates.

### **wxDocManager::SelectViewType**

---

**wxDocTemplate \* SelectViewType(wxDocTemplate \*\*templates, int noTemplates, bool sort=false)**

Returns a document template by asking the user (if there is more than one template), displaying a list of valid views. This function is used in `wxDocManager::CreateView`. The dialog normally will not appear because the array of templates only contains those relevant to the document in question, and often there will only be one such.

### Parameters

#### *templates*

Pointer to an array of templates from which to choose a desired template.

#### *noTemplates*

Number of templates being pointed to by the *templates* pointer.

#### *sort*

If more than one template is passed in in *templates*, then this parameter indicates whether the list of templates that the user will have to choose from is sorted or not when shown the choice box dialog. Default is false.

**wxPerl note:** In wxPerl `templates` is a reference to a list of templates.

## **wxDocManager::SetLastDirectory**

---

**void SetLastDirectory(const wxString& dir)**

Sets the directory to be displayed to the user when opening a file. Initially this is empty.

## **wxDocManager::SetMaxDocsOpen**

---

**void SetMaxDocsOpen(int n)**

Sets the maximum number of documents that can be open at a time. By default, this is 10,000. If you set it to 1, existing documents will be saved and deleted when the user tries to open or create a new one (similar to the behaviour of Windows Write, for example). Allowing multiple documents gives behaviour more akin to MS Word and other Multiple Document Interface applications.

## **wxDocMDIChildFrame**

The `wxDocMDIChildFrame` class provides a default frame for displaying documents on separate windows. This class can only be used for MDI child frames.

The class is part of the document/view framework supported by `wxWindows`, and cooperates with the `wxView` (p. 1410), `wxDocument` (p. 426), `wxDocManager` (p. 406) and `wxDocTemplate` (p. 420) classes.

See the example application in `samples/docview`.

**Derived from**

*wxMDIChildFrame* (p. 893)  
*wxFrame* (p. 559)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

**Include files**

<wx/docmdi.h>

**See also**

*Document/view overview* (p. 1697), *wxMDIChildFrame* (p. 893)

---

**wxDocMDIChildFrame::m\_childDocument**

---

**wxDocument\* m\_childDocument**

The document associated with the frame.

---

**wxDocMDIChildFrame::m\_childView**

---

**wxView\* m\_childView**

The view associated with the frame.

---

**wxDocMDIChildFrame::wxDocMDIChildFrame**

---

**wxDocMDIChildFrame(wxDocument\* doc, wxView\* view, wxFrame\* parent, wxWindowID id, const wxString& title, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxDEFAULT\_FRAME\_STYLE, const wxString& name = "frame")**

Constructor.

---

**wxDocMDIChildFrame::~~wxDocMDIChildFrame**

---

**~wxDocMDIChildFrame()**

Destructor.

---

**wxDocMDIChildFrame::GetDocument**

---

**wxDocument\* GetDocument() const**

Returns the document associated with this frame.

**wxDocMDIChildFrame::GetView**

---

**wxView\* GetView() const**

Returns the view associated with this frame.

**wxDocMDIChildFrame::OnActivate**

---

**void OnActivate(wxActivateEvent event)**

Sets the currently active view to be the frame's view. You may need to override (but still call) this function in order to set the keyboard focus for your subwindow.

**wxDocMDIChildFrame::OnCloseWindow**

---

**void OnCloseWindow(wxCloseEvent& event)**

Closes and deletes the current view and document.

**wxDocMDIChildFrame::SetDocument**

---

**void SetDocument(wxDocument \*doc)**

Sets the document for this frame.

**wxDocMDIChildFrame::SetView**

---

**void SetView(wxView \*view)**

Sets the view for this frame.

**wxDocMDIParentFrame**

The `wxDocMDIParentFrame` class provides a default top-level frame for applications using the document/view framework. This class can only be used for MDI parent frames.

It cooperates with the `wxView` (p. 1410), `wxDocument` (p. 426), `wxDocManager` (p. 406)

and *wxDocTemplates* (p. 420) classes.

See the example application in `samples/docview`.

### Derived from

*wxMDIParentFrame* (p. 898)

*wxFrame* (p. 559)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Include files

`<wx/docmdi.h>`

### See also

*Document/view overview* (p. 1697), *wxMDIParentFrame* (p. 898)

---

## **wxDocMDIParentFrame::wxDocMDIParentFrame**

**wxDocParentFrame**(*wxDocManager\** manager, *wxFrame\** parent, *wxWindowID* id, **const wxString&** title, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = *wxDEFAULT\_FRAME\_STYLE*, **const wxString&** name = "frame")

Constructor.

---

## **wxDocMDIParentFrame::~~wxDocMDIParentFrame**

**~wxDocMDIParentFrame**()

Destructor.

---

## **wxDocMDIParentFrame::OnCloseWindow**

**void OnCloseWindow**(*wxCloseEvent&* event)

Deletes all views and documents. If no user input cancelled the operation, the frame will be destroyed and the application will exit.

Since understanding how document/view clean-up takes place can be difficult, the implementation of this function is shown below.

```
void wxDocParentFrame::OnCloseWindow(wxCloseEvent& event)
{
    if (m_docManager->Clear(!event.CanVeto()))
    {
        this->Destroy();
    }
    else
        event.Veto();
}
```

## wxDocParentFrame

The `wxDocParentFrame` class provides a default top-level frame for applications using the document/view framework. This class can only be used for SDI (not MDI) parent frames.

It cooperates with the `wxView` (p. 1410), `wxDocument` (p. 426), `wxDocManager` (p. 406) and `wxDocTemplates` (p. 420) classes.

See the example application in `samples/docview`.

### Derived from

`wxFrame` (p. 559)  
`wxWindow` (p. 1428)  
`wxEvtHandler` (p. 457)  
`wxObject` (p. 982)

### Include files

<wx/docview.h>

### See also

*Document/view overview* (p. 1697), `wxFrame` (p. 559)

---

## wxDocParentFrame::wxDocParentFrame

**wxDocParentFrame**(`wxDocManager*` *manager*, `wxFrame*` *parent*, `wxWindowID` *id*, `const wxString&` *title*, `const wxPoint&` *pos* = `wxDefaultPosition`, `const wxSize&` *size* = `wxDefaultSize`, `long` *style* = `wxDEFAULT_FRAME_STYLE`, `const wxString&` *name* = `"frame"`)

Constructor.

## **wxDocParentFrame::~~wxDocParentFrame**

---

**~wxDocParentFrame()**

Destructor.

## **wxDocParentFrame::OnCloseWindow**

---

**void OnCloseWindow(wxCloseEvent& event)**

Deletes all views and documents. If no user input cancelled the operation, the frame will be destroyed and the application will exit.

Since understanding how document/view clean-up takes place can be difficult, the implementation of this function is shown below.

```
void wxDocParentFrame::OnCloseWindow(wxCloseEvent& event)
{
    if (m_docManager->Clear(!event.CanVeto()))
    {
        this->Destroy();
    }
    else
        event.Veto();
}
```

## **wxDocTemplate**

The `wxDocTemplate` class is used to model the relationship between a document class and a view class.

### **Derived from**

*wxObject* (p. 982)

### **Include files**

<wx/docview.h>

### **See also**

*wxDocTemplate overview* (p. 1700), *wxDocument* (p. 426), *wxView* (p. 1410)

## **wxDocTemplate::m\_defaultExt**

---

**wxString m\_defaultExt**

The default extension for files of this type.

**wxDocTemplate::m\_description**

---

**wxString m\_description**

A short description of this template.

**wxDocTemplate::m\_directory**

---

**wxString m\_directory**

The default directory for files of this type.

**wxDocTemplate::m\_docClassInfo**

---

**wxClassInfo\* m\_docClassInfo**

Run-time class information that allows document instances to be constructed dynamically.

**wxDocTemplate::m\_docTypeName**

---

**wxString m\_docTypeName**

The named type of the document associated with this template.

**wxDocTemplate::m\_documentManager**

---

**wxDocTemplate\* m\_documentManager**

A pointer to the document manager for which this template was created.

**wxDocTemplate::m\_fileFilter**

---

**wxString m\_fileFilter**

The file filter (such as \*.txt) to be used in file selector dialogs.

**wxDocTemplate::m\_flags**

---

**long m\_flags**

The flags passed to the constructor.

**wxDocTemplate::m\_viewClassInfo**

---

**wxClassInfo\* m\_viewClassInfo**

Run-time class information that allows view instances to be constructed dynamically.

**wxDocTemplate::m\_viewTypeName**

---

**wxString m\_viewTypeName**

The named type of the view associated with this template.

**wxDocTemplate::wxDocTemplate**

---

**wxDocTemplate(wxDocManager\* manager, const wxString& descr, const wxString& filter, const wxString& dir, const wxString& ext, const wxString& docTypeName, const wxString& viewTypeName, wxClassInfo\* docClassInfo = NULL, wxClassInfo\* viewClassInfo = NULL, long flags = wxDEFAULT\_TEMPLATE\_FLAGS)**

Constructor. Create instances dynamically near the start of your application after creating a wxDocManager instance, and before doing any document or view operations.

*manager* is the document manager object which manages this template.

*descr* is a short description of what the template is for. This string will be displayed in the file filter list of Windows file selectors.

*filter* is an appropriate file filter such as \*.txt.

*dir* is the default directory to use for file selectors.

*ext* is the default file extension (such as txt).

*docTypeName* is a name that should be unique for a given type of document, used for gathering a list of views relevant to a particular document.

*viewTypeName* is a name that should be unique for a given view.

*docClassInfo* is a pointer to the run-time document class information as returned by the CLASSINFO macro, e.g. CLASSINFO(MyDocumentClass). If this is not supplied, you will need to derive a new wxDocTemplate class and override the CreateDocument member to return a new document instance on demand.

*viewClassInfo* is a pointer to the run-time view class information as returned by the CLASSINFO macro, e.g. CLASSINFO(MyViewClass). If this is not supplied, you will need to derive a new wxDocTemplate class and override the CreateView member to return a new view instance on demand.

*flags* is a bit list of the following:

- wxTEMPLATE\_VISIBLE The template may be displayed to the user in dialogs.
- wxTEMPLATE\_INVISIBLE The template may not be displayed to the user in dialogs.
- wxDEFAULT\_TEMPLATE\_FLAGS Defined as wxTEMPLATE\_VISIBLE.

**wxPerl note:** In wxPerl *docClassInfo* and *viewClassInfo* can be either `Wx::ClassInfo` objects or strings which contain the name of the perl packages which are to be used as `Wx::Document` and `Wx::View` classes (they must have a constructor named `new`):

**Wx::DocTemplate->new( docmgr, descr, filter, dir, ext, docTypeName, viewTypeName, docClassInfo, viewClassInfo, flags )** will construct document and view objects from the class information

**Wx::DocTemplate->new( docmgr, descr, filter, dir, ext, docTypeName, viewTypeName, docClassName, viewClassName, flags )** will construct document and view objects from perl packages

**Wx::DocTemplate->new( docmgr, descr, filter, dir, ext, docTypeName, viewTypeName )**  
`Wx::DocTemplate::CreateDocument ( )` and `Wx::DocTemplate::CreateView ( )` must be overridden

---

## wxDocTemplate::~~wxDocTemplate

**void ~wxDocTemplate()**

Destructor.

---

## wxDocTemplate::CreateDocument

**wxDocument \* CreateDocument(const wxString& path, long flags = 0)**

Creates a new instance of the associated document class. If you have not supplied a `wxClassInfo` parameter to the template constructor, you will need to override this

function to return an appropriate document instance.

---

### **wxDocTemplate::CreateView**

---

**wxView \* CreateView(wxDocument \*doc, long flags = 0)**

Creates a new instance of the associated view class. If you have not supplied a `wxClassInfo` parameter to the template constructor, you will need to override this function to return an appropriate view instance.

---

### **wxDocTemplate::GetDefaultExtension**

---

**wxString GetDefaultExtension()**

Returns the default file extension for the document data, as passed to the document template constructor.

---

### **wxDocTemplate::GetDescription**

---

**wxString GetDescription()**

Returns the text description of this template, as passed to the document template constructor.

---

### **wxDocTemplate::GetDirectory**

---

**wxString GetDirectory()**

Returns the default directory, as passed to the document template constructor.

---

### **wxDocTemplate::GetDocumentManager**

---

**wxDocManager \* GetDocumentManager()**

Returns a pointer to the document manager instance for which this template was created.

---

### **wxDocTemplate::GetDocumentName**

---

**wxString GetDocumentName()**

Returns the document type name, as passed to the document template constructor.

**wxDocTemplate::GetFileFilter**

---

**wxString GetFileFilter()**

Returns the file filter, as passed to the document template constructor.

**wxDocTemplate::GetFlags**

---

**long GetFlags()**

Returns the flags, as passed to the document template constructor.

**wxDocTemplate::GetViewName**

---

**wxString GetViewName()**

Returns the view type name, as passed to the document template constructor.

**wxDocTemplate::IsVisible**

---

**bool IsVisible()**

Returns true if the document template can be shown in user dialogs, false otherwise.

**wxDocTemplate::SetDefaultExtension**

---

**void SetDefaultExtension(const wxString& ext)**

Sets the default file extension.

**wxDocTemplate::SetDescription**

---

**void SetDescription(const wxString& descr)**

Sets the template description.

**wxDocTemplate::SetDirectory**

---

**void SetDirectory(const wxString& dir)**

Sets the default directory.

### **wxDocTemplate::SetDocumentManager**

---

**void SetDocumentManager**(**wxDocManager** \**manager*)

Sets the pointer to the document manager instance for which this template was created. Should not be called by the application.

### **wxDocTemplate::SetFileFilter**

---

**void SetFileFilter**(const **wxString&** *filter*)

Sets the file filter.

### **wxDocTemplate::SetFlags**

---

**void SetFlags**(long *flags*)

Sets the internal document template flags (see the constructor description for more details).

## **wxDocument**

The document class can be used to model an application's file-based data. It is part of the document/view framework supported by `wxWindows`, and cooperates with the `wxView` (p. 1410), `wxDocTemplate` (p. 420) and `wxDocManager` (p. 406) classes.

#### **Derived from**

`wxEvtHandler` (p. 457)

`wxObject` (p. 982)

#### **Include files**

<wx/docview.h>

#### **See also**

`wxDocument overview` (p. 1698), `wxView` (p. 1410), `wxDocTemplate` (p. 420), `wxDocManager` (p. 406)

**wxDocument::m\_commandProcessor**

---

**wxCommandProcessor\* m\_commandProcessor**

A pointer to the command processor associated with this document.

**wxDocument::m\_documentFile**

---

**wxString m\_documentFile**

Filename associated with this document ("" if none).

**wxDocument::m\_documentModified**

---

**bool m\_documentModified**

true if the document has been modified, false otherwise.

**wxDocument::m\_documentTemplate**

---

**wxDocTemplate \* m\_documentTemplate**

A pointer to the template from which this document was created.

**wxDocument::m\_documentTitle**

---

**wxString m\_documentTitle**

Document title. The document title is used for an associated frame (if any), and is usually constructed by the framework from the filename.

**wxDocument::m\_documentTypeName**

---

**wxString m\_documentTypeName**

The document type name given to the wxDocTemplate constructor, copied to this variable when the document is created. If several document templates are created that use the same document type, this variable is used in wxDocManager::CreateView to collate a list of alternative view types that can be used on this kind of document. Do not change the value of this variable.

**wxDocument::m\_documentViews**

---

**wxList m\_documentViews**

List of wxView instances associated with this document.

**wxDocument::wxDocument**

---

**wxDocument()**

Constructor. Define your own default constructor to initialize application-specific data.

**wxDocument::~~wxDocument**

---

**~wxDocument()**

Destructor. Removes itself from the document manager.

**wxDocument::AddView**

---

**virtual bool AddView(wxView \*view)**

If the view is not already in the list of views, adds the view and calls OnChangedViewList.

**wxDocument::Close**

---

**virtual bool Close()**

Closes the document, by calling OnSaveModified and then (if this returned true) OnCloseDocument. This does not normally delete the document object: use DeleteAllViews to do this implicitly.

**wxDocument::DeleteAllViews**

---

**virtual bool DeleteAllViews()**

Calls wxView::Close and deletes each view. Deleting the final view will implicitly delete the document itself, because the wxView destructor calls RemoveView. This in turns calls wxDocument::OnChangedViewList, whose default implementation is to save and delete the document if no views exist.

**wxDocument::GetCommandProcessor**

---

**wxCommandProcessor\* GetCommandProcessor() const**

Returns a pointer to the command processor associated with this document.

See *wxCommandProcessor* (p. 174).

---

**wxDocument::GetDocumentTemplate**

---

**wxDocTemplate\* GetDocumentTemplate() const**

Gets a pointer to the template that created the document.

---

**wxDocument::GetDocumentManager**

---

**wxDocManager\* GetDocumentManager() const**

Gets a pointer to the associated document manager.

---

**wxDocument::GetDocumentName**

---

**wxString GetDocumentName() const**

Gets the document type name for this document. See the comment for *documentTypeName* (p. 427).

---

**wxDocument::GetDocumentWindow**

---

**wxWindow\* GetDocumentWindow() const**

Intended to return a suitable window for using as a parent for document-related dialog boxes. By default, uses the frame associated with the first view.

---

**wxDocument::GetFilename**

---

**wxString GetFilename() const**

Gets the filename associated with this document, or "" if none is associated.

---

**wxDocument::GetFirstView**

---

**wxView \* GetFirstView() const**

A convenience function to get the first view for a document, because in many cases a document will only have a single view.

See also: *GetViews* (p. 430)

---

### **wxDocument::GetPrintableName**

---

**virtual void GetPrintableName(wxString& *name*) const**

Copies a suitable document name into the supplied *name* buffer. The default function uses the title, or if there is no title, uses the filename; or if no filename, the string **unnamed**.

---

### **wxDocument::GetTitle**

---

**wxString GetTitle() const**

Gets the title for this document. The document title is used for an associated frame (if any), and is usually constructed by the framework from the filename.

---

### **wxDocument::GetViews**

---

**wxList & GetViews() const**

Returns the list whose elements are the views on the document.

See also: *GetFirstView* (p. 429)

---

### **wxDocument::IsModified**

---

**virtual bool IsModified() const**

Returns true if the document has been modified since the last save, false otherwise. You may need to override this if your document view maintains its own record of being modified (for example if using *wxTextWindow* to view and edit the document).

See also *Modify* (p. 431).

---

### **wxDocument::LoadObject**

---

**virtual istream& LoadObject(istream& *stream*)**

**virtual wxInputStream& LoadObject(wxInputStream& *stream*)**

Override this function and call it from your own *LoadObject* before streaming your own data. *LoadObject* is called by the framework automatically when the document contents need to be loaded.

Note that only one of these forms exists, depending on how wxWindows was configured.

### **wxDocument::Modify**

---

**virtual void Modify**(bool *modify*)

Call with true to mark the document as modified since the last save, false otherwise. You may need to override this if your document view maintains its own record of being modified (for example if using wxTextWindow to view and edit the document).

See also *IsModified* (p. 430).

### **wxDocument::OnChangedViewList**

---

**virtual void OnChangedViewList**()

Called when a view is added to or deleted from this document. The default implementation saves and deletes the document if no views exist (the last one has just been removed).

### **wxDocument::OnCloseDocument**

---

**virtual bool OnCloseDocument**()

The default implementation calls DeleteContents (an empty implementation) sets the modified flag to false. Override this to supply additional behaviour when the document is closed with Close.

### **wxDocument::OnCreate**

---

**virtual bool OnCreate**(const wxString& *path*, long *flags*)

Called just after the document object is created to give it a chance to initialize itself. The default implementation uses the template associated with the document to create an initial view. If this function returns false, the document is deleted.

### **wxDocument::OnCreateCommandProcessor**

---

**virtual wxCommandProcessor\* OnCreateCommandProcessor**()

Override this function if you want a different (or no) command processor to be created when the document is created. By default, it returns an instance of wxCommandProcessor.

See *wxCommandProcessor* (p. 174).

---

### **wxDocument::OnNewDocument**

---

**virtual bool OnNewDocument()**

The default implementation calls `OnSaveModified` and `DeleteContents`, makes a default title for the document, and notifies the views that the filename (in fact, the title) has changed.

---

### **wxDocument::OnOpenDocument**

---

**virtual bool OnOpenDocument(const wxString& filename)**

Constructs an input file stream for the given filename (which must not be empty), and calls `LoadObject`. If `LoadObject` returns true, the document is set to unmodified; otherwise, an error message box is displayed. The document's views are notified that the filename has changed, to give windows an opportunity to update their titles. All of the document's views are then updated.

---

### **wxDocument::OnSaveDocument**

---

**virtual bool OnSaveDocument(const wxString& filename)**

Constructs an output file stream for the given filename (which must not be empty), and calls `SaveObject`. If `SaveObject` returns true, the document is set to unmodified; otherwise, an error message box is displayed.

---

### **wxDocument::OnSaveModified**

---

**virtual bool OnSaveModified()**

If the document has been modified, prompts the user to ask if the changes should be changed. If the user replies Yes, the `Save` function is called. If No, the document is marked as unmodified and the function succeeds. If Cancel, the function fails.

---

### **wxDocument::RemoveView**

---

**virtual bool RemoveView(wxView\* view)**

Removes the view from the document's list of views, and calls `OnChangedViewList`.

---

### **wxDocument::Save**

---

**virtual bool Save()**

Saves the document by calling `OnSaveDocument` if there is an associated filename, or `SaveAs` if there is no filename.

**wxDocument::SaveAs**

---

**virtual bool SaveAs()**

Prompts the user for a file to save to, and then calls `OnSaveDocument`.

**wxDocument::SaveObject**

---

**virtual ostream& SaveObject(ostream& stream)****virtual wxOutputStream& SaveObject(wxOutputStream& stream)**

Override this function and call it from your own `SaveObject` before streaming your own data. `SaveObject` is called by the framework automatically when the document contents need to be saved.

Note that only one of these forms exists, depending on how `wxWindows` was configured.

**wxDocument::SetCommandProcessor**

---

**virtual void SetCommandProcessor(wxCommandProcessor \*processor)**

Sets the command processor to be used for this document. The document will then be responsible for its deletion. Normally you should not call this; override `OnCreateCommandProcessor` instead.

See *wxCommandProcessor* (p. 174).

**wxDocument::SetDocumentName**

---

**void SetDocumentName(const wxString& name)**

Sets the document type name for this document. See the comment for *documentTypeName* (p. 427).

**wxDocument::SetDocumentTemplate**

---

**void SetDocumentTemplate(wxDocTemplate\* templ)**

Sets the pointer to the template that created the document. Should only be called by the framework.

### **wxDocument::SetFilename**

---

**void SetFilename(const wxString& filename, bool notifyViews = false)**

Sets the filename for this document. Usually called by the framework.

If *notifyViews* is true, `wxView::OnChangeFilename` is called for all views.

### **wxDocument::SetTitle**

---

**void SetTitle(const wxString& title)**

Sets the title for this document. The document title is used for an associated frame (if any), and is usually constructed by the framework from the filename.

### **wxDocument::UpdateAllViews**

---

**void UpdateAllViews(wxView\* sender = NULL, wxObject\* hint = NULL)**

Updates all views. If *sender* is non-NULL, does not update this view.

*hint* represents optional information to allow a view to optimize its update.

## **wxDragImage**

This class is used when you wish to drag an object on the screen, and a simple cursor is not enough.

On Windows, the WIN32 API is used to do achieve smooth dragging. On other platforms, `wxGenericDragImage` is used. Applications may also prefer to use `wxGenericDragImage` on Windows, too.

**wxPython note:** wxPython uses `wxGenericDragImage` on all platforms, but uses the `wxDragImage` name.

To use this class, when you wish to start dragging an image, create a `wxDragImage` object and store it somewhere you can access it as the drag progresses. Call `BeginDrag` to start, and `EndDrag` to stop the drag. To move the image, initially call `Show` and then `Move`. If you wish to update the screen contents during the drag (for example, highlight an item as in the `dragimag` sample), first call `Hide`, update the screen, call `Move`, and then call `Show`.

You can drag within one window, or you can use full-screen dragging either across the whole screen, or just restricted to one area of the screen to save resources. If you want the user to drag between two windows, then you will need to use full-screen dragging.

If you wish to draw the image yourself, use `wxGenericDragImage` and override `wxDragImage::DoDrawImage` (p. 437) and `wxDragImage::GetImageRect` (p. 438).

Please see `samples/dragimag` for an example.

### Derived from

`wxObject` (p. 982)

### Include files

`<wx/dragimag.h>`  
`<wx/generic/dragimgg.h>`

---

## **wxDragImage::wxDragImage**

---

### **wxDragImage()**

Default constructor.

**wxDragImage(const wxBitmap& image, const wxCursor& cursor = wxNullCursor, const wxPoint& cursorHotspot = wxPoint(0, 0))**

Constructs a drag image from a bitmap and optional cursor.

**wxDragImage(const wxIcon& image, const wxCursor& cursor = wxNullCursor, const wxPoint& cursorHotspot = wxPoint(0, 0))**

Constructs a drag image from an icon and optional cursor.

**wxPython note:** This constructor is called `wxDragIcon` in wxPython.

**wxDragImage(const wxString& text, const wxCursor& cursor = wxNullCursor, const wxPoint& cursorHotspot = wxPoint(0, 0))**

Constructs a drag image from a text string and optional cursor.

**wxPython note:** This constructor is called `wxDragString` in wxPython.

**wxDragImage(const wxTreeCtrl& treeCtrl, wxTreeItemId& id)**

Constructs a drag image from the text in the given tree control item, and optional cursor.

**wxPython note:** This constructor is called `wxDragTreeItem` in wxPython.

**wxDragImage(const wxListCtrl& treeCtrl, long id)**

Constructs a drag image from the text in the given tree control item, and optional cursor.

**wxPython note:** This constructor is called `wxDragListItem` in wxPython.

**wxDragImage(const wxCursor& cursor = wxNullCursor, const wxPoint& cursorHotspot = wxPoint(0, 0))**

Constructs a drag image an optional cursor. This constructor is only available for `wxGenericDragImage`, and can be used when the application supplies `wxDragImage::DoDrawImage` (p. 437) and `wxDragImage::GetImageRect` (p. 438).

### Parameters

*image*

Icon or bitmap to be used as the drag image. The bitmap can have a mask.

*text*

Text used to construct a drag image.

*cursor*

Optional cursor to combine with the image.

*hotspot*

This parameter is deprecated.

*treeCtrl*

Tree control for constructing a tree drag image.

*listCtrl*

List control for constructing a list drag image.

*id*

Tree or list control item id.

### wxDragImage::BeginDrag

**bool BeginDrag(const wxPoint& hotspot, wxWindow\* window, bool fullScreen = false, wxRect\* rect = NULL)**

Start dragging the image, in a window or full screen.

**bool BeginDrag(const wxPoint& hotspot, wxWindow\* window, wxWindow\* boundingWindow)**

Start dragging the image, using the first window to capture the mouse and the second to specify the bounding area. This form is equivalent to using the first form, but more

convenient than working out the bounding rectangle explicitly.

You need to then call `wxDragImage::Show` (p. 438) and `wxDragImage::Move` (p. 438) to show the image on the screen.

Call `wxDragImage::EndDrag` (p. 437) when the drag has finished.

Note that this call automatically calls `CaptureMouse`.

### Parameters

#### *hotspot*

The location of the drag position relative to the upper-left corner of the image.

#### *window*

The window that captures the mouse, and within which the dragging is limited unless *fullScreen* is true.

#### *boundingWindow*

In the second form of the function, specifies the area within which the drag occurs.

#### *fullScreen*

If true, specifies that the drag will be visible over the full screen, or over as much of the screen as is specified by *rect*. Note that the mouse will still be captured in *window*.

#### *rect*

If non-NULL, specifies the rectangle (in screen coordinates) that bounds the dragging operation. Specifying this can make the operation more efficient by cutting down on the area under consideration, and it can also make a visual difference since the drag is clipped to this area.

---

## **wxDragImage::DoDrawImage**

**virtual bool DoDrawImage(wxDC& dc, const wxPoint& pos)**

Draws the image on the device context with top-left corner at the given position.

This function is only available with `wxGenericDragImage`, to allow applications to draw their own image instead of using an actual bitmap. If you override this function, you must also override `wxDragImage::GetImageRect` (p. 438).

---

## **wxDragImage::EndDrag**

**bool EndDrag()**

Call this when the drag has finished.

Note that this call automatically calls `ReleaseMouse`.

---

### **wxDragImage::GetImageRect**

---

**virtual wxRect GetImageRect(const wxPoint& pos) const**

Returns the rectangle enclosing the image, assuming that the image is drawn with its top-left corner at the given point.

This function is available in `wxGenericDragImage` only, and may be overridden (together with `wxDragImage::DoDrawImage` (p. 437)) to provide a virtual drawing capability.

---

### **wxDragImage::Hide**

---

**bool Hide()**

Hides the image. You may wish to call this before updating the window contents (perhaps highlighting an item). Then call `wxDragImage::Move` (p. 438) and `wxDragImage::Show` (p. 438).

---

### **wxDragImage::Move**

---

**bool Move(const wxPoint& pt)**

Call this to move the image to a new position. The image will only be shown if `wxDragImage::Show` (p. 438) has been called previously (for example at the start of the drag).

*pt* is the position in client coordinates (relative to the window specified in `BeginDrag`).

You can move the image either when the image is hidden or shown, but in general dragging will be smoother if you move the image when it is shown.

---

### **wxDragImage::Show**

---

**bool Show()**

Shows the image. Call this at least once when dragging.

---

### **wxDragImage::UpdateBackingFromWindow**

---

**bool UpdateBackingFromWindow(wxDC& windowDC, wxMemoryDC& destDC, const wxRect& sourceRect, const wxRect& destRect) const**

Override this if you wish to draw the window contents to the backing bitmap yourself.

This can be desirable if you wish to avoid flicker by not having to redraw the updated window itself just before dragging, which can cause a flicker just as the drag starts. Instead, paint the drag image's backing bitmap to show the appropriate graphic *minus the objects to be dragged*, and leave the window itself to be updated by the drag image. This can provide eerily smooth, flicker-free drag behaviour.

The default implementation copies the window contents to the backing bitmap. A new implementation will normally copy information from another source, such as from its own backing bitmap if it has one, or directly from internal data structures.

This function is available in `wxGenericDragImage` only.

## wxDropFilesEvent

This class is used for drop files events, that is, when files have been dropped onto the window. This functionality is currently only available under Windows. The window must have previously been enabled for dropping by calling `wxWindow::DragAcceptFiles` (p. 1437).

Important note: this is a separate implementation to the more general drag and drop implementation documented *here* (p. 1712). It uses the older, Windows message-based approach of dropping files.

### Derived from

`wxEvent` (p. 453)  
`wxObject` (p. 982)

### Include files

<wx/event.h>

### Event table macros

To process a drop files event, use these event handler macros to direct input to a member function that takes a `wxDropFilesEvent` argument.

**EVT\_DROP\_FILES(func)**                      Process a `wxEVT_DROP_FILES` event.

### See also

*Event handling overview* (p. 1649)

**wxDropFilesEvent::wxDropFilesEvent**

---

**wxDropFilesEvent**(WXTYPE *id* = 0, int *noFiles* = 0, wxString\* *files* = NULL)

Constructor.

**wxDropFilesEvent::m\_files**

---

**wxString\*** m\_files

An array of filenames.

**wxDropFilesEvent::m\_noFiles**

---

**int** m\_noFiles

The number of files dropped.

**wxDropFilesEvent::m\_pos**

---

**wxPoint** m\_pos

The point at which the drop took place.

**wxDropFilesEvent::GetFiles**

---

**wxString\*** GetFiles() const

Returns an array of filenames.

**wxDropFilesEvent::GetNumberOfFiles**

---

**int** GetNumberOfFiles() const

Returns the number of files dropped.

**wxDropFilesEvent::GetPosition**

---

**wxPoint** GetPosition() const

Returns the position at which the files were dropped.

Returns an array of filenames.

## wxDropSource

This class represents a source for a drag and drop operation.

See *Drag and drop overview* (p. 1712) and *wxDataObject overview* (p. 1714) for more information.

### Derived from

None

### Include files

<wx/dnd.h>

### Types

wxDragResult is defined as follows:

```
enum wxDragResult
{
    wxDragError,           // error prevented the d&d operation from completing
    wxDragNone,           // drag target didn't accept the data
    wxDragCopy,           // the data was successfully copied
    wxDragMove,           // the data was successfully moved
    wxDragCancel          // the operation was cancelled by user (not an
error)
};
```

### See also

*wxDropTarget* (p. 443), *wxTextDropTarget* (p. 1304), *wxFileDropTarget* (p. 495)

---

## wxDropSource::wxDropSource

**wxDropSource(wxWindow\* win = NULL, const wxIconOrCursor& iconCopy = wxNullIconOrCursor, const wxIconOrCursor& iconCopy = wxNullIconOrCursor, const wxIconOrCursor& iconNone = wxNullIconOrCursor)**

**wxDropSource(wxDataObject& data, wxWindow\* win = NULL, const wxIconOrCursor& iconCopy = wxNullIconOrCursor, const wxIconOrCursor& iconCopy = wxNullIconOrCursor, const wxIconOrCursor& iconNone = wxNullIconOrCursor)**

The constructors for wxDataObject.

If you use the constructor without *data* parameter you must call *SetData* (p. 442) later.

Note that the exact type of *iconCopy* and subsequent parameters differs between wxMSW and wxGTK: these are cursors under Windows but icons for GTK. You should use the macro *wxDROP\_ICON* (p. 1543) in portable programs instead of directly using either of these types.

### Parameters

*win*

The window which initiates the drag and drop operation.

*iconCopy*

The icon or cursor used for feedback for copy operation.

*iconMove*

The icon or cursor used for feedback for move operation.

*iconNone*

The icon or cursor used for feedback when operation can't be done.

*win* is the window which initiates the drag and drop operation.

## wxDropSource::~~wxDropSource

---

**virtual** ~wxDropSource()

## wxDropSource::SetData

---

**void** SetData(wxDataObject& *data*)

Sets the data *wxDataObject* (p. 228) associated with the drop source. This will not delete any previously associated data.

## wxDropSource::DoDragDrop

---

**virtual wxDragResult** DoDragDrop(int *flags* = *wxDrag\_CopyOnly*)

Do it (call this in response to a mouse button press, for example). This starts the drag-and-drop operation which will terminate when the user releases the mouse.

### Parameters

*flags*

If *wxDrag\_AllowMove* is included in the flags, data may be moved and not only copied (default). If *wxDrag\_DefaultMove* is specified (which includes the

previous flag), this is even the default operation

### Return value

Returns the operation requested by the user, may be `wxDragCopy`, `wxDragMove`, `wxDragCancel` or `wxDragNone` if an error occurred.

## wxDropSource::GiveFeedback

---

**virtual bool GiveFeedback(wxDragResult effect, bool scrolling)**

Overridable: you may give some custom UI feedback during the drag and drop operation in this function. It is called on each mouse move, so your implementation must not be too slow.

### Parameters

*effect*

The effect to implement. One of `wxDragCopy`, `wxDragMove` and `wxDragNone`.

*scrolling*

true if the window is scrolling. MSW only.

### Return value

Return false if you want default feedback, or true if you implement your own feedback. The return value is ignored under GTK.

## wxDropTarget

This class represents a target for a drag and drop operation. A *wxDataObject* (p. 228) can be associated with it and by default, this object will be filled with the data from the drag source, if the data formats supported by the data object match the drag source data format.

There are various virtual handler functions defined in this class which may be overridden to give visual feedback or react in a more fine-tuned way, e.g. by not accepting data on the whole window area, but only a small portion of it. The normal sequence of calls is *OnEnter* (p. 445), possibly many times *OnDragOver* (p. 446), *OnDrop* (p. 445) and finally *OnData* (p. 445).

See *Drag and drop overview* (p. 1712) and *wxDataObject overview* (p. 1714) for more information.

### Derived from

None

### Include files

<wx/dnd.h>

### Types

`wxDragResult` is defined as follows:

```
enum wxDragResult
{
    wxDragError,        // error prevented the d&d operation from completing
    wxDragNone,         // drag target didn't accept the data
    wxDragCopy,         // the data was successfully copied
    wxDragMove,         // the data was successfully moved
    wxDragCancel        // the operation was cancelled by user (not an
error)
};
```

### See also

`wxDropSource` (p. 441), `wxTextDropTarget` (p. 1304), `wxFileDropTarget` (p. 495), `wxDataFormat` (p. 223), `wxDataObject` (p. 228)

---

## `wxDropTarget::wxDropTarget`

`wxDropTarget(wxDataObject* data = NULL)`

Constructor. *data* is the data to be associated with the drop target.

---

## `wxDropTarget::~~wxDropTarget`

`~wxDropTarget()`

Destructor. Deletes the associated data object, if any.

---

## `wxDropTarget::GetData`

`virtual void GetData()`

This method may only be called from within `OnData` (p. 445). By default, this method copies the data from the drop source to the `wxDataObject` (p. 228) associated with this drop target, calling its `wxDataObject::SetData` (p. 232) method.

## **wxDropTarget::OnData**

---

**virtual wxDragResult OnData(wxCoord x, wxCoord y, wxDragResult def)**

Called after *OnDrop* (p. 445) returns true. By default this will usually *GetData* (p. 444) and will return the suggested default value *def*.

## **wxDropTarget::OnDrop**

---

**virtual bool OnDrop(wxCoord x, wxCoord y)**

Called when the user drops a data object on the target. Return false to veto the operation.

### **Parameters**

*x*  
The x coordinate of the mouse.

*y*  
The y coordinate of the mouse.

### **Return value**

Return true to accept the data, false to veto the operation.

## **wxDropTarget::OnEnter**

---

**virtual wxDragResult OnEnter(wxCoord x, wxCoord y, wxDragResult def)**

Called when the mouse enters the drop target. By default, this calls *OnDragOver* (p. 446).

### **Parameters**

*x*  
The x coordinate of the mouse.

*y*  
The y coordinate of the mouse.

*def*  
Suggested default for return value. Determined by SHIFT or CONTROL key states.

### **Return value**

Returns the desired operation or `wxDragNone`. This is used for optical feedback from the side of the drop source, typically in form of changing the icon.

## **wxDropTarget::OnDragOver**

---

**virtual wxDragResult OnDragOver**(wxCoord *x*, wxCoord *y*, wxDragResult *def*)

Called when the mouse is being dragged over the drop target. By default, this calls functions return the suggested return value *def*.

### **Parameters**

*x*

The x coordinate of the mouse.

*y*

The y coordinate of the mouse.

*def*

Suggested value for return value. Determined by SHIFT or CONTROL key states.

### **Return value**

Returns the desired operation or `wxDragNone`. This is used for optical feedback from the side of the drop source, typically in form of changing the icon.

## **wxDropTarget::OnLeave**

---

**virtual void OnLeave**()

Called when the mouse leaves the drop target.

## **wxDropTarget::SetDataObject**

---

**void SetDataObject**(wxDataObject\* *data*)

Sets the data *wxDataObject* (p. 228) associated with the drop target and deletes any previously associated data object.

## **wxDynamicLibrary**

`wxDynamicLibrary` is a class representing dynamically loadable library (Windows DLL, shared library under Unix etc.). Just create an object of this class to load a library and don't worry about unloading it -- it will be done in the objects destructor automatically.

---

## wxDynamicLibrary::wxDynamicLibrary

---

**wxDynamicLibrary()**

**wxDynamicLibrary(const wxString& name, int flags = wxDL\_DEFAULT)**

Constructor. Second form calls *Load* (p. 448).

## wxDynamicLibrary::CanonicalizeName

---

**wxString CanonicalizeName(const wxString& name, wxDynamicLibraryCategory cat = wxDL\_LIBRARY)**

Returns the platform-specific full name for the library called *name*. E.g. it adds a ".dll" extension under Windows and "lib" prefix and ".so", ".sl" or maybe ".dylib" extension under Unix.

The possible values for *cat* are:

wxDL_LIBRARY	normal library
wxDL_MODULE	a loadable module or plugin

### See also

*CanonicalizePluginName* (p. 447)

---

## wxDynamicLibrary::CanonicalizePluginName

---

**wxString CanonicalizePluginName(const wxString& name, wxPluginCategory cat = wxDL\_PLUGIN\_GUI)**

This function does the same thing as *CanonicalizeName* (p. 447) but for wxWindows plugins. The only difference is that compiler and version information are added to the name to ensure that the plugin which is going to be loaded will be compatible with the main program.

The possible values for *cat* are:

wxDL_PLUGIN_GUI	plugin which uses GUI classes (default)
wxDL_PLUGIN_BASE	plugin which only uses wxBase

---

## wxDynamicLibrary::Detach

---

**wxDllType Detach()**

Detaches this object from its library handle, i.e. the object will not unload the library any longer in its destructor but it is now the callers responsibility to do this using *Unload* (p. 448).

---

### **wxDynamicLibrary::GetSymbol**

---

**void\* GetSymbol(const wxString& name) const**

Returns pointer to symbol *name* in the library or NULL if the library contains no such symbol.

**See also**

*wxDYNLIB\_FUNCTION* (p. 1550)

---

### **wxDynamicLibrary::IsLoaded**

---

**bool IsLoaded() const**

Returns `true` if the library was successfully loaded, `false` otherwise.

---

### **wxDynamicLibrary::Load**

---

**bool Load(const wxString& name, int flags = wxDL\_DEFAULT)**

Loads DLL with the given *name* into memory. The *flags* argument can be a combination of the following bits: `wxDL_LAZY` equivalent of `RTLD_LAZY` under Unix, ignored elsewhere  
`wxDL_NOW` equivalent of `RTLD_NOW` under Unix, ignored elsewhere  
`wxDL_GLOBAL` equivalent of `RTLD_GLOBAL` under Unix, ignored elsewhere  
`wxDL_VERBATIM` don't try to append the appropriate extension to the library name (this is done by default).

Returns `true` if the library was successfully loaded, `false` otherwise.

---

### **wxDynamicLibrary::Unload**

---

**void Unload()**

**static void Unload(wxDllType handle)**

Unloads the library from memory. `wxDynamicLibrary` object automatically calls this method from its destructor if it had been successfully loaded.

The second version is only used if you need to keep the library in memory during a longer period of time than the scope of the `wxDynamicLibrary` object. In this case you may call *Detach* (p. 447) and store the handle somewhere and call this static method later to unload it.

## wxEncodingConverter

This class is capable of converting strings between two 8-bit encodings/charsets. It can also convert from/to Unicode (but only if you compiled `wxWindows` with `wxUSE_WCHAR_T` set to 1). Only limited subset of encodings is supported by `wxEncodingConverter`: `wxFONTENCODING_ISO8859_1..15`, `wxFONTENCODING_CP1250..1257` and `wxFONTENCODING_KOI8`.

### Note

Please use *wxMBCConv* classes (p. 1628) instead if possible. *wxCSCConv* (p. 215) has much better support for various encodings than `wxEncodingConverter`. `wxEncodingConverter` is useful only if you rely on `wxCONVERT_SUBSTITUTE` mode of operation (see *Init* (p. 449)).

### Derived from

*wXObject* (p. 982)

### Include files

<wx/encconv.h>

### See also

*wxFontMapper* (p. 555), *wxMBCConv* (p. 888), *Writing non-English applications* (p. 1632)

---

## wxEncodingConverter::wxEncodingConverter

`wxEncodingConverter()`

Constructor.

---

## wxEncodingConverter::Init

`bool Init(wxFontEncoding input_enc, wxFontEncoding output_enc, int method = wxCONVERT_STRICT)`

Initialize conversion. Both output or input encoding may be `wxFONTENCODING_UNICODE`, but only if `wxUSE_ENCODING` is set to 1. All subsequent calls to `Convert()` (p. 450) will interpret its argument as a string in *input\_enc* encoding and will output string in *output\_enc* encoding. You must call this method before calling `Convert`. You may call it more than once in order to switch to another conversion. *Method* affects behaviour of `Convert()` in case input character cannot be converted because it does not exist in output encoding:

<b>wxCONVERT_STRICT</b>	follow behaviour of GNU Recode - just copy unconvertible characters to output and don't change them (its integer value will stay the same)
<b>wxCONVERT_SUBSTITUTE</b>	try some (lossy) substitutions - e.g. replace unconvertible latin capitals with acute by ordinary capitals, replace en-dash or em-dash by '-' etc.

Both modes guarantee that output string will have same length as input string.

### Return value

false if given conversion is impossible, true otherwise (conversion may be impossible either if you try to convert to Unicode with non-Unicode build of wxWindows or if input or output encoding is not supported.)

---

## wxEncodingConverter::Convert

**void Convert(const char\* input, char\* output)**

**void Convert(const wchar\_t\* input, wchar\_t\* output)**

**void Convert(const char\* input, wchar\_t\* output)**

**void Convert(const wchar\_t\* input, char\* output)**

Convert input string according to settings passed to *Init* (p. 449) and writes the result to *output*.

**void Convert(char\* str)**

**void Convert(wchar\_t\* str)**

Convert input string according to settings passed to *Init* (p. 449) in-place, i.e. write the result to the same memory area.

**wxString Convert(const wxString& input)**

Convert `wxString` and return new `wxString` object.

## Notes

You must call *Init* (p. 449) before using this method!

wchar\_t versions of the method are not available if wxWindows was compiled with wxUSE\_WCHAR\_T set to 0.

---

## wxEncodingConverter::GetPlatformEquivalents

---

**static wxFontEncodingArray GetPlatformEquivalents(wxFontEncoding enc, int platform = wxPLATFORM\_CURRENT)**

Return equivalents for given font that are used under given platform. Supported platforms:

- wxPLATFORM\_UNIX
- wxPLATFORM\_WINDOWS
- wxPLATFORM\_OS2
- wxPLATFORM\_MAC
- wxPLATFORM\_CURRENT

wxPLATFORM\_CURRENT means the platform this binary was compiled for.

Examples:

current platform	enc	returned value
unix	CP1250	{ISO8859_2}
unix	ISO8859_2	{ISO8859_2}
windows	ISO8859_2	{CP1250}
unix	CP1252	{ISO8859_1, ISO8859_15}

Equivalence is defined in terms of convertibility: two encodings are equivalent if you can convert text between them without losing information (it may - and will - happen that you lose special chars like quotation marks or em-dashes but you shouldn't lose any diacritics and language-specific characters when converting between equivalent encodings).

Remember that this function does **NOT** check for presence of fonts in system. It only tells you what are most suitable encodings. (It usually returns only one encoding.)

## Notes

- Note that argument *enc* itself may be present in the returned array, so that you can, as a side-effect, detect whether the encoding is native for this platform or not.
- *Convert* (p. 450) is not limited to converting between equivalent encodings, it can convert between two arbitrary encodings.
- If *enc* is present in the returned array, then it is **always** the first item of it.

- Please note that the returned array may contain no items at all.

---

## **wxEncodingConverter::GetAllEquivalents**

---

**static wxFontEncodingArray GetAllEquivalents(wxFontEncoding *enc*)**

Similar to *GetPlatformEquivalents* (p. 451), but this one will return ALL equivalent encodings, regardless of the platform, and including itself.

This platform's encodings are before others in the array. And again, if *enc* is in the array, it is the very first item in it.

## **wxEraseEvent**

An erase event is sent when a window's background needs to be repainted.

On some platforms, such as GTK+, this event is simulated (simply generated just before the paint event) and may cause flicker. It is therefore recommended that you set the text background colour explicitly in order to prevent flicker. The default background colour under GTK+ is grey.

To intercept this event, use the `EVT_ERASE_BACKGROUND` macro in an event table definition.

You must call `wxEraseEvent::GetDC` and use the returned device context if it is non-NULL. If it is NULL, create your own temporary `wxClientDC` object.

### **Derived from**

*wxEvent* (p. 453)

*wxObject* (p. 982)

### **Include files**

<wx/event.h>

### **Event table macros**

To process an erase event, use this event handler macro to direct input to a member function that takes a `wxEraseEvent` argument.

**EVT\_ERASE\_BACKGROUND(func)**    Process a `wxEVT_ERASE_BACKGROUND` event.

### **Remarks**

Use the **m\_DC** device context to draw into, don't create wxPaintDC in the event handler.

### See also

*Event handling overview* (p. 1649)

---

## wxEraseEvent::wxEraseEvent

---

**wxEraseEvent**(int *id* = 0, wxDC\* *dc* = NULL)

Constructor.

---

## wxEraseEvent::m\_dc

---

wxDC\* **m\_dc**

The device context associated with the erase event.

---

## wxEraseEvent::GetDC

---

wxDC\* **GetDC**() const

Returns the device context to draw into.

## wxEvent

An event is a structure holding information about an event passed to a callback or member function. **wxEvent** used to be a multipurpose event object, and is an abstract base class for other event classes (see below).

### Derived from

*wxObject* (p. 982)

### Include files

<wx/event.h>

### See also

*wxCommandEvent* (p. 169), *wxMouseEvent* (p. 954)

---

### **wxEvent::wxEvent**

---

**wxEvent**(int *id* = 0, **wxEventType** *eventType* = *wxEVT\_NULL*)

Constructor. Should not need to be used directly by an application.

---

### **wxEvent::m\_eventObject**

---

**wxObject\*** *m\_eventObject*

The object (usually a window) that the event was generated from, or should be sent to.

---

### **wxEvent::m\_eventType**

---

**WXTYPE** *m\_eventType*

The type of the event, such as *wxEVENT\_TYPE\_BUTTON\_COMMAND*.

---

### **wxEvent::m\_id**

---

**int** *m\_id*

Identifier for the window.

---

### **wxEvent::m\_propagationLevel**

---

**int** *m\_propagationLevel*

Indicates how many levels the event can propagate. This member is protected and should typically only be set in the constructors of the derived classes. It may be temporarily changed by *StopPropagation* (p. 457) and *ResumePropagation* (p. 456) and tested with *ShouldPropagate* (p. 457).

The initial value is set to either *wxEVENT\_PROPAGATION\_NONE* (by default) meaning that the event shouldn't be propagated at all or to *wxEVENT\_PROPAGATION\_MAX* (for command events) meaning that it should be propagated as much as necessary.

Any positive number means that the event should be propagated but no more than the given number of times. E.g. the propagation level may be set to 1 to propagate the event to its parent only, but not to its grandparent.

**wxEvent::m\_skipped**

---

**bool m\_skipped**

Set to true by **Skip** if this event should be skipped.

**wxEvent::m\_timeStamp**

---

**long m\_timeStamp**

Timestamp for this event.

**wxEvent::Clone**

---

**virtual wxEvent\* Clone() const**

Returns a copy of the event.

Any event that is posted to the wxWindows event system for later action (via *wxEvtHandler::AddPendingEvent* (p. 458) or *wxPostEvent* (p. 1556)) must implement this method. All wxWindows events fully implement this method, but any derived events implemented by the user should also implement this method just in case they (or some event derived from them) are ever posted.

All wxWindows events implement a copy constructor, so the easiest way of implementing the Clone function is to implement a copy constructor for a new event (call it MyEvent) and then define the Clone function like this:

```
wxEvent *Clone(void) const { return new MyEvent(*this); }
```

**wxEvent::GetEventObject**

---

**wxObject\* GetEventObject()**

Returns the object associated with the event, if any.

**wxEvent::GetEventType**

---

**WXTYPE GetEventType()**

Returns the identifier of the given event type, such as `wxEVENT_TYPE_BUTTON_COMMAND`.

**wxEvent::GetId**

---

**int GetId() const**

Returns the identifier associated with this event, such as a button command id.

**wxEvt::GetSkipped**

---

**bool GetSkipped() const**

Returns true if the event handler should be skipped, false otherwise.

**wxEvt::GetTimestamp**

---

**long GetTimestamp()**

Gets the timestamp for the event.

**wxEvt::IsCommandEvent**

---

**bool IsCommandEvent() const**

Returns true if the event is or is derived from *wxCommandEvent* (p. 169) else it returns false. Note: Exists only for optimization purposes.

**wxEvt::ResumePropagation**

---

**void ResumePropagation(int propagationLevel)**

Sets the propagation level to the given value (for example returned from an earlier call to *StopPropagation* (p. 457)).

**wxEvt::SetEventObject**

---

**void SetEventObject(wxObject\* object)**

Sets the originating object.

**wxEvt::SetEventType**

---

**void SetEventType(WXTYPE typ)**

Sets the event type.

**wxEvtHandler::SetId**

---

**void SetId(int *id*)**

Sets the identifier associated with this event, such as a button command id.

**wxEvtHandler::SetTimestamp**

---

**void SetTimestamp(long *timeStamp*)**

Sets the timestamp for the event.

Sets the originating object.

**wxEvtHandler::ShouldPropagate**

---

**bool ShouldPropagate() const**

Test if this event should be propagated or not, i.e. if the propagation level is currently greater than 0.

**wxEvtHandler::Skip**

---

**void Skip(bool *skip = true*)**

Called by an event handler to tell the event system that the event handler should be skipped, and the next valid handler used instead.

**wxEvtHandler::StopPropagation**

---

**int StopPropagation()**

Stop the event from propagating to its parent window.

Returns the old propagation level value which may be later passed to *ResumePropagation* (p. 456) to allow propagating the event again.

**wxEvtHandler**

A class that can handle events from the windowing system. *wxWindow* (and therefore all window classes) are derived from this class.

**Derived from**

*wxObject* (p. 982)

**Include files**

<wx/event.h>

**See also**

*Event handling overview* (p. 1649)

---

**wxEvtHandler::wxEvtHandler**

---

**wxEvtHandler()**

Constructor.

---

**wxEvtHandler::~~wxEvtHandler**

---

**~wxEvtHandler()**

Destructor. If the handler is part of a chain, the destructor will unlink itself and restore the previous and next handlers so that they point to each other.

---

**wxEvtHandler::AddPendingEvent**

---

**virtual void AddPendingEvent(wxEvent& *event*)**

This function posts an event to be processed later.

**Parameters**

*event*

Event to add to process queue.

**Remarks**

The difference between sending an event (using the *ProcessEvent* (p. 462) method) and posting it is that in the first case the event is processed before the function returns, while in the second case, the function returns immediately and the event will be processed sometime later (usually during the next event loop iteration).

A copy of *event* is made by the function, so the original can be deleted as soon as function returns (it is common that the original is created on the stack). This requires

that the `wxEvent::Clone` (p. 455) method be implemented by `event` so that it can be duplicated and stored until it gets processed.

This is also the method to call for inter-thread communication---it will post events safely between different threads which means that this method is thread-safe by using critical sections where needed. In a multi-threaded program, you often need to inform the main GUI thread about the status of other working threads and such notification should be done using this method.

This method automatically wakes up idle handling if the underlying window system is currently idle and thus would not send any idle events. (Waking up idle handling is done calling `::wxWakeUpIdle` (p. 1511).)

---

## **wxEvtHandler::Connect**

---

**void Connect(int id, wxEventType eventType, wxObjectEventFunction function, wxObject\* userData = NULL, wxEvtHandler\* eventSink = NULL)**

**void Connect(int id, int lastId, wxEventType eventType, wxObjectEventFunction function, wxObject\* userData = NULL, wxEvtHandler\* eventSink = NULL)**

Connects the given function dynamically with the event handler, id and event type. This is an alternative to the use of static event tables. See the 'dynamic' sample for usage.

### **Parameters**

*id*

The identifier (or first of the identifier range) to be associated with the event handler function.

*lastId*

The second part of the identifier range to be associated with the event handler function.

*eventType*

The event type to be associated with this event handler.

*function*

The event handler function.

*userData*

Data to be associated with the event table entry.

*eventSink*

Object whose member function should be called. If this is NULL, 'this' will be used.

### **Example**

```
frame->Connect( wxID_EXIT,
               wxEVT_COMMAND_MENU_SELECTED,
```

```
(wxObjectEventFunction) (wxEventFunction) (wxCommandEventFunction)  
MyFrame::OnQuit );
```

---

## wxEvtHandler::Disconnect

---

```
bool Disconnect(int id, wxEventType eventType = wxEVT_NULL,  
wxObjectEventFunction function = NULL, wxObject* userData = NULL,  
wxEvtHandler* eventSink = NULL)
```

```
bool Disconnect(int id, int lastId = -1, wxEventType eventType = wxEVT_NULL,  
wxObjectEventFunction function = NULL, wxObject* userData = NULL,  
wxEvtHandler* eventSink = NULL)
```

Disconnects the given function dynamically from the event handler, using the specified parameters as search criteria and returning true if a matching function has been found and removed. This method can only disconnect functions which have been added using the `wxEvtHandler::Connect` (p. 459) method. There is no way to disconnect functions connected using the (static) event tables.

### Parameters

*id*

The identifier (or first of the identifier range) associated with the event handler function.

*lastId*

The second part of the identifier range associated with the event handler function.

*eventType*

The event type associated with this event handler.

*function*

The event handler function.

*userData*

Data associated with the event table entry.

*eventSink*

Object whose member function should be called.

---

## wxEvtHandler::GetClientData

---

```
void* GetClientData()
```

Gets user-supplied client data.

### Remarks

Normally, any extra data the programmer wishes to associate with the object should be

made available by deriving a new class with new data members.

**See also**

*wxEvtHandler::SetClientData* (p. 463)

---

### **wxEvtHandler::GetClientObject**

---

**wxClientData\* GetClientObject() const**

Get a pointer to the user-supplied client data object.

**See also**

*wxEvtHandler::SetClientObject* (p. 464), *wxClientData* (p. 136)

---

### **wxEvtHandler::GetEvtHandlerEnabled**

---

**bool GetEvtHandlerEnabled()**

Returns true if the event handler is enabled, false otherwise.

**See also**

*wxEvtHandler::SetEvtHandlerEnabled* (p. 464)

---

### **wxEvtHandler::GetNextHandler**

---

**wxEvtHandler\* GetNextHandler()**

Gets the pointer to the next handler in the chain.

**See also**

*wxEvtHandler::SetNextHandler* (p. 465), *wxEvtHandler::GetPreviousHandler* (p. 461), *wxEvtHandler::SetPreviousHandler* (p. 465), *wxWindow::PushEventHandler* (p. 1455), *wxWindow::PopEventHandler* (p. 1454)

---

### **wxEvtHandler::GetPreviousHandler**

---

**wxEvtHandler\* GetPreviousHandler()**

Gets the pointer to the previous handler in the chain.

**See also**

*wxEvtHandler::SetPreviousHandler* (p. 465), *wxEvtHandler::GetNextHandler* (p. 461), *wxEvtHandler::SetNextHandler* (p. 465), *wxWindow::PushEventHandler* (p. 1455), *wxWindow::PopEventHandler* (p. 1454)

---

## wxEvtHandler::ProcessEvent

---

**virtual bool ProcessEvent**(wxEvent& *event*)

Processes an event, searching event tables and calling zero or more suitable event handler function(s).

### Parameters

*event*

Event to process.

### Return value

true if a suitable event handler function was found and executed, and the function did not call *wxEvtHandler::Skip* (p. 457).

### Remarks

Normally, your application would not call this function: it is called in the wxWindows implementation to dispatch incoming user interface events to the framework (and application).

However, you might need to call it if implementing new functionality (such as a new control) where you define new event types, as opposed to allowing the user to override virtual functions.

An instance where you might actually override the **ProcessEvent** function is where you want to direct event processing to event handlers not normally noticed by wxWindows. For example, in the document/view architecture, documents and views are potential event handlers. When an event reaches a frame, **ProcessEvent** will need to be called on the associated document and view in case event handler functions are associated with these objects. The property classes library (*wxProperty*) also overrides **ProcessEvent** for similar reasons.

The normal order of event table searching is as follows:

1. If the object is disabled (via a call to *wxEvtHandler::SetEvtHandlerEnabled* (p. 464)) the function skips to step (6).
2. If the object is a *wxWindow*, **ProcessEvent** is recursively called on the window's *wxValidator* (p. 1398). If this returns true, the function exits.
3. **SearchEventTable** is called for this event handler. If this fails, the base class table is tried, and so on until no more tables exist or an appropriate function was found, in which case the function exits.
4. The search is applied down the entire chain of event handlers (usually the chain has a length of one). If this succeeds, the function exits.

5. If the object is a `wxWindow` and the event is a `wxCommandEvent`, **ProcessEvent** is recursively applied to the parent window's event handler. If this returns true, the function exits.
6. Finally, **ProcessEvent** is called on the `wxApp` object.

### See also

`wxEvtHandler::SearchEventTable` (p. 463)

---

## wxEvtHandler::SearchEventTable

---

**bool SearchEventTable**(**wxEventTable&** *table*, **wxEvent&** *event*)

Searches the event table, executing an event handler function if an appropriate one is found.

### Parameters

*table*

Event table to be searched.

*event*

Event to be matched against an event table entry.

### Return value

true if a suitable event handler function was found and executed, and the function did not call `wxEvent::Skip` (p. 457).

### Remarks

This function looks through the object's event table and tries to find an entry that will match the event.

An entry will match if:

1. The event type matches, and
2. the identifier or identifier range matches, or the event table entry's identifier is zero.

If a suitable function is called but calls `wxEvent::Skip` (p. 457), this function will fail, and searching will continue.

### See also

`wxEvtHandler::ProcessEvent` (p. 462)

---

## wxEvtHandler::SetClientData

---

**void SetClientData(void\* data)**

Sets user-supplied client data.

### Parameters

*data*

Data to be associated with the event handler.

### Remarks

Normally, any extra data the programmer wishes to associate with the object should be made available by deriving a new class with new data members. You must not call this method and *SetClientObject* (p. 464) on the same class - only one of them.

### See also

*wxEvtHandler::GetClientData* (p. 460)

---

## **wxEvtHandler::SetClientObject**

**void SetClientObject(wxClientData\* data)**

Set the client data object. Any previous object will be deleted.

### See also

*wxEvtHandler::GetClientObject* (p. 461), *wxClientData* (p. 136)

---

## **wxEvtHandler::SetEvtHandlerEnabled**

**void SetEvtHandlerEnabled(bool enabled)**

Enables or disables the event handler.

### Parameters

*enabled*

true if the event handler is to be enabled, false if it is to be disabled.

### Remarks

You can use this function to avoid having to remove the event handler from the chain, for example when implementing a dialog editor and changing from edit to test mode.

### See also

*wxEvtHandler::GetEvtHandlerEnabled* (p. 461)

## **wxEvtHandler::SetNextHandler**

---

**void SetNextHandler(wxEvtHandler\* handler)**

Sets the pointer to the next handler.

### **Parameters**

*handler*

Event handler to be set as the next handler.

### **See also**

*wxEvtHandler::GetNextHandler* (p. 461), *wxEvtHandler::SetPreviousHandler* (p. 465), *wxEvtHandler::GetPreviousHandler* (p. 461), *wxWindow::PushEventHandler* (p. 1455), *wxWindow::PopEventHandler* (p. 1454)

## **wxEvtHandler::SetPreviousHandler**

---

**void SetPreviousHandler(wxEvtHandler\* handler)**

Sets the pointer to the previous handler.

### **Parameters**

*handler*

Event handler to be set as the previous handler.

### **See also**

*wxEvtHandler::GetPreviousHandler* (p. 461), *wxEvtHandler::SetNextHandler* (p. 465), *wxEvtHandler::GetNextHandler* (p. 461), *wxWindow::PushEventHandler* (p. 1455), *wxWindow::PopEventHandler* (p. 1454)

## **wxExpr**

The **wxExpr** class is the building brick of expressions similar to Prolog clauses, or objects. It can represent an expression of type long integer, float, string, word, or list, and lists can be nested.

### **Derived from**

None

**Include files**

<wx/wxexpr.h>

**See also**

*wxExpr overview* (p. 1644), *wxExprDatabase* (p. 472)

**wxExpr::wxExpr**

---

**wxExpr(const wxString& functor)**

Construct a new clause with this form, supplying the functor name. A clause is an object that will appear in the data file, with a list of attribute/value pairs.

**wxExpr(wxExprType type, const wxString& wordOrString = "")**

Construct a new empty list, or a word (will be output with no quotes), or a string, depending on the value of *type*.

*type* can be **wxExprList**, **wxExprWord**, or **wxExprString**. If *type* is **wxExprList**, the value of *wordOrString* will be ignored.

**wxExpr(long value)**

Construct an integer expression.

**wxExpr(float value)**

Construct a floating point expression.

**wxExpr(wxList\* value)**

Construct a list expression. The list's nodes' data should themselves be **wxExprs**.

**wxExpr** no longer uses the **wxList** internally, so this constructor turns the list into its internal format (assuming a non-nested list) and then deletes the supplied list.

**wxExpr::~~wxExpr**

---

**~wxExpr()**

Destructor.

### **wxExpr::AddAttributeValue**

---

Use these on clauses ONLY. Note that the functions for adding strings and words must be differentiated by function name which is why they are missing from this group (see *wxExpr::AddAttributeValueString* (p. 467) and *wxExpr::AddAttributeValueWord* (p. 467)).

**void AddAttributeValue(const wxString& attribute, float value)**

Adds an attribute and floating point value pair to the clause.

**void AddAttributeValue(const wxString& attribute, long value)**

Adds an attribute and long integer value pair to the clause.

**void AddAttributeValue(const wxString& attribute, wxList\* value)**

Adds an attribute and list value pair to the clause, converting the list into internal form and then deleting **value**. Note that the list should not contain nested lists (except if in internal **wxExpr** form.)

**void AddAttributeValue(const wxString& attribute, wxExpr\* value)**

Adds an attribute and wxExpr value pair to the clause. Do not delete *value* once this function has been called.

### **wxExpr::AddAttributeValueString**

---

**void AddAttributeValueString(const wxString& attribute, const wxString& value)**

Adds an attribute and string value pair to the clause.

### **wxExpr::AddAttributeValueStringList**

---

**void AddAttributeValueStringList(const wxString& attribute, wxList\* value)**

Adds an attribute and string list value pair to the clause.

Note that the list passed to this function is a list of strings, NOT a list of **wxExprs**; it gets turned into a list of **wxExprs** automatically. This is a convenience function, since lists of strings are often manipulated in C++.

### **wxExpr::AddAttributeValueWord**

---

**void AddAttributeValueWord(const wxString& attribute, const wxString& value)**

Adds an attribute and word value pair to the clause.

**wxExpr::Append**

---

**void Append(wxExpr\* value)**

Append the **value** to the end of the list. 'this' must be a list.

**wxExpr::Arg**

---

**wxExpr\* Arg(wxExprType type, int n) const**

Get nth arg of the given clause (starting from 1). NULL is returned if the expression is not a clause, or *n* is invalid, or the given type does not match the actual type. See also *wxExpr::Nth* (p. 470).

**wxExpr::Insert**

---

**void Insert(wxExpr\* value)**

Insert the **value** at the start of the list. 'this' must be a list.

**wxExpr::GetAttributeValue**

---

These functions are the easiest way to retrieve attribute values, by passing a pointer to variable. If the attribute is present, the variable will be filled with the appropriate value. If not, the existing value is left alone. This style of retrieving attributes makes it easy to set variables to default values before calling these functions; no code is necessary to check whether the attribute is present or not.

**bool GetAttributeValue(const wxString& attribute, wxString& value) const**

Retrieve a string (or word) value.

**bool GetAttributeValue(const wxString& attribute, float& value) const**

Retrieve a floating point value.

**bool GetAttributeValue(const wxString& attribute, int& value) const**

Retrieve an integer value.

**bool GetAttributeValue(const wxString& attribute, long& value) const**

Retrieve a long integer value.

**bool GetAttributeValue(const wxString& attribute, wxExpr\*\* value) const**

Retrieve a wxExpr pointer.

---

### **wxExpr::GetAttributeValueStringList**

---

**void GetAttributeValueStringList(const wxString& *attribute*, wxList\* *value*) const**

Use this on clauses ONLY. See above for comments on this style of attribute value retrieval. This function expects to receive a pointer to a new list (created by the calling application); it will append strings to the list if the attribute is present in the clause.

---

### **wxExpr::AttributeValue**

---

**wxExpr\* AttributeValue(const wxString& *word*) const**

Use this on clauses ONLY. Searches the clause for an attribute matching *word*, and returns the value associated with it.

---

### **wxExpr::Copy**

---

**wxExpr\* Copy() const**

Recursively copies the expression, allocating new storage space.

---

### **wxExpr::DeleteAttributeValue**

---

**void DeleteAttributeValue(const wxString& *attribute*)**

Use this on clauses only. Deletes the attribute and its value (if any) from the clause.

---

### **wxExpr::Functor**

---

**wxString Functor() const**

Use this on clauses only. Returns the clause's functor (object name).

---

### **wxExpr::GetClientData**

---

**wxObject\* GetClientData() const**

Retrieve arbitrary data stored with this clause. This can be useful when reading in data for storing a pointer to the C++ object, so when another clause makes a reference to this clause, its C++ object can be retrieved. See *wxExpr::SetClientData* (p. 471).

### **wxExpr::GetFirst**

---

**wxExpr\* GetFirst() const**

If this is a list expression (or clause), gets the first element in the list.

See also *wxExpr::GetLast* (p. 470), *wxExpr::GetNext* (p. 470), *wxExpr::Nth* (p. 470).

### **wxExpr::GetLast**

---

**wxExpr\* GetLast() const**

If this is a list expression (or clause), gets the last element in the list.

See also *wxExpr::GetFirst* (p. 470), *wxExpr::GetNext* (p. 470), *wxExpr::Nth* (p. 470).

### **wxExpr::GetNext**

---

**wxExpr\* GetNext() const**

If this is a node in a list (any *wxExpr* may be a node in a list), gets the next element in the list.

See also *wxExpr::GetFirst* (p. 470), *wxExpr::GetLast* (p. 470), *wxExpr::Nth* (p. 470).

### **wxExpr::IntegerValue**

---

**long IntegerValue() const**

Returns the integer value of the expression.

### **wxExpr::Nth**

---

**wxExpr\* Nth(int *n*) const**

Get *n*th arg of the given list expression (starting from 0). NULL is returned if the expression is not a list expression, or *n* is invalid. See also *wxExpr::Arg* (p. 468).

Normally, you would use attribute-value pairs to add and retrieve data from objects (clauses) in a data file. However, if the data gets complex, you may need to store attribute values as lists, and pick them apart yourself.

### **wxExpr::RealValue**

---

**float RealValue() const**

Returns the floating point value of the expression.

**wxExpr::SetClientData**

---

**void SetClientData(wxObject \*data)**

Associate arbitrary data with this clause. This can be useful when reading in data for storing a pointer to the C++ object, so when another clause makes a reference to this clause, its C++ object can be retrieved. See *wxExpr::GetClientData* (p. 469).

**wxExpr::StringValue**

---

**wxString StringValue() const**

Returns the string value of the expression.

**wxExpr::Type**

---

**wxExprType Type() const**

Returns the type of the expression. **wxExprType** is defined as follows:

```
typedef enum {  
    wxExprNull,  
    wxExprInteger,  
    wxExprReal,  
    wxExprWord,  
    wxExprString,  
    wxExprList  
} wxExprType;
```

**wxExpr::WordValue**

---

**wxString WordValue() const**

Returns the word value of the expression.

**wxExpr::WriteClause**

---

**void WriteClause(FILE \* stream)**

Writes the clause to the given stream in Prolog format. Not normally needed, since the whole **wxExprDatabase** will usually be written at once. The format is: functor, open

parenthesis, list of comma-separated expressions, close parenthesis, full stop.

## **wxExpr::WriteExpr**

---

**void WriteExpr(FILE \* stream)**

Writes the expression (not clause) to the given stream in Prolog format. Not normally needed, since the whole **wxExprDatabase** will usually be written at once. Lists are written in square bracketed, comma-delimited format.

## **Functions and macros**

---

Below are miscellaneous functions and macros associated with wxExpr objects.

**bool wxExprIsFunctor(wxExpr \*expr, const wxString& functor)**

Checks that the functor of *expr* is *functor*.

**void wxExprCleanUp()**

Cleans up the wxExpr system (YACC/LEX buffers) to avoid memory-checking warnings as the program exits.

```
#define wxMakeInteger(x) (new wxExpr((long)x))
#define wxMakeReal(x) (new wxExpr((float)x))
#define wxMakeString(x) (new wxExpr(PrologString, x))
#define wxMakeWord(x) (new wxExpr(PrologWord, x))
#define wxMake(x) (new wxExpr(x))
```

Macros to help make wxExpr objects.

## **wxExprDatabase**

The **wxExprDatabase** class represents a database, or list, of Prolog-like expressions. Instances of this class are used for reading, writing and creating data files.

### **Derived from**

*wxList* (p. 814)

*wxObject* (p. 982)

### **See also**

*wxExpr overview* (p. 1644), *wxExpr* (p. 465)

---

## wxExprDatabase::wxExprDatabase

---

**void wxExprDatabase**(*proioErrorHandler handler = 0*)

Construct a new, unhashed database, with an optional error handler. The error handler must be a function returning a bool and taking an integer and a string argument. When an error occurs when reading or writing a database, this function is called. The error is given as the first argument (currently one of WXEXPR\_ERROR\_GENERAL, WXEXPR\_ERROR\_SYNTAX) and an error message is given as the second argument. If false is returned by the error handler, processing of the wxExpr operation stops.

Another way of handling errors is simply to call *wxExprDatabase::GetErrorCount* (p. 474) after the operation, to check whether errors have occurred, instead of installing an error handler. If the error count is more than zero, *wxExprDatabase::Write* (p. 475) and *wxExprDatabase::Read* (p. 475) will return false to the application.

For example:

```
bool myErrorHandler(int err, chat *msg)
{
    if (err == WXEXPR_ERROR_SYNTAX)
    {
        wxMessageBox(msg, "Syntax error");
    }
    return false;
}

wxExprDatabase database(myErrorHandler);
```

**wxExprDatabase**(*wxExprType type, const wxString&attribute, int size = 500, proioErrorHandler handler = 0*)

Construct a new database hashed on a combination of the clause functor and a named attribute (often an integer identification).

See above for an explanation of the error handler.

---

## wxExprDatabase::~wxExprDatabase

---

**~wxExprDatabase**()

Delete the database and contents.

---

## wxExprDatabase::Append

---

**void Append**(*wxExpr\* clause*)

Append a clause to the end of the database. If the database is hashing, the functor and

a user-specified attribute will be hashed upon, giving the option of random access in addition to linear traversal of the database.

### **wxExprDatabase::BeginFind**

---

**void BeginFind()**

Reset the current position to the start of the database. Subsequent *wxExprDatabase::FindClause* (p. 474) calls will move the pointer.

### **wxExprDatabase::ClearDatabase**

---

**void ClearDatabase()**

Clears the contents of the database.

### **wxExprDatabase::FindClause**

---

Various ways of retrieving clauses from the database. A return value of NULL indicates no (more) clauses matching the given criteria. Calling the functions repeatedly retrieves more matching clauses, if any.

**wxExpr\* FindClause(long id)**

Find a clause based on the special "id" attribute.

**wxExpr\* FindClause(const wxString& attribute, const wxString& value)**

Find a clause which has the given attribute set to the given string or word value.

**wxExpr\* FindClause(const wxString& attribute, long value)**

Find a clause which has the given attribute set to the given integer value.

**wxExpr\* FindClause(const wxString& attribute, float value)**

Find a clause which has the given attribute set to the given floating point value.

### **wxExprDatabase::FindClauseByFunc**

---

**wxExpr\* FindClauseByFunc(const wxString& functor)**

Find the next clause with the specified functor.

### **wxExprDatabase::GetErrorCount**

---

**int GetErrorCount() const**

Returns the number of errors encountered during the last read or write operation.

**wxExprDatabase::HashFind**

---

**wxExpr\* HashFind(const wxString& functor, long value) const**

Finds the clause with the given functor and with the attribute specified in the database constructor having the given integer value.

For example,

```
// Hash on a combination of functor and integer "id" attribute when
reading in
wxExprDatabase db(wxExprInteger, "id");

// Read it in
db.ReadProlog("data");

// Retrieve a clause with specified functor and id
wxExpr *clause = db.HashFind("node", 24);
```

This would retrieve a clause which is written: `node(id = 24, ..., )`.

**wxExpr\* HashFind(const wxString& functor, const wxString& value)**

Finds the clause with the given functor and with the attribute specified in the database constructor having the given string value.

**wxExprDatabase::Read**

---

**bool Read(const wxString& filename)**

Reads in the given file, returning true if successful.

**wxExprDatabase::ReadFromString**

---

**bool ReadFromString(const wxString& buffer)**

Reads a Prolog database from the given string buffer, returning true if successful.

**wxExprDatabase::Write**

---

**bool Write(FILE \*stream)****bool Write(const wxString& filename)**

Writes the database as a Prolog-format file.

## wxFFile

wxFFile implements buffered file I/O. This is a very small class designed to minimize the overhead of using it - in fact, there is hardly any overhead at all, but using it brings you automatic error checking and hides differences between platforms and compilers. It wraps inside it a `FILE *` handle used by standard C IO library (also known as `stdio`).

### Derived from

None.

### Include files

<wx/ffile.h>

<b>wxFromStart</b>	Count offset from the start of the file
<b>wxFromCurrent</b>	Count offset from the current position of the file pointer
<b>wxFromEnd</b>	Count offset from the end of the file (backwards)

## wxFFile::wxFFile

---

### wxFFile()

Default constructor.

### wxFFile(const char\* filename, const char\* mode = "r")

Opens a file with the given mode. As there is no way to return whether the operation was successful or not from the constructor you should test the return value of *IsOpened* (p. 478) to check that it didn't fail.

### wxFFile(FILE\* fp)

Opens a file with the given file pointer, which has already been opened.

### Parameters

*filename*

The filename.

*mode*

The mode in which to open the file using standard C strings. Note that you should use "b" flag if you use binary files under Windows or the results might be unexpected due to automatic newline conversion done for the text files.

*fp*

An existing file descriptor, such as stderr.

---

### **wxFile::~wxFile**

---

**~wxFile()**

Destructor will close the file.

NB: it is not virtual so you should *not* derive from wxFile!

---

### **wxFile::Attach**

---

**void Attach(FILE\* fp)**

Attaches an existing file pointer to the wxFile object.

The descriptor should be already opened and it will be closed by wxFile object.

---

### **wxFile::Close**

---

**bool Close()**

Closes the file and returns true on success.

---

### **wxFile::Detach**

---

**void Detach()**

Get back a file pointer from wxFile object - the caller is responsible for closing the file if this descriptor is opened. *IsOpened()* (p. 478) will return false after call to Detach().

---

### **wxFile::fp**

---

**FILE \* fp() const**

Returns the file pointer associated with the file.

**wxFile::Eof**

---

**bool Eof() const**

Returns true if the an attempt has been made to read *past*the end of the file.

Note that the behaviour of the file descriptor based class *wxFile* (p. 483) is different as *wxFile::Eof* (p. 486) will return true here as soon as the last byte of the file has been read.

**wxFile::Flush**

---

**bool Flush()**

Flushes the file and returns true on success.

**wxFile::IsOpened**

---

**bool IsOpened() const**

Returns true if the file has been opened.

**wxFile::Length**

---

**size\_t Length() const**

Returns the length of the file.

**wxFile::Open**

---

**bool Open(const char\* filename, const char\* mode = "r")**

Opens the file, returning true if successful.

**Parameters***filename*

The filename.

*mode*

The mode in which to open the file.

**wxFile::Read**

---

**size\_t Read(void\* *buffer*, off\_t *count*)**

Reads the specified number of bytes into a buffer, returning the actual number read.

#### Parameters

*buffer*  
A buffer to receive the data.

*count*  
The number of bytes to read.

#### Return value

The number of bytes read.

---

### wxFile::Seek

---

**bool Seek(long *ofs*, wxSeekMode *mode* = wxFromStart)**

Seeks to the specified position and returns true on success.

#### Parameters

*ofs*  
Offset to seek to.

*mode*  
One of **wxFromStart**, **wxFromEnd**, **wxFromCurrent**.

---

### wxFile::SeekEnd

---

**bool SeekEnd(long *ofs* = 0)**

Moves the file pointer to the specified number of bytes before the end of the file and returns true on success.

#### Parameters

*ofs*  
Number of bytes before the end of the file.

---

### wxFile::Tell

---

**size\_t Tell() const**

Returns the current position.

## wxFile::Write

---

**size\_t** Write(const void\* *buffer*, size\_t *count*)

Writes the specified number of bytes from a buffer.

### Parameters

*buffer*

A buffer containing the data.

*count*

The number of bytes to write.

### Return value

Number of bytes written.

## wxFile::Write

---

**bool** Write(const wxString& *s*, wxMBConv& *conv* = wxConvUTF8)

Writes the contents of the string to the file, returns true on success.

The second argument is only meaningful in Unicode build of wxWindows when *conv* is used to convert *s* to multibyte representation.

## wxFileInputStream

This class represents data read in from a file. There are actually two such groups of classes: this one is based on *wxFile* (p. 476) whereas *wxFileInputStream* (p. 500) is based in the *wxFile* (p. 483) class.

Note that *wxFile* (p. 483) and *wxFile* (p. 476) differ in one aspect, namely when to report that the end of the file has been reached. This is documented in *wxFile::Eof* (p. 486) and *wxFile::Eof* (p. 478) and the behaviour of the stream classes reflects this difference, i.e. *wxFileInputStream* will report wxSTREAM\_EOF after having read the last byte whereas *wxFileInputStream* will report wxSTREAM\_EOF after trying to read *past* the last byte.

### Derived from

*wxInputStream* (p. 790)

**Include files**

<wx/wfstream.h>

**See also**

*wxBufferedInputStream* (p. 102), *wxFFileOutputStream* (p. 481), *wxFileOutputStream* (p. 516)

**wxFFileInputStream::wxFFileInputStream**

---

**wxFFileInputStream(const wxString& filename)**

Opens the specified file using its *filename* name in read-only mode.

**wxFFileInputStream(wxFFile& file)**

Initializes a file stream in read-only mode using the file I/O object *file*.

**wxFFileInputStream(FILE \* fp)**

Initializes a file stream in read-only mode using the specified file pointer *fp*.

**wxFFileInputStream::~~wxFFileInputStream**

---

**~wxFFileInputStream()**

Destructor.

**wxFFileInputStream::Ok**

---

**bool Ok() const**

Returns true if the stream is initialized and ready.

**wxFFileOutputStream**

This class represents data written to a file. There are actually two such groups of classes: this one is based on *wxFFile* (p. 476) whereas *wxFileInputStream* (p. 480) is based in the *wxFile* (p. 483) class.

Note that *wxFile* (p. 483) and *wxFFile* (p. 476) differ in one aspect, namely when to

report that the end of the file has been reached. This is documented in `wxFile::Eof` (p. 486) and `wxFFile::Eof` (p. 478) and the behaviour of the stream classes reflects this difference, i.e. `wxFileInputStream` will report `wxSTREAM_EOF` after having read the last byte whereas `wxFFileInputStream` will report `wxSTREAM_EOF` after trying to read *past* the last byte.

### Derived from

`wxOutputStream` (p. 986)

### Include files

<wx/wfstream.h>

### See also

`wxBufferedOutputStream` (p. 103), `wxFFileInputStream` (p. 480), `wxFileInputStream` (p. 500)

---

## wxFFileOutputStream::wxFFileOutputStream

**wxFFileOutputStream(const wxString& *ofilename*)**

Creates a new file with *ofilename* name and initializes the stream in write-only mode.

**wxFFileOutputStream(wxFFile& *file*)**

Initializes a file stream in write-only mode using the file I/O object *file*.

**wxFFileOutputStream(FILE \* *fp*)**

Initializes a file stream in write-only mode using the file descriptor *fp*.

---

## wxFFileOutputStream::~wxFFileOutputStream

**~wxFFileOutputStream()**

Destructor.

---

## wxFFileOutputStream::Ok

**bool Ok() const**

Returns true if the stream is initialized and ready.

## wxFFileStream

### Derived from

*wxFFileOutputStream* (p. 481), *wxFFileInputStream* (p. 480)

### Include files

<wx/wfstream.h>

### See also

*wxStreamBuffer* (p. 1227)

---

## wxFFileStream::wxFFileStream

**wxFFileStream(const wxString& *iofileName*)**

Initializes a new file stream in read-write mode using the specified *iofilename* name.

## wxFile

A *wxFile* performs raw file I/O. This is a very small class designed to minimize the overhead of using it - in fact, there is hardly any overhead at all, but using it brings you automatic error checking and hides differences between platforms and compilers. *wxFile* also automatically closes the file in its destructor making it unnecessary to worry about forgetting to do it. *wxFile* is a wrapper around `file descriptor`. - see also *wxFFile* (p. 476) for a wrapper around `FILE` structure.

### Derived from

None.

### Include files

<wx/file.h>

### Constants

wx/file.h defines the following constants:

```
#define wxS_IRUSR 00400
#define wxS_IWUSR 00200
```

```

#define wxS_IXUSR 00100

#define wxS_IRGRP 00040
#define wxS_IWGRP 00020
#define wxS_IXGRP 00010

#define wxS_IROTH 00004
#define wxS_IWOTH 00002
#define wxS_IXOTH 00001

// default mode for the new files: corresponds to umask 022
#define wxS_DEFAULT (wxS_IRUSR | wxS_IWUSR | wxS_IRGRP | wxS_IWGRP |
wxS_IROTH | wxS_IWOTH)

```

These constants define the file access rights and are used with `wxFile::Create` (p. 486) and `wxFile::Open` (p. 487).

The `OpenMode` enumeration defines the different modes for opening a file, it is defined inside `wxFile` class so its members should be specified with `wxFile::` scope resolution prefix. It is also used with `wxFile::Access` (p. 485) function.

<b>wxFile::read</b>	Open file for reading or test if it can be opened for reading with <code>Access()</code>
<b>wxFile::write</b>	Open file for writing deleting the contents of the file if it already exists or test if it can be opened for writing with <code>Access()</code>
<b>wxFile::read_write</b>	Open file for reading and writing; can not be used with <code>Access()</code>
<b>wxFile::write_append</b>	Open file for appending: the file is opened for writing, but the old contents of the file is not erased and the file pointer is initially placed at the end of the file; can not be used with <code>Access()</code> . This is the same as <b>wxFile::write</b> if the file doesn't exist.
<b>wxFile::write_excl</b>	Open the file securely for writing (Uses <code>O_EXCL   O_CREAT</code> ). Will fail if the file already exists, else create and open it atomically. Useful for opening temporary files without being vulnerable to race exploits.

Other constants defined elsewhere but used by `wxFile` functions are `wxInvalidOffset` which represents an invalid value of type `off_t` and is returned by functions returning `off_t` on error and the seek mode constants used with `Seek()` (p. 488):

<b>wxFromStart</b>	Count offset from the start of the file
<b>wxFromCurrent</b>	Count offset from the current position of the file pointer
<b>wxFromEnd</b>	Count offset from the end of the file (backwards)

## **wxFile::wxFile**

---

### **wxFile()**

Default constructor.

### **wxFile(const char\* filename, wxFile::OpenMode mode = wxFile::read)**

Opens a file with the given mode. As there is no way to return whether the operation was successful or not from the constructor you should test the return value of *IsOpened* (p. 487) to check that it didn't fail.

### **wxFile(int fd)**

Associates the file with the given file descriptor, which has already been opened.

### **Parameters**

#### *filename*

The filename.

#### *mode*

The mode in which to open the file. May be one of **wxFile::read**, **wxFile::write** and **wxFile::read\_write**.

#### *fd*

An existing file descriptor (see *Attach()* (p. 485) for the list of predefined descriptors)

## **wxFile::~~wxFile**

---

### **~wxFile()**

Destructor will close the file.

**NB:** it is not virtual so you should not use wxFile polymorphically.

## **wxFile::Access**

---

### **static bool Access(const char \* name, OpenMode mode)**

This function verifies if we may access the given file in specified mode. Only values of **wxFile::read** or **wxFile::write** really make sense here.

## **wxFile::Attach**

---

**void Attach(int fd)**

Attaches an existing file descriptor to the wxFile object. Example of predefined file descriptors are 0, 1 and 2 which correspond to stdin, stdout and stderr (and have symbolic names of **wxFile::fd\_stdin**, **wxFile::fd\_stdout** and **wxFile::fd\_stderr**).

The descriptor should be already opened and it will be closed by wxFile object.

**wxFile::Close**

---

**void Close()**

Closes the file.

**wxFile::Create**

---

**bool Create(const char\* filename, bool overwrite = false, int access = wxS\_DEFAULT)**

Creates a file for writing. If the file already exists, setting **overwrite** to true will ensure it is overwritten.

**wxFile::Detach**

---

**void Detach()**

Get back a file descriptor from wxFile object - the caller is responsible for closing the file if this descriptor is opened. *IsOpened()* (p. 487) will return false after call to Detach().

**wxFile::fd**

---

**int fd() const**

Returns the file descriptor associated with the file.

**wxFile::Eof**

---

**bool Eof() const**

Returns true if the end of the file has been reached.

Note that the behaviour of the file pointer based class *wxFile* (p. 476) is different as *wxFile::Eof* (p. 478) will return true here only if an attempt has been made to read *past* the last byte of the file, while *wxFile::Eof()* will return true even before such attempt is made if the file pointer is at the last position in the file.

Note also that this function doesn't work on unseekable file descriptors (examples include pipes, terminals and sockets under Unix) and an attempt to use it will result in an error message in such case. So, to read the entire file into memory, you should write a loop which uses *Read* (p. 488) repeatedly and tests its return condition instead of using *Eof()* as this will not work for special files under Unix.

---

## **wxFile::Exists**

---

**static bool Exists(const char\* filename)**

Returns true if the given name specifies an existing regular file (not a directory or a link)

---

## **wxFile::Flush**

---

**bool Flush()**

Flushes the file descriptor.

Note that *wxFile::Flush* is not implemented on some Windows compilers due to a missing *fsync* function, which reduces the usefulness of this function (it can still be called but it will do nothing on unsupported compilers).

---

## **wxFile::IsOpened**

---

**bool IsOpened() const**

Returns true if the file has been opened.

---

## **wxFile::Length**

---

**off\_t Length() const**

Returns the length of the file.

---

## **wxFile::Open**

---

**bool Open(const char\* filename, wxFile::OpenMode mode = wxFile::read)**

Opens the file, returning true if successful.

### **Parameters**

*filename*

The filename.

*mode*

The mode in which to open the file. May be one of **wxFile::read**, **wxFile::write** and **wxFile::read\_write**.

## **wxFile::Read**

---

**off\_t Read**(void\* *buffer*, off\_t *count*)

Reads the specified number of bytes into a buffer, returning the actual number read.

### **Parameters**

*buffer*

A buffer to receive the data.

*count*

The number of bytes to read.

### **Return value**

The number of bytes read, or the symbol **wxInvalidOffset** (-1) if there was an error.

## **wxFile::Seek**

---

**off\_t Seek**(off\_t *ofs*, wxSeekMode *mode* = wxFromStart)

Seeks to the specified position.

### **Parameters**

*ofs*

Offset to seek to.

*mode*

One of **wxFromStart**, **wxFromEnd**, **wxFromCurrent**.

### **Return value**

The actual offset position achieved, or **wxInvalidOffset** on failure.

## **wxFile::SeekEnd**

---

**off\_t SeekEnd**(off\_t *ofs* = 0)

Moves the file pointer to the specified number of bytes before the end of the file.

### Parameters

*ofs*  
Number of bytes before the end of the file.

### Return value

The actual offset position achieved, or `wxInvalidOffset` on failure.

## wxFile::Tell

---

### `off_t Tell() const`

Returns the current position or `wxInvalidOffset` if file is not opened or if another error occurred.

## wxFile::Write

---

### `size_t Write(const void* buffer, off_t count)`

Writes the specified number of bytes from a buffer.

### Parameters

*buffer*  
A buffer containing the data.

*count*  
The number of bytes to write.

### Return value

the number of bytes actually written

## wxFile::Write

---

### `bool Write(const wxString& s, wxMBConv& conv = wxConvUTF8)`

Writes the contents of the string to the file, returns true on success.

The second argument is only meaningful in Unicode build of `wxWindows` when `conv` is used to convert `s` to multibyte representation.

## wxFileDataObject

`wxFileDataObject` is a specialization of `wxDataObject` (p. 228) for file names. The program works with it just as if it were a list of absolute file names, but internally it uses the same format as Explorer and other compatible programs under Windows or GNOME/KDE filemanager under Unix which makes it possible to receive files from them using this class.

**Warning:** Under all non-Windows platforms this class is currently "input-only", i.e. you can receive the files from another application, but copying (or dragging) file(s) from a `wxWindows` application is not currently supported.

### Virtual functions to override

None.

### Derived from

`wxDataObjectSimple` (p. 233)  
`wxDataObject` (p. 228)

### Include files

<wx/dataobj.h>

### See also

`wxDataObject` (p. 228), `wxDataObjectSimple` (p. 233), `wxTextDataObject` (p. 1303), `wxBitmapDataObject` (p. 88), `wxDataObject` (p. 228)

---

## wxFileDataObject

---

### `wxFileDataObject()`

Constructor.

---

## wxFileDataObject::AddFile

---

**virtual void AddFile(const wxString& file)**

**MSW only:** adds a file to the file list represented by this data object.

---

## wxFileDataObject::GetFileNames

---

**const wxArrayString& GetFileNames() const**

Returns the *array* (p. 56) of file names.

## wxFileDialog

This class represents the file chooser dialog.

### Derived from

*wxDialog* (p. 379)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Include files

<wx/filedlg.h>

### See also

*wxFileDialog overview* (p. 1696), *wxFileSelector* (p. 1534)

### Remarks

Pops up a file selector box. In Windows, this is the common file selector dialog. In X, this is a file selector box with somewhat less functionality. The path and filename are distinct elements of a full file pathname. If path is "", the current directory will be used. If filename is "", no default filename will be supplied. The wildcard determines what files are displayed in the file selector, and file extension supplies a type extension for the required filename. Flags may be a combination of wxOPEN, wxSAVE, wxOVERWRITE\_PROMPT, wxHIDE\_READONLY, wxFILE\_MUST\_EXIST, wxMULTIPLE or 0.

Both the X and Windows versions implement a wildcard filter. Typing a filename containing wildcards (\*, ?) in the filename text item, and clicking on Ok, will result in only those files matching the pattern being displayed. The wildcard may be a specification for multiple types of file with a description for each, such as:

```
"BMP files (*.bmp)|*.bmp|GIF files (*.gif)|*.gif"
```

It must be noted that wildcard support in the native Motif file dialog is quite limited: only one alternative is supported, and it is displayed without the descriptive test; "BMP files (\*.bmp)|\*.bmp" is displayed as "\*.bmp", and both "BMP files (\*.bmp)|\*.bmp|GIF files (\*.gif)|\*.gif" and "Image files|\*.bmp;\*.gif" are errors.

---

**wxFileDialog::wxFileDialog**

---

**wxFileDialog**(*wxWindow\** parent, **const wxString&** message = "Choose a file", **const wxString&** defaultDir = "", **const wxString&** defaultFile = "", **const wxString&** wildcard = ".\*", **long** style = 0, **const wxPoint&** pos = wxDefaultPosition)

Constructor. Use *wxFileDialog::ShowModal* (p. 495) to show the dialog.

**Parameters**

*parent*

Parent window.

*message*

Message to show on the dialog.

*defaultDir*

The default directory, or the empty string.

*defaultFile*

The default filename, or the empty string.

*wildcard*

A wildcard, such as ".\*" or "BMP files (\*.bmp)|\*.bmp|GIF files (\*.gif)|\*.gif".

Note that the native Motif dialog has some limitations with respect to wildcards; see the Remarks section above.

*style*

A dialog style. A bitlist of:

**wxOPEN**

This is an open dialog.

**wxSAVE**

This is a save dialog.

**wxHIDE\_READONLY**

For open dialog only: hide the checkbox allowing to open the file in read-only mode.

**wxOVERWRITE\_PROMPT**

For save dialog only: prompt for a confirmation if a file will be overwritten.

**wxMULTIPLE**

For open dialog only: allows selecting multiple files.

**wxCHANGE\_DIR**

Change the current working directory to the directory where the file(s) chosen by the user are.

*pos*

Dialog position. Not implemented.

**NB:** Previous versions of wxWindows used `wxCHANGE_DIR` by default under MS Windows which allowed the program to simply remember the last directory where user selected the files to open/save. This (desired) functionality must be implemented in the program itself now (manually remember the last path used and pass it to the dialog the next time it is called) or by using this flag.

**wxFileDialog::~wxFileDialog**

---

**~wxFileDialog()**

Destructor.

**wxFileDialog::GetDirectory**

---

**wxString GetDirectory() const**

Returns the default directory.

**wxFileDialog::GetFilename**

---

**wxString GetFilename() const**

Returns the default filename.

**wxFileDialog::GetFileNames**

---

**void GetFileNames(wxArrayString& *filenames*) const**

Fills the array *filenames* with the names of the files chosen. This function should only be used with the dialogs which have `wxMULTIPLE` style, use *GetFilename* (p. 493) for the others.

Note that under Windows, if the user selects shortcuts, the filenames include paths, since the application cannot determine the full path of each referenced file by appending the directory containing the shortcuts to the filename.

**wxFileDialog::GetFilterIndex**

---

**int GetFilterIndex() const**

Returns the index into the list of filters supplied, optionally, in the wildcard parameter. Before the dialog is shown, this is the index which will be used when the dialog is first displayed. After the dialog is shown, this is the index selected by the user.

**wxFileDialog::GetMessage**

---

**wxString GetMessage() const**

Returns the message that will be displayed on the dialog.

**wxFileDialog::GetPath**

---

**wxString GetPath() const**

Returns the full path (directory and filename) of the selected file.

**wxFileDialog::GetPaths**

---

**void GetPaths(wxArrayString& paths) const**

Fills the array *paths* with the full paths of the files chosen. This function should only be used with the dialogs which have `wxMULTIPLE` style, use *GetPath* (p. 494) for the others.

**wxFileDialog::GetStyle**

---

**long GetStyle() const**

Returns the dialog style.

**wxFileDialog::GetWildcard**

---

**wxString GetWildcard() const**

Returns the file dialog wildcard.

**wxFileDialog::SetDirectory**

---

**void SetDirectory(const wxString& directory)**

Sets the default directory.

**wxFileDialog::SetFilename**

---

**void SetFilename(const wxString& setfilename)**

Sets the default filename.

**wxFileDialog::SetFilterIndex**

---

**void SetFilterIndex(int filterIndex)**

Sets the default filter index, starting from zero.

### **wxFileDialog::SetMessage**

---

**void SetMessage(const wxString& message)**

Sets the message that will be displayed on the dialog.

### **wxFileDialog::SetPath**

---

**void SetPath(const wxString& path)**

Sets the path (the combined directory and filename that will be returned when the dialog is dismissed).

### **wxFileDialog::SetStyle**

---

**void SetStyle(long style)**

Sets the dialog style. See *wxFileDialog::wxFileDialog* (p. 492) for details.

### **wxFileDialog::SetWildcard**

---

**void SetWildcard(const wxString& wildCard)**

Sets the wildcard, which can contain multiple file types, for example:

"BMP files (\*.bmp)|\*.bmp|GIF files (\*.gif)|\*.gif"

Note that the native Motif dialog has some limitations with respect to wildcards; see the Remarks section above.

### **wxFileDialog::ShowModal**

---

**int ShowModal()**

Shows the dialog, returning wxID\_OK if the user pressed OK, and wxID\_CANCEL otherwise.

## **wxFileDropTarget**

This is a *drop target* (p. 443) which accepts files (dragged from File Manager or Explorer).

### Derived from

*wxDropTarget* (p. 443)

### Include files

<wx/dnd.h>

### See also

*Drag and drop overview* (p. 1712), *wxDropSource* (p. 441), *wxDropTarget* (p. 443), *wxTextDropTarget* (p. 1304)

---

## wxFileDropTarget::wxFileDropTarget

---

### wxFileDropTarget()

Constructor.

---

## wxFileDropTarget::OnDrop

---

**virtual bool OnDrop(long x, long y, const void \*data, size\_t size)**

See *wxDropTarget::OnDrop* (p. 445). This function is implemented appropriately for files, and calls *wxFileDropTarget::OnDropFiles* (p. 496).

---

## wxFileDropTarget::OnDropFiles

---

**virtual bool OnDropFiles(wxCoord x, wxCoord y, const wxArrayString& filenames)**

Override this function to receive dropped files.

### Parameters

*x*  
The x coordinate of the mouse.

*y*  
The y coordinate of the mouse.

*filenames*

An array of filenames.

### Return value

Return true to accept the data, false to veto the operation.

## wxFileHistory

The wxFileHistory encapsulates a user interface convenience, the list of most recently visited files as shown on a menu (usually the File menu).

wxFileHistory can manage one or more file menus. More than one menu may be required in an MDI application, where the file history should appear on each MDI child menu as well as the MDI parent frame.

### Derived from

*wxObject* (p. 982)

### Include files

<wx/docview.h>

### See also

*wxFileHistory overview* (p. 1702), *wxDocManager* (p. 406)

---

### wxFileHistory::m\_fileHistory

---

**char\*\* m\_fileHistory**

A character array of strings corresponding to the most recently opened files.

---

### wxFileHistory::m\_fileHistoryN

---

**size\_t m\_fileHistoryN**

The number of files stored in the history array.

---

### wxFileHistory::m\_fileMaxFiles

---

**size\_t m\_fileMaxFiles**

The maximum number of files to be stored and displayed on the menu.

---

**wxFileHistory::m\_fileMenu**

---

**wxMenu\* m\_fileMenu**

The file menu used to display the file history list (if enabled).

---

**wxFileHistory::wxFileHistory**

---

**wxFileHistory(size\_t maxFiles = 9, wxWindowID idBase = wxID\_FILE1)**

Constructor. Pass the maximum number of files that should be stored and displayed.

*idBase* defaults to `wxID_FILE1` and represents the id given to the first history menu item. Since menu items can't share the same ID you should change *idBase* (To one of your own defined IDs) when using more than one `wxFileHistory` in your application.

---

**wxFileHistory::~wxFileHistory**

---

**~wxFileHistory()**

Destructor.

---

**wxFileHistory::AddFileToHistory**

---

**void AddFileToHistory(const wxString& filename)**

Adds a file to the file history list, if the object has a pointer to an appropriate file menu.

---

**wxFileHistory::AddFilesToMenu**

---

**void AddFilesToMenu()**

Appends the files in the history list, to all menus managed by the file history object.

**void AddFilesToMenu(wxMenu\* menu)**

Appends the files in the history list, to the given menu only.

---

**wxFileHistory::GetHistoryFile**

---

**wxString GetHistoryFile(size\_t index) const**

Returns the file at this index (zero-based).

**wxFileHistory::GetMaxFiles**

---

**size\_t GetMaxFiles() const**

Returns the maximum number of files that can be stored.

**wxFileHistory::GetNoHistoryFiles**

---

**size\_t GetNoHistoryFiles() const**

Returns the number of files currently stored in the file history.

**wxFileHistory::Load**

---

**void Load(wxConfigBase& config)**

Loads the file history from the given config object. This function should be called explicitly by the application.

**See also**

*wxConfig* (p. 182)

**wxFileHistory::RemoveMenu**

---

**void RemoveMenu(wxMenu\* menu)**

Removes this menu from the list of those managed by this object.

**wxFileHistory::Save**

---

**void Save(wxConfigBase& config)**

Saves the file history into the given config object. This must be called explicitly by the application.

**See also**

*wxConfig* (p. 182)

## **wxFileHistory::UseMenu**

---

**void UseMenu(wxMenu\* menu)**

Adds this menu to the list of those managed by this object.

## **wxFileInputStream**

This class represents data read in from a file. There are actually two such groups of classes: this one is based on *wxFile* (p. 483) whereas *wxFFileInputStream* (p. 480) is based in the *wxFFile* (p. 476) class.

Note that *wxFile* (p. 483) and *wxFFile* (p. 476) differ in one aspect, namely when to report that the end of the file has been reached. This is documented in *wxFile::Eof* (p. 486) and *wxFFile::Eof* (p. 478) and the behaviour of the stream classes reflects this difference, i.e. *wxFileInputStream* will report `wxSTREAM_EOF` after having read the last byte whereas *wxFFileInputStream* will report `wxSTREAM_EOF` after trying to read *past* the last byte.

### **Derived from**

*wxInputStream* (p. 790)

### **Include files**

<wx/wfstream.h>

### **See also**

*wxBufferedInputStream* (p. 102), *wxFileOutputStream* (p. 516), *wxFFileOutputStream* (p. 481)

## **wxFileInputStream::wxFileInputStream**

---

**wxFileInputStream(const wxString& filename)**

Opens the specified file using its *filename* name in read-only mode.

**wxFileInputStream(wxFile& file)**

Initializes a file stream in read-only mode using the file I/O object *file*.

**wxFileInputStream(int fd)**

Initializes a file stream in read-only mode using the specified file descriptor.

---

## **wxFileInputStream::~wxFileInputStream**

**~wxFileInputStream()**

Destructor.

---

## **wxFileInputStream::Ok**

**bool Ok() const**

Returns true if the stream is initialized and ready.

## **wxFileName**

`wxFileName` encapsulates a file name. This class serves two purposes: first, it provides the functions to split the file names into components and to recombine these components in the full file name which can then be passed to the OS file functions (and *wxWindows functions* (p. 1518) wrapping them). Second, it includes the functions for working with the files itself. Note that to change the file data you should use *wxFile* (p. 483) class instead. `wxFileName` provides functions for working with the file attributes.

### **Derived from**

No base class

### **Data structures**

Many `wxFileName` methods accept the path format argument which is by `wxPATH_NATIVE` by default meaning to use the path format native for the current platform.

The path format affects the operation of `wxFileName` functions in several ways: first and foremost, it defines the path separator character to use, but it also affects other things such as whether the path has the drive part or not.

```
enum wxPathFormat
{
    wxPATH_NATIVE = 0,          // the path format for the current platform
    wxPATH_UNIX,
    wxPATH_BEOS = wxPATH_UNIX,
    wxPATH_MAC,
    wxPATH_DOS,
    wxPATH_WIN = wxPATH_DOS,
    wxPATH_OS2 = wxPATH_DOS,
    wxPATH_VMS,
```

```
wxPATH_MAX // Not a valid value for specifying path format  
}
```

## File name format

---

`wxFileName` currently supports the file names in the Unix, DOS/Windows, Mac OS and VMS formats. Although these formats are quite different, `wxFileName` tries to treat them all in the same generic way. It supposes that all file names consist of the following parts: the volume (also known as drive under Windows or device under VMS), the path which is a sequence of directory names separated by the *path separators* (p. 509) and the full filename itself which, in turn, is composed from the base file name and the extension. All of the individual components of the file name may be empty and, for example, the volume name is always empty under Unix, but if they are all empty simultaneously, the filename object is considered to be in an invalid state and *IsOk* (p. 511) returns `false` for it.

File names can be case-sensitive or not, the function *IsCaseSensitive* (p. 511) allows to determine this.

The rules for determining if the file name is absolute or relative also depends on the file name format and the only portable way to answer to this question is to use *IsAbsolute* (p. 511) method. To ensure that the filename is absolute you may use *MakeAbsolute* (p. 512). There is also an inverse function *MakeRelativeTo* (p. 512) which undoes what *Normalize(wxPATH\_NORM\_DOTS)* (p. 513) does.

Other functions returning information about the file format provided by this class are *GetVolumeSeparator* (p. 510), *IsPathSeparator* (p. 511).

*IsRelative* (p. 512)

## File name construction

---

TODO.

## File tests

---

Before doing the other tests you should use *IsOk* (p. 511) to verify that the filename is well defined. If it is, *FileExists* (p. 506) can be used to test if a file with such name exists and *DirExists* (p. 506) - if a directory with this name exists.

File names should be compared using *SameAs* (p. 514) method or `==` (p. 516).

## File name components

---

These functions allow to examine and modify the directories of the path:

*AppendDir* (p. 504)  
*InsertDir* (p. 511)  
*GetDirCount* (p. 507) *PrependDir* (p. 514)  
*RemoveDir* (p. 514)

To change the components of the file name individually you can use the following functions:

*GetExt* (p. 507)  
*GetName* (p. 509)  
*GetVolume* (p. 510)  
*HasExt* (p. 510)  
*HasName* (p. 511)  
*HasVolume* (p. 511)  
*SetExt* (p. 514)  
*SetName* (p. 515)  
*SetVolume* (p. 515)

## Operations

---

These methods allow to work with the file creation, access and modification times. Note that not all filesystems under all platforms implement these times in the same way. For example, the access time under Windows has a resolution of one day (so it is really the access date and not time). The access time may be updated when the file is executed or not depending on the platform.

*GetModificationTime* (p. 508)  
*GetTimes* (p. 510)  
*SetTimes* (p. 515)  
*Touch* (p. 516)

Other file system operations functions are:

*Mkdir* (p. 513)  
*Rmdir* (p. 514)

## **wxFileName::wxFileName**

---

**wxFileName()**

Default constructor.

**wxFileName(const wxFileName& filename)**

Copy constructor.

**wxFileName(const wxString& fullpath, wxPathFormat format = wxPATH\_NATIVE)**

Constructor taking a full filename. If it terminates with a '/', a directory path is constructed (the name will be empty), otherwise a file name and extension are extracted from it.

**wxFileName(const wxString& path, const wxString& name, wxPathFormat format = wxPATH\_NATIVE)**

Constructor from a directory name and a file name.

**wxFileName(const wxString& path, const wxString& name, const wxString& ext, wxPathFormat format = wxPATH\_NATIVE)**

Constructor from a directory name, base file name and extension.

**wxFileName(const wxString& volume, const wxString& path, const wxString& name, const wxString& ext, wxPathFormat format = wxPATH\_NATIVE)**

Constructor from a volume name, a directory name, base file name and extension.

### **wxFileName::AppendDir**

---

**void AppendDir(const wxString& dir)**

Appends a directory to the path.

### **wxFileName::Assign**

---

**void Assign(const wxFileName& filepath)**

**void Assign(const wxString& fullpath, wxPathFormat format = wxPATH\_NATIVE)**

**void Assign(const wxString& volume, const wxString& path, const wxString& name, const wxString& ext, wxPathFormat format = wxPATH\_NATIVE)**

**void Assign(const wxString& path, const wxString& name, wxPathFormat format = wxPATH\_NATIVE)**

**void Assign(const wxString& path, const wxString& name, const wxString& ext, wxPathFormat format = wxPATH\_NATIVE)**

Creates the file name from various combinations of data.

### **wxFileName::AssignCwd**

---

**static void AssignCwd(const wxString& volume = wxEmptyString)**

Makes this object refer to the current working directory on the specified volume (or current volume if *volume* is empty).

**See also**

*GetCwd* (p. 507)

---

**wxFileName::AssignDir**

---

**void AssignDir(const wxString& dir, wxPathFormat format = wxPATH\_NATIVE)**

Sets this file name object to the given directory name. The name and extension will be empty.

---

**wxFileName::AssignHomeDir**

---

**void AssignHomeDir()**

Sets this file name object to the home directory.

---

**wxFileName::AssignTempFileName**

---

**void AssignTempFileName(const wxString& prefix, wxFile \*fileTemp = NULL)**

The function calls *CreateTempFileName* (p. 505) to create a temporary file and sets this object to the name of the file. If a temporary file couldn't be created, the object is put into the *invalid* (p. 511) state.

---

**wxFileName::Clear**

---

**void Clear()**

Reset all components to default, uninitialized state.

---

**wxFileName::CreateTempFileName**

---

**static wxString CreateTempFileName(const wxString& prefix, wxFile \*fileTemp = NULL)**

Returns a temporary file name starting with the given *prefix*. If the *prefix* is an absolute path, the temporary file is created in this directory, otherwise it is created in the default system directory for the temporary files or in the current directory.

If the function succeeds, the temporary file is actually created. If *fileTemp* is not `NULL`, this file will be opened using the name of the temporary file. When possible, this is done in an atomic way ensuring that no race condition occurs between the temporary file name generation and opening it which could often lead to security compromise on the multiuser systems. If *fileTemp* is `NULL`, the file is only created, but not opened.

Under Unix, the temporary file will have read and write permissions for the owner only to minimize the security problems.

### Parameters

*prefix*

Prefix to use for the temporary file name construction

*fileTemp*

The file to open or `NULL` to just get the name

### Return value

The full temporary file name or an empty string on error.

---

## wxFileName::DirExists

---

**bool DirExists() const**

**static bool DirExists(const wxString& dir)**

Returns `true` if the directory with this name exists.

---

## wxFileName::DirName

---

**static wxFileName DirName(const wxString& dir, wxPathFormat format = wxPATH\_NATIVE)**

Returns the object corresponding to the directory with the given name. The *dir* parameter may have trailing path separator or not.

---

## wxFileName::FileExists

---

**bool FileExists() const**

**static bool FileExists(const wxString& file)**

Returns `true` if the file with this name exists.

**See also**

*DirExists* (p. 506)

---

### **wxFileName::FileName**

---

**static wxFileName FileName(const wxString& file, wxPathFormat format = wxPATH\_NATIVE)**

Returns the file name object corresponding to the given *file*. This function exists mainly for symmetry with *DirName* (p. 506).

---

### **wxFileName::GetCwd**

---

**static wxString GetCwd(const wxString& volume = "")**

Retrieves the value of the current working directory on the specified volume. If the volume is empty, the programs current working directory is returned for the current volume.

#### **Return value**

The string containing the current working directory or an empty string on error.

#### **See also**

*AssignCwd* (p. 504)

---

### **wxFileName::GetDirCount**

---

**size\_t GetDirCount() const**

Returns the number of directories in the file name.

---

### **wxFileName::GetDirs**

---

**const wxString& GetDirs() const**

Returns the directories in string array form.

---

### **wxFileName::GetExt**

---

**wxString GetExt() const**

Returns the file name extension.

**wxFileName::GetForbiddenChars**

---

**static wxString GetForbiddenChars(wxPathFormat format = wxPATH\_NATIVE)**

Returns the characters that can't be used in filenames and directory names for the specified format.

**wxFileName::GetFormat**

---

**static wxPathFormat GetFormat(wxPathFormat format = wxPATH\_NATIVE)**

Returns the canonical path format for this platform.

**wxFileName::GetFullName**

---

**wxString GetFullName() const**

Returns the full name (including extension but excluding directories).

**wxFileName::GetFullPath**

---

**wxString GetFullPath(wxPathFormat format = wxPATH\_NATIVE) const**

Returns the full path with name and extension.

**wxFileName::GetHomeDir**

---

**static wxString GetHomeDir()**

Returns the home directory.

**wxFileName::GetLongPath**

---

**wxString GetLongPath() const**

Return the long form of the path (returns identity on non-Windows platforms)

**wxFileName::GetModificationTime**

---

**wxDateTime GetModificationTime() const**

Returns the last time the file was last modified.

### **wxFileName::GetName**

---

**wxString GetName() const**

Returns the name part of the filename.

### **wxFileName::GetPath**

---

**wxString GetPath(int flags = wxPATH\_GET\_VOLUME, wxPathFormat format = wxPATH\_NATIVE) const**

Returns the path part of the filename (without the name or extension). The possible flags values are:

**wxPATH\_GET\_VOLUME** Return the path with the volume (does nothing for the filename formats without volumes), otherwise the path without volume part is returned.

**wxPATH\_GET\_SEPARATOR** Return the path with the trailing separator, if this flag is not given there will be no separator at the end of the path.

### **wxFileName::GetPathSeparator**

---

**static wxChar GetPathSeparator(wxPathFormat format = wxPATH\_NATIVE)**

Returns the usually used path separator for this format. For all formats but `wxPATH_DOS` there is only one path separator anyhow, but for DOS there are two of them and the native one, i.e. the backslash is returned by this method.

**See also**

*GetPathSeparators* (p. 509)

### **wxFileName::GetPathSeparators**

---

**static wxString GetPathSeparators(wxPathFormat format = wxPATH\_NATIVE)**

Returns the string containing all the path separators for this format. For all formats but `wxPATH_DOS` this string contains only one character but for DOS and Windows both `'/'` and `'\'` may be used as separators.

**See also**

*GetPathSeparator* (p. 509)

### **wxFileName::GetShortPath**

---

**wxString GetShortPath() const**

Return the short form of the path (returns identity on non-Windows platforms).

### **wxFileName::GetTimes**

---

**bool GetTimes(wxDateTime\* dtAccess, wxDateTime\* dtMod, wxDateTime\* dtCreate)  
const**

Returns the last access, last modification and creation times. The last access time is updated whenever the file is read or written (or executed in the case of Windows), last modification time is only changed when the file is written to. Finally, the creation time is indeed the time when the file was created under Windows and the inode change time under Unix (as it is impossible to retrieve the real file creation time there anyhow) which can also be changed by many operations after the file creation.

Any of the pointers may be `NULL` if the corresponding time is not needed.

#### **Return value**

`true` on success, `false` if we failed to retrieve the times.

### **wxFileName::GetVolume**

---

**wxString GetVolume() const**

Returns the string containing the volume for this file name, empty if it doesn't have one or if the file system doesn't support volumes at all (for example, Unix).

### **wxFileName::GetVolumeSeparator**

---

**static wxString GetVolumeSeparator(wxPathFormat format = wxPATH\_NATIVE)**

Returns the string separating the volume from the path for this format.

### **wxFileName::HasExt**

---

**bool HasExt() const**

Returns `true` if an extension is present.

**wxFileName::HasName**

---

**bool HasName() const**Returns `true` if a name is present.**wxFileName::HasVolume**

---

**bool HasVolume() const**Returns `true` if a volume specifier is present.**wxFileName::InsertDir**

---

**void InsertDir(int *before*, const wxString& *dir*)**

Inserts a directory before the zero-based position in the directory list.

**wxFileName::IsAbsolute**

---

**bool IsAbsolute(wxPathFormat *format* = wxPATH\_NATIVE)**Returns `true` if this filename is absolute.**wxFileName::IsCaseSensitive**

---

**static bool IsCaseSensitive(wxPathFormat *format* = wxPATH\_NATIVE)**Returns `true` if the file names of this type are case-sensitive.**wxFileName::IsOk**

---

**bool IsOk() const**Returns `true` if the filename is valid, `false` if it is not initialized yet. The assignment functions and *Clear* (p. 505) may reset the object to the uninitialized, invalid state (the former only do it on failure).**wxFileName::IsPathSeparator**

---

**static bool IsPathSeparator(wxChar *ch*, wxPathFormat *format* = wxPATH\_NATIVE)**Returns `true` if the char is a path separator for this format.

### **wxFileName::IsRelative**

---

**bool IsRelative(wxPathFormat format = wxPATH\_NATIVE)**

Returns `true` if this filename is not absolute.

### **wxFileName::IsDir**

---

**bool IsDir() const**

Returns `true` if this object represents a directory, `false` otherwise (i.e. if it is a file). Note that this method doesn't test whether the directory or file really exists, you should use *DirExists* (p. 506) or *FileExists* (p. 506) for this.

### **wxFileName::MakeAbsolute**

---

**bool MakeAbsolute(const wxString& cwd = wxEmptyString, wxPathFormat format = wxPATH\_NATIVE)**

Make the file name absolute. This is a shortcut for *Normalize* (p. 513) (`wxPATH_NORM_DOTS | wxPATH_NORM_ABSOLUTE | wxPATH_NORM_TILDE, cwd, format`).

#### **See also**

*MakeRelativeTo* (p. 512), *Normalize* (p. 513), *IsAbsolute* (p. 511)

### **wxFileName::MakeRelativeTo**

---

**bool MakeRelativeTo(const wxString& pathBase = wxEmptyString, wxPathFormat format = wxPATH\_NATIVE)**

This function tries to put this file name in a form relative to *pathBase*. In other words, it returns the file name which should be used to access this file if the current directory were *pathBase*.

*pathBase*

the directory to use as root, current directory is used by default

*format*

the file name format, native by default

#### **Return value**

`true` if the file name has been changed, `false` if we failed to do anything with it

(currently this only happens if the file name is on a volume different from the volume specified by *pathBase*).

### See also

*Normalize* (p. 513)

---

## wxFileName::Mkdir

---

**bool Mkdir**(int *perm* = 0777, int *flags* = 0)

**static bool Mkdir**(const wxString& *dir*, int *perm* = 0777, int *flags* = 0)

*dir*

the directory to create

*parm*

the permissions for the newly created directory

*flags*

if the flags contain `wxPATH_MKDIR_FULL` flag, try to create each directory in the path and also don't return an error if the target directory already exists.

### Return value

Returns `true` if the directory was successfully created, `false` otherwise.

---

## wxFileName::Normalize

---

**bool Normalize**(int *flags* = `wxPATH_NORM_ALL`, const wxString& *cwd* = `wxEmptyString`, wxPathFormat *format* = `wxPATH_NATIVE`)

Normalize the path. With the default flags value, the path will be made absolute, without any `..` and `.` and all environment variables will be expanded in it.

*flags*

The kind of normalization to do with the file name. It can be any or-combination of the following

constants: **wxPATH\_NORM\_ENV\_VARS**

replace env vars with their values

**wxPATH\_NORM\_DOTS** squeeze all `..` and `.` and prepend `cwd`

**wxPATH\_NORM\_TILDE** Unix only: replace `~` and `~user`

**wxPATH\_NORM\_CASE** if case insensitive => to lower

**wxPATH\_NORM\_ABSOLUTE** make the path absolute

**wxPATH\_NORM\_LONG** make the path the long form

**wxPATH\_NORM\_ALL** all of previous flags

*cwd*

If not empty, this directory will be used instead of current working directory in normalization.

*format*

The file name format, native by default.

---

### **wxFileName::PrependDir**

---

**void PrependDir(const wxString& dir)**

Prepends a directory name.

---

### **wxFileName::RemoveDir**

---

**void RemoveDir(int pos)**

Removes a directory name.

---

### **wxFileName::Rmdir**

---

**bool Rmdir()**

**static bool Rmdir(const wxString& dir)**

Deletes the specified directory from the file system.

---

### **wxFileName::SameAs**

---

**bool SameAs(const wxFileName& filepath, wxPathFormat format = wxPATH\_NATIVE) const**

Compares the filename using the rules of this platform.

---

### **wxFileName::SetCwd**

---

**bool SetCwd()**

**static bool SetCwd(const wxString& cwd)**

Changes the current working directory.

---

### **wxFileName::SetExt**

---

**void SetExt(const wxString& ext)**

Sets the extension of this file name.

---

### **wxFileName::SetFullName**

---

**void SetFullName(const wxString& fullname)**

The full name is the file name and extension (but without the path).

---

### **wxFileName::SetName**

---

**void SetName(const wxString& name)**

Sets the name.

---

### **wxFileName::SetTimes**

---

**bool SetTimes(const wxDateTime\* dtAccess, const wxDateTime\* dtMod, const wxDateTime\* dtCreate)**

Sets the file creation and last access/modification times (any of the pointers may be NULL).

---

### **wxFileName::SetVolume**

---

**void SetVolume(const wxString& volume)**

Sets the volume specifier.

---

### **wxFileName::SplitPath**

---

**static void SplitPath(const wxString& fullpath, wxString\* volume, wxString\* path, wxString\* name, wxString\* ext, wxPathFormat format = wxPATH\_NATIVE)**

**static void SplitPath(const wxString& fullpath, wxString\* path, wxString\* name, wxString\* ext, wxPathFormat format = wxPATH\_NATIVE)**

This function splits a full file name into components: the volume (with the first version) path (including the volume in the second version), the base name and the extension. Any of the output parameters (*volume*, *path*, *name* or *ext*) may be NULL if you are not interested in the value of a particular component. Also, *fullpath* may be empty on entry.

On return, *path* contains the file path (without the trailing separator), *name* contains the

file name and *ext* contains the file extension without leading dot. All three of them may be empty if the corresponding component is. The old contents of the strings pointed to by these parameters will be overwritten in any case (if the pointers are not `NULL`).

### **wxFileName::Touch**

---

**bool Touch()**

Sets the access and modification times to the current moment.

### **wxFileName::operator=**

---

**wxFileName& operator operator=(const wxFileName& filename)**

**wxFileName& operator operator=(const wxString& filename)**

Assigns the new value to this filename object.

### **wxFileName::operator==**

---

**bool operator operator==(const wxFileName& filename) const**

**bool operator operator==(const wxString& filename) const**

Returns `true` if the filenames are equal. The string *filenames* is interpreted as a path in the native filename format.

### **wxFileName::operator!=**

---

**bool operator operator!=(const wxFileName& filename) const**

**bool operator operator!=(const wxString& filename) const**

Returns `true` if the filenames are different. The string *filenames* is interpreted as a path in the native filename format.

## **wxFileOutputStream**

This class represents data written to a file. There are actually two such groups of classes: this one is based on *wxFile* (p. 483) whereas *wxFFileInputStream* (p. 480) is based in the *wxFFile* (p. 476) class.

Note that *wxFile* (p. 483) and *wxFFile* (p. 476) differ in one aspect, namely when to report that the end of the file has been reached. This is documented in *wxFile::Eof* (p. 486) and *wxFFile::Eof* (p. 478) and the behaviour of the stream classes reflects this difference, i.e. *wxFileInputStream* will report `wxSTREAM_EOF` after having read the last byte whereas *wxFFileInputStream* will report `wxSTREAM_EOF` after trying to read *past* the last byte.

### Derived from

*wxOutputStream* (p. 986)

### Include files

<wx/wfstream.h>

### See also

*wxBufferedOutputStream* (p. 103), *wxFileInputStream* (p. 500), *wxFFileInputStream* (p. 480)

---

## wxFileOutputStream::wxFileOutputStream

---

**wxFileOutputStream(const wxString& *ofilename*)**

Creates a new file with *ofilename* name and initializes the stream in write-only mode.

**wxFileOutputStream(wxFile& *file*)**

Initializes a file stream in write-only mode using the file I/O object *file*.

**wxFileOutputStream(int *fd*)**

Initializes a file stream in write-only mode using the file descriptor *fd*.

---

## wxFileOutputStream::~~wxFileOutputStream

---

**~wxFileOutputStream()**

Destructor.

---

## wxFileOutputStream::Ok

---

**bool Ok() const**

Returns true if the stream is initialized and ready.

## wxFileStream

### Derived from

*wxFileOutputStream* (p. 516), *wxFileInputStream* (p. 500)

### Include files

<wx/wfstream.h>

### See also

*wxStreamBuffer* (p. 1227)

---

## wxFileStream::wxFileStream

**wxFileStream**(const wxString& *iofileName*)

Initializes a new file stream in read-write mode using the specified *iofilename* name.

## wxFileSystem

This class provides an interface for opening files on different file systems. It can handle absolute and/or local filenames. It uses a system of *handlers* (p. 521) to provide access to user-defined virtual file systems.

### Derived from

*wxObject* (p. 982)

### Include files

<wx/filesys.h>

### See Also

*wxFileSystemHandler* (p. 521), *wxFSFile* (p. 572), *Overview* (p. 1648)

## wxFileSystem::wxFileSystem

---

### wxFileSystem()

Constructor.

## wxFileSystem::AddHandler

---

### static void AddHandler(wxFileSystemHandler \*handler)

This static function adds new handler into the list of handlers. The *handlers* (p. 521) provide access to virtual FS.

#### Note

You can call:

```
wxFileSystem::AddHandler(new My_FS_Handler);
```

This is because (a) AddHandler is a static method, and (b) the handlers are deleted in wxFileSystem's destructor so that you don't have to care about it.

## wxFileSystem::ChangePathTo

---

### void ChangePathTo(const wxString& location, bool is\_dir = false)

Sets the current location. *location* parameter passed to *OpenFile* (p. 520) is relative to this path.

**Caution!** Unless *is\_dir* is true the *location* parameter is not the directory name but the name of the file in this directory. All these commands change the path to "dir/subdir/":

```
ChangePathTo("dir/subdir/xh.htm");  
ChangePathTo("dir/subdir", true);  
C  hangePathTo("dir/subdir/", true);
```

#### Parameters

*location*

the new location. Its meaning depends on the value of *is\_dir*

*is\_dir*

if true *location* is new directory. If false (default) *location* is **file in** the new directory.

#### Example

```
f = fs -> OpenFile("hello.htm"); // opens file 'hello.htm'  
fs -> ChangePathTo("subdir/folder", true);  
f = fs -> OpenFile("hello.htm"); // opens file
```

```
'subdir/folder/hello.htm' !!
```

---

**wxFileSystem::GetPath**

---

**wxString GetPath()**

Returns actual path (set by *ChangePathTo* (p. 519)).

---

**wxFileSystem::FileNameToURL**

---

**static wxString FileNameToURL(wxFileName filename)**

Converts filename into URL.

**See also**

*wxFileSystem::URLToFileName* (p. 520), *wxFileName* (p. 501)

---

**wxFileSystem::FindFirst**

---

**wxString FindFirst(const wxString& wildcard, int flags = 0)**

Works like *wxFindFirstFile* (p. 1519). Returns name of the first filename (within filesystem's current path) that matches *wildcard*. *flags* may be one of *wxFILE* (only files), *wxDIR* (only directories) or 0 (both).

---

**wxFileSystem::FindNext**

---

**wxString FindNext()**

Returns the next filename that matches parameters passed to *FindFirst* (p. 520).

---

**wxFileSystem::OpenFile**

---

**wxFSFile\* OpenFile(const wxString& location)**

Opens the file and returns a pointer to a *wxFSFile* (p. 572) object or NULL if failed. It first tries to open the file in relative scope (based on value passed to *ChangePathTo*() method) and then as an absolute path.

---

**wxFileSystem::URLToFileName**

---

**static wxFileName URLToFileName(const wxString& url)**

Converts URL into a well-formed filename. The URL must use the `file` protocol.

### See also

`wxFileSystem::FileNameToURL` (p. 520), `wxFileName` (p. 501)

## wxFileSystemHandler

Classes derived from `wxFileSystemHandler` are used to access virtual file systems. Its public interface consists of two methods: `CanOpen` (p. 522) and `OpenFile` (p. 523). It provides additional protected methods to simplify the process of opening the file: `GetProtocol`, `GetLeftLocation`, `GetRightLocation`, `GetAnchor`, `GetMimeTypeFromExt`.

Please have a look at *overview* (p. 1648) if you don't know how locations are constructed.

Also consult *list of available handlers* (p. 1648).

**wxPerl note:** In wxPerl, you need to derive your file system handler class from `Wx::PIFileSystemHandler`.

### Notes

- The handlers are shared by all instances of `wxFileSystem`.
- wxHTML library provides handlers for local files and HTTP or FTP protocol
- The *location* parameter passed to `OpenFile` or `CanOpen` methods is always an **absolute** path. You don't need to check the FS's current path.

### Derived from

`wxObject` (p. 982)

### Include files

<wx/filesys.h>

### See also

`wxFileSystem` (p. 518), `wxFSFile` (p. 572), *Overview* (p. 1648)

---

## wxFileSystemHandler::wxFileSystemHandler

`wxFileSystemHandler()`

Constructor.

---

### **wxFileSystemHandler::CanOpen**

---

**virtual bool CanOpen(const wxString& location)**

Returns true if the handler is able to open this file. This function doesn't check whether the file exists or not, it only checks if it knows the protocol. Example:

```
bool MyHand::CanOpen(const wxString& location)
{
    return (GetProtocol(location) == "http");
}
```

Must be overridden in derived handlers.

---

### **wxFileSystemHandler::GetAnchor**

---

**wxString GetAnchor(const wxString& location) const**

Returns the anchor if present in the location. See *wxFSFile* (p. 573) for details.

Example: `GetAnchor("index.htm#chapter2") == "chapter2"`

**Note:** the anchor is NOT part of the left location.

---

### **wxFileSystemHandler::GetLeftLocation**

---

**wxString GetLeftLocation(const wxString& location) const**

Returns the left location string extracted from *location*.

Example: `GetLeftLocation("file:myzipfile.zip#zip:index.htm") == "file:myzipfile.zip"`

---

### **wxFileSystemHandler::GetMimeTypeFromExt**

---

**wxString GetMimeTypeFromExt(const wxString& location)**

Returns the MIME type based on **extension** of *location*. (While *wxFSFile::GetMimeType* returns real MIME type - either extension-based or queried from HTTP.)

Example : `GetMimeTypeFromExt("index.htm") == "text/html"`

---

### **wxFileSystemHandler::GetProtocol**

---

**wxString GetProtocol(const wxString& location) const**

Returns the protocol string extracted from *location*.

Example: `GetProtocol("file:myzipfile.zip#zip:index.htm") == "zip"`

---

### **wxFileSystemHandler::GetRightLocation**

---

**wxString GetRightLocation(const wxString& *location*) const**

Returns the right location string extracted from *location*.

Example : `GetRightLocation("file:myzipfile.zip#zip:index.htm") == "index.htm"`

---

### **wxFileSystemHandler::FindFirst**

---

**virtual wxString FindFirst(const wxString& *wildcard*, int *flags* = 0)**

Works like *wxFindFirstFile* (p. 1519). Returns name of the first filename (within filesystem's current path) that matches *wildcard*. *flags* may be one of `wxFILE` (only files), `wxDIR` (only directories) or 0 (both).

This method is only called if *CanOpen* (p. 522) returns true.

---

### **wxFileSystemHandler::FindNext**

---

**virtual wxString FindNext()**

Returns next filename that matches parameters passed to *FindFirst* (p. 520).

This method is only called if *CanOpen* (p. 522) returns true and *FindFirst* returned a non-empty string.

---

### **wxFileSystemHandler::OpenFile**

---

**virtual wxFSFile\* OpenFile(wxFileSystem& *fs*, const wxString& *location*)**

Opens the file and returns `wxFSFile` pointer or NULL if failed.

Must be overridden in derived handlers.

#### **Parameters**

*fs*

Parent FS (the FS from that *OpenFile* was called). See ZIP handler for details of how to use it.

*location*

The **absolute** location of file.

## wxFileType

This class holds information about a given *file type*. File type is the same as MIME type under Unix, but under Windows it corresponds more to an extension than to MIME type (in fact, several extensions may correspond to a file type). This object may be created in several different ways: the program might know the file extension and wish to find out the corresponding MIME type or, conversely, it might want to find the right extension for the file to which it writes the contents of given MIME type. Depending on how it was created some fields may be unknown so the return value of all the accessors **must** be checked: `false` will be returned if the corresponding information couldn't be found.

The objects of this class are never created by the application code but are returned by *wxMimeTypesManager::GetFileTypeFromMimeType* (p. 946) and *wxMimeTypesManager::GetFileTypeFromExtension* (p. 946) methods. But it is your responsibility to delete the returned pointer when you're done with it!

A brief reminder about what the MIME types are (see the RFC 1341 for more information): basically, it is just a pair category/type (for example, "text/plain") where the category is a basic indication of what a file is. Examples of categories are "application", "image", "text", "binary", and type is a precise definition of the document format: "plain" in the example above means just ASCII text without any formatting, while "text/html" is the HTML document source.

A MIME type may have one or more associated extensions: "text/plain" will typically correspond to the extension ".txt", but may as well be associated with ".ini" or ".conf".

### Derived from

None

### Include files

<wx/mimetype.h>

### See also

*wxMimeTypesManager* (p. 944)

---

## MessageParameters class

One of the most common usages of MIME is to encode an e-mail message. The MIME

type of the encoded message is an example of a *message parameter*. These parameters are found in the message headers ("Content-XXX"). At the very least, they must specify the MIME type and the version of MIME used, but almost always they provide additional information about the message such as the original file name or the charset (for the text documents).

These parameters may be useful to the program used to open, edit, view or print the message, so, for example, an e-mail client program will have to pass them to this program. Because `wxFileType` itself can not know about these parameters, it uses `MessageParameters` class to query them. The default implementation only requires the caller to provide the file name (always used by the program to be called - it must know which file to open) and the MIME type and supposes that there are no other parameters. If you wish to supply additional parameters, you must derive your own class from `MessageParameters` and override `GetParamValue()` function, for example:

```
// provide the message parameters for the MIME type manager
class MailMessageParameters : public wxFileType::MessageParameters
{
public:
    MailMessageParameters(const wxString& filename,
                          const wxString& mimetype)
        : wxFileType::MessageParameters(filename, mimetype)
    {
    }

    virtual wxString GetParamValue(const wxString& name) const
    {
        // parameter names are not case-sensitive
        if ( name.CmpNoCase("charset") == 0 )
            return "US-ASCII";
        else
            return wxFileType::MessageParameters::GetParamValue(name);
    }
};
```

Now you only need to create an object of this class and pass it to, for example, `GetOpenCommand` (p. 527) like this:

```
wxString command;
if ( filetype->GetOpenCommand(&command,
                             MailMessageParameters("foo.txt",
"text/plain")) )
{
    // the full command for opening the text documents is in 'command'
    // (it might be "notepad foo.txt" under Windows or "cat foo.txt"
under Unix)
}
else
{
    // we don't know how to handle such files...
}
```

**Windows:** As only the file name is used by the program associated with the given extension anyhow (but no other message parameters), there is no need to ever derive from `MessageParameters` class for a Windows-only program.

## **wxFileType::wxFileType**

---

### **wxFileType()**

The default constructor is private because you should never create objects of this type: they are only returned by *wxMimeTypeManager* (p. 944) methods.

## **wxFileType::~~wxFileType**

---

### **~wxFileType()**

The destructor of this class is not virtual, so it should not be derived from.

## **wxFileType::GetMimeType**

---

### **bool GetMimeType(wxString\* mimeType)**

If the function returns `true`, the string pointed to by *mimeType* is filled with full MIME type specification for this file type: for example, "text/plain".

## **wxFileType::GetMimeType**

---

### **bool GetMimeType(wxArrayString& mimeType)**

Same as *GetMimeType* (p. 526) but returns array of MIME types. This array will contain only one item in most cases but sometimes, notably under Unix with KDE, may contain more MIME types. This happens when one file extension is mapped to different MIME types by KDE, mailcap and mime.types.

## **wxFileType::GetExtensions**

---

### **bool GetExtensions(wxArrayString& extensions)**

If the function returns `true`, the array *extensions* is filled with all extensions associated with this file type: for example, it may contain the following two elements for the MIME type "text/html" (notice the absence of the leading dot): "html" and "htm".

**Windows:** This function is currently not implemented: there is no (efficient) way to retrieve associated extensions from the given MIME type on this platform, so it will only return `true` if the *wxFileType* object was created by *GetFileTypeFromExtension* (p. 946) function in the first place.

## **wxFileType::GetIcon**

---

**bool GetIcon(wxIconLocation \* iconLoc)**

If the function returns `true`, the `iconLoc` is filled with the location of the icon for this MIME type. A `wxIcon` (p. 742) may be created from `iconLoc` later.

**Windows:** The function returns the icon shown by Explorer for the files of the specified type.

**Mac:** This function is not implemented and always returns `false`.

**Unix:** MIME manager gathers information about icons from GNOME and KDE settings and thus `GetIcon`'s success depends on availability of these desktop environments.

---

### **wxFileType::GetDescription**

---

**bool GetDescription(wxString\* desc)**

If the function returns `true`, the string pointed to by `desc` is filled with a brief description for this file type: for example, "text document" for the "text/plain" MIME type.

---

### **wxFileType::GetOpenCommand**

---

**bool GetOpenCommand(wxString\* command, MessageParameters& params)**

**wxString GetOpenCommand(const wxString& filename)**

With the first version of this method, if the `true` is returned, the string pointed to by `command` is filled with the command which must be executed (see `wxExecute` (p. 1511)) in order to open the file of the given type. In this case, the name of the file as well as any other parameters is retrieved from `MessageParameters` (p. 524) class.

In the second case, only the filename is specified and the command to be used to open this kind of file is returned directly. An empty string is returned to indicate that an error occurred (typically meaning that there is no standard way to open this kind of files).

---

### **wxFileType::GetPrintCommand**

---

**bool GetPrintCommand(wxString\* command, MessageParameters& params)**

If the function returns `true`, the string pointed to by `command` is filled with the command which must be executed (see `wxExecute` (p. 1511)) in order to print the file of the given type. The name of the file is retrieved from `MessageParameters` (p. 524) class.

---

### **wxFileType::ExpandCommand**

---

**static wxString ExpandCommand(const wxString& command,**

**MessageParameters** & *params*)

This function is primarily intended for `GetOpenCommand` and `GetPrintCommand` usage but may be also used by the application directly if, for example, you want to use some non default command to open the file.

The function replaces all occurrences of

format specification	with
%s	the full file name
%t	the MIME type
%{param}	the value of the parameter <i>param</i>

using the `MessageParameters` object you pass to it.

If there is no '%s' in the command string (and the string is not empty), it is assumed that the command reads the data on stdin and so the effect is the same as "< %s" were appended to the string.

Unlike all other functions of this class, there is no error return for this function.

## **wxFilterInputStream**

A filter stream has the capability of a normal stream but it can be placed on top of another stream. So, for example, it can uncompress or decrypt the data which are read from another stream and pass it to the requester.

### **Derived from**

*wxInputStream* (p. 790)  
*wxStreamBase* (p. 1225)

### **Include files**

<wx/stream.h>

### **Note**

The interface of this class is the same as that of `wxInputStream`. Only a constructor differs and it is documented below.

---

## **wxFilterInputStream::wxFilterInputStream**

**wxFilterInputStream**(*wxInputStream& stream*)

Initializes a "filter" stream.

## wxFilterOutputStream

A filter stream has the capability of a normal stream but it can be placed on top of another stream. So, for example, it can compress, encrypt the data which are passed to it and write them to another stream.

### Derived from

*wxOutputStream* (p. 986)

*wxStreamBase* (p. 1225)

### Include files

<wx/stream.h>

### Note

The use of this class is exactly the same as of *wxOutputStream*. Only a constructor differs and it is documented below.

## wxFilterOutputStream::wxFilterOutputStream

---

**wxFilterOutputStream**(*wxOutputStream& stream*)

Initializes a "filter" stream.

## wxFindDialogEvent

wxFindReplaceDialog events

### Derived from

*wxCommandEvent* (p. 169)

### Include files

<wx/fdreplg.h>

## Event table macros

To process a command event from *wxFindReplaceDialog* (p. 533), use these event handler macros to direct input to member functions that take a `wxFindDialogEvent` argument. The *id* parameter is the identifier of the find dialog and you may usually specify -1 for it unless you plan to have several find dialogs sending events to the same owner window simultaneously.

<b>EVT_FIND(id, func)</b>	Find button was pressed in the dialog.
<b>EVT_FIND_NEXT(id, func)</b>	Find next button was pressed in the dialog.
<b>EVT_FIND_REPLACE(id, func)</b>	Replace button was pressed in the dialog.
<b>EVT_FIND_REPLACE_ALL(id, func)</b>	Replace all button was pressed in the dialog.
<b>EVT_FIND_CLOSE(id, func)</b>	The dialog is being destroyed, any pointers to it cannot be used any longer.

---

## wxFindDialogEvent::wxFindDialogEvent

**wxFindDialogEvent(wxEvtType *commandType* = wxEVT\_NULL, int *id* = 0)**

Constructor used by wxWindows only.

---

## wxFindDialogEvent::GetFlags

**int GetFlags() const**

Get the currently selected flags: this is the combination of `wxFR_DOWN`, `wxFR_WHOLEWORD` and `wxFR_MATCHCASE` flags.

---

## wxFindDialogEvent::GetFindString

**wxString GetFindString() const**

Return the string to find (never empty).

---

## wxFindDialogEvent::GetReplaceString

**const wxString& GetReplaceString() const**

Return the string to replace the search string with (only for replace and replace all events).

---

## wxFindDialogEvent::GetDialog

---

**wxFindReplaceDialog\* GetDialog() const**

Return the pointer to the dialog which generated this event.

## wxFindReplaceData

wxFindReplaceData holds the data for *wxFindReplaceDialog* (p. 533). It is used to initialize the dialog with the default values and will keep the last values from the dialog when it is closed. It is also updated each time a *wxFindDialogEvent* (p. 529) is generated so instead of using the *wxFindDialogEvent* methods you can also directly query this object.

Note that all `SetXXX()` methods may only be called before showing the dialog and calling them has no effect later.

### Include files

```
#include <wx/fdrepdlg.h>
```

### Derived from

*wxObject* (p. 982)

### Data structures

Flags used by *wxFindReplaceData::GetFlags()* (p. 532) and *wxFindDialogEvent::GetFlags()* (p. 530):

```
enum wxFindReplaceFlags
{
    // downward search/replace selected (otherwise - upwards)
    wxFR_DOWN = 1,

    // whole word search/replace selected
    wxFR_WHOLEWORD = 2,

    // case sensitive search/replace selected (otherwise - case
insensitive)
    wxFR_MATCHCASE = 4
}
```

These flags can be specified in *wxFindReplaceDialog* *ctor* (p. 533) or *Create()* (p. 534):

```
enum wxFindReplaceDialogStyles
{
    // replace dialog (otherwise find dialog)
    wxFR_REPLACEDIALOG = 1,

    // don't allow changing the search direction
```

```
wxFR_NOUPDOWN      = 2,  
  
// don't allow case sensitive searching  
wxFR_NOMATCHCASE  = 4,  
  
// don't allow whole word searching  
wxFR_NOWHOLEWORD  = 8  
}
```

---

### **wxFindReplaceData::wxFindReplaceData**

---

**wxFindReplaceData(wxUint32 flags = 0)**

Constructor initializes the flags to default value (0).

---

### **wxFindReplaceData::GetFindString**

---

**const wxString& GetFindString()**

Get the string to find.

---

### **wxFindReplaceData::GetReplaceString**

---

**const wxString& GetReplaceString()**

Get the replacement string.

---

### **wxFindReplaceData::GetFlags**

---

**int GetFlags() const**

Get the combination of `wxFindReplaceFlags` values.

---

### **wxFindReplaceData::SetFlags**

---

**void SetFlags(wxUint32 flags)**

Set the flags to use to initialize the controls of the dialog.

---

### **wxFindReplaceData::SetFindString**

---

**void SetFindString(const wxString& str)**

Set the string to find (used as initial value by the dialog).

### **wxFindReplaceData::SetReplaceString**

---

**void SetReplaceString(const wxString& str)**

Set the replacement string (used as initial value by the dialog).

## **wxFindReplaceDialog**

wxFindReplaceDialog is a standard modeless dialog which is used to allow the user to search for some text (and possibly replace it with something else). The actual searching is supposed to be done in the owner window which is the parent of this dialog. Note that it means that unlike for the other standard dialogs this one **must** have a parent window. Also note that there is no way to use this dialog in a modal way; it is always, by design and implementation, modeless.

Please see the dialogs sample for an example of using it.

### **Include files**

```
#include <wx/fdrepdlg.h>
```

### **Derived from**

*wxDialog* (p. 379)

### **wxFindReplaceDialog::wxFindReplaceDialog**

---

**wxFindReplaceDialog()**

**wxFindReplaceDialog(wxWindow \* parent, wxFindReplaceData\* data, const wxString& title, int style = 0)**

After using default constructor *Create()* (p. 534) must be called.

The *parent* and *data* parameters must be non-NULL.

### **wxFindReplaceDialog::~wxFindReplaceDialog**

---

**~wxFindReplaceDialog()**

Destructor.

### **wxFindReplaceDialog::Create**

---

**bool Create**(wxWindow \* *parent*, wxFindReplaceData\* *data*, const wxString& *title*, int *style* = 0)

Creates the dialog; use *Show* (p. 1474) to show it on screen.

The *parent* and *data* parameters must be non-NULL.

### **wxFindReplaceDialog::GetData**

---

**const wxFindReplaceData\* GetData**() const

Get the *wxFindReplaceData* (p. 531) object used by this dialog.

## **wxFlexGridSizer**

A flex grid sizer is a sizer which lays out its children in a two-dimensional table with all table fields in one row having the same height and all fields in one column having the same width, but all rows or all columns are not necessarily the same height or width as in the *wxGridSizer* (p. 660).

Since wxWindows 2.5.0, *wxFlexGridSizer* can also size items equally in one direction but unequally ("flexibly") in the other. If the sizer is only flexible in one direction (this can be changed using *SetFlexibleDirection* (p. 536)), it needs to be decided how the sizer should grow in the other ("non flexible") direction in order to fill the available space. The *SetNonFlexibleGrowMode* (p. 537) method serves this purpose.

### **Derived from**

*wxGridSizer* (p. 660)

*wxSizer* (p. 1145)

*wxObject* (p. 982)

### **See also**

*wxSizer* (p. 1145), *Sizer overview* (p. 1666)

### **wxFlexGridSizer::wxFlexGridSizer**

---

**wxFlexGridSizer**(int *rows*, int *cols*, int *vgap*, int *hgap*)

**wxFlexGridSizer**(int *cols*, int *vgap* = 0, int *hgap* = 0)

Constructor for a `wxGridSizer`. *rows* and *cols* determine the number of columns and rows in the sizer - if either of the parameters is zero, it will be calculated to form the total number of children in the sizer, thus making the sizer grow dynamically. *vgap* and *hgap* define extra space between all children.

---

### **wxFlexGridSizer::AddGrowableCol**

---

**void AddGrowableCol(size\_t idx, int proportion = 0)**

Specifies that column *idx* (starting from zero) should be grown if there is extra space available to the sizer.

The *proportion* parameter has the same meaning as the stretch factor for the *sizers* (p. 1666) except that if all proportions are 0, then all columns are resized equally (instead of not being resized at all).

---

### **wxFlexGridSizer::AddGrowableRow**

---

**void AddGrowableRow(size\_t idx, int proportion = 0)**

Specifies that row *idx* (starting from zero) should be grown if there is extra space available to the sizer.

See *AddGrowableCol* (p. 535) for the description of *proportion* parameter.

---

### **wxFlexGridSizer::GetFlexibleDirection**

---

**int GetFlexibleDirections() const**

Returns a `wxOrientation` value that specifies whether the sizer flexibly resizes its columns, rows, or both (default).

#### **Return value**

One of the following values:

<code>wxVERTICAL</code>	Rows are flexibly sized.
<code>wxHORIZONTAL</code>	Columns are flexibly sized.
<code>wxBOTH</code>	Both rows and columns are flexibly sized (this is the default value).

#### **See also**

*SetFlexibleDrection* (p. 536)

---

**wxFlexGridSizer::GetNonFlexibleGrowMode**

---

**int GetNonFlexibleGrowMode() const**

Returns the value that specifies how the sizer grows in the "non flexible" direction if there is one.

**Return value**

One of the following values:

wxFLEX_GROWMODE_NONE	Sizer doesn't grow in the non flexible direction.
wxFLEX_GROWMODE_SPECIFIED	Sizer honors growable columns/rows set with <i>AddGrowableCol</i> (p. 535) and <i>AddGrowableRow</i> (p. 535). In this case equal sizing applies to minimum sizes of columns or rows (this is the default value).
wxFLEX_GROWMODE_ALL	Sizer equally stretches all columns or rows in the non flexible direction, whether they are growable or not in the flexible direction.

**See also**

*SetFlexibleDrection* (p. 536), *SetNonFlexibleGrowMode* (p. 537)

---

**wxFlexGridSizer::RemoveGrowableCol**

---

**void RemoveGrowableCol(size\_t idx)**

Specifies that column idx is no longer growable.

---

**wxFlexGridSizer::RemoveGrowableRow**

---

**void RemoveGrowableRow(size\_t idx)**

Specifies that row idx is no longer growable.

---

**wxFlexGridSizer::SetFlexibleDirection**

---

**void SetFlexibleDirections(int direction)**

Specifies whether the sizer should flexibly resize its columns, rows, or both. Argument *direction* can be `wxVERTICAL`, `wxHORIZONTAL` or `wxBOTH` (which is the default value). Any other value is ignored. See *GetFlexibleDirection()* (p. 535) for the explanation of these values.

---

Note that this method does not trigger relayout.

## **wxFlexGridSizer::SetNonFlexibleGrowMode**

---

**void SetNonFlexibleGrowMode(int mode)**

Specifies how the sizer should grow in the non flexible direction if there is one (so *SetFlexibleDirections()* (p. 536) must have been called previously). Argument *mode* can be one of those documented in *GetNonFlexibleGrowMode* (p. 536), please see there for their explanation.

Note that this method does not trigger relayout.

## **wxFocusEvent**

A focus event is sent when a window's focus changes. The window losing focus receives a "kill focus" event while the window gaining it gets a "set focus" one.

Notice that the set focus event happens both when the user gives focus to the window (whether using the mouse or keyboard) and when it is done from the program itself using *SetFocus* (p. 1465).

### **Derived from**

*wxEvent* (p. 453)  
*wxObject* (p. 982)

### **Include files**

<wx/event.h>

### **Event table macros**

To process a focus event, use these event handler macros to direct input to a member function that takes a *wxFocusEvent* argument.

<b>EVT_SET_FOCUS(func)</b>	Process a wxEVT_SET_FOCUS event.
<b>EVT_KILL_FOCUS(func)</b>	Process a wxEVT_KILL_FOCUS event.

### **See also**

*Event handling overview* (p. 1649)

---

## wxFocusEvent::wxFocusEvent

---

**wxFocusEvent**(WXTYPE *eventType* = 0, int *id* = 0)

Constructor.

## wxFont

A font is an object which determines the appearance of text. Fonts are used for drawing text to a device context, and setting the appearance of a window's text.

You can retrieve the current system font settings with *wxSystemSettings* (p. 1266).

*wxSystemSettings* (p. 1266)

### Derived from

*wxGDIObject* (p. 585)

*wxObject* (p. 982)

### Include files

<wx/font.h>

### Constants

The font flags which can be used during the font creation are:

```
enum
{
    // no special flags: font with default weight/slant/anti-aliasing
    wxFONTFLAG_DEFAULT          = 0,

    // slant flags (default: no slant)
    wxFONTFLAG_ITALIC          = 1 << 0,
    wxFONTFLAG_SLANT           = 1 << 1,

    // weight flags (default: medium)
    wxFONTFLAG_LIGHT           = 1 << 2,
    wxFONTFLAG_BOLD            = 1 << 3,

    // anti-aliasing flag: force on or off (default: the current system
    // default)
    wxFONTFLAG_ANTIALIASED     = 1 << 4,
    wxFONTFLAG_NOT_ANTIALIASED = 1 << 5,

    // underlined/strikethrough flags (default: no lines)
    wxFONTFLAG_UNDERLINED      = 1 << 6,
    wxFONTFLAG_STRIKETHROUGH   = 1 << 7,
};
```

The known font encodings are:

```

enum wxFontEncoding
{
    wxFONTENCODING_SYSTEM = -1,        // system default
    wxFONTENCODING_DEFAULT,           // current default encoding

    // ISO8859 standard defines a number of single-byte charsets
    wxFONTENCODING_ISO8859_1,         // West European (Latin1)
    wxFONTENCODING_ISO8859_2,         // Central and East European
(Latin2)
    wxFONTENCODING_ISO8859_3,         // Esperanto (Latin3)
    wxFONTENCODING_ISO8859_4,         // Baltic (old) (Latin4)
    wxFONTENCODING_ISO8859_5,         // Cyrillic
    wxFONTENCODING_ISO8859_6,         // Arabic
    wxFONTENCODING_ISO8859_7,         // Greek
    wxFONTENCODING_ISO8859_8,         // Hebrew
    wxFONTENCODING_ISO8859_9,         // Turkish (Latin5)
    wxFONTENCODING_ISO8859_10,        // Variation of Latin4 (Latin6)
    wxFONTENCODING_ISO8859_11,        // Thai
    wxFONTENCODING_ISO8859_12,        // doesn't exist currently, but put
it
                                        // here anyhow to make all ISO8859
                                        // consecutive numbers

    wxFONTENCODING_ISO8859_13,        // Baltic (Latin7)
    wxFONTENCODING_ISO8859_14,        // Latin8
    wxFONTENCODING_ISO8859_15,        // Latin9 (a.k.a. Latin0, includes
euro)
    wxFONTENCODING_ISO8859_MAX,

    // Cyrillic charset soup (see
http://czyborra.com/charsets/cyrillic.html)
    wxFONTENCODING_KOI8,              // we don't support any of KOI8
variants
    wxFONTENCODING_ALTERNATIVE,       // same as MS-DOS CP866
    wxFONTENCODING_BULGARIAN,         // used under Linux in Bulgaria

    // what would we do without Microsoft? They have their own encodings
    // for DOS
    wxFONTENCODING_CP437,              // original MS-DOS codepage
    wxFONTENCODING_CP850,              // CP437 merged with Latin1
    wxFONTENCODING_CP852,              // CP437 merged with Latin2
    wxFONTENCODING_CP855,              // another cyrillic encoding
    wxFONTENCODING_CP866,              // and another one
    // and for Windows
    wxFONTENCODING_CP874,              // WinThai
    wxFONTENCODING_CP1250,             // WinLatin2
    wxFONTENCODING_CP1251,             // WinCyrillic
    wxFONTENCODING_CP1252,             // WinLatin1
    wxFONTENCODING_CP1253,             // WinGreek (8859-7)
    wxFONTENCODING_CP1254,             // WinTurkish
    wxFONTENCODING_CP1255,             // WinHebrew
    wxFONTENCODING_CP1256,             // WinArabic
    wxFONTENCODING_CP1257,             // WinBaltic (same as Latin 7)
    wxFONTENCODING_CP12_MAX,

    wxFONTENCODING_UTF7,               // UTF-7 Unicode encoding
    wxFONTENCODING_UTF8,               // UTF-8 Unicode encoding

    wxFONTENCODING_UNICODE,           // Unicode - currently used only by
                                        // wxEncodingConverter class

    wxFONTENCODING_MAX
};

```

## Predefined objects

Objects:

**wxNullFont**

Pointers:

**wxNORMAL\_FONT**

**wxSMALL\_FONT**

**wxITALIC\_FONT**

**wxSWISS\_FONT**

**See also**

*wxFont* overview (p. 1687), *wxDC::SetFont* (p. 376), *wxDC::DrawText* (p. 367), *wxDC::GetTextExtent* (p. 371), *wxFontDialog* (p. 550), *wxSystemSettings* (p. 1266)

---

## wxFont::wxFont

---

**wxFont()**

Default constructor.

**wxFont(int *pointSize*, int *family*, int *style*, int *weight*, const bool *underline* = false, const wxString& *faceName* = "", wxFontEncoding *encoding* = wxFONTENCODING\_DEFAULT)**

Creates a font object (see *font encoding overview* (p. 1688) for the meaning of the last parameter).

### Parameters

*pointSize*

Size in points.

*family*

Font family, a generic way of referring to fonts without specifying actual facename. One of:

<b>wxDEFAULT</b>	Chooses a default font.
<b>wxDECORATIVE</b>	A decorative font.
<b>wxROMAN</b>	A formal, serif font.
<b>wxSCRIPT</b>	A handwriting font.
<b>wxSWISS</b>	A sans-serif font.
<b>wxMODERN</b>	A fixed pitch font.

*style*

One of **wxNORMAL**, **wxSLANT** and **wxITALIC**.

*weight*

One of **wxNORMAL**, **wxLIGHT** and **wxBOLD**.

*underline*

The value can be true or false. At present this has an effect on Windows and Motif 2.x only.

*faceName*

An optional string specifying the actual typeface to be used. If the empty string, a default typeface will be chosen based on the family.

*encoding*

An encoding which may be one of **wxFONTENCODING\_SYSTEM** Default system encoding.

**wxFONTENCODING\_DEFAULT** Default application encoding: this is the encoding set by calls to *SetDefaultEncoding* (p. 544) and which may be set to, say, KOI8 to create all fonts by default with KOI8 encoding. Initially, the default application encoding is the same as default system encoding.

**wxFONTENCODING\_ISO8859\_1...15** ISO8859 encodings.

**wxFONTENCODING\_KOI8** The standard Russian encoding for Internet.

**wxFONTENCODING\_CP1250...1252** Windows encodings similar to ISO8859 (but not identical).

If the specified encoding isn't available, no font is created.

## Remarks

If the desired font does not exist, the closest match will be chosen. Under Windows, only scalable TrueType fonts are used.

See also *wxDC::SetFont* (p. 376), *wxDC::DrawText* (p. 367) and *wxDC::GetTextExtent* (p. 371).

---

## wxFont::~wxFont

### **~wxFont()**

Destructor.

## Remarks

The destructor may not delete the underlying font object of the native windowing system, since *wxFont* uses a reference counting system for efficiency.

Although all remaining fonts are deleted when the application exits, the application should try to clean up all fonts itself. This is because *wxWindows* cannot know if a

pointer to the font object is stored in an application data structure, and there is a risk of double deletion.

---

### **wxFont::IsFixedWidth**

---

**bool IsFixedWidth() const**

Returns `true` if the font is a fixed width (or monospaced) font, `false` if it is a proportional one or font is invalid.

---

### **wxFont::GetDefaultEncoding**

---

**static wxFontEncoding GetDefaultEncoding()**

Returns the current application's default encoding.

**See also**

*Font encoding overview* (p. 1688), *SetDefaultEncoding* (p. 544)

---

### **wxFont::GetFaceName**

---

**wxString GetFaceName() const**

Returns the typeface name associated with the font, or the empty string if there is no typeface information.

**See also**

*wxFont::SetFaceName* (p. 544)

---

### **wxFont::GetFamily**

---

**int GetFamily() const**

Gets the font family. See *wxFont::wxFont* (p. 540) for a list of valid family identifiers.

**See also**

*wxFont::SetFamily* (p. 544)

---

### **wxFont::GetNativeFontInfoDesc**

---

**wxString GetNativeFontInfoDesc() const**

Returns the platform-dependent string completely describing this font or an empty string if the font wasn't constructed using the native font description.

**See also**

*wxFont::SetNativeFontInfo* (p. 545)

---

**wxFont::GetPointSize**

---

**int GetPointSize() const**

Gets the point size.

**See also**

*wxFont::SetPointSize* (p. 545)

---

**wxFont::GetStyle**

---

**int GetStyle() const**

Gets the font style. See *wxFont::wxFont* (p. 540) for a list of valid styles.

**See also**

*wxFont::SetStyle* (p. 545)

---

**wxFont::GetUnderlined**

---

**bool GetUnderlined() const**

Returns true if the font is underlined, false otherwise.

**See also**

*wxFont::SetUnderlined* (p. 546)

---

**wxFont::GetWeight**

---

**int GetWeight() const**

Gets the font weight. See *wxFont::wxFont* (p. 540) for a list of valid weight identifiers.

**See also**

*wxFont::SetWeight* (p. 546)

## **wxFont::Ok**

---

**bool Ok() const**

Returns `true` if this object is a valid font, `false` otherwise.

## **wxFont::SetDefaultEncoding**

---

**static void SetDefaultEncoding(wxFontEncoding *encoding*)**

Sets the default font encoding.

### **See also**

*Font encoding overview* (p. 1688), *GetDefaultEncoding* (p. 542)

## **wxFont::SetFaceName**

---

**void SetFaceName(const wxString& *faceName*)**

Sets the facename for the font.

### **Parameters**

*faceName*

A valid facename, which should be on the end-user's system.

### **Remarks**

To avoid portability problems, don't rely on a specific face, but specify the font family instead or as well. A suitable font will be found on the end-user's system. If both the family and the facename are specified, `wxWindows` will first search for the specific face, and then for a font belonging to the same family.

### **See also**

*wxFont::GetFaceName* (p. 542), *wxFont::SetFamily* (p. 544)

## **wxFont::SetFamily**

---

**void SetFamily(int *family*)**

Sets the font family.

### **Parameters**

*family*

One of:

<b>wxDEFAULT</b>	Chooses a default font.
<b>wxDECORATIVE</b>	A decorative font.
<b>wxROMAN</b>	A formal, serif font.
<b>wxSCRIPT</b>	A handwriting font.
<b>wxSWISS</b>	A sans-serif font.
<b>wxMODERN</b>	A fixed pitch font.

### See also

*wxFont::GetFamily* (p. 542), *wxFont::SetFaceName* (p. 544)

---

## wxFont::SetNativeFontInfo

---

**void SetNativeFontInfo(const wxString& info)**

Creates the font corresponding to the given native font description string which must have been previously returned by *GetNativeFontInfoDesc* (p. 542). If the string is invalid, font is unchanged.

---

## wxFont::SetPointSize

---

**void SetPointSize(int pointSize)**

Sets the point size.

### Parameters

*pointSize*

Size in points.

### See also

*wxFont::GetPointSize* (p. 543)

---

## wxFont::SetStyle

---

**void SetStyle(int style)**

Sets the font style.

### Parameters

*style*

One of **wxNORMAL**, **wxSLANT** and **wxITALIC**.

**See also**

*wxFont::GetStyle* (p. 543)

---

### **wxFont::SetUnderlined**

---

**void SetUnderlined**(const bool *underlined*)

Sets underlining.

**Parameters**

*underlining*

true to underline, false otherwise.

**See also**

*wxFont::GetUnderlined* (p. 543)

---

### **wxFont::SetWeight**

---

**void SetWeight**(int *weight*)

Sets the font weight.

**Parameters**

*weight*

One of **wxNORMAL**, **wxLIGHT** and **wxBOLD**.

**See also**

*wxFont::GetWeight* (p. 543)

---

### **wxFont::operator =**

---

**wxFont& operator =**(const wxFont& *font*)

Assignment operator, using reference counting. Returns a reference to 'this'.

---

### **wxFont::operator ==**

---

**bool operator ==**(const wxFont& *font*)

Equality operator. Two fonts are equal if they contain pointers to the same underlying font data. It does not compare each attribute, so two independently-created fonts using the same parameters will fail the test.

### **wxFont::operator !=**

---

**bool operator !=(const wxFont& font)**

Inequality operator. Two fonts are not equal if they contain pointers to different underlying font data. It does not compare each attribute.

## **wxFontData**

*wxFontDialog overview* (p. 1694)

This class holds a variety of information related to font dialogs.

### **Derived from**

*wxObject* (p. 982)

### **Include files**

<wx/cmndata.h>

### **See also**

*Overview* (p. 1694), *wxFontDialog* (p. 550)

### **wxFontData::wxFontData**

---

**wxFontData()**

Constructor. Initializes *fontColour* to black, *showHelp* to black, *allowSymbols* to true, *enableEffects* to true, *minSize* to 0 and *maxSize* to 0.

### **wxFontData::~~wxFontData**

---

**~wxFontData()**

Destructor.

**wxFontData::EnableEffects**

---

**void EnableEffects**(bool *enable*)

Enables or disables 'effects' under MS Windows only. This refers to the controls for manipulating colour, strikeout and underline properties.

The default value is true.

**wxFontData::GetAllowSymbols**

---

**bool GetAllowSymbols**()

Under MS Windows, returns a flag determining whether symbol fonts can be selected. Has no effect on other platforms.

The default value is true.

**wxFontData::GetColour**

---

**wxColour& GetColour**()

Gets the colour associated with the font dialog.

The default value is black.

**wxFontData::GetChosenFont**

---

**wxFont GetChosenFont**()

Gets the font chosen by the user. If the user pressed OK (`wxFontDialog::Show` returned true), this returns a new font which is now 'owned' by the application, and should be deleted if not required. If the user pressed Cancel (`wxFontDialog::Show` returned false) or the colour dialog has not been invoked yet, this will return NULL.

**wxFontData::GetEnableEffects**

---

**bool GetEnableEffects**()

Determines whether 'effects' are enabled under Windows. This refers to the controls for manipulating colour, strikeout and underline properties.

The default value is true.

**wxFontData::GetInitialFont**

---

**wxFont GetInitialFont()**

Gets the font that will be initially used by the font dialog. This should have previously been set by the application.

**wxFontData::GetShowHelp**

---

**bool GetShowHelp()**

Returns true if the Help button will be shown (Windows only).

The default value is false.

**wxFontData::SetAllowSymbols**

---

**void SetAllowSymbols(bool *allowSymbols*)**

Under MS Windows, determines whether symbol fonts can be selected. Has no effect on other platforms.

The default value is true.

**wxFontData::SetChosenFont**

---

**void SetChosenFont(const wxFont& *font*)**

Sets the font that will be returned to the user (for internal use only).

**wxFontData::SetColour**

---

**void SetColour(const wxColour& *colour*)**

Sets the colour that will be used for the font foreground colour.

The default colour is black.

**wxFontData::SetInitialFont**

---

**void SetInitialFont(const wxFont& *font*)**

Sets the font that will be initially used by the font dialog.

### **wxFontData::SetRange**

---

**void SetRange**(int *min*, int *max*)

Sets the valid range for the font point size (Windows only).

The default is 0, 0 (unrestricted range).

### **wxFontData::SetShowHelp**

---

**void SetShowHelp**(bool *showHelp*)

Determines whether the Help button will be displayed in the font dialog (Windows only).

The default value is false.

### **wxFontData::operator =**

---

**void operator =**(const wxFontData& *data*)

Assignment operator for the font data.

## **wxFontDialog**

This class represents the font chooser dialog.

### **Derived from**

*wxDialog* (p. 379)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### **Include files**

<wx/fontdlg.h>

### **See also**

*Overview* (p. 1694),

*wxFontData* (p. 547),

*wxGetFontFromUser* (p. 1535)

**wxFontDialog::wxFontDialog**

---

**wxFontDialog()****wxFontDialog(wxWindow\* parent)****wxFontDialog(wxWindow\* parent, const wxFontData& data)**

Constructor. Pass a parent window, and optionally the *font data* (p. 547) object to be used to initialize the dialog controls. If the default constructor is used, *Create()* (p. 551) must be called before the dialog can be shown.

**wxFontDialog::Create**

---

**bool Create()****bool Create(wxWindow\* parent)****bool Create(wxWindow\* parent, const wxFontData& data)**

Creates the dialog if it the *wxFontDialog* object had been initialized using the default constructor. Returns `true` on success and `false` if an error occurred.

**wxFontDialog::~wxFontDialog**

---

**~wxFontDialog()**

Destructor.

**wxFontDialog::GetFontData**

---

**const wxFontData& GetFontData() const****wxFontData& GetFontData()**

Returns the *font data* (p. 547) associated with the font dialog.

**wxFontDialog::ShowModal**

---

**int ShowModal()**

Shows the dialog, returning `wxID_OK` if the user pressed Ok, and `wxID_CANCEL` otherwise.

If the user cancels the dialog (`ShowModal` returns `wxID_CANCEL`), no font will be created. If the user presses OK, a new `wxFont` will be created and stored in the font dialog's `wxFontData` structure.

## wxFontEnumerator

`wxFontEnumerator` enumerates either all available fonts on the system or only the ones with given attributes - either only fixed-width (suited for use in programs such as terminal emulators and the like) or the fonts available in the given *encoding* (p. 1688).

To do this, you just have to call one of `EnumerateXXX()` functions - either *EnumerateFacenames* (p. 552) or *EnumerateEncodings* (p. 553) and the corresponding callback (*OnFacename* (p. 553) or *OnFontEncoding* (p. 553)) will be called repeatedly until either all fonts satisfying the specified criteria are exhausted or the callback returns false.

### Virtual functions to override

Either *OnFacename* (p. 553) or *OnFontEncoding* (p. 553) should be overridden depending on whether you plan to call *EnumerateFacenames* (p. 552) or *EnumerateEncodings* (p. 553). Of course, if you call both of them, you should override both functions.

### Derived from

None

### Include files

<wx/fontenum.h>

### See also

*Font encoding overview* (p. 1688), *Font sample* (p. 1607), *wxFont* (p. 538), *wxFontMapper* (p. 555)

---

## wxFontEnumerator::EnumerateFacenames

```
virtual bool EnumerateFacenames( wxFontEncoding encoding =  
wxFONTENCODING_SYSTEM, bool fixedWidthOnly = false)
```

Call *OnFacename* (p. 553) for each font which supports given encoding (only if it is not `wxFONTENCODING_SYSTEM`) and is of fixed width (if *fixedWidthOnly* is true).

Calling this function with default arguments will result in enumerating all fonts available on the system.

### **wxFontEnumerator::EnumerateEncodings**

---

**virtual bool EnumerateEncodings(const wxString& font = "")**

Call *OnFontEncoding* (p. 553) for each encoding supported by the given font - or for each encoding supported by at least some font if *font* is not specified.

### **wxFontEnumerator::GetEncodings**

---

**wxArrayString\* GetEncodings()**

Return array of strings containing all encodings found by *EnumerateEncodings* (p. 553). This is convenience function. It is based on default implementation of *OnFontEncoding* (p. 553) so don't expect it to work if you overwrite that method.

### **wxFontEnumerator::GetFacenames**

---

**wxArrayString\* GetFacenames()**

Return array of strings containing all facenames found by *EnumerateFacenames* (p. 552). This is convenience function. It is based on default implementation of *OnFacename* (p. 553) so don't expect it to work if you overwrite that method.

### **wxFontEnumerator::OnFacename**

---

**virtual bool OnFacename(const wxString& font)**

Called by *EnumerateFacenames* (p. 552) for each match. Return true to continue enumeration or false to stop it.

### **wxFontEnumerator::OnFontEncoding**

---

**virtual bool OnFontEncoding( const wxString& font, const wxString& encoding)**

Called by *EnumerateEncodings* (p. 553) for each match. Return true to continue enumeration or false to stop it.

## **wxFontList**

A font list is a list containing all fonts which have been created. There is only one instance of this class: **wxTheFontList**. Use this object to search for a previously created font of the desired type and create it if not already found. In some windowing systems, the font may be a scarce resource, so it is best to reuse old resources if possible. When an application finishes, all fonts will be deleted and their resources freed, eliminating the possibility of 'memory leaks'.

### Derived from

*wxList* (p. 814)  
*wxObject* (p. 982)

### Include files

<wx/gdicmn.h>

### See also

*wxFont* (p. 538)

---

## wxFontList::wxFontList

---

**wxFontList()**

Constructor. The application should not construct its own font list: use the object pointer **wxTheFontList**.

---

## wxFontList::AddFont

---

**void AddFont(wxFont \*font)**

Used by wxWindows to add a font to the list, called in the font constructor.

---

## wxFontList::FindOrCreateFont

---

**wxFont \* FindOrCreateFont(int point\_size, int family, int style, int weight, bool underline = false, const wxString& facename = NULL, wxFontEncoding encoding = wxFONTENCODING\_DEFAULT)**

Finds a font of the given specification, or creates one and adds it to the list. See the *wxFont constructor* (p. 540) for details of the arguments.

---

## wxFontList::RemoveFont

---

**void RemoveFont(wxFont \*font)**

Used by wxWindows to remove a font from the list.

**wxFontMapper**

wxFontMapper manages user-definable correspondence between logical font names and the fonts present on the machine.

The default implementations of all functions will ask the user if they are not capable of finding the answer themselves and store the answer in a config file (configurable via SetConfigXXX functions). This behaviour may be disabled by giving the value of false to "interactive" parameter.

However, the functions will always consult the config file to allow the user-defined values override the default logic and there is no way to disable this - which shouldn't be ever needed because if "interactive" was never true, the config file is never created anyhow.

In case everything else fails (i.e. there is no record in config file and "interactive" is false or user denied to choose any replacement), the class queries *wxEncodingConverter* (p. 449) for "equivalent" encodings (e.g. iso8859-2 and cp1250) and tries them.

**Using wxFontMapper in conjunction with wxMBCConv classes**

If you need to display text in encoding which is not available at host system (see *IsEncodingAvailable* (p. 557)), you may use these two classes to find font in some similar encoding (see *GetAltForEncoding* (p. 556)) and convert the text to this encoding (*wxMBCConv classes* (p. 1628)).

Following code snippet demonstrates it:

```
if (!wxFontMapper::Get()->IsEncodingAvailable(enc, facename))
{
    wxFontEncoding alternative;
    if (wxFontMapper::Get()->GetAltForEncoding(enc, &alternative,
                                                facename, false))
    {
        wxCSConv convFrom(wxFontMapper::Get()->GetEncodingName(enc));
        wxCSConv convTo(wxFontMapper::Get()-
>GetEncodingName(alternative));
        text = wxString(text.mb_str(convFrom), convTo);
    }
    else
        ...failure (or we may try iso8859-1/7bit ASCII)...
}
...display text...
```

**Derived from**

No base class

### Include files

<wx/fontmap.h>

### See also

*wxEncodingConverter* (p. 449), *Writing non-English applications* (p. 1632)

---

## wxFontMapper::wxFontMapper

---

**wxFontMapper()**

Default ctor.

### Note

The preferred way of creating a `wxFontMapper` instance is to call `wxFontMapper::Get` (p. 556).

---

## wxFontMapper::~wxFontMapper

---

**~wxFontMapper()**

Virtual dtor for a base class.

---

## wxFontMapper::Get

---

**static wxFontMapper \* Get()**

Get the current font mapper object. If there is no current object, creates one.

### See also

*wxFontMapper::Set* (p. 558)

---

## wxFontMapper::GetAltForEncoding

---

**bool GetAltForEncoding(wxFontEncoding encoding, wxNativeEncodingInfo\* info, const wxString& facename = wxEmptyString, bool interactive = true)**

**bool GetAltForEncoding(wxFontEncoding encoding, wxFontEncoding\* alt\_encoding, const wxString& facename = wxEmptyString, bool interactive = true)**

Find an alternative for the given encoding (which is supposed to not be available on this system). If successful, return true and fill info structure with the parameters required to create the font, otherwise return false.

The first form is for wxWindows' internal use while the second one is better suitable for general use -- it returns wxFontEncoding which can consequently be passed to wxFont constructor.

---

### **wxFontMapper::IsEncodingAvailable**

---

**bool IsEncodingAvailable(wxFontEncoding encoding, const wxString& facename = wxEmptyString)**

Check whether given encoding is available in given face or not. If no facename is given, find *any* font in this encoding.

---

### **wxFontMapper::CharsetToEncoding**

---

**wxFontEncoding CharsetToEncoding(const wxString& charset, bool interactive = true)**

Returns the encoding for the given charset (in the form of RFC 2046) or wxFONTENCODING\_SYSTEM if couldn't decode it.

---

### **wxFontMapper::GetEncoding**

---

**static wxFontEncoding GetEncoding(size\_t n)**

Returns the *n*-th supported encoding. Together with *GetSupportedEncodingsCount()* (p. 558) this method may be used to get all supported encodings.

---

### **wxFontMapper::GetEncodingName**

---

**static wxString GetEncodingName(wxFontEncoding encoding)**

Return internal string identifier for the encoding (see also *GetEncodingDescription()* (p. 557))

---

### **wxFontMapper::GetEncodingDescription**

---

**static wxString GetEncodingDescription(wxFontEncoding encoding)**

Return user-readable string describing the given encoding.

### **wxFontMapper::GetSupportedEncodingsCount**

---

**static size\_t GetSupportedEncodingsCount()**

Returns the number of the font encodings supported by this class. Together with *GetEncoding* (p. 557) this method may be used to get all supported encodings.

### **wxFontMapper::SetDialogParent**

---

**void SetDialogParent(wxWindow\* parent)**

The parent window for modal dialogs.

### **wxFontMapper::SetDialogTitle**

---

**void SetDialogTitle(const wxString& title)**

The title for the dialogs (note that default is quite reasonable).

### **wxFontMapper::Set**

---

**static wxFontMapper \* Set(wxFontMapper \*mapper)**

Set the current font mapper object and return previous one (may be NULL). This method is only useful if you want to plug-in an alternative font mapper into wxWindows.

**See also**

*wxFontMapper::Get* (p. 556)

### **wxFontMapper::SetConfig**

---

**void SetConfig(wxConfigBase\* config)**

Set the config object to use (may be NULL to use default).

By default, the global one (from *wxConfigBase::Get()*) will be used) and the default root path for the config settings is the string returned by *GetDefaultConfigPath()*.

### **wxFontMapper::SetConfigPath**

---

**void SetConfigPath(const wxString& prefix)**

Set the root config path to use (should be an absolute path).

## wxFrame

A frame is a window whose size and position can (usually) be changed by the user. It usually has thick borders and a title bar, and can optionally contain a menu bar, toolbar and status bar. A frame can contain any window that is not a frame or dialog.

A frame that has a status bar and toolbar created via the `CreateStatusBar/CreateToolBar` functions manages these windows, and adjusts the value returned by `GetClientSize` to reflect the remaining size available to application windows.

### Derived from

*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/frame.h>

### Window styles

<b>wxDEFAULT_FRAME_STYLE</b>	Defined as <b>wxMINIMIZE_BOX   wxMAXIMIZE_BOX   wxRESIZE_BORDER   wxSYSTEM_MENU   wxCAPTION   wxCLOSE_BOX</b> .
<b>wxICONIZE</b>	Display the frame iconized (minimized). Windows only.
<b>wxCAPTION</b>	Puts a caption on the frame.
<b>wxMINIMIZE</b>	Identical to <b>wxICONIZE</b> . Windows only.
<b>wxMINIMIZE_BOX</b>	Displays a minimize box on the frame.
<b>wxMAXIMIZE</b>	Displays the frame maximized. Windows only.
<b>wxMAXIMIZE_BOX</b>	Displays a maximize box on the frame.
<b>wxCLOSE_BOX</b>	Displays a close box on the frame.
<b>wxSTAY_ON_TOP</b>	Stay on top of all other windows, see also <b>wxFRAME_FLOAT_ON_PARENT</b> . Windows only.
<b>wxSYSTEM_MENU</b>	Displays a system menu.
<b>wxSIMPLE_BORDER</b>	Displays no border or decorations. GTK and Windows only.
<b>wxRESIZE_BORDER</b>	Displays a resizable border around the window.
<b>wxFRAME_TOOL_WINDOW</b>	Causes a frame with a small titlebar to be created; the frame does not appear in the taskbar under Windows.
<b>wxFRAME_NO_TASKBAR</b>	Creates an otherwise normal frame but it does not appear in the taskbar under Windows (note that it will minimize to the desktop window which may seem strange to the users and thus it might be better to use this style only without <b>wxMINIMIZE_BOX</b> style). Has no effect under other

platforms.

**wxFRAME\_FLOAT\_ON\_PARENT** The frame will always be on top of its parent (unlike `wxSTAY_ON_TOP`). A frame created with this style must have a non-NULL parent.

**wxFRAME\_EX\_CONTEXTHELP** Under Windows, puts a query button on the caption. When pressed, Windows will go into a context-sensitive help mode and `wxWindows` will send a `wxEVT_HELP` event if the user clicked on an application window. *Note* that this is an extended style and must be set by calling `SetExtraStyle` (p. 1464) before `Create` is called (two-step construction). You cannot use this style together with `wxMAXIMIZE_BOX` or `wxMINIMIZE_BOX`, so you should use `wxDEFAULT_FRAME_STYLE & (wxMINIMIZE_BOX | wxMAXIMIZE_BOX)` for the frames having this style (the dialogs don't have minimize nor maximize box by default)

**wxFRAME\_SHAPED** Windows with this style are allowed to have their shape changed with the `SetShape` (p. 569) method.

The default frame style is for normal, resizable frames. To create a frame which can not be resized by user, you may use the following combination of styles:

`wxDEFAULT_FRAME_STYLE & (wxRESIZE_BORDER | wxRESIZE_BOX | wxMAXIMIZE_BOX)`. See also *window styles overview* (p. 1657).

### Default event processing

`wxFrame` processes the following events:

`wxEVT_SIZE` (p. 1144) If the frame has exactly one child window, not counting the status and toolbar, this child is resized to take the entire frame client area. If two or more windows are present, they should be laid out explicitly either by manually handling `wxEVT_SIZE` or using *sizers* (p. 1666)

`wxEVT_MENU_HIGHLIGHT` (p. 932) The default implementation displays the *help string* (p. 936) associated with the selected item in the first pane of the status bar, if there is one.

### Remarks

An application should normally define an `wxCloseEvent` (p. 142) handler for the frame to respond to system close events, for example so that related data and subwindows can be cleaned up.

### See also

`wxMDIParentFrame` (p. 898), `wxMDIChildFrame` (p. 893), `wxMiniFrame` (p. 947), `wxDialog` (p. 379)

## **wxFrame::wxFrame**

---

### **wxFrame()**

Default constructor.

**wxFrame**(*wxWindow\** parent, *wxWindowID* id, **const wxString&** title, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = *wxDEFAULT\_FRAME\_STYLE*, **const wxString&** name = "frame")

Constructor, creating the window.

### **Parameters**

#### *parent*

The window parent. This may be NULL. If it is non-NULL, the frame will always be displayed on top of the parent window on Windows.

#### *id*

The window identifier. It may take a value of -1 to indicate a default value.

#### *title*

The caption to be displayed on the frame's title bar.

#### *pos*

The window position. A value of (-1, -1) indicates a default position, chosen by either the windowing system or wxWindows, depending on platform.

#### *size*

The window size. A value of (-1, -1) indicates a default size, chosen by either the windowing system or wxWindows, depending on platform.

#### *style*

The window style. See *wxFrame* (p. 559).

#### *name*

The name of the window. This parameter is used to associate a name with the item, allowing the application user to set Motif resource values for individual windows.

### **Remarks**

For Motif, MWM (the Motif Window Manager) should be running for any window styles to work (otherwise all styles take effect).

### **See also**

*wxFrame::Create* (p. 562)

### **wxFrame::~wxFrame**

---

**void ~wxFrame()**

Destructor. Destroys all child windows and menu bar if present.

### **wxFrame::Centre**

---

**void Centre(int direction = wxBOTH)**

Centres the frame on the display.

#### **Parameters**

*direction*

The parameter may be `wxHORIZONTAL`, `wxVERTICAL` or `wxBOTH`.

### **wxFrame::Command**

---

**void Command(int id)**

Simulate a menu command.

#### **Parameters**

*id*

The identifier for a menu item.

### **wxFrame::Create**

---

**bool Create(wxWindow\* parent, wxWindowID id, const wxString& title, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxDEFAULT\_FRAME\_STYLE, const wxString& name = "frame")**

Used in two-step frame construction. See `wxFrame::wxFrame` (p. 561) for further details.

### **wxFrame::CreateStatusBar**

---

**virtual wxStatusBar\* CreateStatusBar(int number = 1, long style = 0, wxWindowID id = -1, const wxString& name = "statusBar")**

Creates a status bar at the bottom of the frame.

#### **Parameters**

*number*

The number of fields to create. Specify a value greater than 1 to create a multi-field status bar.

*style*

The status bar style. See *wxStatusBar* (p. 1219) for a list of valid styles.

*id*

The status bar window identifier. If -1, an identifier will be chosen by *wxWindows*.

*name*

The status bar window name.

**Return value**

A pointer to the the status bar if it was created successfully, NULL otherwise.

**Remarks**

The width of the status bar is the whole width of the frame (adjusted automatically when resizing), and the height and text size are chosen by the host windowing system.

By default, the status bar is an instance of *wxStatusBar*. To use a different class, override *wxFrame::OnCreateStatusBar* (p. 566).

Note that you can put controls and other windows on the status bar if you wish.

**See also**

*wxFrame::SetStatusText* (p. 570), *wxFrame::OnCreateStatusBar* (p. 566),  
*wxFrame::GetStatusBar* (p. 564)

---

**wxFrame::CreateToolBar**

---

```
virtual wxToolBar* CreateToolBar(long style = wxNO_BORDER |  
wxTB_HORIZONTAL, wxWindowID id = -1, const wxString& name = "toolBar")
```

Creates a toolbar at the top or left of the frame.

**Parameters***style*

The toolbar style. See *wxToolBar* (p. 1348) for a list of valid styles.

*id*

The toolbar window identifier. If -1, an identifier will be chosen by *wxWindows*.

*name*

The toolbar window name.

### Return value

A pointer to the the toolbar if it was created successfully, NULL otherwise.

### Remarks

By default, the toolbar is an instance of `wxToolBar` (which is defined to be a suitable toolbar class on each platform, such as `wxToolBar95`). To use a different class, override `wxFrame::OnCreateToolBar` (p. 567).

When a toolbar has been created with this function, or made known to the frame with `wxFrame::SetToolBar` (p. 571), the frame will manage the toolbar position and adjust the return value from `wxWindow::GetClientSize` (p. 1442) to reflect the available space for application windows.

### See also

`wxFrame::CreateStatusBar` (p. 562), `wxFrame::OnCreateToolBar` (p. 567), `wxFrame::SetToolBar` (p. 571), `wxFrame::GetToolBar` (p. 565)

---

## `wxFrame::GetClientAreaOrigin`

### `wxPoint GetClientAreaOrigin() const`

Returns the origin of the frame client area (in client coordinates). It may be different from (0, 0) if the frame has a toolbar.

---

## `wxFrame::GetMenuBar`

### `wxMenuBar* GetMenuBar() const`

Returns a pointer to the menubar currently associated with the frame (if any).

### See also

`wxFrame::SetMenuBar` (p. 569), `wxMenuBar` (p. 923), `wxMenu` (p. 910)

---

## `wxFrame::GetStatusBar`

### `wxStatusBar* GetStatusBar() const`

Returns a pointer to the status bar currently associated with the frame (if any).

### See also

`wxFrame::CreateStatusBar` (p. 562), `wxStatusBar` (p. 1219)

### **wxFrame::GetStatusBarPane**

---

**int GetStatusBarPane()**

Returns the status bar pane used to display menu and toolbar help.

**See also**

*wxFrame::SetStatusBarPane* (p. 570)

### **wxFrame::GetTitle**

---

**wxString GetTitle() const**

Gets a string containing the frame title. See *wxFrame::SetTitle* (p. 571).

### **wxFrame::GetToolBar**

---

**wxToolBar\* GetToolBar() const**

Returns a pointer to the toolbar currently associated with the frame (if any).

**See also**

*wxFrame::CreateToolBar* (p. 563), *wxToolBar* (p. 1348), *wxFrame::SetToolBar* (p. 571)

### **wxFrame::Iconize**

---

**void Iconize(bool *iconize*)**

Iconizes or restores the frame.

**Parameters**

*iconize*

If true, iconizes the frame; if false, shows and restores it.

**See also**

*wxFrame::IsIconized* (p. 566), *wxFrame::Maximize* (p. 566).

### **wxFrame::IsFullScreen**

---

**bool IsFullScreen()**

Returns true if the frame is in fullscreen mode.

#### See also

*wxFrame::ShowFullScreen* (p. 571)

### **wxFrame::IsIconized**

---

**bool IsIconized() const**

Returns true if the frame is iconized.

### **wxFrame::IsMaximized**

---

**bool IsMaximized() const**

Returns true if the frame is maximized.

### **wxFrame::Maximize**

---

**void Maximize**(bool *maximize*)

Maximizes or restores the frame.

#### Parameters

*maximize*

If true, maximizes the frame, otherwise it restores it.

#### Remarks

This function only works under Windows.

#### See also

*wxFrame::Iconize* (p. 565)

### **wxFrame::OnCreateStatusBar**

---

**virtual wxStatusBar\* OnCreateStatusBar**(int *number*, long *style*, wxWindowID *id*, const wxString& *name*)

Virtual function called when a status bar is requested by *wxFrame::CreateStatusBar* (p. 562).

### Parameters

*number*

The number of fields to create.

*style*

The window style. See *wxStatusBar* (p. 1219) for a list of valid styles.

*id*

The window identifier. If -1, an identifier will be chosen by *wxWindows*.

*name*

The window name.

### Return value

A status bar object.

### Remarks

An application can override this function to return a different kind of status bar. The default implementation returns an instance of *wxStatusBar* (p. 1219).

### See also

*wxFrame::CreateStatusBar* (p. 562), *wxStatusBar* (p. 1219).

---

## **wxFrame::OnCreateToolBar**

---

**virtual wxToolBar\* OnCreateToolBar(long style, wxWindowID id, const wxString& name)**

Virtual function called when a toolbar is requested by *wxFrame::CreateToolBar* (p. 563).

### Parameters

*style*

The toolbar style. See *wxToolBar* (p. 1348) for a list of valid styles.

*id*

The toolbar window identifier. If -1, an identifier will be chosen by *wxWindows*.

*name*

The toolbar window name.

### Return value

A toolbar object.

### Remarks

An application can override this function to return a different kind of toolbar. The default implementation returns an instance of *wxToolBar* (p. 1348).

### See also

*wxFrame::CreateToolBar* (p. 563), *wxToolBar* (p. 1348).

---

## wxFrame::SendSizeEvent

---

### void SendSizeEvent()

This function sends a dummy *size event* (p. 1144) to the frame forcing it to reevaluate its children positions. It is sometimes useful to call this function after adding or deleting a children after the frame creation or if a child size changes.

Note that if the frame is using either sizers or constraints for the children layout, it is enough to call *Layout()* (p. 1452) directly and this function should not be used in this case.

---

## wxFrame::SetIcon

---

### void SetIcon(const wxIcon& icon)

Sets the icon for this frame.

### Parameters

*icon*

The icon to associate with this frame.

### Remarks

The frame takes a 'copy' of *icon*, but since it uses reference counting, the copy is very quick. It is safe to delete *icon* after calling this function.

See also *wxIcon* (p. 742).

---

## wxFrame::SetIcons

---

### void SetIcons(const wxIconBundle& icons)

Sets the icons for this frame.

### Parameters

*icons*

The icons to associate with this frame.

See also *wxIconBundle* (p. 750).

---

## **wxFrame::SetMenuBar**

---

**void SetMenuBar**(wxMenuBar\* *menuBar*)

Tells the frame to show the given menu bar.

### **Parameters**

*menuBar*

The menu bar to associate with the frame.

### **Remarks**

If the frame is destroyed, the menu bar and its menus will be destroyed also, so do not delete the menu bar explicitly (except by resetting the frame's menu bar to another frame or NULL).

Under Windows, a size event is generated, so be sure to initialize data members properly before calling **SetMenuBar**.

Note that on some platforms, it is not possible to call this function twice for the same frame object.

### **See also**

*wxFrame::GetMenuBar* (p. 564), *wxMenuBar* (p. 923), *wxMenu* (p. 910).

---

## **wxFrame::SetShape**

---

**bool SetShape**(const wxRegion& *region*)

If the platform supports it, sets the shape of the window to that depicted by *region*. The system will not display or respond to any mouse event for the pixels that lie outside of the region. To reset the window to the normal rectangular shape simply call *SetShape* again with an empty region. Returns TRUE if the operation is successful.

---

## **wxFrame::SetStatusBar**

---

**void SetStatusBar**(wxStatusBar\* *statusBar*)

Associates a status bar with the frame.

### **See also**

*wxFrame::CreateStatusBar* (p. 562), *wxStatusBar* (p. 1219), *wxFrame::GetStatusBar* (p. 564)

---

### **wxFrame::SetStatusBarPane**

---

**void SetStatusBarPane(int *n*)**

Set the status bar pane used to display menu and toolbar help. Using -1 disables help display.

---

### **wxFrame::SetStatusText**

---

**virtual void SetStatusText(const wxString& *text*, int *number* = 0)**

Sets the status bar text and redraws the status bar.

#### **Parameters**

*text*

The text for the status field.

*number*

The status field (starting from zero).

#### **Remarks**

Use an empty string to clear the status bar.

#### **See also**

*wxFrame::CreateStatusBar* (p. 562), *wxStatusBar* (p. 1219)

---

### **wxFrame::SetStatusWidths**

---

**virtual void SetStatusWidths(int *n*, int \**widths*)**

Sets the widths of the fields in the status bar.

#### **Parameters**

**n** The number of fields in the status bar. It must be the same used in *CreateStatusBar* (p. 562).

*widths*

Must contain an array of *n* integers, each of which is a status field width in pixels. A value of -1 indicates that the field is variable width; at least one field must be -1.

You should delete this array after calling **SetStatusWidths**.

### Remarks

The widths of the variable fields are calculated from the total width of all fields, minus the sum of widths of the non-variable fields, divided by the number of variable fields.

**wxPython note:** Only a single parameter is required, a Python list of integers.

**wxPerl note:** In wxPerl this method takes the field widths as parameters.

---

## wxFrame::SetToolBar

**void SetToolBar(wxToolBar\* toolbar)**

Associates a toolbar with the frame.

### See also

*wxFrame::CreateToolBar* (p. 563), *wxToolBar* (p. 1348), *wxFrame::GetToolBar* (p. 565)

---

## wxFrame::SetTitle

**virtual void SetTitle(const wxString& title)**

Sets the frame title.

### Parameters

*title*

The frame title.

### See also

*wxFrame::GetTitle* (p. 565)

---

## wxFrame::ShowFullScreen

**bool ShowFullScreen(bool show, long style = wxFULLSCREEN\_ALL)**

Depending on the value of *show* parameter the frame is either shown full screen or restored to its normal state. *style* is a bit list containing some or all of the following values, which indicate what elements of the frame to hide in full-screen mode:

- wxFULLSCREEN\_NOMENUBAR
- wxFULLSCREEN\_NOTOOLBAR
- wxFULLSCREEN\_NOSTATUSBAR

- wxFULLSCREEN\_NOBORDER
- wxFULLSCREEN\_NOCAPTION
- wxFULLSCREEN\_ALL (all of the above)

This function has not been tested with MDI frames.

Note that showing a frame full screen also actually *Show()*s (p. 1474) if it hadn't been shown yet.

### See also

*wxFrame::IsFullScreen* (p. 565)

## wxFSFile

This class represents a single file opened by *wxFileSystem* (p. 518). It provides more information than *wxWindow*'s input stream (stream, filename, mime type, anchor).

**Note:** Any pointer returned by a method of *wxFSFile* is valid only as long as the *wxFSFile* object exists. For example a call to *GetStream()* doesn't *create* the stream but only returns the pointer to it. In other words after 10 calls to *GetStream()* you will obtain ten identical pointers.

### Derived from

*wxObject* (p. 982)

### Include files

<wx/filesys.h>

### See Also

*wxFileSystemHandler* (p. 521), *wxFileSystem* (p. 518), *Overview* (p. 1648)

## wxFSFile::wxFSFile

---

**wxFSFile**(*wxInputStream* \*stream, const *wxString&* loc, const *wxString&* mimetype, const *wxString&* anchor)

Constructor. You probably won't use it. See Notes for details.

### Parameters

*stream*

The input stream that will be used to access data

*location*

The full location (aka filename) of the file

*mimetype*

MIME type of this file. Mime type is either extension-based or HTTP Content-Type

*anchor*

Anchor. See *GetAnchor()* (p. 573) for details.

If you are not sure of the meaning of these params, see the description of the *GetXXXX()* functions.

**Notes**

It is seldom used by the application programmer but you will need it if you are writing your own virtual FS. For example you may need something similar to *wxMemoryInputStream*, but because *wxMemoryInputStream* doesn't free the memory when destroyed and thus passing a memory stream pointer into *wxFSFile* constructor would lead to memory leaks, you can write your own class derived from *wxFSFile*:

```
class wxMyFSFile : public wxFSFile
{
private:
    void *m_Mem;
public:
    wxMyFSFile(.....)
    ~wxMyFSFile() {free(m_Mem);}
    // of course dtor is virtual ;-}
};
```

**wxFSFile::GetAnchor****const wxString& GetAnchor() const**

Returns anchor (if present). The term of **anchor** can be easily explained using few examples:

```
index.htm#anchor           /* 'anchor' is anchor */
index/wx001.htm           /* NO anchor here!   */
archive/main.zip#zip:index.htm#global /* 'global'         */
archive/main.zip#zip:index.htm /* NO anchor here!   */
```

Usually an anchor is presented only if the MIME type is 'text/html'. But it may have some meaning with other files; for example *myanim.avi#200* may refer to position in animation or *reality.wrl#MyView* may refer to a predefined view in VRML.

**wxFSFile::GetLocation**

**const wxString& GetLocation() const**

Returns full location of the file, including path and protocol. Examples :

```
http://www.wxwindows.org
http://www.ms.mff.cuni.cz/~vs1a8348/wxhtml/archive.zip#zip:info.txt
file:/home/vasek/index.htm
relative-file.htm
```

---

**wxFSFile::GetMimeType**

---

**const wxString& GetMimeType() const**

Returns the MIME type of the content of this file. It is either extension-based (see `wxMimeTypesManager`) or extracted from HTTP protocol Content-Type header.

---

**wxFSFile::GetModificationTime**

---

**wxDateTime GetModificationTime() const**

Returns time when this file was modified.

---

**wxFSFile::GetStream**

---

**wxInputStream\* GetStream() const**

Returns pointer to the stream. You can use the returned stream to directly access data. You may suppose that the stream provide `Seek` and `GetSize` functionality (even in the case of the HTTP protocol which doesn't provide this by default. `wxHtml` uses local cache to work around this and to speed up the connection).

**wxFTP**

`wxFTP` can be used to establish a connection to an FTP server and perform all the usual operations. Please consult the RFC 959 for more details about the FTP protocol.

To use a commands which doesn't involve file transfer (i.e. directory oriented commands) you just need to call a corresponding member function or use the generic *SendCommand* (p. 576) method. However to actually transfer files you just get or give a stream to or from this class and the actual data are read or written using the usual stream methods.

Example of using `wxFTP` for file downloading:

```
wxFTP ftp;
```

```

// if you don't use these lines anonymous login will be used
ftp.SetUser("user");
ftp.SetPassword("password");

if ( !ftp.Connect("ftp.wxwindows.org") )
{
    wxLogError("Couldn't connect");
    return;
}

ftp.ChDir("/pub");
wxInputStream *in = ftp.GetInputStream("wxWindows-4.2.0.tar.gz");
if ( !in )
{
    wxLogError("Coudln't get file");
}
else
{
    size_t size = in->GetSize();
    char *data = new char[size];
    if ( !in->Read(data, size) )
    {
        wxLogError("Read error");
    }
    else
    {
        // file data is in the buffer
        ...
    }

    delete [] data;
    delete in;
}

```

To upload a file you would do (assuming the connection to the server was opened successfully):

```

wxOutputStream *out = ftp.GetOutputStream("filename");
if ( out )
{
    out->Write(...); // your data
    delete out;
}

```

## Constants

wxFTP defines constants corresponding to the two supported transfer modes:

```

enum TransferMode
{
    ASCII,
    BINARY
};

```

## Derived from

*wxProtocol* (p. 1060)

## Include files

<wx/protocol/ftp.h>

**See also**

*wxSocketBase* (p. 1162)

---

**wxFTP::wxFTP**

**wxFTP()**

Default constructor.

---

**wxFTP::~~wxFTP**

**~wxFTP()**

Destructor will close the connection if connected.

---

**wxFTP::Abort**

**bool Abort()**

Aborts the download currently in process, returns `true` if ok, `false` if an error occurred.

---

**wxFTP::CheckCommand**

**bool CheckCommand(const wxString& *command*, char *ret*)**

Send the specified *command* to the FTP server. *ret* specifies the expected result.

**Return value**

true if the command has been sent successfully, else false.

---

**wxFTP::SendCommand**

**char SendCommand(const wxString& *command*)**

Send the specified *command* to the FTP server and return the first character of the return code.

**wxFTP::GetLastResult**

---

**const wxString& GetLastResult()**

Returns the last command result, i.e. the full server reply for the last command.

**wxFTP::ChDir**

---

**bool ChDir(const wxString& dir)**

Change the current FTP working directory. Returns true if successful.

**wxFTP::MkDir**

---

**bool MkDir(const wxString& dir)**

Create the specified directory in the current FTP working directory. Returns true if successful.

**wxFTP::RmDir**

---

**bool RmDir(const wxString& dir)**

Remove the specified directory from the current FTP working directory. Returns true if successful.

**wxFTP::Pwd**

---

**wxString Pwd()**

Returns the current FTP working directory.

**wxFTP::Rename**

---

**bool Rename(const wxString& src, const wxString& dst)**

Rename the specified *src* element to *dst*. Returns true if successful.

**wxFTP::RmFile**

---

**bool RmFile(const wxString& path)**

Delete the file specified by *path*. Returns true if successful.

### **wxFTP::SetAscii**

---

**bool SetAscii()**

Sets the transfer mode to ASCII. It will be used for the next transfer.

### **wxFTP::SetBinary**

---

**bool SetBinary()**

Sets the transfer mode to binary (IMAGE). It will be used for the next transfer.

### **wxFTP::SetTransferMode**

---

**bool SetTransferMode(TransferMode mode)**

Sets the transfer mode to the specified one. It will be used for the next transfer.

If this function is never called, binary transfer mode is used by default.

### **wxFTP::SetUser**

---

**void SetUser(const wxString& user)**

Sets the user name to be sent to the FTP server to be allowed to log in.

#### **Default value**

The default value of the user name is "anonymous".

#### **Remark**

This parameter can be included in a URL if you want to use the URL manager. For example, you can use: "ftp://a\_user:a\_password@a.host:service/a\_directory/a\_file" to specify a user and a password.

### **wxFTP::SetPassword**

---

**void SetPassword(const wxString& passwd)**

Sets the password to be sent to the FTP server to be allowed to log in.

#### **Default value**

The default value of the user name is your email address. For example, it could be "username@userhost.domain". This password is built by getting the current user name and the host name of the local machine from the system.

### Remark

This parameter can be included in a URL if you want to use the URL manager. For example, you can use: "ftp://a\_user:a\_password@a.host:service/a\_directory/a\_file" to specify a user and a password.

---

## wxFTP::FileExists

**bool FileExists(const wxString& filename)**

Returns `true` if the given remote file exists, `false` otherwise.

---

## wxFTP::GetFileSize

**int GetFileSize(const wxString& filename)**

Returns the file size in bytes or -1 if the file doesn't exist or the size couldn't be determined. Notice that this size can be approximative size only and shouldn't be used for allocating the buffer in which the remote file is copied, for example.

---

## wxFTP::GetDirList

**bool GetDirList(wxArrayString& files, const wxString& wildcard = "")**

The `GetList` function is quite low-level. It returns the list of the files in the current directory. The list can be filtered using the *wildcard* string. If *wildcard* is empty (default), it will return all files in directory.

The form of the list can change from one peer system to another. For example, for a UNIX peer system, it will look like this:

```
-r--r--r-- 1 guilhem lavaux      12738 Jan 16 20:17 cmndata.cpp
-r--r--r-- 1 guilhem lavaux      10866 Jan 24 16:41 config.cpp
-rw-rw-rw- 1 guilhem lavaux      29967 Dec 21 19:17 cwlex_yy.c
-rw-rw-rw- 1 guilhem lavaux      14342 Jan 22 19:51 cwy_tab.c
-r--r--r-- 1 guilhem lavaux      13890 Jan 29 19:18 date.cpp
-r--r--r-- 1 guilhem lavaux       3989 Feb  8 19:18 datstrm.cpp
```

But on Windows system, it will look like this:

```
winamp~1 exe      520196 02-25-1999 19:28 winamp204.exe
  1 file(s)                520 196 bytes
```

Return value: `true` if the file list was successfully retrieved, `false` otherwise.

**See also**

*GetFilesList* (p. 580)

---

**wxFTP::GetFilesList**

---

**bool GetFilesList(wxArrayString& files, const wxString& wildcard = "")**

This function returns the computer-parsable list of the files in the current directory (optionally only of the files matching the *wildcard*, all files by default). This list always has the same format and contains one full (including the directory path) file name per line.

Return value: true if the file list was successfully retrieved, false otherwise.

---

**wxFTP::GetOutputStream**

---

**wxOutputStream \* GetOutputStream(const wxString& file)**

Initializes an output stream to the specified *file*. The returned stream has all but the seek functionality of wxStreams. When the user finishes writing data, he has to delete the stream to close it.

**Return value**

An initialized write-only stream.

**See also**

*wxOutputStream* (p. 986)

---

**wxFTP::GetInputStream**

---

**wxInputStream \* GetInputStream(const wxString& path)**

Creates a new input stream on the the specified path. You can use all but the seek functionality of wxStream. Seek isn't available on all streams. For example, http or ftp streams do not deal with it. Other functions like Tell are not available for this sort of stream, at present. You will be notified when the EOF is reached by an error.

**Return value**

Returns NULL if an error occurred (it could be a network failure or the fact that the file doesn't exist).

Returns the initialized stream. You will have to delete it yourself when you don't need it anymore. The destructor closes the DATA stream connection but will leave the COMMAND stream connection opened. It means that you can still send new commands

without reconnecting.

### Example of a standalone connection (without wxURL)

```
wxFTP ftp;
wxInputStream *in_stream;
char *data;

ftp.Connect("a.host.domain");
ftp.ChDir("a_directory");
in_stream = ftp.GetInputStream("a_file_to_get");

data = new char[in_stream->GetSize()];

in_stream->Read(data, in_stream->GetSize());
if (in_stream->LastError() != wxStream_NOERROR) {
    // Do something.
}

delete in_stream; /* Close the DATA connection */
ftp.Close(); /* Close the COMMAND connection */
```

### See also

*wxInputStream* (p. 790)

## wxGauge

A gauge is a horizontal or vertical bar which shows a quantity (often time). There are no user commands for the gauge.

### Derived from

*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/gauge.h>

### Window styles

<b>wxGA_HORIZONTAL</b>	Creates a horizontal gauge.
<b>wxGA_VERTICAL</b>	Creates a vertical gauge.
<b>wxGA_PROGRESSBAR</b>	Under Windows 95, creates a horizontal progress bar.
<b>wxGA_SMOOTH</b>	Under Windows 95, creates smooth progress bar with one pixel wide update step.

See also *window styles overview* (p. 1657).

### Event handling

`wxGauge` is read-only so generates no events.

### See also

`wxSlider` (p. 1152), `wxScrollBar` (p. 1113)

---

## `wxGauge::wxGauge`

---

### `wxGauge()`

Default constructor.

**`wxGauge(wxWindow* parent, wxWindowID id, int range, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxGA_HORIZONTAL, const wxValidator& validator = wxDefaultValidator, const wxString& name = "gauge")`**

Constructor, creating and showing a gauge.

### Parameters

*parent*

Window parent.

*id*

Window identifier.

*range*

Integer range (maximum value) of the gauge.

*pos*

Window position.

*size*

Window size.

*style*

Gauge style. See `wxGauge` (p. 581).

*name*

Window name.

### Remarks

Under Windows 95, there are two different styles of gauge: normal gauge, and progress bar (when the `wxGA_PROGRESSBAR` style is used). A progress bar is always horizontal.

### See also

*wxGauge::Create* (p. 583)

---

## wxGauge::~wxGauge

`~wxGauge()`

Destructor, destroying the gauge.

---

## wxGauge::Create

```
bool Create(wxWindow* parent, wxWindowID id, int range, const wxPoint& pos =  
wxDefaultPosition, const wxSize& size = wxDefaultSize, long style =  
wxGA_HORIZONTAL, const wxValidator& validator = wxDefaultValidator, const  
wxString& name = "gauge")
```

Creates the gauge for two-step construction. See *wxGauge::wxGauge* (p. 582) for further details.

---

## wxGauge::GetBezelFace

`int GetBezelFace() const`

Returns the width of the 3D bezel face.

### Remarks

Windows only, not for `wxGA_PROGRESSBAR`.

### See also

*wxGauge::SetBezelFace* (p. 584)

---

## wxGauge::GetRange

`int GetRange() const`

Returns the maximum position of the gauge.

### See also

*wxGauge::SetRange* (p. 584)

### **wxGauge::GetShadowWidth**

---

**int GetShadowWidth() const**

Returns the 3D shadow margin width.

#### **Remarks**

Windows only, not for **wxGA\_PROGRESSBAR**.

#### **See also**

*wxGauge::SetShadowWidth* (p. 585)

### **wxGauge::GetValue**

---

**int GetValue() const**

Returns the current position of the gauge.

#### **See also**

*wxGauge::SetValue* (p. 585)

### **wxGauge::SetBezelFace**

---

**void SetBezelFace(int width)**

Sets the 3D bezel face width.

#### **Remarks**

Windows only, not for **wxGA\_PROGRESSBAR**.

#### **See also**

*wxGauge::GetBezelFace* (p. 583)

### **wxGauge::SetRange**

---

**void SetRange(int range)**

Sets the range (maximum value) of the gauge.

**See also**

*wxGauge::GetRange* (p. 583)

**wxGauge::SetShadowWidth**

---

**void SetShadowWidth**(int *width*)

Sets the 3D shadow width.

**Remarks**

Windows only, not for **wxGA\_PROGRESSBAR**.

**wxGauge::SetValue**

---

**void SetValue**(int *pos*)

Sets the position of the gauge.

**Parameters**

*pos*

Position for the gauge level.

**See also**

*wxGauge::GetValue* (p. 584)

**wxGDIObject**

This class allows platforms to implement functionality to optimise GDI objects, such as `wxPen`, `wxBrush` and `wxFont`. On Windows, the underlying GDI objects are a scarce resource and are cleaned up when a usage count goes to zero. On some platforms this class may not have any special functionality.

Since the functionality of this class is platform-specific, it is not documented here in detail.

**Derived from**

*wxObject* (p. 982)

**Include files**

<wx/gdiobj.h>

### See also

*wxPen* (p. 1006), *wxBrush* (p. 94), *wxFont* (p. 538)

---

## wxGDIObject::wxGDIObject

### wxGDIObject()

Default constructor.

## wxGenericDirCtrl

This control can be used to place a directory listing (with optional files) on an arbitrary window.

The control contains a *wxTreeCtrl* (p. 1366) window representing the directory hierarchy, and optionally, a *wxChoice* (p. 129) window containing a list of filters.

### Derived from

*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/dirctrl.h>

### Window styles

`wxDIRCTRL_DIR_ONLY` Only show directories, and not files.  
`wxDIRCTRL_3D_INTERNAL` Use 3D borders for internal controls.  
`wxDIRCTRL_SELECT_FIRST` When setting the default path, select the first file in the directory.  
`wxDIRCTRL_SHOW_FILTERS` Show the drop-down filter list.  
`wxDIRCTRL_EDIT_LABELS` Allow the folder and file labels to be editable.

See also *Generic window styles* (p. 1657).

## Data structures

### **wxGenericDirCtrl::wxGenericDirCtrl**

---

#### **wxGenericDirCtrl()**

Default constructor.

**wxGenericDirCtrl**(*wxWindow\** *parent*, **const wxWindowID** *id* = -1, **const wxString&** *dir* = *wxDirDialogDefaultFolderStr*, **const wxPoint&** *pos* = *wxDefaultPosition*, **const wxSize&** *size* = *wxDefaultSize*, **long** *style* = *wxDIRCTRL\_3D\_INTERNAL|wxSUNKEN\_BORDER*, **const wxString&** *filter* = *wxEmptyString*, **int** *defaultFilter* = 0, **const wxString&** *name* = *wxTreeCtrlNameStr*)

Main constructor.

#### Parameters

*parent*

Parent window.

*id*

Window identifier.

*dir*

Initial folder.

*pos*

Position.

*size*

Size.

*style*

Window style. Please see *wxGenericDirCtrl* (p. 586) for a list of possible styles.

*filter*

A filter string, using the same syntax as that for *wxFileDialog* (p. 491). This may be empty if filters are not being used.

Example: "All files (\*.\*)|\*.jpg|JPEG files (\*.jpg)|\*.jpg"

*defaultFilter*

The zero-indexed default filter setting.

*name*

The window name.

**wxGenericDirCtrl::~~wxGenericDirCtrl**

---

**~wxGenericDirCtrl()**

Destructor.

**wxGenericDirCtrl::Create**

---

**bool Create(wxWindow\* parent, const wxWindowID id = -1, const wxString& dir = wxDirDialogDefaultFolderStr, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxDIRCTRL\_3D\_INTERNAL|wxSUNKEN\_BORDER, const wxString& filter = wxEmptyString, int defaultFilter = 0, const wxString& name = wxTreeCtrlNameStr)**Create function for two-step construction. See *wxGenericDirCtrl::wxGenericDirCtrl* (p. 587) for details.**wxGenericDirCtrl::Init**

---

**void Init()**

Initializes variables.

**wxGenericDirCtrl::ExpandPath**

---

**bool ExpandPath(const wxString& path)**

Tries to expand as much of the given path as possible, so that the filename or directory is visible in the tree control.

**wxGenericDirCtrl::GetDefaultPath**

---

**wxString GetDefaultPath() const**

Gets the default path.

**wxGenericDirCtrl::GetPath**

---

**wxString GetPath() const**

Gets the currently-selected directory or filename.

**wxGenericDirCtrl::GetFilePath**

---

**wxString GetFilePath() const**

Gets selected filename path only (else empty string).

This function doesn't count a directory as a selection.

**wxGenericDirCtrl::GetFilter**

---

**wxString GetFilter() const**

Returns the filter string.

**wxGenericDirCtrl::GetFilterIndex**

---

**int GetFilterIndex() const**

Returns the current filter index (zero-based).

**wxGenericDirCtrl::GetFilterListCtrl**

---

**wxDirFilterListCtrl\* GetFilterListCtrl() const**

Returns a pointer to the filter list control (if present).

**wxGenericDirCtrl::GetRootId**

---

**wxTreeItemId GetRootId()**

Returns the root id for the tree control.

**wxGenericDirCtrl::GetTreeCtrl**

---

**wxTreeCtrl\* GetTreeCtrl() const**

Returns a pointer to the tree control.

**wxGenericDirCtrl::SetDefaultPath**

---

**void SetDefaultPath(const wxString& path)**

Sets the default path.

### **wxGenericDirCtrl::SetFilter**

---

**void SetFilter(const wxString& filter)**

Sets the filter string.

### **wxGenericDirCtrl::SetFilterIndex**

---

**void SetFilterIndex(int n)**

Sets the current filter index (zero-based).

### **wxGenericDirCtrl::SetPath**

---

**void SetPath(const wxString& path)**

Sets the current path.

## **wxGenericValidator**

wxGenericValidator performs data transfer (but not validation or filtering) for the following basic controls: wxButton, wxCheckBox, wxListBox, wxStaticText, wxRadioButton, wxRadioBox, wxChoice, wxComboBox, wxGauge, wxSlider, wxScrollBar, wxSpinButton, wxTextCtrl, wxCheckListBox.

It checks the type of the window and uses an appropriate type for that window. For example, wxButton and wxTextCtrl transfer data to and from a wxString variable; wxListBox uses a wxArrayInt; wxCheckBox uses a bool.

For more information, please see *Validator overview* (p. 1660).

#### **Derived from**

*wxValidator* (p. 1398)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

#### **Include files**

<wx/valgen.h>

#### **See also**

*Validator overview* (p. 1660), *wxValidator* (p. 1398), *wxTextValidator* (p. 1319)

---

## **wxGenericValidator::wxGenericValidator**

---

**wxGenericValidator(const wxGenericValidator& validator)**

Copy constructor.

**wxGenericValidator(bool\* valPtr)**

Constructor taking a bool pointer. This will be used for wxCheckBox and wxRadioButton.

**wxGenericValidator(wxString\* valPtr)**

Constructor taking a wxString pointer. This will be used for wxButton, wxComboBox, wxStaticText, wxTextCtrl.

**wxGenericValidator(int\* valPtr)**

Constructor taking an integer pointer. This will be used for wxGauge, wxScrollBar, wxRadioBox, wxSpinButton, wxChoice.

**wxGenericValidator(wxArrayInt\* valPtr)**

Constructor taking a wxArrayInt pointer. This will be used for wxListBox, wxCheckListBox.

### **Parameters**

*validator*

Validator to copy.

*valPtr*

A pointer to a variable that contains the value. This variable should have a lifetime equal to or longer than the validator lifetime (which is usually determined by the lifetime of the window).

---

## **wxGenericValidator::~~wxGenericValidator**

---

**~wxGenericValidator()**

Destructor.

---

## **wxGenericValidator::Clone**

---

**virtual wxValidator\* Clone() const**

Clones the generic validator using the copy constructor.

**wxGenericValidator::TransferFromWindow**

---

**virtual bool TransferFromWindow()**

Transfers the value from the window to the appropriate data type.

**wxGenericValidator::TransferToWindow**

---

**virtual bool TransferToWindow()**

Transfers the value to the window.

**wxGLCanvas**

wxGLCanvas is a class for displaying OpenGL graphics. There are wrappers for OpenGL on Windows, and GTK+ and Motif.

To use this class, create a wxGLCanvas window, call *wxGLCanvas::SetCurrent* (p. 594) to direct normal OpenGL commands to the window, and then call *wxGLCanvas::SwapBuffers* (p. 595) to show the OpenGL buffer on the window.

To set up the attributes for the rendering context (number of bits for the depth buffer, number of bits for the stencil buffer and so on) you should set up the correct values of the *attribList* parameter. The values that should be set up and their meanings will be described below.

To switch wxGLCanvas support on under Windows, edit *setup.h* and set *wxUSE\_GLCANVAS* to 1. You may also need to have to add *opengl32.lib* to the list of libraries your program is linked with. On Unix, pass *--with-opengl* to configure to compile using OpenGL or Mesa.

**Derived from**

*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

**Include files**

<wx/glcanvas.h>

## Window styles

There are no specific window styles for this class.

See also *window styles overview* (p. 1657).

## Constants

The generic GL implementation doesn't support many of these options, such as stereo, auxiliary buffers, alpha channel, and accum buffer. Other implementations may support them.

<b>WX_GL_RGBA</b>	Use true colour
<b>WX_GL_BUFFER_SIZE</b>	Bits for buffer if not <b>WX_GL_RGBA</b>
<b>WX_GL_LEVEL</b>	0 for main buffer, >0 for overlay, <0 for underlay
<b>WX_GL_DOUBLEBUFFER</b>	Use doublebuffer
<b>WX_GL_STEREO</b>	Use stereoscopic display
<b>WX_GL_AUX_BUFFERS</b>	Number of auxiliary buffers (not all implementation support this option)
<b>WX_GL_MIN_RED</b>	Use red buffer with most bits (> <b>MIN_RED</b> bits)
<b>WX_GL_MIN_GREEN</b>	Use green buffer with most bits (> <b>MIN_GREEN</b> bits)
<b>WX_GL_MIN_BLUE</b>	Use blue buffer with most bits (> <b>MIN_BLUE</b> bits)
<b>WX_GL_MIN_ALPHA</b>	Use alpha buffer with most bits (> <b>MIN_ALPHA</b> bits)
<b>WX_GL_DEPTH_SIZE</b>	Bits for Z-buffer (0,16,32)
<b>WX_GL_STENCIL_SIZE</b>	Bits for stencil buffer
<b>WX_GL_MIN_ACCUM_RED</b>	Use red accum buffer with most bits (> <b>MIN_ACCUM_RED</b> bits)
<b>WX_GL_MIN_ACCUM_GREEN</b>	Use green buffer with most bits (> <b>MIN_ACCUM_GREEN</b> bits)
<b>WX_GL_MIN_ACCUM_BLUE</b>	Use blue buffer with most bits (> <b>MIN_ACCUM_BLUE</b> bits)
<b>WX_GL_MIN_ACCUM_ALPHA</b>	Use blue buffer with most bits (> <b>MIN_ACCUM_ALPHA</b> bits)

## wxGLCanvas::wxGLCanvas

```
void wxGLCanvas(wxWindow* parent, wxWindowID id = -1, const wxPoint& pos,
const wxSize& size, long style=0, const wxString& name="GLCanvas", int* attribList
= 0, const wxPalette& palette = wxNullPalette)
```

```
void wxGLCanvas(wxWindow* parent, wxGLCanvas* sharedCanvas = NULL,
wxWindowID id = -1, const wxPoint& pos, const wxSize& size, long style=0, const
wxString& name="GLCanvas", int* attribList = 0, const wxPalette& palette =
wxNullPalette)
```

```
void wxGLCanvas(wxWindow* parent, wxGLContext* sharedContext = NULL,
wxWindowID id = -1, const wxPoint& pos, const wxSize& size, long style=0, const
```

---

**wxString& name="GLCanvas", int\* attribList = 0, const wxPalette& palette = wxNullPalette)**

Constructor.

*parent*

Pointer to a parent window.

*id*

Window identifier. If -1, will automatically create an identifier.

*pos*

Window position. wxDefaultPosition is (-1, -1) which indicates that wxWindows should generate a default position for the window.

*size*

Window size. wxDefaultSize is (-1, -1) which indicates that wxWindows should generate a default size for the window. If no suitable size can be found, the window will be sized to 20x20 pixels so that the window is visible but obviously not correctly sized.

*style*

Window style.

*name*

Window name.

*attribList*

Array of int. With this parameter you can set the device context attributes associated to this window. This array is zero-terminated: it should be set up with constants described in the table above. If a constant should be followed by a value, put it in the next array position. For example, the WX\_GL\_DEPTH\_SIZE should be followed by the value that indicates the number of bits for the depth buffer, so:

```
attribList[index]= WX_GL_DEPTH_SIZE;
attribList[index+1]=32;
and so on.
```

*palette*

If the window has the palette, it should by pass this value. Note: palette and WX\_GL\_RGBA are mutually exclusive.

---

## **wxGLCanvas::SetCurrent**

---

**void SetCurrent()**

Sets this canvas as the current recipient of OpenGL calls. Each canvas contain an

OpenGL device context that has been created during the creation of this window. So this call sets the current device context as the target device context for OpenGL operations.

### **wxGLCanvas::SetColour**

---

**void SetColour(const char\* colour)**

Sets the current colour for this window, using the wxWindows colour database to find a named colour.

### **wxGLCanvas::SwapBuffers**

---

**void SwapBuffers()**

Displays the previous OpenGL commands on the window.

## **wxGrid**

wxGrid and its related classes are used for displaying and editing tabular data. They provide a rich set of features for display, editing, and interacting with a variety of data sources. For simple applications, and to help you get started, wxGrid is the only class you need to refer to directly. It will set up default instances of the other classes and manage them for you. For more complex applications you can derive your own classes for custom grid views, grid data tables, cell editors and renderers. The *wxGrid classes overview* (p. 1708) has examples of simple and more complex applications, explains the relationship between the various grid classes and has a summary of the keyboard shortcuts and mouse functions provided by wxGrid.

wxGrid has been greatly expanded and redesigned for wxWindows 2.2 onwards. If you have been using the old wxGrid class you will probably want to have a look at the *wxGrid classes overview* (p. 1708) to see how things have changed. The new grid classes are reasonably backward-compatible but there are some exceptions. There are also easier ways of doing many things compared to the previous implementation.

### **Derived from**

*wxScrolledWindow* (p. 1120)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### **Include files**

<wx/grid.h>

## Window styles

There are presently no specific window styles for `wxGrid`.

## Event handling

The event handler for the following functions takes a `wxGridEvent` (p. 645) parameter.

- EVT\_GRID\_CELL\_LEFT\_CLICK(func)** The user clicked a cell with the left mouse button. Processes a `wxEVT_GRID_CELL_LEFT_CLICK`.
- EVT\_GRID\_CELL\_RIGHT\_CLICK(func)** The user clicked a cell with the right mouse button. Processes a `wxEVT_GRID_CELL_RIGHT_CLICK`.
- EVT\_GRID\_CELL\_LEFT\_DCLICK(func)** The user double-clicked a cell with the left mouse button. Processes a `wxEVT_GRID_CELL_LEFT_DCLICK`.
- EVT\_GRID\_CELL\_RIGHT\_DCLICK(func)** The user double-clicked a cell with the right mouse button. Processes a `wxEVT_GRID_CELL_RIGHT_DCLICK`.
- EVT\_GRID\_LABEL\_LEFT\_CLICK(func)** The user clicked a label with the left mouse button. Processes a `wxEVT_GRID_LABEL_LEFT_CLICK`.
- EVT\_GRID\_LABEL\_RIGHT\_CLICK(func)** The user clicked a label with the right mouse button. Processes a `wxEVT_GRID_LABEL_RIGHT_CLICK`.
- EVT\_GRID\_LABEL\_LEFT\_DCLICK(func)** The user double-clicked a label with the left mouse button. Processes a `wxEVT_GRID_LABEL_LEFT_DCLICK`.
- EVT\_GRID\_LABEL\_RIGHT\_DCLICK(func)** The user double-clicked a label with the right mouse button. Processes a `wxEVT_GRID_LABEL_RIGHT_DCLICK`.
- EVT\_GRID\_CELL\_CHANGE(func)** The user changed the data in a cell. Processes a `wxEVT_GRID_CELL_CHANGE`.
- EVT\_GRID\_SELECT\_CELL(func)** The user moved to, and selected a cell. Processes a `wxEVT_GRID_SELECT_CELL`.
- EVT\_GRID\_EDITOR\_HIDDEN(func)** The editor for a cell was hidden. Processes a `wxEVT_GRID_EDITOR_HIDDEN`.
- EVT\_GRID\_EDITOR\_SHOWN(func)** The editor for a cell was shown. Processes a `wxEVT_GRID_EDITOR_SHOWN`.

The event handler for the following functions takes a `wxGridSizeEvent` (p. 649) parameter.

- EVT\_GRID\_COL\_SIZE(func)** The user resized a column by dragging it. Processes a `wxEVT_GRID_COL_SIZE`.
- EVT\_GRID\_ROW\_SIZE(func)** The user resized a row by dragging it. Processes a `wxEVT_GRID_ROW_SIZE`.

The event handler for the following functions takes a *wxGridRangeSelectEvent* (p. 647) parameter.

**EVT\_GRID\_RANGE\_SELECT(func)** The user selected a group of contiguous cells. Processes a `wxEVT_GRID_RANGE_SELECT`.

The event handler for the following functions takes a *wxGridEditorCreatedEvent* (p. 643) parameter.

**EVT\_GRID\_EDITOR\_CREATED(func)** The editor for a cell was created. Processes a `wxEVT_GRID_EDITOR_CREATED`.

### See also

*wxGrid* overview (p. 1708)

---

## Constructors and initialization

*wxGrid* (p. 597)  
*~wxGrid* (p. 598)  
*CreateGrid* (p. 601)  
*SetTable* (p. 625)

---

## Display format

---

## Selection functions

*wxGrid::ClearSelection* (p. 601)  
*wxGrid::IsSelection* (p. 613)  
*wxGrid::SelectAll* (p. 616)  
*wxGrid::SelectBlock* (p. 616)  
*wxGrid::SelectCol* (p. 616)  
*wxGrid::SelectRow* (p. 616)

---

## wxGrid::wxGrid

**wxGrid()**

Default constructor

**wxGrid**(*wxWindow\** parent, *wxWindowID* id, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = *wxWANTS\_CHARS*, **const wxString&** name = *wxPanelNameStr*)

Constructor to create a grid object. Call either *wxGrid::CreateGrid* (p. 601) or *wxGrid::SetTable* (p. 625) directly after this to initialize the grid before using it.

---

## wxGrid::~~wxGrid

---

**~wxGrid**()

Destructor. This will also destroy the associated grid table unless you passed a table object to the grid and specified that the grid should not take ownership of the table (see *wxGrid::SetTable* (p. 625)).

---

## wxGrid::AppendCols

---

**bool AppendCols**(*int numCols = 1*, **bool** updateLabels = *true*)

Appends one or more new columns to the right of the grid and returns true if successful. The updateLabels argument is not used at present.

If you are using a derived grid table class you will need to override *wxGridTableBase::AppendCols* (p. 658). See *wxGrid::InsertCols* (p. 611) for further information.

---

## wxGrid::AppendRows

---

**bool AppendRows**(*int numRows = 1*, **bool** updateLabels = *true*)

Appends one or more new rows to the bottom of the grid and returns true if successful. The updateLabels argument is not used at present.

If you are using a derived grid table class you will need to override *wxGridTableBase::AppendRows* (p. 658). See *wxGrid::InsertRows* (p. 611) for further information.

---

## wxGrid::AutoSize

---

**void AutoSize**()

Automatically sets the height and width of all rows and columns to fit their contents.

### Note

wxGrid sets up arrays to store individual row and column sizes when non-default sizes are used. The memory requirements for this could become prohibitive if your grid is very

large.

### **wxGrid::AutoSizeColumn**

---

**void AutoSizeColumn(int col, bool setAsMin = true)**

Automatically sizes the column to fit its contents. If `setAsMin` is true the calculated width will also be set as the minimal width for the column.

#### **Note**

wxGrid sets up arrays to store individual row and column sizes when non-default sizes are used. The memory requirements for this could become prohibitive if your grid is very large.

### **wxGrid::AutoSizeColumns**

---

**void AutoSizeColumns(bool setAsMin = true)**

Automatically sizes all columns to fit their contents. If `setAsMin` is true the calculated widths will also be set as the minimal widths for the columns.

#### **Note**

wxGrid sets up arrays to store individual row and column sizes when non-default sizes are used. The memory requirements for this could become prohibitive if your grid is very large.

### **wxGrid::AutoSizeRow**

---

**void AutoSizeRow(int row, bool setAsMin = true)**

Automatically sizes the row to fit its contents. If `setAsMin` is true the calculated height will also be set as the minimal height for the row.

#### **Note**

wxGrid sets up arrays to store individual row and column sizes when non-default sizes are used. The memory requirements for this could become prohibitive if your grid is very large.

### **wxGrid::AutoSizeRows**

---

**void AutoSizeRows(bool setAsMin = true)**

Automatically sizes all rows to fit their contents. If `setAsMin` is true the calculated heights will also be set as the minimal heights for the rows.

#### **Note**

`wxGrid` sets up arrays to store individual row and column sizes when non-default sizes are used. The memory requirements for this could become prohibitive if your grid is very large.

---

### **wxGrid::BeginBatch**

---

#### **void BeginBatch()**

Increments the grid's batch count. When the count is greater than zero repainting of the grid is suppressed. Each call to `BeginBatch` must be matched by a later call to `wxGrid::EndBatch` (p. 603). Code that does a lot of grid modification can be enclosed between `BeginBatch` and `EndBatch` calls to avoid screen flicker. The final `EndBatch` will cause the grid to be repainted.

---

### **wxGrid::CanDragColSize**

---

#### **bool CanDragColSize()**

Returns true if columns can be resized by dragging with the mouse. Columns can be resized by dragging the edges of their labels. If grid line dragging is enabled they can also be resized by dragging the right edge of the column in the grid cell area (see `wxGrid::EnableDragGridSize` (p. 603)).

---

### **wxGrid::CanDragRowSize**

---

#### **bool CanDragRowSize()**

Returns true if rows can be resized by dragging with the mouse. Rows can be resized by dragging the edges of their labels. If grid line dragging is enabled they can also be resized by dragging the lower edge of the row in the grid cell area (see `wxGrid::EnableDragGridSize` (p. 603)).

---

### **wxGrid::CanDragGridSize**

---

#### **bool CanDragGridSize()**

Return true if the dragging of grid lines to resize rows and columns is enabled or false otherwise.

---

### **wxGrid::CanEnableCellControl**

---

#### **bool CanEnableCellControl() const**

Returns true if the in-place edit control for the current grid cell can be used and false otherwise (e.g. if the current cell is read-only).

**wxGrid::CellToRect**

---

**wxRect CellToRect**(int *row*, int *col*)**wxRect CellToRect**(const **wxGridCellCoords&** *coords*)

Return the rectangle corresponding to the grid cell's size and position in logical coordinates.

**wxGrid::ClearGrid**

---

**void ClearGrid**()

Clears all data in the underlying grid table and repaints the grid. The table is not deleted by this function. If you are using a derived table class then you need to override *wxGridTableBase::Clear* (p. 657) for this function to have any effect.

**wxGrid::ClearSelection**

---

**void ClearSelection**()

Deselects all cells that are currently selected.

**wxGrid::CreateGrid**

---

**bool CreateGrid**(int *numRows*, int *numCols*, **wxGrid::wxGridSelectionMode** *selmode = wxGrid::wxGridSelectCells*)

Creates a grid with the specified initial number of rows and columns. Call this directly after the grid constructor. When you use this function *wxGrid* will create and manage a simple table of string values for you. All of the grid data will be stored in memory.

For applications with more complex data types or relationships, or for dealing with very large datasets, you should derive your own grid table class and pass a table object to the grid with *wxGrid::SetTable* (p. 625).

**wxGrid::DeleteCols**

---

**bool DeleteCols**(int *pos = 0*, int *numCols = 1*, **bool** *updateLabels = true*)

Deletes one or more columns from a grid starting at the specified position and returns true if successful. The *updateLabels* argument is not used at present.

If you are using a derived grid table class you will need to override

*wxGridTableBase::DeleteCols* (p. 658). See *wxGrid::InsertCols* (p. 611) for further information.

---

### **wxGrid::DeleteRows**

---

**bool DeleteRows**(int *pos* = 0, int *numRows* = 1, bool *updateLabels* = true)

Deletes one or more rows from a grid starting at the specified position and returns true if successful. The *updateLabels* argument is not used at present.

If you are using a derived grid table class you will need to override *wxGridTableBase::DeleteRows* (p. 658). See *wxGrid::InsertRows* (p. 611) for further information.

---

### **wxGrid::DisableCellEditControl**

---

**void DisableCellEditControl**()

Disables in-place editing of grid cells. Equivalent to calling *EnableCellEditControl*(false).

---

### **wxGrid::DisableDragColSize**

---

**void DisableDragColSize**()

Disables column sizing by dragging with the mouse. Equivalent to passing false to *wxGrid::EnableDragColSize* (p. 603).

---

### **wxGrid::DisableDragGridSize**

---

**void DisableDragGridSize**()

Disable mouse dragging of grid lines to resize rows and columns. Equivalent to passing false to *wxGrid::EnableDragGridSize* (p. 603).

---

### **wxGrid::DisableDragRowSize**

---

**void DisableDragRowSize**()

Disables row sizing by dragging with the mouse. Equivalent to passing false to *wxGrid::EnableDragRowSize* (p. 603).

---

### **wxGrid::EnableCellEditControl**

---

**void EnableCellEditControl**(bool *enable = true*)

Enables or disables in-place editing of grid cell data. The grid will issue either a `wxEVT_GRID_EDITOR_SHOWN` or `wxEVT_GRID_EDITOR_HIDDEN` event.

---

### **wxGrid::EnableDragColSize**

---

**void EnableDragColSize**(bool *enable = true*)

Enables or disables column sizing by dragging with the mouse.

---

### **wxGrid::EnableDragGridSize**

---

**void EnableDragGridSize**(bool *enable = true*)

Enables or disables row and column resizing by dragging gridlines with the mouse.

---

### **wxGrid::EnableDragRowSize**

---

**void EnableDragRowSize**(bool *enable = true*)

Enables or disables row sizing by dragging with the mouse.

---

### **wxGrid::EnableEditing**

---

**void EnableEditing**(bool *edit*)

If the `edit` argument is false this function sets the whole grid as read-only. If the argument is true the grid is set to the default state where cells may be editable. In the default state you can set single grid cells and whole rows and columns to be editable or read-only via `wxGridCellAttribute::SetReadOnly` (p. 635). For single cells you can also use the shortcut function `wxGrid::SetReadOnly` (p. 622).

For more information about controlling grid cell attributes see the `wxGridCellAttr` (p. 633) cell attribute class and the `wxGrid classes overview` (p. 1708).

---

### **wxGrid::EnableGridLines**

---

**void EnableGridLines**(bool *enable = true*)

Turns the drawing of grid lines on or off.

---

### **wxGrid::EndBatch**

---

**void EndBatch()**

Decrements the grid's batch count. When the count is greater than zero repainting of the grid is suppressed. Each previous call to *wxGrid::BeginBatch* (p. 600) must be matched by a later call to *EndBatch*. Code that does a lot of grid modification can be enclosed between *BeginBatch* and *EndBatch* calls to avoid screen flicker. The final *EndBatch* will cause the grid to be repainted.

**wxGrid::ForceRefresh**

---

**void ForceRefresh()**

Causes immediate repainting of the grid. Use this instead of the usual *wxWindow::Refresh*.

**wxGrid::GetBatchCount**

---

**int GetBatchCount()**

Returns the number of times that *wxGrid::BeginBatch* (p. 600) has been called without (yet) matching calls to *wxGrid::EndBatch* (p. 603). While the grid's batch count is greater than zero the display will not be updated.

**wxGrid::GetCellAlignment**

---

**void GetCellAlignment(int row, int col, int\* horiz, int\* vert)**

Sets the arguments to the horizontal and vertical text alignment values for the grid cell at the specified location.

Horizontal alignment will be one of *wxALIGN\_LEFT*, *wxALIGN\_CENTRE* or *wxALIGN\_RIGHT*.

Vertical alignment will be one of *wxALIGN\_TOP*, *wxALIGN\_CENTRE* or *wxALIGN\_BOTTOM*.

**wxPerl note:** This method only takes the parameters *row* and *col* and returns a 2-element list ( *horiz*, *vert* ).

**wxGrid::GetCellBackgroundColour**

---

**wxColour GetCellBackgroundColour(int row, int col)**

Returns the background colour of the cell at the specified location.

**wxGrid::GetCellEditor**

---

**wxGridCellEditor\*** **GetCellEditor**(int *row*, int *col*)

Returns a pointer to the editor for the cell at the specified location.

See *wxGridCellEditor* (p. 638) and the *wxGrid overview* (p. 1708) for more information about cell editors and renderers.

**wxGrid::GetCellFont**

---

**wxFont** **GetCellFont**(int *row*, int *col*)

Returns the font for text in the grid cell at the specified location.

**wxGrid::GetCellRenderer**

---

**wxGridCellRenderer\*** **GetCellRenderer**(int *row*, int *col*)

Returns a pointer to the renderer for the grid cell at the specified location.

See *wxGridCellRenderer* (p. 653) and the *wxGrid overview* (p. 1708) for more information about cell editors and renderers.

**wxGrid::GetCellTextColour**

---

**wxColour** **GetCellTextColour**(int *row*, int *col*)

Returns the text colour for the grid cell at the specified location.

**wxGrid::GetCellValue**

---

**wxString** **GetCellValue**(int *row*, int *col*)**wxString** **GetCellValue**(const **wxGridCellCoords**&*coords*)

Returns the string contained in the cell at the specified location. For simple applications where a grid object automatically uses a default grid table of string values you use this function together with *wxGrid::SetCellValue* (p. 618) to access cell values.

For more complex applications where you have derived your own grid table class that contains various data types (e.g. numeric, boolean or user-defined custom types) then you only use this function for those cells that contain string values.

See *wxGridTableBase::CanGetValueAs* (p. 656) and the *wxGrid overview* (p. 1708) for more information.

### **wxGrid::GetColLabelAlignment**

---

**void GetColLabelAlignment(int\* *horiz*, int\* *vert*)**

Sets the arguments to the current column label alignment values.

Horizontal alignment will be one of wxLEFT, wxCENTRE or wxRIGHT.  
Vertical alignment will be one of wxTOP, wxCENTRE or wxBOTTOM.

**wxPerl note:** This method takes no parameters and returns a 2-element list ( *horiz*, *vert* ).

### **wxGrid::GetColLabelSize**

---

**int GetColLabelSize()**

Returns the current height of the column labels.

### **wxGrid::GetColLabelValue**

---

**wxString GetColLabelValue(int *col*)**

Returns the specified column label. The default grid table class provides column labels of the form A,B...Z,AA,AB...ZZ,AAA... If you are using a custom grid table you can override `wxGridTableBase::GetColLabelValue` (p. 658) to provide your own labels.

### **wxGrid::GetColSize**

---

**int GetColSize(int *col*)**

Returns the width of the specified column.

### **wxGrid::GetDefaultCellAlignment**

---

**void GetDefaultCellAlignment(int\* *horiz*, int\* *vert*)**

Sets the arguments to the current default horizontal and vertical text alignment values.

Horizontal alignment will be one of wxALIGN\_LEFT, wxALIGN\_CENTRE or wxALIGN\_RIGHT.  
Vertical alignment will be one of wxALIGN\_TOP, wxALIGN\_CENTRE or wxALIGN\_BOTTOM.

**wxGrid::GetDefaultCellBackgroundColour**

---

**wxColour GetDefaultCellBackgroundColour()**

Returns the current default background colour for grid cells.

**wxGrid::GetDefaultCellFont**

---

**wxFont GetDefaultCellFont()**

Returns the current default font for grid cell text.

**wxGrid::GetDefaultCellTextColour**

---

**wxColour GetDefaultCellTextColour()**

Returns the current default colour for grid cell text.

**wxGrid::GetDefaultColLabelSize**

---

**int GetDefaultColLabelSize()**

Returns the default height for column labels.

**wxGrid::GetDefaultColSize**

---

**int GetDefaultColSize()**

Returns the current default width for grid columns.

**wxGrid::GetDefaultEditor**

---

**wxGridCellEditor\* GetDefaultEditor() const**

Returns a pointer to the current default grid cell editor.

See *wxGridCellEditor* (p. 638) and the *wxGrid overview* (p. 1708) for more information about cell editors and renderers.

**wxGrid::GetDefaultRenderer**

---

**wxGridCellRenderer\* GetDefaultRenderer() const**

Returns a pointer to the current default grid cell renderer.

See *wxGridCellRenderer* (p. 653) and the *wxGrid overview* (p. 1708) for more information about cell editors and renderers.

---

**wxGrid::GetDefaultRowLabelSize**

---

**int GetDefaultRowLabelSize()**

Returns the default width for the row labels.

---

**wxGrid::GetDefaultRowSize**

---

**int GetDefaultRowSize()**

Returns the current default height for grid rows.

---

**wxGrid::GetGridCursorCol**

---

**int GetGridCursorCol()**

Returns the current grid cell column position.

---

**wxGrid::GetGridCursorRow**

---

**int GetGridCursorRow()**

Returns the current grid cell row position.

---

**wxGrid::GetGridLineColour**

---

**wxColour GetGridLineColour()**

Returns the colour used for grid lines.

---

**wxGrid::GridLinesEnabled**

---

**bool GridLinesEnabled()**

Returns true if drawing of grid lines is turned on, false otherwise.

---

**wxGrid::GetLabelBackgroundColour**

---

**wxColour GetLabelBackgroundColour()**

Returns the colour used for the background of row and column labels.

**wxGrid::GetLabelFont**

---

**wxFont GetLabelFont()**

Returns the font used for row and column labels.

**wxGrid::GetLabelTextColour**

---

**wxColour GetLabelTextColour()**

Returns the colour used for row and column label text.

**wxGrid::GetNumberCols**

---

**int GetNumberCols()**

Returns the total number of grid columns (actually the number of columns in the underlying grid table).

**wxGrid::GetNumberRows**

---

**int GetNumberRows()**

Returns the total number of grid rows (actually the number of rows in the underlying grid table).

**wxGrid::GetRowLabelAlignment**

---

**void GetRowLabelAlignment(int\* *horiz*, int\* *vert*)**

Sets the arguments to the current row label alignment values.

Horizontal alignment will be one of wxLEFT, wxCENTRE or wxRIGHT.  
Vertical alignment will be one of wxTOP, wxCENTRE or wxBOTTOM.

**wxPerl note:** This method takes no parameters and returns a 2-element list ( *horiz*, *vert* ).

**wxGrid::GetRowLabelSize**

---

**int GetRowLabelSize()**

Returns the current width of the row labels.

**wxGrid::GetRowLabelValue**

---

**wxString GetRowLabelValue(int row)**

Returns the specified row label. The default grid table class provides numeric row labels. If you are using a custom grid table you can override *wxGridTableBase::GetRowLabelValue* (p. 658) to provide your own labels.

**wxGrid::GetRowSize**

---

**int GetRowSize(int row)**

Returns the height of the specified row.

**wxGrid::GetSelectionMode**

---

**wxGrid::wxGridSelectionModes GetSelectionMode() const**

Returns the current selection mode, see *wxGrid::SetSelectionMode* (p. 624).

**wxGrid::GetSelectedCells**

---

**wxGridCellCoordsArray GetSelectedCells() const**

Returns an array of singly selected cells.

**wxGrid::GetSelectedCols**

---

**wxArrayInt GetSelectedCols() const**

Returns an array of selected cols.

**wxGrid::GetSelectedRows**

---

**wxArrayInt GetSelectedRows() const**

Returns an array of selected rows.

### **wxGrid::GetSelectionBlockTopLeft**

---

**wxGridCellCoordsArray GetSelectionBlockTopLeft() const**

Returns an array of the top left corners of blocks of selected cells, see *wxGrid::GetSelectionBlockBottomRight* (p. 611).

### **wxGrid::GetSelectionBlockBottomRight**

---

**wxGridCellCoordsArray GetSelectionBlockBottomRight() const**

Returns an array of the bottom right corners of blocks of selected cells, see *wxGrid::GetSelectionBlockTopLeft* (p. 611).

### **wxGrid::GetTable**

---

**wxGridTableBase \* GetTable() const**

Returns a base pointer to the current table object.

### **wxGrid::HideCellEditControl**

---

**void HideCellEditControl()**

Hides the in-place cell edit control.

### **wxGrid::InsertCols**

---

**bool InsertCols(int pos = 0, int numCols = 1, bool updateLabels = true)**

Inserts one or more new columns into a grid with the first new column at the specified position and returns true if successful. The *updateLabels* argument is not used at present.

The sequence of actions begins with the grid object requesting the underlying grid table to insert new columns. If this is successful the table notifies the grid and the grid updates the display. For a default grid (one where you have called *wxGrid::CreateGrid* (p. 601)) this process is automatic. If you are using a custom grid table (specified with *wxGrid::SetTable* (p. 625)) then you must override *wxGridTableBase::InsertCols* (p. 658) in your derived table class.

### **wxGrid::InsertRows**

---

**bool InsertRows(int pos = 0, int numRows = 1, bool updateLabels = true)**

Inserts one or more new rows into a grid with the first new row at the specified position and returns true if successful. The updateLabels argument is not used at present.

The sequence of actions begins with the grid object requesting the underlying grid table to insert new rows. If this is successful the table notifies the grid and the grid updates the display. For a default grid (one where you have called *wxGrid::CreateGrid* (p. 601)) this process is automatic. If you are using a custom grid table (specified with *wxGrid::SetTable* (p. 625)) then you must override *wxGridTableBase::InsertRows* (p. 658) in your derived table class.

---

### **wxGrid::IsCellEditControlEnabled**

---

**bool IsCellEditControlEnabled() const**

Returns true if the in-place edit control is currently enabled.

---

### **wxGrid::IsCurrentCellReadOnly**

---

**bool IsCurrentCellReadOnly() const**

Returns true if the current cell has been set to read-only (see *wxGrid::SetReadOnly* (p. 622)).

---

### **wxGrid::IsEditable**

---

**bool IsEditable()**

Returns false if the whole grid has been set as read-only or true otherwise. See *wxGrid::EnableEditing* (p. 603) for more information about controlling the editing status of grid cells.

---

### **wxGrid::IsInSelection**

---

**bool IsInSelection(int row, int col) const**

**bool IsInSelection(const wxGridCellCoords& coords) const**

Is this cell currently selected.

---

### **wxGrid::IsReadOnly**

---

**bool IsReadOnly(int row, int col) const**

Returns true if the cell at the specified location can't be edited. See also `wxGrid::IsReadOnly` (p. 612).

---

### **wxGrid::IsSelection**

---

**bool IsSelection()**

Returns true if there are currently rows, columns or blocks of cells selected.

---

### **wxGrid::IsVisible**

---

**bool IsVisible(int row, int col, bool wholeCellVisible = true)**

**bool IsVisible(const wxGridCellCoords& coords, bool wholeCellVisible = true)**

Returns true if a cell is either wholly visible (the default) or at least partially visible in the grid window.

---

### **wxGrid::MakeCellVisible**

---

**void MakeCellVisible(int row, int col)**

**void MakeCellVisible(const wxGridCellCoords& coords)**

Brings the specified cell into the visible grid cell area with minimal scrolling. Does nothing if the cell is already visible.

---

### **wxGrid::MoveCursorDown**

---

**bool MoveCursorDown(bool expandSelection)**

Moves the grid cursor down by one row. If a block of cells was previously selected it will expand if the argument is true or be cleared if the argument is false.

#### **Keyboard**

This function is called for Down cursor key presses or Shift+Down to expand a selection.

---

### **wxGrid::MoveCursorLeft**

---

**bool MoveCursorLeft(bool expandSelection)**

Moves the grid cursor left by one column. If a block of cells was previously selected it will expand if the argument is true or be cleared if the argument is false.

**Keyboard**

This function is called for Left cursor key presses or Shift+Left to expand a selection.

---

**wxGrid::MoveCursorRight**

---

**bool MoveCursorRight**(bool *expandSelection*)

Moves the grid cursor right by one column. If a block of cells was previously selected it will expand if the argument is true or be cleared if the argument is false.

**Keyboard**

This function is called for Right cursor key presses or Shift+Right to expand a selection.

---

**wxGrid::MoveCursorUp**

---

**bool MoveCursorUp**(bool *expandSelection*)

Moves the grid cursor up by one row. If a block of cells was previously selected it will expand if the argument is true or be cleared if the argument is false.

**Keyboard**

This function is called for Up cursor key presses or Shift+Up to expand a selection.

---

**wxGrid::MoveCursorDownBlock**

---

**bool MoveCursorDownBlock**(bool *expandSelection*)

Moves the grid cursor down in the current column such that it skips to the beginning or end of a block of non-empty cells. If a block of cells was previously selected it will expand if the argument is true or be cleared if the argument is false.

**Keyboard**

This function is called for the Ctrl+Down key combination. Shift+Ctrl+Down expands a selection.

---

**wxGrid::MoveCursorLeftBlock**

---

**bool MoveCursorLeftBlock**(bool *expandSelection*)

Moves the grid cursor left in the current row such that it skips to the beginning or end of a block of non-empty cells. If a block of cells was previously selected it will expand if the argument is true or be cleared if the argument is false.

**Keyboard**

This function is called for the Ctrl+Left key combination. Shift+Ctrl+left expands a selection.

### **wxGrid::MoveCursorRightBlock**

---

**bool MoveCursorRightBlock**(bool *expandSelection*)

Moves the grid cursor right in the current row such that it skips to the beginning or end of a block of non-empty cells. If a block of cells was previously selected it will expand if the argument is true or be cleared if the argument is false.

#### **Keyboard**

This function is called for the Ctrl+Right key combination. Shift+Ctrl+Right expands a selection.

### **wxGrid::MoveCursorUpBlock**

---

**bool MoveCursorUpBlock**(bool *expandSelection*)

Moves the grid cursor up in the current column such that it skips to the beginning or end of a block of non-empty cells. If a block of cells was previously selected it will expand if the argument is true or be cleared if the argument is false.

#### **Keyboard**

This function is called for the Ctrl+Up key combination. Shift+Ctrl+Up expands a selection.

### **wxGrid::MovePageDown**

---

**bool MovePageDown**()

Moves the grid cursor down by some number of rows so that the previous bottom visible row becomes the top visible row.

#### **Keyboard**

This function is called for PgDn keypresses.

### **wxGrid::MovePageUp**

---

**bool MovePageUp**()

Moves the grid cursor up by some number of rows so that the previous top visible row becomes the bottom visible row.

#### **Keyboard**

This function is called for PgUp keypresses.

**wxGrid::SaveEditControlValue**

---

**void SaveEditControlValue()**

Sets the value of the current grid cell to the current in-place edit control value. This is called automatically when the grid cursor moves from the current cell to a new cell. It is also a good idea to call this function when closing a grid since any edits to the final cell location will not be saved otherwise.

**wxGrid::SelectAll**

---

**void SelectAll()**

Selects all cells in the grid.

**wxGrid::SelectBlock**

---

**void SelectBlock(int topRow, int leftCol, int bottomRow, int rightCol, bool addToSelected = false)****void SelectBlock(const wxGridCellCoords& topLeft, const wxGridCellCoords& bottomRight, bool addToSelected = false)**

Selects a rectangular block of cells. If addToSelected is false then any existing selection will be deselected; if true the column will be added to the existing selection.

**wxGrid::SelectCol**

---

**void SelectCol(int col, bool addToSelected = false)**

Selects the specified column. If addToSelected is false then any existing selection will be deselected; if true the column will be added to the existing selection.

**wxGrid::SelectRow**

---

**void SelectRow(int row, bool addToSelected = false)**

Selects the specified row. If addToSelected is false then any existing selection will be deselected; if true the row will be added to the existing selection.

**wxGrid::SetCellAlignment**

---

**void SetCellAlignment(int row, int col, int horiz, int vert)**

**void SetCellAlignment(int align, int row, int col)**

**void SetCellAlignment(int align)**

Sets the horizontal and vertical alignment for grid cell text at the specified location.

Horizontal alignment should be one of wxALIGN\_LEFT, wxALIGN\_CENTRE or wxALIGN\_RIGHT.

Vertical alignment should be one of wxALIGN\_TOP, wxALIGN\_CENTRE or wxALIGN\_BOTTOM.

---

### **wxGrid::SetCellEditor**

---

**void SetCellEditor(int row, int col, wxGridCellEditor\* editor)**

Sets the editor for the grid cell at the specified location. The grid will take ownership of the pointer.

See *wxGridCellEditor* (p. 638) and the *wxGrid overview* (p. 1708) for more information about cell editors and renderers.

---

### **wxGrid::SetCellFont**

---

**void SetCellFont(int row, int col, const wxFont& font)**

Sets the font for text in the grid cell at the specified location.

---

### **wxGrid::SetCellRenderer**

---

**void SetCellRenderer(int row, int col, wxGridCellRenderer\* renderer)**

Sets the renderer for the grid cell at the specified location. The grid will take ownership of the pointer.

See *wxGridCellRenderer* (p. 653) and the *wxGrid overview* (p. 1708) for more information about cell editors and renderers.

---

### **wxGrid::SetCellTextColour**

---

**void SetCellTextColour(int row, int col, const wxColour& colour)**

**void SetCellTextColour(const wxColour& val, int row, int col)**

**void SetCellTextColour(const wxColour& colour)**

Sets the text colour for the grid cell at the specified location.

### **wxGrid::SetCellValue**

---

**void SetCellValue**(int *row*, int *col*, const wxString& *s*)

**void SetCellValue**(const wxGridCellCoords& *coords*, const wxString& *s*)

**void SetCellValue**(const wxString& *val*, int *row*, int *col*)

Sets the string value for the cell at the specified location. For simple applications where a grid object automatically uses a default grid table of string values you use this function together with *wxGrid::GetCellValue* (p. 605) to access cell values.

For more complex applications where you have derived your own grid table class that contains various data types (e.g. numeric, boolean or user-defined custom types) then you only use this function for those cells that contain string values.

The last form is for backward compatibility only.

See *wxGridTableBase::CanSetValueAs* (p. 656) and the *wxGrid overview* (p. 1708) for more information.

### **wxGrid::SetColAttr**

---

**void SetColAttr**(int *col*, wxGridCellAttr\* *attr*)

Sets the cell attributes for all cells in the specified column.

For more information about controlling grid cell attributes see the *wxGridCellAttr* (p. 633) cell attribute class and the *wxGrid classes overview* (p. 1708).

### **wxGrid::SetColFormatBool**

---

**void SetColFormatBool**(int *col*)

Sets the specified column to display boolean values. *wxGrid* displays boolean values with a checkbox.

### **wxGrid::SetColFormatNumber**

---

**void SetColFormatNumber**(int *col*)

Sets the specified column to display integer values.

### **wxGrid::SetColFormatFloat**

---

**void SetColFormatFloat(int col, int width = -1, int precision = -1)**

Sets the specified column to display floating point values with the given width and precision.

### **wxGrid::SetColFormatCustom**

---

**void SetColFormatCustom(int col, const wxString& typeName)**

Sets the specified column to display data in a custom format. See the *wxGrid overview* (p. 1708) for more information on working with custom data types.

### **wxGrid::SetColLabelAlignment**

---

**void SetColLabelAlignment(int horiz, int vert)**

Sets the horizontal and vertical alignment of column label text.

Horizontal alignment should be one of wxALIGN\_LEFT, wxALIGN\_CENTRE or wxALIGN\_RIGHT.

Vertical alignment should be one of wxALIGN\_TOP, wxALIGN\_CENTRE or wxALIGN\_BOTTOM.

### **wxGrid::SetColLabelSize**

---

**void SetColLabelSize(int height)**

Sets the height of the column labels.

### **wxGrid::SetColLabelValue**

---

**void SetColLabelValue(int col, const wxString& value)**

Set the value for the given column label. If you are using a derived grid table you must override *wxGridTableBase::SetColLabelValue* (p. 658) for this to have any effect.

### **wxGrid::SetColMinimalWidth**

---

**void SetColMinimalWidth(int col, int width)**

Sets the minimal width for the specified column. This should normally be called when creating the grid because it will not resize a column that is already narrower than the minimal width. The width argument must be higher than the minimal acceptable

column width, see `wxGrid::GetColMinimalAcceptableWidth` (p. 620).

---

### **wxGrid::SetColMinimalAcceptableWidth**

---

**void SetColMinimalAcceptableWidth(int width)**

This modifies the minimum column width that can be handled correctly. Specifying a low value here allows smaller grid cells to be dealt with correctly. Specifying a value here which is much smaller than the actual minimum size will incur a performance penalty in the functions which perform grid cell index lookup on the basis of screen coordinates. This should normally be called when creating the grid because it will not resize existing columns with sizes smaller than the value specified here.

---

### **wxGrid::GetColMinimalAcceptableWidth**

---

**int GetColMinimalAcceptableWidth()**

This returns the value of the lowest column width that can be handled correctly. See member `SetColMinimalAcceptableWidth` (p. 620) for details.

---

### **wxGrid::SetColSize**

---

**void SetColSize(int col, int width)**

Sets the width of the specified column.

This function does not refresh the grid. If you are calling it outside of a `BeginBatch / EndBatch` block you can use `wxGrid::ForceRefresh` (p. 604) to see the changes.

Automatically sizes the column to fit its contents. If `setAsMin` is true the calculated width will also be set as the minimal width for the column.

#### **Note**

`wxGrid` sets up arrays to store individual row and column sizes when non-default sizes are used. The memory requirements for this could become prohibitive if your grid is very large.

---

### **wxGrid::SetDefaultCellAlignment**

---

**void SetDefaultCellAlignment(int horiz, int vert)**

Sets the default horizontal and vertical alignment for grid cell text.

Horizontal alignment should be one of `wxALIGN_LEFT`, `wxALIGN_CENTRE` or `wxALIGN_RIGHT`.

Vertical alignment should be one of `wxALIGN_TOP`, `wxALIGN_CENTRE` or `wxALIGN_BOTTOM`.

---

### **wxGrid::SetDefaultCellBackgroundColour**

---

**void SetDefaultCellBackgroundColour(const wxColour& colour)**

Sets the default background colour for grid cells.

---

### **wxGrid::SetDefaultCellFont**

---

**void SetDefaultCellFont(const wxFont& font)**

Sets the default font to be used for grid cell text.

---

### **wxGrid::SetDefaultEditor**

---

**void SetDefaultEditor(wxGridCellEditor\* editor)**

Sets the default editor for grid cells. The grid will take ownership of the pointer.

See *wxGridCellEditor* (p. 638) and the *wxGrid overview* (p. 1708) for more information about cell editors and renderers.

---

### **wxGrid::SetDefaultRenderer**

---

**void SetDefaultRenderer(wxGridCellRenderer\* renderer)**

Sets the default renderer for grid cells. The grid will take ownership of the pointer.

See *wxGridCellRenderer* (p. 653) and the *wxGrid overview* (p. 1708) for more information about cell editors and renderers.

---

### **wxGrid::SetDefaultColSize**

---

**void SetDefaultColSize(int width, bool resizeExistingCols = false)**

Sets the default width for columns in the grid. This will only affect columns subsequently added to the grid unless `resizeExistingCols` is true.

---

### **wxGrid::SetDefaultRowSize**

---

**void SetDefaultRowSize(int height, bool resizeExistingRows = false)**

Sets the default height for rows in the grid. This will only affect rows subsequently added to the grid unless `resizeExistingRows` is true.

### **wxGrid::SetGridCursor**

---

**void SetGridCursor**(int *row*, int *col*)

Set the grid cursor to the specified cell. This function calls `wxGrid::MakeCellVisible` (p. 613).

### **wxGrid::SetGridLineColour**

---

**void SetGridLineColour**(const wxColour& *colour*)

Sets the colour used to draw grid lines.

### **wxGrid::SetLabelBackgroundColour**

---

**void SetLabelBackgroundColour**(const wxColour& *colour*)

Sets the background colour for row and column labels.

### **wxGrid::SetLabelFont**

---

**void SetLabelFont**(const wxFont& *font*)

Sets the font for row and column labels.

### **wxGrid::SetLabelTextColour**

---

**void SetLabelTextColour**(const wxColour& *colour*)

Sets the colour for row and column label text.

### **wxGrid::SetReadOnly**

---

**void SetReadOnly**(int *row*, int *col*, bool *isReadOnly* = true)

Makes the cell at the specified location read-only or editable. See also `wxGrid::IsReadOnly` (p. 612).

**wxGrid::SetRowAttr**

---

**void SetRowAttr**(int *row*, **wxGridCellAttr\*** *attr*)

Sets the cell attributes for all cells in the specified row. See the *wxGridCellAttr* (p. 633) class for more information about controlling cell attributes.

**wxGrid::SetRowLabelAlignment**

---

**void SetRowLabelAlignment**(int *horiz*, int *vert*)

Sets the horizontal and vertical alignment of row label text.

Horizontal alignment should be one of `wxALIGN_LEFT`, `wxALIGN_CENTRE` or `wxALIGN_RIGHT`.

Vertical alignment should be one of `wxALIGN_TOP`, `wxALIGN_CENTRE` or `wxALIGN_BOTTOM`.

**wxGrid::SetRowLabelSize**

---

**void SetRowLabelSize**(int *width*)

Sets the width of the row labels.

**wxGrid::SetRowLabelValue**

---

**void SetRowLabelValue**(int *row*, **const wxString&** *value*)

Set the value for the given row label. If you are using a derived grid table you must override *wxGridTableBase::SetRowLabelValue* (p. 658) for this to have any effect.

**wxGrid::SetRowMinimalHeight**

---

**void SetRowMinimalHeight**(int *row*, int *height*)

Sets the minimal height for the specified row. This should normally be called when creating the grid because it will not resize a row that is already shorter than the minimal height. The height argument must be higher than the minimal acceptable row height, see *wxGrid::GetRowMinimalAcceptableHeight* (p. 624).

**wxGrid::SetRowMinimalAcceptableHeight**

---

**void SetRowMinimalAcceptableHeight**(int *height*)

This modifies the minimum row width that can be handled correctly. Specifying a low value here allows smaller grid cells to be dealt with correctly. Specifying a value here which is much smaller than the actual minimum size will incur a performance penalty in the functions which perform grid cell index lookup on the basis of screen coordinates. This should normally be called when creating the grid because it will not resize existing rows with sizes smaller than the value specified here.

---

### **wxGrid::GetRowMinimalAcceptableHeight**

---

**int GetRowMinimalAcceptableHeight()**

This returns the value of the lowest row width that can be handled correctly. See member *SetRowMinimalAcceptableHeight* (p. 623) for details.

---

### **wxGrid::SetRowSize**

---

**void SetRowSize(int row, int height)**

Sets the height of the specified row.

This function does not refresh the grid. If you are calling it outside of a *BeginBatch / EndBatch* block you can use *wxGrid::ForceRefresh* (p. 604) to see the changes.

Automatically sizes the column to fit its contents. If *setAsMin* is true the calculated width will also be set as the minimal width for the column.

#### **Note**

wxGrid sets up arrays to store individual row and column sizes when non-default sizes are used. The memory requirements for this could become prohibitive if your grid is very large.

---

### **wxGrid::SetSelectionMode**

---

**void SetSelectionMode(wxGrid::wxGridSelectionModes selmode)**

Set the selection behaviour of the grid.

#### **Parameters**

*wxGrid::wxGridSelectCells*

The default mode where individual cells are selected.

*wxGrid::wxGridSelectRows*

Selections will consist of whole rows.

*wxGrid::wxGridSelectionColumns*

Selections will consist of whole columns.

---

### **wxGrid::SetTable**

---

**bool SetTable**(**wxGridTableBase\*** table, **bool** takeOwnership = false,  
**wxGrid::wxGridSelectionModes** selmode = wxGrid::wxGridSelectCells)

Passes a pointer to a custom grid table to be used by the grid. This should be called after the grid constructor and before using the grid object. If takeOwnership is set to true then the table will be deleted by the wxGrid destructor.

Use this function instead of *wxGrid::CreateGrid* (p. 601) when your application involves complex or non-string data or data sets that are too large to fit wholly in memory.

---

### **wxGrid::ShowCellEditControl**

---

**void ShowCellEditControl()**

Displays the in-place cell edit control for the current cell.

---

### **wxGrid::XToCol**

---

**int XToCol**(int x)

Returns the grid column that corresponds to the logical x coordinate. Returns wxNOT\_FOUND if there is no column at the x position.

---

### **wxGrid::XToEdgeOfCol**

---

**int XToEdgeOfCol**(int x)

Returns the column whose right hand edge is close to the given logical x position. If no column edge is near to this position wxNOT\_FOUND is returned.

---

### **wxGrid::YToEdgeOfRow**

---

**int YToEdgeOfRow**(int y)

Returns the row whose bottom edge is close to the given logical y position. If no row edge is near to this position wxNOT\_FOUND is returned.

---

### **wxGrid::YToRow**

---

**int YToRow(int y)**

Returns the grid row that corresponds to the logical y coordinate. Returns wxNOT\_FOUND if there is no row at the y position.

---

**wxGrid::BlockToDeviceRect**

---

**wxRect BlockToDeviceRect(const wxGridCellCoords & topLeft, const wxGridCellCoords & bottomRight)**

This function returns the rectangle that encloses the block of cells limited by TopLeft and BottomRight cell in device coords and clipped to the client size of the grid window.

---

**wxGrid::SelectionToDeviceRect**

---

**wxRect SelectionToDeviceRect()**

This function returns the rectangle that encloses the selected cells in device coords and clipped to the client size of the grid window.

---

**wxGrid::GetSelectionBackground**

---

**wxColour GetSelectionBackground() const**

Access or update the selection fore/back colours

---

**wxGrid::GetSelectionForeground**

---

**wxColour GetSelectionForeground() const**

---

**wxGrid::SetSelectionBackground**

---

**void SetSelectionBackground(const wxColour& c)**

---

**wxGrid::SetSelectionForeground**

---

**void SetSelectionForeground(const wxColour& c)**

---

**wxGrid::RegisterDataType**

---

**void RegisterDataType(const wxString& typeName, wxGridCellRenderer\* renderer,**

**wxGridCellEditor\*** *editor*)

Methods for a registry for mapping data types to Renderers/Editors

---

**wxGrid::GetDefaultEditorForCell**

---

**wxGridCellEditor\*** **GetDefaultEditorForCell**(int *row*, int *col*) **const**

**wxGridCellEditor\*** **GetDefaultEditorForCell**(const wxGridCellCoords& *c*) **const**

---

**wxGrid::GetDefaultRendererForCell**

---

**wxGridCellRenderer\*** **GetDefaultRendererForCell**(int *row*, int *col*) **const**

---

**wxGrid::GetDefaultEditorForType**

---

**wxGridCellEditor\*** **GetDefaultEditorForType**(const wxString& *typeName*) **const**

---

**wxGrid::GetDefaultRendererForType**

---

**wxGridCellRenderer\*** **GetDefaultRendererForType**(const wxString& *typeName*)  
**const**

---

**wxGrid::SetMargins**

---

**void SetMargins**(int *extraWidth*, int *extraHeight*)

A grid may occupy more space than needed for its rows/columns. This function allows to set how big this extra space is

---

**wxGrid::wxGrid**

---

**wxGrid**(wxWindow\* *parent*, int *x*, int *y*, int *w* = -1, int *h* = -1, long *style* =  
*wxWANTS\_CHARS*, const wxString& *name* = *wxPanelNameStr*)

Backward compatibility.

---

**wxGrid::UpdateDimensions**

---

**void UpdateDimensions**()

Backward compatibility.

**wxGrid::GetRows**

---

**int GetRows()**

Backward compatibility.

**wxGrid::GetCols**

---

**int GetCols()**

Backward compatibility.

**wxGrid::GetCursorRow**

---

**int GetCursorRow()**

Backward compatibility.

**wxGrid::GetCursorColumn**

---

**int GetCursorColumn()**

Backward compatibility.

**wxGrid::GetScrollPosX**

---

**int GetScrollPosX()**

Backward compatibility.

**wxGrid::GetScrollPosY**

---

**int GetScrollPosY()**

Backward compatibility.

**wxGrid::SetScrollX**

---

**void SetScrollX(int x)**

Backward compatibility.

**wxGrid::SetScrollY**

---

**void SetScrollY(int y)**

Backward compatibility.

**wxGrid::SetColumnWidth**

---

**void SetColumnWidth(int col, int width)**

Backward compatibility.

**wxGrid::GetColumnWidth**

---

**int GetColumnWidth(int col)**

Backward compatibility.

**wxGrid::SetRowHeight**

---

**void SetRowHeight(int row, int height)**

Backward compatibility.

**wxGrid::GetViewHeight**

---

**int GetViewHeight()**

Backward compatibility.

**wxGrid::GetViewWidth**

---

**int GetViewWidth()**

Returned number of whole cols visible.

**wxGrid::SetLabelSize**

---

**void SetLabelSize(int orientation, int sz)**

**wxGrid::GetLabelSize**

---

`int GetLabelSize(int orientation)`

**wxGrid::SetLabelAlignment**

---

`void SetLabelAlignment(int orientation, int align)`

**wxGrid::GetLabelAlignment**

---

`int GetLabelAlignment(int orientation, int align)`

**wxGrid::SetLabelValue**

---

`void SetLabelValue(int orientation, const wxString& val, int pos)`

**wxGrid::GetLabelValue**

---

`wxString GetLabelValue(int orientation, int pos)`

**wxGrid::GetCellTextFont**

---

`wxFont GetCellTextFont() const`

`wxFont GetCellTextFont(int row, int col) const`

**wxGrid::SetCellTextFont**

---

`void SetCellTextFont(const wxFont& fnt)`

`void SetCellTextFont(const wxFont& fnt, int row, int col)`

**wxGrid::SetCellBackgroundColour**

---

`void SetCellBackgroundColour(const wxColour& col)`

`void SetCellBackgroundColour(int row, int col, const wxColour& colour)`

`void SetCellBackgroundColour(const wxColour& colour, int row, int col)`

**wxGrid::GetEditable**

---

**bool GetEditable()**

---

**wxGrid::SetEditable**

---

**void SetEditable(bool edit = true)**

---

**wxGrid::GetEditInPlace**

---

**bool GetEditInPlace()**

---

**wxGrid::SetEditInPlace**

---

**void SetEditInPlace(bool edit = true)**

---

**wxGrid::SetCellBitmap**

---

**void SetCellBitmap(wxBitmap\* bitmap, int row, int col)**

---

**wxGrid::SetDividerPen**

---

**void SetDividerPen(const wxPen& pen)**

---

**wxGrid::GetDividerPen**

---

**wxPen& GetDividerPen() const**

---

**wxGrid::OnActivate**

---

**void OnActivate(bool active)**

---

**wxGrid::Fit**

---

**void Fit()**

Overridden wxWindow methods

---

**wxGrid::DoGetBestSize**

---

**wxSize DoGetBestSize() const**

**wxGrid::InitRowHeights**

---

**void InitRowHeights()**

NB: *never* access `m_row/col` arrays directly because they are created on demand, *always* use accessor functions instead!

Init the `m_rowHeights/Bottoms` arrays with default values.

**wxGrid::InitColWidths**

---

**void InitColWidths()**

Init the `m_colWidths/Rights` arrays

**wxGrid::GetColWidth**

---

**int GetColWidth(int col) const**

Get the `col/row` coords

**wxGrid::GetColLeft**

---

**int GetColLeft(int col) const****wxGrid::GetColRight**

---

**int GetColRight(int col) const****wxGrid::GetRowHeight**

---

**int GetRowHeight(int row) const**

This function must be public for compatibility.

**wxGrid::GetRowTop**

---

**int GetRowTop(int row) const****wxGrid::GetRowBottom**

---

**int GetRowBottom(int row) const**

---

### **wxGrid::SetOrCalcColumnSizes**

---

**int SetOrCalcColumnSizes(bool calcOnly, bool setAsMin = true)**

Common part of AutoSizeColumn/Row() and GetBestSize()

---

### **wxGrid::SetOrCalcRowSizes**

---

**int SetOrCalcRowSizes(bool calcOnly, bool setAsMin = true)**

---

### **wxGrid::AutoSizeColOrRow**

---

**void AutoSizeColOrRow(int n, bool setAsMin, bool column)**

Common part of AutoSizeColumn/Row() or row?

---

### **wxGrid::GetColMinimalWidth**

---

**int GetColMinimalWidth(int col) const**

get the minimal width of the given column/row

---

### **wxGrid::GetRowMinimalHeight**

---

**int GetRowMinimalHeight(int col) const**

---

### **wxGrid::CanHaveAttributes**

---

**bool CanHaveAttributes()**

Do we have some place to store attributes in?

---

### **wxGrid::GetOrCreateCellAttr**

---

**wxGridCellAttr\* GetOrCreateCellAttr(int row, int col) const**

### **wxGridCellAttr**

This class can be used to alter the cells' appearance in the grid by changing their colour/font/... from default. An object of this class may be returned by `wxGridTable::GetAttr()`.

### Derived from

No base class

### Data structures

---

## **wxGridCellAttr::wxGridCellAttr**

---

### **wxGridCellAttr()**

Default constructor. **wxGridCellAttr(const wxColour& colText, const wxColour& colBack, const wxFont& font, int hAlign, int vAlign)**

VZ: considering the number of members `wxGridCellAttr` has now, this ctor seems to be pretty useless... may be we should just remove it?

---

## **wxGridCellAttr::Clone**

---

### **wxGridCellAttr\* Clone() const**

Creates a new copy of this object.

---

## **wxGridCellAttr::IncRef**

---

### **void IncRef()**

This class is ref counted: it is created with ref count of 1, so calling `DecRef()` once will delete it. Calling `IncRef()` allows to lock it until the matching `DecRef()` is called

---

## **wxGridCellAttr::DecRef**

---

### **void DecRef()**

---

## **wxGridCellAttr::SetTextColour**

---

### **void SetTextColour(const wxColour& colText)**

Sets the text colour.

**wxGridCellAttr::SetBackgroundColour**

---

**void SetBackgroundColour(const wxColour& colBack)**

Sets the background colour.

**wxGridCellAttr::SetFont**

---

**void SetFont(const wxFont& font)**

Sets the font.

**wxGridCellAttr::SetAlignment**

---

**void SetAlignment(int hAlign, int vAlign)**

Sets the alignment.

**wxGridCellAttr::SetReadOnly**

---

**void SetReadOnly(bool isReadOnly = true)****wxGridCellAttr::SetRenderer**

---

**void SetRenderer(wxGridCellRenderer\* renderer)**

takes ownership of the pointer

**wxGridCellAttr::SetEditor**

---

**void SetEditor(wxGridCellEditor\* editor)****wxGridCellAttr::HasTextColour**

---

**bool HasTextColour() const**

accessors

**wxGridCellAttr::HasBackgroundColour**

---

**bool HasBackgroundColour() const**

---

**wxGridCellAttr::HasFont**

---

**bool HasFont() const**

---

**wxGridCellAttr::HasAlignment**

---

**bool HasAlignment() const**

---

**wxGridCellAttr::HasRenderer**

---

**bool HasRenderer() const**

---

**wxGridCellAttr::HasEditor**

---

**bool HasEditor() const**

---

**wxGridCellAttr::GetTextColour**

---

**const wxColour& GetTextColour() const**

---

**wxGridCellAttr::GetBackgroundColour**

---

**const wxColour& GetBackgroundColour() const**

---

**wxGridCellAttr::GetFont**

---

**const wxFont& GetFont() const**

---

**wxGridCellAttr::GetAlignment**

---

**void GetAlignment(int\* hAlign, int\* vAlign) const**

**wxPerl note:** This method takes no parameters and returns a 2-element list ( `hAlign`, `vAlign` ).

---

**wxGridCellAttr::GetRenderer**

---

**wxGridCellRenderer\* GetRenderer(wxGrid\* grid, int row, int col) const**

**wxGridCellAttr::GetEditor**

---

**wxGridCellEditor\* GetEditor(wxGrid\* grid, int row, int col) const**

**wxGridCellAttr::IsReadOnly**

---

**bool IsReadOnly() const**

**wxGridCellAttr::SetDefAttr**

---

**void SetDefAttr(wxGridCellAttr\* defAttr)**

**wxGridCellBoolEditor**

The editor for boolean data.

**Derived from**

*wxGridCellEditor* (p. 638)

**See also**

*wxGridCellEditor* (p. 638), *wxGridCellFloatEditor* (p. 641), *wxGridCellNumberEditor* (p. 641), *wxGridCellTextEditor* (p. 642), *wxGridCellChoiceEditor* (p. 637)

**wxGridCellBoolEditor::wxGridCellBoolEditor**

---

**wxGridCellBoolEditor()**

Default constructor.

**wxGridCellChoiceEditor**

The editor for string data allowing to choose from a list of strings.

**Derived from**

*wxGridCellEditor* (p. 638)

### See also

*wxGridCellEditor* (p. 638), *wxGridCellFloatEditor* (p. 641), *wxGridCellBoolEditor* (p. 637), *wxGridCellTextEditor* (p. 642), *wxGridCellNumberEditor* (p. 641)

---

## wxGridCellChoiceEditor::wxGridCellChoiceEditor

---

**wxGridCellChoiceEditor**(*size\_t* *count* = 0, **const wxString** *choices*[] = NULL, **bool** *allowOthers* = false)

*count*

Number of strings from which the user can choose.

*choices*

An array of strings from which the user can choose.

*allowOthers*

If *allowOthers* if true, the user can type a string not in *choices* array.

---

## wxGridCellChoiceEditor::SetParameters

---

**void SetParameters**(**const wxString&** *params*)

Parameters string format is "item1[,item2[...itemN]]"

## wxGridCellEditor

This class is responsible for providing and manipulating the in-place edit controls for the grid. Instances of *wxGridCellEditor* (actually, instances of derived classes since it is an abstract class) can be associated with the cell attributes for individual cells, rows, columns, or even for the entire grid.

### Derived from

*wxGridCellWorker*

### See also

*wxGridCellTextEditor* (p. 642), *wxGridCellFloatEditor* (p. 641), *wxGridCellBoolEditor* (p. 637), *wxGridCellNumberEditor* (p. 641), *wxGridCellChoiceEditor* (p. 637)

**wxGridCellEditor::wxGridCellEditor**

---

**wxGridCellEditor()****wxGridCellEditor::IsCreated**

---

**bool IsCreated()****wxGridCellEditor::Create**

---

**void Create(wxWindow\* parent, wxWindowID id, wxEvtHandler\* evtHandler)**

Creates the actual edit control.

**wxGridCellEditor::SetSize**

---

**void SetSize(const wxRect& rect)**

Size and position the edit control.

**wxGridCellEditor::Show**

---

**void Show(bool show, wxGridCellAttr\* attr = NULL)**

Show or hide the edit control, use the specified attributes to set colours/fonts for it.

**wxGridCellEditor::PaintBackground**

---

**void PaintBackground(const wxRect& rectCell, wxGridCellAttr\* attr)**

Draws the part of the cell not occupied by the control: the base class version just fills it with background colour from the attribute.

**wxGridCellEditor::BeginEdit**

---

**void BeginEdit(int row, int col, wxGrid\* grid)**

Fetch the value from the table and prepare the edit control to begin editing. Set the focus to the edit control.

**wxGridCellEditor::EndEdit**

---

**bool EndEdit**(int *row*, int *col*, wxGrid\* *grid*)

Complete the editing of the current cell. Returns true if the value has changed. If necessary, the control may be destroyed.

**wxGridCellEditor::Reset**

---

**void Reset**()

Reset the value in the control back to its starting value.

**wxGridCellEditor::StartingKey**

---

**void StartingKey**(wxKeyEvent& *event*)

If the editor is enabled by pressing keys on the grid, this will be called to let the editor do something about that first key if desired.

**wxGridCellEditor::StartingClick**

---

**void StartingClick**()

If the editor is enabled by clicking on the cell, this method will be called.

**wxGridCellEditor::HandleReturn**

---

**void HandleReturn**(wxKeyEvent& *event*)

Some types of controls on some platforms may need some help with the Return key.

**wxGridCellEditor::Destroy**

---

**void Destroy**()

Final cleanup.

**wxGridCellEditor::Clone**

---

**wxGridCellEditor\* Clone**() const

Create a new object which is the copy of this one.

## **wxGridCellEditor::~~wxGridCellEditor**

---

`~wxGridCellEditor()`

The dtor is private because only `DecRef()` can delete us.

## **wxGridCellFloatEditor**

The editor for floating point numbers data.

### **Derived from**

*wxGridCellTextEditor* (p. 642)

*wxGridCellEditor* (p. 638)

### **See also**

*wxGridCellEditor* (p. 638), *wxGridCellNumberEditor* (p. 641), *wxGridCellBoolEditor* (p. 637), *wxGridCellTextEditor* (p. 642), *wxGridCellChoiceEditor* (p. 637)

## **wxGridCellFloatEditor::wxGridCellFloatEditor**

---

`wxGridCellFloatEditor(int width = -1, int precision = -1)`

*width*

Minimum number of characters to be shown.

*precision*

Number of digits after the decimal dot.

## **wxGridCellFloatEditor::SetParameters**

---

`void SetParameters(const wxString& params)`

Parameters string format is "width,precision"

## **wxGridCellNumberEditor**

The editor for numeric integer data.

### Derived from

*wxGridCellTextEditor* (p. 642)

*wxGridCellEditor* (p. 638)

### See also

*wxGridCellEditor* (p. 638), *wxGridCellFloatEditor* (p. 641), *wxGridCellBoolEditor* (p. 637), *wxGridCellTextEditor* (p. 642), *wxGridCellChoiceEditor* (p. 637)

---

## **wxGridCellNumberEditor::wxGridCellNumberEditor**

**wxGridCellNumberEditor(int min = -1, int max = -1)**

Allows to specify the range for acceptable data; if min == max == -1, no range checking is done

---

## **wxGridCellNumberEditor::GetString**

**wxString GetString() const**

String representation of the value.

---

## **wxGridCellNumberEditor::HasRange**

**bool HasRange() const**

If the return value is true, the editor uses a *wxSpinCtrl* to get user input, otherwise it uses a *wxTextCtrl*.

---

## **wxGridCellNumberEditor::SetParameters**

**void SetParameters(const wxString& params)**

Parameters string format is "min,max".

## **wxGridCellTextEditor**

The editor for string/text data.

### Derived from

*wxGridCellEditor* (p. 638)

### See also

*wxGridCellEditor* (p. 638), *wxGridCellFloatEditor* (p. 641), *wxGridCellBoolEditor* (p. 637), *wxGridCellNumberEditor* (p. 641), *wxGridCellChoiceEditor* (p. 637)

---

## wxGridCellTextEditor::wxGridCellTextEditor

### wxGridCellTextEditor()

Default constructor.

---

## wxGridCellTextEditor::SetParameters

### void SetParameters(const wxString& params)

The parameters string format is "n" where n is a number representing the maximum width.

## wxGridEditorCreatedEvent

### Derived from

*wxCommandEvent* (p. 169)

*wxEvent* (p. 453)

*wxObject* (p. 982)

### Event handling

The event handler for the following functions takes a *wxGridEditorCreatedEvent* (p. 643) parameter.

**EVT\_GRID\_EDITOR\_CREATED(func)** The editor for a cell was created. Processes a wxEVT\_GRID\_EDITOR\_CREATED.

**wxGridEditorCreatedEvent::wxGridEditorCreatedEvent**

---

**wxGridEditorCreatedEvent()**

Default constructor.

**wxGridEditorCreatedEvent(int *id*, wxEventType *type*, wxObject\* *obj*, int *row*, int *col*, wxControl\* *ctrl*)****wxGridEditorCreatedEvent::GetCol**

---

**int GetCol()**

Returns the column at which the event occurred.

**wxGridEditorCreatedEvent::GetControl**

---

**wxControl\* GetControl()**

Returns the edit control.

**wxGridEditorCreatedEvent::GetRow**

---

**int GetRow()**

Returns the row at which the event occurred.

**wxGridEditorCreatedEvent::SetCol**

---

**void SetCol(int *col*)**

Sets the column at which the event occurred.

**wxGridEditorCreatedEvent::SetControl**

---

**void SetControl(wxControl\* *ctrl*)**

Sets the edit control.

**wxGridEditorCreatedEvent::SetRow**

---

**void SetRow(int *row*)**

Sets the row at which the event occurred.

## wxGridEvent

This event class contains information about various grid events.

### Derived from

*wxNotifyEvent* (p. 980)  
*wxCommandEvent* (p. 169)  
*wxEvent* (p. 453)  
*wxObject* (p. 982)

### Include files

<wx/grid.h>

### Event handling

The event handler for the following functions takes a *wxGridEvent* (p. 645) parameter.

- EVT\_GRID\_CELL\_LEFT\_CLICK(func)** The user clicked a cell with the left mouse button. Processes a `wxEVT_GRID_CELL_LEFT_CLICK`.
- EVT\_GRID\_CELL\_RIGHT\_CLICK(func)** The user clicked a cell with the right mouse button. Processes a `wxEVT_GRID_CELL_RIGHT_CLICK`.
- EVT\_GRID\_CELL\_LEFT\_DCLICK(func)** The user double-clicked a cell with the left mouse button. Processes a `wxEVT_GRID_CELL_LEFT_DCLICK`.
- EVT\_GRID\_CELL\_RIGHT\_DCLICK(func)** The user double-clicked a cell with the right mouse button. Processes a `wxEVT_GRID_CELL_RIGHT_DCLICK`.
- EVT\_GRID\_LABEL\_LEFT\_CLICK(func)** The user clicked a label with the left mouse button. Processes a `wxEVT_GRID_LABEL_LEFT_CLICK`.
- EVT\_GRID\_LABEL\_RIGHT\_CLICK(func)** The user clicked a label with the right mouse button. Processes a `wxEVT_GRID_LABEL_RIGHT_CLICK`.
- EVT\_GRID\_LABEL\_LEFT\_DCLICK(func)** The user double-clicked a label with the left mouse button. Processes a `wxEVT_GRID_LABEL_LEFT_DCLICK`.
- EVT\_GRID\_LABEL\_RIGHT\_DCLICK(func)** The user double-clicked a label with the right mouse button. Processes a `wxEVT_GRID_LABEL_RIGHT_DCLICK`.
- EVT\_GRID\_CELL\_CHANGE(func)** The user changed the data in a cell. Processes

<b>EVT_GRID_SELECT_CELL(func)</b>	a wxEVT_GRID_CELL_CHANGE. The user moved to, and selected a cell.
<b>EVT_GRID_EDITOR_HIDDEN(func)</b>	Processes a wxEVT_GRID_SELECT_CELL. The editor for a cell was hidden. Processes a wxEVT_GRID_EDITOR_HIDDEN.
<b>EVT_GRID_EDITOR_SHOWN(func)</b>	The editor for a cell was shown. Processes a wxEVT_GRID_EDITOR_SHOWN.

---

**wxGridEvent::wxGridEvent**

---

**wxGridEvent()**

Default constructor.

**wxGridEvent(int id, wxEventType type, wxObject\* obj, int row = -1, int col = -1, int x = -1, int y = -1, bool sel = true, bool control = false, bool shift = false, bool alt = false, bool meta = false)**

**Parameters**

---

**wxGridEvent::AltDown**

---

**bool AltDown()**

Returns true if the Alt key was down at the time of the event.

---

**wxGridEvent::ControlDown**

---

**bool ControlDown()**

Returns true if the Control key was down at the time of the event.

---

**wxGridEvent::GetCol**

---

**int GetCol()**

Column at which the event occurred.

---

**wxGridEvent::GetPosition**

---

**wxPoint GetPosition()**

Position in pixels at which the event occurred.

---

**wxGridEvent::GetRow**

---

**int GetRow()**

Row at which the event occurred.

---

**wxGridEvent::MetaDown**

---

**bool MetaDown()**

Returns true if the Meta key was down at the time of the event.

---

**wxGridEvent::Selecting**

---

**bool Selecting()**

Returns true if the user deselected a cell, false if the user deselected a cell.

---

**wxGridEvent::ShiftDown**

---

**bool ShiftDown()**

Returns true if the Shift key was down at the time of the event.

## **wxGridRangeSelectEvent**

### **Derived from**

*wxNotifyEvent* (p. 980)

*wxCommandEvent* (p. 169)

*wxEvent* (p. 453)

*wxObject* (p. 982)

### **Event handling**

The event handler for the following functions takes a *wxGridRangeSelectEvent* (p. 647) parameter.

**EVT\_GRID\_RANGE\_SELECT(func)**     The user selected a group of contiguous cells.  
Processes a `wxEVT_GRID_RANGE_SELECT`.

**wxGridRangeSelectEvent::wxGridRangeSelectEvent**

---

**wxGridRangeSelectEvent()**

Default constructor.

**wxGridRangeSelectEvent(int id, wxEventType type, wxObject\* obj, const wxGridCellCoords& topLeft, const wxGridCellCoords& bottomRight, bool sel = true, bool control = false, bool shift = false, bool alt = false, bool meta = false)****wxGridRangeSelectEvent::AltDown**

---

**bool AltDown()**

Returns true if the Alt key was down at the time of the event.

**wxGridRangeSelectEvent::ControlDown**

---

**bool ControlDown()**

Returns true if the Control key was down at the time of the event.

**wxGridRangeSelectEvent::GetBottomRightCoords**

---

**wxGridCellCoords GetBottomRightCoords()**

Top left corner of the rectangular area that was (de)selected.

**wxGridRangeSelectEvent::GetBottomRow**

---

**int GetBottomRow()**

Bottom row of the rectangular area that was (de)selected.

**wxGridRangeSelectEvent::GetLeftCol**

---

**int GetLeftCol()**

Left column of the rectangular area that was (de)selected.

**wxGridRangeSelectEvent::GetRightCol**

---

**int GetRightCol()**

Right column of the rectangular area that was (de)selected.

**wxGridRangeSelectEvent::GetTopLeftCoords**

---

**wxGridCellCoords GetTopLeftCoords()**

Top left corner of the rectangular area that was (de)selected.

**wxGridRangeSelectEvent::GetTopRow**

---

**int GetTopRow()**

Top row of the rectangular area that was (de)selected.

**wxGridRangeSelectEvent::MetaDown**

---

**bool MetaDown()**

Returns true if the Meta key was down at the time of the event.

**wxGridRangeSelectEvent::Selecting**

---

**bool Selecting()**

Returns true if the area was selected, false otherwise.

**wxGridRangeSelectEvent::ShiftDown**

---

**bool ShiftDown()**

Returns true if the Shift key was down at the time of the event.

**wxGridSizeEvent**

This event class contains information about a row/column resize event.

### Derived from

*wxNotifyEvent* (p. 980)  
*wxCommandEvent* (p. 169)  
*wxEvent* (p. 453)  
*wxObject* (p. 982)

### Include files

<wx/grid.h>

### Event handling

The event handler for the following functions takes a *wxGridSizeEvent* (p. 649) parameter.

<b>EVT_GRID_COL_SIZE(func)</b>	The user resized a column by dragging it. Processes a <code>wxEVT_GRID_COL_SIZE</code> .
<b>EVT_GRID_ROW_SIZE(func)</b>	The user resized a row by dragging it. Processes a <code>wxEVT_GRID_ROW_SIZE</code> .

---

### **wxGridSizeEvent::wxGridSizeEvent**

---

**wxGridSizeEvent()**

Default constructor.

**wxGridSizeEvent(int id, wxEventType type, wxObject\* obj, int rowOrCol = -1, int x = -1, int y = -1, bool control = false, bool shift = false, bool alt = false, bool meta = false)**

---

### **wxGridSizeEvent::AltDown**

---

**bool AltDown()**

Returns true if the Alt key was down at the time of the event.

---

### **wxGridSizeEvent::ControlDown**

---

**bool ControlDown()**

Returns true if the Control key was down at the time of the event.

**wxGridSizeEvent::GetPosition**

---

**wxPoint GetPosition()**

Position in pixels at which the event occurred.

**wxGridSizeEvent::GetRowOrCol**

---

**int GetRowOrCol()**

Row or column at that was resized.

**wxGridSizeEvent::MetaDown**

---

**bool MetaDown()**

Returns true if the Meta key was down at the time of the event.

**wxGridSizeEvent::ShiftDown**

---

**bool ShiftDown()**

Returns true if the Shift key was down at the time of the event.

**wxGridCellBoolRenderer**

This class may be used to format boolean data in a cell. for string cells.

**Derived from**

*wxGridCellRenderer* (p. 653)

**See also**

*wxGridCellRenderer* (p. 653), *wxGridCellStringRenderer* (p. 654),  
*wxGridCellFloatRenderer* (p. 652), *wxGridCellNumberRenderer* (p. 653)

**wxGridCellBoolRenderer::wxGridCellBoolRenderer**

---

**wxGridCellBoolRenderer()**

Default constructor

## **wxGridCellFloatRenderer**

This class may be used to format floating point data in a cell.

### **Derived from**

*wxGridCellStringRenderer* (p. 654)

*wxGridCellRenderer* (p. 653)

### **See also**

*wxGridCellRenderer* (p. 653), *wxGridCellNumberRenderer* (p. 653),

*wxGridCellStringRenderer* (p. 654), *wxGridCellBoolRenderer* (p. 651)

---

### **wxGridCellFloatRenderer::wxGridCellFloatRenderer**

**wxGridCellFloatRenderer**(int *width* = -1, int *precision* = -1)

*width*

Minimum number of characters to be shown.

*precision*

Number of digits after the decimal dot.

---

### **wxGridCellFloatRenderer::GetPrecision**

**int GetPrecision() const**

Returns the precision ( see *wxGridCellFloatRenderer* (p. 652) ).

---

### **wxGridCellFloatRenderer::GetWidth**

**int GetWidth() const**

Returns the width ( see *wxGridCellFloatRenderer* (p. 652) ).

---

### **wxGridCellFloatRenderer::SetParameters**

---

**void SetParameters(const wxString& params)**

Parameters string format is "width[,precision]".

---

### **wxGridCellFloatRenderer::SetPrecision**

---

**void SetPrecision(int precision)**

Sets the precision ( see *wxGridCellFloatRenderer* (p. 652) ).

---

### **wxGridCellFloatRenderer::SetWidth**

---

**void SetWidth(int width)**

Sets the width ( see *wxGridCellFloatRenderer* (p. 652) )

## **wxGridCellNumberRenderer**

This class may be used to format integer data in a cell.

### **Derived from**

*wxGridCellStringRenderer* (p. 654)

*wxGridCellRenderer* (p. 653)

### **See also**

*wxGridCellRenderer* (p. 653), *wxGridCellStringRenderer* (p. 654),  
*wxGridCellFloatRenderer* (p. 652), *wxGridCellBoolRenderer* (p. 651)

---

### **wxGridCellNumberRenderer::wxGridCellNumberRenderer**

---

**wxGridCellNumberRenderer()**

Default constructor

## **wxGridCellRenderer**

This class is responsible for actually drawing the cell in the grid. You may pass it to the `wxGridCellAttr` (below) to change the format of one given cell or to `wxGrid::SetDefaultRenderer()` to change the view of all cells. This is an abstract class, and you will normally use one of the predefined derived classes or derive your own class from it.

### Derived from

`wxGridCellWorker`

### See also

`wxGridCellStringRenderer` (p. 654), `wxGridCellNumberRenderer` (p. 653),  
`wxGridCellFloatRenderer` (p. 652), `wxGridCellBoolRenderer` (p. 651)

---

## **wxGridCellRenderer::Draw**

**void Draw**(`wxGrid& grid`, `wxGridCellAttr& attr`, `wxDC& dc`, **const** `wxRect& rect`, **int row**, **int col**, **bool isSelected**)

Draw the given cell on the provided DC inside the given rectangle using the style specified by the attribute and the default or selected state corresponding to the `isSelected` value.

This pure virtual function has a default implementation which will prepare the DC using the given attribute: it will draw the rectangle with the background colour from `attr` and set the text colour and font.

---

## **wxGridCellRenderer::GetBestSize**

**wxSize GetBestSize**(`wxGrid& grid`, `wxGridCellAttr& attr`, `wxDC& dc`, **int row**, **int col**)

Get the preferred size of the cell for its contents.

---

## **wxGridCellRenderer::Clone**

**wxGridCellRenderer\* Clone**() **const**

## **wxGridCellStringRenderer**

This class may be used to format string data in a cell; it is the default for string cells.

**Derived from**

*wxGridCellRenderer* (p. 653)

**See also**

*wxGridCellRenderer* (p. 653), *wxGridCellNumberRenderer* (p. 653),  
*wxGridCellFloatRenderer* (p. 652), *wxGridCellBoolRenderer* (p. 651)

---

**wxGridCellStringRenderer::wxGridCellStringRenderer**

---

**wxGridCellStringRenderer()**

Default constructor

**wxGridTableBase**

Grid table classes.

**Derived from**

*wxObject* (p. 982)

**Data structures**

---

**wxGridTableBase::wxGridTableBase**

---

**wxGridTableBase()**

---

**wxGridTableBase::~~wxGridTableBase**

---

**~wxGridTableBase()**

---

**wxGridTableBase::GetNumberRows**

---

**int GetNumberRows()**

You must override these functions in a derived table class.

**wxGridTableBase::GetNumberCols**

---

```
int GetNumberCols()
```

**wxGridTableBase::IsEmptyCell**

---

```
bool IsEmptyCell(int row, int col)
```

**wxGridTableBase::GetValue**

---

```
wxString GetValue(int row, int col)
```

**wxGridTableBase::SetValue**

---

```
void SetValue(int row, int col, const wxString& value)
```

**wxGridTableBase::GetTypeNames**

---

```
wxString GetTypeNames(int row, int col)
```

Data type determination and value access.

**wxGridTableBase::CanGetValueAs**

---

```
bool CanGetValueAs(int row, int col, const wxString& typeName)
```

**wxGridTableBase::CanSetValueAs**

---

```
bool CanSetValueAs(int row, int col, const wxString& typeName)
```

**wxGridTableBase::GetValueAsLong**

---

```
long GetValueAsLong(int row, int col)
```

**wxGridTableBase::GetValueAsDouble**

---

```
double GetValueAsDouble(int row, int col)
```

**wxGridTableBase::GetValueAsBool**

---

```
bool GetValueAsBool(int row, int col)
```

**wxGridTableBase::SetValueAsLong**

---

```
void SetValueAsLong(int row, int col, long value)
```

**wxGridTableBase::SetValueAsDouble**

---

```
void SetValueAsDouble(int row, int col, double value)
```

**wxGridTableBase::SetValueAsBool**

---

```
void SetValueAsBool(int row, int col, bool value)
```

**wxGridTableBase::GetValueAsCustom**

---

```
void* GetValueAsCustom(int row, int col, const wxString& typeName)
```

For user defined types

**wxGridTableBase::SetValueAsCustom**

---

```
void SetValueAsCustom(int row, int col, const wxString& typeName, void* value)
```

**wxGridTableBase::SetView**

---

```
void SetView(wxGrid* grid)
```

Overriding these is optional

**wxGridTableBase::GetView**

---

```
wxGrid * GetView() const
```

**wxGridTableBase::Clear**

---

```
void Clear()
```

**wxGridTableBase::InsertRows**

---

```
bool InsertRows(size_t pos = 0, size_t numRows = 1)
```

**wxGridTableBase::AppendRows**

---

```
bool AppendRows(size_t numRows = 1)
```

**wxGridTableBase::DeleteRows**

---

```
bool DeleteRows(size_t pos = 0, size_t numRows = 1)
```

**wxGridTableBase::InsertCols**

---

```
bool InsertCols(size_t pos = 0, size_t numCols = 1)
```

**wxGridTableBase::AppendCols**

---

```
bool AppendCols(size_t numCols = 1)
```

**wxGridTableBase::DeleteCols**

---

```
bool DeleteCols(size_t pos = 0, size_t numCols = 1)
```

**wxGridTableBase::GetRowLabelValue**

---

```
wxString GetRowLabelValue(int row)
```

**wxGridTableBase::GetColLabelValue**

---

```
wxString GetColLabelValue(int col)
```

**wxGridTableBase::SetRowLabelValue**

---

```
void SetRowLabelValue(int WXUNUSED(row), const wxString&)
```

**wxGridTableBase::SetColLabelValue**

---

```
void SetColLabelValue(int WXUNUSED(col), const wxString&)
```

**wxGridTableBase::SetAttrProvider**

---

**void SetAttrProvider(wxGridCellAttrProvider\* attrProvider)**

Attribute handling give us the attr provider to use - we take ownership of the pointer

**wxGridTableBase::GetAttrProvider**

---

**wxGridCellAttrProvider\* GetAttrProvider() const**

get the currently used attr provider (may be NULL)

**wxGridTableBase::CanHaveAttributes**

---

**bool CanHaveAttributes()**

Does this table allow attributes? Default implementation creates a wxGridCellAttrProvider if necessary.

**wxGridTableBase::UpdateAttrRows**

---

**void UpdateAttrRows(size\_t pos, int numRows)**

change row/col number in attribute if needed

**wxGridTableBase::UpdateAttrCols**

---

**void UpdateAttrCols(size\_t pos, int numCols)****wxGridTableBase::GetAttr**

---

**wxGridCellAttr\* GetAttr(int row, int col)**

by default forwarded to wxGridCellAttrProvider if any. May be overridden to handle attributes directly in the table.

**wxGridTableBase::SetAttr**

---

**void SetAttr(wxGridCellAttr\* attr, int row, int col)**

these functions take ownership of the pointer

**wxGridTableBase::SetRowAttr**

---

```
void SetRowAttr(wxGridCellAttr* attr, int row)
```

**wxGridTableBase::SetColAttr**

---

```
void SetColAttr(wxGridCellAttr* attr, int col)
```

**wxGridSizer**

A grid sizer is a sizer which lays out its children in a two-dimensional table with all table fields having the same size, i.e. the width of each field is the width of the widest child, the height of each field is the height of the tallest child.

**Derived from**

*wxSizer* (p. 1145)

*wxObject* (p. 982)

**See also**

*wxSizer* (p. 1145), *Sizer overview* (p. 1666)

**wxGridSizer::wxGridSizer**

---

```
wxGridSizer(int rows, int cols, int vgap, int hgap)
```

```
wxGridSizer(int cols, int vgap = 0, int hgap = 0)
```

Constructor for a *wxGridSizer*. *rows* and *cols* determine the number of columns and rows in the sizer - if either of the parameters is zero, it will be calculated to form the total number of children in the sizer, thus making the sizer grow dynamically. *vgap* and *hgap* define extra space between all children.

**wxGridSizer::GetCols**

---

```
int GetCols()
```

Returns the number of columns in the sizer.

**wxGridSizer::GetHGap**

---

**int GetHGap()**

Returns the horizontal gap (in pixels) between cells in the sizer.

**wxGridSizer::GetRows**

---

**int GetRows()**

Returns the number of rows in the sizer.

**wxGridSizer::GetVGap**

---

**int GetVGap()**

Returns the vertical gap (in pixels) between the cells in the sizer.

**wxGridSizer::SetCols**

---

**void SetCols(int cols)**

Sets the number of columns in the sizer.

**wxGridSizer::SetHGap**

---

**void SetHGap(int gap)**

Sets the horizontal gap (in pixels) between cells in the sizer.

**wxGridSizer::SetRows**

---

**void SetRows(int rows)**

Sets the number of rows in the sizer.

**wxGridSizer::SetVGap**

---

**void SetVGap(int gap)**

Sets the vertical gap (in pixels) between the cells in the sizer.

**wxHashMap**

This is a simple, type-safe, and reasonably efficient hash map class, whose interface is a subset of the interface of STL containers. In particular, the interface is modelled after `std::map`, and the various, non standard, `std::hash_map`.

### Example

```
class MyClass { /* ... */ };

// declare a hash map with string keys and int values
WX_DECLARE_STRING_HASH_MAP( int, MyHash5 );
// same, with int keys and MyClass* values
WX_DECLARE_HASH_MAP( int, MyClass*, wxIntegerHash, wxIntegerEqual,
MyHash1 );
// same, with wxString keys and int values
WX_DECLARE_STRING_HASH_MAP( int, MyHash3 );
// same, with wxString keys and values
WX_DECLARE_STRING_HASH_MAP( wxString, MyHash2 );

MyHash1 h1;
MyHash2 h2;

// store and retrieve values
h1[1] = new MyClass( 1 );
h1[10000000] = NULL;
h1[50000] = new MyClass( 2 );
h2["Bill"] = "ABC";
wxString tmp = h2["Bill"];
// since element with key "Joe" is not present, this will return
// the default value, which is an empty string in the case of
wxString
MyClass tmp2 = h2["Joe"];

// iterate over all the elements in the class
MyHash2::iterator it;
for( it = h2.begin(); it != h2.end(); ++it )
{
    wxString key = it->first, value = it->second;
    // do something useful with key and value
}

```

### Declaring new hash table types

```
WX_DECLARE_STRING_HASH_MAP( VALUE_T,          // type of the values
                           CLASSNAME ); // name of the class

```

Declares an hash map class named `CLASSNAME`, with `wxString` keys and `VALUE_T` values.

```
WX_DECLARE_VOIDPTR_HASH_MAP( VALUE_T,        // type of the values
                             CLASSNAME ); // name of the class

```

Declares an hash map class named `CLASSNAME`, with `void*` keys and `VALUE_T` values.

```
WX_DECLARE_HASH_MAP( KEY_T,          // type of the keys
                    VALUE_T,        // type of the values
                    HASH_T,         // hasher
                    KEY_EQ_T,       // key equality predicate
                    CLASSNAME); // name of the class

```

The `HASH_T` and `KEY_EQ_T` are the types used for the hashing function and key comparison. `wxWindows` provides three predefined hashing functions: `wxIntegerHash` for integer types ( `int`, `long`, `short`, and their unsigned counterparts ), `wxStringHash` for strings ( `wxString`, `wxChar*`, `char*` ), and `wxPointerHash` for any kind of pointer. Similarly three equality predicates: `wxIntegerEqual`, `wxStringEqual`, `wxPointerEqual` are provided.

Using this you could declare a hash map mapping `int` values to `wxString` like this:

```
WX_DECLARE_HASH_MAP( int,
                    wxString,
                    wxIntegerHash,
                    wxIntegerEqual,
                    MyHash );

// using an user-defined class for keys
class MyKey { /* ... */ };

// hashing function
class MyKeyHash
{
public:
    MyKeyHash() { }

    unsigned long operator()( const MyKey& k ) const
        { /* compute the hash */ }

    MyKeyHash& operator=(const MyKeyHash&) { return *this; }
};

// comparison operator
class MyKeyEqual
{
public:
    MyKeyEqual() { }
    bool operator()( const MyKey& a, const MyKey& b ) const
        { /* compare for equality */ }

    MyKeyEqual& operator=(const MyKeyEqual&) { return *this; }
};

WX_DECLARE_HASH_MAP( MyKey,          // type of the keys
                    SOME_TYPE,     // any type you like
                    MyKeyHash,     // hasher
                    MyKeyEqual,    // key equality predicate
                    CLASSNAME);    // name of the class
```

In the documentation below you should replace `wxHashMap` with the name you used in the class declaration.

<code>wxHashMap::key_type</code>	Type of the hash keys
<code>wxHashMap::mapped_type</code>	Type of the values stored in the hash map
<code>wxHashMap::value_type</code>	Equivalent to <code>struct { key_type first; mapped_type second };</code>
<code>wxHashMap::iterator</code>	Used to enumerate all the elements in an hash map; it is similar to a <code>value_type*</code>

<code>wxHashMap::const_iterator</code>	Used to enumerate all the elements in a constant hash map; it is similar to a <code>const value_type*</code>
<code>wxHashMap::size_type</code>	Used for sizes

### Iterators

An iterator is similar to a pointer, and so you can use the usual pointer operations: `++it` ( and `it++` ) to move to the next element, `*it` to access the element pointed to, `it->first( it->second )` to access the key ( value ) of the element pointed to. Hash maps provide forward only iterators, this means that you can't use `--it`, `it + 3`, `it1 - it2`.

### Include files

```
<wx/hashmap.h>
```

---

## wxHashMap::wxHashMap

```
wxHashMap(size_type size = 10)
```

The size parameter is just an hint, the table will resize automatically to preserve performance.

```
wxHashMap(const wxHashMap& map)
```

Copy constructor.

---

## wxHashMap::begin

```
const_iterator begin() const
```

```
iterator begin()
```

Returns an iterator pointing at the first element of the hash map. Please remember that hash maps do not guarantee ordering.

---

## wxHashMap::clear

```
void clear()
```

Removes all elements from the hash map.

**wxHashMap::count**

---

**size\_type count(const key\_type& key) const**

Counts the number of elements with the given key present in the map. This function can actually return 0 or 1.

**wxHashMap::empty**

---

**bool empty() const**

Returns true if the hash map does not contain any element, false otherwise.

**wxHashMap::end**

---

**const\_iterator end() const****iterator end()**

Returns an iterator pointing at the one-after-the-last element of the hash map. Please remember that hash maps do not guarantee ordering.

**wxHashMap::erase**

---

**size\_type erase(const key\_type& key)**

Erases the element with the given key, and returns the number of element erased (either 0 or 1).

**void erase(iterator it)****void erase(const\_iterator it)**

Erases the element pointed to by the iterator. After the deletion the iterator is no longer valid and must not be used.

**wxHashMap::find**

---

**iterator find(const key\_type& key)****const\_iterator find(const key\_type& key) const**

If an element with the given key is present, the functions returns an iterator pointing at that element, otherwise an invalid iterator is returned (i.e. `hashmap.find(non_existent_key) == hashmap.end()`).

### **wxHashMap::insert**

---

```
void insert(const value_type& v)
```

Inserts the given value in the hash map.

### **wxHashMap::operator[]**

---

```
mapped_type& operator[](const key_type& key)
```

Use it as an array subscript. The only difference is that if the given key is not present in the hash map, an element with the default `value_type()` is inserted in the table.

### **wxHashMap::size**

---

```
size_type size() const
```

Returns the numbers of elements in the map.

## **wxHashTable**

**Please note** that this class is retained for backward compatibility reasons; you should use *wxHashMap* (p. 661).

This class provides hash table functionality for *wxWindows*, and for an application if it wishes. Data can be hashed on an integer or string key.

#### **Derived from**

*wxObject* (p. 982)

#### **Include files**

<wx/hash.h>

#### **Example**

Below is an example of using a hash table.

```
wxHashTable table(KEY_STRING);  
  
wxPoint *point = new wxPoint(100, 200);  
table.Put("point 1", point);  
  
....
```

```
wxPoint *found_point = (wxPoint *)table.Get("point 1");
```

A hash table is implemented as an array of pointers to lists. When no data has been stored, the hash table takes only a little more space than this array (default size is 1000). When a data item is added, an integer is constructed from the integer or string key that is within the bounds of the array. If the array element is NULL, a new (keyed) list is created for the element. Then the data object is appended to the list, storing the key in case other data objects need to be stored in the list also (when a 'collision' occurs).

Retrieval involves recalculating the array index from the key, and searching along the keyed list for the data object whose stored key matches the passed key. Obviously this is quicker when there are fewer collisions, so hashing will become inefficient if the number of items to be stored greatly exceeds the size of the hash table.

### See also

*wxList* (p. 814)

---

## **wxHashTable::wxHashTable**

**wxHashTable**(*unsigned int key\_type*, *int size = 1000*)

Constructor. *key\_type* is one of `wxKEY_INTEGER`, or `wxKEY_STRING`, and indicates what sort of keying is required. *size* is optional.

---

## **wxHashTable::~~wxHashTable**

**~wxHashTable**()

Destroys the hash table.

---

## **wxHashTable::BeginFind**

**void BeginFind**()

The counterpart of *Next*. If the application wishes to iterate through all the data in the hash table, it can call *BeginFind* and then loop on *Next*.

---

## **wxHashTable::Clear**

**void Clear**()

Clears the hash table of all nodes (but as usual, doesn't delete user data).

**wxHashTable::Delete**

---

**wxObject \* Delete(long key)****wxObject \* Delete(const wxString& key)**

Deletes entry in hash table and returns the user's data (if found).

**wxHashTable::DeleteContents**

---

**void DeleteContents(bool flag)**

If set to true data stored in hash table will be deleted when hash table object is destroyed.

**wxHashTable::Get**

---

**wxObject \* Get(long key)****wxObject \* Get(const char\* key)**

Gets data from the hash table, using an integer or string key (depending on which hash table constructor was used).

**wxHashTable::MakeKey**

---

**long MakeKey(const wxString& string)**

Makes an integer key out of a string. An application may wish to make a key explicitly (for instance when combining two data values to form a key).

**wxHashTable::Next**

---

**wxNode \* Next()**

If the application wishes to iterate through all the data in the hash table, it can call *BeginFind* and then loop on *Next*. This function returns a **wxNode** pointer (or NULL if there are no more nodes). See the description for *wxNode* (p. 969). The user will probably only wish to use the **wxNode::Data** function to retrieve the data; the node may also be deleted.

**wxHashTable::Put**

---

**void Put(long key, wxObject \*object)**

**void Put(const char\* key, wxObject \*object)**

Inserts data into the hash table, using an integer or string key (depending on which has table constructor was used). The key string is copied and stored by the hash table implementation.

## **wxHashTable::GetCount**

---

**size\_t GetCount() const**

Returns the number of elements in the hash table.

## **wxHelpController**

This is a family of classes by which applications may invoke a help viewer to provide on-line help.

A help controller allows an application to display help, at the contents or at a particular topic, and shut the help program down on termination. This avoids proliferation of many instances of the help viewer whenever the user requests a different topic via the application's menus or buttons.

Typically, an application will create a help controller instance when it starts, and immediately call **Initialize** to associate a filename with it. The help viewer will only get run, however, just before the first call to display something.

Most help controller classes actually derive from `wxHelpControllerBase` and have names of the form `wxXXXHelpController` or `wxHelpControllerXXX`. An appropriate class is aliased to the name `wxHelpController` for each platform, as follows:

- On Windows, `wxWinHelpController` is used.
- On all other platforms, `wxHtmlHelpController` is used if `wxHTML` is compiled into `wxWindows`; otherwise `wxExtHelpController` is used (for invoking an external browser).

The remaining help controller classes need to be named explicitly by an application that wishes to make use of them.

There are currently the following help controller classes defined:

- `wxWinHelpController`, for controlling Windows Help.
- `wxCHMHelpController`, for controlling MS HTML Help. To use this, you need to set `wxUSE_MS_HTML_HELP` to 1 in `setup.h` and have `htmlhelp.h` header from

Microsoft's HTML Help kit (you don't need VC++ specific `htmlhelp.lib` because `wxWindows` loads necessary DLL at runtime and so it works with all compilers).

- `wxBestHelpController`, for controlling MS HTML Help or, if Microsoft's runtime is not available, `wxHtmlHelpController` (p. 698). You need to provide **both** CHM and HTB versions of the help file. For 32bit Windows only.
- `wxExtHelpController`, for controlling external browsers under Unix. The default browser is Netscape Navigator. The 'help' sample shows its use.
- `wxHtmlHelpController` (p. 698), a sophisticated help controller using `wxHTML` (p. 1738), in a similar style to the Microsoft HTML Help viewer and using some of the same files. Although it has an API compatible with other help controllers, it has more advanced features, so it is recommended that you use the specific API for this class instead. Note that if you use `.zip` or `.htb` formats for your books, you must add this line to your application initialization:  
`wxFileSystem::AddHandler(new wxZipFSHandler);` or nothing will be shown in your help window.

### Derived from

`wxHelpControllerBase`  
`wxObject` (p. 982)

### Include files

`<wx/help.h>` (`wxWindows` chooses the appropriate help controller class)  
`<wx/helpbase.h>` (`wxHelpControllerBase` class)  
`<wx/helpwin.h>` (Windows Help controller)  
`<wx/msw/helpchm.h>` (MS HTML Help controller)  
`<wx/generic/helpext.h>` (external HTML browser controller)  
`<wx/html/helpctrl.h>` (`wxHTML` based help controller: `wxHtmlHelpController`)

### See also

`wxHtmlHelpController` (p. 698), `wxHTML` (p. 1738)

---

## `wxHelpController::wxHelpController`

`wxHelpController()`

Constructs a help instance object, but does not invoke the help viewer.

---

## `wxHelpController::~~wxHelpController`

`~wxHelpController()`

Destroys the help instance, closing down the viewer if it is running.

## **wxHelpController::Initialize**

---

**virtual void Initialize(const wxString& file)**

**virtual void Initialize(const wxString& file, int server)**

Initializes the help instance with a help filename, and optionally a server socket number if using wxHelp (now obsolete). Does not invoke the help viewer. This must be called directly after the help instance object is created and before any attempts to communicate with the viewer.

You may omit the file extension and a suitable one will be chosen. For wxHtmlHelpController, the extensions zip, htb and hhp will be appended while searching for a suitable file. For WinHelp, the hlp extension is appended.

## **wxHelpController::DisplayBlock**

---

**virtual bool DisplayBlock(long blockNo)**

If the help viewer is not running, runs it and displays the file at the given block number.

*WinHelp*: Refers to the context number.

*MS HTML Help*: Refers to the context number.

*External HTML help*: the same as for *wxHelpController::DisplaySection* (p. 672).

*wxHtmlHelpController*: *sectionNo* is an identifier as specified in the .hbc file. See *Help files format* (p. 1740).

This function is for backward compatibility only, and applications should use *wxHelpController* (p. 672) instead.

## **wxHelpController::DisplayContents**

---

**virtual bool DisplayContents()**

If the help viewer is not running, runs it and displays the contents.

## **wxHelpController::DisplayContextPopup**

---

**virtual bool DisplayContextPopup(int contextId)**

Displays the section as a popup window using a context id.

Returns false if unsuccessful or not implemented.

---

## wxHelpController::DisplaySection

---

**virtual bool DisplaySection(const wxString& section)**

If the help viewer is not running, runs it and displays the given section.

The interpretation of *section* differs between help viewers. For most viewers, this call is equivalent to KeywordSearch. For MS HTML Help, wxHTML help and external HTML help, if *section* has a .htm or .html extension, that HTML file will be displayed; otherwise a keyword search is done.

**virtual bool DisplaySection(int sectionNo)**

If the help viewer is not running, runs it and displays the given section.

*WinHelp*, *MS HTML Help* *sectionNo* is a context id.

*External HTML help*: wxExtHelpController implements *sectionNo* as an id in a map file, which is of the form:

```
0 wx.html           ; Index
1 wx34.html#classref ; Class reference
2 wx204.html       ; Function reference
```

*wxHtmlHelpController*: *sectionNo* is an identifier as specified in the .hnc file. See *Help files format* (p. 1740).

See also the help sample for notes on how to specify section numbers for various help file formats.

---

## wxHelpController::DisplayTextPopup

---

**virtual bool DisplayTextPopup(const wxString& text, const wxPoint& pos)**

Displays the text in a popup window, if possible.

Returns false if unsuccessful or not implemented.

---

## wxHelpController::GetFrameParameters

---

**virtual wxFrame \* GetFrameParameters(const wxSize \* size = NULL, const wxPoint \* pos = NULL, bool \*newFrameEachTime = NULL)**

wxHtmlHelpController returns the frame, size and position.

For all other help controllers, this function does nothing and just returns NULL.

## Parameters

### *viewer*

This defaults to "netscape" for wxExtHelpController.

### *flags*

This defaults to wxHELP\_NETSCAPE for wxExtHelpController, indicating that the viewer is a variant of Netscape Navigator.

---

## wxHelpController::KeywordSearch

### **virtual bool KeywordSearch(const wxString& *keyWord*)**

If the help viewer is not running, runs it, and searches for sections matching the given keyword. If one match is found, the file is displayed at this section.

*WinHelp, MS HTML Help:* If more than one match is found, the first topic is displayed.

*External HTML help, simple wxHTML help:* If more than one match is found, a choice of topics is displayed.

*wxHtmlHelpController:* see *wxHtmlHelpController::KeywordSearch* (p. 701).

---

## wxHelpController::LoadFile

### **virtual bool LoadFile(const wxString& *file* = "")**

If the help viewer is not running, runs it and loads the given file. If the filename is not supplied or is empty, the file specified in **Initialize** is used. If the viewer is already displaying the specified file, it will not be reloaded. This member function may be used before each display call in case the user has opened another file.

wxHtmlHelpController ignores this call.

---

## wxHelpController::OnQuit

### **virtual bool OnQuit()**

Overridable member called when this application's viewer is quit by the user.

This does not work for all help controllers.

---

## wxHelpController::SetFrameParameters

### **virtual void SetFrameParameters(const wxString & *title*, const wxSize & *size*, const wxPoint & *pos* = wxDefaultPosition, bool *newFrameEachTime* = false)**

For `wxHtmlHelpController`, the title is set (again with `%s` indicating the page title) and also the size and position of the frame if the frame is already open. `newFrameEachTime` is ignored.

For all other help controllers this function has no effect.

---

## **wxHelpController::SetViewer**

**virtual void SetViewer(const wxString& viewer, long flags)**

Sets detailed viewer information. So far this is only relevant to `wxExtHelpController`.

Some examples of usage:

```
m_help.SetViewer("kdehelp");  
m_help.SetViewer("gnome-help-browser");  
m_help.SetViewer("netscape", wxHELP_NETSCAPE);
```

---

## **wxHelpController::Quit**

**virtual bool Quit()**

If the viewer is running, quits it by disconnecting.

For Windows Help, the viewer will only close if no other application is using it.

## **wxHelpControllerHelpProvider**

`wxHelpControllerHelpProvider` is an implementation of `wxHelpProvider` which supports both context identifiers and plain text help strings. If the help text is an integer, it is passed to `wxHelpController::DisplayContextPopup`. Otherwise, it shows the string in a tooltip as per `wxSimpleHelpProvider`. If you use this with a `wxCHMHelpController` instance on windows, it will use the native style of tip window instead of `wxTipWindow` (p. 1344).

You can use the convenience function **wxContextId** to convert an integer context id to a string for passing to `wxWindow::SetHelpText` (p. 1466).

### **Derived from**

`wxSimpleHelpProvider` (p. 1137)

`wxHelpProvider` (p. 677)

### **Include files**

<wx/cshelp.h>

### See also

*wxHelpProvider* (p. 677), *wxSimpleHelpProvider* (p. 1137), *wxContextHelp* (p. 201), *wxWindow::SetHelpText* (p. 1466), *wxWindow::GetHelpText* (p. 1444)

---

## **wxHelpControllerHelpProvider::wxHelpControllerHelpProvider**

**wxHelpControllerHelpProvider(wxHelpControllerBase\* hc = NULL)**

Note that the instance doesn't own the help controller. The help controller should be deleted separately.

---

## **wxHelpControllerHelpProvider::SetHelpController**

**void SetHelpController(wxHelpControllerBase\* hc)**

Sets the help controller associated with this help provider.

---

## **wxHelpControllerHelpProvider::GetHelpController**

**wxHelpControllerBase\* GetHelpController() const**

Returns the help controller associated with this help provider.

## **wxHelpEvent**

A help event is sent when the user has requested context-sensitive help. This can either be caused by the application requesting context-sensitive help mode via *wxContextHelp* (p. 201), or (on MS Windows) by the system generating a WM\_HELP message when the user pressed F1 or clicked on the query button in a dialog caption.

A help event is sent to the window that the user clicked on, and is propagated up the window hierarchy until the event is processed or there are no more event handlers. The application should call *wxEvent::GetId* to check the identity of the clicked-on window, and then either show some suitable help or call *wxEvent::Skip* if the identifier is unrecognised. Calling *Skip* is important because it allows *wxWindows* to generate further events for ancestors of the clicked-on window. Otherwise it would be impossible to show help for container windows, since processing would stop after the first window found.

### Derived from

*wxCommandEvent* (p. 169)

*wxEvent* (p. 453)

*wxObject* (p. 982)

### Include files

<wx/event.h>

### Event table macros

To process an activate event, use these event handler macros to direct input to a member function that takes a *wxHelpEvent* argument.

**EVT\_HELP(id, func)**

Process a *wxEVT\_HELP* event.

**EVT\_HELP\_RANGE(id1, id2, func)**

Process a *wxEVT\_HELP* event for a range of ids.

### See also

*wxContextHelp* (p. 201), *wxDialog* (p. 379), *Event handling overview* (p. 1649)

---

## wxHelpEvent::wxHelpEvent

**wxHelpEvent(WXTYPE *eventType* = 0, bool *active* = true, wxWindowID *id* = 0, const wxPoint& *point*)**

Constructor.

---

## wxHelpEvent::GetPosition

**const wxPoint& GetPosition() const**

Returns the left-click position of the mouse, in screen coordinates. This allows the application to position the help appropriately.

---

## wxHelpEvent::SetPosition

**void SetPosition(const wxPoint& *pt*)**

Sets the left-click position of the mouse, in screen coordinates.

## wxHelpProvider

wxHelpProvider is an abstract class used by a program implementing context-sensitive help to show the help text for the given window.

The current help provider must be explicitly set by the application using wxHelpProvider::Set().

### Derived from

No base class

### Include files

<wx/cshelp.h>

### See also

*wxContextHelp* (p. 201), *wxContextHelpButton* (p. 202), *wxSimpleHelpProvider* (p. 1137), *wxHelpControllerHelpProvider* (p. 674), *wxWindow::SetHelpText* (p. 1466), *wxWindow::GetHelpText* (p. 1444)

---

### wxHelpProvider::~~wxHelpProvider

**~wxHelpProvider()**

Virtual destructor for any base class.

---

### wxHelpProvider::Set

**wxHelpProvider\* Set(wxHelpProvider\* helpProvider)**

Get/set the current, application-wide help provider. Returns the previous one.

---

### wxHelpProvider::Get

**wxHelpProvider\* Get()**

Unlike some other classes, the help provider is not created on demand. This must be explicitly done by the application.

---

### wxHelpProvider::GetHelp

---

**wxString GetHelp(const wxWindowBase\* window)**

Gets the help string for this window. Its interpretation is dependent on the help provider except that empty string always means that no help is associated with the window.

### **wxHelpProvider::ShowHelp**

---

**bool ShowHelp(wxWindowBase\* window)**

Shows help for the given window. Uses *GetHelp* (p. 677) internally if applicable.

Returns true if it was done, or false if no help was available for this window.

### **wxHelpProvider::AddHelp**

---

**void AddHelp(wxWindowBase\* window, const wxString& text)**

Associates the text with the given window or id. Although all help providers have these functions to allow making *wxWindow::SetHelpText* (p. 1466) work, not all of them implement the functions.

**void AddHelp(wxWindowID id, const wxString& text)**

This version associates the given text with all windows with this id. May be used to set the same help string for all Cancel buttons in the application, for example.

### **wxHelpProvider::RemoveHelp**

---

**void RemoveHelp(wxWindowBase\* window)**

Removes the association between the window pointer and the help text. This is called by the *wxWindow* destructor. Without this, the table of help strings will fill up and when window pointers are reused, the wrong help string will be found.

## **wxHtmlCell**

Internal data structure. It represents fragments of parsed HTML page, the so-called **cell** - a word, picture, table, horizontal line and so on. It is used by *wxHtmlWindow* (p. 725) and *wxHtmlWinParser* (p. 734) to represent HTML page in memory.

You can divide cells into two groups : *visible* cells with non-zero width and height and *helper* cells (usually with zero width and height) that perform special actions such as color or font change.

**Derived from**

*wxObject* (p. 982)

**Include files**

<wx/html/htmlcell.h>

**See Also**

*Cells Overview* (p. 1742), *wxHtmlContainerCell* (p. 685)

---

**wxHtmlCell::wxHtmlCell**

---

**wxHtmlCell()**

Constructor.

---

**wxHtmlCell::AdjustPagebreak**

---

**virtual bool AdjustPagebreak(int \* *pagebreak*)**

This method is used to adjust pagebreak position. The parameter is variable that contains y-coordinate of page break (= horizontal line that should not be crossed by words, images etc.). If this cell cannot be divided into two pieces (each one on another page) then it moves the pagebreak few pixels up.

Returns true if pagebreak was modified, false otherwise

Usage:

```
while (container->AdjustPagebreak(&p)) {}
```

---

**wxHtmlCell::Draw**

---

**virtual void Draw(wxDC& *dc*, int *x*, int *y*, int *view\_y1*, int *view\_y2*)**

Renders the cell.

**Parameters**

*dc*

Device context to which the cell is to be drawn

*x,y*

Coordinates of parent's upper left corner (origin). You must add this to `m_PosX,m_PosY` when passing coordinates to dc's methods Example : `dc -> DrawText("hello", x + m_PosX, y + m_PosY)`

*view\_y1*

y-coord of the first line visible in window. This is used to optimize rendering speed

*view\_y2*

y-coord of the last line visible in window. This is used to optimize rendering speed

---

## **wxHtmlCell::DrawInvisible**

**virtual void DrawInvisible(wxDC& dc, int x, int y)**

This method is called instead of *Draw* (p. 679) when the cell is certainly out of the screen (and thus invisible). This is not nonsense - some tags (like *wxHtmlColourCell* (p. 684) or font setter) must be drawn even if they are invisible!

### **Parameters**

*dc*

Device context to which the cell is to be drawn

*x,y*

Coordinates of parent's upper left corner. You must add this to `m_PosX,m_PosY` when passing coordinates to dc's methods Example : `dc -> DrawText("hello", x + m_PosX, y + m_PosY)`

---

## **wxHtmlCell::Find**

**virtual const wxHtmlCell\* Find(int condition, const void\* param)**

Returns pointer to itself if this cell matches condition (or if any of the cells following in the list matches), NULL otherwise. (In other words if you call top-level container's Find it will return pointer to the first cell that matches the condition)

It is recommended way how to obtain pointer to particular cell or to cell of some type (e.g. *wxHtmlAnchorCell* reacts on `wxHTML_COND_ISANCHOR` condition)

### **Parameters**

*condition*

Unique integer identifier of condition

*param*

Optional parameters

### **Defined conditions**

<b>wxHTML_COND_ISANCHOR</b>	Finds particular anchor. <i>param</i> is pointer to wxString with name of the anchor.
<b>wxHTML_COND_USER</b>	User-defined conditions start from this number.

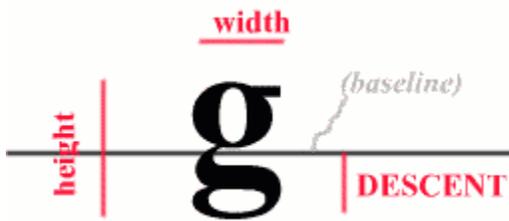
---

### wxHtmlCell::GetDescent

---

**int GetDescent() const**

Returns descent value of the cell (m\_Descent member). See explanation:




---

### wxHtmlCell::GetHeight

---

**int GetHeight() const**

Returns height of the cell (m\_Height member).

---

### wxHtmlCell::GetId

---

**virtual wxString GetId() const**

Returns unique cell identifier if there is any, empty string otherwise.

---

### wxHtmlCell::GetLink

---

**virtual wxHtmlLinkInfo\* GetLink(int x = 0, int y = 0) const**

Returns hypertext link if associated with this cell or NULL otherwise. See *wxHtmlLinkInfo* (p. 708). (Note: this makes sense only for visible tags).

#### Parameters

*x,y*

Coordinates of position where the user pressed mouse button. These coordinates are used e.g. by COLORMAP. Values are relative to the upper left corner of THIS cell (i.e. from 0 to m\_Width or m\_Height)

**wxHtmlCell::GetNext**

---

**wxHtmlCell\* GetNext() const**

Returns pointer to the next cell in list (see `htmlcell.h` if you're interested in details).

**wxHtmlCell::GetParent**

---

**wxHtmlContainerCell\* GetParent() const**

Returns pointer to parent container.

**wxHtmlCell::GetPosX**

---

**int GetPosX() const**

Returns X position within parent (the value is relative to parent's upper left corner). The returned value is meaningful only if parent's *Layout* (p. 682) was called before!

**wxHtmlCell::GetPosY**

---

**int GetPosY() const**

Returns Y position within parent (the value is relative to parent's upper left corner). The returned value is meaningful only if parent's *Layout* (p. 682) was called before!

**wxHtmlCell::GetWidth**

---

**int GetWidth() const**

Returns width of the cell (`m_Width` member).

**wxHtmlCell::Layout**

---

**virtual void Layout(int w)**

This method performs two actions:

1. adjusts the cell's width according to the fact that maximal possible width is *w*. (this has sense when working with horizontal lines, tables etc.)
2. prepares layout (=fill-in `m_PosX`, `m_PosY` (and sometimes `m_Height`) members) based on actual width *w*

It must be called before displaying cells structure because `m_PosX` and `m_PosY` are undefined (or invalid) before calling `Layout`.

### **wxHtmlCell::OnClick**

---

**virtual void OnClick(wxWindow\* parent, int x, int y, const wxMouseEvent& event)**

This function is simple event handler. Each time the user clicks mouse button over a cell within `wxHtmlWindow` (p. 725) this method of that cell is called. Default behavior is that it calls `wxHtmlWindow::LoadPage` (p. 729).

#### **Note**

If you need more "advanced" event handling you should use `wxHtmlBinderCell` instead.

#### **Parameters**

*parent*

parent window (always `wxHtmlWindow!`)

*x, y*

coordinates of mouse click (this is relative to cell's origin)

*left, middle, right*

boolean flags for mouse buttons. true if the left/middle/right button is pressed, false otherwise

### **wxHtmlCell::SetId**

---

**void SetId(const wxString& id)**

Sets unique cell identifier. Default value is no identifier, i.e. empty string.

### **wxHtmlCell::SetLink**

---

**void SetLink(const wxHtmlLinkInfo& link)**

Sets the hypertext link associated with this cell. (Default value is `wxHtmlLinkInfo` (p. 708)("", "")) (no link)

### **wxHtmlCell::SetNext**

---

**void SetNext(wxHtmlCell \*cell)**

Sets the next cell in the list. This shouldn't be called by user - it is to be used only by

*wxHtmlContainerCell::InsertCell* (p. 686).

### **wxHtmlCell::SetParent**

---

**void SetParent(wxHtmlContainerCell \*p)**

Sets parent container of this cell. This is called from *wxHtmlContainerCell::InsertCell* (p. 686).

### **wxHtmlCell::SetPos**

---

**void SetPos(int x, int y)**

Sets the cell's position within parent container.

## **wxHtmlColourCell**

This cell changes the colour of either the background or the foreground.

### **Derived from**

*wxHtmlCell* (p. 678)

### **Include files**

<wx/html/htmlcell.h>

### **wxHtmlColourCell::wxHtmlColourCell**

---

**wxHtmlColourCell(wxColour clr, int flags = wxHTML\_CLR\_FOREGROUND)**

Constructor.

### **Parameters**

*clr*  
The color

*flags*  
Can be one of following:

**wxHTML\_CLR\_FOREGROUND**      change color of text

**wxHTML\_CLR\_BACKGROUND**

change background color

## wxHtmlContainerCell

The wxHtmlContainerCell class is an implementation of a cell that may contain more cells in it. It is heavily used in the wxHTML layout algorithm.

### Derived from

*wxHtmlCell* (p. 678)

### Include files

<wx/html/htmlcell.h>

### See Also

*Cells Overview* (p. 1742)

---

### wxHtmlContainerCell::wxHtmlContainerCell

---

**wxHtmlContainerCell(wxHtmlContainerCell \*parent)**

Constructor. *parent* is pointer to parent container or NULL.

---

### wxHtmlContainerCell::GetAlignHor

---

**int GetAlignHor() const**

Returns container's horizontal alignment.

---

### wxHtmlContainerCell::GetAlignVer

---

**int GetAlignVer() const**

Returns container's vertical alignment.

---

### wxHtmlContainerCell::GetBackgroundColour

---

**wxColour GetBackgroundColour()**

Returns the background colour of the container or `wxNullColour` if no background colour is set.

**wxHtmlContainerCell::GetFirstCell**

---

**wxHtmlCell\* GetFirstCell()**

Returns pointer to the first cell in the list. You can then use `wxHtmlCell`'s `GetNext` method to obtain pointer to the next cell in list.

**Note:** This shouldn't be used by the end user. If you need some way of finding particular cell in the list, try *Find* (p. 680) method instead.

**wxHtmlContainerCell::GetIndent**

---

**int GetIndent(int ind) const**

Returns the indentation. *ind* is one of the `wxHTML_INDENT_*` constants.

**Note:** You must call *GetIndentUnits* (p. 686) with same *ind* parameter in order to correctly interpret the returned integer value. It is NOT always in pixels!

**wxHtmlContainerCell::GetIndentUnits**

---

**int GetIndentUnits(int ind) const**

Returns the units of indentation for *ind* where *ind* is one of the `wxHTML_INDENT_*` constants.

**wxHtmlContainerCell::InsertCell**

---

**void InsertCell(wxHtmlCell \*cell)**

Inserts new cell into the container.

**wxHtmlContainerCell::SetAlign**

---

**void SetAlign(const wxHtmlTag& tag)**

Sets the container's alignment (both horizontal and vertical) according to the values stored in *tag*. (Tags `ALIGN` parameter is extracted.) In fact it is only a front-end to *SetAlignHor* (p. 687) and *SetAlignVer* (p. 687).

## **wxHtmlContainerCell::SetAlignHor**

---

**void SetAlignHor(int *al*)**

Sets the container's *horizontal alignment*. During *Layout* (p. 682) each line is aligned according to *al* value.

### **Parameters**

*al*

new horizontal alignment. May be one of these values:

<b>wxHTML_ALIGN_LEFT</b>	lines are left-aligned (default)
<b>wxHTML_ALIGN_JUSTIFY</b>	lines are justified
<b>wxHTML_ALIGN_CENTER</b>	lines are centered
<b>wxHTML_ALIGN_RIGHT</b>	lines are right-aligned

## **wxHtmlContainerCell::SetAlignVer**

---

**void SetAlignVer(int *al*)**

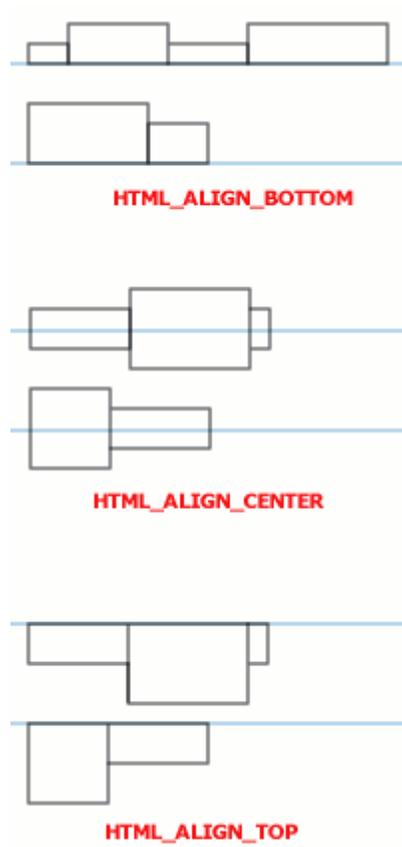
Sets the container's *vertical alignment*. This is per-line alignment!

### **Parameters**

*al*

new vertical alignment. May be one of these values:

<b>wxHTML_ALIGN_BOTTOM</b>	cells are over the line (default)
<b>wxHTML_ALIGN_CENTER</b>	cells are centered on line
<b>wxHTML_ALIGN_TOP</b>	cells are under the line



---

### **wxHtmlContainerCell::SetBackgroundColour**

**void SetBackgroundColour(const wxColour& clr)**

Sets the background colour for this container.

---

### **wxHtmlContainerCell::SetBorder**

**void SetBorder(const wxColour& clr1, const wxColour& clr2)**

Sets the border (frame) colours. A border is a rectangle around the container.

#### **Parameters**

*clr1*  
Colour of top and left lines

*clr2*  
Colour of bottom and right lines

---

### **wxHtmlContainerCell::SetIndent**

```
void SetIndent(int i, int what, int units = wxHTML_UNITS_PIXELS)
```

Sets the indentation (free space between borders of container and subcells).

### Parameters

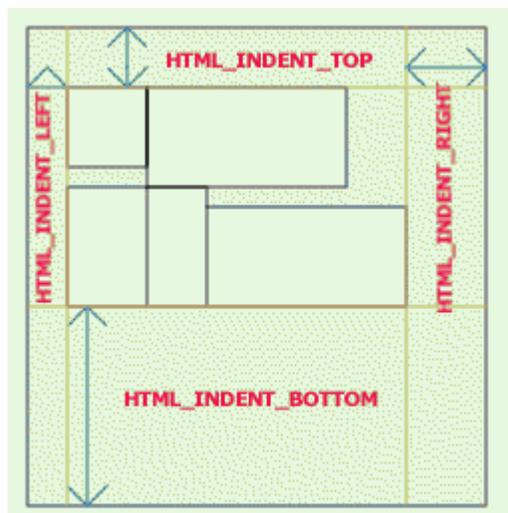
*i*

Indentation value.

*what*

Determines which of the four borders we're setting. It is OR combination of following constants:

<b>wxHTML_INDENT_TOP</b>	top border
<b>wxHTML_INDENT_BOTTOM</b>	bottom
<b>wxHTML_INDENT_LEFT</b>	left
<b>wxHTML_INDENT_RIGHT</b>	right
<b>wxHTML_INDENT_HORIZONTAL</b>	left and right
<b>wxHTML_INDENT_VERTICAL</b>	top and bottom
<b>wxHTML_INDENT_ALL</b>	all 4 borders



*units*

Units of *i*. This parameter affects interpretation of *i* value.

<b>wxHTML_UNITS_PIXELS</b>	<i>i</i> is number of pixels
<b>wxHTML_UNITS_PERCENT</b>	<i>i</i> is interpreted as percents of width of parent container

### wxHtmlContainerCell::SetMinHeight

```
void SetMinHeight(int h, int align = wxHTML_ALIGN_TOP)
```

Sets minimal height of the container.

When container's *Layout* (p. 682) is called, `m_Height` is set depending on layout of subcells to the height of area covered by layed-out subcells. Calling this method guarantees you that the height of container is never smaller than *h* - even if the subcells cover much smaller area.

### Parameters

*h*

The minimal height.

*align*

If height of the container is lower than the minimum height, empty space must be inserted somewhere in order to ensure minimal height. This parameter is one of **wxHTML\_ALIGN\_TOP**, **wxHTML\_ALIGN\_BOTTOM**, **wxHTML\_ALIGN\_CENTER**. It refers to the *contents*, not to the empty place.

---

## wxHtmlContainerCell::SetWidthFloat

---

**void SetWidthFloat(int *w*, int *units*)**

**void SetWidthFloat(const wxHtmlTag& *tag*, double *pixel\_scale* = 1.0)**

Sets floating width adjustment.

The normal behaviour of container is that its width is the same as the width of parent container (and thus you can have only one sub-container per line). You can change this by setting FWA.

*pixel\_scale* is number of real pixels that equals to 1 HTML pixel.

### Parameters

*w*

Width of the container. If the value is negative it means complement to full width of parent container (e.g. `SetWidthFloat(-50, wxHTML_UNITS_PIXELS)` sets the width of container to parent's width minus 50 pixels. This is useful when creating tables - you can call `SetWidthFloat(50)` and `SetWidthFloat(-50)`)

*units*

Units of *w* This parameter affects the interpretation of *w* value.

**wxHTML\_UNITS\_PIXELS**  
**wxHTML\_UNITS\_PERCENT**

*w* is number of pixels  
*w* is interpreted as percents of width of parent container

*tag*

In the second version of method, *w* and *unitsinfo* is extracted from tag's `WIDTH` parameter.

**wxPython note:** The second form of this method is named `SetWidthFloatFromTag` in wxPython.

## wxHtmlDCRenderer

This class can render HTML document into a specified area of a DC. You can use it in your own printing code, although use of *wxHtmlEasyPrinting* (p. 693) or *wxHtmlPrintout* (p. 716) is strongly recommended.

### Derived from

*wxObject* (p. 982)

### Include files

<wx/html/htmprint.h>

---

## wxHtmlDCRenderer::wxHtmlDCRenderer

**wxHtmlDCRenderer()**

Constructor.

---

## wxHtmlDCRenderer::SetDC

**void SetDC(wxDC\* dc, double pixel\_scale = 1.0)**

Assign DC instance to the renderer.

*pixel\_scale* can be used when rendering to high-resolution DCs (e.g. printer) to adjust size of pixel metrics. (Many dimensions in HTML are given in pixels -- e.g. image sizes. 300x300 image would be only one inch wide on typical printer. With *pixel\_scale* = 3.0 it would be 3 inches.)

---

## wxHtmlDCRenderer::SetFont

**void SetFont(wxString normal\_face, wxString fixed\_face, const int \*sizes = NULL)**

Sets fonts. See *wxHtmlWindow::SetFont* (p. 732) for detailed description.

See also *SetSize* (p. 692).

### **wxHtmlDCRenderer::SetSize**

---

**void SetSize(int width, int height)**

Set size of output rectangle, in pixels. Note that you **can't** change width of the rectangle between calls to *Render* (p. 692)! (You can freely change height.)

### **wxHtmlDCRenderer::SetHtmlText**

---

**void SetHtmlText(const wxString& html, const wxString& basepath = wxEmptyString, bool isdir = true)**

Assign text to the renderer. *Render* (p. 692) then draws the text onto DC.

#### **Parameters**

*html*

HTML text. This is *not* a filename.

*basepath*

base directory (html string would be stored there if it was in file). It is used to determine path for loading images, for example.

*isdir*

false if basepath is filename, true if it is directory name (see *wxFileSystem* (p. 518) for detailed explanation)

### **wxHtmlDCRenderer::Render**

---

**int Render(int x, int y, int from = 0, int dont\_render = false)**

Renders HTML text to the DC.

#### **Parameters**

*x,y*

position of upper-left corner of printing rectangle (see *SetSize* (p. 692))

*from*

y-coordinate of the very first visible cell

*dont\_render*

if true then this method only returns y coordinate of the next page and does not output anything

Returned value is y coordinate of first cell than didn't fit onto page. Use this value as *from* in next call to `Render` in order to print multipages document.

### Caution!

The Following three methods **must** always be called before any call to `Render` (preferably in this order):

- `SetDC` (p. 691)
- `SetSize` (p. 692)
- `SetHtmlText` (p. 692)

`Render()` changes the DC's user scale and does NOT restore it.

---

## wxHtmlDCRenderer::GetTotalHeight

**int** `GetTotalHeight()`

Returns the height of the HTML text. This is important if area height (see `SetSize` (p. 692)) is smaller that total height and thus the page cannot fit into it. In that case you're supposed to call `Render` (p. 692) as long as its return value is smaller than `GetTotalHeight`'s.

## wxHtmlEasyPrinting

This class provides very simple interface to printing architecture. It allows you to print HTML documents using only a few commands.

### Note

Do not create this class on the stack only. You should create an instance on app startup and use this instance for all printing operations. The reason is that this class stores various settings in it.

### Derived from

`wxObject` (p. 982)

### Include files

<wx/html/htmlprint.h>

## **wxHtmlEasyPrinting::wxHtmlEasyPrinting**

---

**wxHtmlEasyPrinting**(const wxString& *name* = "Printing", wxWindow\* *parentWindow* = NULL)

Constructor.

### **Parameters**

*name*

Name of the printing object. Used by preview frames and setup dialogs.

*parentWindow*

pointer to the window that will own the preview frame and setup dialogs. May be NULL.

## **wxHtmlEasyPrinting::PreviewFile**

---

**bool PreviewFile**(const wxString& *htmlfile*)

Preview HTML file.

Returns false in case of error -- call `wxPrinter::GetLastError` (p. 1040) to get detailed information about the kind of the error.

## **wxHtmlEasyPrinting::PreviewText**

---

**bool PreviewText**(const wxString& *htmltext*, const wxString& *basepath* = *wxEmptyString*)

Preview HTML text (not file!).

Returns false in case of error -- call `wxPrinter::GetLastError` (p. 1040) to get detailed information about the kind of the error.

### **Parameters**

*htmltext*

HTML text.

*basepath*

base directory (html string would be stored there if it was in file). It is used to determine path for loading images, for example.

## **wxHtmlEasyPrinting::PrintFile**

---

**bool PrintFile**(const wxString& *htmlfile*)

Print HTML file.

Returns false in case of error -- call `wxPrinter::GetLastError` (p. 1040) to get detailed information about the kind of the error.

---

### **wxHtmlEasyPrinting::PrintText**

---

**bool PrintText**(const wxString& *htmltext*, const wxString& *basepath* = *wxEmptyString*)

Print HTML text (not file!).

Returns false in case of error -- call `wxPrinter::GetLastError` (p. 1040) to get detailed information about the kind of the error.

#### **Parameters**

*htmltext*  
HTML text.

*basepath*  
base directory (html string would be stored there if it was in file). It is used to determine path for loading images, for example.

---

### **wxHtmlEasyPrinting::PrinterSetup**

---

**void PrinterSetup**()

Display printer setup dialog and allows the user to modify settings.

---

### **wxHtmlEasyPrinting::PageSetup**

---

**void PageSetup**()

Display page setup dialog and allows the user to modify settings.

---

### **wxHtmlEasyPrinting::SetFont**

---

**void SetFont**(wxString *normal\_face*, wxString *fixed\_face*, const int \**sizes* = NULL)

Sets fonts. See `wxHtmlWindow::SetFont` (p. 732) for detailed description.

---

### **wxHtmlEasyPrinting::SetHeader**

---

**void SetHeader(const wxString& header, int pg = wxPAGE\_ALL)**

Set page header.

### Parameters

*header*

HTML text to be used as header. You can use macros in it:

- @PAGENUM@ is replaced by page number
- @PAGESCNT@ is replaced by total number of pages

*pg*

one of wxPAGE\_ODD, wxPAGE\_EVEN and wxPAGE\_ALL constants.

---

### wxHtmlEasyPrinting::SetFooter

---

**void SetFooter(const wxString& footer, int pg = wxPAGE\_ALL)**

Set page footer.

### Parameters

*footer*

HTML text to be used as footer. You can use macros in it:

- @PAGENUM@ is replaced by page number
- @PAGESCNT@ is replaced by total number of pages

*pg*

one of wxPAGE\_ODD, wxPAGE\_EVEN and wxPAGE\_ALL constants.

---

### wxHtmlEasyPrinting::GetPrintData

---

**wxPrintData\* GetPrintData()**

Returns pointer to *wxPrintData* (p. 1027) instance used by this class. You can set its parameters (via SetXXXX methods).

---

### wxHtmlEasyPrinting::GetPageSetupData

---

**wxPageSetupDialogData\* GetPageSetupData()**

Returns a pointer to *wxPageSetupDialogData* (p. 989) instance used by this class. You can set its parameters (via SetXXXX methods).

## wxHtmlFilter

This class is an input filter for *wxHtmlWindow* (p. 725). It allows you to read and display files of different file formats.

### Derived from

*wxObject* (p. 982)

### Include files

<wx/html/htmlfilt.h>

### See Also

*Overview* (p. 1742)

---

## wxHtmlFilter::wxHtmlFilter

**wxHtmlFilter()**

Constructor.

---

## wxHtmlFilter::CanRead

**bool CanRead(const wxFSFile& file)**

Returns true if this filter is capable of reading file *file*.

Example:

```
bool MyFilter::CanRead(const wxFSFile& file)
{
    return (file.GetMimeType() == "application/x-ugh");
}
```

---

## wxHtmlFilter::ReadFile

**wxString ReadFile(const wxFSFile& file)**

Reads the file and returns string with HTML document.

Example:

```
wxString MyImgFilter::ReadFile(const wxFSFile& file)
{
    return "<html><body><img src=\"" +
        file.GetLocation() +
        "\"></body></html>";
}
```

## wxHtmlHelpController

**WARNING!** Although this class has an API compatible with other wxWindows help controllers as documented by *wxHelpController* (p. 669), it is recommended that you use the enhanced capabilities of wxHtmlHelpController's API.

This help controller provides an easy way of displaying HTML help in your application (see *test* sample). The help system is based on **books** (see *AddBook* (p. 699)). A book is a logical section of documentation (for example "User's Guide" or "Programmer's Guide" or "C++ Reference" or "wxWindows Reference"). The help controller can handle as many books as you want.

wxHTML uses Microsoft's HTML Help Workshop project files (.hhp, .hhk, .hhc) as its native format. The file format is described *here* (p. 1740). Have a look at docs/html/ directory where sample project files are stored.

You can use Tex2RTF to produce these files when generating HTML, if you set **htmlWorkshopFiles** to **true** in your tex2rtf.ini file.

### Note

It is strongly recommended to use preprocessed **.hhp.cached** version of projects. It can be either created on-the-fly (see *SetTempDir* (p. 701)) or you can use **hhp2cached** utility from *utils/hhp2cached* to create it and distribute the cached version together with helpfiles. See *samples/html/help* sample for demonstration of its use.

### See also

*Information about wxBestHelpController* (p. 669)

### Derived from

wxHelpControllerBase

### Include files

<wx/html/helpctrl.h>

---

**wxHtmlHelpController::wxHtmlHelpController**


---

**wxHtmlHelpController**(int *style* = *wxHF\_DEFAULT\_STYLE*)

Constructor.

**Parameters**

*style* is combination of these flags:

<b>wxHF_TOOLBAR</b>	Help frame has toolbar.
<b>wxHF_FLAT_TOOLBAR</b>	Help frame has toolbar with flat buttons (aka coolbar).
<b>wxHF_CONTENTS</b>	Help frame has contents panel.
<b>wxHF_INDEX</b>	Help frame has index panel.
<b>wxHF_SEARCH</b>	Help frame has search panel.
<b>wxHF_BOOKMARKS</b>	Help frame has bookmarks controls.
<b>wxHF_OPEN_FILES</b>	Allow user to open arbitrary HTML document.
<b>wxHF_PRINT</b>	Toolbar contains "print" button.
<b>wxHF_MERGE_BOOKS</b>	Contents pane does not show book nodes. All books are merged together and appear as single book to the user.
<b>wxHF_ICONS_BOOK</b>	All nodes in contents pane have a book icon. This is how Microsoft's HTML help viewer behaves.
<b>wxHF_ICONS_FOLDER</b>	Book nodes in contents pane have a book icon, book's sections have a folder icon. This is the default.
<b>wxHF_ICONS_BOOK_CHAPTER</b>	Both book nodes and nodes of top-level sections of a book (i.e. chapters) have a book icon, all other sections (sections, subsections, ...) have a folder icon.
<b>wxHF_DEFAULT_STYLE</b>	<code>wxHF_TOOLBAR   wxHF_CONTENTS   wxHF_INDEX   wxHF_SEARCH   wxHF_BOOKMARKS   wxHF_PRINT</code>

---

**wxHtmlHelpController::AddBook**


---

**bool AddBook**(const wxFileName& *book\_file*, **bool** *show\_wait\_msg*)

**bool AddBook**(const wxString& *book\_url*, **bool** *show\_wait\_msg*)

Adds book (*.hnp file* (p. 1740) - HTML Help Workshop project file) into the list of loaded books. This must be called at least once before displaying any help.

*book\_file* or *book\_url* may be either *.hnp file* or ZIP archive that contains arbitrary number of *.hnp files* in top-level directory. This ZIP archive must have *.zip* or *.htb* extension (the latter stands for "HTML book"). In other words, `AddBook(wxFileName("help.zip"))` is possible and, in fact, recommended

way.

### Parameters

*show\_wait\_msg*

If true then a decoration-less window with progress message is displayed.

*book\_file*

Help book filename. It is recommended to use this prototype instead of the one taking URL, because it is less error-prone.

*book\_url*

Help book URL (note that syntax of filename and URL is different on most platforms)

### Note

Don't forget to install wxFileSystem ZIP handler

with `wxFileSystem::AddHandler(new wxZipFSHandler)`; before calling this method on a .zip or .htb file!

---

## wxHtmlHelpController::CreateHelpFrame

**virtual wxHtmlHelpFrame\* CreateHelpFrame(wxHtmlHelpData \* data)**

This protected virtual method may be overridden so that the controller uses slightly different frame. See *samples/html/helpview* sample for an example.

---

## wxHtmlHelpController::Display

**void Display(const wxString& x)**

Displays page *x*. This is THE important function - it is used to display the help in application.

You can specify the page in many ways:

- as direct filename of HTML document
- as chapter name (from contents) or as a book name
- as some word from index
- even as any word (will be searched)

Looking for the page runs in these steps:

1. try to locate file named *x* (if *x* is for example "doc/howto.htm")
2. try to open starting page of book named *x*
3. try to find *x* in contents (if *x* is for example "How To ...")
4. try to find *x* in index (if *x* is for example "How To ...")
5. switch to Search panel and start searching

**void Display(const int id)**

This alternative form is used to search help contents by numeric IDs.

**wxPython note:** The second form of this method is named `DisplayId` in wxPython.

---

### **wxHtmlHelpController::DisplayContents**

---

**void DisplayContents()**

Displays help window and focuses contents panel.

---

### **wxHtmlHelpController::DisplayIndex**

---

**void DisplayIndex()**

Displays help window and focuses index panel.

---

### **wxHtmlHelpController::KeywordSearch**

---

**bool KeywordSearch(const wxString& keyword)**

Displays help window, focuses search panel and starts searching. Returns true if the keyword was found.

**Important:** `KeywordSearch` searches only pages listed in `.hhc` file(s). You should list all pages in the contents file.

---

### **wxHtmlHelpController::ReadCustomization**

---

**void ReadCustomization(wxConfigBase\* cfg, wxString path = wxEmptyString)**

Reads the controller's setting (position of window, etc.)

---

### **wxHtmlHelpController::SetTempDir**

---

**void SetTempDir(const wxString& path)**

Sets the path for storing temporary files - cached binary versions of index and contents files. These binary forms are much faster to read. Default value is empty string (empty string means that no cached data are stored). Note that these files are *not* deleted when program exits.

Once created these cached files will be used in all subsequent executions of your application. If cached files become older than corresponding `.hhp` file (e.g. if you regenerate documentation) it will be refreshed.

## **wxHtmlHelpController::SetTitleFormat**

---

**void SetTitleFormat(const wxString& format)**

Sets format of title of the frame. Must contain exactly one "%s" (for title of displayed HTML page).

## **wxHtmlHelpController::UseConfig**

---

**void UseConfig(wxConfigBase\* config, const wxString& rootpath = wxEmptyString)**

Associates *config* object with the controller.

If there is associated config object, wxHtmlHelpController automatically reads and writes settings (including wxHtmlWindow's settings) when needed.

The only thing you must do is create wxConfig object and call UseConfig.

If you do not use *UseConfig*, wxHtmlHelpController will use default wxConfig object if available (for details see *wxConfigBase::Get* (p. 190) and *wxConfigBase::Set* (p. 195)).

## **wxHtmlHelpController::WriteCustomization**

---

**void WriteCustomization(wxConfigBase\* cfg, wxString path = wxEmptyString)**

Stores controllers setting (position of window etc.)

## **wxHtmlHelpData**

This class is used by *wxHtmlHelpController* (p. 698) and *wxHtmlHelpFrame* (p. 704) to access HTML help items. It is internal class and should not be used directly - except for the case you're writing your own HTML help controller.

### **Derived from**

*wxObject* (p. 982)

### **Include files**

<wx/html/helpdata.h>

**wxHtmlHelpData::wxHtmlHelpData**

---

**wxHtmlHelpData()**

Constructor.

**wxHtmlHelpData::AddBook**

---

**bool AddBook(const wxString& *book\_url*)**

Adds new book. *book* is URL (not filename!) of HTML help project (hhp) or ZIP file that contains arbitrary number of .hhp projects (this zip file can have either .zip or .htb extension, htb stands for "html book"). Returns success.

**wxHtmlHelpData::FindPageById**

---

**wxString FindPageById(int *id*)**

Returns page's URL based on integer ID stored in project.

**wxHtmlHelpData::FindPageByName**

---

**wxString FindPageByName(const wxString& *page*)**

Returns page's URL based on its (file)name.

**wxHtmlHelpData::GetBookRecArray**

---

**const wxHtmlBookRecArray& GetBookRecArray()**

Returns array with help books info.

**wxHtmlHelpData::GetContents**

---

**wxHtmlContentsItem\* GetContents()**

Returns contents lists pointer.

**wxHtmlHelpData::GetContentsCnt**

---

**int GetContentsCnt()**

Returns size of contents list.

### **wxHtmlHelpData::GetIndex**

---

**wxHtmlContentsItem\* GetIndex()**

Returns pointer to index items list.

### **wxHtmlHelpData::GetIndexCnt**

---

**int GetIndexCnt()**

Returns size of index list.

### **wxHtmlHelpData::SetTempDir**

---

**void SetTempDir(const wxString& path)**

Sets temporary directory where binary cached versions of MS HTML Workshop files will be stored. (This is turned off by default and you can enable this feature by setting non-empty temp dir.)

## **wxHtmlHelpFrame**

This class is used by *wxHtmlHelpController* (p. 698) to display help. It is an internal class and should not be used directly - except for the case when you're writing your own HTML help controller.

### **Derived from**

*wxFrame* (p. 559)

### **Include files**

<wx/html/helpfrm.h>

### **wxHtmlHelpFrame::wxHtmlHelpFrame**

---

**wxHtmlHelpFrame(wxHtmlHelpData\* data = NULL)**

**wxHtmlHelpFrame(wxWindow\* parent, int wxWindowID, const wxString& title =**

*wxEmptyString*, **int style = wxHF\_DEFAULT\_STYLE**, **wxHtmlHelpData\* data = NULL**)

Constructor.

*style* is combination of these flags:

<b>wxHF_TOOLBAR</b>	Help frame has toolbar.
<b>wxHF_FLAT_TOOLBAR</b>	Help frame has toolbar with flat buttons (aka coolbar).
<b>wxHF_CONTENTS</b>	Help frame has contents panel.
<b>wxHF_INDEX</b>	Help frame has index panel.
<b>wxHF_SEARCH</b>	Help frame has search panel.
<b>wxHF_BOOKMARKS</b>	Help frame has bookmarks controls.
<b>wxHF_OPEN_FILES</b>	Allow user to open arbitrary HTML document.
<b>wxHF_PRINT</b>	Toolbar contains "print" button.
<b>wxHF_MERGE_BOOKS</b>	Contents pane does not show book nodes. All books are merged together and appear as single book to the user.
<b>wxHF_ICONS_BOOK</b>	All nodes in contents pane have a book icon. This is how Microsoft's HTML help viewer behaves.
<b>wxHF_ICONS_FOLDER</b>	Book nodes in contents pane have a book icon, book's sections have a folder icon. This is the default.
<b>wxHF_ICONS_BOOK_CHAPTER</b>	Both book nodes and nodes of top-level sections of a book (i.e. chapters) have a book icon, all other sections (sections, subsections, ...) have a folder icon.
<b>wxHF_DEFAULT_STYLE</b>	<code>wxHF_TOOLBAR   wxHF_CONTENTS   wxHF_INDEX   wxHF_SEARCH   wxHF_BOOKMARKS   wxHF_PRINT</code>

## **wxHtmlHelpFrame::Create**

---

**bool Create**(*wxWindow\* parent*, **wxWindowID id**, **const wxString& title = wxEmptyString**, **int style = wxHF\_DEFAULT\_STYLE**)

Creates the frame. See *the constructor* (p. 704) for parameters description.

## **wxHtmlHelpFrame::CreateContents**

---

**void CreateContents**(**bool show\_progress = false**)

Creates contents panel. (May take some time.)

## **wxHtmlHelpFrame::CreateIndex**

---

**void CreateIndex**(bool *show\_progress* = false)

Creates index panel. (May take some time.)

---

### **wxHtmlHelpFrame::CreateSearch**

---

**void CreateSearch**()

Creates search panel.

---

### **wxHtmlHelpFrame::Display**

---

**bool Display**(const wxString& *x*)

**bool Display**(const int *id*)

Displays page *x*. If not found it will give the user the choice of searching books. Looking for the page runs in these steps:

1. try to locate file named *x* (if *x* is for example "doc/howto.htm")
2. try to open starting page of book *x*
3. try to find *x* in contents (if *x* is for example "How To ...")
4. try to find *x* in index (if *x* is for example "How To ...")

The second form takes numeric ID as the parameter. (uses extension to MS format, <param name="ID" value=id>)

**wxPython note:** The second form of this method is named `DisplayId` in wxPython.

---

### **wxHtmlHelpFrame::DisplayContents**

---

**bool DisplayContents**()

Displays contents panel.

---

### **wxHtmlHelpFrame::DisplayIndex**

---

**bool DisplayIndex**()

Displays index panel.

---

### **wxHtmlHelpFrame::GetData**

---

**wxHtmlHelpData\*** `GetData`()

Return wxHtmlHelpData object.

---

### **wxHtmlHelpFrame::KeywordSearch**

---

**bool KeywordSearch(const wxString& keyword)**

Search for given keyword.

---

### **wxHtmlHelpFrame::ReadCustomization**

---

**void ReadCustomization(wxConfigBase\* cfg, const wxString& path = wxEmptyString)**

Reads user's settings for this frame (see *wxHtmlHelpController::ReadCustomization* (p. 701))

---

### **wxHtmlHelpFrame::RefreshLists**

---

**void RefreshLists(bool show\_progress = false)**

Refresh all panels. This is necessary if a new book was added.

---

### **wxHtmlHelpFrame::SetTitleFormat**

---

**void SetTitleFormat(const wxString& format)**

Sets the frame's title format. *format* must contain exactly one "%s" (it will be replaced by the page title).

---

### **wxHtmlHelpFrame::UseConfig**

---

**void UseConfig(wxConfigBase\* config, const wxString& rootpath = wxEmptyString)**

Add books to search choice panel.

---

### **wxHtmlHelpFrame::WriteCustomization**

---

**void WriteCustomization(wxConfigBase\* cfg, const wxString& path = wxEmptyString)**

Saves user's settings for this frame (see *wxHtmlHelpController::WriteCustomization* (p. 702)).

## **wxHtmlHelpFrame::AddToolBarButtons**

---

**virtual void AddToolBarButtons(wxToolBar \*toolBar, int style)**

You may override this virtual method to add more buttons into help frame's toolbar. *toolBar* is a pointer to the toolbar and *style* is the style flag as passed to Create method.

wxToolBar::Realize is called immediately after returning from this function.

See *samples/html/helpview* for an example.

## **wxHtmlLinkInfo**

This class stores all necessary information about hypertext links (as represented by <A> tag in HTML documents). In current implementation it stores URL and target frame name. *Note that frames are not currently supported by wxHTML!*

### **Derived from**

*wxObject* (p. 982)

### **Include files**

<wx/html/htmlcell.h>

## **wxHtmlLinkInfo::wxHtmlLinkInfo**

---

**wxHtmlLinkInfo()**

Default ctor.

**wxHtmlLinkInfo(const wxString& href, const wxString& target = wxEmptyString)**

Construct hypertext link from HREF (aka URL) and TARGET (name of target frame).

## **wxHtmlLinkInfo::GetEvent**

---

**const wxMouseEvent \* GetEvent()**

Return pointer to event that generated OnLinkClicked event. Valid only within *wxHtmlWindow::OnLinkClicked* (p. 730), NULL otherwise.

### **wxHtmlLinkInfo::GetHtmlCell**

---

**const wxHtmlCell \* GetHtmlCell()**

Return pointer to the cell that was clicked. Valid only within *wxHtmlWindow::OnLinkClicked* (p. 730), NULL otherwise.

### **wxHtmlLinkInfo::GetHref**

---

**wxString GetHref()**

Return *HREF* value of the <A> tag.

### **wxHtmlLinkInfo::GetTarget**

---

**wxString GetTarget()**

Return *TARGET* value of the <A> tag (this value is used to specify in which frame should be the page pointed by *Href* (p. 709) opened).

## **wxHtmlListBox**

*wxHtmlListBox* is an implementation of *wxVListBox* (p. 1414) which shows HTML content in the listbox rows. This is still an abstract base class and you will need to derive your own class from it (see *htmlbox* sample for the example) but you will only need to override a single *OnGetItem()* (p. 711) function.

#### **Derived from**

*wxVListBox* (p. 1414)

#### **Include files**

<wx/htmlbox.h>

### **wxHtmlListBox::wxHtmlListBox**

---

**wxHtmlListBox(wxWindow\* parent, wxWindowID id = wxID\_ANY, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, size\_t countItems = 0,**

**long style = 0, const wxString& name = wxVListBoxNameStr)**

Normal constructor which calls *Create()* (p. 710) internally.

**wxHtmlListBox()**

Default constructor, you must call *Create()* (p. 710) later.

---

### wxHtmlListBox::~wxHtmlListBox

---

**~wxHtmlListBox()**

Destructor cleans up whatever resources we use.

---

### wxHtmlListBox::Create

---

**bool Create(wxWindow\* parent, wxWindowID id = wxID\_ANY, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = 0, const wxString& name = wxVListBoxNameStr)**

Creates the control and optionally sets the initial number of items in it (it may also be set or changed later with *SetItemCount()* (p. 1420)).

There are no special styles defined for *wxHtmlListBox*, in particular the *wxListBox* styles can not be used here.

Returns `true` on success or `false` if the control couldn't be created

---

### wxHtmlListBox::GetSelectedTextBgColour

---

**wxColour GetSelectedTextBgColour(const wxColour& colBg) const**

This virtual function may be overridden to change the appearance of the background of the selected cells in the same way as *GetSelectedTextColour* (p. 710).

It should be rarely, if ever, used because *SetSelectionBackground* (p. 1421) allows to change the selection background for all cells at once and doing anything more fancy is probably going to look strangely.

**See also**

*GetSelectedTextColour* (p. 710)

---

### wxHtmlListBox::GetSelectedTextColour

---

**wxColour GetSelectedTextColour(const wxColour& colFg) const**

This virtual function may be overridden to customize the appearance of the selected cells. It is used to determine how the colour *colFg* is going to look inside selection. By default all original colours are completely ignored and the standard, system-dependent, selection colour is used but the program may wish to override this to achieve some custom appearance.

#### See also

*GetSelectedTextBgColour* (p. 710),  
*SetSelectionBackground* (p. 1421),  
*wxSystemSettings::GetColour* (p. 1267)

---

### wxHtmlListBox::OnGetItem

---

#### wxString OnGetItem(size\_t n) const

This method must be implemented in the derived class and should return the body (i.e. without `<html>` nor `<body>` tags) of the HTML fragment for the given item.

---

### wxHtmlListBox::OnGetItemMarkup

---

#### wxString OnGetItemMarkup(size\_t n) const

This function may be overridden to decorate HTML returned by *OnGetItem()* (p. 711).

## wxHtmlParser

This class handles the **generic** parsing of HTML document: it scans the document and divide it into blocks of tags (where one block consists of beginning and ending tag and of text between these two tags).

It is independent from *wxHtmlWindow* and can be used as stand-alone parser (Julian Smart's idea of speech-only HTML viewer or *wget*-like utility - see *InetGet* sample for example).

It uses system of tag handlers to parse the HTML document. Tag handlers are not statically shared by all instances but are created for each *wxHtmlParser* instance. The reason is that the handler may contain document-specific temporary data used during parsing (e.g. complicated structures like tables).

Typically the user calls only the *Parse* (p. 714) method.

#### Derived from

wxObject

### Include files

<wx/html/htmlpars.h>

### See also

*Cells Overview* (p. 1742), *Tag Handlers Overview* (p. 1743), *wxHtmlTag* (p. 718)

---

## wxHtmlParser::wxHtmlParser

---

**wxHtmlParser()**

Constructor.

---

## wxHtmlParser::AddTag

---

**void AddTag(const wxHtmlTag& tag)**

This may (and may not) be overwritten in derived class.

This method is called each time new tag is about to be added. *tag* contains information about the tag. (See *wxHtmlTag* (p. 718) for details.)

Default (wxHtmlParser) behaviour is this: First it finds a handler capable of handling this tag and then it calls handler's HandleTag method.

---

## wxHtmlParser::AddTagHandler

---

**virtual void AddTagHandler(wxHtmlTagHandler \*handler)**

Adds handler to the internal list (& hash table) of handlers. This method should not be called directly by user but rather by derived class' constructor.

This adds the handler to this **instance** of wxHtmlParser, not to all objects of this class! (Static front-end to AddTagHandler is provided by wxHtmlWinParser).

All handlers are deleted on object deletion.

---

## wxHtmlParser::AddText

---

**virtual void AddWord(const char\* txt)**

Must be overwritten in derived class.

This method is called by *DoParsing* (p. 713) each time a part of text is parsed. *txt* is NOT only one word, it is substring of input. It is not formatted or preprocessed (so white spaces are unmodified).

---

### **wxHtmlParser::DoParsing**

---

**void DoParsing**(int *begin\_pos*, int *end\_pos*)

**void DoParsing**()

Parses the *m\_Source* from *begin\_pos* to *end\_pos*-1. (in *noparams* version it parses whole *m\_Source*)

---

### **wxHtmlParser::DoneParser**

---

**virtual void DoneParser**()

This must be called after *DoParsing*().

---

### **wxHtmlParser::GetFS**

---

**wxFileSystem\* GetFS**() const

Returns pointer to the file system. Because each tag handler has reference to its parent parser it can easily request the file by calling

```
wxFSFile *f = m_Parser -> GetFS() -> OpenFile("image.jpg");
```

---

### **wxHtmlParser::GetProduct**

---

**virtual wxObject\* GetProduct**()

Returns product of parsing. Returned value is result of parsing of the document. The type of this result depends on internal representation in derived parser (but it must be derived from *wxObject*!).

See *wxHtmlWinParser* for details.

---

### **wxHtmlParser::GetSource**

---

**wxString\* GetSource**()

Returns pointer to the source being parsed.

---

**wxHtmlParser::InitParser**

---

**virtual void InitParser(const wxString& source)**Sets up the parser for parsing the *source* string. (Should be overridden in derived class)

---

**wxHtmlParser::OpenURL**

---

**virtual wxFSFile\* OpenURL(wxHtmlURLType type, const wxString& url)**Opens given URL and returns `wxFSFile` object that can be used to read data from it. This method may return NULL in one of two cases: either the URL doesn't point to any valid resource or the URL is blocked by overridden implementation of *OpenURL* in derived class.**Parameters***type*

Indicates type of the resource. Is one of	<b>wxHTML_URL_PAGE</b>	Opening a HTML page.
	<b>wxHTML_URL_IMAGE</b>	Opening an image.
	<b>wxHTML_URL_OTHER</b>	Opening a resource that doesn't fall into any other category.

*url*

URL being opened.

**Notes**Always use this method in tag handlers instead of `GetFS() ->OpenFile()` because it can block the URL and is thus more secure.Default behaviour is to call `wxHtmlWindow::OnOpeningURL` (p. 730) of the associated `wxHtmlWindow` object (which may decide to block the URL or redirect it to another one), if there's any, and always open the URL if the parser is not used with `wxHtmlWindow`.Returned `wxFSFile` object is not guaranteed to point to *url*, it might have been redirected!

---

**wxHtmlParser::Parse**

---

**wxObject\* Parse(const wxString& source)**

Proceeds parsing of the document. This is end-user method. You can simply call it when

you need to obtain parsed output (which is parser-specific)

The method does these things:

1. calls *InitParser(source)* (p. 714)
2. calls *DoParsing* (p. 713)
3. calls *GetProduct* (p. 713)
4. calls *DoneParser* (p. 713)
5. returns value returned by *GetProduct*

You shouldn't use *InitParser*, *DoParsing*, *GetProduct* or *DoneParser* directly.

---

## wxHtmlParser::PushTagHandler

---

**void PushTagHandler(wxHtmlTagHandler\* handler, wxString tags)**

Forces the handler to handle additional tags (not returned by *GetSupportedTags* (p. 723)). The handler should already be added to this parser.

### Parameters

*handler*

the handler

*tags*

List of tags (in same format as *GetSupportedTags*'s return value). The parser will redirect these tags to *handler* (until call to *PopTagHandler* (p. 716)).

### Example

Imagine you want to parse following pseudo-html structure:

```
<myitems>
  <param name="one" value="1">
  <param name="two" value="2">
</myitems>

<execute>
  <param program="text.exe">
</execute>
```

It is obvious that you cannot use only one tag handler for `<param>` tag. Instead you must use context-sensitive handlers for `<param>` inside `<myitems>` and `<param>` inside `<execute>`.

This is the preferred solution:

```
TAG_HANDLER_BEGIN(MYITEM, "MYITEMS")
  TAG_HANDLER_PROC(tag)
  {
    // ...something...

    m_Parser -> PushTagHandler(this, "PARAM");
    ParseInner(tag);
  }
TAG_HANDLER_END(MYITEM, "MYITEMS")
```

```
        m_Parser -> PopTagHandler();  
        // ...something...  
    }  
TAG_HANDLER_END (MYITEM)
```

---

## **wxHtmlParser::PopTagHandler**

---

### **void PopTagHandler()**

Restores parser's state before last call to *PushTagHandler* (p. 715).

---

## **wxHtmlParser::SetFS**

---

### **void SetFS(wxFileSystem \*fs)**

Sets the virtual file system that will be used to request additional files. (For example `<IMG>` tag handler requests `wxFSFile` with the image data.)

---

## **wxHtmlParser::StopParsing**

---

### **void StopParsing()**

Call this function to interrupt parsing from a tag handler. No more tags will be parsed afterward. This function may only be called from `wxHtmlParser::Parse` (p. 714) or any function called by it (i.e. from tag handlers).

## **wxHtmlPrintout**

This class serves as printout class for HTML documents.

### **Derived from**

`wxPrintout` (p. 1042)

### **Include files**

`<wx/html/htmprint.h>`

---

## **wxHtmlPrintout::wxHtmlPrintout**

---

**wxHtmlPrintout(const wxString& title = "Printout")**

Constructor.

---

### **wxHtmlPrintout::AddFilter**

---

**static void AddFilter**(**wxHtmlFilter\*** *filter*)

Adds a filter to the static list of filters for `wxHtmlPrintout`. See `wxHtmlFilter` (p. 697) for further information.

---

### **wxHtmlPrintout::SetFont**

---

**void SetFont**(**wxString** *normal\_face*, **wxString** *fixed\_face*, **const int** \**sizes* = *NULL*)

Sets fonts. See `wxHtmlWindow::SetFont` (p. 732) for detailed description.

---

### **wxHtmlPrintout::SetFooter**

---

**void SetFooter**(**const wxString&** *footer*, **int** *pg* = *wxPAGE\_ALL*)

Sets page footer.

#### **Parameters**

*footer*

HTML text to be used as footer. You can use macros in it:

- `@PAGENUM@` is replaced by page number
- `@PAGECNT@` is replaced by total number of pages

*pg*

one of `wxPAGE_ODD`, `wxPAGE_EVEN` and `wxPAGE_ALL` constants.

---

### **wxHtmlPrintout::SetHeader**

---

**void SetHeader**(**const wxString&** *header*, **int** *pg* = *wxPAGE\_ALL*)

Sets page header.

#### **Parameters**

*header*

HTML text to be used as header. You can use macros in it:

- `@PAGENUM@` is replaced by page number
- `@PAGECNT@` is replaced by total number of pages

*pg*

one of wxPAGE\_ODD, wxPAGE\_EVEN and wxPAGE\_ALL constants.

---

### **wxHtmlPrintout::SetHtmlFile**

---

**void SetHtmlFile(const wxString& *htmlfile*)**

Prepare the class for printing this HTML **file**. The file may be located on any virtual file system or it may be normal file.

---

### **wxHtmlPrintout::SetHtmlText**

---

**void SetHtmlText(const wxString& *html*, const wxString& *basepath* = wxEmptyString, bool *isdir* = true)**

Prepare the class for printing this HTML text.

#### **Parameters**

*html*

HTML text. (NOT file!)

*basepath*

base directory (html string would be stored there if it was in file). It is used to determine path for loading images, for example.

*isdir*

false if basepath is filename, true if it is directory name (see *wxFileSystem* (p. 518) for detailed explanation)

---

### **wxHtmlPrintout::SetMargins**

---

**void SetMargins(float *top* = 25.2, float *bottom* = 25.2, float *left* = 25.2, float *right* = 25.2, float *spaces* = 5)**

Sets margins in millimeters. Defaults to 1 inch for margins and 0.5cm for space between text and header and/or footer

### **wxHtmlTag**

This class represents a single HTML tag. It is used by *tag handlers* (p. 1743).

#### **Derived from**

wxObject

### Include files

<wx/html/htmltag.h>

---

## wxHtmlTag::wxHtmlTag

**wxHtmlTag(const wxString& source, int pos, int end\_pos, wxHtmlTagsCache\* cache)**

Constructor. You will probably never have to construct a wxHtmlTag object yourself. Feel free to ignore the constructor parameters. Have a look at src/html/htmlpars.cpp if you're interested in creating it.

---

## wxHtmlTag::GetAllParams

**const wxString& GetAllParams() const**

Returns a string containing all parameters.

Example : tag contains <FONT SIZE=+2 COLOR="#000000">. Call to tag.GetAllParams() would return SIZE=+2 COLOR="#000000".

---

## wxHtmlTag::GetBeginPos

**int GetBeginPos() const**

Returns beginning position of the text *between* this tag and paired ending tag. See explanation (returned position is marked with '|'):

```
bla bla bla <MYTAG> bla bla internal text</MYTAG> bla bla
                |
```

---

## wxHtmlTag::GetEndPos1

**int GetEndPos1() const**

Returns ending position of the text *between* this tag and paired ending tag. See explanation (returned position is marked with '|'):

```
bla bla bla <MYTAG> bla bla internal text</MYTAG> bla bla
                                     |
```

---

**wxHtmlTag::GetEndPos2**

---

**int GetEndPos2() const**

Returns ending position 2 of the text *between* this tag and paired ending tag. See explanation (returned position is marked with '|'):

```
bla bla bla <MYTAG> bla bla internal text</MYTAG> bla bla
                                     |
```

---

**wxHtmlTag::GetName**

---

**wxString GetName() const**

Returns tag's name. The name is always in uppercase and it doesn't contain '<' or '/' characters. (So the name of <FONT SIZE=+2> tag is "FONT" and name of </table> is "TABLE")

---

**wxHtmlTag::GetParam**

---

**wxString GetParam(const wxString& par, bool with\_commas = false) const**

Returns the value of the parameter. You should check whether the parameter exists or not (use *HasParam* (p. 721)) first.

**Parameters***par*

The parameter's name.

*with\_commas*

true if you want to get commas as well. See example.

**Example**

```
...
/* you have wxHtmlTag variable tag which is equal to
   HTML tag <FONT SIZE=+2 COLOR="#0000FF"> */
dummy = tag.GetParam("SIZE");
// dummy == "+2"
dummy = tag.GetParam("COLOR");
// dummy == "#0000FF"
dummy = tag.GetParam("COLOR", true);
// dummy == "\"#0000FF\"" -- see the difference!!
```

---

**wxHtmlTag::GetParamAsColour**

---

**bool GetParamAsColour(const wxString& par, wxColour \*clr) const**

Interprets tag parameter *par* as colour specification and saves its value into `wxColour` variable pointed by *clr*.

Returns true on success and false if *par* is not colour specification or if the tag has no such parameter.

---

### **wxHtmlTag::GetParamAsInt**

---

**bool GetParamAsInt(const wxString& *par*, int \**value*) const**

Interprets tag parameter *par* as an integer and saves its value into int variable pointed by *value*.

Returns true on success and false if *par* is not an integer or if the tag has no such parameter.

---

### **wxHtmlTag::HasEnding**

---

**bool HasEnding() const**

Returns true if this tag is paired with ending tag, false otherwise.

See the example of HTML document:

```
<html><body>
Hello<p>
How are you?
<p align=center>This is centered...</p>
Oops<br>Oooops!
</body></html>
```

In this example tags HTML and BODY have ending tags, first P and BR doesn't have ending tag while the second P has. The third P tag (which is ending itself) of course doesn't have ending tag.

---

### **wxHtmlTag::HasParam**

---

**bool HasParam(const wxString& *par*) const**

Returns true if the tag has a parameter of the given name. Example : `<FONT SIZE=+2 COLOR="#FF00FF">` has two parameters named "SIZE" and "COLOR".

#### **Parameters**

*par*  
the parameter you're looking for.

## **wxHtmlTag::IsEnding**

---

**bool IsEnding() const**

Returns true if this tag is ending one. (</FONT> is ending tag, <FONT> is not)

## **wxHtmlTag::ScanParam**

---

**wxString ScanParam(const wxString& *par*, const wxChar \**format*, void \**value*) const**

This method scans the given parameter. Usage is exactly the same as `scanf`'s usage except that you don't pass a string but a parameter name as the first argument and you can only retrieve one value (i.e. you can use only one "%" element in *format*).

### **Parameters**

*par*

The name of the tag you want to query

*format*

`scanf()`-like format string.

*value*

pointer to a variable to store the value in

## **wxHtmlTagHandler**

### **Derived from**

*wxObject* (p. 982)

### **Include files**

<wx/html/htmlpars.h>

### **See Also**

*Overview* (p. 1743), *wxHtmlTag* (p. 718)

## **wxHtmlTagHandler::m\_Parser**

---

**wxHtmlParser\* m\_Parser**

This attribute is used to access parent parser. It is protected so that it can't be accessed by user but can be accessed from derived classes.

**wxHtmlTagHandler::wxHtmlTagHandler**

---

**wxHtmlTagHandler()**

Constructor.

**wxHtmlTagHandler::GetSupportedTags**

---

**virtual wxString GetSupportedTags()**

Returns list of supported tags. The list is in uppercase and tags are delimited by ','.  
Example : "I, B, FONT, P"

**wxHtmlTagHandler::HandleTag**

---

**virtual bool HandleTag(const wxHtmlTag& tag)**

This is the core method of each handler. It is called each time one of supported tags is detected. *tag* contains all necessary info (see *wxHtmlTag* (p. 718) for details).

**Return value**

true if *ParseInner* (p. 723) was called, false otherwise.

**Example**

```
bool MyHandler::HandleTag(const wxHtmlTag& tag)
{
    ...
    // change state of parser (e.g. set bold face)
    ParseInner(tag);
    ...
    // restore original state of parser
}
```

You shouldn't call *ParseInner* if the tag is not paired with an ending one.

**wxHtmlTagHandler::ParseInner**

---

**void ParseInner(const wxHtmlTag& tag)**

This method calls parser's *DoParsing* (p. 713) method for the string between this tag and the paired ending tag:

```
...<A HREF="x.htm">Hello, world!</A>...
```

In this example, a call to `ParseInner` (with *tag* pointing to A tag) will parse 'Hello, world!'.

---

## wxHtmlTagHandler::SetParser

---

**virtual void SetParser**(wxHtmlParser \**parser*)

Assigns *parser* to this handler. Each **instance** of handler is guaranteed to be called only from the parser.

## wxHtmlTagsModule

This class provides easy way of filling wxHtmlWinParser's table of tag handlers. It is used almost exclusively together with the set of `TAGS_MODULE_*` macros (p. 1743)

### Derived from

*wxModule* (p. 951)

### Include files

<wx/html/winpars.h>

### See Also

*Tag Handlers* (p. 1743), *wxHtmlTagHandler* (p. 722), *wxHtmlWinTagHandler* (p. 740),

---

## wxHtmlTagsModule::FillHandlersTable

---

**virtual void FillHandlersTable**(wxHtmlWinParser \**parser*)

You must override this method. In most common case its body consists only of lines of the following type:

```
parser -> AddTagHandler(new MyHandler);
```

I recommend using the `TAGS_MODULE_*` macros.

### Parameters

*parser*

Pointer to the parser that requested tables filling.

## wxHtmlWidgetCell

wxHtmlWidgetCell is a class that provides a connection between HTML cells and widgets (an object derived from wxWindow). You can use it to display things like forms, input boxes etc. in an HTML window.

wxHtmlWidgetCell takes care of resizing and moving window.

### Derived from

*wxHtmlCell* (p. 678)

### Include files

<wx/html/htmlcell.h>

---

## wxHtmlWidgetCell::wxHtmlWidgetCell

**wxHtmlWidgetCell(wxWindow\* wnd, int w = 0)**

Constructor.

### Parameters

*wnd*

Connected window. It is parent window **must** be the wxHtmlWindow object within which it is displayed!

*w*

Floating width. If non-zero width of *wnd* window is adjusted so that it is always *w* percents of parent container's width. (For example *w* = 100 means that the window will always have same width as parent container)

## wxHtmlWindow

wxHtmlWindow is probably the only class you will directly use unless you want to do something special (like adding new tag handlers or MIME filters).

The purpose of this class is to display HTML pages (either local file or downloaded via

HTTP protocol) in a window. The width of the window is constant - given in the constructor - and virtual height is changed dynamically depending on page size. Once the window is created you can set its content by calling *SetPage(text)* (p. 733), *LoadPage(filename)* (p. 729) or *LoadFile* (p. 729).

### Note

*wxHtmlWindow* uses the *wxImage* (p. 756) class for displaying images. Don't forget to initialize all image formats you need before loading any page! (See *wxInitAllImageHandlers* (p. 1509) and *wxImage::AddHandler* (p. 759).)

### Derived from

*wxScrolledWindow* (p. 1120)

### Include files

<wx/html/htmlwin.h>

### Window styles

**wxHW\_SCROLLBAR\_NEVER** Never display scrollbars, not even when the page is larger than the window.

**wxHP\_SCROLLBAR\_AUTO** Display scrollbars only if page's size exceeds window's size.

**wxHP\_NO\_SELECTION** Don't allow the user to select text.

---

## wxHtmlWindow::wxHtmlWindow

**wxHtmlWindow()**

Default constructor.

**wxHtmlWindow(wxWindow \*parent, wxWindowID id = -1, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxHW\_SCROLLBAR\_AUTO, const wxString& name = "htmlWindow")**

Constructor. The parameters are the same as for the *wxScrolledWindow* (p. 1120) constructor.

### Parameters

*style*

Window style. See *wxHtmlWindow* (p. 725).

---

## wxHtmlWindow::AddFilter

**static void AddFilter(wxHtmlFilter \*filter)**

Adds *input filter* (p. 1742) to the static list of available filters. These filters are present by default:

- `text/html` MIME type
- `image/*` MIME types
- Plain Text filter (this filter is used if no other filter matches)

---

**wxHtmlWindow::AppendToPage**

---

**bool AppendToPage(const wxString& source)**

Appends HTML fragment to currently displayed text and refreshes the window.

**Parameters**

*source*  
HTML code fragment

**Return value**

false if an error occurred, true otherwise.

---

**wxHtmlWindow::GetInternalRepresentation**

---

**wxHtmlContainerCell\* GetInternalRepresentation() const**

Returns pointer to the top-level container.

See also: *Cells Overview* (p. 1742), *Printing Overview* (p. 1740)

---

**wxHtmlWindow::GetOpenedAnchor**

---

**wxString GetOpenedAnchor()**

Returns anchor within currently opened page (see *GetOpenedPage* (p. 727)). If no page is opened or if the displayed page wasn't produced by call to `LoadPage`, empty string is returned.

---

**wxHtmlWindow::GetOpenedPage**

---

**wxString GetOpenedPage()**

Returns full location of the opened page. If no page is opened or if the displayed page wasn't produced by call to `LoadPage`, empty string is returned.

**wxHtmlWindow::GetOpenedPageTitle**

---

**wxString GetOpenedPageTitle()**

Returns title of the opened page or wxEmptyString if current page does not contain <TITLE> tag.

**wxHtmlWindow::GetRelatedFrame**

---

**wxFrame\* GetRelatedFrame() const**

Returns the related frame.

**wxHtmlWindow::HistoryBack**

---

**bool HistoryBack()**

Moves back to the previous page. (each page displayed using *LoadPage* (p. 729) is stored in history list.)

**wxHtmlWindow::HistoryCanBack**

---

**bool HistoryCanBack()**

Returns true if it is possible to go back in the history (i.e. HistoryBack() won't fail).

**wxHtmlWindow::HistoryCanForward**

---

**bool HistoryCanForward()**

Returns true if it is possible to go forward in the history (i.e. HistoryBack() won't fail).

**wxHtmlWindow::HistoryClear**

---

**void HistoryClear()**

Clears history.

**wxHtmlWindow::HistoryForward**

---

**bool HistoryForward()**

Moves to next page in history.

### **wxHtmlWindow::LoadFile**

---

**virtual bool LoadFile(const wxString& filename)**

Loads HTML page from file and displays it.

#### **Return value**

false if an error occurred, true otherwise

#### **See also**

*LoadPage* (p. 729)

### **wxHtmlWindow::LoadPage**

---

**virtual bool LoadPage(const wxString& location)**

Unlike *SetPage* this function first loads HTML page from *location* and then displays it. See example:

```
htmlwin->LoadPage("help/myproject/index.htm");
```

#### **Parameters**

*location*

The address of document. See *wxFileSystem* (p. 518) for details on address format and behaviour of "opener".

#### **Return value**

false if an error occurred, true otherwise

#### **See also**

*LoadFile* (p. 729)

### **wxHtmlWindow::OnCellClicked**

---

**virtual void OnCellClicked(wxHtmlCell \*cell, wxCoord x, wxCoord y, const wxMouseEvent& event)**

This method is called when a mouse button is clicked inside *wxHtmlWindow*. The default behaviour is to call *OnLinkClicked* (p. 730) if the cell contains a hypertext link.

## Parameters

*cell*

The cell inside which the mouse was clicked, always a simple (i.e. non container) cell

*x, y*

The logical coordinates of the click point

*event*

The mouse event containing other information about the click

---

## **wxHtmlWindow::OnCellMouseHover**

**virtual void OnCellMouseHover(wxHtmlCell \*cell, wxCoord x, wxCoord y)**

This method is called when a mouse moves over an HTML cell.

## Parameters

*cell*

The cell inside which the mouse is currently, always a simple (i.e. non container) cell

*x, y*

The logical coordinates of the click point

---

## **wxHtmlWindow::OnLinkClicked**

**virtual void OnLinkClicked(const wxHtmlLinkInfo& link)**

Called when user clicks on hypertext link. Default behaviour is to call *LoadPage* (p. 729) and do nothing else.

Also see *wxHtmlLinkInfo* (p. 708).

---

## **wxHtmlWindow::OnOpeningURL**

**virtual wxHtmlOpeningStatus OnOpeningURL(wxHtmlURLType type, const wxString& url, wxString \*redirect)**

Called when an URL is being opened (either when the user clicks on a link or an image is loaded). The URL will be opened only if *OnOpeningURL* returns `wxHTML_OPEN`. This method is called by *wxHtmlParser::OpenURL* (p. 714). You can override *OnOpeningURL* to selectively block some URLs (e.g. for security reasons) or to redirect them elsewhere. Default behaviour is to always return `wxHTML_OPEN`.

## Parameters

*type*  
Indicates type of the resource. Is one of **wxHTML\_URL\_PAGE** Opening a HTML page.  
**wxHTML\_URL\_IMAGE** Opening an image.  
**wxHTML\_URL\_OTHER** Opening a resource that doesn't fall into any other category.

*url*  
URL being opened.

*redirect*  
Pointer to wxString variable that must be filled with an URL if OnOpeningURL returns **wxHTML\_REDIRECT**.

**Return value**  
**wxHTML\_OPEN** Open the URL.  
**wxHTML\_BLOCK** Deny access to the URL, *wxHtmlParser::OpenURL* (p. 714) will return NULL.  
**wxHTML\_REDIRECT** Don't open *url*, redirect to another URL. OnOpeningURL must fill *\*redirect* with the new URL. OnOpeningURL will be called again on returned URL.

## wxHtmlWindow::OnSetTitle

---

**virtual void OnSetTitle(const wxString& title)**

Called on parsing <TITLE> tag.

## wxHtmlWindow::ReadCustomization

---

**virtual void ReadCustomization(wxConfigBase \*cfg, wxString path = wxEmptyString)**

This reads custom settings from wxConfig. It uses the path 'path' if given, otherwise it saves info into currently selected path. The values are stored in sub-path `wxHtmlWindow`

Read values: all things set by SetFonts, SetBorders.

## Parameters

*cfg*  
wxConfig from which you want to read the configuration.

*path*

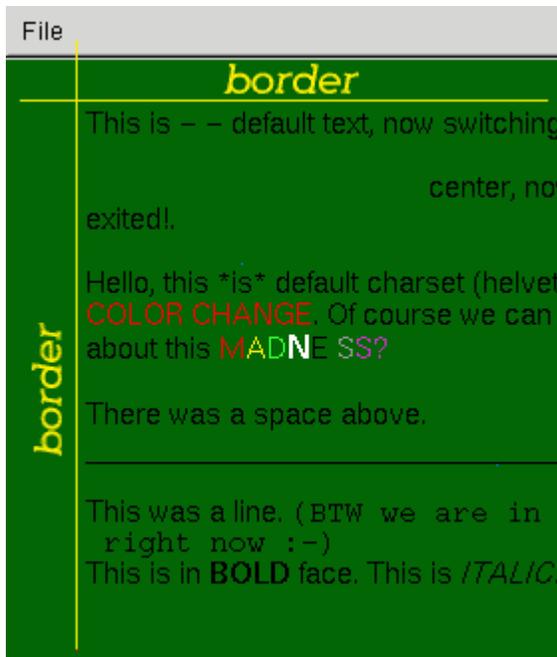
Optional path in config tree. If not given current path is used.

## wxHtmlWindow::SetBorders

---

**void SetBorders(int *b*)**

This function sets the space between border of window and HTML contents. See image:



### Parameters

*b*

indentation from borders in pixels

## wxHtmlWindow::SetFont

---

**void SetFont(wxString *normal\_face*, wxString *fixed\_face*, const int \**sizes* = NULL)**

This function sets font sizes and faces.

### Parameters

*normal\_face*

This is face name for normal (i.e. non-fixed) font. It can be either empty string (then the default face is chosen) or platform-specific face name. Examples are "helvetica" under Unix or "Times New Roman" under Windows.

*fixed\_face*

The same thing for fixed face ( `<TT>..</TT>` )

#### *sizes*

This is an array of 7 items of *int* type. The values represent size of font with HTML size from -2 to +4 ( `<FONT SIZE=-2>` to `<FONT SIZE=+4>` ). Default sizes are used if *sizes* is NULL.

#### Defaults

Default font sizes are defined by constants `wxHTML_FONT_SIZE_1`, `wxHTML_FONT_SIZE_2`, ..., `wxHTML_FONT_SIZE_7`. Note that they differ among platforms. Default face names are empty strings.

---

### **wxHtmlWindow::SetPage**

---

**bool SetPage(const wxString& source)**

Sets HTML page and display it. This won't **load** the page!! It will display the *source*. See example:

```
htmlwin -> SetPage("<html><body>Hello, world!</body></html>");
```

If you want to load a document from some location use *LoadPage* (p. 729) instead.

#### Parameters

##### *source*

The HTML document source to be displayed.

#### Return value

false if an error occurred, true otherwise.

---

### **wxHtmlWindow::SetRelatedFrame**

---

**void SetRelatedFrame(wxFrame\* frame, const wxString& format)**

Sets the frame in which page title will be displayed. *format* is format of frame title, e.g. "HtmlHelp : %s". It must contain exactly one %s. This %s is substituted with HTML page title.

---

### **wxHtmlWindow::SetRelatedStatusBar**

---

**void SetRelatedStatusBar(int bar)**

**After** calling *SetRelatedFrame* (p. 733), this sets statusbar slot where messages will be displayed. (Default is -1 = no messages.)

## Parameters

*bar*  
statusbar slot number (0..n)

## **wxHtmlWindow::WriteCustomization**

---

**virtual void WriteCustomization**(wxConfigBase \**cfg*, wxString *path* = wxEmptyString)

Saves custom settings into wxConfig. It uses the path 'path' if given, otherwise it saves info into currently selected path. Regardless of whether the path is given or not, the function creates sub-path wxHtmlWindow.

Saved values: all things set by SetFonts, SetBorders.

## Parameters

*cfg*  
wxConfig to which you want to save the configuration.

*path*  
Optional path in config tree. If not given, the current path is used.

## **wxHtmlWinParser**

This class is derived from *wxHtmlParser* (p. 711) and its main goal is to parse HTML input so that it can be displayed in *wxHtmlWindow* (p. 725). It uses a special *wxHtmlWinTagHandler* (p. 740).

## Notes

The product of parsing is a wxHtmlCell (resp. wxHtmlContainer) object.

## Derived from

*wxHtmlParser* (p. 711)

## Include files

<wx/html/winpars.h>

## See Also

*Handlers overview* (p. 1743)

**wxHtmlWinParser::wxHtmlWinParser**

---

**wxHtmlWinParser()****wxHtmlWinParser(wxHtmlWindow \*wnd)**

Constructor. Don't use the default one, use constructor with *wnd* parameter (*wnd* is pointer to associated *wxHtmlWindow* (p. 725))

**wxHtmlWinParser::AddModule**

---

**static void AddModule(wxHtmlTagsModule \*module)**

Adds *module* (p. 1743) to the list of *wxHtmlWinParser* tag handler.

**wxHtmlWinParser::CloseContainer**

---

**wxHtmlContainerCell\* CloseContainer()**

Closes the container, sets actual container to the parent one and returns pointer to it (see *Overview* (p. 1742)).

**wxHtmlWinParser::CreateCurrentFont**

---

**virtual wxFont\* CreateCurrentFont()**

Creates font based on current setting (see *SetFontSize* (p. 740), *SetFontBold* (p. 739), *SetFontItalic* (p. 739), *SetFontFixed* (p. 739), *SetFontUnderlined* (p. 740)) and returns pointer to it. If the font was already created only a pointer is returned.

**wxHtmlWinParser::GetActualColor**

---

**const wxColour& GetActualColor() const**

Returns actual text colour.

**wxHtmlWinParser::GetAlign**

---

**int GetAlign() const**

Returns default horizontal alignment.

---

### **wxHtmlWinParser::GetCharHeight**

---

**int GetCharHeight() const**

Returns (average) char height in standard font. It is used as DC-independent metrics.

**Note:** This function doesn't return the *actual* height. If you want to know the height of the current font, call `GetDC -> GetCharHeight()`.

---

### **wxHtmlWinParser::GetCharWidth**

---

**int GetCharWidth() const**

Returns average char width in standard font. It is used as DC-independent metrics.

**Note:** This function doesn't return the *actual* width. If you want to know the height of the current font, call `GetDC -> GetCharWidth()`

---

### **wxHtmlWinParser::GetContainer**

---

**wxHtmlContainerCell\* GetContainer() const**

Returns pointer to the currently opened container (see *Overview* (p. 1742)). Common use:

```
m_WParser -> GetContainer() -> InsertCell(new ...);
```

---

### **wxHtmlWinParser::GetDC**

---

**wxDC\* GetDC()**

Returns pointer to the DC used during parsing.

---

### **wxHtmlWinParser::GetEncodingConverter**

---

**wxEncodingConverter \* GetEncodingConverter() const**

Returns *wxEncodingConverter* (p. 449) class used to do conversion between *input encoding* (p. 737) and *output encoding* (p. 738).

---

### **wxHtmlWinParser::GetFontBold**

---

**int GetFontBold() const**

Returns true if actual font is bold, false otherwise.

**wxHtmlWinParser::GetFontFace**

---

**wxString GetFontFace() const**

Returns actual font face name.

**wxHtmlWinParser::GetFontFixed**

---

**int GetFontFixed() const**

Returns true if actual font is fixed face, false otherwise.

**wxHtmlWinParser::GetFontItalic**

---

**int GetFontItalic() const**

Returns true if actual font is italic, false otherwise.

**wxHtmlWinParser::GetFontSize**

---

**int GetFontSize() const**

Returns actual font size (HTML size varies from -2 to +4)

**wxHtmlWinParser::GetFontUnderlined**

---

**int GetFontUnderlined() const**

Returns true if actual font is underlined, false otherwise.

**wxHtmlWinParser::GetInputEncoding**

---

**wxFontEncoding GetInputEncoding() const**

Returns input encoding.

**wxHtmlWinParser::GetLink**

---

**const wxHtmlLinkInfo& GetLink() const**

Returns actual hypertext link. (This value has a non-empty *Href* (p. 709) string if the parser is between `<A>` and `</A>` tags, `wxEmptyString` otherwise.)

**wxHtmlWinParser::GetLinkColor**

---

**const wxColour& GetLinkColor() const**

Returns the colour of hypertext link text.

**wxHtmlWinParser::GetOutputEncoding**

---

**wxFontEncoding GetOutputEncoding() const**

Returns output encoding, i.e. closest match to document's input encoding that is supported by operating system.

**wxHtmlWinParser::GetWindow**

---

**wxHtmlWindow\* GetWindow()**

Returns associated window (`wxHtmlWindow`). This may be `NULL`! (You should always test if it is non-`NULL`. For example `TITLE` handler sets window title only if some window is associated, otherwise it does nothing)

**wxHtmlWinParser::OpenContainer**

---

**wxHtmlContainerCell\* OpenContainer()**

Opens new container and returns pointer to it (see *Overview* (p. 1742)).

**wxHtmlWinParser::SetActualColor**

---

**void SetActualColor(const wxColour& clr)**

Sets actual text colour. Note: this DOESN'T change the colour! You must create `wxHtmlColourCell` (p. 684) yourself.

**wxHtmlWinParser::SetAlign**

---

**void SetAlign(int a)**

Sets default horizontal alignment (see `wxHtmlContainerCell::SetAlignHor` (p. 687).) Alignment of newly opened container is set to this value.

---

### **wxHtmlWinParser::SetContainer**

---

**wxHtmlContainerCell\* SetContainer(wxHtmlContainerCell \*c)**

Allows you to directly set opened container. This is not recommended - you should use `OpenContainer` wherever possible.

---

### **wxHtmlWinParser::SetDC**

---

**virtual void SetDC(wxDC \*dc, double pixel\_scale = 1.0)**

Sets the DC. This must be called before `Parse` (p. 714). `pixel_scale` can be used when rendering to high-resolution DCs (e.g. printer) to adjust size of pixel metrics. (Many dimensions in HTML are given in pixels -- e.g. image sizes. 300x300 image would be only one inch wide on typical printer. With `pixel_scale = 3.0` it would be 3 inches.)

---

### **wxHtmlWinParser::SetFontBold**

---

**void SetFontBold(int x)**

Sets bold flag of actualfont. `x` is either true or false.

---

### **wxHtmlWinParser::SetFontFace**

---

**void SetFontFace(const wxString& face)**

Sets current font face to `face`. This affects either fixed size font or proportional, depending on context (whether the parser is inside `<TT>` tag or not).

---

### **wxHtmlWinParser::SetFontFixed**

---

**void SetFontFixed(int x)**

Sets fixed face flag of actualfont. `x` is either true or false.

---

### **wxHtmlWinParser::SetFontItalic**

---

**void SetFontItalic(int x)**

Sets italic flag of actualfont. `x` is either true or false.

### **wxHtmlWinParser::SetFontSize**

---

**void SetFontSize(int s)**

Sets actual font size (HTML size varies from 1 to 7)

### **wxHtmlWinParser::SetFontUnderlined**

---

**void SetFontUnderlined(int x)**

Sets underlined flag of actualfont. *x* is either true or false.

### **wxHtmlWinParser::SetFonts**

---

**void SetFonts(wxString normal\_face, wxString fixed\_face, const int \*sizes = NULL)**

Sets fonts. See *wxHtmlWindow::SetFonts* (p. 732) for detailed description.

### **wxHtmlWinParser::SetInputEncoding**

---

**void SetInputEncoding(wxFontEncoding enc)**

Sets input encoding. The parser uses this information to build conversion tables from document's encoding to some encoding supported by operating system.

### **wxHtmlWinParser::SetLink**

---

**void SetLink(const wxHtmlLinkInfo& link)**

Sets actual hypertext link. Empty link is represented by *wxHtmlLinkInfo* (p. 708) with *Href* equal to *wxEmptyString*.

### **wxHtmlWinParser::SetLinkColor**

---

**void SetLinkColor(const wxColour& clr)**

Sets colour of hypertext link.

### **wxHtmlWinTagHandler**

This is basically `wxHtmlTagHandler` except that it is extended with protected member `m_WParser` pointing to the `wxHtmlWinParser` object (value of this member is identical to `wxHtmlParser`'s `m_Parser`).

### Derived from

`wxHtmlTagHandler` (p. 722)

### Include files

<wx/html/winpars.h>

---

## wxHtmlWinTagHandler::m\_WParser

---

`wxHtmlWinParser* m_WParser`

Value of this attribute is identical to value of `m_Parser`. The only different is that `m_WParser` points to `wxHtmlWinParser` object while `m_Parser` points to `wxHtmlParser` object. (The same object, but overcast.)

## wxHTTP

### Derived from

`wxProtocol` (p. 1060)

### Include files

<wx/protocol/http.h>

### See also

`wxSocketBase` (p. 1162), `wxURL` (p. 1395)

---

## wxHTTP::GetInputStream

---

`wxInputStream * GetInputStream(const wxString& path)`

Creates a new input stream on the the specified path. You can use all except the seek functionality of `wxStream`. Seek isn't available on all streams. For example, http or ftp streams doesn't deal with it. Other functions like `Tell` and `SeekI` for this sort of stream. You will be notified when the EOF is reached by an error.

**Note**

You can know the size of the file you are getting using `wxStreamBase::GetSize()` (p. 1227). But there is a limitation: as HTTP servers aren't obliged to pass the size of the file, in some case, you will be returned `0xffffffff` by `GetSize()`. In these cases, you should use the value returned by `wxInputStream::LastRead()` (p. 791): this value will be 0 when the stream is finished.

**Return value**

Returns the initialized stream. You will have to delete it yourself once you don't use it anymore. The destructor closes the network connection. The next time you will try to get a file the network connection will have to be reestablished: but you don't have to take care of this `wxHTTP` reestablishes it automatically.

**See also**

`wxInputStream` (p. 790)

---

**wxHTTP::SetHeader**

---

**void SetHeader(const wxString& header, const wxString& h\_data)**

It sets data of a field to be sent during the next request to the HTTP server. The field name is specified by `header` and the content by `h_data`. This is a low level function and it assumes that you know what you are doing.

---

**wxHTTP::GetHeader**

---

**wxString GetHeader(const wxString& header)**

Returns the data attached with a field whose name is specified by `header`. If the field doesn't exist, it will return an empty string and not a NULL string.

**Note**

The header is not case-sensitive: I mean that "CONTENT-TYPE" and "content-type" represent the same header.

**wxIcon**

An icon is a small rectangular bitmap usually used for denoting a minimized application. It differs from a `wxBitmap` in always having a mask associated with it for transparent drawing. On some platforms, icons and bitmaps are implemented identically, since there

is no real distinction between a `wxBitmap` with a mask and an icon; and there is no specific icon format on some platforms (X-based applications usually standardize on XPMs for small bitmaps and icons). However, some platforms (such as Windows) make the distinction, so a separate class is provided.

### Derived from

*wxBitmap* (p. 70)  
*wxGDIObject* (p. 585)  
*wxObject* (p. 982)

### Include files

<wx/icon.h>

### Predefined objects

Objects:

**wxNullIcon**

### Remarks

It is usually desirable to associate a pertinent icon with a frame. Icons can also be used for other purposes, for example with *wxTreeCtrl* (p. 1366) and *wxListCtrl* (p. 826).

Icons have different formats on different platforms. Therefore, separate icons will usually be created for the different environments. Platform-specific methods for creating a **wxIcon** structure are catered for, and this is an occasion where conditional compilation will probably be required.

Note that a new icon must be created for every time the icon is to be used for a new window. In Windows, the icon will not be reloaded if it has already been used. An icon allocated to a frame will be deleted when the frame is deleted.

For more information please see *Bitmap and icon overview* (p. 1683).

### See also

*Bitmap and icon overview* (p. 1683), *supported bitmap file formats* (p. 1684), *wxDC::DrawIcon* (p. 365), *wxCursor* (p. 216)

---

## wxIcon::wxIcon

**wxIcon()**

Default constructor.

**wxlcon(const wxIcon& icon)**

Copy constructor.

**wxlcon(void\* data, int type, int width, int height, int depth = -1)**

Creates an icon from the given data, which can be of arbitrary type.

**wxlcon(const char bits[], int width, int height  
int depth = 1)**

Creates an icon from an array of bits.

**wxlcon(int width, int height, int depth = -1)**

Creates a new icon.

**wxlcon(char\*\* bits)**

**wxlcon(const char\*\* bits)**

Creates an icon from XPM data.

**wxlcon(const wxString& name, long type, int desiredWidth = -1, int desiredHeight = -1)**

Loads an icon from a file or resource.

**wxlcon(const wxIconLocation& loc)**

Loads an icon from the specified *location* (p. 752).

## Parameters

*bits*

Specifies an array of pixel values.

*width*

Specifies the width of the icon.

*height*

Specifies the height of the icon.

*desiredWidth*

Specifies the desired width of the icon. This parameter only has an effect in Windows (32-bit) where icon resources can contain several icons of different sizes.

*desiredHeight*

Specifies the desired height of the icon. This parameter only has an effect in Windows (32-bit) where icon resources can contain several icons of different sizes.

*depth*

Specifies the depth of the icon. If this is omitted, the display depth of the screen is used.

*name*

This can refer to a resource name under MS Windows, or a filename under MS Windows and X. Its meaning is determined by the *flags* parameter.

*loc*

The object describing the location of the native icon, see *wxIconLocation* (p. 752).

*type*

May be one of the following:

<code>wxBITMAP_TYPE_ICO</code>	Load a Windows icon file.
<code>wxBITMAP_TYPE_ICO_RESOURCE</code>	Load a Windows icon from the resource database.
<code>wxBITMAP_TYPE_GIF</code>	Load a GIF bitmap file.
<code>wxBITMAP_TYPE_XBM</code>	Load an X bitmap file.
<code>wxBITMAP_TYPE_XPM</code>	Load an XPM bitmap file.

The validity of these flags depends on the platform and *wxWindows* configuration. If all possible *wxWindows* settings are used, the Windows platform supports ICO file, ICO resource, XPM data, and XPM file. Under *wxGTK*, the available formats are BMP file, XPM data, XPM file, and PNG file. Under *wxMotif*, the available formats are XBM data, XBM file, XPM data, XPM file.

**Remarks**

The first form constructs an icon object with no data; an assignment or another member function such as *Create* or *LoadFile* must be called subsequently.

The second and third forms provide copy constructors. Note that these do not copy the icon data, but instead a pointer to the data, keeping a reference count. They are therefore very efficient operations.

The fourth form constructs an icon from data whose type and value depends on the value of the *type* argument.

The fifth form constructs a (usually monochrome) icon from an array of pixel values, under both X and Windows.

The sixth form constructs a new icon.

The seventh form constructs an icon from pixmap (XPM) data, if *wxWindows* has been configured to incorporate this feature.

To use this constructor, you must first include an XPM file. For example, assuming that the file `mybitmap.xpm` contains an XPM array of character pointers called `mybitmap`:

```
#include "mybitmap.xpm"
```

```
...
wxIcon *icon = new wxIcon(mybitmap);
```

A macro, `wxICON`, is available which creates an icon using an XPM on the appropriate platform, or an icon resource on Windows.

```
wxIcon icon(wxICON(mondrian));

// Equivalent to:

#ifdef __WXGTK__ || defined(__WXMOTIF__)
wxIcon icon(mondrian_xpm);
#endif

#ifdef __WXMSW__
wxIcon icon("mondrian");
#endif
```

The eighth form constructs an icon from a file or resource. *name* can refer to a resource name under MS Windows, or a filename under MS Windows and X.

Under Windows, *type* defaults to `wxBITMAP_TYPE_ICO_RESOURCE`. Under X, *type* defaults to `wxBITMAP_TYPE_XPM`.

**See also**

---

## wxIcon::CopyFromBitmap

**void CopyFromBitmap(const wxBitmap& bmp)**

Copies *bmp* bitmap to this icon. Under MS Windows the bitmap must have mask colour set.

*wxIcon::LoadFile* (p. 747)

**wxPerl note:** Constructors supported by wxPerl are:

- `::Icon->new( width, height, depth = -1 )`
- `::Icon->new( name, type, desiredWidth = -1, desiredHeight = -1 )`
- `::Icon->newFromBits( bits, width, height, depth = 1 )`
- `::Icon->newFromXPM( data )`

---

## wxIcon::~wxIcon

**~wxIcon()**

Destroys the `wxIcon` object and possibly the underlying icon data. Because reference counting is used, the icon may not actually be destroyed at this point - only when the reference count is zero will the data be deleted.

If the application omits to delete the icon explicitly, the icon will be destroyed automatically by `wxWindows` when the application exits.

Do not delete an icon that is selected into a memory device context.

---

### **wxIcon::GetDepth**

---

**int GetDepth() const**

Gets the colour depth of the icon. A value of 1 indicates a monochrome icon.

---

### **wxIcon::GetHeight**

---

**int GetHeight() const**

Gets the height of the icon in pixels.

---

### **wxIcon::GetWidth**

---

**int GetWidth() const**

Gets the width of the icon in pixels.

#### **See also**

*wxIcon::GetHeight* (p. 747)

---

### **wxIcon::LoadFile**

---

**bool LoadFile(const wxString& name, long type)**

Loads an icon from a file or resource.

#### **Parameters**

*name*

Either a filename or a Windows resource name. The meaning of *name* is determined by the *type* parameter.

*type*

One of the following values:

**wxBITMAP\_TYPE\_ICO** Load a Windows icon file.

**wxBITMAP\_TYPE\_ICO\_RESOURCE** Load a Windows icon from the resource

database.

**wxBITMAP\_TYPE\_GIF** Load a GIF bitmap file.

**wxBITMAP\_TYPE\_XBM** Load an X bitmap file.

**wxBITMAP\_TYPE\_XPM** Load an XPM bitmap file.

The validity of these flags depends on the platform and wxWindows configuration.

### Return value

true if the operation succeeded, false otherwise.

### See also

*wxIcon::wxIcon* (p. 743)

---

## wxIcon::Ok

---

**bool Ok() const**

Returns true if icon data is present.

---

## wxIcon::SetDepth

---

**void SetDepth(int *depth*)**

Sets the depth member (does not affect the icon data).

### Parameters

*depth*  
Icon depth.

---

## wxIcon::SetHeight

---

**void SetHeight(int *height*)**

Sets the height member (does not affect the icon data).

### Parameters

*height*  
Icon height in pixels.

**wxIcon::SetOk**

---

**void SetOk**(int *isOk*)

Sets the validity member (does not affect the icon data).

**Parameters**

*isOk*  
Validity flag.

**wxIcon::SetWidth**

---

**void SetWidth**(int *width*)

Sets the width member (does not affect the icon data).

**Parameters**

*width*  
Icon width in pixels.

**wxIcon::operator =**

---

**wxIcon& operator =**(const wxIcon& *icon*)

Assignment operator. This operator does not copy any data, but instead passes a pointer to the data in *icon* and increments a reference counter. It is a fast operation.

**Parameters**

*icon*  
Icon to assign.

**Return value**

Returns 'this' object.

**wxIcon::operator ==**

---

**bool operator ==**(const wxIcon& *icon*)

Equality operator. This operator tests whether the internal data pointers are equal (a fast test).

**Parameters**

*icon*

Icon to compare with 'this'

### Return value

Returns true if the icons were effectively equal, false otherwise.

---

## wxIcon::operator !=

---

**bool operator !=(const wxIcon& *icon*)**

Inequality operator. This operator tests whether the internal data pointers are unequal (a fast test).

### Parameters

*icon*

Icon to compare with 'this'

### Return value

Returns true if the icons were unequal, false otherwise.

## wxIconBundle

This class contains multiple copies of an icon in different sizes, see also *wxDialog::SetIcons* (p. 386) and *wxFrame::SetIcons* (p. 568).

### Derived from

No base class

---

## wxIconBundle::wxIconBundle

---

**wxIconBundle()**

Default constructor.

**wxIconBundle(const wxString& *file*, long *type*)**

Initializes the bundle with the icon(s) found in the file.

**wxIconBundle(const wxIcon& *icon*)**

Initializes the bundle with a single icon.

**wxIconBundle(const wxIconBundle& ic)**

Copy constructor.

---

**wxIconBundle::~wxIconBundle**

---

**~wxIconBundle()**

Destructor.

---

**wxIconBundle::AddIcon**

---

**void AddIcon(const wxString& file, long type)**

Adds all the icons contained in the file to the bundle; if the collection already contains icons with the same width and height, they are replaced by the new ones.

**void AddIcon(const wxIcon& icon)**

Adds the icon to the collection; if the collection already contains an icon with the same width and height, it is replaced by the new one.

---

**wxIconBundle::GetIcon**

---

**const wxIcon& GetIcon(const wxSize& size) const**

Returns the icon with the given size; if no such icon exists, returns the icon with size `wxSYS_ICON_X/wxSYS_ICON_Y`; if no such icon exists, returns the first icon in the bundle. If `size = wxSize(-1, -1)`, returns the icon with size `wxSYS_ICON_X/wxSYS_ICON_Y`.

**const wxIcon& GetIcon(wxCoord size = -1) const**

Same as `GetIcon(wxSize(size, size))`.

---

**wxIconBundle::operator=**

---

**const wxIconBundle& operator=(const wxIconBundle& ic)**

Assignment operator.

## wxIconLocation

`wxIconLocation` is a tiny class describing the location of an (external, i.e. not embedded into the application resources) icon. For most platforms it simply contains the file name but under some others (notably Windows) the same file may contain multiple icons and so this class also stores the index of the icon inside the file.

In any case, its details should be of no interest to the application code and most of them are not even documented here (on purpose) as it is only meant to be used as an opaque class: the application may get the object of this class from somewhere and the only reasonable thing to do with it later is to create a `wxIcon` (p. 742) from it.

### Derived from

None.

### Include files

<wx/iconloc.h>

### See also

[wxIcon](#)`wxicon`, [wxFileType::GetIcon\(\)](#) (p. 526)

---

## wxIconLocation::IsOk

### `bool IsOk() const`

Returns `true` if the object is valid, i.e. was properly initialized, and `false` otherwise.

## wxIconizeEvent

An event being sent when the frame is iconized (minimized) or restored.

Currently only `wxMSW` and `wxGTK` generate such events.

### Derived from

[wxEvent](#) (p. 453)

[wxObject](#) (p. 982)

### Include files

<wx/event.h>

### Event table macros

To process an iconize event, use this event handler macro to direct input to a member function that takes a `wxIconizeEvent` argument.

**EVT\_ICONIZE(func)**                      Process a `wxEVT_ICONIZE` event.

### See also

*Event handling overview* (p. 1649), *wxFrame::Iconize* (p. 565), *wxFrame::IsIconized* (p. 566)

---

## wxIconizeEvent::wxIconizeEvent

**wxIconizeEvent**(int *id* = 0, bool *iconized* = true)

Constructor.

---

## wxIconizeEvent::Iconized

**bool Iconized()** const

Returns `true` if the frame has been iconized, `false` if it has been restored.

## wxIdleEvent

This class is used for idle events, which are generated when the system is idle.

By default, idle events are sent to all windows. If this is causing a significant overhead in your application, you can call *wxIdleEvent::SetMode* (p. 755) with the value `wxIDLE_PROCESS_SPECIFIED`, and set the `wxWS_EX_PROCESS_IDLE` extra window style for every window which should receive idle events.

The function *wxWindow::OnInternalIdle* (p. 1453) is also provided for internal purposes, and cannot be disabled. `wxUpdateUIEvents` are sent from `OnInternalIdle`.

### Derived from

*wxEvent* (p. 453)



## wxIdleEvent::GetMode

---

### static wxIdleMode GetMode()

Static function returning a value specifying how wxWindows will send idle events: to all windows, or only to those which specify that they will process the events.

See *wxIdleEvent::SetMode* (p. 755).

## wxIdleEvent::RequestMore

---

### void RequestMore(bool needMore = true)

Tells wxWindows that more processing is required. This function can be called by an OnIdle handler for a window or window event handler to indicate that wxApp::OnIdle should forward the OnIdle event once more to the application windows. If no window calls this function during OnIdle, then the application will remain in a passive event loop (not calling OnIdle) until a new event is posted to the application by the windowing system.

### See also

*wxIdleEvent::MoreRequested* (p. 755)

## wxIdleEvent::MoreRequested

---

### bool MoreRequested() const

Returns true if the OnIdle function processing this event requested more processing time.

### See also

*wxIdleEvent::RequestMore* (p. 755)

## wxIdleEvent::SetMode

---

### static void SetMode(wxIdleMode mode)

Static function for specifying how wxWindows will send idle events: to all windows, or only to those which specify that they will process the events.

*mode* can be one of the following values. The default is wxIDLE\_PROCESS\_ALL.

```
enum wxIdleMode
{
    // Send idle events to all windows
    wxIDLE_PROCESS_ALL,
```

```

        // Send idle events to windows that have
        // the wxWS_EX_PROCESS_IDLE flag specified
        wxIDLE_PROCESS_SPECIFIED
};

```

## wxImage

This class encapsulates a platform-independent image. An image can be created from data, or using *wxBitmap::ConvertToImage* (p. 75). An image can be loaded from a file in a variety of formats, and is extensible to new formats via image format handlers. Functions are available to set and get image bits, so it can be used for basic image manipulation.

A *wxImage* cannot (currently) be drawn directly to a *wxDC* (p. 359). Instead, a platform-specific *wxBitmap* (p. 70) object must be created from it using the *wxBitmap::wxBitmap(wxImage,int depth)* (p. 71) constructor. This bitmap can then be drawn in a device context, using *wxDC::DrawBitmap* (p. 363).

One colour value of the image may be used as a mask colour which will lead to the automatic creation of a *wxMask* (p. 885) object associated to the bitmap object.

### Alpha channel support

Starting from wxWindows 2.5.0 *wxImage* supports alpha channel data, that is in addition to a byte for the red, green and blue colour components for each pixel it also stores a byte representing the pixel opacity. The alpha value of 0 corresponds to a transparent pixel (null opacity) while the value of 255 means that the pixel is 100% opaque.

Unlike the RGB data, not all images have the alpha channel and before using *GetAlpha* (p. 763) you should check if this image contains alpha value with *HasAlpha* (p. 767). In fact, currently only images loaded from PNG files with transparency information will have alpha channel but support for it will be added to the other formats as well (as well as support for saving images with alpha channel which is not still implemented either).

### Available image handlers

The following image handlers are available. **wxBMPHandler** is always installed by default. To use other image formats, install the appropriate handler with *wxImage::AddHandler* (p. 759) or *wxInitAllImageHandlers* (p. 1509).

wxBMPHandler	For loading and saving, always installed.
wxPNGHandler	For loading (including alpha support) and saving.
wxJPEGHandler	For loading and saving.
wxGIFHandler	Only for loading, due to legal issues.
wxPCXHandler	For loading and saving (see below).
wxPNMHandler	For loading and saving (see below).
wxTIFFHandler	For loading and saving.

<code>wxIFFHandler</code>	For loading only.
<code>wxXPMHandler</code>	For loading and saving.
<code>wxICOHandler</code>	For loading and saving.
<code>wxCURHandler</code>	For loading and saving.
<code>wxANIHandler</code>	For loading only.

When saving in PCX format, **wxPCXHandler** will count the number of different colours in the image; if there are 256 or less colours, it will save as 8 bit, else it will save as 24 bit.

Loading PNMs only works for ASCII or raw RGB images. When saving in PNM format, **wxPNMHandler** will always save as raw RGB.

### Derived from

`wxObject` (p. 982)

### Include files

`<wx/image.h>`

### See also

`wxBitmap` (p. 70), `wxInitAllImageHandlers` (p. 1509)

---

## **wxImage::wxImage**

---

### **wxImage()**

Default constructor.

### **wxImage(const wxImage& image)**

Copy constructor.

### **wxImage(const wxBitmap& bitmap)**

(Deprecated form, use `wxBitmap::ConvertToImage` (p. 75) instead.) Constructs an image from a platform-dependent bitmap. This preserves mask information so that bitmaps and images can be converted back and forth without loss in that respect.

### **wxImage(int width, int height, bool clear=true)**

Creates an image with the given width and height. If `clear` is true, the new image will be initialized to black. Otherwise, the image data will be uninitialized.

### **wxImage(int width, int height, unsigned char\* data, bool static\_data=false)**

Creates an image from given data with the given width and height. If *static\_data* is true, then `wxImage` will not delete the actual image data in its destructor, otherwise it will free it by calling `free()`.

**`wxImage(const wxString& name, long type = wxBITMAP_TYPE_ANY, int index = -1)`**

**`wxImage(const wxString& name, const wxString& mimetype, int index = -1)`**

Loads an image from a file.

**`wxImage(wxInputStream& stream, long type = wxBITMAP_TYPE_ANY, int index = -1)`**

**`wxImage(wxInputStream& stream, const wxString& mimetype, int index = -1)`**

Loads an image from an input stream.

### Parameters

*width*

Specifies the width of the image.

*height*

Specifies the height of the image.

*name*

Name of the file from which to load the image.

*stream*

Opened input stream from which to load the image. Currently, the stream must support seeking.

*type*

May be one of the following:

<code>wxBITMAP_TYPE_BMP</code>	Load a Windows bitmap file.
<code>wxBITMAP_TYPE_GIF</code>	Load a GIF bitmap file.
<code>wxBITMAP_TYPE_JPEG</code>	Load a JPEG bitmap file.
<code>wxBITMAP_TYPE_PNG</code>	Load a PNG bitmap file.
<code>wxBITMAP_TYPE_PCX</code>	Load a PCX bitmap file.
<code>wxBITMAP_TYPE_PNM</code>	Load a PNM bitmap file.
<code>wxBITMAP_TYPE_TIF</code>	Load a TIFF bitmap file.
<code>wxBITMAP_TYPE_XPM</code>	Load a XPM bitmap file.
<code>wxBITMAP_TYPE_ICO</code>	Load a Windows icon file (ICO).
<code>wxBITMAP_TYPE_CUR</code>	Load a Windows cursor file (CUR).
<code>wxBITMAP_TYPE_ANI</code>	Load a Windows animated cursor file (ANI).
<code>wxBITMAP_TYPE_ANY</code>	Will try to autodetect the format.

*mimetype*

MIME type string (for example 'image/jpeg')

*index*

Index of the image to load in the case that the image file contains multiple images. This is only used by GIF, ICO and TIFF handlers. The default value (-1) means "choose the default image" and is interpreted as the first image (index=0) by the GIF and TIFF handler and as the largest and most colourful one by the ICO handler.

**Remarks**

Depending on how wxWindows has been configured, not all formats may be available.

Note: any handler other than BMP must be previously initialized with *wxImage::AddHandler* (p. 759) or *wxInitAllImageHandlers* (p. 1509).

Note: you can use *GetOptionInt* (p. 767) to get the hotspot for loaded cursor file:

```
int hotspot_x = image.GetOptionInt(wxIMAGE_OPTION_CUR_HOTSPOT_X);
int hotspot_y = image.GetOptionInt(wxIMAGE_OPTION_CUR_HOTSPOT_Y);
```

**See also**

*wxImage::LoadFile* (p. 768)

**wxPython note:** Constructors supported by wxPython are:

<b>wxImage(name, flag)</b>	Loads an image from a file
<b>wxNullImage()</b>	Create a null image (has no size or image data)
<b>wxEmptyImage(width, height)</b>	Creates an empty image of the given size
<b>wxImageFromMime(name, mimetype)</b>	Creates an image from the given file of the given mimetype
<b>wxImageFromBitmap(bitmap)</b>	Creates an image from a platform-dependent bitmap

**wxPerl note:** Constructors supported by wxPerl are:

- ::Image->new( bitmap )
- ::Image->new( width, height )
- ::Image->new( name, type )
- ::Image->new( name, mimetype )

**wxImage::~~wxImage**

---

**~wxImage()**

Destructor.

**wxImage::AddHandler**

---

---

**static void AddHandler(wxImageHandler\* handler)**

Adds a handler to the end of the static list of format handlers.

*handler*

A new image format handler object. There is usually only one instance of a given handler class in an application session.

**See also**

*wxImageHandler* (p. 778)

**bool CanRead(const wxString& filename)**

returns true if the current image handlers can read this file

**wxPython note:** In wxPython this static method is named `wxImage_AddHandler`.

---

### **wxImage::CleanUpHandlers**

**static void CleanUpHandlers()**

Deletes all image handlers.

This function is called by wxWindows on exit.

---

### **wxImage::ComputeHistogram**

**unsigned long ComputeHistogram(wxImageHistogram& histogram) const**

Computes the histogram of the image. *histogram* is a reference to `wxImageHistogram` object. `wxImageHistogram` is a specialization of `wxHashMap` (p. 661) "template" and is defined as follows:

```
class WXDLLEXPORT wxImageHistogramEntry
{
public:
    wxImageHistogramEntry() : index(0), value(0) {}
    unsigned long index;
    unsigned long value;
};

WX_DECLARE_EXPORTED_HASH_MAP(unsigned long, wxImageHistogramEntry,
                             wxIntegerHash, wxIntegerEqual,
                             wxImageHistogram);
```

**Return value**

Returns number of colours in the histogram.

## **wxImage::ConvertToBitmap**

---

**wxBitmap ConvertToBitmap() const**

Deprecated, use equivalent *wxBitmap constructor* (p. 71)(which takes *wxImage* and *depth* as its arguments) instead.

## **wxImage::ConvertToMono**

---

**wxImage ConvertToMono(unsigned char *r*, unsigned char *g*, unsigned char *b*) const**

Returns monochromatic version of the image. The returned image has white colour where the original has (*r,g,b*) colour and black colour everywhere else.

## **wxImage::Copy**

---

**wxImage Copy() const**

Returns an identical copy of the image.

## **wxImage::Create**

---

**bool Create(int *width*, int *height*, bool *clear=true*)**

Creates a fresh image. If *clear* is true, the new image will be initialized to black. Otherwise, the image data will be uninitialized.

### **Parameters**

*width*  
The width of the image in pixels.

*height*  
The height of the image in pixels.

### **Return value**

true if the call succeeded, false otherwise.

## **wxImage::Destroy**

---

**bool Destroy()**

Destroys the image data.

## wxImage::FindFirstUnusedColour

---

**bool FindFirstUnusedColour(unsigned char \* r, unsigned char \* g, unsigned char \* b, unsigned char startR = 1, unsigned char startG = 0, unsigned char startB = 0)**

### Parameters

*r,g,b*

Pointers to variables to save the colour.

*startR,startG,startB*

Initial values of the colour. Returned colour will have RGB values equal to or greater than these.

Finds the first colour that is never used in the image. The search begins at given initial colour and continues by increasing R, G and B components (in this order) by 1 until an unused colour is found or the colour space exhausted.

### Return value

Returns false if there is no unused colour left, true on success.

### Notes

Note that this method involves computing the histogram, which is computationally intensive operation.

## wxImage::FindHandler

---

**static wxImageHandler\* FindHandler(const wxString& name)**

Finds the handler with the given name.

**static wxImageHandler\* FindHandler(const wxString& extension, long imageType)**

Finds the handler associated with the given extension and type.

**static wxImageHandler\* FindHandler(long imageType)**

Finds the handler associated with the given image type.

**static wxImageHandler\* FindHandlerMime(const wxString& mimetype)**

Finds the handler associated with the given MIME type.

*name*

The handler name.

*extension*

The file extension, such as "bmp".

*imageType*

The image type, such as wxBITMAP\_TYPE\_BMP.

*mimetype*

MIME type.

### Return value

A pointer to the handler if found, NULL otherwise.

### See also

*wxImageHandler* (p. 778)

---

## wxImage::GetImageExtWildcard

---

### static wxString GetImageExtWildcard()

Iterates all registered wxImageHandler objects, and returns a string containing file extension masks suitable for passing to file open/save dialog boxes.

### Return value

The format of the returned string is "(\*.ext1;\*.ext2)|\*.ext1;\*.ext2".

It is usually a good idea to prepend a description before passing the result to the dialog.

Example:

```
wxFileDialog FileDlg( this, "Choose Image",  
:wxGetWorkingDirectory(), "", _("Image Files ") +  
wxImage::GetImageExtWildcard(), wxOPEN );
```

### See also

*wxImageHandler* (p. 778)

---

## wxImage::GetAlpha

---

### unsigned char GetAlpha(int x, int y) const

Returns the alpha value for the given pixel. This function may only be called for the images with alpha channel, use *HasAlpha* (p. 767) to check for this.

The returned value is the *opacity* of the image, i.e. the value of 0 corresponds to the transparent pixels while the value of 255 -- to the opaque ones.

**unsigned char \* GetAlpha() const**

Returns pointer to the array storing the alpha values for this image. This pointer is `NULL` for the images without the alpha channel. If the image does have it, this pointer may be used to directly manipulate the alpha values which are stored as the *RGB* (p. 764) ones.

---

**wxImage::GetBlue**

---

**unsigned char GetBlue(int x, int y) const**

Returns the blue intensity at the given coordinate.

---

**wxImage::GetData**

---

**unsigned char\* GetData() const**

Returns the image data as an array. This is most often used when doing direct image manipulation. The return value points to an array of characters in *RGBRGBRGB...* format in the top-to-bottom, left-to-right order, that is the first RGB triplet corresponds to the pixel (0, 0), the second one --- to (0, 1) and so on.

You should not delete the returned pointer nor pass it to *wxImage::SetData* (p. 775).

---

**wxImage::GetGreen**

---

**unsigned char GetGreen(int x, int y) const**

Returns the green intensity at the given coordinate.

---

**wxImage::GetImageCount**

---

**static int GetImageCount(const wxString& filename, long type = wxBITMAP\_TYPE\_ANY)**

**static int GetImageCount(wxInputStream& stream, long type = wxBITMAP\_TYPE\_ANY)**

If the image file contains more than one image and the image handler is capable of retrieving these individually, this function will return the number of available images.

*name*

Name of the file to query.

*stream*

Opened input stream with image data. Currently, the stream must support seeking.

*type*

May be one of the following:

<code>wxBITMAP_TYPE_BMP</code>	Load a Windows bitmap file.
<code>wxBITMAP_TYPE_GIF</code>	Load a GIF bitmap file.
<code>wxBITMAP_TYPE_JPEG</code>	Load a JPEG bitmap file.
<code>wxBITMAP_TYPE_PNG</code>	Load a PNG bitmap file.
<code>wxBITMAP_TYPE_PCX</code>	Load a PCX bitmap file.
<code>wxBITMAP_TYPE_PNM</code>	Load a PNM bitmap file.
<code>wxBITMAP_TYPE_TIF</code>	Load a TIFF bitmap file.
<code>wxBITMAP_TYPE_XPM</code>	Load a XPM bitmap file.
<code>wxBITMAP_TYPE_ICO</code>	Load a Windows icon file (ICO).
<code>wxBITMAP_TYPE_CUR</code>	Load a Windows cursor file (CUR).
<code>wxBITMAP_TYPE_ANI</code>	Load a Windows animated cursor file (ANI).
<code>wxBITMAP_TYPE_ANY</code>	Will try to autodetect the format.

### Return value

Number of available images. For most image handlers, this is 1 (exceptions are TIFF and ICO formats).

## **wxImage::GetHandlers**

---

**static wxList& GetHandlers()**

Returns the static list of image format handlers.

### See also

*wxImageHandler* (p. 778)

## **wxImage::GetHeight**

---

**int GetHeight() const**

Gets the height of the image in pixels.

---

**wxImage::GetMaskBlue**

---

**unsigned char GetMaskBlue() const**

Gets the blue value of the mask colour.

---

**wxImage::GetMaskGreen**

---

**unsigned char GetMaskGreen() const**

Gets the green value of the mask colour.

---

**wxImage::GetMaskRed**

---

**unsigned char GetMaskRed() const**

Gets the red value of the mask colour.

---

**wxImage::GetPalette**

---

**const wxPalette& GetPalette() const**

Returns the palette associated with the image. Currently the palette is only used when converting to wxBitmap under Windows.

Eventually wxImage handlers will set the palette if one exists in the image file.

---

**wxImage::GetRed**

---

**unsigned char GetRed(int x, int y) const**

Returns the red intensity at the given coordinate.

---

**wxImage::GetSubImage**

---

**wxImage GetSubImage(const wxRect& rect) const**

Returns a sub image of the current one as long as the rect belongs entirely to the image.

### wxImage::GetWidth

---

**int GetWidth() const**

Gets the width of the image in pixels.

**See also**

*wxImage::GetHeight* (p. 765)

### wxImage::HasAlpha

---

**bool HasAlpha() const**

Returns true if this image has alpha channel, false otherwise.

**See also**

*GetAlpha* (p. 763), *SetAlpha* (p. 774)

### wxImage::HasMask

---

**bool HasMask() const**

Returns true if there is a mask active, false otherwise.

### wxImage::GetOption

---

**wxString GetOption(const wxString& *name*) const**

Gets a user-defined option. The function is case-insensitive to *name*.

For example, when saving as a JPEG file, the option **quality** is used, which is a number between 0 and 100 (0 is terrible, 100 is very good).

**See also**

*wxImage::SetOption* (p. 776), *wxImage::GetOptionInt* (p. 767), *wxImage::HasOption* (p. 768)

### wxImage::GetOptionInt

---

**int GetOptionInt(const wxString& *name*) const**

Gets a user-defined option as an integer. The function is case-insensitive to *name*.

**See also**

*wxImage::SetOption* (p. 776), *wxImage::GetOption* (p. 767), *wxImage::HasOption* (p. 768)

---

**wxImage::HasOption**

---

**bool HasOption(const wxString& name) const**

Returns true if the given option is present. The function is case-insensitive to *name*.

**See also**

*wxImage::SetOption* (p. 776), *wxImage::GetOption* (p. 767), *wxImage::GetOptionInt* (p. 767)

---

**wxImage::InitStandardHandlers**

---

**static void InitStandardHandlers()**

Internal use only. Adds standard image format handlers. It only install BMP for the time being, which is used by *wxBitmap*.

This function is called by *wxWindows* on startup, and shouldn't be called by the user.

**See also**

*wxImageHandler* (p. 778), *wxInitAllImageHandlers* (p. 1509)

---

**wxImage::InsertHandler**

---

**static void InsertHandler(wxImageHandler\* handler)**

Adds a handler at the start of the static list of format handlers.

*handler*

A new image format handler object. There is usually only one instance of a given handler class in an application session.

**See also**

*wxImageHandler* (p. 778)

---

**wxImage::LoadFile**

---

**bool LoadFile(const wxString& name, long type = wxBITMAP\_TYPE\_ANY, int index**

= -1)

**bool LoadFile(const wxString& name, const wxString& mimetype, int index = -1)**

Loads an image from a file. If no handler type is provided, the library will try to autodetect the format.

**bool LoadFile(wxInputStream& stream, long type, int index = -1)**

**bool LoadFile(wxInputStream& stream, const wxString& mimetype, int index = -1)**

Loads an image from an input stream.

### Parameters

*name*

Name of the file from which to load the image.

*stream*

Opened input stream from which to load the image. Currently, the stream must support seeking.

*type*

One of the following values:

<b>wxBITMAP_TYPE_BMP</b>	Load a Windows image file.
<b>wxBITMAP_TYPE_GIF</b>	Load a GIF image file.
<b>wxBITMAP_TYPE_JPEG</b>	Load a JPEG image file.
<b>wxBITMAP_TYPE_PCX</b>	Load a PCX image file.
<b>wxBITMAP_TYPE_PNG</b>	Load a PNG image file.
<b>wxBITMAP_TYPE_PNM</b>	Load a PNM image file.
<b>wxBITMAP_TYPE_TIF</b>	Load a TIFF image file.
<b>wxBITMAP_TYPE_XPM</b>	Load a XPM image file.
<b>wxBITMAP_TYPE_ICO</b>	Load a Windows icon file (ICO).
<b>wxBITMAP_TYPE_CUR</b>	Load a Windows cursor file (CUR).
<b>wxBITMAP_TYPE_ANI</b>	Load a Windows animated cursor file (ANI).
<b>wxBITMAP_TYPE_ANY</b>	Will try to autodetect the format.

*mimetype*

MIME type string (for example 'image/jpeg')

#### *index*

Index of the image to load in the case that the image file contains multiple images. This is only used by GIF, ICO and TIFF handlers. The default value (-1) means "choose the default image" and is interpreted as the first image (index=0) by the GIF and TIFF handler and as the largest and most colourful one by the ICO handler.

#### Remarks

Depending on how wxWindows has been configured, not all formats may be available.

Note: you can use *GetOptionInt* (p. 767) to get the hotspot for loaded cursor file:

```
int hotspot_x = image.GetOptionInt(wxIMAGE_OPTION_CUR_HOTSPOT_X);
int hotspot_y = image.GetOptionInt(wxIMAGE_OPTION_CUR_HOTSPOT_Y);
```

#### Return value

true if the operation succeeded, false otherwise. If the optional index parameter is out of range, false is returned and a call to *wxLogError()* takes place.

#### See also

*wxImage::SaveFile* (p. 771)

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

**LoadFile(filename, type)** Loads an image of the given type from a file

**LoadMimeFile(filename, mimetype)** Loads an image of the given mimetype from a file

**wxPerl note:** Methods supported by wxPerl are:

- >LoadFile( name, type )
- >LoadFile( name, mimetype )

---

#### **wxImage::Ok**

**bool Ok() const**

Returns true if image data is present.

---

#### **wxImage::RemoveHandler**

---

**static bool RemoveHandler(const wxString& name)**

Finds the handler with the given name, and removes it. The handler is not deleted.

*name*

The handler name.

### Return value

true if the handler was found and removed, false otherwise.

### See also

*wxImageHandler* (p. 778)

---

## wxImage::SaveFile

---

**bool SaveFile(const wxString& name, int type) const**

**bool SaveFile(const wxString& name, const wxString& mimetype) const**

Saves an image in the named file.

**bool SaveFile(const wxString& name) const**

Saves an image in the named file. File type is determined from the extension of the file name. Note that this function may fail if the extension is not recognized! You can use one of the forms above to save images to files with non-standard extensions.

**bool SaveFile(wxOutputStream& stream, int type) const**

**bool SaveFile(wxOutputStream& stream, const wxString& mimetype) const**

Saves an image in the given stream.

### Parameters

*name*

Name of the file to save the image to.

*stream*

Opened output stream to save the image to.

*type*

Currently these types can be used:

**wxBITMAP\_TYPE\_BMP**    Save a BMP image file.

**wxBITMAP\_TYPE\_JPEG**    Save a JPEG image file.

<b>wxBITMAP_TYPE_PNG</b>	Save a PNG image file.
<b>wxBITMAP_TYPE_PCX</b>	Save a PCX image file (tries to save as 8-bit if possible, falls back to 24-bit otherwise).
<b>wxBITMAP_TYPE_PNM</b>	Save a PNM image file (as raw RGB always).
<b>wxBITMAP_TYPE_TIFF</b>	Save a TIFF image file.
<b>wxBITMAP_TYPE_XPM</b>	Save a XPM image file.
<b>wxBITMAP_TYPE_ICO</b>	Save a Windows icon file (ICO) (the size may be up to 255 wide by 127 high. A single image is saved in 8 colors at the size supplied).
<b>wxBITMAP_TYPE_CUR</b>	Save a Windows cursor file (CUR).

*mimetype*  
MIME type.

### Return value

true if the operation succeeded, false otherwise.

### Remarks

Depending on how wxWindows has been configured, not all formats may be available.

Note: you can use *GetOptionInt* (p. 767) to set the hotspot before saving an image into a cursor file (default hotspot is in the centre of the image):

```
image.SetOption(wxIMAGE_OPTION_CUR_HOTSPOT_X, hotspotX);
image.SetOption(wxIMAGE_OPTION_CUR_HOTSPOT_Y, hotspotY);
```

### See also

*wxImage::LoadFile* (p. 768)

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

**SaveFile(filename, type)** Saves the image using the given type to the named file

**SaveMimeFile(filename, mimetype)** Saves the image using the given mimetype to the named file

**wxPerl note:** Methods supported by wxPerl are:

- >SaveFile( name, type )
- >SaveFile( name, mimetype )

### **wxImage::Mirror**

---

**wxImage Mirror**(bool *horizontally = true*) const

Returns a mirrored copy of the image. The parameter *horizontally* indicates the orientation.

### **wxImage::Replace**

---

**void Replace**(unsigned char *r1*, unsigned char *g1*, unsigned char *b1*, unsigned char *r2*, unsigned char *g2*, unsigned char *b2*)

Replaces the colour specified by *r1,g1,b1* by the colour *r2,g2,b2*.

### **wxImage::Rescale**

---

**wxImage & Rescale**(int *width*, int *height*)

Changes the size of the image in-place: after a call to this function, the image will have the given width and height.

Returns the (modified) image itself.

#### **See also**

*Scale* (p. 774)

### **wxImage::Rotate**

---

**wxImage Rotate**(double *angle*, const wxPoint& *rotationCentre*, bool *interpolating = true*, wxPoint\* *offsetAfterRotation = NULL*)

Rotates the image about the given point, by *angle* radians. Passing true to *interpolating* results in better image quality, but is slower. If the image has a mask, then the mask colour is used for the uncovered pixels in the rotated image background. Else, black (rgb 0, 0, 0) will be used.

Returns the rotated image, leaving this image intact.

### **wxImage::Rotate90**

---

**wxImage Rotate90**(bool *clockwise* = true) const

Returns a copy of the image rotated 90 degrees in the direction indicated by *clockwise*.

**wxImage::Scale****wxImage Scale**(int *width*, int *height*) const

Returns a scaled version of the image. This is also useful for scaling bitmaps in general as the only other way to scale bitmaps is to blit a wxMemoryDC into another wxMemoryDC.

It may be mentioned that the GTK port uses this function internally to scale bitmaps when using mapping modes in wxDC.

Example:

```
// get the bitmap from somewhere
wxBitmap bmp = ...;

// rescale it to have size of 32*32
if ( bmp.GetWidth() != 32 || bmp.GetHeight() != 32 )
{
    wxImage image = bmp.ConvertToImage();
    bmp = wxBitmap(image.Scale(32, 32));

    // another possibility:
    image.Rescale(32, 32);
    bmp = image;
}
```

**See also**

*Rescale* (p. 773)

**wxImage::SetAlpha****void SetAlpha**(unsigned char \**alpha* = NULL)

This function is similar to *SetData* (p. 775) and has similar restrictions. The pointer passed to it may however be NULL in which case the function will allocate the alpha array internally -- this is useful to add alpha channel data to an image which doesn't have any. If the pointer is not NULL, it must have one byte for each image pixel and be allocated with `malloc()`. wxImage takes ownership of the pointer and will free it.

**void SetAlpha**(int *x*, int *y*, unsigned char *alpha*)

Sets the alpha value for the given pixel. This function should only be called if the image has alpha channel data, use *HasAlpha* (p. 767) to check for this.

## wxImage::SetData

---

**void SetData(unsigned char\* data)**

Sets the image data without performing checks. The data given must have the size (width\*height\*3) or results will be unexpected. Don't use this method if you aren't sure you know what you are doing.

The data must have been allocated with `malloc()`, **NOT** with operator `new`.

After this call the pointer to the data is owned by the `wxImage` object, that will be responsible for deleting it. Do not pass to this function a pointer obtained through `wxImage::GetData` (p. 764).

## wxImage::SetMask

---

**void SetMask(bool hasMask = true)**

Specifies whether there is a mask or not. The area of the mask is determined by the current mask colour.

## wxImage::SetMaskColour

---

**void SetMaskColour(unsigned char red, unsigned char green, unsigned char blue)**

Sets the mask colour for this image (and tells the image to use the mask).

## wxImage::SetMaskFromImage

---

**bool SetMaskFromImage(const wxImage& mask, unsigned char mr, unsigned char mg, unsigned char mb)**

### Parameters

*mask*

The mask image to extract mask shape from. Must have same dimensions as the image.

*mr,mg,mb*

RGB value of pixels in *mask* that will be used to create the mask.

Sets image's mask so that the pixels that have RGB value of *mr,mg,mb* in *mask* will be masked in the image. This is done by first finding an unused colour in the image, setting this colour as the mask colour and then using this colour to draw all pixels in the image who corresponding pixel in *mask* has given RGB value.

### Return value

Returns false if *mask* does not have same dimensions as the image or if there is no unused colour left. Returns true if the mask was successfully applied.

### Notes

Note that this method involves computing the histogram, which is computationally intensive operation.

---

## wxImage::SetOption

---

**void SetOption(const wxString& name, const wxString& value)**

**void SetOption(const wxString& name, int value)**

Sets a user-defined option. The function is case-insensitive to *name*.

For example, when saving as a JPEG file, the option **quality** is used, which is a number between 0 and 100 (0 is terrible, 100 is very good).

### See also

*wxImage::GetOption* (p. 767), *wxImage::GetOptionInt* (p. 767), *wxImage::HasOption* (p. 768)

---

## wxImage::SetPalette

---

**void SetPalette(const wxPalette& palette)**

Associates a palette with the image. The palette may be used when converting *wxImage* to *wxBitmap* (MSW only at present) or in file save operations (none as yet).

---

## wxImage::SetRGB

---

**void SetRGB(int x, int y, unsigned char red, unsigned char green, unsigned char blue)**

Sets the pixel at the given coordinate. This routine performs bounds-checks for the coordinate so it can be considered a safe way to manipulate the data, but in some cases this might be too slow so that the data will have to be set directly. In that case you will have to get access to the image data using the *GetData* (p. 764) method.

---

## wxImage::operator =

---

**wxImage& operator =(const wxImage& *image*)**

Assignment operator. This operator does not copy any data, but instead passes a pointer to the data in *image* and increments a reference counter. It is a fast operation.

#### Parameters

*image*  
Image to assign.

#### Return value

Returns 'this' object.

---

### wxImage::operator ==

**bool operator ==(const wxImage& *image*) const**

Equality operator. This operator tests whether the internal data pointers are equal (a fast test).

#### Parameters

*image*  
Image to compare with 'this'

#### Return value

Returns true if the images were effectively equal, false otherwise.

---

### wxImage::operator !=

**bool operator !=(const wxImage& *image*) const**

Inequality operator. This operator tests whether the internal data pointers are unequal (a fast test).

#### Parameters

*image*  
Image to compare with 'this'

#### Return value

Returns true if the images were unequal, false otherwise.

## wxImageHandler

This is the base class for implementing image file loading/saving, and image creation from data. It is used within wxImage and is not normally seen by the application.

If you wish to extend the capabilities of wxImage, derive a class from wxImageHandler and add the handler using *wxImage::AddHandler* (p. 759) in your application initialisation.

### Note (Legal Issue)

This software is based in part on the work of the Independent JPEG Group.

(Applies when wxWindows is linked with JPEG support. wxJPEGHandler uses libjpeg created by IJG.)

### Derived from

*wxObject* (p. 982)

### Include files

<wx/image.h>

### See also

*wxImage* (p. 756), *wxInitAllImageHandlers* (p. 1509)

---

## wxImageHandler::wxImageHandler

### wxImageHandler()

Default constructor. In your own default constructor, initialise the members *m\_name*, *m\_extension* and *m\_type*.

---

## wxImageHandler::~wxImageHandler

### ~wxImageHandler()

Destroys the wxImageHandler object.

---

## wxImageHandler::GetName

**wxString GetName() const**

Gets the name of this handler.

**wxImageHandler::GetExtension**

---

**wxString GetExtension() const**

Gets the file extension associated with this handler.

**wxImageHandler::GetImageCount**

---

**int GetImageCount(wxInputStream& stream)**

If the image file contains more than one image and the image handler is capable of retrieving these individually, this function will return the number of available images.

*stream*

Opened input stream for reading image data. Currently, the stream must support seeking.

**Return value**

Number of available images. For most image handlers, this is 1 (exceptions are TIFF and ICO formats).

**wxImageHandler::GetType**

---

**long GetType() const**

Gets the image type associated with this handler.

**wxImageHandler::GetMimeType**

---

**wxString GetMimeType() const**

Gets the MIME type associated with this handler.

**wxImageHandler::LoadFile**

---

**bool LoadFile(wxImage\* image, wxInputStream& stream, bool verbose=true, int index=0)**

Loads a image from a stream, putting the resulting data into *image*. If the image file contains more than one image and the image handler is capable of retrieving these

individually, *index* indicates which image to read from the stream.

### Parameters

*image*

The image object which is to be affected by this operation.

*stream*

Opened input stream for reading image data.

*verbose*

If set to true, errors reported by the image handler will produce wxLogMessages.

*index*

The index of the image in the file (starting from zero).

### Return value

true if the operation succeeded, false otherwise.

### See also

*wxImage::LoadFile* (p. 768), *wxImage::SaveFile* (p. 771), *wxImageHandler::SaveFile* (p. 780)

---

## wxImageHandler::SaveFile

---

**bool SaveFile**(*wxImage\** image, *wxOutputStream&* stream)

Saves a image in the output stream.

### Parameters

*image*

The image object which is to be affected by this operation.

*stream*

Opened output stream for writing the data.

### Return value

true if the operation succeeded, false otherwise.

### See also

*wxImage::LoadFile* (p. 768), *wxImage::SaveFile* (p. 771), *wxImageHandler::LoadFile* (p. 779)

### **wxImageHandler::SetName**

---

**void SetName(const wxString& *name*)**

Sets the handler name.

#### **Parameters**

*name*

Handler name.

### **wxImageHandler::SetExtension**

---

**void SetExtension(const wxString& *extension*)**

Sets the handler extension.

#### **Parameters**

*extension*

Handler extension.

### **wxImageHandler::SetMimeType**

---

**void SetMimeType(const wxString& *mimetype*)**

Sets the handler MIME type.

#### **Parameters**

*mimename*

Handler MIME type.

### **wxImageHandler::SetType**

---

**void SetType(long *type*)**

Sets the handler type.

#### **Parameters**

*name*

Handler type.

### **wxImageList**

A `wxImageList` contains a list of images, which are stored in an unspecified form. Images can have masks for transparent drawing, and can be made from a variety of sources including bitmaps and icons.

`wxImageList` is used principally in conjunction with `wxTreeCtrl` (p. 1366) and `wxListCtrl` (p. 826) classes.

### Derived from

`wxObject` (p. 982)

### Include files

<wx/imaglist.h>

### See also

`wxTreeCtrl` (p. 1366), `wxListCtrl` (p. 826)

---

## `wxImageList::wxImageList`

---

### `wxImageList()`

Default constructor.

### `wxImageList(int width, int height, const bool mask = true, int initialCount = 1)`

Constructor specifying the image size, whether image masks should be created, and the initial size of the list.

### Parameters

*width*

Width of the images in the list.

*height*

Height of the images in the list.

*mask*

true if masks should be created for all images.

*initialCount*

The initial size of the list.

### See also

`wxImageList::Create` (p. 783)

## **wxImageList::Add**

---

**int Add(const wxBitmap& *bitmap*, const wxBitmap& *mask* = wxNullBitmap)**

Adds a new image using a bitmap and optional mask bitmap.

**int Add(const wxBitmap& *bitmap*, const wxColour& *maskColour*)**

Adds a new image using a bitmap and mask colour.

**int Add(const wxIcon& *icon*)**

Adds a new image using an icon.

### **Parameters**

*bitmap*

Bitmap representing the opaque areas of the image.

*mask*

Monochrome mask bitmap, representing the transparent areas of the image.

*maskColour*

Colour indicating which parts of the image are transparent.

*icon*

Icon to use as the image.

### **Return value**

The new zero-based image index.

### **Remarks**

The original bitmap or icon is not affected by the **Add** operation, and can be deleted afterwards.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

**Add(bitmap, mask=wxNullBitmap)**

**AddWithColourMask(bitmap, colour)**

**AddIcon(icon)**

## **wxImageList::Create**

---

**bool Create**(int *width*, int *height*, const bool *mask* = true, int *initialCount* = 1)

Initializes the list. See `wxImageList::wxImageList` (p. 782) for details.

### **wxImageList::Draw**

---

**bool Draw**(int *index*, wxDC& *dc*, int *x*, int *y*, int *flags* = `wxIMAGELIST_DRAW_NORMAL`, const bool *solidBackground* = false)

Draws a specified image onto a device context.

#### **Parameters**

*index*

Image index, starting from zero.

*dc*

Device context to draw on.

*x*

X position on the device context.

*y*

Y position on the device context.

*flags*

How to draw the image. A bitlist of a selection of the following:

**wxIMAGELIST\_DRAW\_NORMAL** Draw the image normally.

**wxIMAGELIST\_DRAW\_TRANSPARENT** Draw the image with transparency.

**wxIMAGELIST\_DRAW\_SELECTED** Draw the image in selected state.

**wxIMAGELIST\_DRAW\_FOCUSED** Draw the image in a focused state.

*solidBackground*

For optimisation - drawing can be faster if the function is told that the background is solid.

### **wxImageList::GetImageCount**

---

**int GetImageCount**() const

Returns the number of images in the list.

### **wxImageList::GetSize**

---

**bool GetSize(int *index*, int& *width*, int &*height*) const**

Retrieves the size of the images in the list. Currently, the *index* parameter is ignored as all images in the list have the same size.

**Parameters**

*index*  
currently unused, should be 0

*width*  
receives the width of the images in the list

*height*  
receives the height of the images in the list

**Return value**

true if the function succeeded, false if it failed (for example, if the image list was not yet initialized).

---

**wxImageList::Remove**

---

**bool Remove(int *index*)**

Removes the image at the given position.

---

**wxImageList::RemoveAll**

---

**bool RemoveAll()**

Removes all the images in the list.

---

**wxImageList::Replace**

---

**bool Replace(int *index*, const wxBitmap& *bitmap*, const wxBitmap& *mask* = wxNullBitmap)**

Replaces the existing image with the new image.

**bool Replace(int *index*, const wxIcon& *icon*)**

Replaces the existing image with the new image.

**Parameters**

*bitmap*

Bitmap representing the opaque areas of the image.

*mask*

Monochrome mask bitmap, representing the transparent areas of the image.

*icon*

Icon to use as the image.

### Return value

true if the replacement was successful, false otherwise.

### Remarks

The original bitmap or icon is not affected by the **Replace** operation, and can be deleted afterwards.

**wxPython note:** The second form is called `ReplaceIcon` in wxPython.

## wxIndividualLayoutConstraint

Objects of this class are stored in the `wxLayoutConstraint` class as one of eight possible constraints that a window can be involved in.

Constraints are initially set to have the relationship `wxUnconstrained`, which means that their values should be calculated by looking at known constraints.

### Derived from

*wxObject* (p. 982)

### Include files

<wx/layout.h>

### See also

*Overview and examples* (p. 1662), *wxLayoutConstraints* (p. 812), *wxWindow::SetConstraints* (p. 1463).

---

## Edges and relationships

The *wxEdge* enumerated type specifies the type of edge or dimension of a window.

<code>wxLeft</code>	The left edge.
<code>wxTop</code>	The top edge.
<code>wxRight</code>	The right edge.
<code>wxBottom</code>	The bottom edge.
<code>wxCentreX</code>	The x-coordinate of the centre of the window.
<code>wxCentreY</code>	The y-coordinate of the centre of the window.

The *wxRelationship* enumerated type specifies the relationship that this edge or dimension has with another specified edge or dimension. Normally, the user doesn't use these directly because functions such as *Below* and *RightOf* are a convenience for using the more general *Set* function.

<code>wxUnconstrained</code>	The edge or dimension is unconstrained (the default for edges).
<code>wxAsIs</code>	The edge or dimension is to be taken from the current window position or size (the default for dimensions).
<code>wxAbove</code>	The edge should be above another edge.
<code>wxBelow</code>	The edge should be below another edge.
<code>wxLeftOf</code>	The edge should be to the left of another edge.
<code>wxRightOf</code>	The edge should be to the right of another edge.
<code>wxSameAs</code>	The edge or dimension should be the same as another edge or dimension.
<code>wxPercentOf</code>	The edge or dimension should be a percentage of another edge or dimension.
<code>wxAbsolute</code>	The edge or dimension should be a given absolute value.

---

### **wxIndividualLayoutConstraint::wxIndividualLayoutConstraint**

**void wxIndividualLayoutConstraint()**

Constructor. Not used by the end-user.

---

### **wxIndividualLayoutConstraint::Above**

**void Above(wxWindow \*otherWin, int margin = 0)**

Constrains this edge to be above the given window, with an optional margin. Implicitly, this is relative to the top edge of the other window.

---

### **wxIndividualLayoutConstraint::Absolute**

**void Absolute(int value)**

Constrains this edge or dimension to be the given absolute value.

**wxIndividualLayoutConstraint::AsIs**

---

**void AsIs()**

Sets this edge or constraint to be whatever the window's value is at the moment. If either of the width and height constraints are *as is*, the window will not be resized, but moved instead. This is important when considering panel items which are intended to have a default size, such as a button, which may take its size from the size of the button label.

**wxIndividualLayoutConstraint::Below**

---

**void Below(wxWindow \*otherWin, int margin = 0)**

Constrains this edge to be below the given window, with an optional margin. Implicitly, this is relative to the bottom edge of the other window.

**wxIndividualLayoutConstraint::Unconstrained**

---

**void Unconstrained()**

Sets this edge or dimension to be unconstrained, that is, dependent on other edges and dimensions from which this value can be deduced.

**wxIndividualLayoutConstraint::LeftOf**

---

**void LeftOf(wxWindow \*otherWin, int margin = 0)**

Constrains this edge to be to the left of the given window, with an optional margin. Implicitly, this is relative to the left edge of the other window.

**wxIndividualLayoutConstraint::PercentOf**

---

**void PercentOf(wxWindow \*otherWin, wxEdge edge, int per)**

Constrains this edge or dimension to be to a percentage of the given window, with an optional margin.

**wxIndividualLayoutConstraint::RightOf**

---

**void RightOf(wxWindow \*otherWin, int margin = 0)**

Constrains this edge to be to the right of the given window, with an optional margin. Implicitly, this is relative to the right edge of the other window.

## **wxIndividualLayoutConstraint::SameAs**

---

**void SameAs**(wxWindow \*otherWin, wxEdge edge, int margin = 0)

Constrains this edge or dimension to be to the same as the edge of the given window, with an optional margin.

## **wxIndividualLayoutConstraint::Set**

---

**void Set**(wxRelationship rel, wxWindow \*otherWin, wxEdge otherEdge, int value = 0, int margin = 0)

Sets the properties of the constraint. Normally called by one of the convenience functions such as Above, RightOf, SameAs.

## **wxInitDialogEvent**

A wxInitDialogEvent is sent as a dialog or panel is being initialised. Handlers for this event can transfer data to the window. The default handler calls *wxWindow::TransferDataToWindow* (p. 1475).

### **Derived from**

*wxEvent* (p. 453)

*wxObject* (p. 982)

### **Include files**

<wx/event.h>

### **Event table macros**

To process an activate event, use these event handler macros to direct input to a member function that takes a wxInitDialogEvent argument.

**EVT\_INIT\_DIALOG(func)**                      Process a wxEVT\_INIT\_DIALOG event.

### **See also**

*Event handling overview* (p. 1649)

**wxInitDialogEvent::wxInitDialogEvent**

---

**wxInitDialogEvent**(int *id* = 0)

Constructor.

**wxInputStream**

wxInputStream is an abstract base class which may not be used directly.

**Derived from***wxStreamBase* (p. 1225)**Include files**

&lt;wx/stream.h&gt;

**wxInputStream::wxInputStream**

---

**wxInputStream**()

Creates a dummy input stream.

**wxInputStream::~~wxInputStream**

---

**~wxInputStream**()

Destructor.

**wxInputStream::GetC**

---

**char GetC**()

Returns the first character in the input queue and removes it.

**wxInputStream::Eof**

---

**wxInputStream Eof**() const

Returns true if the end of stream has been reached.

### **wxInputStream::LastRead**

---

**size\_t LastRead() const**

Returns the last number of bytes read.

### **wxInputStream::Peek**

---

**char Peek()**

Returns the first character in the input queue without removing it.

### **wxInputStream::Read**

---

**wxInputStream& Read(void \*buffer, size\_t size)**

Reads the specified amount of bytes and stores the data in *buffer*.

#### **Warning**

The buffer absolutely needs to have at least the specified size.

#### **Return value**

This function returns a reference on the current object, so the user can test any states of the stream right away.

**wxInputStream& Read(wxOutputStream& stream\_out)**

Reads data from the input queue and stores it in the specified output stream. The data is read until an error is raised by one of the two streams.

#### **Return value**

This function returns a reference on the current object, so the user can test any states of the stream right away.

### **wxInputStream::Seekl**

---

**off\_t Seekl(off\_t pos, wxSeekMode mode = wxFromStart)**

Changes the stream current position.

## **wxInputStream::Tell**

---

**off\_t Tell() const**

Returns the current stream position.

## **wxInputStream::Ungetch**

---

**size\_t Ungetch(const char\* buffer, size\_t size)**

This function is only useful in *read* mode. It is the manager of the "Write-Back" buffer. This buffer acts like a temporary buffer where data which has to be read during the next read IO call are put. This is useful when you get a big block of data which you didn't want to read: you can replace them at the top of the input queue by this way.

Be very careful about this call in connection with calling `Seekl()` on the same stream. Any call to `Seekl()` will invalidate any previous call to this method (otherwise you could `Seekl()` to one position, "unread" a few bytes there, `Seekl()` to another position and data would be either lost or corrupted).

### **Return value**

Returns the amount of bytes saved in the Write-Back buffer.

**bool Ungetch(char c)**

This function acts like the previous one except that it takes only one character: it is sometimes shorter to use than the generic function.

## **wxIPV4address**

### **Derived from**

*wxSockAddress* (p. 1161)

### **Include files**

<wx/socket.h>

## **wxIPV4address::Hostname**

---

**bool Hostname(const wxString& hostname)**

Set the address to *hostname*, which can be a host name or an IP-style address in dot notation (a.b.c.d)

**Return value**

Returns true on success, false if something goes wrong (invalid hostname or invalid IP address).

---

**wxIPv4address::Hostname**

---

**wxString** Hostname()

Returns the hostname which matches the IP address.

---

**wxIPv4address::IPAddress**

---

**wxString** IPAddress()

Returns a wxString containing the IP address in dot quad (127.0.0.1) format.

---

**wxIPv4address::Service**

---

**bool** Service(const wxString& *service*)

Set the port to that corresponding to the specified *service*.

**Return value**

Returns true on success, false if something goes wrong (invalid service).

---

**wxIPv4address::Service**

---

**bool** Service(unsigned short *service*)

Set the port to that corresponding to the specified *service*.

**Return value**

Returns true on success, false if something goes wrong (invalid service).

---

**wxIPv4address::Service**

---

**unsigned short** Service()

Returns the current service.

---

## **wxIPV4address::AnyAddress**

---

### **bool AnyAddress()**

Set address to any of the addresses of the current machine. Whenever possible, use this function instead of *wxIPV4address::LocalHost* (p. 794), as this correctly handles multi-homed hosts and avoids other small problems. Internally, this is the same as setting the IP address to **INADDR\_ANY**.

#### **Return value**

Returns true on success, false if something went wrong.

---

## **wxIPV4address::LocalHost**

---

### **bool LocalHost()**

Set address to localhost (127.0.0.1). Whenever possible, use the *wxIPV4address::AnyAddress* (p. 794), function instead of this one, as this will correctly handle multi-homed hosts and avoid other small problems.

#### **Return value**

Returns true on success, false if something went wrong.

## **wxJoystick**

wxJoystick allows an application to control one or more joysticks.

#### **Derived from**

*wxObject* (p. 982)

#### **Include files**

<wx/joystick.h>

#### **See also**

*wxJoystickEvent* (p. 801)

**wxJoystick::wxJoystick**

---

**wxJoystick**(int *joystick* = wxJOYSTICK1)

Constructor. *joystick* may be one of wxJOYSTICK1, wxJOYSTICK2, indicating the joystick controller of interest.

**wxJoystick::~~wxJoystick**

---

**~wxJoystick**()

Destroys the wxJoystick object.

**wxJoystick::GetButtonState**

---

**int GetButtonState()** const

Returns the state of the joystick buttons. Every button is mapped to a single bit in the returned integer, with the first button being mapped to the least significant bit, and so on. A bitlist of wxJOY\_BUTTONn identifiers, where n is 1, 2, 3 or 4 is available for historical reasons.

**wxJoystick::GetManufacturerId**

---

**int GetManufacturerId()** const

Returns the manufacturer id.

**wxJoystick::GetMovementThreshold**

---

**int GetMovementThreshold()** const

Returns the movement threshold, the number of steps outside which the joystick is deemed to have moved.

**wxJoystick::GetNumberAxes**

---

**int GetNumberAxes()** const

Returns the number of axes for this joystick.

**wxJoystick::GetNumberButtons**

---

**int GetNumberButtons() const**

Returns the number of buttons for this joystick.

**wxJoystick::GetNumberJoysticks**

---

**int GetNumberJoysticks() const**

Returns the number of joysticks currently attached to the computer.

**wxJoystick::GetPollingMax**

---

**int GetPollingMax() const**

Returns the maximum polling frequency.

**wxJoystick::GetPollingMin**

---

**int GetPollingMin() const**

Returns the minimum polling frequency.

**wxJoystick::GetProductId**

---

**int GetProductId() const**

Returns the product id for the joystick.

**wxJoystick::GetProductName**

---

**wxString GetProductName() const**

Returns the product name for the joystick.

**wxJoystick::GetPosition**

---

**wxPoint GetPosition() const**

Returns the x, y position of the joystick.

**wxJoystick::GetPOVPosition**

---

**int GetPOVPosition() const**

Returns the point-of-view position, expressed in continuous, one-hundredth of a degree units, but limited to return 0, 9000, 18000 or 27000. Returns -1 on error.

**wxJoystick::GetPOVCTSPosition**

---

**int GetPOVCTSPosition() const**

Returns the point-of-view position, expressed in continuous, one-hundredth of a degree units. Returns -1 on error.

**wxJoystick::GetRudderMax**

---

**int GetRudderMax() const**

Returns the maximum rudder position.

**wxJoystick::GetRudderMin**

---

**int GetRudderMin() const**

Returns the minimum rudder position.

**wxJoystick::GetRudderPosition**

---

**int GetRudderPosition() const**

Returns the rudder position.

**wxJoystick::GetUMax**

---

**int GetUMax() const**

Returns the maximum U position.

**wxJoystick::GetUMin**

---

**int GetUMin() const**

Returns the minimum U position.

**wxJoystick::GetUPosition**

---

**int GetUPosition() const**

Gets the position of the fifth axis of the joystick, if it exists.

**wxJoystick::GetVMax**

---

**int GetVMax() const**

Returns the maximum V position.

**wxJoystick::GetVMin**

---

**int GetVMin() const**

Returns the minimum V position.

**wxJoystick::GetVPosition**

---

**int GetVPosition() const**

Gets the position of the sixth axis of the joystick, if it exists.

**wxJoystick::GetXMax**

---

**int GetXMax() const**

Returns the maximum x position.

**wxJoystick::GetXMin**

---

**int GetXMin() const**

Returns the minimum x position.

**wxJoystick::GetYMax**

---

**int GetYMax() const**

Returns the maximum y position.

**wxJoystick::GetYMin**

---

**int GetYMin() const**

Returns the minimum y position.

**wxJoystick::GetZMax**

---

**int GetZMax() const**

Returns the maximum z position.

**wxJoystick::GetZMin**

---

**int GetZMin() const**

Returns the minimum z position.

**wxJoystick::GetZPosition**

---

**int GetZPosition() const**

Returns the z position of the joystick.

**wxJoystick::HasPOV**

---

**bool HasPOV() const**

Returns true if the joystick has a point of view control.

**wxJoystick::HasPOV4Dir**

---

**bool HasPOV4Dir() const**

Returns true if the joystick point-of-view supports discrete values (centered, forward, backward, left, and right).

**wxJoystick::HasPOVCTS**

---

**bool HasPOVCTS() const**

Returns true if the joystick point-of-view supports continuous degree bearings.

**wxJoystick::HasRudder**

---

**bool HasRudder() const**

Returns true if there is a rudder attached to the computer.

**wxJoystick::HasU**

---

**bool HasU() const**

Returns true if the joystick has a U axis.

**wxJoystick::HasV**

---

**bool HasV() const**

Returns true if the joystick has a V axis.

**wxJoystick::HasZ**

---

**bool HasZ() const**

Returns true if the joystick has a Z axis.

**wxJoystick::IsOk**

---

**bool IsOk() const**

Returns true if the joystick is functioning.

**wxJoystick::ReleaseCapture**

---

**bool ReleaseCapture()**

Releases the capture set by **SetCapture**.

**Return value**

true if the capture release succeeded.

**See also**

*wxJoystick::SetCapture* (p. 801), *wxJoystickEvent* (p. 801)

## **wxJoystick::SetCapture**

---

**bool SetCapture(wxWindow\* win, int pollingFreq = 0)**

Sets the capture to direct joystick events to *win*.

### **Parameters**

*win*

The window that will receive joystick events.

*pollingFreq*

If zero, movement events are sent when above the threshold. If greater than zero, events are received every *pollingFreq* milliseconds.

### **Return value**

true if the capture succeeded.

### **See also**

*wxJoystick::ReleaseCapture* (p. 800), *wxJoystickEvent* (p. 801)

## **wxJoystick::SetMovementThreshold**

---

**void SetMovementThreshold(int threshold)**

Sets the movement threshold, the number of steps outside which the joystick is deemed to have moved.

## **wxJoystickEvent**

This event class contains information about mouse events, particularly events received by windows.

### **Derived from**

*wxEvent* (p. 453)

### **Include files**

<wx/event.h>

## Event table macros

To process a mouse event, use these event handler macros to direct input to member functions that take a `wxJoystickEvent` argument.

<b>EVT_JOY_BUTTON_DOWN(func)</b>	Process a <code>wxEVT_JOY_BUTTON_DOWN</code> event.
<b>EVT_JOY_BUTTON_UP(func)</b>	Process a <code>wxEVT_JOY_BUTTON_UP</code> event.
<b>EVT_JOY_MOVE(func)</b>	Process a <code>wxEVT_JOY_MOVE</code> event.
<b>EVT_JOY_ZMOVE(func)</b>	Process a <code>wxEVT_JOY_ZMOVE</code> event.

## See also

`wxJoystick` (p. 794)

---

## `wxJoystickEvent::wxJoystickEvent`

**`wxJoystickEvent(WXTYPE eventType = 0, int state = 0, int joystick = wxJOYSTICK1, int change = 0)`**

Constructor.

---

## `wxJoystickEvent::ButtonDown`

**`bool ButtonDown(int button = wxJOY_BUTTON_ANY) const`**

Returns true if the event was a down event from the specified button (or any button).

### Parameters

*button*

Can be `wxJOY_BUTTONn` where *n* is 1, 2, 3 or 4; or `wxJOY_BUTTON_ANY` to indicate any button down event.

---

## `wxJoystickEvent::ButtonIsDown`

**`bool ButtonIsDown(int button = wxJOY_BUTTON_ANY) const`**

Returns true if the specified button (or any button) was in a down state.

### Parameters

*button*

Can be `wxJOY_BUTTONn` where *n* is 1, 2, 3 or 4; or `wxJOY_BUTTON_ANY` to

indicate any button down event.

---

### **wxJoystickEvent::ButtonUp**

---

**bool ButtonUp(int *button* = wxJOY\_BUTTON\_ANY) const**

Returns true if the event was an up event from the specified button (or any button).

#### **Parameters**

*button*

Can be wxJOY\_BUTTONn where n is 1, 2, 3 or 4; or wxJOY\_BUTTON\_ANY to indicate any button down event.

---

### **wxJoystickEvent::GetButtonChange**

---

**int GetButtonChange() const**

Returns the identifier of the button changing state. This is a wxJOY\_BUTTONn identifier, where n is one of 1, 2, 3, 4.

---

### **wxJoystickEvent::GetButtonState**

---

**int GetButtonState() const**

Returns the down state of the buttons. This is a bitlist of wxJOY\_BUTTONn identifiers, where n is one of 1, 2, 3, 4.

---

### **wxJoystickEvent::GetJoystick**

---

**int GetJoystick() const**

Returns the identifier of the joystick generating the event - one of wxJOYSTICK1 and wxJOYSTICK2.

---

### **wxJoystickEvent::GetPosition**

---

**wxPoint GetPosition() const**

Returns the x, y position of the joystick event.

---

### **wxJoystickEvent::GetZPosition**

---

**int GetZPosition() const**

Returns the z position of the joystick event.

**wxJoystickEvent::IsButton**

---

**bool IsButton() const**

Returns true if this was a button up or down event (*not* 'is any button down?').

**wxJoystickEvent::IsMove**

---

**bool IsMove() const**

Returns true if this was an x, y move event.

**wxJoystickEvent::IsZMove**

---

**bool IsZMove() const**

Returns true if this was a z move event.

**wxKeyEvent**

This event class contains information about keypress (character) events.

Notice that there are three different kinds of keyboard events in wxWindows: key down and up events and char events. The difference between the first two is clear - the first corresponds to a key press and the second to a key release - otherwise they are identical. Just note that if the key is maintained in a pressed state you will typically get a lot of (automatically generated) down events but only one up so it is wrong to assume that there is one up event corresponding to each down one.

Both key events provide untranslated key codes while the char event carries the translated one. The untranslated code for alphanumeric keys is always an upper case value. For the other keys it is one of `wxK_XXX` values from the *keycodes table* (p. 1584). The translated key is, in general, the character the user expects to appear as the result of the key combination when typing the text into a text entry zone, for example.

A few examples to clarify this (all assume that CAPS LOCK is unpressed and the standard US keyboard): when the 'A' key is pressed, the key down event key code is equal to `ASCII A == 65`. But the char event key code is `ASCII a == 97`. On the other hand, if you press both SHIFT and 'A' keys simultaneously, the key code in key down event will still be just 'A' while the char event key code parameter will now be 'A' as

well.

Although in this simple case it is clear that the correct key code could be found in the key down event handler by checking the value returned by *ShiftDown()* (p. 808), in general you should use `EVT_CHAR` for this as for non alphanumeric keys the translation is keyboard-layout dependent and can only be done properly by the system itself.

Another kind of translation is done when the control key is pressed: for example, for CTRL-A key press the key down event still carries the same key code 'a' as usual but the char event will have key code of 1, the ASCII value of this key combination.

You may discover how the other keys on your system behave interactively by running the *text* (p. 1611) `wxWindows` sample and pressing some keys in any of the text controls shown in it.

**Note:** If a key down (`EVT_KEY_DOWN`) event is caught and the event handler does not call `event.Skip()` then the corresponding char event (`EVT_CHAR`) will not happen. This is by design and enables the programs that handle both types of events to be a bit simpler.

**Note for Windows programmers:** The key and char events in `wxWindows` are similar to but slightly different from Windows `WM_KEYDOWN` and `WM_CHAR` events. In particular, Alt-x combination will generate a char event in `wxWindows` (unless it is used as an accelerator).

**Tip:** be sure to call `event.Skip()` for events that you don't process in key event function, otherwise menu shortcuts may cease to work under Windows.

### Derived from

`wxEvent` (p. 453)

### Include files

<`wx/event.h`>

### Event table macros

To process a key event, use these event handler macros to direct input to member functions that take a `wxKeyEvent` argument.

<b><code>EVT_KEY_DOWN(func)</code></b>	Process a <code>wxEVT_KEY_DOWN</code> event (any key has been pressed).
<b><code>EVT_KEY_UP(func)</code></b>	Process a <code>wxEVT_KEY_UP</code> event (any key has been released).
<b><code>EVT_CHAR(func)</code></b>	Process a <code>wxEVT_CHAR</code> event.

**wxKeyEvent::m\_altDown**

---

**bool m\_altDown**

true if the Alt key is pressed down.

**wxKeyEvent::m\_controlDown**

---

**bool m\_controlDown**

true if control is pressed down.

**wxKeyEvent::m\_keyCode**

---

**long m\_keyCode**Virtual keycode. See *Keycodes* (p. 1584) for a list of identifiers.**wxKeyEvent::m\_metaDown**

---

**bool m\_metaDown**

true if the Meta key is pressed down.

**wxKeyEvent::m\_shiftDown**

---

**bool m\_shiftDown**

true if shift is pressed down.

**wxKeyEvent::m\_x**

---

**int m\_x**

X position of the event.

**wxKeyEvent::m\_y**

---

**int m\_y**

Y position of the event.

## **wxKeyEvent::wxKeyEvent**

---

**wxKeyEvent(WXTYPE keyEventType)**

Constructor. Currently, the only valid event types are `wxEVT_CHAR` and `wxEVT_CHAR_HOOK`.

## **wxKeyEvent::AltDown**

---

**bool AltDown() const**

Returns true if the Alt key was down at the time of the key event.

## **wxKeyEvent::ControlDown**

---

**bool ControlDown() const**

Returns true if the control key was down at the time of the key event.

## **wxKeyEvent::GetKeyCode**

---

**int GetKeyCode() const**

Returns the virtual key code. ASCII events return normal ASCII values, while non-ASCII events return values such as `WXK_LEFT` for the left cursor key. See *Keycodes* (p. 1584) for a full list of the virtual key codes.

## **wxKeyEvent::GetRawKeyCode**

---

**wxUInt32 GetRawKeyCode() const**

Returns the raw key code for this event. This is a platform-dependent scan code which should only be used in advanced applications.

**NB:** Currently the raw key codes are not supported by all ports, use `#ifdef wxHAS_RAW_KEY_CODES` to determine if this feature is available.

## **wxKeyEvent::GetRawKeyFlags**

---

**wxUInt32 GetRawKeyFlags() const**

Returns the low level key flags for this event. The flags are platform-dependent and should only be used in advanced applications.

**NB:** Currently the raw key flags are not supported by all ports, use `#ifdef wxHAS_RAW_KEY_CODES` to determine if this feature is available.

---

**wxKeyEvent::GetX**

---

**long GetX() const**

Returns the X position (in client coordinates) of the event.

---

**wxKeyEvent::GetY**

---

**long GetY() const**

Returns the Y (in client coordinates) position of the event.

---

**wxKeyEvent::MetaDown**

---

**bool MetaDown() const**

Returns true if the Meta key was down at the time of the key event.

---

**wxKeyEvent::GetPosition**

---

**wxPoint GetPosition() const**

**void GetPosition(long \*x, long \*y) const**

Obtains the position (in client coordinates) at which the key was pressed.

---

**wxKeyEvent::HasModifiers**

---

**bool HasModifiers() const**

Returns true if either CTRL or ALT keys was down at the time of the key event. Note that this function does not take into account neither SHIFT nor META key states (the reason for ignoring the latter is that it is common for NUMLOCK key to be configured as META under X but the key presses even while NUMLOCK is on should be still processed normally).

---

**wxKeyEvent::ShiftDown**

---

**bool ShiftDown() const**

Returns true if the shift key was down at the time of the key event.

## wxLayoutAlgorithm

wxLayoutAlgorithm implements layout of subwindows in MDI or SDI frames. It sends a wxCalculateLayoutEvent event to children of the frame, asking them for information about their size. For MDI parent frames, the algorithm allocates the remaining space to the MDI client window (which contains the MDI child frames). For SDI (normal) frames, a 'main' window is specified as taking up the remaining space.

Because the event system is used, this technique can be applied to any windows, which are not necessarily 'aware' of the layout classes (no virtual functions in wxWindow refer to wxLayoutAlgorithm or its events). However, you may wish to use *wxSashLayoutWindow* (p. 1100) for your subwindows since this class provides handlers for the required events, and accessors to specify the desired size of the window. The sash behaviour in the base class can be used, optionally, to make the windows user-resizable.

wxLayoutAlgorithm is typically used in IDE (integrated development environment) applications, where there are several resizable windows in addition to the MDI client window, or other primary editing window. Resizable windows might include toolbars, a project window, and a window for displaying error and warning messages.

When a window receives an OnCalculateLayout event, it should call SetRect in the given event object, to be the old supplied rectangle minus whatever space the window takes up. It should also set its own size accordingly.

wxSashLayoutWindow::OnCalculateLayout generates an OnQueryLayoutInfo event which it sends to itself to determine the orientation, alignment and size of the window, which it gets from internal member variables set by the application.

The algorithm works by starting off with a rectangle equal to the whole frame client area. It iterates through the frame children, generating OnCalculateLayout events which subtract the window size and return the remaining rectangle for the next window to process. It is assumed (by wxSashLayoutWindow::OnCalculateLayout) that a window stretches the full dimension of the frame client, according to the orientation it specifies. For example, a horizontal window will stretch the full width of the remaining portion of the frame client area. In the other orientation, the window will be fixed to whatever size was specified by OnQueryLayoutInfo. An alignment setting will make the window 'stick' to the left, top, right or bottom of the remaining client area. This scheme implies that order of window creation is important. Say you wish to have an extra toolbar at the top of the frame, a project window to the left of the MDI client window, and an output window above the status bar. You should therefore create the windows in this order: toolbar, output window, project window. This ensures that the toolbar and output window take up space at the top and bottom, and then the remaining height in-between is used for the project window.

wxLayoutAlgorithm is quite independent of the way in which OnCalculateLayout chooses

to interpret a window's size and alignment. Therefore you could implement a different window class with a new `OnCalculateLayout` event handler, that has a more sophisticated way of laying out the windows. It might allow specification of whether stretching occurs in the specified orientation, for example, rather than always assuming stretching. (This could, and probably should, be added to the existing implementation).

*Note:* `wxLayoutAlgorithm` has nothing to do with `wxLayoutConstraints`. It is an alternative way of specifying layouts for which the normal constraint system is unsuitable.

### Derived from

`wxObject` (p. 982)

### Include files

`<wx/laywin.h>`

### Event handling

The algorithm object does not respond to events, but itself generates the following events in order to calculate window sizes.

<b>EVT_QUERY_LAYOUT_INFO(func)</b>	Process a <code>wxEVT_QUERY_LAYOUT_INFO</code> event, to get size, orientation and alignment from a window. See <i>wxQueryLayoutInfoEvent</i> (p. 1063).
<b>EVT_CALCULATE_LAYOUT(func)</b>	Process a <code>wxEVT_CALCULATE_LAYOUT</code> event, which asks the window to take a 'bite' out of a rectangle provided by the algorithm. See <i>wxCalculateLayoutEvent</i> (p. 109).

### Data types

```
enum wxLayoutOrientation {
    wxLAYOUT_HORIZONTAL,
    wxLAYOUT_VERTICAL
};

enum wxLayoutAlignment {
    wxLAYOUT_NONE,
    wxLAYOUT_TOP,
    wxLAYOUT_LEFT,
    wxLAYOUT_RIGHT,
    wxLAYOUT_BOTTOM,
};
```

### See also

*wxSashEvent* (p. 1098), *wxSashLayoutWindow* (p. 1100), *Event handling overview* (p. 1649)

*wxCalculateLayoutEvent* (p. 109), *wxQueryLayoutInfoEvent* (p. 1063),  
*wxSashLayoutWindow* (p. 1100), *wxSashWindow* (p. 1103)

---

### **wxLayoutAlgorithm::wxLayoutAlgorithm**

---

**wxLayoutAlgorithm()**

Default constructor.

---

### **wxLayoutAlgorithm::~~wxLayoutAlgorithm**

---

**~wxLayoutAlgorithm()**

Destructor.

---

### **wxLayoutAlgorithm::LayoutFrame**

---

**bool LayoutFrame(wxFrame\* frame, wxWindow\* mainWindow = NULL) const**

Lays out the children of a normal frame. *mainWindow* is set to occupy the remaining space.

This function simply calls *wxLayoutAlgorithm::LayoutWindow* (p. 811).

---

### **wxLayoutAlgorithm::LayoutMDIFrame**

---

**bool LayoutMDIFrame(wxMDIParentFrame\* frame, wxRect\* rect = NULL) const**

Lays out the children of an MDI parent frame. If *rect* is non-NULL, the given rectangle will be used as a starting point instead of the frame's client area.

The MDI client window is set to occupy the remaining space.

---

### **wxLayoutAlgorithm::LayoutWindow**

---

**bool LayoutWindow(wxWindow\* parent, wxWindow\* mainWindow = NULL) const**

Lays out the children of a normal frame or other window.

*mainWindow* is set to occupy the remaining space. If this is not specified, then the last window that responds to a calculate layout event in query mode will get the remaining space (that is, a non-query *OnCalculateLayout* event will not be sent to this window and

the window will be set to the remaining size).

## wxLayoutConstraints

**Note:** constraints are now deprecated and you should use *sizers* (p. 1666) instead.

Objects of this class can be associated with a window to define its layout constraints, with respect to siblings or its parent.

The class consists of the following eight constraints of class `wxIndividualLayoutConstraint`, some or all of which should be accessed directly to set the appropriate constraints.

- **left:** represents the left hand edge of the window
- **right:** represents the right hand edge of the window
- **top:** represents the top edge of the window
- **bottom:** represents the bottom edge of the window
- **width:** represents the width of the window
- **height:** represents the height of the window
- **centreX:** represents the horizontal centre point of the window
- **centreY:** represents the vertical centre point of the window

Most constraints are initially set to have the relationship `wxUnconstrained`, which means that their values should be calculated by looking at known constraints. The exceptions are *width* and *height*, which are set to `wxAsIs` to ensure that if the user does not specify a constraint, the existing width and height will be used, to be compatible with panel items which often have take a default size. If the constraint is `wxAsIs`, the dimension will not be changed.

**wxPerl note:** In `wxPerl` the constraints are accessed as

```
constraint = Wx::LayoutConstraints->new();
constraint->centreX->AsIs();
constraint->centreY->Unconstrained();
```

### Derived from

`wxObject` (p. 982)

### Include files

<wx/layout.h>

### See also

*Overview and examples* (p. 1662), *wxIndividualLayoutConstraint* (p. 786),

*wxWindow::SetConstraints* (p. 1463)

---

### **wxLayoutConstraints::wxLayoutConstraints**

---

**wxLayoutConstraints()**

Constructor.

---

### **wxLayoutConstraints::bottom**

---

**wxIndividualLayoutConstraint bottom**

Constraint for the bottom edge.

---

### **wxLayoutConstraints::centreX**

---

**wxIndividualLayoutConstraint centreX**

Constraint for the horizontal centre point.

---

### **wxLayoutConstraints::centreY**

---

**wxIndividualLayoutConstraint centreY**

Constraint for the vertical centre point.

---

### **wxLayoutConstraints::height**

---

**wxIndividualLayoutConstraint height**

Constraint for the height.

---

### **wxLayoutConstraints::left**

---

**wxIndividualLayoutConstraint left**

Constraint for the left-hand edge.

---

### **wxLayoutConstraints::right**

---

**wxIndividualLayoutConstraint right**

Constraint for the right-hand edge.

**wxLayoutConstraints::top**

---

**wxIndividualLayoutConstraint top**

Constraint for the top edge.

**wxLayoutConstraints::width**

---

**wxIndividualLayoutConstraint width**

Constraint for the width.

**wxList**

wxList classes provide linked list functionality for wxWindows, and for an application if it wishes. Depending on the form of constructor used, a list can be keyed on integer or string keys to provide a primitive look-up ability. See *wxHashMap* (p. 661) for a faster method of storage when random access is required.

While wxList class in the previous versions of wxWindows only could contain elements of type wxObject and had essentially untyped interface (thus allowing you to put apples in the list and read back oranges from it), the new wxList classes family may contain elements of any type and has much more strict type checking. Unfortunately, it also requires an additional line to be inserted in your program for each list class you use (which is the only solution short of using templates which is not done in wxWindows because of portability issues).

The general idea is to have the base class wxListBase working with *void \*data* but make all of its dangerous (because untyped) functions protected, so that they can only be used from derived classes which, in turn, expose a type safe interface. With this approach a new wxList-like class must be defined for each list type (i.e. list of ints, of wxStrings or of MyObjects). This is done with *WX\_DECLARE\_LIST* and *WX\_DEFINE\_LIST* macros like this (notice the similarity with *WX\_DECLARE\_OBJARRAY* and *WX\_IMPLEMENT\_OBJARRAY* macros):

**Example**

```
// this part might be in a header or source (.cpp) file
class MyListElement
{
    ... // whatever
};
```

---

```

// declare our list class: this macro declares and partly implements
MyList
// class (which derives from wxListBase)
WX_DECLARE_LIST(MyListElement, MyList);

...

// the only requirement for the rest is to be AFTER the full
declaration of
// MyListElement (for WX_DECLARE_LIST forward declaration is
enough), but
// usually it will be found in the source file and not in the header

#include <wx/listimpl.cpp>
WX_DEFINE_LIST(MyList);

// now MyList class may be used as a usual wxList, but all of its
methods
// will take/return the objects of the right (i.e. MyListElement)
type. You
// also have MyList::Node type which is the type-safe version of
wxNode.
MyList list;
MyListElement element;
list.Append(element);           // ok
list.Append(17);                // error: incorrect type

// let's iterate over the list
for ( MyList::Node *node = list.GetFirst(); node; node = node-
>GetNext() )
{
    MyListElement *current = node->GetData();

    ...process the current element...
}

```

For compatibility with previous versions `wxList` and `wxStringList` classes are still defined, but their usage is deprecated and they will disappear in the future versions completely. The use of the latter is especially discouraged as it is not only unsafe but is also much less efficient than `wxArrayString` (p. 56) class.

In the documentation of the list classes below, the template notations are used even though these classes are not really templates at all -- but it helps to think about them as if they were. You should replace `wxNode<T>` with `wxListName::Node` and `T` itself with the list element type (i.e. the first parameter of `WX_DECLARE_LIST`).

### Derived from

`wxObject` (p. 982)

### Include files

`<wx/list.h>`

### Example

It is very common to iterate on a list as follows:

```

...
wxWindow *win1 = new wxWindow(...);
wxWindow *win2 = new wxWindow(...);

wxList SomeList;
SomeList.Append(win1);
SomeList.Append(win2);

...

wxNode *node = SomeList.GetFirst();
while (node)
{
    wxWindow *win = node->GetData();
    ...
    node = node->GetNext();
}

```

To delete nodes in a list as the list is being traversed, replace

```

...
node = node->GetNext();
...

```

with

```

...
delete win;
delete node;
node = SomeList.GetFirst();
...

```

See *wxNode* (p. 969) for members that retrieve the data associated with a node, and members for getting to the next or previous node.

### See also

*wxNode* (p. 969), *wxStringList* (p. 1259), *wxArray* (p. 44)

---

## wxList::wxList

**wxList()**

**wxList(unsigned int *key\_type*)**

**wxList(int *n*, T \**objects*[])**

**wxList(T \**object*, ...)**

Constructors. *key\_type* is one of wxKEY\_NONE, wxKEY\_INTEGER, or wxKEY\_STRING, and indicates what sort of keying is required (if any).

*objects* is an array of *n* objects with which to initialize the list.

The variable-length argument list constructor must be supplied with a terminating `NULL`.

---

### **wxList::~~wxList**

---

**~wxList()**

Destroys the list. Also destroys any remaining nodes, but does not destroy client data held in the nodes.

---

### **wxList::Append**

---

**wxNode<T> \* Append(T \*object)**

**wxNode<T> \* Append(long key, T \*object)**

**wxNode<T> \* Append(const wxString& key, T \*object)**

Appends a new *wxNode* (p. 969) to the end of the list and puts a pointer to the *object* in the node. The last two forms store a key with the object for later retrieval using the key. The new node is returned in each case.

The key string is copied and stored by the list implementation.

---

### **wxList::Clear**

---

**void Clear()**

Clears the list (but does not delete the client data stored with each node unless you called `DeleteContents(true)`, in which case it deletes data).

---

### **wxList::DeleteContents**

---

**void DeleteContents(bool destroy)**

If *destroy* is `true`, instructs the list to call *delete* on the client contents of a node whenever the node is destroyed. The default is `false`.

---

### **wxList::DeleteNode**

---

**bool DeleteNode(wxNode<T> \*node)**

Deletes the given node from the list, returning `true` if successful.

**wxList::DeleteObject**

---

**bool DeleteObject(T \*object)**

Finds the given client *object* and deletes the appropriate node from the list, returning `true` if successful. The application must delete the actual object separately.

**wxList::Find**

---

**wxNode<T> \* Find(T \* object)**

Returns the node whose client data is *object* or NULL if none found.

**wxNode<T> \* Find(long key)****wxNode<T> \* Find(const wxString& key)**

Returns the node whose stored key matches *key*. Use on a keyed list only.

**wxList::GetCount**

---

**size\_t GetCount() const**

Returns the number of elements in the list.

**wxList::GetFirst**

---

**wxNode<T> \* GetFirst()**

Returns the first node in the list (NULL if the list is empty).

**wxList::GetLast**

---

**wxNode<T> \* GetLast()**

Returns the last node in the list (NULL if the list is empty).

**wxList::IndexOf**

---

**int IndexOf(T\* obj)**

Returns the index of *obj* within the list or `wxNOT_FOUND` if *obj* is not found in the list.

## **wxList::Insert**

---

**wxNode<T> \* Insert(T \*object)**

Insert object at front of list.

**wxNode<T> \* Insert(size\_t position, T \*object)**

Insert object before *position*, i.e. the index of the new item in the list will be equal to *position*. *position* should be less than or equal to *GetCount* (p. 818); if it is equal to it, this is the same as calling *Append* (p. 817).

**wxNode<T> \* Insert(wxNode<T> \*node, T \*object)**

Inserts the object before the given *node*.

## **wxList::IsEmpty**

---

**bool IsEmpty() const**

Returns `true` if the list is empty, `false` otherwise.

## **wxList::Item**

---

**wxNode<T> \* Item(size\_t index) const**

Returns the node at given position in the list.

## **wxList::Member**

---

**wxNode<T> \* Member(T \*object)**

**NB:** This function is deprecated, use *Find* (p. 818) instead.

Returns the node associated with *object* if it is in the list, NULL otherwise.

## **wxList::Nth**

---

**wxNode<T> \* Nth(int n)**

**NB:** This function is deprecated, use *Item* (p. 819) instead.

Returns the *n*th node in the list, indexing from zero (NULL if the list is empty or the *n*th node could not be found).

---

## wxList::Number

---

**int Number()**

**NB:** This function is deprecated, use *GetCount* (p. 818) instead.

Returns the number of elements in the list.

---

## wxList::Sort

---

**void Sort(wxSortCompareFunction compfunc)**

```
// Type of compare function for list sort operation (as in 'qsort')
typedef int (*wxSortCompareFunction)(const void *elem1, const void
*elem2);
```

Allows the sorting of arbitrary lists by giving a function to compare two list elements. We use the system **qsort** function for the actual sorting process.

If you use untyped `wxList` the sort function receives pointers to `wxObject` pointers (`wxObject **`), so be careful to dereference appropriately - but, of course, a better solution is to use list of appropriate type defined with `WX_DECLARE_LIST`.

Example:

```
int listcompare(const void *arg1, const void *arg2)
{
    return(compare(**(wxString **)arg1,    // use the wxString 'compare'
                 **(wxString **)arg2)); // function
}

void main()
{
    wxList list;

    list.Append(new wxString("DEF"));
    list.Append(new wxString("GHI"));
    list.Append(new wxString("ABC"));
    list.Sort(listcompare);
}
```

## wxListbook

`wxListbook` is a class similar to `wxNotebook` (p. 970) but which uses a `wxListCtrl` (p. 826) to show the labels instead of the tabs.

There is no documentation for this class yet but its usage is identical to `wxNotebook` (except for the features clearly related to tabs only), so please refer to that class documentation for now. You can also use the *notebook sample* (p. 1609) to see

wxListbook in action.

### Derived from

*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/listbook.h>

### Window styles

<b>wxLB_DEFAULT</b>	Choose the default location for the labels depending on the current platform (left everywhere except Mac where it is top).
<b>wxLB_TOP</b>	Place labels above the page area.
<b>wxLB_LEFT</b>	Place labels on the left side.
<b>wxLB_RIGHT</b>	Place labels on the right side.
<b>wxLB_BOTTOM</b>	Place labels below the page area.

### See also

*wxNotebook* (p. 970), *notebook sample* (p. 1609)

## wxListBox

A listbox is used to select one or more of a list of strings. The strings are displayed in a scrolling box, with the selected string(s) marked in reverse video. A listbox can be single selection (if an item is selected, the previous selection is removed) or multiple selection (clicking an item toggles the item on or off independently of other selections).

List box elements are numbered from zero. Their number is limited in some platforms (e.g. ca. 2000 on GTK).

A listbox callback gets an event `wxEVT_COMMAND_LISTBOX_SELECT` for single clicks, and `wxEVT_COMMAND_LISTBOX_DOUBLE_CLICKED` for double clicks.

### Derived from

*wxControlWithItems* (p. 205)  
*wxControl* (p. 204)  
*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/listbox.h>

### Window styles

<b>wxLB_SINGLE</b>	Single-selection list.
<b>wxLB_MULTIPLE</b>	Multiple-selection list: the user can toggle multiple items on and off.
<b>wxLB_EXTENDED</b>	Extended-selection list: the user can select multiple items using the SHIFT key and the mouse or special key combinations.
<b>wxLB_HSCROLL</b>	Create horizontal scrollbar if contents are too wide (Windows only).
<b>wxLB_ALWAYS_SB</b>	Always show a vertical scrollbar.
<b>wxLB_NEEDED_SB</b>	Only create a vertical scrollbar if needed.
<b>wxLB_SORT</b>	The listbox contents are sorted in alphabetical order.

Note that `wxLB_SINGLE`, `wxLB_MULTIPLE` and `wxLB_EXTENDED` styles are mutually exclusive and you can specify at most one of them (single selection is the default).

See also *window styles overview* (p. 1657).

### Event handling

<b>EVT_LISTBOX(id, func)</b>	Process a <code>wxEVT_COMMAND_LISTBOX_SELECTED</code> event, when an item on the list is selected.
<b>EVT_LISTBOX_DCLICK(id, func)</b>	Process a <code>wxEVT_COMMAND_LISTBOX_DOUBLECLICKED</code> event, when the listbox is double-clicked.

### See also

*wxChoice* (p. 129), *wxComboBox* (p. 162), *wxListCtrl* (p. 826), *wxCommandEvent* (p. 169)

---

## **wxListBox::wxListBox**

### **wxListBox()**

Default constructor.

```
wxListBox(wxWindow* parent, wxWindowID id, const wxPoint& pos =  
wxDefaultPosition, const wxSize& size = wxDefaultSize, int n, const wxString  
choices[] = NULL, long style = 0, const wxValidator& validator = wxDefaultValidator,  
const wxString& name = "listBox")
```

Constructor, creating and showing a list box.

### Parameters

*parent*

Parent window. Must not be NULL.

*id*

Window identifier. A value of -1 indicates a default value.

*pos*

Window position.

*size*

Window size. If the default size (-1, -1) is specified then the window is sized appropriately.

*n*

Number of strings with which to initialise the control.

*choices*

An array of strings with which to initialise the control.

*style*

Window style. See *wxListBox* (p. 821).

*validator*

Window validator.

*name*

Window name.

### See also

*wxListBox::Create* (p. 824), *wxValidator* (p. 1398)

**wxPython note:** The *wxListBox* constructor in wxPython reduces the *n* and *choices* arguments to a single argument, which is a list of strings.

**wxPerl note:** In wxPerl there is just an array reference in place of *n* and *choices*.

---

### wxListBox::~~wxListBox

```
void ~wxListBox()
```

Destructor, destroying the list box.

---

### **wxListBox::Create**

---

**bool Create**(wxWindow\* *parent*, wxWindowID *id*, const wxPoint& *pos* = wxDefaultPosition, const wxSize& *size* = wxDefaultSize, int *n*, const wxString *choices*[] = NULL, long *style* = 0, const wxValidator& *validator* = wxDefaultValidator, const wxString& *name* = "listBox")

Creates the listbox for two-step construction. See *wxListBox::wxListBox* (p. 822) for further details.

---

### **wxListBox::Deselect**

---

**void Deselect**(int *n*)

Deselects an item in the list box.

#### **Parameters**

*n*  
The zero-based item to deselect.

#### **Remarks**

This applies to multiple selection listboxes only.

---

### **wxListBox::GetSelections**

---

**int GetSelections**(wxArrayInt& *selections*) const

Fill an array of ints with the positions of the currently selected items.

#### **Parameters**

*selections*  
A reference to an wxArrayInt instance that is used to store the result of the query.

#### **Return value**

The number of selections.

#### **Remarks**

Use this with a multiple selection listbox.

#### **See also**

*wxControlWithItems::GetSelection* (p. 208), *wxControlWithItems::GetStringSelection* (p. 209), *wxControlWithItems::SetSelection* (p. 211)

**wxPython note:** The wxPython version of this method takes no parameters and returns a tuple of the selected items.

**wxPerl note:** In wxPerl this method takes no parameters and return the selected items as a list.

---

## wxListBox::InsertItems

---

**void InsertItems(int *nItems*, const wxString \**items*, int *pos*)**

Insert the given number of strings before the specified position.

### Parameters

*nItems*

Number of items in the array *items*

*items*

Labels of items to be inserted

*pos*

Position before which to insert the items: for example, if *pos* is 0 the items will be inserted in the beginning of the listbox

**wxPython note:** The first two parameters are collapsed into a single parameter for wxPython, which is a list of strings.

**wxPerl note:** In wxPerl there is just an array reference in place of *nItems* and *items*.

---

## wxListBox::Selected

---

**bool Selected(int *n*) const**

Determines whether an item is selected.

### Parameters

*n*

The zero-based item index.

### Return value

true if the given item is selected, false otherwise.

## **wxListBox::Set**

---

**void Set(int *n*, const wxString\* *choices*, void \*\**clientData* = NULL)**

**void Set(const wxArrayString& *choices*, void \*\**clientData* = NULL)**

Clears the list box and adds the given strings to it.

### **Parameters**

*n*  
The number of strings to set.

*choices*  
An array of strings to set.

*clientData*  
Options array of client data pointers

### **Remarks**

You may free the array from the calling program after this function has been called.

## **wxListBox::SetFirstItem**

---

**void SetFirstItem(int *n*)**

**void SetFirstItem(const wxString& *string*)**

Set the specified item to be the first visible item. Windows only.

### **Parameters**

*n*  
The zero-based item index.

*string*  
The string that should be visible.

## **wxListCtrl**

A list control presents lists in a number of formats: list view, report view, icon view and small icon view. In any case, elements are numbered from zero. For all these modes, the items are stored in the control and must be added to it using *InsertItem* (p. 837) method.

A special case of report view quite different from the other modes of the list control is a virtual control in which the items data (including text, images and attributes) is managed by the main program and is requested by the control itself only when needed which allows to have controls with millions of items without consuming much memory. To use virtual list control you must use *SetItemCount* (p. 842) first and overload at least *OnGetItemText* (p. 839) (and optionally *OnGetItemImage* (p. 838) and *OnGetItemAttr* (p. 838)) to return the information about the items when the control requests it. Virtual list control can be used as a normal one except that no operations which can take time proportional to the number of items in the control happen -- this is required to allow having a practically infinite number of items. For example, in a multiple selection virtual list control, the selections won't be sent when many items are selected at once because this could mean iterating over all the items.

Using many of `wxListCtrl` features is shown in the *corresponding sample* (p. 1609).

To intercept events from a list control, use the event table macros described in *wxCommandEvent* (p. 844).

### Derived from

*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/listctrl.h>

### Window styles

<b>wxLC_LIST</b>	multicolumn list view, with optional small icons. Columns are computed automatically, i.e. you don't set columns as in <code>wxLC_REPORT</code> . In other words, the list wraps, unlike a <code>wxListBox</code> .
<b>wxLC_REPORT</b>	single or multicolumn report view, with optional header.
<b>wxLC_VIRTUAL</b>	virtual control, may only be used with <code>wxLC_REPORT</code>
<b>wxLC_ICON</b>	Large icon view, with optional labels.
<b>wxLC_SMALL_ICON</b>	Small icon view, with optional labels.
<b>wxLC_ALIGN_TOP</b>	Icons align to the top. Win32 default, Win32 only.
<b>wxLC_ALIGN_LEFT</b>	Icons align to the left.
<b>wxLC_AUTOARRANGE</b>	Icons arrange themselves. Win32 only.
<b>wxLC_VIRTUAL</b>	The application provides items text on demand.
<b>wxLC_EDIT_LABELS</b>	Labels are editable: the application will be notified when editing starts.
<b>wxLC_NO_HEADER</b>	No header in report mode.
<b>wxLC_SINGLE_SEL</b>	Single selection (default is multiple).

<b>wxLC_SORT_ASCENDING</b>	Sort in ascending order (must still supply a comparison callback in <code>SortItems</code> ).
<b>wxLC_SORT_DESCENDING</b>	Sort in descending order (must still supply a comparison callback in <code>SortItems</code> ).
<b>wxLC_HRULES</b>	Draws light horizontal rules between rows in report mode.
<b>wxLC_VRULES</b>	Draws light vertical rules between columns in report mode.

See also *window styles overview* (p. 1657).

## Event handling

To process input from a list control, use these event handler macros to direct input to member functions that take a *wxCommandEvent* (p. 844) argument.

<b>EVT_LIST_BEGIN_DRAG(id, func)</b>	Begin dragging with the left mouse button.
<b>EVT_LIST_BEGIN_RDRAG(id, func)</b>	Begin dragging with the right mouse button.
<b>EVT_LIST_BEGIN_LABEL_EDIT(id, func)</b>	Begin editing a label. This can be prevented by calling <i>Veto()</i> (p. 982).
<b>EVT_LIST_END_LABEL_EDIT(id, func)</b>	Finish editing a label. This can be prevented by calling <i>Veto()</i> (p. 982).
<b>EVT_LIST_DELETE_ITEM(id, func)</b>	Delete an item.
<b>EVT_LIST_DELETE_ALL_ITEMS(id, func)</b>	Delete all items.
<b>EVT_LIST_ITEM_SELECTED(id, func)</b>	The item has been selected.
<b>EVT_LIST_ITEM_DESELECTED(id, func)</b>	The item has been deselected.
<b>EVT_LIST_ITEM_ACTIVATED(id, func)</b>	The item has been activated (ENTER or double click).
<b>EVT_LIST_ITEM_FOCUSED(id, func)</b>	The currently focused item has changed.
<b>EVT_LIST_ITEM_MIDDLE_CLICK(id, func)</b>	The middle mouse button has been clicked on an item.
<b>EVT_LIST_ITEM_RIGHT_CLICK(id, func)</b>	The right mouse button has been clicked on an item.
<b>EVT_LIST_KEY_DOWN(id, func)</b>	A key has been pressed.
<b>EVT_LIST_INSERT_ITEM(id, func)</b>	An item has been inserted.
<b>EVT_LIST_COL_CLICK(id, func)</b>	A column ( <b>m_col</b> ) has been left-clicked.
<b>EVT_LIST_COL_RIGHT_CLICK(id, func)</b>	A column ( <b>m_col</b> ) has been right-clicked.
<b>EVT_LIST_COL_BEGIN_DRAG(id, func)</b>	The user started resizing a column - can be vetoed.
<b>EVT_LIST_COL_DRAGGING(id, func)</b>	The divider between columns is being dragged.
<b>EVT_LIST_COL_END_DRAG(id, func)</b>	A column has been resized by the user.
<b>EVT_LIST_CACHE_HINT(id, func)</b>	Prepare cache for a virtual list control

## See also

*wxListCtrl overview* (p. 1693), *wxListBox* (p. 821), *wxTreeCtrl* (p. 1366), *wxImageList* (p. 781), *wxCommandEvent* (p. 844), *wxListItem* (p. 847)

## **wxListCtrl::wxListCtrl**

---

### **wxListCtrl()**

Default constructor.

**wxListCtrl**(*wxWindow\** parent, **wxWindowID** id, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = *wxLC\_ICON*, **const wxValidator&** validator = *wxDefaultValidator*, **const wxString&** name = "listCtrl")

Constructor, creating and showing a list control.

### **Parameters**

#### *parent*

Parent window. Must not be NULL.

#### *id*

Window identifier. A value of -1 indicates a default value.

#### *pos*

Window position.

#### *size*

Window size. If the default size (-1, -1) is specified then the window is sized appropriately.

#### *style*

Window style. See *wxListCtrl* (p. 826).

#### *validator*

Window validator.

#### *name*

Window name.

### **See also**

*wxListCtrl::Create* (p. 830), *wxValidator* (p. 1398)

## **wxListCtrl::~~wxListCtrl**

---

### **void ~wxListCtrl()**

Destructor, destroying the list control.

## **wxListCtrl::Arrange**

---

**bool Arrange**(int *flag* = *wxLIST\_ALIGN\_DEFAULT*)

Arranges the items in icon or small icon view. This only has effect on Win32. *flag* is one of:

*wxLIST\_ALIGN\_DEFAULT* Default alignment.  
*wxLIST\_ALIGN\_LEFT* Align to the left side of the control.  
*wxLIST\_ALIGN\_TOP* Align to the top side of the control.  
*wxLIST\_ALIGN\_SNAP\_TO\_GRID* Snap to grid.

## **wxListCtrl::AssignImageList**

---

**void AssignImageList**(*wxImageList\** *imageList*, int *which*)

Sets the image list associated with the control and takes ownership of it (i.e. the control will, unlike when using *SetImageList*, delete the list when destroyed). *which* is one of *wxIMAGE\_LIST\_NORMAL*, *wxIMAGE\_LIST\_SMALL*, *wxIMAGE\_LIST\_STATE* (the last is unimplemented).

### **See also**

*wxListCtrl::SetImageList* (p. 840)

## **wxListCtrl::ClearAll**

---

**void ClearAll**()

Deletes all items and all columns.

## **wxListCtrl::Create**

---

**bool Create**(*wxWindow\** *parent*, *wxWindowID* *id*, const *wxPoint&* *pos* = *wxDefaultPosition*, const *wxSize&* *size* = *wxDefaultSize*, long *style* = *wxLC\_ICON*, const *wxValidator&* *validator* = *wxDefaultValidator*, const *wxString&* *name* = "listCtrl")

Creates the list control. See *wxListCtrl::wxListCtrl* (p. 829) for further details.

## **wxListCtrl::DeleteAllItems**

---

**bool DeleteAllItems**()

Deletes all the items in the list control.

**NB:** This function does *not* send the `wxEVT_COMMAND_LIST_DELETE_ITEM` event because deleting many items from the control would be too slow then (unlike *DeleteItem* (p. 831)).

---

### **wxListCtrl::DeleteColumn**

---

**bool DeleteColumn(int col)**

Deletes a column.

---

### **wxListCtrl::DeleteItem**

---

**bool DeleteItem(long item)**

Deletes the specified item. This function sends the `wxEVT_COMMAND_LIST_DELETE_ITEM` event for the item being deleted.

See also: *DeleteAllItems* (p. 830)

---

### **wxListCtrl::EditLabel**

---

**void EditLabel(long item)**

Starts editing the label of the given item. This function generates a `EVT_LIST_BEGIN_LABEL_EDIT` event which can be vetoed so that no text control will appear for in-place editing.

If the user changed the label (i.e. s/he does not press ESC or leave the text control without changes, a `EVT_LIST_END_LABEL_EDIT` event will be sent which can be vetoed as well.

---

### **wxListCtrl::EnsureVisible**

---

**bool EnsureVisible(long item)**

Ensures this item is visible.

---

### **wxListCtrl::FindItem**

---

**long FindItem(long start, const wxString& str, const bool partial = false)**

Find an item whose label matches this string, starting from the item after *start* or the beginning if *start* is -1.

**long FindItem(long start, long data)**

Find an item whose data matches this data, starting from the item after *start* or the beginning if 'start' is -1.

**long FindItem(long start, const wxPoint& pt, int direction)**

Find an item nearest this position in the specified direction, starting from the item after *start* or the beginning if *start* is -1.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

```
FindItem(start, str, partial=false)
FindItemData(start, data)
FindItemAtPos(start, point, direction)
```

**wxPerl note:** In wxPerl there are three methods instead of a single overloaded method:

```
FindItem( start, str, partial = false )
FindItemData( start, data )
FindItemAtPos( start, point, direction )
```

---

### wxListCtrl::GetColumn

---

**bool GetColumn(int col, wxListItem& item) const**

Gets information about this column. See *wxListCtrl::SetItem* (p. 841) for more information.

**wxPerl note:** In wxPerl this method takes only the **col** parameter and returns a `Wx::ListItem` ( or undef ).

---

### wxListCtrl::GetColumnCount

---

**int GetColumnCount() const**

Returns the number of columns.

---

### wxListCtrl::GetColumnWidth

---

**int GetColumnWidth(int col) const**

Gets the column width (report view only).

**wxListCtrl::GetCountPerPage**

---

**int GetCountPerPage() const**

Gets the number of items that can fit vertically in the visible area of the list control (list or report view) or the total number of items in the list control (icon or small icon view).

**wxListCtrl::GetEditControl**

---

**wxTextCtrl \* GetEditControl() const**

Returns the edit control being currently used to edit a label. Returns `NULL` if no label is being edited.

**NB:** It is currently only implemented for wxMSW.

**wxListCtrl::GetImageList**

---

**wxImageList\* GetImageList(int which) const**

Returns the specified image list. *which* may be one of:

<b>wxIMAGE_LIST_NORMAL</b>	The normal (large icon) image list.
<b>wxIMAGE_LIST_SMALL</b>	The small icon image list.
<b>wxIMAGE_LIST_STATE</b>	The user-defined state image list (unimplemented).

**wxListCtrl::GetItem**

---

**bool GetItem(wxListItem& info) const**

Gets information about the item. See *wxListCtrl::SetItem* (p. 841) for more information.

You must call *info.SetId()* to the ID of item you're interested in before calling this method.

**wxPython note:** The wxPython version of this method takes an integer parameter for the item ID, an optional integer for the column number, and returns the wxListItem object.

**wxPerl note:** In wxPerl this method takes as parameter the **ID** of the item and ( optionally ) the column, and returns a Wx::ListItem object.

**wxListCtrl::GetItemCount**

---

**int GetItemCount() const**

Returns the number of items in the list control.

---

**wxListCtrl::GetItemData**

---

**long GetItemData(long *item*) const**

Gets the application-defined data associated with this item.

---

**wxListCtrl::GetItemPosition**

---

**bool GetItemPosition(long *item*, wxPoint& *pos*) const**

Returns the position of the item, in icon or small icon view.

**wxPython note:** The wxPython version of this method accepts only the item ID and returns the wxPoint.

**wxPerl note:** In wxPerl this method takes only the **item** parameter and returns a Wx::Point ( or undef ).

---

**wxListCtrl::GetItemRect**

---

**bool GetItemRect(long *item*, wxRect& *rect*, int *code* = wxLIST\_RECT\_BOUNDS) const**

Returns the rectangle representing the item's size and position, in client coordinates.

*code* is one of wxLIST\_RECT\_BOUNDS, wxLIST\_RECT\_ICON, wxLIST\_RECT\_LABEL.

**wxPython note:** The wxPython version of this method accepts only the item ID and code and returns the wxRect.

**wxPerl note:** In wxPerl this method takes only the **item** parameter and returns a Wx::Rect ( or undef ).

---

**wxListCtrl::GetItemSpacing**

---

**int GetItemSpacing(bool *isSmall*) const**

Retrieves the spacing between icons in pixels. If *small* is true, gets the spacing for the small icon view, otherwise the large icon view.

---

**wxListCtrl::GetItemState**

---

**int GetItemState(long item, long stateMask) const**

Gets the item state. For a list of state flags, see `wxListCtrl::SetItem` (p. 841).

The **stateMask** indicates which state flags are of interest.

**wxListCtrl::GetItemText****wxString GetItemText(long item) const**

Gets the item text for this item.

**wxListCtrl::GetNextItem****long GetNextItem(long item, int geometry = wxLIST\_NEXT\_ALL, int state = wxLIST\_STATE\_DONTCARE) const**

Searches for an item with the given geometry or state, starting from *item* but excluding the *item* itself. If *item* is -1, the first item that matches the specified flags will be returned.

Returns the first item with given state following *item* or -1 if no such item found.

This function may be used to find all selected items in the control like this:

```
long item = -1;
for ( ;; )
{
    item = listctrl->GetNextItem(item,
                                wxLIST_NEXT_ALL,
                                wxLIST_STATE_SELECTED);

    if ( item == -1 )
        break;

    // this item is selected - do whatever is needed with it
    wxLogMessage("Item %ld is selected.", item);
}
```

*geometry* can be one of:

<code>wxLIST_NEXT_ABOVE</code>	Searches for an item above the specified item.
<code>wxLIST_NEXT_ALL</code>	Searches for subsequent item by index.
<code>wxLIST_NEXT_BELOW</code>	Searches for an item below the specified item.
<code>wxLIST_NEXT_LEFT</code>	Searches for an item to the left of the specified item.
<code>wxLIST_NEXT_RIGHT</code>	Searches for an item to the right of the specified item.

**NB:** this parameters is only supported by wxMSW currently and ignored on other platforms.

*state* can be a bitlist of the following:

`wxLIST_STATE_DONTCARE` Don't care what the state is.  
`wxLIST_STATE_DROPHILITED` The item indicates it is a drop target.  
`wxLIST_STATE_FOCUSED` The item has the focus.  
`wxLIST_STATE_SELECTED` The item is selected.  
`wxLIST_STATE_CUT` The item is selected as part of a cut and paste operation.

---

### **wxListCtrl::GetSelectedItemCount**

---

**int GetSelectedItemCount() const**

Returns the number of selected items in the list control.

---

### **wxListCtrl::GetTextColour**

---

**wxColour GetTextColour() const**

Gets the text colour of the list control.

---

### **wxListCtrl::GetTopItem**

---

**long GetTopItem() const**

Gets the index of the topmost visible item when in list or report view.

---

### **wxListCtrl::HitTest**

---

**long HitTest(const wxPoint& *point*, int& *flags*)**

Determines which item (if any) is at the specified point, giving details in *flags*. *flags* will be a combination of the following flags:

`wxLIST_HITTEST_ABOVE` Above the client area.  
`wxLIST_HITTEST_BELOW` Below the client area.  
`wxLIST_HITTEST_NOWHERE` In the client area but below the last item.  
`wxLIST_HITTEST_ONITEMICON` On the bitmap associated with an item.  
`wxLIST_HITTEST_ONITEMLABEL` On the label (string) associated with an item.  
`wxLIST_HITTEST_ONITEMRIGHT` In the area to the right of an item.  
`wxLIST_HITTEST_ONITEMSTATEICON` On the state icon for a tree view item that is in a user-defined state.  
`wxLIST_HITTEST_TOLEFT` To the right of the client area.  
`wxLIST_HITTEST_TORIGHT` To the left of the client area.  
`wxLIST_HITTEST_ONITEM` Combination of `wxLIST_HITTEST_ONITEMICON`, `wxLIST_HITTEST_ONITEMLABEL`, and `wxLIST_HITTEST_ONITEMSTATEICON`.

**wxPython note:** A tuple of values is returned in the wxPython version of this method. The first value is the item id and the second is the flags value mentioned above.

**wxPerl note:** In wxPerl this method only takes the **point** parameter and returns a 2-element list ( *item*, *flags* ).

---

## wxListCtrl::InsertColumn

---

**long** InsertColumn(**long** *col*, wxListItem& *info*)

**long** InsertColumn(**long** *col*, **const** wxString& *heading*, **int** *format* = wxLIST\_FORMAT\_LEFT, **int** *width* = -1)

For report view mode (only), inserts a column. For more details, see wxListCtrl::SetItem (p. 841).

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

**InsertColumn(col, heading, format=wxLIST\_FORMAT\_LEFT, width=-1)**

Creates a column using a header string only.

**InsertColumnInfo(col, item)** Creates a column using a wxListItem.

---

## wxListCtrl::InsertItem

---

**long** InsertItem(wxListItem& *info*)

Inserts an item, returning the index of the new item if successful, -1 otherwise.

**long** InsertItem(**long** *index*, **const** wxString& *label*)

Inserts a string item.

**long** InsertItem(**long** *index*, **int** *imageIndex*)

Inserts an image item.

**long** InsertItem(**long** *index*, **const** wxString& *label*, **int** *imageIndex*)

Insert an image/string item.

### Parameters

*info*

wxListItem object

*index*

Index of the new item, supplied by the application

*label*

String label

*imageIndex*

index into the image list associated with this control and view style

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

**InsertItem(item)** Inserts an item using a wxListItem.  
**InsertStringItem(index, label)** Inserts a string item.  
**InsertImageItem(index, imageIndex)** Inserts an image item.  
**InsertImageStringItem(index, label, imageIndex)** Insert an image/string item.

**wxPerl note:** In wxPerl there are four methods instead of a single overloaded method:

**InsertItem( item )** Inserts a Wx::ListItem  
**InsertStringItem( index, label )** Inserts a string item  
**InsertImageItem( index, imageIndex )** Inserts an image item  
**InsertImageStringItem( index, label, imageIndex )** Inserts an item with a string and an image

## wxListCtrl::OnGetItemAttr

---

**virtual wxListItemAttr \* OnGetItemAttr(long item)**

This function may be overloaded in the derived class for a control with `wxLC_VIRTUAL` style. It should return the attribute for the for the specified `item` or `NULL` to use the default appearance parameters.

The base class version always returns `NULL`.

### See also

*OnGetItemImage* (p. 838),  
*OnGetItemText* (p. 839)

## wxListCtrl::OnGetItemImage

---

**virtual int OnGetItemImage(long item)**

This function must be overloaded in the derived class for a control with `wxLC_VIRTUAL` style having an *image list* (p. 840) (if the control doesn't have an image list, it is not necessary to overload it). It should return the index of the items image in the controls image list or -1 for no image.

The base class version always returns -1.

### See also

*OnGetItemText* (p. 839),  
*OnGetItemAttr* (p. 838)

---

## wxListCtrl::OnGetItemText

---

**virtual wxString OnGetItemText(long item, long column)**

This function **must** be overloaded in the derived class for a control with `wxLC_VIRTUAL` style. It should return the string containing the text of the given *column* for the specified *item*.

### See also

*SetItemCount* (p. 842),  
*OnGetItemImage* (p. 838),  
*OnGetItemAttr* (p. 838)

---

## wxListCtrl::RefreshItem

---

**void RefreshItem(long item)**

Redraws the given *item*. This is only useful for the virtual list controls as without calling this function the displayed value of the item doesn't change even when the underlying data does change.

### See also

*RefreshItems* (p. 839)

---

## wxListCtrl::RefreshItems

---

**void RefreshItems(long itemFrom, long itemTo)**

Redraws the items between *itemFrom* and *itemTo*. The starting item must be less than or equal to the ending one.

Just as *RefreshItem* (p. 839) this is only useful for virtual list controls.

### **wxListCtrl::ScrollList**

---

**bool ScrollList**(int *dx*, int *dy*)

Scrolls the list control. If in icon, small icon or report view mode, *dx* specifies the number of pixels to scroll. If in list view mode, *dx* specifies the number of columns to scroll. *dy* always specifies the number of pixels to scroll vertically.

**NB:** This method is currently only implemented in the Windows version.

### **wxListCtrl::SetBackgroundColour**

---

**void SetBackgroundColour**(const wxColour& *col*)

Sets the background colour (GetBackgroundColour already implicit in wxWindow class).

### **wxListCtrl::SetColumn**

---

**bool SetColumn**(int *col*, wxListItem& *item*)

Sets information about this column. See *wxListCtrl::SetItem* (p. 841) for more information.

### **wxListCtrl::SetColumnWidth**

---

**bool SetColumnWidth**(int *col*, int *width*)

Sets the column width.

*width* can be a width in pixels or wxLIST\_AUTOSIZE (-1) or wxLIST\_AUTOSIZE\_USEHEADER (-2). wxLIST\_AUTOSIZE will resize the column to the length of its longest item. wxLIST\_AUTOSIZE\_USEHEADER will resize the column to the length of the header (Win32) or 80 pixels (other platforms).

In small or normal icon view, *col* must be -1, and the column width is set for all columns.

### **wxListCtrl::SetImageList**

---

**void SetImageList**(wxImageList\* *imageList*, int *which*)

Sets the image list associated with the control. *which* is one of wxIMAGE\_LIST\_NORMAL, wxIMAGE\_LIST\_SMALL, wxIMAGE\_LIST\_STATE (the last is unimplemented).

This method does not take ownership of the image list, you have to delete it yourself.

**See also***wxListCtrl::AssignImageList* (p. 830)**wxListCtrl::SetItem**

---

**bool SetItem(wxListItem& info)****long SetItem(long index, int col, const wxString& label, int imageId = -1)**

Sets information about the item.

wxListItem is a class with the following members:

long m_mask	Indicates which fields are valid. See the list of valid mask flags below.
long m_itemId	The zero-based item position.
int m_col	Zero-based column, if in report mode.
long m_state	The state of the item. See the list of valid state flags below.
long m_stateMask	A mask indicating which state flags are valid. See the list of valid state flags below.
wxString m_text	The label/header text.
int m_image	The zero-based index into an image list.
long m_data	Application-defined data.
int m_format	For columns only: the format. Can be wxLIST_FORMAT_LEFT, wxLIST_FORMAT_RIGHT or wxLIST_FORMAT_CENTRE.
int m_width	For columns only: the column width.

The **m\_mask** member contains a bitlist specifying which of the other fields are valid. The flags are:

wxLIST_MASK_STATE	The <b>m_state</b> field is valid.
wxLIST_MASK_TEXT	The <b>m_text</b> field is valid.
wxLIST_MASK_IMAGE	The <b>m_image</b> field is valid.
wxLIST_MASK_DATA	The <b>m_data</b> field is valid.
wxLIST_MASK_WIDTH	The <b>m_width</b> field is valid.
wxLIST_MASK_FORMAT	The <b>m_format</b> field is valid.

The **m\_stateMask** and **m\_state** members take flags from the following:

The wxListItem object can also contain item-specific colour and font information: for this you need to call one of SetTextColour(), SetBackgroundColour() or SetFont() functions on it passing it the colour/font to use. If the colour/font is not specified, the default list control colour/font is used.

wxLIST_STATE_DONTCARE	Don't care what the state is. Win32 only.
-----------------------	---

`wxLIST_STATE_DROPHILITED` The item is highlighted to receive a drop event.  
Win32 only.  
`wxLIST_STATE_FOCUSED` The item has the focus.  
`wxLIST_STATE_SELECTED` The item is selected.  
`wxLIST_STATE_CUT` The item is in the cut state. Win32 only.

**long SetItem(long index, int col, const wxString& label, int imageld = -1)**

Sets a string field at a particular column.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

**SetItem(item)** Sets information about the given wxListItem.  
**SetStringItem(index, col, label, imageld)** Sets a string or image at a given location.

---

### **wxListCtrl::SetItemCount**

---

**void SetItemCount(long count)**

This method can only be used with virtual list controls. It is used to indicate to the control the number of items it contains. After calling it, the main program should be ready to handle calls to various item callbacks (such as *OnGetItemText* (p. 839)) for all items in the range from 0 to *count*.

---

### **wxListCtrl::SetItemData**

---

**bool SetItemData(long item, long data)**

Associates application-defined data with this item.

---

### **wxListCtrl::SetItemImage**

---

**bool SetItemImage(long item, int image, int selImage)**

Sets the unselected and selected images associated with the item. The images are indices into the image list associated with the list control.

---

### **wxListCtrl::SetItemPosition**

---

**bool SetItemPosition(long item, const wxPoint& pos)**

Sets the position of the item, in icon or small icon view.

**wxListCtrl::SetItemState**

---

**bool SetItemState**(long *item*, long *state*, long *stateMask*)

Sets the item state. For a list of state flags, see *wxListCtrl::SetItem* (p. 841).

The **stateMask** indicates which state flags are valid.

**wxListCtrl::SetItemText**

---

**void SetItemText**(long *item*, const wxString& *text*)

Sets the item text for this item.

**wxListCtrl::SetSingleStyle**

---

**void SetSingleStyle**(long *style*, const bool *add = true*)

Adds or removes a single window style.

**wxListCtrl::SetTextColour**

---

**void SetTextColour**(const wxColour& *col*)

Sets the text colour of the list control.

**wxListCtrl::SetWindowStyleFlag**

---

**void SetWindowStyleFlag**(long *style*)

Sets the whole window style.

**wxListCtrl::SortItems**

---

**bool SortItems**(wxListCtrlCompare *fnSortCallback*, long *data*)

Call this function to sort the items in the list control. Sorting is done using the specified *fnSortCallback* function. This function must have the following prototype:

```
int wxCALLBACK wxListCompareFunction(long item1, long item2, long  
sortData)
```

It is called each time when the two items must be compared and should return 0 if the

items are equal, negative value if the first item is less than the second one and positive value if the first one is greater than the second one (the same convention as used by `qsort(3)`).

### Parameters

*item1*

client data associated with the first item (**NOT** the index).

*item2*

client data associated with the second item (**NOT** the index).

*data*

the value passed to `SortItems()` itself.

Notice that the control may only be sorted on client data associated with the items, so you **must** use `SetItemData` (p. 842) if you want to be able to sort the items in the control.

Please see the *listctrl sample* (p. 1609) for an example of using this function.

**wxPython note:** wxPython uses the `sortData` parameter to pass the Python function to call, so it is not available for programmer use. Call `SortItems` with a reference to a callable object that expects two parameters.

**wxPerl note:** In wxPerl the comparison function must take just two parameters; however, you may use a closure to achieve an effect similar to the `SortItems` third parameter.

## wxListEvent

A list event holds information about events associated with `wxListCtrl` objects.

### Derived from

`wxNotifyEvent` (p. 980)

`wxCommandEvent` (p. 169)

`wxEvent` (p. 453)

`wxObject` (p. 982)

### Include files

<wx/listctrl.h>

### Event table macros

To process input from a list control, use these event handler macros to direct input to member functions that take a `wxListEvent` argument.

---

<b>EVT_LIST_BEGIN_DRAG(id, func)</b>	Begin dragging with the left mouse button.
<b>EVT_LIST_BEGIN_RDRAG(id, func)</b>	Begin dragging with the right mouse button.
<b>EVT_LIST_BEGIN_LABEL_EDIT(id, func)</b>	Begin editing a label. This can be prevented by calling <i>Veto()</i> (p. 982).
<b>EVT_LIST_END_LABEL_EDIT(id, func)</b>	Finish editing a label. This can be prevented by calling <i>Veto()</i> (p. 982).
<b>EVT_LIST_DELETE_ITEM(id, func)</b>	Delete an item.
<b>EVT_LIST_DELETE_ALL_ITEMS(id, func)</b>	Delete all items.
<b>EVT_LIST_ITEM_SELECTED(id, func)</b>	The item has been selected.
<b>EVT_LIST_ITEM_DESELECTED(id, func)</b>	The item has been deselected.
<b>EVT_LIST_ITEM_ACTIVATED(id, func)</b>	The item has been activated (ENTER or double click).
<b>EVT_LIST_ITEM_FOCUSED(id, func)</b>	The currently focused item has changed.
<b>EVT_LIST_ITEM_MIDDLE_CLICK(id, func)</b>	The middle mouse button has been clicked on an item.
<b>EVT_LIST_ITEM_RIGHT_CLICK(id, func)</b>	The right mouse button has been clicked on an item.
<b>EVT_LIST_KEY_DOWN(id, func)</b>	A key has been pressed.
<b>EVT_LIST_INSERT_ITEM(id, func)</b>	An item has been inserted.
<b>EVT_LIST_COL_CLICK(id, func)</b>	A column ( <b>m_col</b> ) has been left-clicked.
<b>EVT_LIST_COL_RIGHT_CLICK(id, func)</b>	A column ( <b>m_col</b> ) (which can be -1 if the click occurred outside any column) has been right-clicked.
<b>EVT_LIST_COL_BEGIN_DRAG(id, func)</b>	The user started resizing a column - can be vetoed.
<b>EVT_LIST_COL_DRAGGING(id, func)</b>	The divider between columns is being dragged.
<b>EVT_LIST_COL_END_DRAG(id, func)</b>	A column has been resized by the user.
<b>EVT_LIST_CACHE_HINT(id, func)</b>	Prepare cache for a virtual list control

**See also***wxListCtrl* (p. 826)**wxCommandEvent::wxCommandEvent****wxCommandEvent(WXTYPE *commandType* = 0, int *id* = 0)**

Constructor.

**wxCommandEvent::GetCacheFrom****long GetCacheFrom() const**For `EVT_LIST_CACHE_HINT` event only: return the first item which the list control

advises us to cache.

---

**wxCommandEvent::GetCacheTo**

---

**long GetCacheTo() const**

For `EVT_LIST_CACHE_HINT` event only: return the last item (inclusive) which the list control advises us to cache.

---

**wxCommandEvent::GetKeyCode**

---

**int GetKeyCode() const**

Key code if the event is a keypress event.

---

**wxCommandEvent::GetIndex**

---

**long GetIndex() const**

The item index.

---

**wxCommandEvent::GetColumn**

---

**int GetColumn() const**

The column position: it is only used with `COL` events. For the column dragging events, it is the column to the left of the divider being dragged, for the column click events it may be -1 if the user clicked in the list control header outside any column.

---

**wxCommandEvent::GetPoint**

---

**wxPoint GetPoint() const**

The position of the mouse pointer if the event is a drag event.

---

**wxCommandEvent::GetLabel**

---

**const wxString& GetLabel() const**

The label.

---

**wxCommandEvent::GetText**

---

**const wxString& GetText() const**

The text.

### **wxCommandEvent::GetImage**

---

**int GetImage() const**

The image.

### **wxCommandEvent::GetData**

---

**long GetData() const**

The data.

### **wxCommandEvent::GetMask**

---

**long GetMask() const**

The mask.

### **wxCommandEvent::GetItem**

---

**const wxListItem& GetItem() const**

An item object, used by some events. See also *wxListCtrl::SetItem* (p. 841).

## **wxListItem**

This class stores information about a *wxListCtrl* item or column.

### **Derived from**

*wxObject* (p. 982)

### **Include files**

<wx/listctrl.h>

**wxListItem::wxListItem**

---

**wxListItem()**

Constructor.

**wxListItem::Clear**

---

**void Clear()**

Resets the item state to the default.

**wxListItem::GetAlign**

---

**wxListColumnFormat GetAlign() const**

Returns the alignment for this item. Can be one of wxLIST\_FORMAT\_LEFT, wxLIST\_FORMAT\_RIGHT or wxLIST\_FORMAT\_CENTRE.

**wxListItem::GetBackgroundColour**

---

**wxColour GetBackgroundColour() const**

Returns the background colour for this item.

**wxListItem::GetColumn**

---

**int GetColumn() const**

Returns the zero-based column; meaningful only in report mode.

**wxListItem::GetData**

---

**long GetData() const**

Returns client data associated with the control.

**wxListItem::GetFont**

---

**wxFont GetFont() const**

Returns the font used to display the item.

---

### **wxListItem::GetId**

**long GetId() const**

Returns the zero-based item position.

---

### **wxListItem::GetImage**

**int GetImage() const**

Returns the zero-based index of the image associated with the item into the image list.

---

### **wxListItem::GetMask**

**long GetMask() const**

Returns a bit mask indicating which fields of the structure are valid; can be any combination of the following values:

wxLIST_MASK_STATE	The <b>GetState</b> is valid.
wxLIST_MASK_TEXT	The <b>GetText</b> is valid.
wxLIST_MASK_IMAGE	The <b>GetImage</b> is valid.
wxLIST_MASK_DATA	The <b>GetData</b> is valid.
wxLIST_MASK_WIDTH	The <b>GetWidth</b> is valid.
wxLIST_MASK_FORMAT	The <b>GetAlign</b> is valid.

---

### **wxListItem::GetState**

**long GetState() const**

Returns a bit field representing the state of the item. Can be any combination of:

wxLIST_STATE_DONTCARE	Don't care what the state is. Win32 only.
wxLIST_STATE_DROPHILITED	The item is highlighted to receive a drop event. Win32 only.
wxLIST_STATE_FOCUSED	The item has the focus.
wxLIST_STATE_SELECTED	The item is selected.
wxLIST_STATE_CUT	The item is in the cut state. Win32 only.

---

### **wxListItem::GetText**

**const wxString& GetText() const**

Returns the label/header text.

**wxListItem::GetTextColour**

---

**wxColour GetTextColour() const**

Returns the text colour.

**wxListItem::GetWidth**

---

**int GetWidth() const**

Meaningful only for column headers in report mode. Returns the column width.

**wxListItem::SetAlign**

---

**void SetAlign(wxListColumnFormat align)**

Sets the alignment for the item. See also *wxListItem::SetAlign* (p. 850)

**wxListItem::SetBackgroundColour**

---

**void SetBackgroundColour(const wxColour& colBack)**

Sets the background colour for the item.

**wxListItem::SetColumn**

---

**void SetColumn(int col)**

Sets the zero-based column. Meaningful only in report mode.

**wxListItem::SetData**

---

**void SetData(long data)****void SetData(void\* data)**

Sets client data for the item.

**wxListItem::SetFont**

---

**void SetFont(const wxFont& font)**

Sets the font for the item.

**wxListItem::SetId**

---

**void SetId(long id)**

Sets the zero-based item position.

**wxListItem::SetImage**

---

**void SetImage(int image)**

Returns the zero-based index of the image associated with the item into the image list.

**wxListItem::SetMask**

---

**void SetMask(long mask)**

Sets the mask of valid fields. See *wxListItem::GetMask* (p. 849).

**wxListItem::SetState**

---

**void SetState(long state)**

Sets the item state flags (note that the valid state flags are influenced by the value of the state mask, see *wxListItem::SetStateMask* (p. 851)). See *wxListItem::GetState* (p. 851) for valid flag values.

**wxListItem::SetStateMask**

---

**void SetStateMask(long stateMask)**

Sets the bitmask that is used to determine which of the state flags are to be set. See also *wxListItem::SetState* (p. 851).

**wxListItem::SetText**

---

**void SetText(const wxString& text)**

Sets the text label for the item.

### **wxListItem::SetTextColour**

---

**void SetTextColour(const wxColour& col/Text)**

Sets the text colour for the item.

### **wxListItem::SetWidth**

---

**void SetWidth(int width)**

Meaningful only for column headers in report mode. Sets the column width.

## **wxListView**

This class currently simply presents a simpler to use interface for the *wxListCtrl* (p. 826) -- it can be thought of as a *façade* for that complicated class. Using it is preferable to using *wxListCtrl* (p. 826) directly whenever possible because in the future some ports might implement *wxListView* but not the full set of *wxListCtrl* features.

Other than different interface, this class is identical to *wxListCtrl*. In particular, it uses the same events, same windows styles and so on.

### **Derived from**

*wxListCtrl* (p. 826)

*wxControl* (p. 204)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### **Include files**

<wx/listctrl.h>

### **wxListView::ClearColumnImage**

---

**void ClearColumnImage(int col)**

Resets the column image -- after calling this function, no image will be shown.

## Parameters

*col*  
the column to clear image for

## See also

*SetColumnImage* (p. 854)

---

## wxListView::Focus

**void Focus(long *index*)**

Sets focus to the item with the given *index*.

---

## wxListView::GetFirstSelected

**long GetFirstSelected() const**

Returns the first selected item in a (presumably) multiple selection control. Together with *GetNextSelected* (p. 853) it can be used to iterate over all selected items in the control.

## Return value

The first selected item, if any, -1 otherwise.

---

## wxListView::GetFocusedItem

**long GetFocusedItem() const**

Returns the currently focused item or -1 if none.

## See also

*IsSelected* (p. 854),  
*Focus* (p. 853)

---

## wxListView::GetNextSelected

**long GetNextSelected(long *item*) const**

Used together with *GetFirstSelected* (p. 853) to iterate over all selected items in the control.

## Return value

Returns the next selected item or -1 if there are no more of them.

---

### **wxListView::IsSelected**

---

**bool IsSelected**(long *index*)

Returns `true` if the item with the given *index* is selected, `false` otherwise.

**See also**

*GetFirstSelected* (p. 853),

*GetNextSelected* (p. 853)

---

### **wxListView::Select**

---

**void Select**(long *n*, **bool** *on = true*)

Selects or unselects the given item.

**Parameters**

*n*  
the item to select or unselect

*on*  
if `true` (default), selects the item, otherwise unselects it

**See also**

*SetItemState* (p. 843)

---

### **wxListView::SetColumnImage**

---

**void SetColumnImage**(int *col*, int *image*)

Sets the column image for the specified column. To use the column images, the control must have a valid image list with at least one image.

**Parameters**

*col*  
the column to set image for

*image*  
the index of the column image in the controls image list

**See also**

*ClearColumnImage* (p. 852),  
*SetImageList* (p. 840)

## wxLocale

wxLocale class encapsulates all language-dependent settings and is a generalization of the C locale concept.

In wxWindows this class manages message catalogs which contain the translations of the strings used to the current language.

**wxPerl note:** In wxPerl you can't use the '\_' function name, so the Wx::Locale module can export the `gettext` and `gettext_noop` under any given name.

```
# this imports gettext ( equivalent to Wx::GetTranslation
# and gettext_noop ( a noop )
# into your module
use Wx::Locale qw(:default);

# ....

# use the functions
print gettext( ``Panic!' ' );

button = Wx::Button->new( window, -1, gettext( ``Label!' ' ) );
```

If you need to translate a lot of strings, then adding `gettext()` around each one is a long task ( that is why `_()` was introduced ), so just choose a shorter name for `gettext`:

```
#
use Wx::Locale 'gettext' => 't',
               'gettext_noop' => 'gettext_noop';

# ...

# use the functions
print t( ``Panic!' ' );

# ...
```

### Derived from

No base class

### See also

*Internationalization overview* (p. 1631),  
*Internat sample* (p. 1608)

### Include files

---

<wx/intl.h>

## Supported languages

---

The following wxLanguage constants may be used to specify the language in *Init* (p. 865) and are returned by *GetSystemLanguage* (p. 865):

- wxLANGUAGE\_DEFAULT -- user's default language as obtained from the operating system
- wxLANGUAGE\_UNKNOWN -- returned by *GetSystemLanguage* (p. 865) if it fails to detect the default language
- wxLANGUAGE\_USER\_DEFINED -- user defined languages' integer identifiers should start from this
- wxLANGUAGE\_ABKHAZIAN
- wxLANGUAGE\_A FAR
- wxLANGUAGE\_AFRIKAANS
- wxLANGUAGE\_ALBANIAN
- wxLANGUAGE\_AMHARIC
- wxLANGUAGE\_ARABIC
- wxLANGUAGE\_ARABIC\_ALGERIA
- wxLANGUAGE\_ARABIC\_BAHRAIN
- wxLANGUAGE\_ARABIC\_EGYPT
- wxLANGUAGE\_ARABIC\_IRAQ
- wxLANGUAGE\_ARABIC\_JORDAN
- wxLANGUAGE\_ARABIC\_KUWAIT
- wxLANGUAGE\_ARABIC\_LEBANON
- wxLANGUAGE\_ARABIC\_LIBYA
- wxLANGUAGE\_ARABIC\_MOROCCO
- wxLANGUAGE\_ARABIC\_OMAN
- wxLANGUAGE\_ARABIC\_QATAR
- wxLANGUAGE\_ARABIC\_SAUDI\_ARABIA
- wxLANGUAGE\_ARABIC\_SUDAN
- wxLANGUAGE\_ARABIC\_SYRIA
- wxLANGUAGE\_ARABIC\_TUNISIA
- wxLANGUAGE\_ARABIC\_UAE
- wxLANGUAGE\_ARABIC\_YEMEN
- wxLANGUAGE\_ARMENIAN
- wxLANGUAGE\_ASSAMESE
- wxLANGUAGE\_AYMARA
- wxLANGUAGE\_AZERI
- wxLANGUAGE\_AZERI\_CYRILLIC
- wxLANGUAGE\_AZERI\_LATIN
- wxLANGUAGE\_BASHKIR
- wxLANGUAGE\_BASQUE
- wxLANGUAGE\_BELARUSIAN

- wxLANGUAGE\_BENGALI
- wxLANGUAGE\_BHUTANI
- wxLANGUAGE\_BIHARI
- wxLANGUAGE\_BISLAMA
- wxLANGUAGE\_BRETON
- wxLANGUAGE\_BULGARIAN
- wxLANGUAGE\_BURMESE
- wxLANGUAGE\_CAMBODIAN
- wxLANGUAGE\_CATALAN
- wxLANGUAGE\_CHINESE
- wxLANGUAGE\_CHINESE\_SIMPLIFIED
- wxLANGUAGE\_CHINESE\_TRADITIONAL
- wxLANGUAGE\_CHINESE\_HONGKONG
- wxLANGUAGE\_CHINESE\_MACAU
- wxLANGUAGE\_CHINESE\_SINGAPORE
- wxLANGUAGE\_CHINESE\_TAIWAN
- wxLANGUAGE\_CORSICAN
- wxLANGUAGE\_CROATIAN
- wxLANGUAGE\_CZECH
- wxLANGUAGE\_DANISH
- wxLANGUAGE\_DUTCH
- wxLANGUAGE\_DUTCH\_BELGIAN
- wxLANGUAGE\_ENGLISH
- wxLANGUAGE\_ENGLISH\_UK
- wxLANGUAGE\_ENGLISH\_US
- wxLANGUAGE\_ENGLISH\_AUSTRALIA
- wxLANGUAGE\_ENGLISH\_BELIZE
- wxLANGUAGE\_ENGLISH\_BOTSWANA
- wxLANGUAGE\_ENGLISH\_CANADA
- wxLANGUAGE\_ENGLISH\_CARIBBEAN
- wxLANGUAGE\_ENGLISH\_DENMARK
- wxLANGUAGE\_ENGLISH\_EIRE
- wxLANGUAGE\_ENGLISH\_JAMAICA
- wxLANGUAGE\_ENGLISH\_NEW\_ZEALAND
- wxLANGUAGE\_ENGLISH\_PHILIPPINES
- wxLANGUAGE\_ENGLISH\_SOUTH\_AFRICA
- wxLANGUAGE\_ENGLISH\_TRINIDAD
- wxLANGUAGE\_ENGLISH\_ZIMBABWE
- wxLANGUAGE\_ESPERANTO
- wxLANGUAGE\_ESTONIAN
- wxLANGUAGE\_FAEROESE
- wxLANGUAGE\_FARSI
- wxLANGUAGE\_FIJI
- wxLANGUAGE\_FINNISH
- wxLANGUAGE\_FRENCH
- wxLANGUAGE\_FRENCH\_BELGIAN
- wxLANGUAGE\_FRENCH\_CANADIAN
- wxLANGUAGE\_FRENCH\_LUXEMBOURG

- wxLANGUAGE\_FRENCH\_MONACO
- wxLANGUAGE\_FRENCH\_SWISS
- wxLANGUAGE\_FRISIAN
- wxLANGUAGE\_GALICIAN
- wxLANGUAGE\_GEORGIAN
- wxLANGUAGE\_GERMAN
- wxLANGUAGE\_GERMAN\_AUSTRIAN
- wxLANGUAGE\_GERMAN\_BELGIUM
- wxLANGUAGE\_GERMAN\_LIECHTENSTEIN
- wxLANGUAGE\_GERMAN\_LUXEMBOURG
- wxLANGUAGE\_GERMAN\_SWISS
- wxLANGUAGE\_GREEK
- wxLANGUAGE\_GREENLANDIC
- wxLANGUAGE\_GUARANI
- wxLANGUAGE\_GUJARATI
- wxLANGUAGE\_HAUSA
- wxLANGUAGE\_HEBREW
- wxLANGUAGE\_HINDI
- wxLANGUAGE\_HUNGARIAN
- wxLANGUAGE\_ICELANDIC
- wxLANGUAGE\_INDONESIAN
- wxLANGUAGE\_INTERLINGUA
- wxLANGUAGE\_INTERLINGUE
- wxLANGUAGE\_INUKTITUT
- wxLANGUAGE\_INUPIAK
- wxLANGUAGE\_IRISH
- wxLANGUAGE\_ITALIAN
- wxLANGUAGE\_ITALIAN\_SWISS
- wxLANGUAGE\_JAPANESE
- wxLANGUAGE\_JAVANESE
- wxLANGUAGE\_KANNADA
- wxLANGUAGE\_KASHMIRI
- wxLANGUAGE\_KASHMIRI\_INDIA
- wxLANGUAGE\_KAZAKH
- wxLANGUAGE\_KERNEWEK
- wxLANGUAGE\_KINYARWANDA
- wxLANGUAGE\_KIRGHIZ
- wxLANGUAGE\_KIRUNDI
- wxLANGUAGE\_KONKANI
- wxLANGUAGE\_KOREAN
- wxLANGUAGE\_KURDISH
- wxLANGUAGE\_LAOTHIAN
- wxLANGUAGE\_LATIN
- wxLANGUAGE\_LATVIAN
- wxLANGUAGE\_LINGALA
- wxLANGUAGE\_LITHUANIAN
- wxLANGUAGE\_MACEDONIAN
- wxLANGUAGE\_MALAGASY

- wxLANGUAGE\_MALAY
- wxLANGUAGE\_MALAYALAM
- wxLANGUAGE\_MALAY\_BRUNEI\_DARUSSALAM
- wxLANGUAGE\_MALAY\_MALAYSIA
- wxLANGUAGE\_MALTESE
- wxLANGUAGE\_MANIPURI
- wxLANGUAGE\_MAORI
- wxLANGUAGE\_MARATHI
- wxLANGUAGE\_MOLDAVIAN
- wxLANGUAGE\_MONGOLIAN
- wxLANGUAGE\_NAURU
- wxLANGUAGE\_NEPALI
- wxLANGUAGE\_NEPALI\_INDIA
- wxLANGUAGE\_NORWEGIAN\_BOKMAL
- wxLANGUAGE\_NORWEGIAN\_NYNORSK
- wxLANGUAGE\_OCCITAN
- wxLANGUAGE\_ORIYA
- wxLANGUAGE\_OROMO
- wxLANGUAGE\_PASHTO
- wxLANGUAGE\_POLISH
- wxLANGUAGE\_PORTUGUESE
- wxLANGUAGE\_PORTUGUESE\_BRAZILIAN
- wxLANGUAGE\_PUNJABI
- wxLANGUAGE\_QUECHUA
- wxLANGUAGE\_RHAETO\_ROMANCE
- wxLANGUAGE\_ROMANIAN
- wxLANGUAGE\_RUSSIAN
- wxLANGUAGE\_RUSSIAN\_UKRAINE
- wxLANGUAGE\_SAMOAN
- wxLANGUAGE\_SANGHO
- wxLANGUAGE\_SANSKRIT
- wxLANGUAGE\_SCOTS\_GAELIC
- wxLANGUAGE\_SERBIAN
- wxLANGUAGE\_SERBIAN\_CYRILLIC
- wxLANGUAGE\_SERBIAN\_LATIN
- wxLANGUAGE\_SERBO\_CROATIAN
- wxLANGUAGE\_SESOTHO
- wxLANGUAGE\_SETSWANA
- wxLANGUAGE\_SHONA
- wxLANGUAGE\_SINDHI
- wxLANGUAGE\_SINHALESE
- wxLANGUAGE\_SISWATI
- wxLANGUAGE\_SLOVAK
- wxLANGUAGE\_SLOVENIAN
- wxLANGUAGE\_SOMALI
- wxLANGUAGE\_SPANISH
- wxLANGUAGE\_SPANISH\_ARGENTINA
- wxLANGUAGE\_SPANISH\_BOLIVIA

- wxLANGUAGE\_SPANISH\_CHILE
- wxLANGUAGE\_SPANISH\_COLOMBIA
- wxLANGUAGE\_SPANISH\_COSTA\_RICA
- wxLANGUAGE\_SPANISH\_DOMINICAN\_REPUBLIC
- wxLANGUAGE\_SPANISH\_ECUADOR
- wxLANGUAGE\_SPANISH\_EL\_SALVADOR
- wxLANGUAGE\_SPANISH\_GUATEMALA
- wxLANGUAGE\_SPANISH\_HONDURAS
- wxLANGUAGE\_SPANISH\_MEXICAN
- wxLANGUAGE\_SPANISH\_MODERN
- wxLANGUAGE\_SPANISH\_NICARAGUA
- wxLANGUAGE\_SPANISH\_PANAMA
- wxLANGUAGE\_SPANISH\_PARAGUAY
- wxLANGUAGE\_SPANISH\_PERU
- wxLANGUAGE\_SPANISH\_PUERTO\_RICO
- wxLANGUAGE\_SPANISH\_URUGUAY
- wxLANGUAGE\_SPANISH\_US
- wxLANGUAGE\_SPANISH\_VENEZUELA
- wxLANGUAGE\_SUNDANESE
- wxLANGUAGE\_SWAHILI
- wxLANGUAGE\_SWEDISH
- wxLANGUAGE\_SWEDISH\_FINLAND
- wxLANGUAGE\_TAGALOG
- wxLANGUAGE\_TAJIK
- wxLANGUAGE\_TAMIL
- wxLANGUAGE\_TATAR
- wxLANGUAGE\_TELUGU
- wxLANGUAGE\_THAI
- wxLANGUAGE\_TIBETAN
- wxLANGUAGE\_TIGRINYA
- wxLANGUAGE\_TONGA
- wxLANGUAGE\_TSONGA
- wxLANGUAGE\_TURKISH
- wxLANGUAGE\_TURKMEN
- wxLANGUAGE\_TWI
- wxLANGUAGE\_UGHUR
- wxLANGUAGE\_UKRAINIAN
- wxLANGUAGE\_URDU
- wxLANGUAGE\_URDU\_INDIA
- wxLANGUAGE\_URDU\_PAKISTAN
- wxLANGUAGE\_UZBEK
- wxLANGUAGE\_UZBEK\_CYRILLIC
- wxLANGUAGE\_UZBEK\_LATIN
- wxLANGUAGE\_VIETNAMESE
- wxLANGUAGE\_VOLAPUK
- wxLANGUAGE\_WELSH
- wxLANGUAGE\_WOLOF
- wxLANGUAGE\_XHOSA

- wxLANGUAGE\_YIDDISH
- wxLANGUAGE\_YORUBA
- wxLANGUAGE\_ZHUANG
- wxLANGUAGE\_ZULU

---

## wxLocale::wxLocale

---

### wxLocale()

This is the default constructor and it does nothing to initialize the object: *Init()* (p. 865) must be used to do that.

**wxLocale(int language, int flags = wxLOCALE\_LOAD\_DEFAULT | wxLOCALE\_CONV\_ENCODING)**

See *Init()* (p. 865) for parameters description.

**wxLocale(const char \*szName, const char \*szShort = NULL, const char \*szLocale = NULL, bool bLoadDefault = true, bool bConvertEncoding = false)**

See *Init()* (p. 865) for parameters description.

The call of this function has several global side effects which you should understand: first of all, the application locale is changed - note that this will affect many of standard C library functions such as *printf()* or *strftime()*. Second, this *wxLocale* object becomes the new current global locale for the application and so all subsequent calls to *wxGetTranslation()* will try to translate the messages using the message catalogs for this locale.

---

## wxLocale::~~wxLocale

---

### ~wxLocale()

The destructor, like the constructor, also has global side effects: the previously set locale is restored and so the changes described in *Init()* (p. 865) documentation are rolled back.

---

## wxLocale::AddCatalog

---

**bool AddCatalog(const char \*szDomain)**

Add a catalog for use with the current locale: it is searched for in standard places (current directory first, then the system one), but you may also prepend additional directories to the search path with *AddCatalogLookupPathPrefix()* (p. 862).

All loaded catalogs will be used for message lookup by *GetString()* for the current locale.

Returns true if catalog was successfully loaded, false otherwise (which might mean that

the catalog is not found or that it isn't in the correct format).

---

### **wxLocale::AddCatalogLookupPathPrefix**

---

**void AddCatalogLookupPathPrefix(const wxString& prefix)**

Add a prefix to the catalog lookup path: the message catalog files will be looked up under prefix/<lang>/LC\_MESSAGES, prefix/LC\_MESSAGES and prefix (in this order).

This only applies to subsequent invocations of AddCatalog()!

---

### **wxLocale::AddLanguage**

---

**static void AddLanguage(const wxLanguageInfo& info)**

Adds custom, user-defined language to the database of known languages. This database is used in conjunction with the first form of *Init* (p. 865).

wxLanguageInfo is defined as follows:

```
struct WXDLLEXPORT wxLanguageInfo
{
    int Language;                // wxLanguage id
    wxString CanonicalName;     // Canonical name, e.g. fr_FR
#ifdef __WIN32__
    wxUint32 WinLang, WinSublang; // Win32 language identifiers
                                   // (LANG_xxxx, SUBLANG_xxxx)
#endif
    wxString Description;       // human-readable name of the
    language
};
```

*Language* should be greater than wxLANGUAGE\_USER\_DEFINED.

**wxPerl note:** In wxPerl Wx::LanguageInfo has only one method:

```
Wx::LanguageInfo->new( language, canonicalName, WinLang, WinSubLang,
Description )
```

---

### **wxLocale::FindLanguageInfo**

---

wxlocalefindlanguageinfo

**static wxLanguageInfo \* FindLanguageInfo(const wxString& locale) const**

This function may be used to find the language description structure for the given locale, specified either as a two letter ISO language code (for example, "pt"), a language code followed by the country code ("pt\_BR") or a full, human readable, language description ("Portuguese-Brazil").

Returns the information for the given language or `NULL` if this language is unknown. Note that even if the returned pointer is valid, the caller should *not* delete it.

### See also

*GetLanguageInfo* (p. 863)

---

## **wxLocale::GetCanonicalName**

---

### **wxString GetSysName() const**

Returns the canonical form of current locale name. Canonical form is the one that is used on UNIX systems: it is a two- or five-letter string in `xx` or `xx_YY` format, where `xx` is ISO 639 code of language and `YY` is ISO 3166 code of the country. Examples are "en", "en\_GB", "en\_US" or "fr\_FR".

This form is internally used when looking up message catalogs.

Compare *GetSysName* (p. 864).

---

## **wxLocale::GetLanguage**

---

### **int GetLanguage() const**

Returns *wxLanguage* (p. 856) constant of current language. Note that you can call this function only if you used the form of *Init* (p. 865) that takes `wxLanguage` argument.

---

## **wxLocale::GetLanguageInfo**

---

### **static wxLanguageInfo \* GetLanguageInfo(int lang) const**

Returns a pointer to `wxLanguageInfo` structure containing information about the given language or `NULL` if this language is unknown. Note that even if the returned pointer is valid, the caller should *not* delete it.

See *AddLanguage* (p. 862) for the `wxLanguageInfo` description.

---

## **wxLocale::GetLanguageName**

---

### **static wxString GetLanguageName(int lang) const**

Returns English name of the given language or empty string if this language is unknown.

---

## **wxLocale::GetLocale**

---

**const char\* GetLocale() const**

Returns the locale name as passed to the constructor or *Init()* (p. 865). This is full, human-readable name, e.g. "English" or "French".

**wxLocale::GetName**

---

**const wxString& GetName() const**

Returns the current short name for the locale (as given to the constructor or the *Init()* function).

**wxLocale::GetString**

---

**const char\* GetString(const char \*szOrigString, const char \*szDomain = NULL)  
const**

Retrieves the translation for a string in all loaded domains unless the *szDomain* parameter is specified (and then only this catalog/domain is searched).

Returns original string if translation is not available (in this case an error message is generated the first time a string is not found; use *wxLogNull* (p. 1638) to suppress it).

**Remarks**

Domains are searched in the last to first order, i.e. catalogs added later override those added before.

**wxLocale::GetSysName**

---

**wxString GetSysName() const**

Returns current platform-specific locale name as passed to *setlocale()*.

Compare *GetCanonicalName* (p. 863).

**wxLocale::GetSystemEncoding**

---

**static wxFontEncoding GetSystemEncoding() const**

Tries to detect the user's default font encoding. Returns *wxFontEncoding* (p. 538) value or **wxFONTENCODING\_SYSTEM** if it couldn't be determined.

**wxLocale::GetSystemEncodingName**

---

**static wxString GetSystemEncodingName() const**

Tries to detect the name of the user's default font encoding. This string isn't particularly useful for the application as its form is platform-dependent and so you should probably use *GetSystemEncoding* (p. 864) instead.

Returns a user-readable string value or an empty string if it couldn't be determined.

**wxLocale::GetSystemLanguage****static int GetSystemLanguage() const**

Tries to detect the user's default language setting. Returns *wxLanguage* (p. 856) value or **wxLANGUAGE\_UNKNOWN** if the language-guessing algorithm failed.

**wxLocale::Init**

**bool Init(int language = wxLANGUAGE\_DEFAULT, int flags = wxLOCALE\_LOAD\_DEFAULT | wxLOCALE\_CONV\_ENCODING)**

**bool Init(const char \*szName, const char \*szShort = NULL, const char \*szLocale = NULL, bool bLoadDefault = true, bool bConvertEncoding = false)**

The second form is deprecated, use the first one unless you know what you are doing.

**Parameters***language*

*wxLanguage* (p. 856) identifier of the locale. **wxLANGUAGE\_DEFAULT** has special meaning -- *wxLocale* will use system's default language (see *GetSystemLanguage* (p. 865)).

*flags*

Combination of the following:  
**wxLOCALE\_LOAD\_DEFAULT** Load the message catalog for the given locale containing the translations of standard *wxWindows* messages automatically.

**wxLOCALE\_CONV\_ENCODING** Automatically convert message catalogs to platform's default encoding. Note that it will do only basic conversion between well-known pair like iso8859-1 and windows-1252 or iso8859-2 and windows-1250. See *Writing non-English applications* (p. 1632) for detailed description of this behaviour. Note that this flag is meaningless in Unicode build.

*szName*

The name of the locale. Only used in diagnostic messages.

*szShort*

The standard 2 letter locale abbreviation and is used as the directory prefix when looking for the message catalog files.

*szLocale*

The parameter for the call to `setlocale()`. Note that it is platform-specific.

*bLoadDefault*

May be set to false to prevent loading of the message catalog for the given locale containing the translations of standard wxWindows messages. This parameter would be rarely used in normal circumstances.

*bConvertEncoding*

May be set to true to do automatic conversion of message catalogs to platform's native encoding. Note that it will do only basic conversion between well-known pair like iso8859-1 and windows-1252 or iso8859-2 and windows-1250. See *Writing non-English applications* (p. 1632) for detailed description of this behaviour.

The call of this function has several global side effects which you should understand: first of all, the application locale is changed - note that this will affect many of standard C library functions such as `printf()` or `strftime()`. Second, this `wxLocale` object becomes the new current global locale for the application and so all subsequent calls to `wxGetTranslation()` will try to translate the messages using the message catalogs for this locale.

Returns true on success or false if the given locale couldn't be set.

---

## **wxLocale::IsLoaded**

### **bool IsLoaded(const char\* domain) const**

Check if the given catalog is loaded, and returns true if it is.

According to GNU gettext tradition, each catalog normally corresponds to 'domain' which is more or less the application name.

See also: *AddCatalog* (p. 861)

---

## **wxLocale::IsOk**

### **bool IsOk() const**

Returns true if the locale could be set successfully.

## wxLog

wxLog class defines the interface for the *log targets* used by wxWindows logging functions as explained in the *wxLog overview* (p. 1638). The only situations when you need to directly use this class is when you want to derive your own log target because the existing ones don't satisfy your needs. Another case is if you wish to customize the behaviour of the standard logging classes (all of which respect the wxLog settings): for example, set which trace messages are logged and which are not or change (or even remove completely) the timestamp on the messages.

Otherwise, it is completely hidden behind the *wxLogXXX()* functions and you may not even know about its existence.

See *log overview* (p. 1638) for the descriptions of wxWindows logging facilities.

### Derived from

No base class

### Include files

<wx/log.h>

## Static functions

---

The functions in this section work with and manipulate the active log target. The *OnLog()* (p. 870) is called by the *wxLogXXX()* functions and invokes the *DoLog()* (p. 871) of the active log target if any. Get/Set methods are used to install/query the current active target and, finally, *DontCreateOnDemand()* (p. 871) disables the automatic creation of a standard log target if none actually exists. It is only useful when the application is terminating and shouldn't be used in other situations because it may easily lead to a loss of messages.

*OnLog* (p. 870)

*GetActiveTarget* (p. 870)

*SetActiveTarget* (p. 870)

*DontCreateOnDemand* (p. 871)

*Suspend* (p. 870)

*Resume* (p. 871)

## Logging functions

---

There are two functions which must be implemented by any derived class to actually process the log messages: *DoLog* (p. 871) and *DoLogString* (p. 871). The second

function receives a string which just has to be output in some way and the easiest way to write a new log target is to override just this function in the derived class. If more control over the output format is needed, then the first function must be overridden which allows to construct custom messages depending on the log level or even do completely different things depending on the message severity (for example, throw away all messages except warnings and errors, show warnings on the screen and forward the error messages to the user's (or programmer's) cell phone - maybe depending on whether the timestamp tells us if it is day or night in the current time zone).

There also functions to support message buffering. Why are they needed? Some of wxLog implementations, most notably the standard wxLogGui class, buffer the messages (for example, to avoid showing the user a zillion of modal message boxes one after another -- which would be really annoying). *Flush()* (p. 871) shows them all and clears the buffer contents. This function doesn't do anything if the buffer is already empty.

*Flush* (p. 871)

*FlushActive* (p. 872)

---

## Customization

---

The functions below allow some limited customization of wxLog behaviour without writing a new log target class (which, aside of being a matter of several minutes, allows you to do anything you want).

The verbose messages are the trace messages which are not disabled in the release mode and are generated by *wxLogVerbose* (p. 1568). They are not normally shown to the user because they present little interest, but may be activated, for example, in order to help the user find some program problem.

As for the (real) trace messages, their handling depends on the settings of the (application global) *trace mask*. There are two ways to specify it: either by using *SetTraceMask* (p. 873) and *GetTraceMask* (p. 873) and using *wxLogTrace* (p. 1569) which takes an integer mask or by using *AddTraceMask* (p. 869) for string trace masks.

The difference between bit-wise and string trace masks is that a message using integer trace mask will only be logged if all bits of the mask are set in the current mask while a message using string mask will be logged simply if the mask had been added before to the list of allowed ones.

For example,

```
// wxTraceOleCalls is one of standard bit masks
wxLogTrace(wxTraceRefCount | wxTraceOleCalls, "Active object ref count:
%d", nRef);
```

will do something only if the current trace mask contains both `wxTraceRefCount` and `wxTraceOle`, but

```
// wxTRACE_OleCalls is one of standard string masks
wxLogTrace(wxTRACE_OleCalls, "IFoo::Bar() called");
```

will log the message if it was preceded by

```
wxLog::AddTraceMask(wxTRACE_OleCalls);
```

Using string masks is simpler and allows to easily add custom ones, so this is the preferred way of working with trace messages. The integer trace mask is kept for compatibility and for additional (but very rarely needed) flexibility only.

The standard trace masks are given in *wxLogTrace* (p. 1569) documentation.

Finally, the *wxLog::DoLog()* function automatically prepends a time stamp to all the messages. The format of the time stamp may be changed: it can be any string with % specifications fully described in the documentation of the standard *strftime()* function. For example, the default format is "[%d/%b/%y %H:%M:%S]" which gives something like "[17/Sep/98 22:10:16]" (without quotes) for the current date. Setting an empty string as the time format disables timestamping of the messages completely.

**NB:** Timestamping is disabled for Visual C++ users in debug builds by default because otherwise it would be impossible to directly go to the line from which the log message was generated by simply clicking in the debugger window on the corresponding error message. If you wish to enable it, please use *SetTimestamp* (p. 872) explicitly.

*AddTraceMask* (p. 869)

*RemoveTraceMask* (p. 873)

*ClearTraceMasks* (p. 869)

*GetTraceMasks* (p. 870)

*IsAllowedTraceMask* (p. 873)

*SetVerbose* (p. 872)

*GetVerbose* (p. 872)

*SetTimestamp* (p. 872)

*GetTimestamp* (p. 873)

*SetTraceMask* (p. 873)

*GetTraceMask* (p. 873)

---

## wxLog::AddTraceMask

---

```
static void AddTraceMask(const wxString& mask)
```

Add the *mask* to the list of allowed masks for *wxLogTrace* (p. 1569).

**See also** *RemoveTraceMask* (p. 873) *GetTraceMasks* (p. 870)

---

## wxLog::ClearTraceMasks

---

```
static void ClearTraceMasks()
```

Removes all trace masks previously set with *AddTraceMask* (p. 869).

**See also** *RemoveTraceMask* (p. 873)

---

### **wxLog::GetTraceMasks**

---

**static const wxArrayString & GetTraceMasks()**

Returns the currently allowed list of string trace masks.

**See also** *AddTraceMask* (p. 869).

---

### **wxLog::OnLog**

---

**static void OnLog(wxLogLevel level, const char \* message)**

Forwards the message at specified level to the *DoLog()* function of the active log target if there is any, does nothing otherwise.

---

### **wxLog::GetActiveTarget**

---

**static wxLog \* GetActiveTarget()**

Returns the pointer to the active log target (may be NULL).

---

### **wxLog::SetActiveTarget**

---

**static wxLog \* SetActiveTarget(wxLog \* logtarget)**

Sets the specified log target as the active one. Returns the pointer to the previous active log target (may be NULL).

---

### **wxLog::Suspend**

---

**static void Suspend()**

Suspends the logging until *Resume* (p. 871) is called. Note that the latter must be called the same number of times as the former to undo it, i.e. if you call *Suspend()* twice you must call *Resume()* twice as well.

Note that suspending the logging means that the log sink won't be flushed periodically, it doesn't have any effect if the current log target does the logging immediately without waiting for *Flush* (p. 871) to be called (the standard GUI log target only shows the log dialog when it is flushed, so *Suspend()* works as expected with it).

**See also:**

*Resume* (p. 871),  
*wxLogNull* (p. 1638)

---

**wxLog::Resume**

---

**static void Resume()**

Resumes logging previously suspended by a call to *Suspend* (p. 870). All messages logged in the meanwhile will be flushed soon.

---

**wxLog::DoLog**

---

**virtual void DoLog(wxLogLevel level, const wxChar \*msg, time\_t timestamp)**

Called to process the message of the specified severity. *msg* is the text of the message as specified in the call of *wxLogXXX()* function which generated it and *timestamp* is the moment when the message was generated.

The base class version prepends the timestamp to the message, adds a prefix corresponding to the log level and then calls *DoLogString* (p. 871) with the resulting string.

---

**wxLog::DoLogString**

---

**virtual void DoLogString(const wxChar \*msg, time\_t timestamp)**

Called to log the specified string. The timestamp is already included into the string but still passed to this function.

A simple implementation may just send the string to `stdout` or, better, `stderr`.

---

**wxLog::DontCreateOnDemand**

---

**static void DontCreateOnDemand()**

Instructs *wxLog* to not create new log targets on the fly if there is none currently. (Almost) for internal use only: it is supposed to be called by the application shutdown code.

Note that this function also calls *ClearTraceMasks* (p. 869).

---

**wxLog::Flush**

---

**virtual void Flush()**

Shows all the messages currently in buffer and clears it. If the buffer is already empty, nothing happens.

**wxLog::FlushActive**

---

**static void FlushActive()**

Flushes the current log target if any, does nothing if there is none.

See also:

*Flush* (p. 871)

**wxLog::SetVerbose**

---

**static void SetVerbose(bool verbose = true)**

Activates or deactivates verbose mode in which the verbose messages are logged as the normal ones instead of being silently dropped.

**wxLog::GetVerbose**

---

**static bool GetVerbose()**

Returns whether the verbose mode is currently active.

**wxLog::SetLogLevel**

---

**static void SetLogLevel(wxLogLevel logLevel)**

Specifies that log messages with level > logLevel should be ignored and not sent to the active log target.

**wxLog::GetLogLevel**

---

**static wxLogLevel GetLogLevel()**

Returns the current log level limit.

**wxLog::SetTimestamp**

---

**void SetTimestamp(const char \* format)**

Sets the timestamp format prepended by the default log targets to all messages. The string may contain any normal characters as well as %prefixed format specifiers, see *strftime()* manual for details. Passing a NULL value (not empty string) to this function disables message timestamping.

---

### **wxLog::GetTimestamp**

---

**const char \* GetTimestamp() const**

Returns the current timestamp format string.

---

### **wxLog::SetTraceMask**

---

**static void SetTraceMask(wxTraceMask mask)**

Sets the trace mask, see *Customization* (p. 868) section for details.

---

### **wxLog::GetTraceMask**

---

Returns the current trace mask, see *Customization* (p. 868) section for details.

---

### **wxLog::IsAllowedTraceMask**

---

**static bool IsAllowedTraceMask(const wxChar \*mask)**

Returns true if the *mask* is one of allowed masks for *wxLogTrace* (p. 1569).

See also: *AddTraceMask* (p. 869), *RemoveTraceMask* (p. 873)

---

### **wxLog::RemoveTraceMask**

---

**static void RemoveTraceMask(const wxString& mask)**

Remove the *mask* from the list of allowed masks for *wxLogTrace* (p. 1569).

See also: *AddTraceMask* (p. 869)

## **wxLogChain**

This simple class allows to chain log sinks, that is to install a new sink but keep passing log messages to the old one instead of replacing it completely as *SetActiveTarget* (p. 870) does.

It is especially useful when you want to divert the logs somewhere (for example to a file or a log window) but also keep showing the error messages using the standard dialogs as *wxLogGui* (p. 1638) does by default.

Example of usage:

```
wxLogChain *logChain = new wxLogChain(new wxLogStderr);  
  
// all the log messages are sent to stderr and also processed as usually  
...  
  
// don't delete logChain directly as this would leave a dangling  
// pointer as active log target, use SetActiveTarget() instead  
delete wxLog::SetActiveTarget(...something else or NULL...);
```

### Derived from

*wxLog* (p. 867)

### Include files

<wx/log.h>

---

## wxLogChain::wxLogChain

**wxLogChain(wxLog \*logger)**

Sets the specified `logger` (which may be `NULL`) as the default log target but the log messages are also passed to the previous log target if any.

---

## wxLogChain::~wxLogChain

**~wxLogChain()**

Destroys the previous log target.

---

## wxLogChain::GetOldLog

**wxLog \* GetOldLog() const**

Returns the pointer to the previously active log target (which may be `NULL`).

## wxLogChain::IsPassingMessages

---

**bool IsPassingMessages() const**

Returns `true` if the messages are passed to the previously active log target (default) or `false` if *PassMessages* (p. 875) had been called.

## wxLogChain::PassMessages

---

**void PassMessages(bool passMessages)**

By default, the log messages are passed to the previously active log target. Calling this function with `false` parameter disables this behaviour (presumably temporarily, as you shouldn't use `wxLogChain` at all otherwise) and it can be reenabled by calling it again with *passMessages* set to `true`.

## wxLogChain::SetLog

---

**void SetLog(wxLog \*logger)**

Sets another log target to use (may be `NULL`). The log target specified in the *constructor* (p. 874) or in a previous call to this function is deleted.

This doesn't change the old log target value (the one the messages are forwarded to) which still remains the same as was active when `wxLogChain` object was created.

## wxLogGui

This is the default log target for the GUI `wxWindows` applications. It is passed to *wxLog::SetActiveTarget* (p. 870) at the program startup and is deleted by `wxWindows` during the program shut down.

### Derived from

*wxLog* (p. 867)

### Include files

<wx/log.h>

---

## wxLogGui::wxLogGui

---

### wxLogGui()

Default constructor.

## wxLogNull

This class allows to temporarily suspend logging. All calls to the log functions during the life time of an object of this class are just ignored.

In particular, it can be used to suppress the log messages given by wxWindows itself but it should be noted that it is rarely the best way to cope with this problem as **all** log messages are suppressed, even if they indicate a completely different error than the one the programmer wanted to suppress.

For instance, the example of the overview:

```

wxFile file;

// wxFile.Open() normally complains if file can't be opened, we don't
want it
{
    wxLogNull logNo;
    if ( !file.Open("bar") )
        ... process error ourselves ...
} // ~wxLogNull called, old log sink restored

wxLogMessage("..."); // ok

```

would be better written as:

```

wxFile file;

// don't try to open file if it doesn't exist, we are prepared to deal
with
// this ourselves - but all other errors are not expected
if ( wxFile::Exists("bar") )
{
    // gives an error message if the file couldn't be opened
    file.Open("bar");
}
else
{
    ...
}

```

**Derived from**

*wxLog* (p. 867)

**Include files**

<wx/log.h>

---

**wxLogNull::wxLogNull**

---

**wxLogNull()**

Suspends logging.

---

**wxLogNull::~~wxLogNull**

---

Resumes logging.

**wxLogPassThrough**

A special version of *wxLogChain* (p. 873) which uses itself as the new log target. Maybe more clearly, it means that this is a log target which forwards the log messages to the previously installed one in addition to processing them itself.

Unlike *wxLogChain* (p. 873) which is usually used directly as is, this class must be derived from to implement *DoLog* (p. 871) and/or *DoLogString* (p. 871) methods.

**Derived from**

*wxLogChain* (p. 873)

**Include files**

<wx/log.h>

---

**wxLogPassThrough::wxLogPassThrough**

---

Default ctor installs this object as the current active log target.

## wxLogStderr

This class can be used to redirect the log messages to a C file stream (not to be confused with C++ streams). It is the default log target for the non-GUI wxWindows applications which send all the output to `stderr`.

### Derived from

*wxLog* (p. 867)

### Include files

<wx/log.h>

### See also

*wxLogStream* (p. 878)

---

## wxLogStderr::wxLogStderr

**wxLogStderr**(FILE \*fp = NULL)

Constructs a log target which sends all the log messages to the given `FILE`. If it is `NULL`, the messages are sent to `stderr`.

## wxLogStream

This class can be used to redirect the log messages to a C++ stream.

Please note that this class is only available if wxWindows was compiled with the standard iostream library support (`wxUSE_STD_Iostream` must be on).

### Derived from

*wxLog* (p. 867)

### Include files

<wx/log.h>

### See also

*wxLogStderr* (p. 878),  
*wxStreamToTextRedirector* (p. 1233)

## **wxLogStream::wxLogStream**

---

**wxLogStream**(std::ostream \*ostr = NULL)

Constructs a log target which sends all the log messages to the given output stream. If it is `NULL`, the messages are sent to `cerr`.

## **wxLogTextCtrl**

Using these target all the log messages can be redirected to a text control. The text control must have been created with `wxTE_MULTILINE` style by the caller previously.

### **Derived from**

*wxLog* (p. 867)

### **Include files**

<wx/log.h>

### **See also**

*wxLogTextCtrl* (p. 879),  
*wxStreamToTextRedirector* (p. 1233)

## **wxLogTextCtrl::wxLogTextCtrl**

---

**wxLogTextCtrl**(wxTextCtrl \*textctrl)

Constructs a log target which sends all the log messages to the given text control. The *textctrl* parameter cannot be `NULL`.

## **wxLogWindow**

This class represents a background log window: to be precise, it collects all log messages in the log frame which it manages but also passes them on to the log target which was active at the moment of its creation. This allows, for example, to show all the log messages in a frame but still continue to process them normally by showing the standard log dialog.

### Derived from

*wxLogPassThrough* (p. 877)

### Include files

<wx/log.h>

### See also

*wxLogTextCtrl* (p. 879)

---

## wxLogWindow::wxLogWindow

---

**wxLogWindow**(*wxFrame* \*parent, const *wxChar* \*title, bool show = true, bool passToOld = true)

Creates the log frame window and starts collecting the messages in it.

### Parameters

*parent*

The parent window for the log frame, may be `NULL`

*title*

The title for the log frame

*show*

`true` to show the frame initially (default), otherwise *wxLogWindow::Show* (p. 880) must be called later.

*passToOld*

`true` to process the log messages normally in addition to logging them in the log frame (default), `false` to only log them in the log frame.

---

## wxLogWindow::Show

---

**void Show**(bool show = true)

Shows or hides the frame.

## **wxLogWindow::GetFrame**

---

**wxFrame \* GetFrame() const**

Returns the associated log frame window. This may be used to position or resize it but use *wxLogWindow::Show* (p. 880) to show or hide it.

## **wxLogWindow::OnFrameCreate**

---

**virtual void OnFrameCreate(wxFrame \*frame)**

Called immediately after the log frame creation allowing for any extra initializations.

## **wxLogWindow::OnFrameClose**

---

**virtual void OnFrameClose(wxFrame \*frame)**

Called if the user closes the window interactively, will not be called if it is destroyed for another reason (such as when program exits).

Return `true` from here to allow the frame to close, `false` to prevent this from happening.

**See also**

*wxLogWindow::OnFrameDelete* (p. 881)

## **wxLogWindow::OnFrameDelete**

---

**virtual void OnFrameDelete(wxFrame \*frame)**

Called right before the log frame is going to be deleted: will always be called unlike *OnFrameClose()* (p. 881).

## **wxLongLong**

This class represents a signed 64 bit long number. It is implemented using the native 64 bit type where available (machines with 64 bit longs or compilers which have (an analog of) *long long* type) and uses the emulation code in the other cases which ensures that it is the most efficient solution for working with 64 bit integers independently of the architecture.

`wxLongLong` defines all usual arithmetic operations such as addition, subtraction, bitwise shifts and logical operations as well as multiplication and division (not yet for the machines without native *long long*). It also has operators for implicit construction from and conversion to the native *long long* type if it exists and *long*.

You would usually use this type in exactly the same manner as any other (built-in) arithmetic type. Note that `wxLongLong` is a signed type, if you want unsigned values use `wxULongLong` which has exactly the same API as `wxLongLong` except when explicitly mentioned otherwise.

If a native (i.e. supported directly by the compiler) 64 bit integer type was found to exist, `wxLongLong_t` macro will be defined to correspond to it. Also, in this case only, two additional macros will be defined: `wxLongLongFmtSpec` (p. 1551) for printing 64 bit integers using the standard `printf()` function (but see also `ToString()` (p. 884) for a more portable solution) and `wxLL` (p. 1551) for defining 64 bit integer compile-time constants.

#### Derived from

No base class

#### Include files

<wx/longlong.h>

---

### `wxLongLong::wxLongLong`

**`wxLongLong()`**

Default constructor initializes the object to 0.

---

### `wxLongLong::wxLongLong`

**`wxLongLong(wxLongLong_t ll)`**

Constructor from native long long (only for compilers supporting it).

---

### `wxLongLong::wxLongLong`

**`wxLongLong(long hi, unsigned long lo)`**

Constructor from 2 longs: the high and low part are combined into one `wxLongLong`.

**wxLongLong::operator=**

---

**wxLongLong& operator operator=(wxLongLong\_t l)**

Assignment operator from native long long (only for compilers supporting it).

**wxLongLong::Abs**

---

**wxLongLong Abs() const****wxLongLong& Abs()**

Returns an absolute value of wxLongLong - either making a copy (const version) or modifying it in place (the second one). Not in wxULongLong.

**wxLongLong::Assign**

---

**wxLongLong& Assign(double d)**

This allows to convert a double value to wxLongLong type. Such conversion is not always possible in which case the result will be silently truncated in a platform-dependent way. Not in wxULongLong.

**wxLongLong::GetHi**

---

**long GetHi() const**

Returns the high 32 bits of 64 bit integer.

**wxLongLong::GetLo**

---

**unsigned long GetLo() const**

Returns the low 32 bits of 64 bit integer.

**wxLongLong::GetValue**

---

**wxLongLong\_t GetValue() const**

Convert to native long long (only for compilers supporting it)

**wxLongLong::ToLong**

---

**long ToLong() const**

Truncate wxLongLong to long. If the conversion loses data (i.e. the wxLongLong value is outside the range of built-in long type), an assert will be triggered in debug mode.

**wxLongLong::ToString**

---

**wxString ToString() const**

Returns the string representation of a wxLongLong.

**wxLongLong::operator+**

---

**wxLongLong operator+(const wxLongLong& //) const**

Adds 2 wxLongLongs together and returns the result.

**wxLongLong::operator+=**

---

**wxLongLong& operator+(const wxLongLong& //)**

Add another wxLongLong to this one.

**wxLongLong::operator++**

---

**wxLongLong& operator++()****wxLongLong& operator++(int)**

Pre/post increment operator.

**wxLongLong::operator-**

---

**wxLongLong operator-() const**

Returns the value of this wxLongLong with opposite sign. Not in wxULongLong.

**wxLongLong::operator-**

---

**wxLongLong operator-(const wxLongLong& //) const**

Subtracts 2 wxLongLongs and returns the result.

**wxLongLong::operator-=**

---

**wxLongLong& operator-(const wxLongLong& //)**

Subtracts another wxLongLong from this one.

**wxLongLong::operator--**

---

**wxLongLong& operator--()****wxLongLong& operator--(int)**

Pre/post decrement operator.

**wxMask**

This class encapsulates a monochrome mask bitmap, where the masked area is black and the unmasked area is white. When associated with a bitmap and drawn in a device context, the unmasked area of the bitmap will be drawn, and the masked area will not be drawn.

**Derived from***wxObject* (p. 982)**Include files**

&lt;wx/bitmap.h&gt;

**Remarks**

A mask may be associated with a *wxBitmap* (p. 70). It is used in *wxDC::Blit* (p. 360) when the source device context is a *wxMemoryDC* (p. 905) with *wxBitmap* selected into it that contains a mask.

**See also***wxBitmap* (p. 70), *wxDC::Blit* (p. 360), *wxMemoryDC* (p. 905)**wxMask::wxMask**

---

**wxMask()**

Default constructor.

**wxMask(const wxBitmap (p. 70)& bitmap)**

Constructs a mask from a monochrome bitmap.

**wxPython note:** This is the default constructor for wxMask in wxPython.

**wxMask(const wxBitmap (p. 70)& bitmap, const wxColour (p. 154)& colour)**

Constructs a mask from a bitmap and a colour that indicates the background.

**wxPython note:** wxPython has an alternate wxMask constructor matching this form called `wxMaskColour`.

**wxMask(const wxBitmap& bitmap, int index)**

Constructs a mask from a bitmap and a palette index that indicates the background. Not yet implemented for GTK.

### Parameters

*bitmap*

A valid bitmap.

*colour*

A colour specifying the transparency RGB values.

*index*

Index into a palette, specifying the transparency colour.

### wxMask::~~wxMask

---

**~wxMask()**

Destroys the wxMask object and the underlying bitmap data.

### wxMask::Create

---

**bool Create(const wxBitmap& bitmap)**

Constructs a mask from a monochrome bitmap.

**bool Create(const wxBitmap& bitmap, const wxColour& colour)**

Constructs a mask from a bitmap and a colour that indicates the background.

**bool Create(const wxBitmap& *bitmap*, int *index*)**

Constructs a mask from a bitmap and a palette index that indicates the background. Not yet implemented for GTK.

### Parameters

*bitmap*

A valid bitmap.

*colour*

A colour specifying the transparency RGB values.

*index*

Index into a palette, specifying the transparency colour.

## wxMaximizeEvent

An event being sent when the frame is maximized (minimized) or restored.

### Derived from

*wxEvent* (p. 453)

*wxObject* (p. 982)

### Include files

<wx/event.h>

### Event table macros

To process a maximize event, use this event handler macro to direct input to a member function that takes a `wxMaximizeEvent` argument.

**EVT\_MAXIMIZE(func)**                      Process a `wxEVT_MAXIMIZE` event.

### See also

*Event handling overview* (p. 1649), *wxFrame::Maximize* (p. 566), *wxFrame::IsMaximized* (p. 566)

---

## wxMaximizeEvent::wxMaximizeEvent

**wxMaximizeEvent**(int *id* = 0)

Constructor.

## wxMBConv

This class is the base class of a hierarchy of classes capable of converting text strings between multibyte (SBCS or DBCS) encodings and Unicode. It is itself a wrapper around the standard libc `mbstowcs()` and `wcstombs()` routines, and has one predefined instance, **wxConvLibc**.

### Derived from

No base class

### Include files

<wx/strconv.h>

### See also

*wxCSCConv* (p. 215), *wxEncodingConverter* (p. 449), *wxMBConv classes overview* (p. 1628)

## wxMBConv::wxMBConv

---

**wxMBConv**()

Constructor.

## wxMBConv::MB2WC

---

**virtual size\_t MB2WC(wchar\_t\* *buf*, const char\* *psz*, size\_t *n*) const**

Converts from a string *psz* in multibyte encoding to Unicode putting the output into the buffer *buf* of the size *n* (in wide characters, not bytes). If *buf* is `NULL`, nothing is written to it but the length of the string which would result from the conversion is calculated and returned. Note that this is the length and not size, i.e. the returned value does **not** include the trailing NUL. But when the function is called with a non-`NULL` buffer, the *n* parameter should be the size of the buffer and so it **should** take into account the trailing NUL.

### Parameters

*buf*

the output buffer, may be `NULL` if the caller is only interested in the length of the resulting string

*psz*

the `NUL`-terminated input string, cannot be `NULL`

*n*

the size of the output buffer, ignored if *buf* is `NULL`

### Return value

The length of the converted string.

---

## **wxMBConv::WC2MB**

**virtual size\_t WC2MB(char\* buf, const wchar\_t\* psz, size\_t n) const**

Converts from Unicode to multibyte encoding. The semantics of this function (including the return value meaning) is the same as for *MB2WC* (p. 888).

---

## **wxMBConv::cMB2WC**

**const wxWCharBuffer cMB2WC(const char\* psz) const**

Converts from multibyte encoding to Unicode by calling *MB2WC*, allocating a temporary `wxWCharBuffer` to hold the result.

---

## **wxMBConv::cWC2MB**

**const wxCharBuffer cWC2MB(const wchar\_t\* psz) const**

Converts from Unicode to multibyte encoding by calling *WC2MB*, allocating a temporary `wxCharBuffer` to hold the result.

---

## **wxMBConv::cMB2WX**

**const char\* cMB2WX(const char\* psz) const**

**const wxWCharBuffer cMB2WX(const char\* psz) const**

Converts from multibyte encoding to the current `wxChar` type (which depends on whether `wxUSE_UNICODE` is set to 1). If `wxChar` is `char`, it returns the parameter unaltered. If `wxChar` is `wchar_t`, it returns the result in a `wxWCharBuffer`. The macro `wxMB2WXbuf` is defined as the correct return type (without `const`).

**wxMBCConv::cWX2MB**

---

**const char\* cWX2MB(const wxChar\* psz) const****const wxCharBuffer cWX2MB(const wxChar\* psz) const**

Converts from the current wxChar type to multibyte encoding. If wxChar is char, it returns the parameter unaltered. If wxChar is wchar\_t, it returns the result in a wxCharBuffer. The macro wxWX2MBbuf is defined as the correct return type (without const).

**wxMBCConv::cWC2WX**

---

**const wchar\_t\* cWC2WX(const wchar\_t\* psz) const****const wxCharBuffer cWC2WX(const wchar\_t\* psz) const**

Converts from Unicode to the current wxChar type. If wxChar is wchar\_t, it returns the parameter unaltered. If wxChar is char, it returns the result in a wxCharBuffer. The macro wxWC2WXbuf is defined as the correct return type (without const).

**wxMBCConv::cWX2WC**

---

**const wchar\_t\* cWX2WC(const wxChar\* psz) const****const wxWCharBuffer cWX2WC(const wxChar\* psz) const**

Converts from the current wxChar type to Unicode. If wxChar is wchar\_t, it returns the parameter unaltered. If wxChar is char, it returns the result in a wxWCharBuffer. The macro wxWX2WCbuf is defined as the correct return type (without const).

**wxMBCConvFile**

This class converts file names between filesystem multibyte encoding and Unicode. It has one predefined instance, **wxConvFile**. Since some platforms (e.g. Win32) use Unicode in the filenames, and others (e.g. Unix) use multibyte encodings, this class should only be used directly if wxMBFILES is defined to 1. A convenience macro, wxFNCONV, is defined to wxConvFile.cWX2MB in this case. You could use it like this:

```
wxChar *name = wxT("rawfile.doc");  
FILE *fil = fopen(wxFNCONV(name), "r");
```

(although it would be better to use wxFopen(name, wxT("r")) in this case.)

**Derived from**

*wxMBCConv* (p. 888)

**Include files**

<wx/strconv.h>

**See also**

*wxMBCConv classes overview* (p. 1628)

---

**wxMBCConvFile::MB2WC**

---

**size\_t MB2WC(wchar\_t\* buf, const char\* psz, size\_t n) const**

Converts from multibyte filename encoding to Unicode. Returns the size of the destination buffer.

---

**wxMBCConvFile::WC2MB**

---

**size\_t WC2MB(char\* buf, const wchar\_t\* psz, size\_t n) const**

Converts from Unicode to multibyte filename encoding. Returns the size of the destination buffer.

**wxMBCConvUTF7**

This class converts between the UTF-7 encoding and Unicode. It has one predefined instance, **wxConvUTF7**. Unfortunately, this class is not quite implemented yet.

**Derived from**

*wxMBCConv* (p. 888)

**Include files**

<wx/strconv.h>

**See also**

*wxMBCConvUTF8* (p. 892), *wxMBCConv classes overview* (p. 1628)

### **wxMBCConvUTF7::MB2WC**

---

**size\_t MB2WC(wchar\_t\* buf, const char\* psz, size\_t n) const**

Converts from UTF-7 encoding to Unicode. Returns the size of the destination buffer.

### **wxMBCConvUTF7::WC2MB**

---

**size\_t WC2MB(char\* buf, const wchar\_t\* psz, size\_t n) const**

Converts from Unicode to UTF-7 encoding. Returns the size of the destination buffer.

## **wxMBCConvUTF8**

This class converts between the UTF-8 encoding and Unicode. It has one predefined instance, **wxConvUTF8**.

### **Derived from**

*wxMBCConv* (p. 888)

### **Include files**

<wx/strconv.h>

### **See also**

*wxMBCConvUTF7* (p. 891), *wxMBCConv classes overview* (p. 1628)

### **Remarks**

UTF-8 is a compatibility encoding used to encode Unicode text into anything that was originally written for 8-bit strings, including (but not limited to) filenames, transfer protocols, and database fields. Notable properties include:

- Variable-length encoding able to encode up to 31 bits per character
- ASCII characters (character values under 128) are encoded as plain ASCII (1 byte per character)
- Null bytes do not occur in the encoding, except when there's an actual Unicode null character
- Preserves sort ordering for plain 8-bit comparison routines like strcmp()
- High bit patterns disambiguates character boundaries, and makes it easy to

detect whether a string is encoded with UTF-8 or not

All of these properties make UTF-8 a very favorable solution in any situation where full Unicode character support is desired while remaining compatible with code written with only 8-bit extended-ASCII characters in mind.

---

## **wxMBCConvUTF8::MB2WC**

**size\_t MB2WC(wchar\_t\* buf, const char\* psz, size\_t n) const**

Converts from UTF-8 encoding to Unicode. Returns the size of the destination buffer.

---

## **wxMBCConvUTF8::WC2MB**

**size\_t WC2MB(char\* buf, const wchar\_t\* psz, size\_t n) const**

Converts from Unicode to UTF-8 encoding. Returns the size of the destination buffer.

## **wxMDIChildFrame**

An MDI child frame is a frame that can only exist on a *wxMDIClientWindow* (p. 896), which is itself a child of *wxMDIParentFrame* (p. 898).

### **Derived from**

*wxFrame* (p. 559)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### **Include files**

<wx/mdi.h>

### **Window styles**

<b>wxCAPTION</b>	Puts a caption on the frame.
<b>wxDEFAULT_FRAME_STYLE</b>	Defined as <b>wxMINIMIZE_BOX   wxMAXIMIZE_BOX   wxTHICK_FRAME   wxSYSTEM_MENU   wxCAPTION</b> .
<b>wxICONIZE</b>	Display the frame iconized (minimized) (Windows only).
<b>wxMAXIMIZE</b>	Displays the frame maximized (Windows only).
<b>wxMAXIMIZE_BOX</b>	Displays a maximize box on the frame (Windows and Motif).

<b>wxMINIMIZE</b>	only).
<b>wxMINIMIZE_BOX</b>	Identical to <b>wxICONIZE</b> .
<b>wxRESIZE_BORDER</b>	Displays a minimize box on the frame (Windows and Motif only).
<b>wxSTAY_ON_TOP</b>	Displays a resizable border around the window (Motif only; for Windows, it is implicit in <b>wxTHICK_FRAME</b> ).
<b>wxSYSTEM_MENU</b>	Stay on top of other windows (Windows only).
<b>wxTHICK_FRAME</b>	Displays a system menu (Windows and Motif only).
	Displays a thick frame around the window (Windows and Motif only).

See also *window styles overview* (p. 1657).

### Remarks

Although internally an MDI child frame is a child of the MDI client window, in `wxWindows` you create it as a child of `wxMDIParentFrame` (p. 898). You can usually forget that the client window exists.

MDI child frames are clipped to the area of the MDI client window, and may be iconized on the client window.

You can associate a menubar with a child frame as usual, although an MDI child doesn't display its menubar under its own title bar. The MDI parent frame's menubar will be changed to reflect the currently active child frame. If there are currently no children, the parent frame's own menubar will be displayed.

### See also

`wxMDIClientWindow` (p. 896), `wxMDIParentFrame` (p. 898), `wxFrame` (p. 559)

---

## wxMDIChildFrame::wxMDIChildFrame

---

### wxMDIChildFrame()

Default constructor.

**wxMDIChildFrame**(**wxMDIParentFrame\*** *parent*, **wxWindowID** *id*, **const wxString&** *title*, **const wxPoint&** *pos* = *wxDefaultPosition*, **const wxSize&** *size* = *wxDefaultSize*, **long** *style* = *wxDEFAULT\_FRAME\_STYLE*, **const wxString&** *name* = "frame")

Constructor, creating the window.

### Parameters

*parent*

The window parent. This should not be NULL.

*id*

The window identifier. It may take a value of -1 to indicate a default value.

*title*

The caption to be displayed on the frame's title bar.

*pos*

The window position. A value of (-1, -1) indicates a default position, chosen by either the windowing system or wxWindows, depending on platform.

*size*

The window size. A value of (-1, -1) indicates a default size, chosen by either the windowing system or wxWindows, depending on platform.

*style*

The window style. See *wxMDIChildFrame* (p. 893).

*name*

The name of the window. This parameter is used to associate a name with the item, allowing the application user to set Motif resource values for individual windows.

### Remarks

None.

### See also

*wxMDIChildFrame::Create* (p. 896)

---

## **wxMDIChildFrame::~~wxMDIChildFrame**

**~wxMDIChildFrame()**

Destructor. Destroys all child windows and menu bar if present.

---

## **wxMDIChildFrame::Activate**

**void Activate()**

Activates this MDI child frame.

### See also

*wxMDIChildFrame::Maximize* (p. 896), *wxMDIChildFrame::Restore* (p. 896)

## **wxMDIChildFrame::Create**

---

**bool Create**(*wxWindow\** parent, *wxWindowID* id, **const wxString&** title, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = *wxDEFAULT\_FRAME\_STYLE*, **const wxString&** name = "frame")

Used in two-step frame construction. See *wxMDIChildFrame::wxMDIChildFrame* (p. 894) for further details.

## **wxMDIChildFrame::Maximize**

---

**void Maximize**()

Maximizes this MDI child frame.

### **See also**

*wxMDIChildFrame::Activate* (p. 895), *wxMDIChildFrame::Restore* (p. 896)

## **wxMDIChildFrame::Restore**

---

**void Restore**()

Restores this MDI child frame (unmaximizes).

### **See also**

*wxMDIChildFrame::Activate* (p. 895), *wxMDIChildFrame::Maximize* (p. 896)

## **wxMDIClientWindow**

An MDI client window is a child of *wxMDIParentFrame* (p. 898), and manages zero or more *wxMDIChildFrame* (p. 893) objects.

### **Derived from**

*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### **Include files**

<wx/mdi.h>

### **Remarks**

The client window is the area where MDI child windows exist. It doesn't have to cover the whole parent frame; other windows such as toolbars and a help window might coexist with it. There can be scrollbars on a client window, which are controlled by the parent window style.

The **wxMDIClientWindow** class is usually adequate without further derivation, and it is created automatically when the MDI parent frame is created. If the application needs to derive a new class, the function *wxMDIParentFrame::OnCreateClient* (p. 903) must be overridden in order to give an opportunity to use a different class of client window.

Under Windows 95, the client window will automatically have a sunken border style when the active child is not maximized, and no border style when a child is maximized.

### See also

*wxMDIChildFrame* (p. 893), *wxMDIParentFrame* (p. 898), *wxFrame* (p. 559)

---

## wxMDIClientWindow::wxMDIClientWindow

---

### wxMDIClientWindow()

Default constructor.

### wxMDIClientWindow(wxMDIParentFrame\* parent, long style = 0)

Constructor, creating the window.

### Parameters

*parent*

The window parent.

*style*

The window style. Currently unused.

### Remarks

The second style of constructor is called within *wxMDIParentFrame::OnCreateClient* (p. 903).

### See also

*wxMDIParentFrame::wxMDIParentFrame* (p. 899), *wxMDIParentFrame::OnCreateClient* (p. 903)

---

**wxMDIClientWindow::~~wxMDIClientWindow**

---

**~wxMDIClientWindow()**

Destructor.

---

**wxMDIClientWindow::CreateClient**

---

**bool CreateClient(wxMDIParentFrame\* parent, long style = 0)**Used in two-step frame construction. See *wxMDIClientWindow::wxMDIClientWindow* (p. 897) for further details.**wxMDIParentFrame**

An MDI (Multiple Document Interface) parent frame is a window which can contain MDI child frames in its own 'desktop'. It is a convenient way to avoid window clutter, and is used in many popular Windows applications, such as Microsoft Word(TM).

**Derived from***wxFrame* (p. 559)*wxWindow* (p. 1428)*wxEvtHandler* (p. 457)*wxObject* (p. 982)**Include files**

&lt;wx/mdi.h&gt;

**Remarks**

There may be multiple MDI parent frames in a single application, but this probably only makes sense within programming development environments.

Child frames may be of class *wxMDIChildFrame* (p. 893) (contained within the parent frame) or *wxFrame* (p. 559) (shown as a top-level frame).

An MDI parent frame always has a *wxMDIClientWindow* (p. 896) associated with it, which is the parent for MDI client frames. This client window may be resized to accommodate non-MDI windows, as seen in Microsoft Visual C++ (TM) and Microsoft Publisher (TM), where a documentation window is placed to one side of the workspace.

MDI remains popular despite dire warnings from Microsoft itself that MDI is an obsolete user interface style.

The implementation is native in Windows, and simulated under Motif. Under Motif, the child window frames will often have a different appearance from other frames because the window decorations are simulated.

### Window styles

<b>wxCAPTION</b>	Puts a caption on the frame.
<b>wxDEFAULT_FRAME_STYLE</b>	Defined as <b>wxMINIMIZE_BOX</b>   <b>wxMAXIMIZE_BOX</b>   <b>wxTHICK_FRAME</b>   <b>wxSYSTEM_MENU</b>   <b>wxCAPTION</b> .
<b>wxHSCROLL</b>	Displays a horizontal scrollbar in the <i>client window</i> , allowing the user to view child frames that are off the current view.
<b>wxICONIZE</b>	Display the frame iconized (minimized) (Windows only).
<b>wxMAXIMIZE</b>	Displays the frame maximized (Windows only).
<b>wxMAXIMIZE_BOX</b>	Displays a maximize box on the frame (Windows and Motif only).
<b>wxMINIMIZE</b>	Identical to <b>wxICONIZE</b> .
<b>wxMINIMIZE_BOX</b>	Displays a minimize box on the frame (Windows and Motif only).
<b>wxRESIZE_BORDER</b>	Displays a resizable border around the window (Motif only; for Windows, it is implicit in <b>wxTHICK_FRAME</b> ).
<b>wxSTAY_ON_TOP</b>	Stay on top of other windows (Windows only).
<b>wxSYSTEM_MENU</b>	Displays a system menu (Windows and Motif only).
<b>wxTHICK_FRAME</b>	Displays a thick frame around the window (Windows and Motif only).
<b>wxVSCROLL</b>	Displays a vertical scrollbar in the <i>client window</i> , allowing the user to view child frames that are off the current view.
<b>wxFRAME_NO_WINDOW_MENU</b>	Under Windows, removes the Window menu that is normally added automatically.

See also *window styles overview* (p. 1657).

### See also

*wxMDIChildFrame* (p. 893), *wxMDIClientWindow* (p. 896), *wxFrame* (p. 559), *wxDialog* (p. 379)

---

## wxMDIParentFrame::wxMDIParentFrame

---

**wxMDIParentFrame()**

Default constructor.

**wxMDIParentFrame(wxWindow\* parent, wxWindowID id, const wxString& title, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxDEFAULT\_FRAME\_STYLE | wxVSCROLL | wxHSCROLL, const wxString&**

*name = "frame")*

Constructor, creating the window.

### Parameters

*parent*

The window parent. This should be NULL.

*id*

The window identifier. It may take a value of -1 to indicate a default value.

*title*

The caption to be displayed on the frame's title bar.

*pos*

The window position. A value of (-1, -1) indicates a default position, chosen by either the windowing system or wxWindows, depending on platform.

*size*

The window size. A value of (-1, -1) indicates a default size, chosen by either the windowing system or wxWindows, depending on platform.

*style*

The window style. See *wxMDIParentFrame* (p. 898).

*name*

The name of the window. This parameter is used to associate a name with the item, allowing the application user to set Motif resource values for individual windows.

### Remarks

During the construction of the frame, the client window will be created. To use a different class from *wxMDIClientWindow* (p. 896), override *wxMDIParentFrame::OnCreateClient* (p. 903).

Under Windows 95, the client window will automatically have a sunken border style when the active child is not maximized, and no border style when a child is maximized.

### See also

*wxMDIParentFrame::Create* (p. 901), *wxMDIParentFrame::OnCreateClient* (p. 903)

---

## **wxMDIParentFrame::~~wxMDIParentFrame**

**~wxMDIParentFrame()**

Destructor. Destroys all child windows and menu bar if present.

### **wxMDIParentFrame::ActivateNext**

---

**void ActivateNext()**

Activates the MDI child following the currently active one.

**See also**

*wxMDIParentFrame::ActivatePrevious* (p. 901)

### **wxMDIParentFrame::ActivatePrevious**

---

**void ActivatePrevious()**

Activates the MDI child preceding the currently active one.

**See also**

*wxMDIParentFrame::ActivateNext* (p. 901)

### **wxMDIParentFrame::Arrangelcons**

---

**void Arrangelcons()**

Arranges any iconized (minimized) MDI child windows.

**See also**

*wxMDIParentFrame::Cascade* (p. 901), *wxMDIParentFrame::Tile* (p. 905)

### **wxMDIParentFrame::Cascade**

---

**void Cascade()**

Arranges the MDI child windows in a cascade.

**See also**

*wxMDIParentFrame::Tile* (p. 905), *wxMDIParentFrame::Arrangelcons* (p. 901)

### **wxMDIParentFrame::Create**

---

**bool Create**(*wxWindow\* parent*, **wxWindowID** *id*, **const wxString&** *title*, **const wxPoint&** *pos* = *wxDefaultPosition*, **const wxSize&** *size* = *wxDefaultSize*, **long** *style* = *wxDEFAULT\_FRAME\_STYLE* | *wxVSCROLL* | *wxHSCROLL*, **const wxString&** *name*)

= "frame")

Used in two-step frame construction. See *wxMDIParentFrame::wxMDIParentFrame* (p. 899) for further details.

---

## wxMDIParentFrame::GetClientSize

---

**virtual void GetClientSize(int\* width, int\* height) const**

This gets the size of the frame 'client area' in pixels.

### Parameters

*width*

Receives the client width in pixels.

*height*

Receives the client height in pixels.

### Remarks

The client area is the area which may be drawn on by the programmer, excluding title bar, border, status bar, and toolbar if present.

If you wish to manage your own toolbar (or perhaps you have more than one), provide an **OnSize** event handler. Call **GetClientSize** to find how much space there is for your windows and don't forget to set the size and position of the MDI client window as well as your toolbar and other windows (but not the status bar).

If you have set a toolbar with *wxMDIParentFrame::SetToolbar* (p. 904), the client size returned will have subtracted the toolbar height. However, the available positions for the client window and other windows of the frame do not start at zero - you must add the toolbar height.

The position and size of the status bar and toolbar (if known to the frame) are always managed by **wxMDIParentFrame**, regardless of what behaviour is defined in your **OnSize** event handler. However, the client window position and size are always set in **OnSize**, so if you override this event handler, make sure you deal with the client window.

You do not have to manage the size and position of MDI child windows, since they are managed automatically by the client window.

### See also

*wxMDIParentFrame::GetToolBar* (p. 903), *wxMDIParentFrame::SetToolBar* (p. 904), *wxMDIClientWindow* (p. 896)

**wxPython note:** The wxPython version of this method takes no arguments and returns a tuple containing width and height.

**wxMDIParentFrame::GetActiveChild**

---

**wxMDIChildFrame\* GetActiveChild() const**

Returns a pointer to the active MDI child, if there is one.

**wxMDIParentFrame::GetClientWindow**

---

**wxMDIClientWindow\* GetClientWindow() const**

Returns a pointer to the client window.

**See also**

*wxMDIParentFrame::OnCreateClient* (p. 903)

**wxMDIParentFrame::GetToolBar**

---

**virtual wxWindow\* GetToolBar() const**

Returns the window being used as the toolbar for this frame.

**See also**

*wxMDIParentFrame::SetToolBar* (p. 904)

**wxMDIParentFrame::GetWindowMenu**

---

**wxMenu\* GetWindowMenu() const**

Returns the current Window menu (added by wxWindows to the menubar). This function is available under Windows only.

**wxMDIParentFrame::OnCreateClient**

---

**virtual wxMDIClientWindow\* OnCreateClient()**

Override this to return a different kind of client window. If you override this function, you must create your parent frame in two stages, or your function will never be called, due to the way C++ treats virtual functions called from constructors. For example:

```
frame = new MyParentFrame;  
frame->Create(parent, myParentFrameId, wxT("My Parent Frame"));
```

**Remarks**

You might wish to derive from *wxMDIClientWindow* (p. 896) in order to implement different erase behaviour, for example, such as painting a bitmap on the background.

Note that it is probably impossible to have a client window that scrolls as well as painting a bitmap or pattern, since in **OnScroll**, the scrollbar positions always return zero. (Solutions to: [julian.smart@btopenworld.com](mailto:julian.smart@btopenworld.com)).

### See also

*wxMDIParentFrame::GetClientWindow* (p. 903), *wxMDIClientWindow* (p. 896)

---

## wxMDIParentFrame::SetToolBar

---

**virtual void SetToolBar(wxWindow\* toolbar)**

Sets the window to be used as a toolbar for this MDI parent window. It saves the application having to manage the positioning of the toolbar MDI client window.

### Parameters

*toolbar*  
Toolbar to manage.

### Remarks

When the frame is resized, the toolbar is resized to be the width of the frame client area, and the toolbar height is kept the same.

The parent of the toolbar must be this frame.

If you wish to manage your own toolbar (or perhaps you have more than one), don't call this function, and instead manage your subwindows and the MDI client window by providing an **OnSize** event handler. Call *wxMDIParentFrame::GetClientSize* (p. 902) to find how much space there is for your windows.

Note that SDI (normal) frames and MDI child windows must always have their toolbars managed by the application.

### See also

*wxMDIParentFrame::GetToolBar* (p. 903), *wxMDIParentFrame::GetClientSize* (p. 902)

---

## wxMDIParentFrame::SetWindowMenu

---

**void SetWindowMenu(wxMenu\* menu)**

Call this to change the current Window menu. Ownership of the menu object passes to

the frame when you call this function.

This call is available under Windows only.

To remove the window completely, use the `wxFRAME_NO_WINDOW_MENU` window style.

---

## **wxMDIParentFrame::Tile**

---

**void Tile()**

Tiles the MDI child windows.

### **See also**

*wxMDIParentFrame::Cascade* (p. 901), *wxMDIParentFrame::ArrangeIcons* (p. 901)

## **wxMemoryDC**

A memory device context provides a means to draw graphics onto a bitmap. When drawing in to a mono-bitmap, using `wxWHITE`, `wxWHITE_PEN` and `wxWHITE_BRUSH` will draw the background colour (i.e. 0) whereas all other colours will draw the foreground colour (i.e. 1).

### **Derived from**

*wxDC* (p. 359)  
*wXObject* (p. 982)

### **Include files**

<wx/dcmemory.h>

### **Remarks**

A bitmap must be selected into the new memory DC before it may be used for anything. Typical usage is as follows:

```
// Create a memory DC
wxMemoryDC temp_dc;
temp_dc.SelectObject(test_bitmap);

// We can now draw into the memory DC...
// Copy from this DC to another DC.
old_dc.Blit(250, 50, BITMAP_WIDTH, BITMAP_HEIGHT, temp_dc, 0, 0);
```

Note that the memory DC *must* be deleted (or the bitmap selected out of it) before a bitmap can be reselected into another memory DC.

## See also

*wxBitmap* (p. 70), *wxDC* (p. 359)

---

## wxMemoryDC::wxMemoryDC

---

### wxMemoryDC()

Constructs a new memory device context.

Use the *Ok* member to test whether the constructor was successful in creating a usable device context. Don't forget to select a bitmap into the DC before drawing on it.

---

## wxMemoryDC::SelectObject

---

### SelectObject(const wxBitmap& *bitmap*)

Selects the given bitmap into the device context, to use as the memory bitmap. Selecting the bitmap into a memory DC allows you to draw into the DC (and therefore the bitmap) and also to use **Blit** to copy the bitmap to a window. For this purpose, you may find *wxDC::DrawIcon* (p. 365) easier to use instead.

If the argument is *wxNullBitmap* (or some other uninitialised *wxBitmap*) the current bitmap is selected out of the device context, and the original bitmap restored, allowing the current bitmap to be destroyed safely.

## wxMemoryFSHandler

This *wxFileSystem* (p. 518) handler can store arbitrary data in memory stream and make them accessible via URL. It is particularly suitable for storing bitmaps from resources or included XPM files so that they can be used with *wxHTML*.

Filenames are prefixed with "memory:", e.g. "memory:myfile.html".

Example:

```
#ifndef __WXMSW__
#include "logo.xpm"
#endif

void MyFrame::OnAbout(wxCommandEvent&)
{
    wxBusyCursor bcur;
    wxFileSystem::AddHandler(new wxMemoryFSHandler);
}
```

```

    wxMemoryFSHandler::AddFile("logo.pcx", wxBITMAP(logo),
wxBITMAP_TYPE_PCX);
    wxMemoryFSHandler::AddFile("about.htm",
                                "<html><body>About: "
                                "<img
src=\"memory:logo.pcx\"></body></html>");

    wxDialog dlg(this, -1, wxString(_("About")));
    wxBoxSizer *topSizer;
    wxHtmlWindow *html;
    topSizer = new wxBoxSizer(wxVERTICAL);
    html = new wxHtmlWindow(&dlg, -1, wxDefaultPosition,
                            wxSize(380, 160), wxHW_SCROLLBAR_NEVER);

    html->SetBorders(0);
    html->LoadPage("memory:about.htm");
    html->SetSize(html->GetInternalRepresentation()->GetWidth(),
                  html->GetInternalRepresentation()->GetHeight());
    topSizer->Add(html, 1, wxALL, 10);
    topSizer->Add(new wxStaticLine(&dlg, -1), 0, wxEXPAND | wxLEFT |
wxRIGHT, 10);
    topSizer->Add(new wxButton(&dlg, wxID_OK, "Ok"),
                  0, wxALL | wxALIGN_RIGHT, 15);
    dlg.SetAutoLayout(true);
    dlg.SetSizer(topSizer);
    topSizer->Fit(&dlg);
    dlg.Centre();
    dlg.ShowModal();

    wxMemoryFSHandler::RemoveFile("logo.pcx");
    wxMemoryFSHandler::RemoveFile("about.htm");
}

```

### Derived from

*wxFileSystemHandler* (p. 521)

### Include files

<wx/fs\_mem.h>

---

## wxMemoryFSHandler::wxMemoryFSHandler

**wxMemoryFSHandler()**

Constructor.

---

## wxMemoryFSHandler::AddFile

**static void AddFile(const wxString& filename, wxImage& image, long type)**

**static void AddFile(const wxString& filename, const wxBitmap& bitmap, long type)**

**static void AddFile(const wxString& filename, const wxString& textdata)**

**static void AddFile(const wxString& filename, const void\* binarydata, size\_t size)**

Add file to list of files stored in memory. Stored data (bitmap, text or raw data) will be copied into private memory stream and available under name "memory:" + filename.

Note that when storing image/bitmap, you must use image format that wxWindows can write (e.g. JPG, PNG, see *wxImage documentation* (p. 756))!

---

### **wxMemoryFSHandler::RemoveFile**

**static void RemoveFile(const wxString& filename)**

Remove file from memory FS and free occupied memory.

## **wxMemoryInputStream**

### **Derived from**

*wxInputStream* (p. 790)

### **Include files**

<wx/mstream.h>

### **See also**

*wxStreamBuffer* (p. 1227), *wxMemoryOutputStream* (p. 909)

---

### **wxMemoryInputStream::wxMemoryInputStream**

**wxMemoryInputStream(const char \* data, size\_t len)**

Initializes a new read-only memory stream which will use the specified *bufferdata* of length *len*. The stream does not take ownership of the buffer, i.e. that it will not delete in its destructor.

---

### **wxMemoryInputStream::~~wxMemoryInputStream**

**~wxMemoryInputStream()**

Destructor.

## wxMemoryOutputStream

### Derived from

*wxOutputStream* (p. 986)

### Include files

<wx/mstream.h>

### See also

*wxStreamBuffer* (p. 1227)

---

### wxMemoryOutputStream::wxMemoryOutputStream

---

**wxMemoryOutputStream**(char \* *data* = NULL, size\_t *length* = 0)

If *data* is NULL, then it will initialize a new empty buffer which will grow if required.

### Warning

If the buffer is created, it will be destroyed at the destruction of the stream.

---

### wxMemoryOutputStream::~wxMemoryOutputStream

---

**~wxMemoryOutputStream**()

Destructor.

---

### wxMemoryOutputStream::CopyTo

---

size\_t **CopyTo**(char \**buffer*, size\_t *len*) const

CopyTo allowed you to transfer data from the internal buffer of wxMemoryOutputStream to an external buffer. *len* specifies the size of the buffer.

### Returned value

CopyTo returns the number of bytes copied to the buffer. Generally it is either *len* or the size of the stream buffer.

## wxMenu

A menu is a popup (or pull down) list of items, one of which may be selected before the menu goes away (clicking elsewhere dismisses the menu). Menus may be used to construct either menu bars or popup menus.

A menu item has an integer ID associated with it which can be used to identify the selection, or to change the menu item in some way. A menu item with a special identifier -1 is a separator item and doesn't have an associated command but just makes a separator line appear in the menu.

Menu items may be either normal items, check items or radio items. Normal items don't have any special properties while the check items have a boolean flag associated to them and they show a checkmark in the menu when the flag is set. `wxWindows` automatically toggles the flag value when the item is clicked and its value may be retrieved using either *IsChecked* (p. 919) method of `wxMenu` or `wxMenuBar` itself or by using *wxEvent::IsChecked* (p. 173) when you get the menu notification for the item in question.

The radio items are similar to the check items except that all the other items in the same radio group are unchecked when a radio item is checked. The radio group is formed by a contiguous range of radio items, i.e. it starts at the first item of this kind and ends with the first item of a different kind (or the end of the menu). Notice that because the radio groups are defined in terms of the item positions inserting or removing the items in the menu containing the radio items risks to not work correctly. Finally note that the radio items are only supported under Windows and GTK+ currently.

### Allocation strategy

All menus except the popup ones must be created on the heap. All menus attached to a menubar or to another menu will be deleted by their parent when it is deleted. As the frame menubar is deleted by the frame itself, it means that normally all menus used are deleted automatically.

### Derived from

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Include files

<wx/menu.h>

### Event handling

If the menu is part of a menubar, then *wxMenuBar* (p. 923) event processing is used.

With a popup menu, there is a variety of ways to handle a menu selection event (`wxEVT_COMMAND_MENU_SELECTED`).

1. Derive a new class from `wxMenu` and define event table entries using the `EVT_MENU` macro.
2. Set a new event handler for `wxMenu`, using an object whose class has `EVT_MENU` entries.
3. Provide `EVT_MENU` handlers in the window which pops up the menu, or in an ancestor of this window.
4. Define a callback of type `wxFunction`, which you pass to the `wxMenu` constructor. The callback takes a reference to the menu, and a reference to `awxCommandEvent` (p. 169). This method is deprecated and should not be used in the new code, it is provided for backwards compatibility only.

### See also

`wxMenuBar` (p. 923), `wxWindow::PopupMenu` (p. 1454), *Event handling overview* (p. 1649)

---

## `wxMenu::wxMenu`

---

`wxMenu(const wxString& title = "", long style = 0)`

Constructs a `wxMenu` object.

### Parameters

*title*

A title for the popup menu: the empty string denotes no title.

*style*

If set to `wxMENU_TEAROFF`, the menu will be detachable (wxGTK only).

`wxMenu(long style)`

Constructs a `wxMenu` object.

### Parameters

*style*

If set to `wxMENU_TEAROFF`, the menu will be detachable (wxGTK only).

---

## `wxMenu::~~wxMenu`

---

`~wxMenu()`

Destructor, destroying the menu.

Note: under Motif, a popup menu must have a valid parent (the window it was last popped up on) when being destroyed. Therefore, make sure you delete or re-use the popup menu *before* destroying the parent window. Re-use in this context means popping up the menu on a different window from last time, which causes an implicit destruction and recreation of internal data structures.

---

## wxMenu::Append

---

**void Append(int id, const wxString& item, const wxString& helpString = "", wxItemKind kind = wxITEM\_NORMAL)**

Adds a string item to the end of the menu.

**void Append(int id, const wxString& item, wxMenu \*subMenu, const wxString& helpString = "")**

Adds a pull-right submenu to the end of the menu. Append the submenu to the parent menu *after* you have added your menu items, or accelerators may not be registered properly.

**void Append(wxMenuItem\* menuItem)**

Adds a menu item object. This is the most generic variant of Append() method because it may be used for both items (including separators) and submenus and because you can also specify various extra properties of a menu item this way, such as bitmaps and fonts.

### Parameters

*id*

The menu command identifier.

*item*

The string to appear on the menu item.

*menu*

Pull-right submenu.

*kind*

May be wxITEM\_SEPARATOR, wxITEM\_NORMAL, wxITEM\_CHECK or wxITEM\_RADIO

*helpString*

An optional help string associated with the item. By default, the handler for the wxEVT\_MENU\_HIGHLIGHT event displays this string in the status line.

*menuItem*

A menuitem object. It will be owned by the wxMenu object after this function is called, so do not delete it yourself.

### Remarks

This command can be used after the menu has been shown, as well as on initial creation of a menu or menubar.

The *item* string for the normal menu items (not submenus or separators) may include the accelerator which can be used to activate the menu item from keyboard. The accelerator string follows the item label and is separated from it by a TAB character ( '\t ' ). Its general syntax is any combination of "CTRL", "ALT" and "SHIFT" strings (case doesn't matter) separated by either '-' or '+' characters and followed by the accelerator itself. The accelerator may be any alphanumeric character, any function key (from F1 to F12) or one of the special characters listed in the table below (again, case doesn't matter):

INS or INSERT	Insert key
ENTER or RETURN	Enter key
PGUP	PageUp key
PGDN	PageDown key
LEFT	Left cursor arrow key
RIGHT	Right cursor arrow key
UP	Up cursor arrow key
DOWN	Down cursor arrow key
HOME	Home key
END	End key
SPACE	Space
TAB	Tab key
ESC or ESCAPE	Escape key (Windows only)

### See also

*wxMenu::AppendSeparator* (p. 914), *wxMenu::AppendCheckItem* (p. 913), *wxMenu::AppendRadioItem* (p. 914), *wxMenu::Insert* (p. 918), *wxMenu::SetLabel* (p. 922), *wxMenu::GetHelpString* (p. 917), *wxMenu::SetHelpString* (p. 922), *wxMenuItem* (p. 934)

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

```
Append(id, string, helpStr="", checkable=false)
AppendMenu(id, string, aMenu, helpStr="")
AppendItem(aMenuItem)
```

## wxMenu::AppendCheckItem

```
void AppendCheckItem(int id, const wxString& item, const wxString& helpString =  
    "")
```

Adds a checkable item to the end of the menu.

**See also**

*wxMenu::Append* (p. 912), *wxMenu::InsertCheckItem* (p. 919)

---

### **wxMenu::AppendRadioItem**

---

```
void AppendRadioItem(int id, const wxString& item, const wxString& helpString =  
    "")
```

Adds a radio item to the end of the menu. All consequent radio items form a group and when an item in the group is checked, all the others are automatically unchecked.

**NB:** Currently only implemented under Windows and GTK, use `#if wxHAS_RADIO_MENU_ITEMS` to test for availability of this feature.

**See also**

*wxMenu::Append* (p. 912), *wxMenu::InsertRadioItem* (p. 919)

---

### **wxMenu::AppendSeparator**

---

```
void AppendSeparator()
```

Adds a separator to the end of the menu.

**See also**

*wxMenu::Append* (p. 912), *wxMenu::InsertSeparator* (p. 919)

---

### **wxMenu::Break**

---

```
void Break()
```

Inserts a break in a menu, causing the next appended item to appear in a new column.

---

### **wxMenu::Check**

---

```
void Check(int id, const bool check)
```

Checks or unchecks the menu item.

### Parameters

*id*

The menu item identifier.

*check*

If true, the item will be checked, otherwise it will be unchecked.

### See also

*wxMenu::IsChecked* (p. 919)

---

## wxMenu::Delete

---

**void Delete(int *id*)**

**void Delete(wxMenuItem \**item*)**

Deletes the menu item from the menu. If the item is a submenu, it **willnot** be deleted. Use *Destroy* (p. 915) if you want to delete a submenu.

### Parameters

*id*

Id of the menu item to be deleted.

*item*

Menu item to be deleted.

### See also

*wxMenu::FindItem* (p. 916), *wxMenu::Destroy* (p. 915), *wxMenu::Remove* (p. 921)

---

## wxMenu::Destroy

---

**void Destroy(int *id*)**

**void Destroy(wxMenuItem \**item*)**

Deletes the menu item from the menu. If the item is a submenu, it will be deleted. Use *Remove* (p. 921) if you want to keep the submenu (for example, to reuse it later).

### Parameters

*id*

Id of the menu item to be deleted.

*item*

Menu item to be deleted.

### See also

*wxMenu::FindItem* (p. 916), *wxMenu::Deletes* (p. 915), *wxMenu::Remove* (p. 921)

## wxMenu::Enable

---

**void Enable(int *id*, const bool *enable*)**

Enables or disables (greys out) a menu item.

### Parameters

*id*

The menu item identifier.

*enable*

true to enable the menu item, false to disable it.

### See also

*wxMenu::IsEnabled* (p. 920)

## wxMenu::FindItem

---

**int FindItem(const wxString& *itemString*) const**

Finds the menu item id for a menu item string.

**wxMenuItem \* FindItem(int *id*, wxMenu \*\**menu* = NULL) const**

Finds the menu item object associated with the given menu item identifier and, optionally, the (sub)menu it belongs to.

**wxPerl note:** In wxPerl this method takes just the *id* parameter; in scalar context it returns the associated `Wx::MenuItem`, in list context it returns a 2-element list ( *item*, *submenu* )

### Parameters

*itemString*

Menu item string to find.

*id*

Menu item identifier.

*menu*

If the pointer is not NULL, it will be filled with the items parent menu (if the item was found)

### Return value

First form: menu item identifier, or wxNOT\_FOUND if none is found.

Second form: returns the menu item object, or NULL if it is not found.

### Remarks

Any special menu codes are stripped out of source and target strings before matching.

**wxPython note:** The name of this method in wxPython is `FindItemById` and it does not support the second parameter.

---

## wxMenu::FindItemByPosition

---

**wxMenuItem\* FindItemByPosition(size\_t position) const**

Returns the wxMenuItem given a position in the menu.

---

## wxMenu::GetHelpString

---

**wxString GetHelpString(int id) const**

Returns the help string associated with a menu item.

### Parameters

*id*

The menu item identifier.

### Return value

The help string, or the empty string if there is no help string or the item was not found.

### See also

*wxMenu::SetHelpString* (p. 922), *wxMenu::Append* (p. 912)

---

## wxMenu::GetLabel

---

**wxString GetLabel(int id) const**

Returns a menu item label.

### Parameters

*id*

The menu item identifier.

### Return value

The item label, or the empty string if the item was not found.

### See also

*wxMenu::SetLabel* (p. 922)

---

## **wxMenu::GetMenuItemCount**

**size\_t GetMenuItemCount() const**

Returns the number of items in the menu.

---

## **wxMenu::GetMenuItems**

**wxMenuItemList& GetMenuItems() const**

Returns the list of items in the menu. `wxMenuItemList` is a pseudo-template list class containing `wxMenuItem` pointers.

---

## **wxMenu::GetTitle**

**wxString GetTitle() const**

Returns the title of the menu.

### Remarks

This is relevant only to popup menus, use *wxMenuBar::GetLabelTop* (p. 928) for the menus in the menubar.

### See also

*wxMenu::SetTitle* (p. 922)

---

## **wxMenu::Insert**

**bool Insert(size\_t pos, wxMenuItem \*item)**

**void Insert(size\_t pos, int id, const wxString& item, const wxString& helpString = "", wxItemKind kind = wxITEM\_NORMAL)**

Inserts the given *item* before the position *pos*. Inserting the item at the position *GetMenuItemCount* (p. 918) is the same as appending it.

**See also**

*wxMenu::Append* (p. 912), *wxMenu::Prepend* (p. 920)

---

**wxMenu::InsertCheckItem**

---

**void InsertCheckItem(size\_t pos, int id, const wxString& item, const wxString& helpString = "")**

Inserts a checkable item at the given position.

**See also**

*wxMenu::Insert* (p. 918), *wxMenu::AppendCheckItem* (p. 913)

---

**wxMenu::InsertRadioItem**

---

**void InsertRadioItem(size\_t pos, int id, const wxString& item, const wxString& helpString = "")**

Inserts a radio item at the given position.

**See also**

*wxMenu::Insert* (p. 918), *wxMenu::AppendRadioItem* (p. 914)

---

**wxMenu::InsertSeparator**

---

**void InsertSeparator(size\_t pos)**

Inserts a separator at the given position.

**See also**

*wxMenu::Insert* (p. 918), *wxMenu::AppendSeparator* (p. 914)

---

**wxMenu::IsChecked**

---

**bool IsChecked(int id) const**

Determines whether a menu item is checked.

### Parameters

*id*  
The menu item identifier.

### Return value

true if the menu item is checked, false otherwise.

### See also

*wxMenu::Check* (p. 914)

---

## **wxMenu::IsEnabled**

---

**bool IsEnabled(int *id*) const**

Determines whether a menu item is enabled.

### Parameters

*id*  
The menu item identifier.

### Return value

true if the menu item is enabled, false otherwise.

### See also

*wxMenu::Enable* (p. 916)

---

## **wxMenu::Prepend**

---

**bool Prepend(wxMenuItem \**item*)**

**void Prepend(int *id*, const wxString& *item*, const wxString& *helpString* = "", wxItemKind *kind* = wxITEM\_NORMAL)**

Inserts the given *item* at the position 0, i.e. before all the other existing items.

### See also

*wxMenu::Append* (p. 912), *wxMenu::Inserts* (p. 918)

## **wxMenu::PrependCheckItem**

---

**void PrependCheckItem**(int *id*, const wxString& *item*, const wxString& *helpString* = "")

Inserts a checkable item at the position 0.

### **See also**

*wxMenu::Prepend* (p. 920), *wxMenu::AppendCheckItem* (p. 913)

## **wxMenu::PrependRadioItem**

---

**void PrependRadioItem**(int *id*, const wxString& *item*, const wxString& *helpString* = "")

Inserts a radio item at the position 0.

### **See also**

*wxMenu::Prepend* (p. 920), *wxMenu::AppendRadioItem* (p. 914)

## **wxMenu::PrependSeparator**

---

**void PrependSeparator**(size\_t *pos*)

Inserts a separator at the position 0.

### **See also**

*wxMenu::Prepend* (p. 920), *wxMenu::AppendSeparator* (p. 914)

## **wxMenu::Remove**

---

**wxMenuItem \* Remove**(int *id*)

**wxMenuItem \* Remove**(wxMenuItem \**item*)

Removes the menu item from the menu but doesn't delete the associated C++ object. This allows to reuse the same item later by adding it back to the menu (especially useful with submenus).

### **Parameters**

*id*

The identifier of the menu item to remove.

*item*

The menu item to remove.

### Return value

The item which was detached from the menu.

---

## **wxMenu::SetHelpString**

**void SetHelpString(int *id*, const wxString& *helpString*)**

Sets an item's help string.

### Parameters

*id*

The menu item identifier.

*helpString*

The help string to set.

### See also

*wxMenu::GetHelpString* (p. 917)

---

## **wxMenu::SetLabel**

**void SetLabel(int *id*, const wxString& *label*)**

Sets the label of a menu item.

### Parameters

*id*

The menu item identifier.

*label*

The menu item label to set.

### See also

*wxMenu::Append* (p. 912), *wxMenu::GetLabel* (p. 917)

---

## **wxMenu::SetTitle**

**void SetTitle(const wxString& *title*)**

Sets the title of the menu.

### Parameters

*title*

The title to set.

### Remarks

This is relevant only to popup menus, use *wxMenuBar::SetLabelTop* (p. 932) for the menus in the menubar.

### See also

*wxMenu::GetTitle* (p. 918)

---

## wxMenu::UpdateUI

---

**void UpdateUI(wxEvtHandler\* source = NULL) const**

Sends events to *source* (or owning window if NULL) to update the menu UI. This is called just before the menu is popped up with *wxWindow::PopupMenu* (p. 1454), but the application may call it at other times if required.

### See also

*wxUpdateUIEvent* (p. 1389)

## wxMenuBar

A menu bar is a series of menus accessible from the top of a frame.

### Derived from

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Include files

<wx/menu.h>

### Event handling

To respond to a menu selection, provide a handler for EVT\_MENU, in the frame that contains the menu bar. If you have a toolbar which uses the same identifiers as your EVT\_MENU entries, events from the toolbar will also be processed by your EVT\_MENU

event handlers.

Note that menu commands (and UI update events for menus) are first sent to the focus window within the frame. If no window within the frame has the focus, then the events are sent directly to the frame. This allows command and UI update handling to be processed by specific windows and controls, and not necessarily by the application frame.

**Tip:** under Windows, if you discover that menu shortcuts (for example, Alt-F to show the file menu) are not working, check any `EVT_CHAR` events you are handling in child windows. If you are not calling `event.Skip()` for events that you don't process in these event handlers, menu shortcuts may cease to work.

### See also

*wxMenu* (p. 910), *Event handling overview* (p. 1649)

---

## wxMenuBar::wxMenuBar

---

**void wxMenuBar(long style = 0)**

Default constructor.

**void wxMenuBar(int n, wxMenu\* menus[], const wxString titles[])**

Construct a menu bar from arrays of menus and titles.

### Parameters

*n*

The number of menus.

*menus*

An array of menus. Do not use this array again - it now belongs to the menu bar.

*titles*

An array of title strings. Deallocate this array after creating the menu bar.

*style*

If `wxMB_DOCKABLE` the menu bar can be detached (wxGTK only).

**wxPython note:** Only the default constructor is supported in wxPython. Use `wxMenuBar.Append` instead.

**wxPerl note:** wxPerl only supports the first constructor: use `Append` instead.

## **wxMenuBar::~~wxMenuBar**

---

**void ~wxMenuBar()**

Destructor, destroying the menu bar and removing it from the parent frame (if any).

## **wxMenuBar::Append**

---

**bool Append(wxMenu \*menu, const wxString& title)**

Adds the item to the end of the menu bar.

### **Parameters**

*menu*

The menu to add. Do not deallocate this menu after calling **Append**.

*title*

The title of the menu.

### **Return value**

true on success, false if an error occurred.

### **See also**

*wxMenuBar::Insert* (p. 929)

## **wxMenuBar::Check**

---

**void Check(int id, const bool check)**

Checks or unchecks a menu item.

### **Parameters**

*id*

The menu item identifier.

*check*

If true, checks the menu item, otherwise the item is unchecked.

### **Remarks**

Only use this when the menu bar has been associated with a frame; otherwise, use the wxMenu equivalent call.

## **wxMenuBar::Enable**

---

**void Enable**(int *id*, const bool *enable*)

Enables or disables (greys out) a menu item.

### **Parameters**

*id*

The menu item identifier.

*enable*

true to enable the item, false to disable it.

### **Remarks**

Only use this when the menu bar has been associated with a frame; otherwise, use the `wxMenu` equivalent call.

## **wxMenuBar::EnableTop**

---

**void EnableTop**(int *pos*, const bool *enable*)

Enables or disables a whole menu.

### **Parameters**

*pos*

The position of the menu, starting from zero.

*enable*

true to enable the menu, false to disable it.

### **Remarks**

Only use this when the menu bar has been associated with a frame.

## **wxMenuBar::FindMenu**

---

**int FindMenu**(const wxString& *title*) const

Returns the index of the menu with the given *title* or `wxNOT_FOUND` if no such menu exists in this menubar. The *title* parameter may specify either the menu title (with accelerator characters, i.e. "&File") or just the menu label ("File") indifferently.

## **wxMenuBar::FindMenuItem**

---

**int FindMenuItem(const wxString& menuString, const wxString& itemString) const**

Finds the menu item id for a menu name/menu item string pair.

#### Parameters

*menuString*  
Menu title to find.

*itemString*  
Item to find.

#### Return value

The menu item identifier, or wxNOT\_FOUND if none was found.

#### Remarks

Any special menu codes are stripped out of source and target strings before matching.

---

### wxMenuBar::FindItem

---

**wxMenuItem \* FindItem(int id, wxMenu \*\*menu = NULL) const**

Finds the menu item object associated with the given menu item identifier.

#### Parameters

*id*  
Menu item identifier.

*menu*  
If not NULL, menu will get set to the associated menu.

#### Return value

The found menu item object, or NULL if one was not found.

---

### wxMenuBar::GetHelpString

---

**wxString GetHelpString(int id) const**

Gets the help string associated with the menu item identifier.

#### Parameters

*id*  
The menu item identifier.

**Return value**

The help string, or the empty string if there was no help string or the menu item was not found.

**See also**

*wxMenuBar::SetHelpString* (p. 931)

---

**wxMenuBar::GetLabel**

---

**wxString GetLabel(int *id*) const**

Gets the label associated with a menu item.

**Parameters**

*id*  
The menu item identifier.

**Return value**

The menu item label, or the empty string if the item was not found.

**Remarks**

Use only after the menubar has been associated with a frame.

---

**wxMenuBar::GetLabelTop**

---

**wxString GetLabelTop(int *pos*) const**

Returns the label of a top-level menu. Note that the returned string does not include the accelerator characters which could have been specified in the menu title string during its construction.

**Parameters**

*pos*  
Position of the menu on the menu bar, starting from zero.

**Return value**

The menu label, or the empty string if the menu was not found.

**Remarks**

Use only after the menubar has been associated with a frame.

### See also

*wxMenuBar::SetLabelTop* (p. 932)

---

## wxMenuBar::GetMenu

---

**wxMenu\* GetMenu(int menuIndex) const**

Returns the menu at *menuIndex* (zero-based).

---

## wxMenuBar::GetMenuCount

---

**int GetMenuCount() const**

Returns the number of menus in this menubar.

---

## wxMenuBar::Insert

---

**bool Insert(size\_t pos, wxMenu \*menu, const wxString& title)**

Inserts the menu at the given position into the menu bar. Inserting menu at position 0 will insert it in the very beginning of it, inserting at position *GetMenuCount()* (p. 929) is the same as calling *Append()* (p. 925).

### Parameters

*pos*

The position of the new menu in the menu bar

*menu*

The menu to add. *wxMenuBar* owns the menu and will free it.

*title*

The title of the menu.

### Return value

true on success, false if an error occurred.

### See also

*wxMenuBar::Append* (p. 925)

---

## wxMenuBar::IsChecked

---

**bool IsChecked(int *id*) const**

Determines whether an item is checked.

**Parameters**

*id*  
The menu item identifier.

**Return value**

true if the item was found and is checked, false otherwise.

---

**wxMenuBar::IsEnabled**

---

**bool IsEnabled(int *id*) const**

Determines whether an item is enabled.

**Parameters**

*id*  
The menu item identifier.

**Return value**

true if the item was found and is enabled, false otherwise.

---

**wxMenuBar::Refresh**

---

**void Refresh()**

Redraw the menu bar

---

**wxMenuBar::Remove**

---

**wxMenu \* Remove(size\_t *pos*)**

Removes the menu from the menu bar and returns the menu object - the caller is responsible for deleting it. This function may be used together with *wxMenuBar::Insert* (p. 929) to change the menubar dynamically.

**See also**

*wxMenuBar::Replace* (p. 931)

## **wxMenuBar::Replace**

---

**wxMenu \* Replace**(*size\_t pos*, **wxMenu \*menu**, **const wxString& title**)

Replaces the menu at the given position with another one.

### **Parameters**

*pos*

The position of the new menu in the menu bar

*menu*

The menu to add.

*title*

The title of the menu.

### **Return value**

The menu which was previously at the position *pos*. The caller is responsible for deleting it.

### **See also**

*wxMenuBar::Insert* (p. 929), *wxMenuBar::Remove* (p. 930)

## **wxMenuBar::SetHelpString**

---

**void SetHelpString**(*int id*, **const wxString& helpString**)

Sets the help string associated with a menu item.

### **Parameters**

*id*

Menu item identifier.

*helpString*

Help string to associate with the menu item.

### **See also**

*wxMenuBar::GetHelpString* (p. 927)

## **wxMenuBar::SetLabel**

---

**void SetLabel**(*int id*, **const wxString& label**)

Sets the label of a menu item.

### Parameters

*id*

Menu item identifier.

*label*

Menu item label.

### Remarks

Use only after the menubar has been associated with a frame.

### See also

*wxMenuBar::GetLabel* (p. 928)

---

## **wxMenuBar::SetLabelTop**

**void SetLabelTop**(int *pos*, const wxString& *label*)

Sets the label of a top-level menu.

### Parameters

*pos*

The position of a menu on the menu bar, starting from zero.

*label*

The menu label.

### Remarks

Use only after the menubar has been associated with a frame.

### See also

*wxMenuBar::GetLabelTop* (p. 928)

---

## **wxMenuEvent**

This class is used for a variety of menu-related events. Note that these do not include menu command events, which are handled using *wxCommandEvent* (p. 169) objects.

The default handler for `wxEVT_MENU_HIGHLIGHT` displays help text in the first field of the status bar.

### Derived from

*wxEvent* (p. 453)

*wxObject* (p. 982)

### Include files

<wx/event.h>

### Event table macros

To process a menu event, use these event handler macros to direct input to member functions that take a `wxMenuEvent` argument.

<b>EVT_MENU_OPEN(func)</b>	A menu is about to be opened. On Windows, this is only sent once for each navigation of the menubar (up until all menus have closed).
<b>EVT_MENU_CLOSE(func)</b>	A menu has been just closed.
<b>EVT_MENU_HIGHLIGHT(id, func)</b>	The menu item with the specified id has been highlighted: used to show help prompts in the status bar by <i>wxFrame</i> (p. 559)
<b>EVT_MENU_HIGHLIGHT_ALL(func)</b>	A menu item has been highlighted, i.e. the currently selected menu item has changed.

### See also

*Command events* (p. 169),

*Event handling overview* (p. 1649)

---

## **wxMenuEvent::wxMenuEvent**

**wxMenuEvent(WXTYPE id = 0, int id = 0, wxDC\* dc = NULL)**

Constructor.

---

## **wxMenuEvent::m\_menuId**

**int m\_menuId**

The relevant menu identifier.

## **wxMenuEvent::GetMenuId**

---

**int GetMenuId() const**

Returns the menu identifier associated with the event. This method should be only used with the `HIGHLIGHT` events.

## **wxMenuEvent::IsPopup**

---

**bool IsPopup() const**

Returns `true` if the menu which is being opened or closed is a popup menu, `false` if it is a normal one.

This method should be only used with the `OPEN` and `CLOSE` events.

## **wxMenuItem**

A menu item represents an item in a menu. Note that you usually don't have to deal with it directly as *wxMenu* (p. 910) methods usually construct an object of this class for you.

Also please note that the methods related to fonts and bitmaps are currently only implemented for Windows.

### **Derived from**

*wxOwnerDrawn* (Windows only)  
*wxObject* (p. 982)

### **Include files**

<wx/menuitem.h>

### **See also**

*wxMenuBar* (p. 923), *wxMenu* (p. 910)

## **wxMenuItem::wxMenuItem**

---

**wxMenuItem(wxMenu\* parentMenu = NULL, int id = wxID\_SEPARATOR, const wxString& text = "", const wxString& helpString = "", wxItemKind kind = wxITEM\_NORMAL, wxMenu\* subMenu = NULL, )**

Constructs a wxMenuItem object.

### Parameters

#### *parentMenu*

Menu that the menu item belongs to.

#### *id*

Identifier for this menu item, or wxID\_SEPARATOR to indicate a separator.

#### *text*

Text for the menu item, as shown on the menu. An accelerator key can be specified using the ampersand '&' character. In order to embed an ampersand character in the menu item text, the ampersand must be doubled.

#### *helpString*

Optional help string that will be shown on the status bar.

#### *kind*

May be wxITEM\_SEPARATOR, wxITEM\_NORMAL, wxITEM\_CHECK or wxITEM\_RADIO

#### *subMenu*

If non-NULL, indicates that the menu item is a submenu.

---

### **wxMenuItem::~wxMenuItem**

---

#### **~wxMenuItem()**

Destructor.

---

### **wxMenuItem::Check**

---

#### **void Check(bool check)**

Checks or unchecks the menu item.

---

### **wxMenuItem::DeleteSubMenu**

---

#### **void DeleteSubMenu()**

Deletes the submenu, if any.

---

### **wxMenuItem::Enable**

---

#### **void Enable(bool enable)**

Enables or disables the menu item.

---

**wxMenuItem::GetBackgroundColour**

---

**wxColour& GetBackgroundColour() const**

Returns the background colour associated with the menu item (Windows only).

---

**wxMenuItem::GetBitmap**

---

**wxBitmap& GetBitmap(bool checked = true) const**

Returns the checked or unchecked bitmap (Windows only).

---

**wxMenuItem::GetFont**

---

**wxFont& GetFont() const**

Returns the font associated with the menu item (Windows only).

---

**wxMenuItem::GetHelp**

---

**wxString GetHelp() const**

Returns the help string associated with the menu item.

---

**wxMenuItem::GetId**

---

**int GetId() const**

Returns the menu item identifier.

---

**wxMenuItem::GetKind**

---

**wxItemKind GetKind() const**

Returns the item kind, one of `wxITEM_SEPARATOR`, `wxITEM_NORMAL`, `wxITEM_CHECK` or `wxITEM_RADIO`.

---

**wxMenuItem::GetLabel**

---

**wxString GetLabel() const**

Returns the text associated with the menu item without any accelerator characters it might contain.

**See also**

*GetText* (p. 937), *GetLabelFromText* (p. 937)

---

**wxMenuItem::GetLabelFromText**

---

**static wxString GetLabelFromText(const wxString& text)**

Strips all accelerator characters and mnemonics from the given *text*. For example,

```
wxMenuItem::GetLabelFromText("&Hello\tCtrl-H");
```

will return just "Hello".

**See also**

*GetText* (p. 937), *GetLabel* (p. 936)

---

**wxMenuItem::GetMarginWidth**

---

**int GetMarginWidth() const**

Gets the width of the menu item checkmark bitmap (Windows only).

---

**wxMenuItem::GetName**

---

**wxString GetName() const**

Returns the text associated with the menu item.

**NB:** this function is deprecated, please use *GetText* (p. 937) or *GetLabel* (p. 936) instead.

---

**wxMenuItem::GetText**

---

**wxString GetText() const**

Returns the text associated with the menu item, such as it was passed to the *wxMenuItem* constructor, i.e. with any accelerator characters it may contain.

**See also**

*GetLabel* (p. 936), *GetLabelFromText* (p. 937)

---

**wxMenuItem::GetSubMenu**

---

**wxMenu\* GetSubMenu() const**

Returns the submenu associated with the menu item, or NULL if there isn't one.

---

**wxMenuItem::GetTextColour**

---

**wxColour& GetTextColour() const**

Returns the text colour associated with the menu item (Windows only).

---

**wxMenuItem::IsCheckable**

---

**bool IsCheckable() const**

Returns true if the item is checkable.

---

**wxMenuItem::IsChecked**

---

**bool IsChecked() const**

Returns true if the item is checked.

---

**wxMenuItem::IsEnabled**

---

**bool IsEnabled() const**

Returns true if the item is enabled.

---

**wxMenuItem::IsSeparator**

---

**bool IsSeparator() const**

Returns true if the item is a separator.

---

**wxMenuItem::SetBackgroundColour**

---

**void SetBackgroundColour(const wxColour& *colour*) const**

Sets the background colour associated with the menu item (Windows only).

### **wxMenuItem::SetBitmap**

---

**void SetBitmap(const wxBitmap& *bmp*) const**

Sets the bitmap for the menu item (Windows and GTK+ only). It is equivalent to *SetBitmaps* (p. 939)(*bmp*, wxNullBitmap).

### **wxMenuItem::SetBitmaps**

---

**void SetBitmaps(const wxBitmap& *checked*, const wxBitmap& *unchecked* = wxNullBitmap) const**

Sets the checked/unchecked bitmaps for the menu item (Windows only). The first bitmap is also used as the single bitmap for uncheckable menu items.

### **wxMenuItem::SetFont**

---

**void SetFont(const wxFont& *font*) const**

Sets the font associated with the menu item (Windows only).

### **wxMenuItem::SetHelp**

---

**void SetHelp(const wxString& *helpString*) const**

Sets the help string.

### **wxMenuItem::SetMarginWidth**

---

**void SetMarginWidth(int *width*) const**

Sets the width of the menu item checkmark bitmap (Windows only).

### **wxMenuItem::SetText**

---

**void SetText(const wxString& *text*) const**

Sets the text associated with the menu item.

## **wxMenuItem::SetTextColour**

---

**void SetTextColour(const wxColour& colour) const**

Sets the text colour associated with the menu item (Windows only).

## **wxMessageDialog**

This class represents a dialog that shows a single or multi-line message, with a choice of OK, Yes, No and Cancel buttons.

### **Derived from**

*wxDialog* (p. 379)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### **Include files**

<wx/msgdlg.h>

### **See also**

*wxMessageDialog* overview (p. 1696)

## **wxMessageDialog::wxMessageDialog**

---

**wxMessageDialog(wxWindow\* parent, const wxString& message, const wxString& caption = "Message box", long style = wxOK | wxCANCEL, const wxPoint& pos = wxDefaultPosition)**

Constructor. Use *wxMessageDialog::ShowModal* (p. 941) to show the dialog.

### **Parameters**

*parent*

Parent window.

*message*

Message to show on the dialog.

*caption*

The dialog caption.

*style*

A dialog style (bitlist) containing flags chosen from the following:

<b>wxOK</b>	Show an OK button.
<b>wxCANCEL</b>	Show a Cancel button.
<b>wxYES_NO</b>	Show Yes and No buttons.
<b>wxYES_DEFAULT</b>	Used with <b>wxYES_NO</b> , makes <b>Yes</b> button the default - which is the default behaviour.
<b>wxNO_DEFAULT</b>	Used with <b>wxYES_NO</b> , makes <b>No</b> button the default.
<b>wxICON_EXCLAMATION</b>	Shows an exclamation mark icon.
<b>wxICON_HAND</b>	Shows an error icon.
<b>wxICON_ERROR</b>	Shows an error icon - the same as wxICON_HAND.
<b>wxICON_QUESTION</b>	Shows a question mark icon.
<b>wxICON_INFORMATION</b>	Shows an information (i) icon.
<b>wxSTAY_ON_TOP</b>	The message box stays on top of all other window, even those of the other applications (Windows only).

*pos*

Dialog position. Not Windows.

---

## **wxMessageDialog::~wxMessageDialog**

**~wxMessageDialog()**

Destructor.

---

## **wxMessageDialog::ShowModal**

**int ShowModal()**

Shows the dialog, returning one of wxID\_OK, wxID\_CANCEL, wxID\_YES, wxID\_NO.

## **wxMetafile**

A **wxMetafile** represents the MS Windows metafile object, so metafile operations have no effect in X. In wxWindows, only sufficient functionality has been provided for copying a graphic to the clipboard; this may be extended in a future version. Presently, the only way of creating a metafile is to use a wxMetafileDC.

### **Derived from**

*wxObject* (p. 982)

**Include files**

<wx/metafile.h>

**See also**

*wxMetafileDC* (p. 943)

---

**wxMetafile::wxMetafile**

---

**wxMetafile**(const wxString& filename = "")

Constructor. If a filename is given, the Windows disk metafile is read in. Check whether this was performed successfully by using the *wxMetafile::Ok* (p. 942) member.

---

**wxMetafile::~~wxMetafile**

---

**~wxMetafile**()

Destructor.

---

**wxMetafile::Ok**

---

**bool Ok**()

Returns true if the metafile is valid.

---

**wxMetafile::Play**

---

**bool Play**(wxDC \*dc)

Plays the metafile into the given device context, returning true if successful.

---

**wxMetafile::SetClipboard**

---

**bool SetClipboard**(int width = 0, int height = 0)

Passes the metafile data to the clipboard. The metafile can no longer be used for anything, but the *wxMetafile* object must still be destroyed by the application.

Below is a example of metafile, metafile device context and clipboard use from the *hello.cpp* example. Note the way the metafile dimensions are passed to the clipboard, making use of the device context's ability to keep track of the maximum extent of

drawing commands.

```

wxMetafileDC dc;
if (dc.Ok())
{
    Draw(dc, false);
    wxMetafile *mf = dc.Close();
    if (mf)
    {
        bool success = mf->SetClipboard((int)(dc.MaxX() + 10),
(int)(dc.MaxY() + 10));
        delete mf;
    }
}

```

## wxMetafileDC

This is a type of device context that allows a metafile object to be created (Windows only), and has most of the characteristics of a normal **wxDC**. The *wxMetafileDC::Close* (p. 944) member must be called after drawing into the device context, to return a metafile. The only purpose for this at present is to allow the metafile to be copied to the clipboard (see *wxMetafile* (p. 941)).

Adding metafile capability to an application should be easy if you already write to a wxDC; simply pass the wxMetafileDC to your drawing function instead. You may wish to conditionally compile this code so it is not compiled under X (although no harm will result if you leave it in).

Note that a metafile saved to disk is in standard Windows metafile format, and cannot be imported into most applications. To make it importable, call the function *::wxMakeMetafilePlaceable* (p. 1544) after closing your disk-based metafile device context.

### Derived from

*wxDC* (p. 359)  
*wXObject* (p. 982)

### Include files

<wx/metafile.h>

### See also

*wxMetafile* (p. 941), *wxDC* (p. 359)

---

## wxMetafileDC::wxMetafileDC

**wxMetafileDC(const wxString& filename = "")**

Constructor. If no filename is passed, the metafile is created in memory.

---

### wxMetafileDC::~~wxMetafileDC

---

**~wxMetafileDC()**

Destructor.

---

### wxMetafileDC::Close

---

**wxMetafile \* Close()**

This must be called after the device context is finished with. A metafile is returned, and ownership of it passes to the calling application (so it should be destroyed explicitly).

## wxMimeTypesManager

This class allows the application to retrieve the information about all known MIME types from a system-specific location and the filename extensions to the MIME types and vice versa. After initialization the functions *wxMimeTypesManager::GetFileTypeFromMimeType* (p. 946) and *wxMimeTypesManager::GetFileTypeFromExtension* (p. 946) may be called: they will return a *wxFileType* (p. 524) object which may be further queried for file description, icon and other attributes.

**Windows:** MIME type information is stored in the registry and no additional initialization is needed.

**Unix:** MIME type information is stored in the files *mailcap* and *mime.types* (system-wide) and *.mailcap* and *.mime.types* in the current user's home directory: all of these files are searched for and loaded if found by default. However, additional functions *wxMimeTypesManager::ReadMailcap* (p. 947) and *wxMimeTypesManager::ReadMimeTypes* (p. 947) are provided to load additional files.

If GNOME or KDE desktop environment is installed, then *wxMimeTypesManager* gathers MIME information from respective files (e.g. *.kdeInk* files under KDE).

NB: Currently, *wxMimeTypesManager* is limited to reading MIME type information but it will support modifying it as well in the future versions.

### Global objects

Global instance of `wxMimeTypeManager` is always available. It is defined as follows:

```
wxMimeTypeManager *wxTheMimeTypeManager;
```

It is recommended to use this instance instead of creating your own because gathering MIME information may take quite a long on Unix systems.

### Derived from

No base class.

### Include files

```
<wx/mimetype.h>
```

### See also

*wxFileType* (p. 524)

---

## Helper functions

All of these functions are static (i.e. don't need a `wxMimeTypeManager` object to call them) and provide some useful operations for string representations of MIME types. Their usage is recommended instead of directly working with MIME types using `wxString` functions.

*IsOfType* (p. 947)

---

## Constructor and destructor

NB: You won't normally need to use more than one `wxMimeTypeManager` object in a program.

*wxMimeTypeManager* (p. 946)

*~wxMimeTypeManager* (p. 946)

---

## Query database

These functions are the heart of this class: they allow to find a *file type* (p. 524) object from either file extension or MIME type. If the function is successful, it returns a pointer to the `wxFileType` object which **must** be deleted by the caller, otherwise `NULL` will be returned.

*GetFileTypeFromMimeType* (p. 946)

*GetFileTypeFromExtension* (p. 946)

## Initialization functions

---

**Unix:** These functions may be used to load additional files (except for the default ones which are loaded automatically) containing MIME information in either mailcap(5) or mime.types(5) format.

*ReadMailcap* (p. 947)

*ReadMimeTypes* (p. 947)

*AddFallbacks* (p. 946)

## **wxMimeTypesManager::wxMimeTypesManager**

---

**wxMimeTypesManager()**

Constructor puts the object in the "working" state, no additional initialization are needed - but *ReadXXX* (p. 946) may be used to load additional mailcap/mime.types files.

## **wxMimeTypesManager::~~wxMimeTypesManager**

---

**~wxMimeTypesManager()**

Destructor is not virtual, so this class should not be derived from.

## **wxMimeTypesManager::AddFallbacks**

---

**void AddFallbacks(const wxFileTypeInfo \*fallbacks)**

This function may be used to provide hard-wired fallbacks for the MIME types and extensions that might not be present in the system MIME database.

Please see the *typetest* sample for an example of using it.

## **wxMimeTypesManager::GetFileTypeFromExtension**

---

**wxFileType\* GetFileTypeFromExtension(const wxString& extension)**

Gather information about the files with given extension and return the corresponding *wxFileType* (p. 524) object or NULL if the extension is unknown.

## **wxMimeTypesManager::GetFileTypeFromMimeType**

---

**wxFileType\* GetFileTypeFromMimeType(const wxString& mimeType)**

Gather information about the files with given MIME type and return the corresponding *wxFileType* (p. 524) object or NULL if the MIME type is unknown.

**wxMimeTypesManager::IsOfType**

---

**bool IsOfType(const wxString& mimeType, const wxString& wildcard)**

This function returns true if either the given *mimeType* is exactly the same as *wildcard* or if it has the same category and the subtype of *wildcard* is '\*'. Note that the '\*' wildcard is not allowed in *mimeType* itself.

The comparison done by this function is case insensitive so it is not necessary to convert the strings to the same case before calling it.

**wxMimeTypesManager::ReadMailcap**

---

**bool ReadMailcap(const wxString& filename, bool fallback = false)**

Load additional file containing information about MIME types and associated information in mailcap format. See `metamail(1)` and `mailcap(5)` for more information.

*fallback* parameter may be used to load additional mailcap files without overriding the settings found in the standard files: normally, entries from files loaded with `ReadMailcap` will override the entries from files loaded previously (and the standard ones are loaded in the very beginning), but this will not happen if this parameter is set to true (default is false).

The return value is true if there were no errors in the file or false otherwise.

**wxMimeTypesManager::ReadMimeType**

---

**bool ReadMimeType(const wxString& filename)**

Load additional file containing information about MIME types and associated information in `mime.types` file format. See `metamail(1)` and `mailcap(5)` for more information.

The return value is true if there were no errors in the file or false otherwise.

**wxMiniFrame**

A miniframe is a frame with a small title bar. It is suitable for floating toolbars that must

not take up too much screen area.

### Derived from

*wxFrame* (p. 559)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/minifram.h>

### Window styles

<b>wxICONIZE</b>	Display the frame iconized (minimized) (Windows only).
<b>wxCAPTION</b>	Puts a caption on the frame.
<b>wxDEFAULT_FRAME_STYLE</b>	Defined as <b>wxMINIMIZE_BOX</b>   <b>wxMAXIMIZE_BOX</b>   <b>wxTHICK_FRAME</b>   <b>wxSYSTEM_MENU</b>   <b>wxCAPTION</b>   <b>wxCLOSE_BOX</b> .
<b>wxMINIMIZE</b>	Identical to <b>wxICONIZE</b> .
<b>wxMINIMIZE_BOX</b>	Displays a minimize box on the frame (Windows and Motif only).
<b>wxMAXIMIZE</b>	Displays the frame maximized (Windows only).
<b>wxMAXIMIZE_BOX</b>	Displays a maximize box on the frame (Windows and Motif only).
<b>wxCLOSE_BOX</b>	Displays a close box on the frame.
<b>wxSTAY_ON_TOP</b>	Stay on top of other windows (Windows only).
<b>wxSYSTEM_MENU</b>	Displays a system menu (Windows and Motif only).
<b>wxTHICK_FRAME</b>	Displays a thick frame around the window (Windows and Motif only).
<b>wxTINY_CAPTION_HORIZ</b>	This style is obsolete and not used any longer.
<b>wxTINY_CAPTION_VERT</b>	This style is obsolete and not used any longer.
<b>wxRESIZE_BORDER</b>	Displays a resizable border around the window (Motif only; for Windows, it is implicit in <b>wxTHICK_FRAME</b> ).

See also *window styles overview* (p. 1657). Note that all the window styles above are ignored under GTK and the mini frame cannot be resized by the user.

### Remarks

This class has miniframe functionality under Windows and GTK, i.e. the presence of mini frame will not be noted in the task bar and focus behaviour is different. On other platforms, it behaves like a normal frame.

### See also

*wxMDIParentFrame* (p. 898), *wxMDIChildFrame* (p. 893), *wxFrame* (p. 559), *wxDialog* (p. 379)

## **wxMiniFrame::wxMiniFrame**

---

### **wxMiniFrame()**

Default constructor.

**wxMiniFrame**(*wxWindow\** parent, *wxWindowID* id, **const wxString&** title, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = *wxDEFAULT\_FRAME\_STYLE*, **const wxString&** name = "frame")

Constructor, creating the window.

### **Parameters**

#### *parent*

The window parent. This may be NULL. If it is non-NULL, the frame will always be displayed on top of the parent window on Windows.

#### *id*

The window identifier. It may take a value of -1 to indicate a default value.

#### *title*

The caption to be displayed on the frame's title bar.

#### *pos*

The window position. A value of (-1, -1) indicates a default position, chosen by either the windowing system or wxWindows, depending on platform.

#### *size*

The window size. A value of (-1, -1) indicates a default size, chosen by either the windowing system or wxWindows, depending on platform.

#### *style*

The window style. See *wxMiniFrame* (p. 947).

#### *name*

The name of the window. This parameter is used to associate a name with the item, allowing the application user to set Motif resource values for individual windows.

### **Remarks**

The frame behaves like a normal frame on non-Windows platforms.

### **See also**

*wxMiniFrame::Create* (p. 950)

## **wxMiniFrame::~~wxMiniFrame**

---

**void ~wxMiniFrame()**

Destructor. Destroys all child windows and menu bar if present.

## **wxMiniFrame::Create**

---

**bool Create(wxWindow\* parent, wxWindowID id, const wxString& title, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxDEFAULT\_FRAME\_STYLE, const wxString& name = "frame")**

Used in two-step frame construction. See *wxMiniFrame::wxMiniFrame* (p. 949) for further details.

## **wxMirrorDC**

*wxMirrorDC* is a simple wrapper class which is always associated with a real *wxDC* (p. 359) object and either forwards all of its operations to it without changes (no mirroring takes place) or exchanges *x* and *y* coordinates which makes it possible to reuse the same code to draw a figure and its mirror -- i.e. reflection related to the diagonal line  $x == y$ .

*wxMirrorDC* has been added in *wxWindows* version 2.5.0.

### **Derived from**

*wxDC* (p. 359)

### **Include files**

<wx/dcmirror.h>

## **wxMirrorDC::wxMirrorDC**

---

**wxMirrorDC(wxDC& dc, bool mirror)**

Creates a (maybe) mirrored DC associated with the real *dc*. Everything drawn on *wxMirrorDC* will appear (and maybe mirrored) on *dc*.

*mirror* specifies if we do mirror (if it is `true`) or not (if it is `false`).

## wxModule

The module system is a very simple mechanism to allow applications (and parts of wxWindows itself) to define initialization and cleanup functions that are automatically called on wxWindows startup and exit.

To define a new kind of module, derive a class from wxModule, override the OnInit and OnExit functions, and add the DECLARE\_DYNAMIC\_CLASS and IMPLEMENT\_DYNAMIC\_CLASS to header and implementation files (which can be the same file). On initialization, wxWindows will find all classes derived from wxModule, create an instance of each, and call each OnInit function. On exit, wxWindows will call the OnExit function for each module instance.

Note that your module class does not have to be in a header file.

For example:

```
// A module to allow DDE initialization/cleanup
// without calling these functions from app.cpp or from
// the user's application.

class wxDDEModule: public wxModule
{
    DECLARE_DYNAMIC_CLASS(wxDDEModule)
public:
    wxDDEModule() {}
    bool OnInit() { wxDDEInitialize(); return true; };
    void OnExit() { wxDDECleanUp(); };
};

IMPLEMENT_DYNAMIC_CLASS(wxDDEModule, wxModule)
```

### Derived from

*wxObject* (p. 982)

### Include files

<wx/module.h>

---

## wxModule::wxModule

**wxModule()**

Constructs a wxModule object.

---

## wxModule::~~wxModule

**~wxModule()**

Destructor.

---

### **wxModule::CleanupModules**

---

**static void CleanupModules()**

Calls Exit for each module instance. Called by wxWindows on exit, so there is no need for an application to call it.

---

### **wxModule::Exit**

---

**void Exit()**

Calls OnExit. This function is called by wxWindows and should not need to be called by an application.

---

### **wxModule::Init**

---

**bool Init()**

Calls OnInit. This function is called by wxWindows and should not need to be called by an application.

---

### **wxModule::InitializeModules**

---

**static bool InitializeModules()**

Calls Init for each application instance. Called by wxWindows on startup, so there is no need for an application to call it.

---

### **wxModule::OnExit**

---

**virtual void OnExit()**

Provide this function with appropriate cleanup for your module.

---

### **wxModule::OnInit**

---

**virtual bool OnInit()**



**See also**

*Event handling overview* (p. 1649), *wxWindow::CaptureMouse* (p. 1431), *wxWindow::ReleaseMouse* (p. 1457), *wxWindow::GetCapture* (p. 1441)

**wxMouseCaptureChangedEvent::wxMouseCaptureChangedEvent**

---

**wxMouseCaptureChangedEvent**(wxWindowID *windowId* = 0, wxWindow\* *gainedCapture* = NULL)

Constructor.

**wxActivateEvent::GetCapturedWindow**

---

**wxWindow\*** GetCapturedWindow() const

Returns the window that gained the capture, or NULL if it was a non-wxWindows window.

**wxMouseEvent**

This event class contains information about the events generated by the mouse: they include mouse buttons press and release events and mouse move events.

All mouse events involving the buttons use `wxMOUSE_BTN_LEFT` for the left mouse button, `wxMOUSE_BTN_MIDDLE` for the middle one and `wxMOUSE_BTN_RIGHT` for the right one. Note that not all mice have a middle button so a portable application should avoid relying on the events from it.

**NB:** Note that under Windows mouse enter and leave events are not natively supported by the system but are generated by wxWindows itself. This has several drawbacks: the `LEAVE_WINDOW` event might be received some time after the mouse left the window and the state variables for it may have changed during this time.

**NB:** Note the difference between methods like *LeftDown* (p. 961) and *LeftIsDown* (p. 961): the former returns `true` when the event corresponds to the left mouse button click while the latter returns `true` if the left mouse button is currently being pressed. For example, when the user is dragging the mouse you can use *LeftIsDown* (p. 961) to test whether the left mouse button is (still) depressed. Also, by convention, if *LeftDown* (p. 961) returns `true`, *LeftIsDown* (p. 961) will also return `true` in wxWindows whatever the underlying GUI behaviour is (which is platform-dependent). The same applies, of course, to other mouse buttons as well.

**Derived from***wxEvt* (p. 453)**Include files**

&lt;wx/event.h&gt;

**Event table macros**

To process a mouse event, use these event handler macros to direct input to member functions that take a *wxMouseEvent* argument.

<b>EVT_LEFT_DOWN(func)</b>	Process a <i>wxEVT_LEFT_DOWN</i> event.
<b>EVT_LEFT_UP(func)</b>	Process a <i>wxEVT_LEFT_UP</i> event.
<b>EVT_LEFT_DCLICK(func)</b>	Process a <i>wxEVT_LEFT_DCLICK</i> event.
<b>EVT_MIDDLE_DOWN(func)</b>	Process a <i>wxEVT_MIDDLE_DOWN</i> event.
<b>EVT_MIDDLE_UP(func)</b>	Process a <i>wxEVT_MIDDLE_UP</i> event.
<b>EVT_MIDDLE_DCLICK(func)</b>	Process a <i>wxEVT_MIDDLE_DCLICK</i> event.
<b>EVT_RIGHT_DOWN(func)</b>	Process a <i>wxEVT_RIGHT_DOWN</i> event.
<b>EVT_RIGHT_UP(func)</b>	Process a <i>wxEVT_RIGHT_UP</i> event.
<b>EVT_RIGHT_DCLICK(func)</b>	Process a <i>wxEVT_RIGHT_DCLICK</i> event.
<b>EVT_MOTION(func)</b>	Process a <i>wxEVT_MOTION</i> event.
<b>EVT_ENTER_WINDOW(func)</b>	Process a <i>wxEVT_ENTER_WINDOW</i> event.
<b>EVT_LEAVE_WINDOW(func)</b>	Process a <i>wxEVT_LEAVE_WINDOW</i> event.
<b>EVT_MOUSEWHEEL(func)</b>	Process a <i>wxEVT_MOUSEWHEEL</i> event.
<b>EVT_MOUSE_EVENTS(func)</b>	Process all mouse events.

**wxMouseEvent::m\_altDown**

---

**bool m\_altDown**

true if the Alt key is pressed down.

**wxMouseEvent::m\_controlDown**

---

**bool m\_controlDown**

true if control key is pressed down.

**wxMouseEvent::m\_leftDown**

---

**bool m\_leftDown**

true if the left mouse button is currently pressed down.

---

**wxMouseEvent::m\_middleDown**

---

**bool m\_middleDown**

true if the middle mouse button is currently pressed down.

---

**wxMouseEvent::m\_rightDown**

---

**bool m\_rightDown**

true if the right mouse button is currently pressed down.

---

**wxMouseEvent::m\_metaDown**

---

**bool m\_metaDown**

true if the Meta key is pressed down.

---

**wxMouseEvent::m\_shiftDown**

---

**bool m\_shiftDown**

true if shift is pressed down.

---

**wxMouseEvent::m\_x**

---

**long m\_x**

X-coordinate of the event.

---

**wxMouseEvent::m\_y**

---

**long m\_y**

Y-coordinate of the event.

---

**wxMouseEvent::m\_wheelRotation**

---

**int m\_wheelRotation**

The distance the mouse wheel is rotated.

---

**wxMouseEvent::m\_wheelDelta**

---

**int m\_wheelDelta**

The wheel delta, normally 120.

---

**wxMouseEvent::m\_linesPerAction**

---

**int m\_linesPerAction**

The configured number of lines (or whatever) to be scrolled per wheel action.

---

**wxMouseEvent::wxMouseEvent**

---

**wxMouseEvent(WXTYPE *mouseEventType* = 0, int *id* = 0)**

Constructor. Valid event types are:

- **wxEVT\_ENTER\_WINDOW**
- **wxEVT\_LEAVE\_WINDOW**
- **wxEVT\_LEFT\_DOWN**
- **wxEVT\_LEFT\_UP**
- **wxEVT\_LEFT\_DCLICK**
- **wxEVT\_MIDDLE\_DOWN**
- **wxEVT\_MIDDLE\_UP**
- **wxEVT\_MIDDLE\_DCLICK**
- **wxEVT\_RIGHT\_DOWN**
- **wxEVT\_RIGHT\_UP**
- **wxEVT\_RIGHT\_DCLICK**
- **wxEVT\_MOTION**
- **wxEVT\_MOUSEWHEEL**

---

**wxMouseEvent::AltDown**

---

**bool AltDown()**

Returns true if the Alt key was down at the time of the event.

---

**wxMouseEvent::Button**

---

**bool Button(int *button*)**

Returns true if the identified mouse button is changing state. Valid values of *button* are:

<code>wxMOUSE_BTN_LEFT</code>	check if left button was pressed
<code>wxMOUSE_BTN_MIDDLE</code>	check if left button was pressed
<code>wxMOUSE_BTN_RIGHT</code>	check if left button was pressed
<code>wxMOUSE_BTN_ANY</code>	check if any button was pressed

---

### **wxMouseEvent::ButtonDClick**

---

**bool ButtonDClick(int *but* = `wxMOUSE_BTN_ANY`)**

If the argument is omitted, this returns true if the event was a mouse double click event. Otherwise the argument specifies which double click event was generated (see *Button* (p. 957) for the possible values).

---

### **wxMouseEvent::ButtonDown**

---

**bool ButtonDown(int *but* = `-1`)**

If the argument is omitted, this returns true if the event was a mouse button down event. Otherwise the argument specifies which button-down event was generated (see *Button* (p. 957) for the possible values).

---

### **wxMouseEvent::ButtonUp**

---

**bool ButtonUp(int *but* = `-1`)**

If the argument is omitted, this returns true if the event was a mouse button up event. Otherwise the argument specifies which button-up event was generated (see *Button* (p. 957) for the possible values).

---

### **wxMouseEvent::ControlDown**

---

**bool ControlDown()**

Returns true if the control key was down at the time of the event.

---

### **wxMouseEvent::Dragging**

---

**bool Dragging()**

Returns true if this was a dragging event (motion while a button is depressed).

**See also**

*Moving* (p. 962)

---

### **wxMouseEvent::Entering**

---

**bool Entering()**

Returns true if the mouse was entering the window.

See also *wxMouseEvent::Leaving* (p. 961).

---

### **wxMouseEvent::GetButton**

---

**int GetButton() const**

Returns the mouse button which generated this event or `wxMOUSE_BTN_NONE` if no button is involved (for mouse move, enter or leave event, for example). Otherwise `wxMOUSE_BTN_LEFT` is returned for the left button down, up and double click events, `wxMOUSE_BTN_MIDDLE` and `wxMOUSE_BTN_RIGHT` for the same events for the middle and the right buttons respectively.

---

### **wxMouseEvent::GetPosition**

---

**wxPoint GetPosition() const**

**void GetPosition(wxCoord\* x, wxCoord\* y) const**

**void GetPosition(long\* x, long\* y) const**

Sets \*x and \*y to the position at which the event occurred.

Returns the physical mouse position in pixels.

---

### **wxMouseEvent::GetLogicalPosition**

---

**wxPoint GetLogicalPosition(const wxDC& dc) const**

Returns the logical mouse position in pixels (i.e. translated according to the translation set for the DC, which usually indicates that the window has been scrolled).

---

### **wxMouseEvent::GetLinesPerAction**

---

**int GetLinesPerAction() const**

Returns the configured number of lines (or whatever) to be scrolled per wheel action.

Defaults to three.

---

**wxMouseEvent::GetWheelRotation**

---

**int GetWheelRotation() const**

Get wheel rotation, positive or negative indicates direction of rotation. Current devices all send an event when rotation is equal to +/-WheelDelta, but this allows for finer resolution devices to be created in the future. Because of this you shouldn't assume that one event is equal to 1 line or whatever, but you should be able to either do partial line scrolling or wait until +/-WheelDelta rotation values have been accumulated before scrolling.

---

**wxMouseEvent::GetWheelDelta**

---

**int GetWheelDelta() const**

Get wheel delta, normally 120. This is the threshold for action to be taken, and one such action (for example, scrolling one increment) should occur for each delta.

---

**wxMouseEvent::GetX**

---

**long GetX() const**

Returns X coordinate of the physical mouse event position.

---

**wxMouseEvent::GetY**

---

**long GetY()**

Returns Y coordinate of the physical mouse event position.

---

**wxMouseEvent::IsButton**

---

**bool IsButton() const**

Returns true if the event was a mouse button event (not necessarily a button down event - that may be tested using *ButtonDown*).

---

**wxMouseEvent::IsPageScroll**

---

**bool IsPageScroll() const**

Returns true if the system has been setup to do page scrolling with the mouse wheel instead of line scrolling.

---

**wxMouseEvent::Leaving**

---

**bool Leaving() const**

Returns true if the mouse was leaving the window.

See also *wxMouseEvent::Entering* (p. 959).

---

**wxMouseEvent::LeftDClick**

---

**bool LeftDClick() const**

Returns true if the event was a left double click.

---

**wxMouseEvent::LeftDown**

---

**bool LeftDown() const**

Returns true if the left mouse button changed to down.

---

**wxMouseEvent::LeftIsDown**

---

**bool LeftIsDown() const**

Returns true if the left mouse button is currently down, independent of the current event type.

Please notice that it is **not** the same as *LeftDown* (p. 961) which returns true if the left mouse button was just pressed. Rather, it describes the state of the mouse button before the event happened.

This event is usually used in the mouse event handlers which process "move mouse" messages to determine whether the user is (still) dragging the mouse.

---

**wxMouseEvent::LeftUp**

---

**bool LeftUp() const**

Returns true if the left mouse button changed to up.

**wxMouseEvent::MetaDown**

---

**bool MetaDown() const**

Returns true if the Meta key was down at the time of the event.

**wxMouseEvent::MiddleDClick**

---

**bool MiddleDClick() const**

Returns true if the event was a middle double click.

**wxMouseEvent::MiddleDown**

---

**bool MiddleDown() const**

Returns true if the middle mouse button changed to down.

**wxMouseEvent::MiddleIsDown**

---

**bool MiddleIsDown() const**

Returns true if the middle mouse button is currently down, independent of the current event type.

**wxMouseEvent::MiddleUp**

---

**bool MiddleUp() const**

Returns true if the middle mouse button changed to up.

**wxMouseEvent::Moving**

---

**bool Moving() const**

Returns true if this was a motion event (whether some buttons are currently pressed or not, use *Dragging* (p. 958) if you need to distinguish between these situations).

**wxMouseEvent::RightDClick**

---

**bool RightDClick() const**

Returns true if the event was a right double click.

### **wxMouseEvent::RightDown**

---

**bool RightDown() const**

Returns true if the right mouse button changed to down.

### **wxMouseEvent::RightIsDown**

---

**bool RightIsDown() const**

Returns true if the right mouse button is currently down, independent of the current event type.

### **wxMouseEvent::RightUp**

---

**bool RightUp() const**

Returns true if the right mouse button changed to up.

### **wxMouseEvent::ShiftDown**

---

**bool ShiftDown() const**

Returns true if the shift key was down at the time of the event.

## **wxMoveEvent**

A move event holds information about move change events.

### **Derived from**

*wxEvent* (p. 453)

*wxObject* (p. 982)

### **Include files**

<wx/event.h>

### **Event table macros**

To process a move event, use this event handler macro to direct input to a member

function that takes a `wxMoveEvent` argument.

**EVT\_MOVE(func)** Process a `wxEVT_MOVE` event, which is generated when a window is moved.

### See also

*wxPoint* (p. 1021), *Event handling overview* (p. 1649)

---

## **wxMoveEvent::wxMoveEvent**

**wxMoveEvent(const wxPoint& pt, int id = 0)**

Constructor.

---

## **wxMoveEvent::GetPosition**

**wxPoint GetPosition() const**

Returns the position of the window generating the move change event.

## **wxMultipleChoiceDialog**

This class represents a dialog that shows a list of strings, and allows the user to select one or more.

**NOTE:** this class is not yet implemented.

### Derived from

*wxDialog* (p. 379)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/choicdlg.h>

### See also

*wxMultipleChoiceDialog overview* (p. 1697)

## wxMutex

A mutex object is a synchronization object whose state is set to signaled when it is not owned by any thread, and nonsignaled when it is owned. Its name comes from its usefulness in coordinating mutually-exclusive access to a shared resource as only one thread at a time can own a mutex object.

Mutexes may be recursive in the sense that a thread can lock a mutex which it had already locked before (instead of dead locking the entire process in this situation by starting to wait on a mutex which will never be released while the thread is waiting) but using them is not recommended and they are **not** recursive by default. The reason for this is that recursive mutexes are not supported by all Unix flavours and, worse, they cannot be used with *wxCondition* (p. 178).

For example, when several thread use the data stored in the linked list, modifications to the list should be only allowed to one thread at a time because during a new node addition the list integrity is temporarily broken (this is also called *program invariant*).

### Example

```
// this variable has an "s_" prefix because it is static: seeing an
"s_" in
// a multithreaded program is in general a good sign that you should
use a
// mutex (or a critical section)
static wxMutex *s_mutexProtectingTheGlobalData;

// we store some numbers in this global array which is presumably
used by
// several threads simultaneously
wxArrayInt s_data;

void MyThread::AddNewNode(int num)
{
    // ensure that no other thread accesses the list
    s_mutexProtectingTheGlobalList->Lock();

    s_data.Add(num);

    s_mutexProtectingTheGlobalList->Unlock();
}

// return true the given number is greater than all array elements
bool MyThread::IsGreater(int num)
{
    // before using the list we must acquire the mutex
    wxMutexLocker lock(s_mutexProtectingTheGlobalData);

    size_t count = s_data.Count();
    for ( size_t n = 0; n < count; n++ )
```

```
    {  
        if ( s_data[n] > num )  
            return false;  
    }  
  
    return true;  
}
```

Notice how `wxMutexLocker` was used in the second function to ensure that the mutex is unlocked in any case: whether the function returns true or false (because the destructor of the local object `lock` is always called). Using this class instead of directly using `wxMutex` is, in general safer and is even more so if your program uses C++ exceptions.

### Constants

```
enum wxMutexType  
{  
    // normal mutex: try to always use this one  
    wxMUTEX_DEFAULT,  
  
    // recursive mutex: don't use these ones with wxCondition  
    wxMUTEX_RECURSIVE  
};
```

### Derived from

None.

### Include files

<wx/thread.h>

### See also

*wxThread* (p. 1322), *wxCondition* (p. 178), *wxMutexLocker* (p. 968), *wxCriticalSection* (p. 213)

---

## **wxMutex::wxMutex**

**wxMutex(wxMutexType type = wxMUTEX\_DEFAULT)**

Default constructor.

---

## **wxMutex::~~wxMutex**

**~wxMutex()**

Destroys the `wxMutex` object.

## **wxMutex::Lock**

---

### **wxMutexError Lock()**

Locks the mutex object.

#### **Return value**

One of:

**wxMUTEX\_NO\_ERROR**  
**wxMUTEX\_DEAD\_LOCK**  
**wxMUTEX\_BUSY**

There was no error.  
A deadlock situation was detected.  
The mutex is already locked by another thread.

## **wxMutex::TryLock**

---

### **wxMutexError TryLock()**

Tries to lock the mutex object. If it can't, returns immediately with an error.

#### **Return value**

One of:

**wxMUTEX\_NO\_ERROR**  
**wxMUTEX\_DEAD\_LOCK**  
**wxMUTEX\_BUSY**

There was no error.  
A deadlock situation was detected.  
The mutex is already locked by another thread.

## **wxMutex::Unlock**

---

### **wxMutexError Unlock()**

Unlocks the mutex object.

#### **Return value**

One of:

**wxMUTEX\_NO\_ERROR**  
**wxMUTEX\_DEAD\_LOCK**  
**wxMUTEX\_BUSY**  
**wxMUTEX\_UNLOCKED**

There was no error.  
A deadlock situation was detected.  
The mutex is already locked by another thread.  
The calling thread tries to unlock an unlocked mutex.

## wxMutexLocker

This is a small helper class to be used with *wxMutex* (p. 965) objects. A *wxMutexLocker* acquires a mutex lock in the constructor and releases (or unlocks) the mutex in the destructor making it much more difficult to forget to release a mutex (which, in general, will promptly lead to the serious problems). See *wxMutex* (p. 965) for an example of *wxMutexLocker* usage.

### Derived from

None.

### Include files

<wx/thread.h>

### See also

*wxMutex* (p. 965), *wxCriticalSectionLocker* (p. 214)

---

## wxMutexLocker::wxMutexLocker

**wxMutexLocker**(*wxMutex*& *mutex*)

Constructs a *wxMutexLocker* object associated with *mutex* and locks it. Call *IsLocked* (p. 968) to check if the mutex was successfully locked.

---

## wxMutexLocker::~wxMutexLocker

**~wxMutexLocker**()

Destructor releases the mutex if it was successfully acquired in the ctor.

---

## wxMutexLocker::IsOk

**bool IsOk**() const

Returns true if mutex was acquired in the constructor, false otherwise.

## wxNode

wxNodeBase is the node structure used in linked lists (see *wxList* (p. 814)) and derived classes. You should never use wxNodeBase class directly, however, because it works with untyped (`void *`) data and this is unsafe. Use wxNodeBase-derived classes which are automatically defined by `WX_DECLARE_LIST` and `WX_DEFINE_LIST` macros instead as described in *wxList* (p. 814) documentation (see example there). Also note that although there is a class called wxNode, it is defined for backwards compatibility only and usage of this class is strongly deprecated.

In the documentation below, the type `T` should be thought of as a "template" parameter: this is the type of data stored in the linked list or, in other words, the first argument of `WX_DECLARE_LIST` macro. Also, wxNode is written as `wxNode<T>` even though it isn't really a template class -- but it helps to think of it as if it were.

### Derived from

None.

### Include files

<wx/list.h>

### See also

*wxList* (p. 814), *wxHashTable* (p. 666)

---

### wxNode<T>::GetData

**T \* GetData() const**

Retrieves the client data pointer associated with the node.

---

### wxNode<T>::GetNext

**wxNode<T> \* GetNext() const**

Retrieves the next node or NULL if this node is the last one.

---

### wxNode<T>::GetPrevious

**wxNode<T> \* GetPrevious()**

Retrieves the previous node or NULL if this node is the first one in the list.

### **wxNode<T>::SetData**

---

**void SetData(T \*data)**

Sets the data associated with the node (usually the pointer will have been set when the node was created).

### **wxNode<T>::IndexOf**

---

**int IndexOf()**

Returns the zero-based index of this node within the list. The return value will be NOT\_FOUND if the node has not been added to a list yet.

## **wxNotebook**

This class represents a notebook control, which manages multiple windows with associated tabs.

To use the class, create a wxNotebook object and call *AddPage* (p. 972) or *InsertPage* (p. 975), passing a window to be used as the page. Do not explicitly delete the window for a page that is currently managed by wxNotebook.

**wxNotebookPage** is a typedef for wxWindow.

### **Derived from**

*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### **Include files**

<wx/notebook.h>

### **Window styles**

<b>wxNB_LEFT</b>	Place tabs on the left side. Not supported under Windows XP.
<b>wxNB_RIGHT</b>	Place tabs on the right side. Not supported under Windows XP.
<b>wxNB_BOTTOM</b>	Place tabs under instead of above the notebook pages.

**wxBN\_FIXEDWIDTH** Not supported under Windows XP.  
 (Windows only) All tabs will have same width.  
**wxBN\_MULTILINE** (Windows only) There can be several rows of tabs.

See also *window styles overview* (p. 1657).

### Event handling

To process input from a notebook control, use the following event handler macros to direct input to member functions that take a *wxNotebookEvent* (p. 978) argument.

**EVT\_NOTEBOOK\_PAGE\_CHANGED(id, func)** The page selection was changed. Processes a *wxEVT\_COMMAND\_NOTEBOOK\_PAGE\_CHANGED* event.

**EVT\_NOTEBOOK\_PAGE\_CHANGING(id, func)** The page selection is about to be changed. Processes a *wxEVT\_COMMAND\_NOTEBOOK\_PAGE\_CHANGING* event. This event can be *vetoed* (p. 982).

### See also

*wxNotebookEvent* (p. 978), *wxImageList* (p. 781), *wxTabCtrl* (p. 1270)

---

## wxNotebook::wxNotebook

---

### wxNotebook()

Default constructor.

**wxNotebook(wxWindow\* parent, wxWindowID id, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = 0, const wxString& name = "notebook")**

Constructs a notebook control.

Note that sometimes you can reduce flicker by passing the *wxCLIP\_CHILDREN* window style.

### Parameters

*parent*

The parent window. Must be non-NULL.

- id*  
The window identifier.
- pos*  
The window position.
- size*  
The window size.
- style*  
The window style. See *wxNotebook* (p. 970).
- name*  
The name of the control (used only under Motif).

---

### **wxNotebook::~~wxNotebook**

---

**~wxNotebook()**

Destroys the wxNotebook object.

---

### **wxNotebook::AddPage**

---

**bool AddPage(wxNotebookPage\* page, const wxString& text, bool select = false, int imageld = -1)**

Adds a new page.

The call to this function may generate the page changing events.

#### **Parameters**

*page*  
Specifies the new page.

*text*  
Specifies the text for the new page.

*select*  
Specifies whether the page should be selected.

*imageld*  
Specifies the optional image index for the new page.

#### **Return value**

true if successful, false otherwise.

### Remarks

Do not delete the page, it will be deleted by the notebook.

### See also

*wxNotebook::InsertPage* (p. 975)

---

## **wxNotebook::AdvanceSelection**

---

**void AdvanceSelection**(*bool forward = true*)

Cycles through the tabs.

The call to this function generates the page changing events.

---

## **wxNotebook::AssignImageList**

---

**void AssignImageList**(*wxImageList\* imageList*)

Sets the image list for the page control and takes ownership of the list.

### See also

*wxImageList* (p. 781), *SetImageList* (p. 977)

---

## **wxNotebook::Create**

---

**bool Create**(*wxWindow\* parent, wxWindowID id, const wxPoint& pos = wxDefaultPosition, const wxSize& size, long style = 0, const wxString& name = "notebook"*)

Creates a notebook control. See *wxNotebook::wxNotebook* (p. 971) for a description of the parameters.

---

## **wxNotebook::DeleteAllPages**

---

**bool DeleteAllPages**()

Deletes all pages.

---

## **wxNotebook::DeletePage**

---

**bool DeletePage**(*size\_t page*)

Deletes the specified page, and the associated window.

The call to this function generates the page changing events.

---

### **wxNotebook::GetImageList**

---

**wxImageList\* GetImageList() const**

Returns the associated image list.

#### **See also**

*wxImageList* (p. 781), *wxNotebook::SetImageList* (p. 977)

---

### **wxNotebook::GetPage**

---

**wxNotebookPage\* GetPage(size\_t page)**

Returns the window at the given page position.

---

### **wxNotebook::GetPageCount**

---

**size\_t GetPageCount() const**

Returns the number of pages in the notebook control.

---

### **wxNotebook::GetPageImage**

---

**int GetPageImage(size\_t nPage) const**

Returns the image index for the given page.

---

### **wxNotebook::GetPageText**

---

**wxString GetPageText(size\_t nPage) const**

Returns the string for the given page.

---

### **wxNotebook::GetRowCount**

---

**int GetRowCount() const**

Returns the number of rows in the notebook control.

---

**wxNotebook::GetSelection**

---

**int GetSelection() const**

Returns the currently selected page, or -1 if none was selected.

Note that this method may return either the previously or newly selected page when called from the `EVT_NOTEBOOK_PAGE_CHANGED` handler depending on the platform and so `wxNotebookEvent::GetSelection` (p. 979) should be used instead in this case.

---

**wxNotebook::HitTest**

---

**int HitTest(const wxPoint& pt, long \*flags = NULL)**

Returns the index of the tab at the specified position or `wxNOT_FOUND` if none. If *flags* parameter is non `NULL`, the position of the point inside the tab is returned as well.

**NB:** This method is currently only implemented under `wxMSW` and `wxUniv`.

**Parameters***pt*

Specifies the point for the hit test.

*flags*

Return value for detailed information. One of the following

values:**wxNB\_HITTEST\_NOWHERE**

There was no tab under this point.

**wxNB\_HITTEST\_ONICON**

The point was over an icon (currently `wxMSW` only).

**wxNB\_HITTEST\_ONLABEL**

The point was over a label (currently `wxMSW` only).

**wxNB\_HITTEST\_ONITEM**

The point was over an item, but not on the label or icon.

**Return value**

Returns the zero-based tab index or `wxNOT_FOUND` if there is no tab is at the specified position.

---

**wxNotebook::InsertPage**

---

**bool InsertPage(size\_t index, wxNotebookPage\* page, const wxString& text, bool select = false, int imageld = -1)**

Inserts a new page at the specified position.

### Parameters

*index*

Specifies the position for the new page.

*page*

Specifies the new page.

*text*

Specifies the text for the new page.

*select*

Specifies whether the page should be selected.

*imageId*

Specifies the optional image index for the new page.

### Return value

true if successful, false otherwise.

### Remarks

Do not delete the page, it will be deleted by the notebook.

### See also

*wxNotebook::AddPage* (p. 972)

---

## wxNotebook::OnSelChange

---

**void OnSelChange(wxNotebookEvent& event)**

An event handler function, called when the page selection is changed.

### See also

*wxNotebookEvent* (p. 978)

---

## wxNotebook::RemovePage

---

**bool RemovePage(size\_t page)**

Deletes the specified page, without deleting the associated window.

### **wxNotebook::SetImageList**

---

**void SetImageList**(wxImageList\* *imageList*)

Sets the image list for the page control. It does not take ownership of the image list, you must delete it yourself.

**See also**

*wxImageList* (p. 781), *AssignImageList* (p. 973)

### **wxNotebook::SetPadding**

---

**void SetPadding**(const wxSize& *padding*)

Sets the amount of space around each page's icon and label, in pixels.

**NB:** The vertical padding cannot be changed in wxGTK.

### **wxNotebook::SetPageSize**

---

**void SetPageSize**(const wxSize& *size*)

Sets the width and height of the pages.

**NB:** This method is currently not implemented for wxGTK.

### **wxNotebook::SetPageImage**

---

**bool SetPageImage**(size\_t *page*, int *image*)

Sets the image index for the given page. *image* is an index into the image list which was set with *wxNotebook::SetImageList* (p. 977).

### **wxNotebook::SetPageText**

---

**bool SetPageText**(size\_t *page*, const wxString& *text*)

Sets the text for the given page.

### **wxNotebook::SetSelection**

---

**int SetSelection**(size\_t *page*)

Sets the selection for the given page, returning the previous selection.

The call to this function generates the page changing events.

### See also

*wxNotebook::GetSelection* (p. 975)

## wxNotebookEvent

This class represents the events generated by a notebook control: currently, there are two of them. The `PAGE_CHANGING` event is sent before the current page is changed. It allows to the program to examine the current page (which can be retrieved with *GetOldSelection()* (p. 979)) and to veto the page change by calling *Veto()* (p. 982) if, for example, the current values in the controls of the old page are invalid.

The second event - `PAGE_CHANGED` - is sent after the page has been changed and the program cannot veto it any more, it just informs it about the page change.

To summarize, if the program is interested in validating the page values before allowing the user to change it, it should process the `PAGE_CHANGING` event, otherwise `PAGE_CHANGED` is probably enough. In any case, it is probably unnecessary to process both events at once.

### Derived from

*wxNotifyEvent* (p. 980)  
*wxCommandEvent* (p. 169)  
*wxEvent* (p. 453)  
*wxObject* (p. 982)

### Include files

<wx/notebook.h>

### Event handling

To process input from a notebook control, use the following event handler macros to direct input to member functions that take a *wxNotebookEvent* (p. 978) argument.

**EVT\_NOTEBOOK\_PAGE\_CHANGED(id, func)** The page selection was changed. Processes a `wxEVT_COMMAND_NOTEBOOK_PAGE_CHANGED` event.

**EVT\_NOTEBOOK\_PAGE\_CHANGING(id, func)** The page selection is about to be changed. Processes a `wxEVT_COMMAND_NOTEBOOK_PAGE_CH`

ANGING event. This event can be *vetoed* (p. 982).

### See also

*wxNotebook* (p. 970), *wxTabCtrl* (p. 1270), *wxTabEvent* (p. 1275)

---

## **wxNotebookEvent::wxNotebookEvent**

**wxNotebookEvent**(wxEventType *eventType* = wxEVT\_NULL, int *id* = 0, int *sel* = -1, int *oldSel* = -1)

Constructor (used internally by wxWindows only).

---

## **wxNotebookEvent::GetOldSelection**

**int GetOldSelection() const**

Returns the page that was selected before the change, -1 if none was selected.

---

## **wxNotebookEvent::GetSelection**

**int GetSelection() const**

Returns the currently selected page, or -1 if none was selected.

**NB:** under Windows, `GetSelection()` will return the same value as `GetOldSelection()` (p. 979) when called from `EVT_NOTEBOOK_PAGE_CHANGING` handler and not the page which is going to be selected.

---

## **wxNotebookEvent::SetOldSelection**

**void SetOldSelection(int page)**

Sets the id of the page selected before the change.

---

## **wxNotebookEvent::SetSelection**

**void SetSelection(int page)**

Sets the selection member variable.

**See also**

*wxNotebookEvent::GetSelection* (p. 979)

## wxNotebookSizer

`wxNotebookSizer` is a specialized sizer to make sizers work in connection with using notebooks. This sizer is different from any other sizer as you must not add any children to it - instead, it queries the notebook class itself. The only thing this sizer does is to determine the size of the biggest page of the notebook and report an adjusted minimal size to a more toplevel sizer.

For more information, please see *Programming with wxNotebookSizer* (p. 1673).

**Derived from**

*wxSizer* (p. 1145)

*wxObject* (p. 982)

**See also**

*wxSizer* (p. 1145), *wxNotebook* (p. 970), *Sizer overview* (p. 1666)

### wxNotebookSizer::wxNotebookSizer

---

**wxNotebookSizer(wxNotebook\* notebook)**

Constructor. It takes an associated notebook as its only parameter.

### wxNotebookSizer::GetNotebook

---

**wxNotebook\* GetNotebook()**

Returns the notebook associated with the sizer.

## wxNotifyEvent

This class is not used by the event handlers by itself, but is a base class for other event classes (such as *wxNotebookEvent* (p. 978)).

It (or an object of a derived class) is sent when the controls state is being changed and allows the program to *Veto()* (p. 982) this change if it wants to prevent it from happening.

### Derived from

*wxCommandEvent* (p. 169)

*wxEvent* (p. 453)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Include files

<wx/event.h>

### Event table macros

None

### See also

*wxNotebookEvent* (p. 978)

---

## **wxNotifyEvent::wxNotifyEvent**

**wxNotifyEvent(wxEventType eventType = wxEVT\_NULL, int id = 0)**

Constructor (used internally by wxWindows only).

---

## **wxNotifyEvent::Allow**

**void Allow()**

This is the opposite of *Veto()* (p. 982): it explicitly allows the event to be processed. For most events it is not necessary to call this method as the events are allowed anyhow but some are forbidden by default (this will be mentioned in the corresponding event description).

---

## **wxNotifyEvent::IsAllowed**

**bool IsAllowed() const**

Returns true if the change is allowed (*Veto()* (p. 982) hasn't been called) or false otherwise (if it was).

## **wxNotifyEvent::Veto**

---

**void Veto()**

Prevents the change announced by this event from happening.

It is in general a good idea to notify the user about the reasons for vetoing the change because otherwise the applications behaviour (which just refuses to do what the user wants) might be quite surprising.

## **wxObject**

This is the root class of all wxWindows classes. It declares a virtual destructor which ensures that destructors get called for all derived class objects where necessary.

wxObject is the hub of a dynamic object creation scheme, enabling a program to create instances of a class only knowing its string class name, and to query the class hierarchy.

The class contains optional debugging versions of **new** and **delete**, which can help trace memory allocation and deallocation problems.

wxObject can be used to implement reference counted objects, such as wxPen, wxBitmap and others.

### **See also**

*wxClassInfo* (p. 132), *Debugging overview* (p. 1641), *wxObjectRefData* (p. 985)

## **wxObject::wxObject**

---

**wxObject()**

**wxObject(const wxObject& other)**

Default and copy constructors.

## **wxObject::~~wxObject**

---

**wxObject()**

Destructor. Performs dereferencing, for those objects that use reference counting.

## **wxObject::m\_refData**

---

**wxObjectRefData\* m\_refData**

Pointer to an object which is the object's reference-counted data.

### **See also**

*wxObject::Ref* (p. 984), *wxObject::UnRef* (p. 985), *wxObject::SetRefData* (p. 985), *wxObject::GetRefData* (p. 983), *wxObjectRefData* (p. 985)

## **wxObject::Dump**

---

**void Dump(ostream& stream)**

A virtual function that may be redefined by derived classes to allow dumping of memory states.

This function is only defined in debug build and doesn't exist at all if `__WXDEBUG__` is not defined.

### **Parameters**

*stream*

Stream on which to output dump information.

### **Remarks**

Currently wxWindows does not define Dump for derived classes, but programmers may wish to use it for their own applications. Be sure to call the Dump member of the class's base class to allow all information to be dumped.

The implementation of this function in wxObject just writes the class name of the object.

## **wxObject::GetClassInfo**

---

**wxClassInfo \* GetClassInfo()**

This virtual function is redefined for every class that requires run-time type information, when using DECLARE\_CLASS macros.

## **wxObject::GetRefData**

---

**wxObjectRefData\* GetRefData() const**

Returns the **m\_refData** pointer.

**See also**

*wxObject::Ref* (p. 984), *wxObject::UnRef* (p. 985), *wxObject::m\_refData* (p. 983), *wxObject::SetRefData* (p. 985), *wxObjectRefData* (p. 985)

**wxObject::IsKindOf**

---

**bool IsKindOf(wxClassInfo \*info)**

Determines whether this class is a subclass of (or the same class as) the given class.

**Parameters**

*info*

A pointer to a class information object, which may be obtained by using the CLASSINFO macro.

**Return value**

true if the class represented by *info* is the same class as this one or is derived from it.

**Example**

```
bool tmp = obj->IsKindOf(CLASSINFO(wxFrame));
```

**wxObject::Ref**

---

**void Ref(const wxObject& clone)**

Makes this object refer to the data in *clone*.

**Parameters**

*clone*

The object to 'clone'.

**Remarks**

First this function calls *wxObject::UnRef* (p. 985) on itself to decrement (and perhaps free) the data it is currently referring to.

It then sets its own *m\_refData* to point to that of *clone*, and increments the reference count inside the data.

**See also**

*wxObject::UnRef* (p. 985), *wxObject::m\_refData* (p. 983), *wxObject::SetRefData* (p. 985), *wxObject::GetRefData* (p. 983), *wxObjectRefData* (p. 985)

## **wxObject::SetRefData**

---

**void SetRefData(wxObjectRefData\* data)**

Sets the **m\_refData** pointer.

### **See also**

*wxObject::Ref* (p. 984), *wxObject::UnRef* (p. 985), *wxObject::m\_refData* (p. 983), *wxObject::GetRefData* (p. 983), *wxObjectRefData* (p. 985)

## **wxObject::UnRef**

---

**void UnRef()**

Decrements the reference count in the associated data, and if it is zero, deletes the data. The **m\_refData** member is set to NULL.

### **See also**

*wxObject::Ref* (p. 984), *wxObject::m\_refData* (p. 983), *wxObject::SetRefData* (p. 985), *wxObject::GetRefData* (p. 983), *wxObjectRefData* (p. 985)

## **wxObject::operator new**

---

**void \* new(size\_t size, const wxString& filename = NULL, int lineNum = 0)**

The *new* operator is defined for debugging versions of the library only, when the identifier `__WXDEBUG__` is defined. It takes over memory allocation, allowing `wxDebugContext` operations.

## **wxObject::operator delete**

---

**void delete(void buf)**

The *delete* operator is defined for debugging versions of the library only, when the identifier `__WXDEBUG__` is defined. It takes over memory deallocation, allowing `wxDebugContext` operations.

## **wxObjectRefData**

This class is used to store reference-counted data. Derive classes from this to store your own data. When retrieving information from a **wxObject**'s reference data, you will need to cast to your own derived class.

### Friends

*wxObject* (p. 982)

### See also

*wxObject* (p. 982)

---

## wxObjectRefData::m\_count

---

**int m\_count**

Reference count. When this goes to zero during a *wxObject::UnRef* (p. 985), an object can delete the **wxObjectRefData** object.

---

## wxObjectRefData::wxObjectRefData

---

**wxObjectRefData()**

Default constructor. Initialises the **m\_count** member to 1.

---

## wxObjectRefData::~~wxObjectRefData

---

**wxObjectRefData()**

Destructor.

## wxOutputStream

*wxOutputStream* is an abstract base class which may not be used directly.

### Derived from

*wxStreamBase* (p. 1225)

### Include files

<wx/stream.h>

**wxOutputStream::wxOutputStream**

---

**wxOutputStream()**

Creates a dummy wxOutputStream object.

**wxOutputStream::~~wxOutputStream**

---

**~wxOutputStream()**

Destructor.

**wxOutputStream::LastWrite**

---

**size\_t LastWrite() const**

Returns the number of bytes written during the last Write().

**wxOutputStream::PutC**

---

**void PutC(char c)**

Puts the specified character in the output queue and increments the stream position.

**wxOutputStream::SeekO**

---

**off\_t SeekO(off\_t pos, wxSeekMode mode)**

Changes the stream current position.

**wxOutputStream::TellO**

---

**off\_t TellO() const**

Returns the current stream position.

**wxOutputStream::Write**

---

**wxOutputStream& Write(const void \*buffer, size\_t size)**

Writes the specified amount of bytes using the data of *buffer*. **WARNING!** The buffer absolutely needs to have at least the specified size.

This function returns a reference on the current object, so the user can test any states of the stream right away.

#### **wxOutputStream& Write(wxInputStream& stream\_in)**

Reads data from the specified input stream and stores them in the current stream. The data is read until an error is raised by one of the two streams.

## **wxPageSetupDialog**

This class represents the page setup common dialog. The page setup dialog is standard from Windows 95 on, replacing the print setup dialog (which is retained in Windows and wxWindows for backward compatibility). On Windows 95 and NT 4.0 and above, the page setup dialog is native to the windowing system, otherwise it is emulated.

The page setup dialog contains controls for paper size (A4, A5 etc.), orientation (landscape or portrait), and controls for setting left, top, right and bottom margin sizes in millimetres.

When the dialog has been closed, you need to query the *wxPageSetupDialogData* (p. 989) object associated with the dialog.

Note that the OK and Cancel buttons do not destroy the dialog; this must be done by the application.

### **Derived from**

*wxDialog* (p. 379)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### **Include files**

<wx/printdlg.h>

### **See also**

*wxPrintDialog* (p. 1033), *wxPageSetupDialogData* (p. 989)

## **wxPageSetupDialog::wxPageSetupDialog**

---

**wxPageSetupDialog(wxWindow\* parent, wxPageSetupDialogData\* data = NULL)**

Constructor. Pass a parent window, and optionally a pointer to a block of page setup data, which will be copied to the print dialog's internal data.

## **wxPageSetupDialog::~~wxPageSetupDialog**

---

**~wxPageSetupDialog()**

Destructor.

## **wxPageSetupDialog::GetPageSetupData**

---

**wxPageSetupDialogData& GetPageSetupData()**

Returns the *page setup data* (p. 989) associated with the dialog.

## **wxPageSetupDialog::ShowModal**

---

**int ShowModal()**

Shows the dialog, returning `wxID_OK` if the user pressed OK, and `wxID_CANCEL` otherwise.

## **wxPageSetupDialogData**

This class holds a variety of information related to *wxPageSetupDialog* (p. 988).

It contains a *wxPrintData* (p. 1027) member which is used to hold basic printer configuration data (as opposed to the user-interface configuration settings stored by *wxPageSetupDialogData*).

### **Derived from**

*wxObject* (p. 982)

### **Include files**

<wx/cmndata.h>

### **See also**

*wxPageSetupDialog* (p. 988)

---

### **wxPageSetupDialogData::wxPageSetupDialogData**

---

**wxPageSetupDialogData()**

Default constructor.

**wxPageSetupDialogData(wxPageSetupDialogData& data)**

Copy constructor.

**wxPageSetupDialogData(wxPrintData& printData)**

Construct an object from a print data object.

---

### **wxPageSetupDialogData::~~wxPageSetupDialogData**

---

**~wxPageSetupDialogData()**

Destructor.

---

### **wxPageSetupDialogData::EnableHelp**

---

**void EnableHelp(bool flag)**

Enables or disables the 'Help' button (Windows only).

---

### **wxPageSetupDialogData::EnableMargins**

---

**void EnableMargins(bool flag)**

Enables or disables the margin controls (Windows only).

---

### **wxPageSetupDialogData::EnableOrientation**

---

**void EnableOrientation(bool flag)**

Enables or disables the orientation control (Windows only).

**wxPageSetupDialogData::EnablePaper**

---

**void EnablePaper**(bool *flag*)

Enables or disables the paper size control (Windows only).

**wxPageSetupDialogData::EnablePrinter**

---

**void EnablePrinter**(bool *flag*)Enables or disables the **Printer** button, which invokes a printer setup dialog.**wxPageSetupDialogData::GetDefaultMinMargins**

---

**bool GetDefaultMinMargins**() const

Returns true if the page setup dialog will take its minimum margin values from the currently selected printer properties. Windows only.

**wxPageSetupDialogData::GetEnableMargins**

---

**bool GetEnableMargins**() const

Returns true if the margin controls are enabled (Windows only).

**wxPageSetupDialogData::GetEnableOrientation**

---

**bool GetEnableOrientation**() const

Returns true if the orientation control is enabled (Windows only).

**wxPageSetupDialogData::GetEnablePaper**

---

**bool GetEnablePaper**() const

Returns true if the paper size control is enabled (Windows only).

**wxPageSetupDialogData::GetEnablePrinter**

---

**bool GetEnablePrinter**() const

Returns true if the printer setup button is enabled.

**wxPageSetupDialogData::GetEnableHelp**

---

**bool GetEnableHelp() const**

Returns true if the printer setup button is enabled.

**wxPageSetupDialogData::GetDefaultInfo**

---

**bool GetDefaultInfo() const**

Returns true if the dialog will simply return default printer information (such as orientation) instead of showing a dialog. Windows only.

**wxPageSetupDialogData::GetMarginTopLeft**

---

**wxPoint GetMarginTopLeft() const**

Returns the left (x) and top (y) margins in millimetres.

**wxPageSetupDialogData::GetMarginBottomRight**

---

**wxPoint GetMarginBottomRight() const**

Returns the right (x) and bottom (y) margins in millimetres.

**wxPageSetupDialogData::GetMinMarginTopLeft**

---

**wxPoint GetMinMarginTopLeft() const**

Returns the left (x) and top (y) minimum margins the user can enter (Windows only). Units are in millimetres

**wxPageSetupDialogData::GetMinMarginBottomRight**

---

**wxPoint GetMinMarginBottomRight() const**

Returns the right (x) and bottom (y) minimum margins the user can enter (Windows only). Units are in millimetres

**wxPageSetupDialogData::GetPaperId**

---

**wxPaperSize GetPaperId() const**

Returns the paper id (stored in the internal `wxPrintData` object).

For further information, see `wxPrintData::SetPaperId` (p. 1030).

---

### **`wxPageSetupDialogData::GetPaperSize`**

---

**`wxSize GetPaperSize() const`**

Returns the paper size in millimetres.

---

### **`wxPageSetupDialogData::GetPrintData`**

---

**`wxPrintData& GetPrintData()`**

Returns a reference to the *print data* (p. 1027) associated with this object.

---

### **`wxPageSetupDialogData::Ok`**

---

**`bool Ok() const`**

Returns true if the print data associated with the dialog data is valid. This can return false on Windows if the current printer is not set, for example. On all other platforms, it returns true.

---

### **`wxPageSetupDialogData::SetDefaultInfo`**

---

**`void SetDefaultInfo(bool flag)`**

Pass true if the dialog will simply return default printer information (such as orientation) instead of showing a dialog. Windows only.

---

### **`wxPageSetupDialogData::SetDefaultMinMargins`**

---

**`void SetDefaultMinMargins(bool flag)`**

Pass true if the page setup dialog will take its minimum margin values from the currently selected printer properties. Windows only. Units are in millimetres

---

### **`wxPageSetupDialogData::SetMarginTopLeft`**

---

**`void SetMarginTopLeft(const wxPoint& pt)`**

Sets the left (x) and top (y) margins in millimetres.

---

**wxPageSetupDialogData::SetMarginBottomRight**

---

**void SetMarginBottomRight(const wxPoint& pt)**

Sets the right (x) and bottom (y) margins in millimetres.

---

**wxPageSetupDialogData::SetMinMarginTopLeft**

---

**void SetMinMarginTopLeft(const wxPoint& pt)**

Sets the left (x) and top (y) minimum margins the user can enter (Windows only). Units are in millimetres.

---

**wxPageSetupDialogData::SetMinMarginBottomRight**

---

**void SetMinMarginBottomRight(const wxPoint& pt)**

Sets the right (x) and bottom (y) minimum margins the user can enter (Windows only). Units are in millimetres.

---

**wxPageSetupDialogData::SetPaperId**

---

**void SetPaperId(wxPaperSize& id)**

Sets the paper size id. For further information, see *wxPrintData::SetPaperId* (p. 1030).

Calling this function overrides the explicit paper dimensions passed in *wxPageSetupDialogData::SetPaperSize* (p. 994).

---

**wxPageSetupDialogData::SetPaperSize**

---

**void SetPaperSize(const wxSize& size)**

Sets the paper size in millimetres. If a corresponding paper id is found, it will be set in the internal *wxPrintData* object, otherwise the paper size overrides the paper id.

---

**wxPageSetupDialogData::SetPrintData**

---

**void SetPrintData(const wxPrintData& printData)**

Sets the *print data* (p. 1027) associated with this object.

**wxPageSetupDialogData::operator =**

---

**void operator =(const wxPrintData& data)**

Assigns print data to this object.

**void operator =(const wxPageSetupDialogData& data)**

Assigns page setup data to this object.

**wxPaintDC**

A wxPaintDC must be constructed if an application wishes to paint on the client area of a window from within an **OnPaint** event. This should normally be constructed as a temporary stack object; don't store a wxPaintDC object. If you have an OnPaint handler, you *must* create a wxPaintDC object within it even if you don't actually use it.

Using wxPaintDC within OnPaint is important because it automatically sets the clipping area to the damaged area of the window. Attempts to draw outside this area do not appear.

To draw on a window from outside **OnPaint**, construct a *wxClientDC* (p. 136) object.

To draw on the whole window including decorations, construct a *wxWindowDC* (p. 1477) object (Windows only).

**Derived from***wxWindowDC* (p. 1477)*wxDC* (p. 359)**Include files**

&lt;wx/dcclient.h&gt;

**See also***wxDC* (p. 359), *wxMemoryDC* (p. 905), *wxPaintDC* (p. 995), *wxWindowDC* (p. 1477), *wxScreenDC* (p. 1108)**wxPaintDC::wxPaintDC**

---

**wxPaintDC**(wxWindow\* *window*)

Constructor. Pass a pointer to the window on which you wish to paint.

## wxPaintEvent

A paint event is sent when a window's contents needs to be repainted.

### Derived from

*wxEvent* (p. 453)

*wxObject* (p. 982)

### Include files

<wx/event.h>

### Event table macros

To process a paint event, use this event handler macro to direct input to a member function that takes a *wxPaintEvent* argument.

**EVT\_PAINT(func)**                      Process a wxEVT\_PAINT event.

### See also

*Event handling overview* (p. 1649)

### Remarks

Note that In a paint event handler, the application must *always* create a *wxPaintDC* (p. 995) object, even if you do not use it. Otherwise, under MS Windows, refreshing for this and other windows will go wrong.

For example:

```
void MyWindow::OnPaint(wxPaintEvent& event)
{
    wxPaintDC dc(this);

    DrawMyDocument(dc);
}
```

You can optimize painting by retrieving the rectangles that have been damaged and only repainting these. The rectangles are in terms of the client area, and are unscrolled, so you will need to do some calculations using the current view position to obtain logical, scrolled units.

Here is an example of using the *wxRegionIterator* (p. 1091) class:

```
// Called when window needs to be repainted.
void MyWindow::OnPaint(wxPaintEvent& event)
{
    wxPaintDC dc(this);

    // Find Out where the window is scrolled to
    int vbX,vbY;           // Top left corner of client
    GetViewStart(&vbX,&vbY);

    int vX,vY,vW,vH;      // Dimensions of client area in
pixels
    wxRegionIterator upd(GetUpdateRegion()); // get the update rect list

    while (upd)
    {
        vX = upd.GetX();
        vY = upd.GetY();
        vW = upd.GetW();
        vH = upd.GetH();

        // Alternatively we can do this:
        // wxRect rect(upd.GetRect());

        // Repaint this rectangle
        ...some code...

        upd ++ ;
    }
}
```

---

## wxPaintEvent::wxPaintEvent

**wxPaintEvent(int id = 0)**

Constructor.

## wxPalette

A palette is a table that maps pixel values to RGB colours. It allows the colours of a low-depth bitmap, for example, to be mapped to the available colours in a display.

### Derived from

*wxGDIObject* (p. 585)

*wXObject* (p. 982)

### Include files

<wx/palette.h>

## Predefined objects

Objects:

### **wxNullPalette**

### See also

*wxDC::SetPalette* (p. 375), *wxBitmap* (p. 70)

---

## **wxPalette::wxPalette**

---

### **wxPalette()**

Default constructor.

### **wxPalette(const wxPalette& palette)**

Copy constructor. This uses reference counting so is a cheap operation.

### **wxPalette(int n, const unsigned char\* red, const unsigned char\* green, const unsigned char\* blue)**

Creates a palette from arrays of size *n*, one for each red, blue or green component.

### Parameters

*palette*

A pointer or reference to the palette to copy.

*n*

The number of indices in the palette.

*red*

An array of red values.

*green*

An array of green values.

*blue*

An array of blue values.

### See also

*wxPalette::Create* (p. 999)

**wxPerl note:** In wxPerl the third constructor form takes as parameters 3 array references ( they must be of the same length ).

## **wxPalette::~~wxPalette**

---

**~wxPalette()**

Destructor.

## **wxPalette::Create**

---

**bool Create(int *n*, const unsigned char\* *red*, const unsigned char\* *green*, const unsigned char\* *blue*)**

Creates a palette from arrays of size *n*, one for each red, blue or green component.

### **Parameters**

*n*  
The number of indices in the palette.

*red*  
An array of red values.

*green*  
An array of green values.

*blue*  
An array of blue values.

### **Return value**

true if the creation was successful, false otherwise.

### **See also**

*wxPalette::wxPalette* (p. 998)

## **wxPalette::GetPixel**

---

**int GetPixel(const unsigned char *red*, const unsigned char *green*, const unsigned char *blue*) const**

Returns a pixel value (index into the palette) for the given RGB values.

### **Parameters**

*red*  
Red value.

*green*  
Green value.

*blue*  
Blue value.

### Return value

The nearest palette index.

### See also

*wxPalette::GetRGB* (p. 1000)

---

## wxPalette::GetRGB

---

**bool GetPixel(int *pixel*, const unsigned char\* *red*, const unsigned char\* *green*, const unsigned char\* *blue*) const**

Returns RGB values for a given palette index.

### Parameters

*pixel*  
The palette index.

*red*  
Receives the red value.

*green*  
Receives the green value.

*blue*  
Receives the blue value.

### Return value

true if the operation was successful.

### See also

*wxPalette::GetPixel* (p. 999)

**wxPerl note:** In wxPerl this method takes only the `pixel` parameter and returns a 3-element list ( or the empty list upon failure ).

**wxPalette::Ok**

---

**bool Ok() const**

Returns true if palette data is present.

**wxPalette::operator =**

---

**wxPalette& operator =(const wxPalette& palette)**

Assignment operator, using reference counting. Returns a reference to 'this'.

**wxPalette::operator ==**

---

**bool operator ==(const wxPalette& palette)**

Equality operator. Two palettes are equal if they contain pointers to the same underlying palette data. It does not compare each attribute, so two independently-created palettes using the same parameters will fail the test.

**wxPalette::operator !=**

---

**bool operator !=(const wxPalette& palette)**

Inequality operator. Two palettes are not equal if they contain pointers to different underlying palette data. It does not compare each attribute.

**wxPanel**

A panel is a window on which controls are placed. It is usually placed within a frame. It contains minimal extra functionality over and above its parent class `wxWindow`; its main purpose is to be similar in appearance and functionality to a dialog, but with the flexibility of having any window as a parent.

*Note:* if not all characters are being intercepted by your `OnKeyDown` or `OnChar` handler, it may be because you are using the `wxTAB_TRAVERSAL` style, which grabs some keypresses for use by child controls.

**Derived from**

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Include files

<wx/panel.h>

### Window styles

There are no specific styles for this window.

See also *window styles overview* (p. 1657).

### Remarks

By default, a panel has the same colouring as a dialog.

### See also

*wxDialog* (p. 379)

---

## wxPanel::wxPanel

---

### wxPanel()

Default constructor.

**wxPanel**(*wxWindow\** parent, **wxWindowID** id = -1, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = *wxTAB\_TRAVERSAL*, **const wxString&** name = "panel")

Constructor.

### Parameters

*parent*

The parent window.

*id*

An identifier for the panel. A value of -1 is taken to mean a default.

*pos*

The panel position. A value of (-1, -1) indicates a default position, chosen by either the windowing system or wxWindows, depending on platform.

*size*

The panel size. A value of (-1, -1) indicates a default size, chosen by either the windowing system or wxWindows, depending on platform.

*style*

The window style. See *wxPanel* (p. 1001).

*name*

Used to associate a name with the window, allowing the application user to set Motif resource values for individual dialog boxes.

**See also**

*wxPanel::Create* (p. 1003)

---

## **wxPanel::~~wxPanel**

**~wxPanel()**

Destructor. Deletes any child windows before deleting the physical window.

---

## **wxPanel::Create**

**bool Create**(*wxWindow\** parent, *wxWindowID* id, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = *wxTAB\_TRAVERSAL*, **const wxString&** name = "panel")

Used for two-step panel construction. See *wxPanel::wxPanel* (p. 1002) for details.

---

## **wxPanel::GetDefaultItem**

**wxButton\*** GetDefaultItem() **const**

Returns a pointer to the button which is the default for this window, or NULL. The default button is the one activated by pressing the Enter key.

---

## **wxPanel::InitDialog**

**void InitDialog()**

Sends a *wxInitDialogEvent* (p. 789), which in turn transfers data to the dialog via validators.

**See also**

*wxInitDialogEvent* (p. 789)

---

## **wxPanel::OnSysColourChanged**

**void OnSysColourChanged(wxSysColourChangedEvent& event)**

The default handler for wxEVT\_SYS\_COLOUR\_CHANGED.

### Parameters

*event*

The colour change event.

### Remarks

Changes the panel's colour to conform to the current settings (Windows only). Add an event table entry for your panel class if you wish the behaviour to be different (such as keeping a user-defined background colour). If you do override this function, call wxEvent::Skip to propagate the notification to child windows and controls.

### See also

*wxSysColourChangedEvent* (p. 1263)

---

## wxPanel::SetDefaultItem

**void SetDefaultItem(wxButton \*btn)**

Changes the default button for the panel.

### See also

*GetDefaultItem* (p. 1003)

## wxPathList

The path list is a convenient way of storing a number of directories, and when presented with a filename without a directory, searching for an existing file in those directories. Storing the filename only in an application's files and using a locally-defined list of directories makes the application and its files more portable.

Use the *wxFileNameFromPath* global function to extract the filename from the path.

### Derived from

*wxList* (p. 814)

*wxObject* (p. 982)

### Include files

<wx/filefn.h>

**See also**

*wxList* (p. 814)

---

### **wxPathList::wxPathList**

---

**wxPathList()**

Constructor.

---

### **wxPathList::AddEnvList**

---

**void AddEnvList(const wxString& env\_variable)**

Finds the value of the given environment variable, and adds all paths to the path list. Useful for finding files in the PATH variable, for example.

---

### **wxPathList::Add**

---

**void Add(const wxString& path)**

Adds the given directory to the path list, but does not check if the path was already on the list (use `wxPathList::Member` for this).

---

### **wxPathList::EnsureFileAccessible**

---

**void EnsureFileAccessible(const wxString& filename)**

Given a full filename (with path), ensures that files in the same path can be accessed using the pathlist. It does this by stripping the filename and adding the path to the list if not already there.

---

### **wxPathList::FindAbsolutePath**

---

**wxString FindAbsolutePath(const wxString& file)**

Searches for a full path for an existing file by appending *file* to successive members of the path list. If the file exists, a temporary pointer to the absolute path is returned.

## **wxPathList::FindValidPath**

---

**wxString FindValidPath(const wxString& file)**

Searches for a full path for an existing file by appending *file* to successive members of the path list. If the file exists, a temporary pointer to the full path is returned. This path may be relative to the current working directory.

## **wxPathList::Member**

---

**bool Member(const wxString& file)**

true if the path is in the path list (ignoring case).

## **wxPen**

A pen is a drawing tool for drawing outlines. It is used for drawing lines and painting the outline of rectangles, ellipses, etc. It has a colour, a width and a style.

### **Derived from**

*wxGDIObject* (p. 585)

*wxObject* (p. 982)

### **Include files**

<wx/pen.h>

### **Predefined objects**

Objects:

**wxNullPen**

Pointers:

**wxRED\_PEN**

**wxCYAN\_PEN**

**wxGREEN\_PEN**

**wxBLACK\_PEN**

**wxWHITE\_PEN**

**wxTRANSPARENT\_PEN**

**wxBLACK\_DASHED\_PEN**

**wxGREY\_PEN**

**wxMEDIUM\_GREY\_PEN**

**wxLIGHT\_GREY\_PEN**

## Remarks

On a monochrome display, `wxWindows` shows all non-white pens as black.

Do not initialize objects on the stack before the program commences, since other required structures may not have been set up yet. Instead, define global pointers to objects and create them in *OnInit* or when required.

An application may wish to dynamically create pens with different characteristics, and there is the consequent danger that a large number of duplicate pens will be created. Therefore an application may wish to get a pointer to a pen by using the global list of pens **wxThePenList**, and calling the member function **FindOrCreatePen**. See the entry for *wxPenList* (p. 1013).

`wxPen` uses a reference counting system, so assignments between brushes are very cheap. You can therefore use actual `wxPen` objects instead of pointers without efficiency problems. Once one `wxPen` object changes its data it will create its own pen data internally so that other pens, which previously shared the data using the reference counting, are not affected.

## See also

*wxPenList* (p. 1013), *wxDC* (p. 359), *wxDC::SetPen* (p. 378)

---

## wxPen::wxPen

### **wxPen()**

Default constructor. The pen will be uninitialised, and *wxPen::Ok* (p. 1011) will return false.

### **wxPen(const wxColour& colour, int width = 1, int style = wxSOLID)**

Constructs a pen from a colour object, pen width and style.

### **wxPen(const wxString& colourName, int width, int style)**

Constructs a pen from a colour name, pen width and style.

### **wxPen(const wxBitmap& stipple, int width)**

Constructs a stippled pen from a stipple bitmap and a width.

### **wxPen(const wxPen& pen)**

Copy constructor. This uses reference counting so is a cheap operation.

## Parameters

*colour*

A colour object.

*colourName*

A colour name.

*width*

Pen width. Under Windows, the pen width cannot be greater than 1 if the style is `wxDOT`, `wxLONG_DASH`, `wxSHORT_DASH`, `wxDOT_DASH`, or `wxUSER_DASH`.

*stipple*

A stipple bitmap.

*pen*

A pointer or reference to a pen to copy.

*style*

The style may be one of the following:

<b>wxSOLID</b>	Solid style.
<b>wxTRANSPARENT</b>	No pen is used.
<b>wxDOT</b>	Dotted style.
<b>wxLONG_DASH</b>	Long dashed style.
<b>wxSHORT_DASH</b>	Short dashed style.
<b>wxDOT_DASH</b>	Dot and dash style.
<b>wxSTIPPLE</b>	Use the stipple bitmap.
<b>wxUSER_DASH</b>	Use the user dashes: see <i>wxPen::SetDashes</i> (p. 1011).
<b>wxBDIAGONAL_HATCH</b>	Backward diagonal hatch.
<b>wxCROSSDIAG_HATCH</b>	Cross-diagonal hatch.
<b>wxFDIAGONAL_HATCH</b>	Forward diagonal hatch.
<b>wxCROSS_HATCH</b>	Cross hatch.
<b>wxHORIZONTAL_HATCH</b>	Horizontal hatch.
<b>wxVERTICAL_HATCH</b>	Vertical hatch.

## Remarks

Different versions of Windows and different versions of other platforms support *very* different subsets of the styles above - there is no similarity even between Windows95 and Windows98 - so handle with care.

If the named colour form is used, an appropriate **wxColour** structure is found in the colour database.

## See also

*wxPen::SetStyle* (p. 1012), *wxPen::SetColour* (p. 1011), *wxPen::SetWidth* (p. 1012), *wxPen::SetStipple* (p. 1012)

**wxPerl note:** Constructors supported by wxPerl are:

- ::Pen->new( colour, width, style )
- ::Pen->new( colourName, width, style )
- ::Pen->new( stipple, width )

---

## wxPen::~~wxPen

---

**~wxPen()**

Destructor.

### Remarks

The destructor may not delete the underlying pen object of the native windowing system, since wxBrush uses a reference counting system for efficiency.

Although all remaining pens are deleted when the application exits, the application should try to clean up all pens itself. This is because wxWindows cannot know if a pointer to the pen object is stored in an application data structure, and there is a risk of double deletion.

---

## wxPen::GetCap

---

**int GetCap() const**

Returns the pen cap style, which may be one of **wxCAP\_ROUND**, **wxCAP\_PROJECTING** and **wxCAP\_BUTT**. The default is **wxCAP\_ROUND**.

### See also

*wxPen::SetCap* (p. 1011)

---

## wxPen::GetColour

---

**wxColour& GetColour() const**

Returns a reference to the pen colour.

### See also

*wxPen::SetColour* (p. 1011)

---

## wxPen::GetDashes

---

**int GetDashes(wxDash\*\* dashes) const**

Gets an array of dashes (defined as char in X, DWORD under Windows). *dashes* is a pointer to the internal array. Do not deallocate or store this pointer. The function returns the number of dashes associated with this pen.

**See also**

*wxPen::SetDashes* (p. 1011)

---

**wxPen::GetJoin**

---

**int GetJoin() const**

Returns the pen join style, which may be one of **wxJOIN\_BEVEL**, **wxJOIN\_ROUND** and **wxJOIN\_MITER**. The default is **wxJOIN\_ROUND**.

**See also**

*wxPen::SetJoin* (p. 1012)

---

**wxPen::GetStipple**

---

**wxBitmap\* GetStipple() const**

Gets a pointer to the stipple bitmap.

**See also**

*wxPen::SetStipple* (p. 1012)

---

**wxPen::GetStyle**

---

**int GetStyle() const**

Returns the pen style.

**See also**

*wxPen::wxPen* (p. 1007), *wxPen::SetStyle* (p. 1012)

---

**wxPen::GetWidth**

---

**int GetWidth() const**

Returns the pen width.

**See also**

*wxPen::SetWidth* (p. 1012)

**wxPen::Ok**

---

**bool Ok() const**

Returns true if the pen is initialised.

**wxPen::SetCap**

---

**void SetCap(int capStyle)**

Sets the pen cap style, which may be one of **wxCAP\_ROUND**, **wxCAP\_PROJECTING** and **wxCAP\_BUTT**. The default is **wxCAP\_ROUND**.

**See also**

*wxPen::GetCap* (p. 1009)

**wxPen::SetColour**

---

**void SetColour(wxColour& colour)**

**void SetColour(const wxString& colourName)**

**void SetColour(int red, int green, int blue)**

The pen's colour is changed to the given colour.

**See also**

*wxPen::GetColour* (p. 1009)

**wxPen::SetDashes**

---

**void SetDashes(int n, wxDash\* dashes)**

Associates an array of pointers to dashes (defined as char in X, DWORD under Windows) with the pen. The array is not deallocated by wxPen, but neither must it be deallocated by the calling application until the pen is deleted or this function is called with a NULL array.

**See also**

*wxPen::GetDashes* (p. 1009)

### **wxPen::SetJoin**

---

**void SetJoin**(int *join\_style*)

Sets the pen join style, which may be one of **wxJOIN\_BEVEL**, **wxJOIN\_ROUND** and **wxJOIN\_MITER**. The default is **wxJOIN\_ROUND**.

**See also**

*wxPen::GetJoin* (p. 1010)

### **wxPen::SetStipple**

---

**void SetStipple**(wxBitmap\* *stipple*)

Sets the bitmap for stippling.

**See also**

*wxPen::GetStipple* (p. 1010)

### **wxPen::SetStyle**

---

**void SetStyle**(int *style*)

Set the pen style.

**See also**

*wxPen::wxPen* (p. 1007)

### **wxPen::SetWidth**

---

**void SetWidth**(int *width*)

Sets the pen width.

**See also**

*wxPen::GetWidth* (p. 1010)

### **wxPen::operator =**

---

**wxPen& operator =(const wxPen& pen)**

Assignment operator, using reference counting. Returns a reference to 'this'.

---

**wxPen::operator ==**

---

**bool operator ==(const wxPen& pen)**

Equality operator. Two pens are equal if they contain pointers to the same underlying pen data. It does not compare each attribute, so two independently-created pens using the same parameters will fail the test.

---

**wxPen::operator !=**

---

**bool operator !=(const wxPen& pen)**

Inequality operator. Two pens are not equal if they contain pointers to different underlying pen data. It does not compare each attribute.

## wxPenList

There is only one instance of this class: **wxThePenList**. Use this object to search for a previously created pen of the desired type and create it if not already found. In some windowing systems, the pen may be a scarce resource, so it can pay to reuse old resources if possible. When an application finishes, all pens will be deleted and their resources freed, eliminating the possibility of 'memory leaks'. However, it is best not to rely on this automatic cleanup because it can lead to double deletion in some circumstances.

There are two mechanisms in recent versions of wxWindows which make the pen list less useful than it once was. Under Windows, scarce resources are cleaned up internally if they are not being used. Also, a referencing counting mechanism applied to all GDI objects means that some sharing of underlying resources is possible. You don't have to keep track of pointers, working out when it is safe delete a pen, because the referencing counting does it for you. For example, you can set a pen in a device context, and then immediately delete the pen you passed, because the pen is 'copied'.

So you may find it easier to ignore the pen list, and instead create and copy pens as you see fit. If your Windows resource meter suggests your application is using too many resources, you can resort to using GDI lists to share objects explicitly.

The only compelling use for the pen list is for wxWindows to keep track of pens in order to clean them up on exit. It is also kept for backward compatibility with earlier versions of wxWindows.

**See also**

*wxPen* (p. 1006)

---

**wxPenList::wxPenList**

---

**void wxPenList()**

Constructor. The application should not construct its own pen list: use the object pointer **wxThePenList**.

---

**wxPenList::AddPen**

---

**void AddPen(wxPen\* pen)**

Used internally by wxWindows to add a pen to the list.

---

**wxPenList::FindOrCreatePen**

---

**wxPen\* FindOrCreatePen(const wxColour& colour, int width, int style)**

Finds a pen with the specified attributes and returns it, else creates a new pen, adds it to the pen list, and returns it.

**wxPen\* FindOrCreatePen(const wxString& colourName, int width, int style)**

Finds a pen with the specified attributes and returns it, else creates a new pen, adds it to the pen list, and returns it.

**Parameters**

*colour*  
Colour object.

*colourName*  
Colour name, which should be in the *colour database* (p. 159).

*width*  
Width of pen.

*style*  
Pen style. See *wxPen::wxPen* (p. 1007) for a list of styles.

**wxPenList::RemovePen**

---

**void RemovePen(wxPen\* pen)**

Used by wxWindows to remove a pen from the list.

**wxPlotCurve**

The wxPlotCurve class represents a curve displayed in a *wxPlotWindow* (p. 1017). It is a virtual curve, i.e. it acts only as an interface, leaving it to the programmer to care for how the values pairs are matched. wxPlotWindow and wxPlotCurve are designed to display large amounts of data, i.e. most typically data measured by some sort of machine.

This class is abstract, i.e. you have to derive your own class and implement the pure virtual functions (*GetStartX()* (p. 1016), *GetEndX()* (p. 1015) and *GetY()* (p. 1016)).

**Derived from**

*wxObject* (p. 982)

**wxPlotCurve::wxPlotCurve**

---

**wxPlotCurve(int offsetY, double startY, double endY)**

Constructor assigning start values. See below for interpretation.

**wxPlotCurve::GetEndX**

---

**wxInt32 GetEndX()**

Must be overridden. This function should return the index of the last value of this curve, typically 99 if 100 values have been measured.

**wxPlotCurve::GetEndY**

---

**double GetEndY()**

See *SetStartY* (p. 1016).

**wxPlotCurve::GetOffsetY**

---

**int GetOffsetY()**

Returns the vertical offset.

**wxPlotCurve::GetY**

---

**double GetY(wxInt32 x)**

Must be overridden. This function will return the actual Y value corresponding to the given X value. The x value is of an integer type because it is considered to be an index in row of measured values.

**wxPlotCurve::GetStartX**

---

**wxInt32 GetStartX()**

Must be overridden. This function should return the index of the first value of this curve, typically zero.

**wxPlotCurve::GetStartY**

---

**double GetStartY()**

See *SetStartY* (p. 1016).

**wxPlotCurve::SetEndY**

---

**void SetEndY(double endY)**

The value returned by this function tells the plot window what the highest values in the curve will be so that a suitable scale can be found for the display. If the Y values in this curve are in the range of -1.5 to 0.5, this function should return 0.5 or maybe 1.0 for nicer aesthetics.

**wxPlotCurve::SetOffsetY**

---

**void SetOffsetY(int offsetY)**

When displaying several curves in one window, it is often useful to assign different offsets to the curves. You should call *wxPlotWindow::Move* (p. 1019) to set this value after you have added the curve to the window.

**wxPlotCurve::SetStartY**

---

**void SetStartY(double startY)**

The value returned by this function tells the plot window what the lowest values in the curve will be so that a suitable scale can be found for the display. If the Y values in this curve are in the range of -1.5 to 0.5, this function should return -1.5 or maybe -2.0 for nicer aesthetics.

## wxPlotWindow

wxPlotWindow is a specialized window designed to display data that typically has been measured by machines, i.e. that may have thousands of values. One example of such data would be the well known ECG measuring the electrical activity of your heart: the measuring device will produce thousands of values per minute, several measurements are done simultaneously and you might want to have a look at parts of the curves, enlarging them or scrolling from one position to another. Note that this window is not useful for real-time measuring or for displaying charts with error bars etc.

A single curve in the plot window is represented by the *wxPlotCurve* (p. 1015) class.

The wxPlotWindow interacts with program using events, for example when clicking or double clicking on a curve or when selecting one by clicking on it (which can be vetoed). Future versions will hopefully feature selecting values or sections of the displayed curves etc.

### Derived from

*wxScrolledWindow* (p. 1120)

*wxPanel* (p. 1001)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Window styles

<b>wxPLOT_BUTTON_MOVE</b>	Display buttons to allow moving individual curves up or down.
<b>wxPLOT_BUTTON_ENLARGE</b>	Display buttons to allow enlarging individual curves vertically.
<b>wxPLOT_BUTTON_ZOOM</b>	Display buttons to allow zooming all curves horizontally.
<b>wxPLOT_BUTTON_ALL</b>	Display all buttons.
<b>wxPLOT_Y_AXIS</b>	Display an Y axis to the left of the drawing area.
<b>wxPLOT_X_AXIS</b>	Display a X axis at the bottom of the drawing area.
<b>wxPLOT_DEFAULT</b>	All of the above options.

**wxPlotWindow::wxPlotWindow**

---

**wxPlotWindow()****wxPlotWindow(wxWindow\* parent, wxWindowID id, const wxPoint& pos, const wxSize& size, int flags = wxPLOT\_DEFAULT)**

Constructor.

**wxPlotWindow::~~wxPlotWindow**

---

**~wxPlotWindow()**

The destructor will not delete the curves associated to the window.

**wxPlotWindow::Add**

---

**void Add(wxPlotCurve\* curve)**

Add a curve to the window.

**wxPlotWindow::GetCount**

---

**size\_t GetCount()**

Returns number of curves.

**wxPlotWindow::GetAt**

---

**wxPlotCurve\* GetAt(size\_t n)**

Get the nth curve.

**wxPlotWindow::SetCurrent**

---

**void SetCurrent(wxPlotCurve\* current)**

Make one curve the current curve. This will emit a wxPlotEvent.

**wxPlotWindow::GetCurrent**

---

**wxPlotCurve\* GetCurrent()**

Returns a pointer to the current curve, or NULL.

**wxPlotWindow::Delete**

---

**void Delete(wxPlotCurve\* curve)**

Removes a curve from the window and delete is on screen. This does not delete the actual curve. If the curve removed was the current curve, the current curve will be set to NULL.

**wxPlotWindow::Move**

---

**void Move(wxPlotCurve\* curve, int pixels\_up)**

Move the curve *curve* up by *pixels\_up* pixels. Down if the value is negative.

**wxPlotWindow::Enlarge**

---

**void Enlarge(wxPlotCurve\* curve, double factor)**

Changes the representation of the given curve. A *factor* of more than one will stretch the curve vertically. The Y axis will change accordingly.

**wxPlotWindow::SetUnitsPerValue**

---

**void SetUnitsPerValue(double upv)**

This sets the virtual units per value. Normally, you will not be interested in what measured value you see, but what it stands for. If you want to display seconds on the X axis and the measuring device produced 50 values per second, set this value to 50. This will affect all curves being displayed.

**wxPlotWindow::GetUnitsPerValue**

---

**double GetUnitsPerValue()**

See *SetUnitsPerValue* (p. 1019).

**wxPlotWindow::SetZoom**

---

**void SetZoom(double zoom)**

This functions zooms all curves in their horizontal dimension. The X axis will be changed accordingly.

---

**wxPlotWindow::GetZoom**

---

**double GetZoom()**

See *SetZoom* (p. 1019).

---

**wxPlotWindow::RedrawEverything**

---

**void RedrawEverything()**

Helper function which redraws both axes and the central area.

---

**wxPlotWindow::RedrawXAxis**

---

**void RedrawXAxis()**

Helper function which redraws the X axis.

---

**wxPlotWindow::RedrawYAxis**

---

**void RedrawYAxis()**

Helper function which redraws the Y axis.

---

**wxPlotWindow::SetScrollOnThumbRelease**

---

**void SetScrollOnThumbRelease(bool onrelease = true)**

This function controls if the plot area will get scrolled only if the scrollbar thumb has been release or also if the thumb is being dragged. When displaying large amounts of data, it might become impossible to display the data fast enough to produce smooth scrolling and then this function should be called.

---

**wxPlotWindow::SetEnlargeAroundWindowCentre**

---

**void SetEnlargeAroundWindowCentre(bool aroundwindow = true)**

Depending on the kind of data you display, enlarging the individual curves might have different desired effects. Sometimes, the data will be supposed to get enlarged with the fixed point being the origin, sometimes the fixed point should be the centre of the current drawing area. This function controls this behaviour.

## **wxPoint**

A **wxPoint** is a useful data structure for graphics operations. It simply contains integer *x* and *y* members.

See also *wxRealPoint* (p. 1075) for a floating point version.

### **Derived from**

None

### **Include files**

<wx/gdicmn.h>

### **See also**

*wxRealPoint* (p. 1075)

---

## **wxPoint::wxPoint**

**wxPoint()**

**wxPoint(int *x*, int *y*)**

Create a point.

---

## **wxPoint::x**

**int *x***

*x* member.

---

## **wxPoint::y**

**int *y***

y member.

## wxPostScriptDC

This defines the wxWindows Encapsulated PostScript device context, which can write PostScript files on any platform. See *wxDC* (p. 359) for descriptions of the member functions.

### Derived from

*wxDC* (p. 359)  
*wXObject* (p. 982)

### Include files

<wx/dcps.h>

---

## wxPostScriptDC::wxPostScriptDC

**wxPostScriptDC**(const **wxPrintData&** *printData*)

Constructs a PostScript printer device context from a *wxPrintData* (p. 1027) object.

**wxPostScriptDC**(const **wxString&** *output*, **bool** *interactive* = true, **wxWindow** \**parent*)

Constructor. *output* is an optional file for printing to, and if *interactive* is true a dialog box will be displayed for adjusting various parameters. *parent* is the parent of the printer dialog box.

Use the *Ok* member to test whether the constructor was successful in creating a usable device context.

See *Printer settings* (p. 1545) for functions to set and get PostScript printing settings.

This constructor and the global printer settings are now deprecated; use the *wxPrintData* constructor instead.

---

## wxPostScriptDC::SetResolution

**static void SetResolution**(int *ppi*)

Set resolution (in pixels per inch) that will be used in PostScript output. Default is 720ppi.

## **wxPostScriptDC::GetResolution**

---

**static int GetResolution()**

Return resolution used in PostScript output. See *SetResolution* (p. 1022).

## **wxPreviewCanvas**

A preview canvas is the default canvas used by the print preview system to display the preview.

### **Derived from**

*wxScrolledWindow* (p. 1120)

*wxWindow* (p. 1428)

*wxevthandler* (p. 457)

*wxObject* (p. 982)

### **Include files**

<wx/print.h>

### **See also**

*wxPreviewFrame* (p. 1025), *wxPreviewControlBar* (p. 1024), *wxPrintPreview* (p. 1047)

## **wxPreviewCanvas::wxPreviewCanvas**

---

**wxPreviewCanvas**(*wxPrintPreview\** preview, *wxWindow\** parent, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = 0, **const wxString&** name = "canvas")

Constructor.

## **wxPreviewCanvas::~~wxPreviewCanvas**

---

**~wxPreviewCanvas()**

Destructor.

## **wxPreviewCanvas::OnPaint**

---

**void OnPaint(wxPaintEvent& event)**

Calls *wxPrintPreview::PaintPage* (p. 1049) to refresh the canvas.

## wxPreviewControlBar

This is the default implementation of the preview control bar, a panel with buttons and a zoom control. You can derive a new class from this and override some or all member functions to change the behaviour and appearance; or you can leave it as it is.

### Derived from

*wxPanel* (p. 1001)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/print.h>

### See also

*wxPreviewFrame* (p. 1025), *wxPreviewCanvas* (p. 1023), *wxPrintPreview* (p. 1047)

## wxPreviewControlBar::wxPreviewControlbar

---

**wxPreviewControlBar(wxPrintPreview\* preview, long buttons, wxWindow\* parent, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = 0, const wxString& name = "panel")**

Constructor.

The buttons parameter may be a combination of the following, using the bitwise 'or' operator.

wxPREVIEW_PRINT	Create a print button.
wxPREVIEW_NEXT	Create a next page button.
wxPREVIEW_PREVIOUS	Create a previous page button.
wxPREVIEW_ZOOM	Create a zoom control.
wxPREVIEW_DEFAULT	Equivalent to a combination of wxPREVIEW_PREVIOUS, wxPREVIEW_NEXT and wxPREVIEW_ZOOM.

**wxPreviewControlBar::~wxPreviewControlBar**

---

**~wxPreviewControlBar()**

Destructor.

**wxPreviewControlBar::CreateButtons**

---

**void CreateButtons()**

Creates buttons, according to value of the button style flags.

**wxPreviewControlBar::GetPrintPreview**

---

**wxPrintPreview \* GetPrintPreview()**

Gets the print preview object associated with the control bar.

**wxPreviewControlBar::GetZoomControl**

---

**int GetZoomControl()**

Gets the current zoom setting in percent.

**wxPreviewControlBar::SetZoomControl**

---

**void SetZoomControl(int *percent*)**

Sets the zoom control.

**wxPreviewFrame**

This class provides the default method of managing the print preview interface. Member functions may be overridden to replace functionality, or the class may be used without derivation.

**Derived from***wxFrame* (p. 559)

*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/print.h>

### See also

*wxPreviewCanvas* (p. 1023), *wxPreviewControlBar* (p. 1024), *wxPrintPreview* (p. 1047)

---

## **wxPreviewFrame::wxPreviewFrame**

**wxPreviewFrame**(*wxPrintPreview\** preview, *wxWindow\** parent, **const wxString&** title, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size size = *wxDefaultSize*, **long** style = *wxDEFAULT\_FRAME\_STYLE*, **const wxString&** name = "frame")

Constructor. Pass a print preview object plus other normal frame arguments. The print preview object will be destroyed by the frame when it closes.

---

## **wxPreviewFrame::~~wxPreviewFrame**

**~wxPreviewFrame**()

Destructor.

---

## **wxPreviewFrame::CreateControlBar**

**void CreateControlBar**()

Creates a *wxPreviewControlBar*. Override this function to allow a user-defined preview control bar object to be created.

---

## **wxPreviewFrame::CreateCanvas**

**void CreateCanvas**()

Creates a *wxPreviewCanvas*. Override this function to allow a user-defined preview canvas object to be created.

---

## **wxPreviewFrame::Initialize**

---

**void Initialize()**

Creates the preview canvas and control bar, and calls `wxWindow::MakeModal(true)` to disable other top-level windows in the application.

This function should be called by the application prior to showing the frame.

**wxPreviewFrame::OnCloseWindow**

---

**void OnCloseWindow(wxCloseEvent& event)**

Enables the other frames in the application, and deletes the print preview object, implicitly deleting any printout objects associated with the print preview object.

**wxPrintData**

This class holds a variety of information related to printers and printer device contexts. This class is used to create a `wxPrinterDC` and a `wxPostScriptDC`. It is also used as a data member of `wxPrintDialogData` and `wxPageSetupDialogData`, as part of the mechanism for transferring data between the print dialogs and the application.

**Derived from**

`wxObject` (p. 982)

**Include files**

<wx/cmndata.h>

**See also**

`wxPrintDialog` (p. 1033), `wxPageSetupDialog` (p. 988), `wxPrintDialogData` (p. 1034), `wxPageSetupDialogData` (p. 989), `wxPrintDialog Overview` (p. 1695), `wxPrinterDC` (p. 1042), `wxPostScriptDC` (p. 1022)

**Remarks**

The following functions are specific to PostScript printing and have not yet been documented:

```
const wxString& GetPrinterCommand() const ;
const wxString& GetPrinterOptions() const ;
const wxString& GetPreviewCommand() const ;
const wxString& GetFilename() const ;
const wxString& GetFontMetricPath() const ;
double GetPrinterScaleX() const ;
double GetPrinterScaleY() const ;
```

```
long GetPrinterTranslateX() const ;
long GetPrinterTranslateY() const ;
// wxPRINT_MODE_PREVIEW, wxPRINT_MODE_FILE, wxPRINT_MODE_PRINTER
wxPrintMode GetPrintMode() const ;

void SetPrinterCommand(const wxString& command) ;
void SetPrinterOptions(const wxString& options) ;
void SetPreviewCommand(const wxString& command) ;
void SetFilename(const wxString& filename) ;
void SetFontMetricPath(const wxString& path) ;
void SetPrinterScaleX(double x) ;
void SetPrinterScaleY(double y) ;
void SetPrinterScaling(double x, double y) ;
void SetPrinterTranslateX(long x) ;
void SetPrinterTranslateY(long y) ;
void SetPrinterTranslation(long x, long y) ;
void SetPrintMode(wxPrintMode printMode) ;
```

---

### **wxPrintData::wxPrintData**

#### **wxPrintData()**

Default constructor.

#### **wxPrintData(const wxPrintData& data)**

Copy constructor.

---

### **wxPrintData::~~wxPrintData**

#### **~wxPrintData()**

Destructor.

---

### **wxPrintData::GetCollate**

#### **bool GetCollate() const**

Returns true if collation is on.

---

### **wxPrintData::GetColour**

#### **bool GetColour() const**

Returns true if colour printing is on.

**wxPrintData::GetDuplex**

---

**wxDuplexMode GetDuplex() const**

Returns the duplex mode. One of wxDUPLEX\_SIMPLEX, wxDUPLEX\_HORIZONTAL, wxDUPLEX\_VERTICAL.

**wxPrintData::GetNoCopies**

---

**int GetNoCopies() const**

Returns the number of copies requested by the user.

**wxPrintData::GetOrientation**

---

**int GetOrientation() const**

Gets the orientation. This can be wxLANDSCAPE or wxPORTRAIT.

**wxPrintData::GetPaperId**

---

**wxPaperSize GetPaperId() const**

Returns the paper size id. For more information, see *wxPrintData::SetPaperId* (p. 1030).

**wxPrintData::GetPrinterName**

---

**const wxString& GetPrinterName() const**

Returns the printer name. If the printer name is the empty string, it indicates that the default printer should be used.

**wxPrintData::GetQuality**

---

**wxPrintQuality GetQuality() const**

Returns the current print quality. This can be a positive integer, denoting the number of dots per inch, or one of the following identifiers:

```
wxPRINT_QUALITY_HIGH  
wxPRINT_QUALITY_MEDIUM  
wxPRINT_QUALITY_LOW  
wxPRINT_QUALITY_DRAFT
```

On input you should pass one of these identifiers, but on return you may get back a

positive integer indicating the current resolution setting.

---

**wxPrintData::Ok**

---

**bool Ok() const**

Returns true if the print data is valid for using in print dialogs. This can return false on Windows if the current printer is not set, for example. On all other platforms, it returns true.

---

**wxPrintData::SetCollate**

---

**void SetCollate(bool flag)**

Sets collation to on or off.

---

**wxPrintData::SetColour**

---

**void SetColour(bool flag)**

Sets colour printing on or off.

---

**wxPrintData::SetDuplex**

---

**void SetDuplex(wxDuplexMode mode)**

Returns the duplex mode. One of wxDUPLEX\_SIMPLEX, wxDUPLEX\_HORIZONTAL, wxDUPLEX\_VERTICAL.

---

**wxPrintData::SetNoCopies**

---

**void SetNoCopies(int n)**

Sets the default number of copies to be printed out.

---

**wxPrintData::SetOrientation**

---

**void SetOrientation(int orientation)**

Sets the orientation. This can be wxLANDSCAPE or wxPORTRAIT.

---

**wxPrintData::SetPaperId**

---

**void SetPaperId(wxPaperSize *paperId*)**

Sets the paper id. This indicates the type of paper to be used. For a mapping between paper id, paper size and string name, see wxPrintPaperDatabase in `paper.h` (not yet documented).

*paperId* can be one of:

```

wxPAPER_NONE, // Use specific dimensions
wxPAPER_LETTER, // Letter, 8 1/2 by 11 inches
wxPAPER_LEGAL, // Legal, 8 1/2 by 14 inches
wxPAPER_A4, // A4 Sheet, 210 by 297 millimeters
wxPAPER_CSHEET, // C Sheet, 17 by 22 inches
wxPAPER_DSHEET, // D Sheet, 22 by 34 inches
wxPAPER_ESHEET, // E Sheet, 34 by 44 inches
wxPAPER_LETTERSMALL, // Letter Small, 8 1/2 by 11 inches
wxPAPER_TABLOID, // Tabloid, 11 by 17 inches
wxPAPER_LEDGER, // Ledger, 17 by 11 inches
wxPAPER_STATEMENT, // Statement, 5 1/2 by 8 1/2 inches
wxPAPER_EXECUTIVE, // Executive, 7 1/4 by 10 1/2 inches
wxPAPER_A3, // A3 sheet, 297 by 420 millimeters
wxPAPER_A4SMALL, // A4 small sheet, 210 by 297
millimeters
wxPAPER_A5, // A5 sheet, 148 by 210 millimeters
wxPAPER_B4, // B4 sheet, 250 by 354 millimeters
wxPAPER_B5, // B5 sheet, 182-by-257-millimeter paper
wxPAPER_FOLIO, // Folio, 8-1/2-by-13-inch paper
wxPAPER_QUARTO, // Quarto, 215-by-275-millimeter paper
wxPAPER_10X14, // 10-by-14-inch sheet
wxPAPER_11X17, // 11-by-17-inch sheet
wxPAPER_NOTE, // Note, 8 1/2 by 11 inches
wxPAPER_ENV_9, // #9 Envelope, 3 7/8 by 8 7/8 inches
wxPAPER_ENV_10, // #10 Envelope, 4 1/8 by 9 1/2 inches
wxPAPER_ENV_11, // #11 Envelope, 4 1/2 by 10 3/8 inches
wxPAPER_ENV_12, // #12 Envelope, 4 3/4 by 11 inches
wxPAPER_ENV_14, // #14 Envelope, 5 by 11 1/2 inches
wxPAPER_ENV_DL, // DL Envelope, 110 by 220 millimeters
wxPAPER_ENV_C5, // C5 Envelope, 162 by 229 millimeters
wxPAPER_ENV_C3, // C3 Envelope, 324 by 458 millimeters
wxPAPER_ENV_C4, // C4 Envelope, 229 by 324 millimeters
wxPAPER_ENV_C6, // C6 Envelope, 114 by 162 millimeters
wxPAPER_ENV_C65, // C65 Envelope, 114 by 229 millimeters
wxPAPER_ENV_B4, // B4 Envelope, 250 by 353 millimeters
wxPAPER_ENV_B5, // B5 Envelope, 176 by 250 millimeters
wxPAPER_ENV_B6, // B6 Envelope, 176 by 125 millimeters
wxPAPER_ENV_ITALY, // Italy Envelope, 110 by 230
millimeters
wxPAPER_ENV_MONARCH, // Monarch Envelope, 3 7/8 by 7 1/2
inches
wxPAPER_ENV_PERSONAL, // 6 3/4 Envelope, 3 5/8 by 6 1/2 inches
wxPAPER_FANFOLD_US, // US Std Fanfold, 14 7/8 by 11 inches
wxPAPER_FANFOLD_STD_GERMAN, // German Std Fanfold, 8 1/2 by 12
inches
wxPAPER_FANFOLD_LGL_GERMAN, // German Legal Fanfold, 8 1/2 by 13
inches

Windows 95 only:
wxPAPER_ISO_B4, // B4 (ISO) 250 x 353 mm
wxPAPER_JAPANESE_POSTCARD, // Japanese Postcard 100 x 148 mm
wxPAPER_9X11, // 9 x 11 in

```

---

```

wxPAPER_10X11,           // 10 x 11 in
wxPAPER_15X11,           // 15 x 11 in
wxPAPER_ENV_INVITE,      // Envelope Invite 220 x 220 mm
wxPAPER_LETTER_EXTRA,    // Letter Extra 9 \275 x 12 in
wxPAPER_LEGAL_EXTRA,     // Legal Extra 9 \275 x 15 in
wxPAPER_TABLOID_EXTRA,   // Tabloid Extra 11.69 x 18 in
wxPAPER_A4_EXTRA,        // A4 Extra 9.27 x 12.69 in
wxPAPER_LETTER_TRANSVERSE, // Letter Transverse 8 \275 x 11 in
wxPAPER_A4_TRANSVERSE,   // A4 Transverse 210 x 297 mm
wxPAPER_LETTER_EXTRA_TRANSVERSE, // Letter Extra Transverse 9\275 x
12 in
wxPAPER_A_PLUS,          // SuperA/SuperA/A4 227 x 356 mm
wxPAPER_B_PLUS,          // SuperB/SuperB/A3 305 x 487 mm
wxPAPER_LETTER_PLUS,     // Letter Plus 8.5 x 12.69 in
wxPAPER_A4_PLUS,         // A4 Plus 210 x 330 mm
wxPAPER_A5_TRANSVERSE,   // A5 Transverse 148 x 210 mm
wxPAPER_B5_TRANSVERSE,   // B5 (JIS) Transverse 182 x 257 mm
wxPAPER_A3_EXTRA,        // A3 Extra 322 x 445 mm
wxPAPER_A5_EXTRA,        // A5 Extra 174 x 235 mm
wxPAPER_B5_EXTRA,        // B5 (ISO) Extra 201 x 276 mm
wxPAPER_A2,              // A2 420 x 594 mm
wxPAPER_A3_TRANSVERSE,   // A3 Transverse 297 x 420 mm
wxPAPER_A3_EXTRA_TRANSVERSE // A3 Extra Transverse 322 x 445 mm

```

---

### **wxPrintData::SetPrinterName**

**void SetPrinterName(const wxString& printerName)**

Sets the printer name. This can be the empty string to indicate that the default printer should be used.

---

### **wxPrintData::SetQuality**

**void SetQuality(wxPrintQuality quality)**

Sets the desired print quality. This can be a positive integer, denoting the number of dots per inch, or one of the following identifiers:

```

wxPRINT_QUALITY_HIGH
wxPRINT_QUALITY_MEDIUM
wxPRINT_QUALITY_LOW
wxPRINT_QUALITY_DRAFT

```

On input you should pass one of these identifiers, but on return you may get back a positive integer indicating the current resolution setting.

---

### **wxPrintData::operator =**

**void operator =(const wxPrintData& data)**

Assigns print data to this object.

**void operator =(const wxPrintSetupData& data)**

Assigns print setup data to this object. `wxPrintSetupData` is deprecated, but retained for backward compatibility.

## wxPrintDialog

This class represents the print and print setup common dialogs. You may obtain a `wxPrinterDC` (p. 1042) device context from a successfully dismissed print dialog.

### Derived from

`wxDialog` (p. 379)

`wxWindow` (p. 1428)

`wxEvtHandler` (p. 457)

`wxObject` (p. 982)

### Include files

<wx/printdlg.h>

### See also

`wxPrintDialog Overview` (p. 1695)

---

## wxPrintDialog::wxPrintDialog

**wxPrintDialog(wxWindow\* parent, wxPrintDialogData\* data = NULL)**

Constructor. Pass a parent window, and optionally a pointer to a block of print data, which will be copied to the print dialog's print data.

### See also

`wxPrintDialogData` (p. 1034)

---

## wxPrintDialog::~~wxPrintDialog

**~wxPrintDialog()**

Destructor. If `wxPrintDialog::GetPrintDC` has *not* been called, the device context obtained by the dialog (if any) will be deleted.

## **wxPrintDialog::GetPrintDialogData**

---

**wxPrintDialogData& GetPrintDialogData()**

Returns the *print dialog data* (p. 1034) associated with the print dialog.

## **wxPrintDialog::GetPrintDC**

---

**wxDC\* GetPrintDC()**

Returns the device context created by the print dialog, if any. When this function has been called, the ownership of the device context is transferred to the application, so it must then be deleted explicitly.

## **wxPrintDialog::Ok**

---

**bool Ok() const**

Returns true if the print data associated with the dialog is valid. This can return false on Windows if the current printer is not set, for example. On all other platforms, it returns true.

## **wxPrintDialog::ShowModal**

---

**int ShowModal()**

Shows the dialog, returning `wxID_OK` if the user pressed OK, and `wxID_CANCEL` otherwise. After this function is called, a device context may be retrievable using *wxPrintDialog::GetPrintDC* (p. 1034).

## **wxPrintDialogData**

This class holds information related to the visual characteristics of `wxPrintDialog`. It contains a `wxPrintData` object with underlying printing settings.

### **Derived from**

*wxObject* (p. 982)

### **Include files**

<wx/cmndata.h>

### See also

*wxPrintDialog* (p. 1033), *wxPrintDialog Overview* (p. 1695)

---

## **wxPrintDialogData::wxPrintDialogData**

**wxPrintDialogData()**

Default constructor.

**wxPrintDialogData(wxPrintDialogData& dialogData)**

Copy constructor.

**wxPrintDialogData(wxPrintData& printData)**

Construct an object from a print dialog data object.

---

## **wxPrintDialogData::~wxprintdialogdata**

**~wxPrintDialogData()**

Destructor.

---

## **wxPrintDialogData::EnableHelp**

**void EnableHelp(bool flag)**

Enables or disables the 'Help' button.

---

## **wxPrintDialogData::EnablePageNumbers**

**void EnablePageNumbers(bool flag)**

Enables or disables the 'Page numbers' controls.

---

## **wxPrintDialogData::EnablePrintToFile**

**void EnablePrintToFile(bool flag)**

Enables or disables the 'Print to file' checkbox.

**wxPrintDialogData::EnableSelection**

---

**void EnableSelection**(bool *flag*)

Enables or disables the 'Selection' radio button.

**wxPrintDialogData::GetAllPages**

---

**bool GetAllPages**() const

Returns true if the user requested that all pages be printed.

**wxPrintDialogData::GetCollate**

---

**bool GetCollate**() const

Returns true if the user requested that the document(s) be collated.

**wxPrintDialogData::GetFromPage**

---

**int GetFromPage**() constReturns the *from* page number, as entered by the user.**wxPrintDialogData::GetMaxPage**

---

**int GetMaxPage**() constReturns the *maximum* page number.**wxPrintDialogData::GetMinPage**

---

**int GetMinPage**() constReturns the *minimum* page number.**wxPrintDialogData::GetNoCopies**

---

**int GetNoCopies**() const

Returns the number of copies requested by the user.

**wxPrintDialogData::GetPrintData**

---

**wxPrintData& GetPrintData()**

Returns a reference to the internal wxPrintData object.

**wxPrintDialogData::GetPrintToFile**

---

**bool GetPrintToFile() const**

Returns true if the user has selected printing to a file.

**wxPrintDialogData::GetSelection**

---

**bool GetSelection() const**

Returns true if the user requested that the selection be printed (where 'selection' is a concept specific to the application).

**wxPrintDialogData::GetToPage**

---

**int GetToPage() const**

Returns the *to* page number, as entered by the user.

**wxPrintDialogData::Ok**

---

**bool Ok() const**

Returns true if the print data is valid for using in print dialogs. This can return false on Windows if the current printer is not set, for example. On all other platforms, it returns true.

**wxPrintDialogData::SetCollate**

---

**void SetCollate(bool *flag*)**

Sets the 'Collate' checkbox to true or false.

**wxPrintDialogData::SetFromPage**

---

**void SetFromPage(int page)**

Sets the *from* page number.

---

**wxPrintDialogData::SetMaxPage**

---

**void SetMaxPage(int page)**

Sets the *maximum* page number.

---

**wxPrintDialogData::SetMinPage**

---

**void SetMinPage(int page)**

Sets the *minimum* page number.

---

**wxPrintDialogData::SetNoCopies**

---

**void SetNoCopies(int n)**

Sets the default number of copies the user has requested to be printed out.

---

**wxPrintDialogData::SetPrintData**

---

**void SetPrintData(const wxPrintData& printData)**

Sets the internal wxPrintData.

---

**wxPrintDialogData::SetPrintToFile**

---

**void SetPrintToFile(bool flag)**

Sets the 'Print to file' checkbox to true or false.

---

**wxPrintDialogData::SetSelection**

---

**void SetSelection(bool flag)**

Selects the 'Selection' radio button. The effect of printing the selection depends on how the application implements this command, if at all.

---

**wxPrintDialogData::SetSetupDialog**

---

**void SetSetupDialog(bool *flag*)**

Determines whether the dialog to be shown will be the Print dialog (pass false) or Print Setup dialog (pass true).

Note that the setup dialog is (according to Microsoft) obsolete from Windows 95, though retained for backward compatibility.

**wxPrintDialogData::SetToPage**

---

**void SetToPage(int *page*)**

Sets the *to* page number.

**wxPrintDialogData::operator =**

---

**void operator =(const wxPrintData& *data*)**

Assigns print data to this object.

**void operator =(const wxPrintDialogData& *data*)**

Assigns another print dialog data object to this object.

**wxPrinter**

This class represents the Windows or PostScript printer, and is the vehicle through which printing may be launched by an application. Printing can also be achieved through using of lower functions and classes, but this and associated classes provide a more convenient and general method of printing.

**Derived from**

*wxObject* (p. 982)

**Include files**

<wx/print.h>

**See also**

*Printing framework overview* (p. 1710), *wxPrinterDC* (p. 1042), *wxPrintDialog* (p. 1033), *wxPrintout* (p. 1042), *wxPrintPreview* (p. 1047).

## **wxPrinter::wxPrinter**

---

**wxPrinter(wxPrintDialogData\* data = NULL)**

Constructor. Pass an optional pointer to a block of print dialog data, which will be copied to the printer object's local data.

### **See also**

*wxPrintDialogData* (p. 1034), *wxPrintData* (p. 1027)

## **wxPrinter::~~wxPrinter**

---

**~wxPrinter()**

Destructor.

## **wxPrinter::Abort**

---

**bool Abort()**

Returns true if the user has aborted the print job.

## **wxPrinter::CreateAbortWindow**

---

**void CreateAbortWindow(wxWindow\* parent, wxPrintout\* printout)**

Creates the default printing abort window, with a cancel button.

## **wxPrinter::GetLastError**

---

**static wxPrinterError GetLastError()**

Return last error. Valid after calling *Print* (p. 1041), *PrintDialog* (p. 1041) or *wxPrintPreview::Print* (p. 1049). These functions set last error to **wxPRINTER\_NO\_ERROR** if no error happened.

Returned value is one of the following:

<b>wxPRINTER_NO_ERROR</b>	No error happened.
<b>wxPRINTER_CANCELLED</b>	The user cancelled printing.
<b>wxPRINTER_ERROR</b>	There was an error during printing.

## **wxPrinter::GetPrintDialogData**

---

**wxPrintDialogData& GetPrintDialogData()**

Returns the *print data* (p. 1027) associated with the printer object.

## **wxPrinter::Print**

---

**bool Print(wxWindow \*parent, wxPrintout \*printout, bool prompt=true)**

Starts the printing process. Provide a parent window, a user-defined wxPrintout object which controls the printing of a document, and whether the print dialog should be invoked first.

Print could return false if there was a problem initializing the printer device context (current printer not set, for example) or the user cancelled printing. Call *wxPrinter::GetLastError* (p. 1040) to get detailed information about the kind of the error.

## **wxPrinter::PrintDialog**

---

**wxDC\* PrintDialog(wxWindow \*parent)**

Invokes the print dialog. If successful (the user did not press Cancel and no error occurred), a suitable device context will be returned (otherwise NULL is returned -- call *wxPrinter::GetLastError* (p. 1040) to get detailed information about the kind of the error).

The application must delete this device context to avoid a memory leak.

## **wxPrinter::ReportError**

---

**void ReportError(wxWindow \*parent, wxPrintout \*printout, const wxString& message)**

Default error-reporting function.

## **wxPrinter::Setup**

---

**bool Setup(wxWindow \*parent)**

Invokes the print setup dialog. Note that the setup dialog is obsolete from Windows 95, though retained for backward compatibility.

## wxPrinterDC

A printer device context is specific to Windows, and allows access to any printer with a Windows driver. See *wxDC* (p. 359) for further information on device contexts, and *wxDC::GetSize* (p. 371) for advice on achieving the correct scaling for the page.

### Derived from

*wxDC* (p. 359)  
*wXObject* (p. 359)

### Include files

<wx/dcprint.h>

### See also

*wxDC* (p. 359), *Printing framework overview* (p. 1710)

---

## wxPrinterDC::wxPrinterDC

**wxPrinterDC**(const wxPrintData& *printData*)

Pass a *wxPrintData* (p. 1027) object with information necessary for setting up a suitable printer device context. This is the recommended way to construct a *wxPrinterDC*.

**wxPrinterDC**(const wxString& *driver*, const wxString& *device*, const wxString& *output*, const bool *interactive* = true, int *orientation* = wxPORTRAIT)

Constructor. With empty strings for the first three arguments, the default printer dialog is displayed. *device* indicates the type of printer and *output* is an optional file for printing to. The *driver* parameter is currently unused. Use the *Ok* member to test whether the constructor was successful in creating a usable device context.

This constructor is deprecated and retained only for backward compatibility.

## wxPrintout

This class encapsulates the functionality of printing out an application document. A new class must be derived and members overridden to respond to calls such as *OnPrintPage* and *HasPage*. Instances of this class are passed to *wxPrinter::Print* or a *wxPrintPreview* object to initiate printing or previewing.

**Derived from**

*wxObject* (p. 982)

**Include files**

<wx/print.h>

**See also**

*Printing framework overview* (p. 1710), *wxPrinterDC* (p. 1042), *wxPrintDialog* (p. 1033), *wxPrinter* (p. 1039), *wxPrintPreview* (p. 1047)

---

**wxPrintout::wxPrintout**

---

**wxPrintout(const wxString& title = "Printout")**

Constructor. Pass an optional title argument - the current filename would be a good idea. This will appear in the printing list (at least in MSW)

---

**wxPrintout::~~wxPrintout**

---

**~wxPrintout()**

Destructor.

---

**wxPrintout::GetDC**

---

**wxDC \* GetDC()**

Returns the device context associated with the printout (given to the printout at start of printing or previewing). This will be a *wxPrinterDC* if printing under Windows, a *wxPostScriptDC* if printing on other platforms, and a *wxMemoryDC* if previewing.

---

**wxPrintout::GetPageInfo**

---

**void GetPageInfo(int \*minPage, int \*maxPage, int \*pageFrom, int \*pageTo)**

Called by the framework to obtain information from the application about minimum and maximum page values that the user can select, and the required page range to be printed. By default this returns 1, 32000 for the page minimum and maximum values, and 1, 1 for the required page range.

If *minPage* is zero, the page number controls in the print dialog will be disabled.

**wxPython note:** When this method is implemented in a derived Python class, it should be designed to take no parameters (other than the self reference) and to return a tuple of four integers.

**wxPerl note:** When this method is overridden in a derived class, it must not take any parameters, and returns a 4-element list.

---

### wxPrintout::GetPageSizeMM

---

**void GetPageSizeMM(int \*w, int \*h)**

Returns the size of the printer page in millimetres.

**wxPython note:** This method returns the output-only parameters as a tuple.

**wxPerl note:** In wxPerl this method takes no arguments and returns a 2-element list ( *w*, *h* )

---

### wxPrintout::GetPageSizePixels

---

**void GetPageSizePixels(int \*w, int \*h)**

Returns the size of the printer page in pixels. These may not be the same as the values returned from *wxDC::GetSize* (p. 371) if the printout is being used for previewing, since in this case, a memory device context is used, using a bitmap size reflecting the current preview zoom. The application must take this discrepancy into account if previewing is to be supported.

**wxPython note:** This method returns the output-only parameters as a tuple.

**wxPerl note:** In wxPerl this method takes no arguments and returns a 2-element list ( *w*, *h* )

---

### wxPrintout::GetPPIPrinter

---

**void GetPPIPrinter(int \*w, int \*h)**

Returns the number of pixels per logical inch of the printer device context. Dividing the printer PPI by the screen PPI can give a suitable scaling factor for drawing text onto the printer. Remember to multiply this by a scaling factor to take the preview DC size into account.

**wxPython note:** This method returns the output-only parameters as a tuple.

**wxPerl note:** In wxPerl this method takes no arguments and returns a 2-element list (

w, h )

---

### **wxPrintout::GetPPIScreen**

---

**void GetPPIScreen(int \*w, int \*h)**

Returns the number of pixels per logical inch of the screen device context. Dividing the printer PPI by the screen PPI can give a suitable scaling factor for drawing text onto the printer. Remember to multiply this by a scaling factor to take the preview DC size into account.

---

### **wxPrintout::GetTitle**

---

**wxString GetTitle()**

Returns the title of the printout

**wxPython note:** This method returns the output-only parameters as a tuple.

**wxPerl note:** In wxPerl this method takes no arguments and returns a 2-element list ( w, h )

---

### **wxPrintout::HasPage**

---

**bool HasPage(int pageNum)**

Should be overridden to return true if the document has this page, or false if not. Returning false signifies the end of the document. By default, HasPage behaves as if the document has only one page.

---

### **wxPrintout::IsPreview**

---

**bool IsPreview()**

Returns true if the printout is currently being used for previewing.

---

### **wxPrintout::OnBeginDocument**

---

**bool OnBeginDocument(int startPage, int endPage)**

Called by the framework at the start of document printing. Return false from this function cancels the print job. OnBeginDocument is called once for every copy printed.

The base wxPrintout::OnBeginDocument *must* be called (and the return value checked) from within the overridden function, since it calls wxDC::StartDoc.

**wxPython note:** If this method is overridden in a Python class then the base class version can be called by using the method `base_OnBeginDocument (startPage, endPage)`.

---

### **wxPrintout::OnEndDocument**

---

**void OnEndDocument()**

Called by the framework at the end of document printing. `OnEndDocument` is called once for every copy printed.

The base `wxPrintout::OnEndDocument` *must* be called from within the overridden function, since it calls `wxDC::EndDoc`.

---

### **wxPrintout::OnBeginPrinting**

---

**void OnBeginPrinting()**

Called by the framework at the start of printing. `OnBeginPrinting` is called once for every print job (regardless of how many copies are being printed).

---

### **wxPrintout::OnEndPrinting**

---

**void OnEndPrinting()**

Called by the framework at the end of printing. `OnEndPrinting` is called once for every print job (regardless of how many copies are being printed).

---

### **wxPrintout::OnPreparePrinting**

---

**void OnPreparePrinting()**

Called once by the framework before any other demands are made of the `wxPrintout` object. This gives the object an opportunity to calculate the number of pages in the document, for example.

---

### **wxPrintout::OnPrintPage**

---

**bool OnPrintPage(int pageNum)**

Called by the framework when a page should be printed. Returning false cancels the print job. The application can use `wxPrintout::GetDC` to obtain a device context to draw on.

## wxPrintPreview

Objects of this class manage the print preview process. The object is passed a `wxPrintout` object, and the `wxPrintPreview` object itself is passed to a `wxPreviewFrame` object. Previewing is started by initializing and showing the preview frame. Unlike `wxPrinter::Print`, flow of control returns to the application immediately after the frame is shown.

### Derived from

`wxObject` (p. 982)

### Include files

<wx/print.h>

### See also

*Printing framework overview* (p. 1710), *wxPrinterDC* (p. 1042), *wxPrintDialog* (p. 1033), *wxPrintout* (p. 1042), *wxPrinter* (p. 1039), *wxPreviewCanvas* (p. 1023), *wxPreviewControlBar* (p. 1024), *wxPreviewFrame* (p. 1025).

---

## wxPrintPreview::wxPrintPreview

**wxPrintPreview**(`wxPrintout*` *printout*, `wxPrintout*` *printoutForPrinting*, `wxPrintData*` *data=NULL*)

Constructor. Pass a printout object, an optional printout object to be used for actual printing, and the address of an optional block of printer data, which will be copied to the print preview object's print data.

If *printoutForPrinting* is non-NULL, a **Print...** button will be placed on the preview frame so that the user can print directly from the preview interface.

Do not explicitly delete the printout objects once this destructor has been called, since they will be deleted in the `wxPrintPreview` constructor. The same does not apply to the *data* argument.

Test the `Ok` member to check whether the `wxPrintPreview` object was created correctly. `Ok` could return false if there was a problem initializing the printer device context (current printer not set, for example).

---

## wxPrintPreview::~~wxPrintPreview

**~wxPrinter()**

Destructor. Deletes both print preview objects, so do not destroy these objects in your application.

**wxPrintPreview::DrawBlankPage**

---

**bool DrawBlankPage(wxWindow\* window)**

Draws a representation of the blank page into the preview window. Used internally.

**wxPrintPreview::GetCanvas**

---

**wxPreviewCanvas\* GetCanvas()**

Gets the preview window used for displaying the print preview image.

**wxPrintPreview::GetCurrentPage**

---

**int GetCurrentPage()**

Gets the page currently being previewed.

**wxPrintPreview::GetFrame**

---

**wxFrame \* GetFrame()**

Gets the frame used for displaying the print preview canvas and control bar.

**wxPrintPreview::GetMaxPage**

---

**int GetMaxPage()**

Returns the maximum page number.

**wxPrintPreview::GetMinPage**

---

**int GetMinPage()**

Returns the minimum page number.

**wxPrintPreview::GetPrintData**

---

**wxPrintData& GetPrintData()**

Returns a reference to the internal print data.

**wxPrintPreview::GetPrintout**

---

**wxPrintout \* GetPrintout()**

Gets the preview printout object associated with the wxPrintPreview object.

**wxPrintPreview::GetPrintoutForPrinting**

---

**wxPrintout \* GetPrintoutForPrinting()**

Gets the printout object to be used for printing from within the preview interface, or NULL if none exists.

**wxPrintPreview::Ok**

---

**bool Ok()**

Returns true if the wxPrintPreview is valid, false otherwise. It could return false if there was a problem initializing the printer device context (current printer not set, for example).

**wxPrintPreview::PaintPage**

---

**bool PaintPage(wxWindow\* window)**

This refreshes the preview window with the preview image. It must be called from the preview window's OnPaint member.

The implementation simply blits the preview bitmap onto the canvas, creating a new preview bitmap if none exists.

**wxPrintPreview::Print**

---

**bool Print(bool prompt)**

Invokes the print process using the second wxPrintout object supplied in the wxPrintPreview constructor. Will normally be called by the **Print...** panel item on the preview frame's control bar.

Returns false in case of error -- call *wxPrinter::GetLastError* (p. 1040) to get detailed information about the kind of the error.

**wxPrintPreview::RenderPage**

---

**bool RenderPage**(int *pageNum*)

Renders a page into a wxMemoryDC. Used internally by wxPrintPreview.

**wxPrintPreview::SetCanvas**

---

**void SetCanvas**(wxPreviewCanvas\*\* *window*)

Sets the window to be used for displaying the print preview image.

**wxPrintPreview::SetCurrentPage**

---

**void SetCurrentPage**(int *pageNum*)

Sets the current page to be previewed.

**wxPrintPreview::SetFrame**

---

**void SetFrame**(wxFrame \**frame*)

Sets the frame to be used for displaying the print preview canvas and control bar.

**wxPrintPreview::SetPrintout**

---

**void SetPrintout**(wxPrintout \**printout*)

Associates a printout object with the wxPrintPreview object.

**wxPrintPreview::SetZoom**

---

**void SetZoom**(int *percent*)

Sets the percentage preview zoom, and refreshes the preview canvas accordingly.

**wxPrivateDropTarget**

wxPrivateDropTarget is for...

**Derived from**

*wxDropTarget* (p. 443)

**Include files**

<wx/dnd.h>

**See also**

*wxDropTarget* (p. 443)

---

**wxPrivateDropTarget::wxPrivateDropTarget**

---

**wxPrivateDropTarget()**

---

**wxPrivateDropTarget::SetId**

---

**void SetId(const wxString& id)**

You have to override `OnDrop` to get at the data. The string ID identifies the format of clipboard or DnD data. A word processor would e.g. add a `wxTextDataObject` and a `wxPrivateDataObject` to the clipboard - the latter with the Id "WXWORD\_FORMAT".

---

**wxPrivateDropTarget::GetId**

---

**virtual wxString GetId() const**

**wxProcess**

The objects of this class are used in conjunction with the `wxExecute` (p. 1511) function. When a `wxProcess` object is passed to `wxExecute()`, its `OnTerminate()` (p. 1055) virtual method is called when the process terminates. This allows the program to be (asynchronously) notified about the process termination and also retrieve its exit status which is unavailable from `wxExecute()` in the case of asynchronous execution.

Please note that if the process termination notification is processed by the parent, it is responsible for deleting the `wxProcess` object which sent it. However, if it is not processed, the object will delete itself and so the library users should only delete those objects whose notifications have been processed (and call `Detach()` (p. 1053) for others).

`wxProcess` also supports IO redirection of the child process. For this, you have to call its *Redirect* (p. 1056) method before passing it to *wxExecute* (p. 1511). If the child process was launched successfully, *GetInputStream* (p. 1053), *GetOutputStream* (p. 1054) and *GetErrorStream* (p. 1053) can then be used to retrieve the streams corresponding to the child process standard output, input and error output respectively.

**wxPerl note:** In wxPerl this class has an additional `Destroy` method, for explicit destruction.

### Derived from

*wxEvtHandler* (p. 457)

### Include files

<wx/process.h>

### See also

*wxExecute* (p. 1511)  
*exec sample* (p. 1607)

---

## wxProcess::wxProcess

---

**wxProcess**(`wxEvtHandler * parent = NULL, int id = -1`)

**wxProcess**(`int flags`)

Constructs a process object. *id* is only used in the case you want to use `wxWindows` events. It identifies this object, or another window that will receive the event.

If the *parent* parameter is different from `NULL`, it will receive a `wxEVT_END_PROCESS` notification event (you should insert `EVT_END_PROCESS` macro in the event table of the parent to handle it) with the given *id*.

The second constructor creates an object without any associated parent (and hence no *id* neither) but allows to specify the *flags* which can have the value of `wxPROCESS_DEFAULT` or `wxPROCESS_REDIRECT`. Specifying the former value has no particular effect while using the latter one is equivalent to calling *Redirect* (p. 1056).

### Parameters

*parent*

The event handler parent.

*id*

id of an event.

*flags*

either `wxPROCESS_DEFAULT` or `wxPROCESS_REDIRECT`

---

### **wxProcess::~~wxProcess**

---

**~wxProcess()**

Destroys the `wxProcess` object.

---

### **wxProcess::CloseOutput**

---

**void CloseOutput()**

Closes the output stream (the one connected to the `stdin` of the child process). This function can be used to indicate to the child process that there is no more data to be read - usually, a filter program will only terminate when the input stream is closed.

---

### **wxProcess::Detach**

---

**void Detach()**

Normally, a `wxProcess` object is deleted by its parent when it receives the notification about the process termination. However, it might happen that the parent object is destroyed before the external process is terminated (e.g. a window from which this external process was launched is closed by the user) and in this case it **should not delete** the `wxProcess` object, but **should call `Detach()`** instead. After the `wxProcess` object is detached from its parent, no notification events will be sent to the parent and the object will delete itself upon reception of the process termination notification.

---

### **wxProcess::GetErrorStream**

---

**wxInputStream\* GetErrorStream() const**

Returns an input stream which corresponds to the standard error output (`stderr`) of the child process.

---

### **wxProcess::GetInputStream**

---

**wxInputStream\* GetInputStream() const**

It returns an input stream corresponding to the standard output stream of the subprocess. If it is `NULL`, you have not turned on the redirection. See *wxProcess::Redirect* (p. 1056).

## **wxProcess::GetOutputStream**

---

**wxOutputStream\* GetOutputStream() const**

It returns an output stream corresponding to the input stream of the subprocess. If it is `NULL`, you have not turned on the redirection. See *wxProcess::Redirect* (p. 1056).

## **wxProcess::IsErrorAvailable**

---

**bool IsErrorAvailable() const**

Returns `true` if there is data to be read on the child process standard error stream.

### **See also**

*IsInputAvailable* (p. 1054)

## **wxProcess::IsInputAvailable**

---

**bool IsInputAvailable() const**

Returns `true` if there is data to be read on the child process standard output stream. This allows to write simple (and extremely inefficient) polling-based code waiting for a better mechanism in future wxWindows versions.

See the *exec sample* (p. 1607) for an example of using this function.

### **See also**

*IsInputOpened* (p. 1054)

## **wxProcess::IsInputOpened**

---

**bool IsInputOpened() const**

Returns `true` if the child process standard output stream is opened.

## **wxProcess::Kill**

---

**static wxKillError Kill(int pid, wxSignal signal = wxSIGNAL\_NONE)**

Send the specified signal to the given process. Possible signal values are:

```
enum wxSignal
{
```

```

wxSIGNONE = 0, // verify if the process exists under Unix
wxSIGHUP,
wxSIGINT,
wxSIGQUIT,
wxSIGILL,
wxSIGTRAP,
wxSIGABRT,
wxSIGEMT,
wxSIGFPE,
wxSIGKILL, // forcefully kill, dangerous!
wxSIGBUS,
wxSIGSEGV,
wxSIGSYS,
wxSIGPIPE,
wxSIGALRM,
wxSIGTERM // terminate the process gently
};

```

`wxSIGNONE`, `wxSIGKILL` and `wxSIGTERM` have the same meaning under both Unix and Windows but all the other signals are equivalent to `wxSIGTERM` under Windows.

Returns the element of `wxKillError` enum:

```

enum wxKillError
{
    wxKILL_OK, // no error
    wxKILL_BAD_SIGNAL, // no such signal
    wxKILL_ACCESS_DENIED, // permission denied
    wxKILL_NO_PROCESS, // no such process
    wxKILL_ERROR // another, unspecified error
};

```

### See also

*wxProcess::Exists* (p. 1055), *wxKill* (p. 1513), *Exec sample* (p. 1607)

---

## wxProcess::Exists

**static bool Exists(int pid)**

Returns `true` if the given process exists in the system.

### See also

*wxProcess::Kill* (p. 1054), *Exec sample* (p. 1607)

---

## wxProcess::OnTerminate

**void OnTerminate(int pid, int status) const**

It is called when the process with the pid *pid* finishes. It raises a `wxWindows` event when it isn't overridden.

*pid*

The pid of the process which has just terminated.

*status*

The exit code of the process.

## **wxProcess::Open**

---

**static wxProcess \* Open(const wxString& cmd int flags = wxEXEC\_ASYNC)**

This static method replaces the standard `popen()` function: it launches the process specified by the *cmd* parameter and returns the `wxProcess` object which can be used to retrieve the streams connected to the standard input, output and error output of the child process.

If the process couldn't be launched, `NULL` is returned. Note that in any case the returned pointer should **not** be deleted, rather the process object will be destroyed automatically when the child process terminates. This does mean that the child process should be told to quit before the main program exits to avoid memory leaks.

### **Parameters**

*cmd*

The command to execute, including optional arguments.

*flags*

The flags to pass to `wxExecute` (p. 1511). NOTE: `wxEXEC_SYNC` should not be used.

### **Return value**

A pointer to new `wxProcess` object or `NULL` on error.

### **See also**

`wxExecute` (p. 1511)

## **wxProcess::Redirect**

---

**void Redirect()**

Turns on redirection. `wxExecute` will try to open a couple of pipes to catch the subprocess stdio. The caught input stream is returned by `GetOutputStream()` as a non-seekable stream. The caught output stream is returned by `GetInputStream()` as a non-seekable stream.

## **wxProcessEvent**

A process event is sent when a process is terminated.

### Derived from

*wxEvent* (p. 453)

*wxObject* (p. 982)

### Include files

<wx/process.h>

### Event table macros

To process a `wxProcessEvent`, use these event handler macros to direct input to a member function that takes a `wxProcessEvent` argument.

**EVT\_END\_PROCESS(id, func)**      Process a `wxEVT_END_PROCESS` event. *id* is the identifier of the process object (the id passed to the `wxProcess` constructor) or a window to receive the event.

### See also

*wxProcess* (p. 1051), *Event handling overview* (p. 1649)

---

## **wxProcessEvent::wxProcessEvent**

**wxProcessEvent(int id = 0, int pid = 0, int exitcode = 0)**

Constructor. Takes a `wxProcessObject` or window id, a process id and an exit status.

---

## **wxProcessEvent::GetPid**

**int GetPid() const**

Returns the process id.

---

## **wxProcessEvent::GetExitCode**

**int GetExitCode()**

Returns the exist status.

## wxProgressDialog

This class represents a dialog that shows a short message and a progress bar. Optionally, it can display an ABORT button.

### Derived from

*wxFrame* (p. 559)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/progdlg.h>

---

## wxProgressDialog::wxProgressDialog

```
wxProgressDialog(const wxString& title, const wxString& message, int maximum  
= 100, wxWindow * parent = NULL, int style = wxPD_AUTO_HIDE |  
wxPD_APP_MODAL)
```

Constructor. Creates the dialog, displays it and disables user input for other windows, or, if wxPD\_APP\_MODAL flag is not given, for its parent window only.

### Parameters

*title*

Dialog title to show in titlebar.

*message*

Message displayed above the progress bar.

*maximum*

Maximum value for the progress bar.

*parent*

Parent window.

*message*

Message to show on the dialog.

*style*

The dialog style. This is the combination of the following bitmask constants defined in wx/defs.h:

<b>wxPD_APP_MODAL</b>	Make the progress dialog modal. If this flag is not given, it is only "locally" modal - that is the input to the parent window is disabled, but not to the other ones.
<b>wxPD_AUTO_HIDE</b>	Causes the progress dialog to disappear from screen as soon as the maximum value of the progress meter has been reached.
<b>wxPD_CAN_ABORT</b>	This flag tells the dialog that it should have a "Cancel" button which the user may press. If this happens, the next call to <i>Update()</i> (p. 1059) will return false.
<b>wxPD_ELAPSED_TIME</b>	This flag tells the dialog that it should show elapsed time (since creating the dialog).
<b>wxPD_ESTIMATED_TIME</b>	This flag tells the dialog that it should show estimated time.
<b>wxPD_REMAINING_TIME</b>	This flag tells the dialog that it should show remaining time.

---

### **wxProgressDialog::~wxProgressDialog**

---

**~wxProgressDialog()**

Destructor. Deletes the dialog and enables all top level windows.

---

### **wxProgressDialog::Resume**

---

**void Resume()**

Can be used to continue with the dialog, after the user had chosen ABORT.

---

### **wxProgressDialog::Update**

---

**bool Update( int value, const wxString& newmsg = "" )**

Updates the dialog, setting the progress bar to the new value and, if given changes the message above it. Returns true unless the Cancel button has been pressed.

If false is returned, the application can either immediately destroy the dialog or ask the user for the confirmation and if the abort is not confirmed the dialog may be resumed with *Resume* (p. 1059) function.

#### **Parameters**

*value*

The new value of the progress meter. It must be strictly less than the maximum value given to the constructor (i.e., as usual in C, the index runs from 0 to maximum-1).

*newmsg*

The new messages for the progress dialog text, if it is empty (which is the default) the message is not changed.

## wxProtocol

### Derived from

*wxSocketClient* (p. 1180)

### Include files

<wx/protocol/protocol.h>

### See also

*wxSocketBase* (p. 1162), *wxURL* (p. 1395)

## wxProtocol::Reconnect

---

### bool Reconnect()

Tries to reestablish a previous opened connection (close and renegotiate connection).

### Return value

true, if the connection is established, else false.

## wxProtocol::GetInputStream

---

### wxInputStream \* GetInputStream(const wxString& path)

Creates a new input stream on the the specified path. You can use all but seek functionality of wxStream. Seek isn't available on all stream. For example, http or ftp streams doesn't deal with it. Other functions like StreamSize and Tell aren't available for the moment for this sort of stream. You will be notified when the EOF is reached by an error.

### Return value

Returns the initialized stream. You will have to delete it yourself once you don't use it anymore. The destructor closes the network connection.

### See also

*wxInputStream* (p. 790)

---

## wxProtocol::Abort

### bool Abort()

Abort the current stream.

### Warning

It is advised to destroy the input stream instead of aborting the stream this way.

### Return value

Returns true, if successful, else false.

---

## wxProtocol::GetError

### wxProtocolError GetError()

Returns the last occurred error.

<b>wxPROTO_NOERR</b>	No error.
<b>wxPROTO_NETERR</b>	A generic network error occurred.
<b>wxPROTO_PROTERR</b>	An error occurred during negotiation.
<b>wxPROTO_CONNERR</b>	The client failed to connect the server.
<b>wxPROTO_INVVAL</b>	Invalid value.
<b>wxPROTO_NOHNDLR</b>	.
<b>wxPROTO_NOFILE</b>	The remote file doesn't exist.
<b>wxPROTO_ABRT</b>	Last action aborted.
<b>wxPROTO_RCNCT</b>	An error occurred during reconnection.
<b>wxPROTO_STREAM</b>	Someone tried to send a command during a transfer.

---

## wxProtocol::GetContentType

### wxString GetContentType()

Returns the type of the content of the last opened stream. It is a mime-type.

### **wxProtocol::SetUser**

---

```
void SetUser(const wxString& user)
```

Sets the authentication user. It is mainly useful when FTP is used.

### **wxProtocol::SetPassword**

---

```
void SetPassword(const wxString& user)
```

Sets the authentication password. It is mainly useful when FTP is used.

## **wxQuantize**

Performs quantization, or colour reduction, on a wxImage.

Functions in this class are static and so a wxQuantize object need not be created.

### **Derived from**

*wxObject* (p. 982)

### **Include files**

<wx/quantize.h>

### **wxQuantize::wxQuantize**

---

```
wxQuantize()
```

Constructor. You do not need to construct a wxQuantize object since its functions are static.

### **wxQuantize::Quantize**

---

```
bool Quantize(const wxImage& src, wxImage& dest, wxPalette** pPalette, int  
desiredNoColours = 236, unsigned char** eightBitData = 0, int flags =  
wxQUANTIZE_INCLUDE_WINDOWS_COLOURS|wxQUANTIZE_FILL_DESTINATION_  
IMAGE|wxQUANTIZE_RETURN_8BIT_DATA)
```

Reduce the colours in the source image and put the result into the destination image.

Both images may be the same, to overwrite the source image. Specify an optional palette pointer to receive the resulting palette. This palette may be passed to `ConvertImageToBitmap`, for example.

If you pass a palette pointer, you must free the palette yourself.

```
bool Quantize(const wxImage& src, wxImage& dest, int desiredNoColours = 236,  
unsigned char** eightBitData = 0, int flags =  
wxQUANTIZE_INCLUDE_WINDOWS_COLOURS/wxQUANTIZE_FILL_DESTINATION_  
IMAGE/wxQUANTIZE_RETURN_8BIT_DATA)
```

This version sets a palette in the destination image so you don't have to manage it yourself.

---

## **wxQuantize::DoQuantize**

---

```
void DoQuantize(unsigned w, unsigned h, unsigned char** in_rows, unsigned  
char** out_rows, unsigned char* palette, int desiredNoColours)
```

Converts input bitmap(s) into 8bit representation with custom palette.

`in_rows` and `out_rows` are arrays [0..h-1] of pointer to rows (`in_rows` contains `w * 3` bytes per row, `out_rows` `w` bytes per row).

Fills `out_rows` with indexes into palette (which is also stored into palette variable).

## **wxQueryLayoutInfoEvent**

This event is sent when `wxLayoutAlgorithm` (p. 809) wishes to get the size, orientation and alignment of a window. More precisely, the event is sent by the `OnCalculateLayout` handler which is itself invoked by `wxLayoutAlgorithm`.

### **Derived from**

`wxEvent` (p. 453)

`wxObject` (p. 982)

### **Include files**

<wx/laywin.h>

### **Event table macros**

<b>EVT_QUERY_LAYOUT_INFO(func)</b>	Process a <code>wxEVT_QUERY_LAYOUT_INFO</code> event, to get size, orientation and alignment from a window.
------------------------------------	---

## Data structures

```
enum wxLayoutOrientation {
    wxLAYOUT_HORIZONTAL,
    wxLAYOUT_VERTICAL
};

enum wxLayoutAlignment {
    wxLAYOUT_NONE,
    wxLAYOUT_TOP,
    wxLAYOUT_LEFT,
    wxLAYOUT_RIGHT,
    wxLAYOUT_BOTTOM,
};
```

## See also

*wxCalculateLayoutEvent* (p. 109), *wxSashLayoutWindow* (p. 1100), *wxLayoutAlgorithm* (p. 809).

---

### **wxQueryLayoutInfoEvent::wxQueryLayoutInfoEvent**

**wxQueryLayoutInfoEvent(wxWindowID id = 0)**

Constructor.

---

### **wxQueryLayoutInfoEvent::GetAlignment**

**void GetAlignment() const**

Specifies the alignment of the window (which side of the remaining parent client area the window sticks to). One of `wxLAYOUT_TOP`, `wxLAYOUT_LEFT`, `wxLAYOUT_RIGHT`, `wxLAYOUT_BOTTOM`.

---

### **wxQueryLayoutInfoEvent::GetFlags**

**int GetFlags() const**

Returns the flags associated with this event. Not currently used.

---

### **wxQueryLayoutInfoEvent::GetOrientation**

**wxLayoutOrientation GetOrientation() const**

Returns the orientation that the event handler specified to the event object. May be one of wxLAYOUT\_HORIZONTAL, wxLAYOUT\_VERTICAL.

**wxQueryLayoutInfoEvent::GetRequestedLength**

---

**int GetRequestedLength() const**

Returns the requested length of the window in the direction of the window orientation. This information is not yet used.

**wxQueryLayoutInfoEvent::GetSize**

---

**wxSize GetSize() const**

Returns the size that the event handler specified to the event object as being the requested size of the window.

**wxQueryLayoutInfoEvent::SetAlignment**

---

**void SetAlignment(wxLayoutAlignment *alignment*)**

Call this to specify the alignment of the window (which side of the remaining parent client area the window sticks to). May be one of wxLAYOUT\_TOP, wxLAYOUT\_LEFT, wxLAYOUT\_RIGHT, wxLAYOUT\_BOTTOM.

**wxQueryLayoutInfoEvent::SetFlags**

---

**void SetFlags(int *flags*)**

Sets the flags associated with this event. Not currently used.

**wxQueryLayoutInfoEvent::SetOrientation**

---

**void SetOrientation(wxLayoutOrientation *orientation*)**

Call this to specify the orientation of the window. May be one of wxLAYOUT\_HORIZONTAL, wxLAYOUT\_VERTICAL.

**wxQueryLayoutInfoEvent::SetRequestedLength**

---

**void SetRequestedLength(int *length*)**

Sets the requested length of the window in the direction of the window orientation. This information is not yet used.

---

## **wxQueryLayoutInfoEvent::SetSize**

---

**void SetSize(const wxSize& size)**

Call this to let the calling code know what the size of the window is.

## **wxRadioBox**

A radio box item is used to select one of number of mutually exclusive choices. It is displayed as a vertical column or horizontal row of labelled buttons.

### **Derived from**

*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### **Include files**

<wx/radiobox.h>

### **Window styles**

**wxRA\_SPECIFY\_ROWS**    The major dimension parameter refers to the maximum number of rows.  
**wxRA\_SPECIFY\_COLS**    The major dimension parameter refers to the maximum number of columns.

See also *window styles overview* (p. 1657).

### **Event handling**

**EVT\_RADIOBOX(id, func)**                      Process a `wxEVT_COMMAND_RADIOBOX_SELECTED` event, when a radiobutton is clicked.

### **See also**

*Event handling overview* (p. 1649), *wxRadioButton* (p. 1072), *wxCheckBox* (p. 124)

---

## wxRadioBox::wxRadioBox

---

### wxRadioBox()

Default constructor.

**wxRadioBox**(wxWindow\* *parent*, wxWindowID *id*, const wxString& *label*, const wxPoint& *point* = wxDefaultPosition, const wxSize& *size* = wxDefaultSize, int *n* = 0, const wxString *choices*[] = NULL, int *majorDimension* = 0, long *style* = wxRA\_SPECIFY\_COLS, const wxValidator& *validator* = wxDefaultValidator, const wxString& *name* = "radioBox")

Constructor, creating and showing a radiobox.

### Parameters

#### *parent*

Parent window. Must not be NULL.

#### *id*

Window identifier. A value of -1 indicates a default value.

#### *label*

Label for the static box surrounding the radio buttons.

#### *pos*

Window position. If the position (-1, -1) is specified then a default position is chosen.

#### *size*

Window size. If the default size (-1, -1) is specified then a default size is chosen.

#### *n*

Number of choices with which to initialize the radiobox.

#### *choices*

An array of choices with which to initialize the radiobox.

#### *majorDimension*

Specifies the maximum number of rows (if style contains wxRA\_SPECIFY\_ROWS) or columns (if style contains wxRA\_SPECIFY\_COLS) for a two-dimensional radiobox.

#### *style*

Window style. See *wxRadioBox* (p. 1066).

#### *validator*

Window validator.

*name*

Window name.

### See also

*wxRadioBox::Create* (p. 1068), *wxValidator* (p. 1398)

**wxPython note:** The *wxRadioBox* constructor in *wxPython* reduces the `nand choices` arguments are to a single argument, which is a list of strings.

**wxPerl note:** In *wxPerl* there is just an array reference in place of `nand choices`.

---

## wxRadioBox::~~wxRadioBox

**~wxRadioBox()**

Destructor, destroying the radiobox item.

---

## wxRadioBox::Create

**bool Create**(*wxWindow\** parent, *wxWindowID* id, **const wxString&** label, **const wxPoint&** point = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **int** n = 0, **const wxString** choices[] = *NULL*, **int** majorDimension = 0, **long** style = *wxRA\_SPECIFY\_COLS*, **const wxValidator&** validator = *wxDefaultValidator*, **const wxString&** name = "radioBox")

Creates the radiobox for two-step construction. See *wxRadioBox::wxRadioBox* (p. 1067) for further details.

---

## wxRadioBox::Enable

**void Enable**(**bool** enable = *true*)

Enables or disables the entire radiobox.

**void Enable**(**int** n, **bool** enable = *true*)

Enables or disables an individual button in the radiobox.

### Parameters

*enable*

true to enable, false to disable.

*n*

The zero-based button to enable or disable.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

<b>Enable(flag)</b>	Enables or disables the entire radiobox.
<b>EnableItem(n, flag)</b>	Enables or disables an individual button in the radiobox.

---

### **wxRadioBox::FindString**

---

**int FindString(const wxString& *string*) const**

Finds a button matching the given string, returning the position if found, or -1 if not found.

#### **Parameters**

*string*  
The string to find.

---

### **wxRadioBox::GetCount**

---

**int GetCount() const**

Returns the number of items in the radiobox.

---

### **wxRadioBox::GetLabel**

---

**wxString GetLabel() const**

Returns the radiobox label.

**wxString GetLabel(int *n*) const**

Returns the label for the given button.

#### **Parameters**

*n*  
The zero-based button index.

#### **See also**

*wxRadioBox::SetLabel* (p. 1070)

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

<b>GetLabel()</b>	Returns the radiobox label.
<b>GetItemLabel(n)</b>	Returns the label for the given button.

---

### **wxRadioBox::GetSelection**

---

**int GetSelection() const**

Returns the zero-based position of the selected button.

---

### **wxRadioBox::GetStringSelection**

---

**wxString GetStringSelection() const**

Returns the selected string.

---

### **wxRadioBox::Number**

---

**int Number() const**

**Obsolescence note:** This method is obsolete and was replaced with *GetCount* (p. 1069), please use the new method in the new code. This method is only available if wxWindows was compiled with `WXWIN_COMPATIBILITY_2_2` defined and will disappear completely in future versions.

Returns the number of buttons in the radiobox.

---

### **wxRadioBox::SetLabel**

---

**void SetLabel(const wxString& *label*)**

Sets the radiobox label.

**void SetLabel(int *n*, const wxString& *label*)**

Sets a label for a radio button.

#### **Parameters**

*label*

The label to set.

*n*  
The zero-based button index.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

<b>SetLabel(string)</b>	Sets the radiobox label.
<b>SetItemLabel(n, string)</b>	Sets a label for a radio button.

---

### **wxRadioBox::SetSelection**

---

**void SetSelection(int *n*)**

Sets a button by passing the desired string position. This does not cause a wxEVT\_COMMAND\_RADIOBOX\_SELECTED event to get emitted.

#### **Parameters**

*n*  
The zero-based button position.

---

### **wxRadioBox::SetStringSelection**

---

**void SetStringSelection(const wxString& *string*)**

Sets the selection to a button by passing the desired string. This does not cause a wxEVT\_COMMAND\_RADIOBOX\_SELECTED event to get emitted.

#### **Parameters**

*string*  
The label of the button to select.

---

### **wxRadioBox::Show**

---

**void Show(const bool *show*)**

Shows or hides the entire radiobox.

**void Show(int *item*, const bool *show*)**

Shows or hides individual buttons.

#### **Parameters**

*show*

true to show, false to hide.

*item*

The zero-based position of the button to show or hide.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

**Show(flag)**

Shows or hides the entire radiobox.

**ShowItem(n, flag)**

Shows or hides individual buttons.

---

## wxRadioBox::GetString

---

**wxString GetString(int *n*) const**

Returns the label for the button at the given position.

### Parameters

*n*

The zero-based button position.

## wxRadioButton

A radio button item is a button which usually denotes one of several mutually exclusive options. It has a text label next to a (usually) round button.

### Derived from

*wxControl* (p. 204)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Include files

<wx/radiobut.h>

### Window styles

**wxRB\_GROUP**  
**wxRB\_SINGLE**

Marks the beginning of a new group of radio buttons. If your radio buttons are not consecutive siblings, they cannot form a group under Windows and you should use this style to indicate that each of them is handled

individually.

See also *window styles overview* (p. 1657).

### Event handling

**EVT\_RADIOBUTTON(id, func)** Process a wxEVT\_COMMAND\_RADIOBUTTON\_SELECTED event, when the radiobutton is clicked.

### See also

*Event handling overview* (p. 1649), *wxRadioBox* (p. 1066), *wxCheckBox* (p. 124)

---

## wxRadioButton::wxRadioButton

---

### wxRadioButton()

Default constructor.

**wxRadioButton(wxWindow\* parent, wxWindowID id, const wxString& label, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = 0, const wxValidator& validator = wxDefaultValidator, const wxString& name = "radioButton")**

Constructor, creating and showing a radio button.

### Parameters

*parent*

Parent window. Must not be NULL.

*id*

Window identifier. A value of -1 indicates a default value.

*label*

Label for the radio button.

*pos*

Window position. If the position (-1, -1) is specified then a default position is chosen.

*size*

Window size. If the default size (-1, -1) is specified then a default size is chosen.

*style*

Window style. See *wxRadioButton* (p. 1072).

*validator*

Window validator.

*name*

Window name.

### See also

*wxRadioButton::Create* (p. 1074), *wxValidator* (p. 1398)

---

## wxRadioButton::~~wxRadioButton

**void ~wxRadioButton()**

Destructor, destroying the radio button item.

---

## wxRadioButton::Create

**bool Create**(*wxWindow\** parent, *wxWindowID* id, **const wxString&** label, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = 0, **const wxValidator&** validator = *wxDefaultValidator*, **const wxString&** name = "radioButton")

Creates the choice for two-step construction. See *wxRadioButton::wxRadioButton* (p. 1073) for further details.

---

## wxRadioButton::GetValue

**bool GetValue() const**

Returns true if the radio button is depressed, false otherwise.

---

## wxRadioButton::SetValue

**void SetValue**(**const bool** value)

Sets the radio button to selected or deselected status. This does not cause a `wxEVT_COMMAND_RADIOBUTTON_SELECTED` event to get emitted.

### Parameters

*value*

true to select, false to deselect.

## wxRealPoint

A **wxRealPoint** is a useful data structure for graphics operations. It contains floating point *x* and *y* members. See also *wxPoint* (p. 1021) for an integer version.

### Derived from

None

### Include files

<wx/gdicmn.h>

### See also

*wxPoint* (p. 1021)

## wxRealPoint::wxRealPoint

---

**wxRealPoint()**

**wxRealPoint(double *x*, double *y*)**

Create a point.

**double *x***

**double *y***

Members of the **wxRealPoint** object.

## wxRect

A class for manipulating rectangles.

### Derived from

None

### Include files

<wx/gdicmn.h>

**See also**

*wxPoint* (p. 1021), *wxSize* (p. 1142)

**wxRect::wxRect**

---

**wxRect()**

Default constructor.

**wxRect(int x, int y, int width, int height)**

Creates a *wxRect* object from *x*, *y*, *width* and *height* values.

**wxRect(const wxPoint& topLeft, const wxPoint& bottomRight)**

Creates a *wxRect* object from top-left and bottom-right points.

**wxRect(const wxPoint& pos, const wxSize& size)**

Creates a *wxRect* object from position and size values.

**wxRect::x**

---

**int x**

*x* coordinate of the top-level corner of the rectangle.

**wxRect::y**

---

**int y**

*y* coordinate of the top-level corner of the rectangle.

**wxRect::width**

---

**int width**

Width member.

**wxRect::height**

---

**int height**

Height member.

**wxRect::Deflate**

---

**void Deflate(wxCoord dx, wxCoord dy)**

**void Deflate(wxCoord diff)**

**wxRect Deflate(wxCoord dx, wxCoord dy) const**

Decrease the rectangle size by *dx* in x direction and *dy* in y direction. Both (or one of) parameters may be negative to increase the rectangle size. This method is the opposite of *Inflate* (p. 1078).

The second form uses the same *diff* for both *dx* and *dy*.

The first two versions modify the rectangle in place, the last one returns a new rectangle leaving this one unchanged.

**See also**

*Inflate* (p. 1078)

**wxRect::GetBottom**

---

**int GetBottom() const**

Gets the bottom point of the rectangle.

**wxRect::GetHeight**

---

**int GetHeight() const**

Gets the height member.

**wxRect::GetLeft**

---

**int GetLeft() const**

Gets the left point of the rectangle (the same as *wxRect::GetX* (p. 1078)).

**wxRect::GetPosition**

---

**wxPoint GetPosition() const**

Gets the position.

**wxRect::GetRight**

---

**int GetRight() const**

Gets the right point of the rectangle.

**wxRect::GetSize**

---

**wxSize GetSize() const**

Gets the size.

**wxRect::GetTop**

---

**int GetTop() const**

Gets the top point of the rectangle (the same as *wxRect::GetY* (p. 1078)).

**wxRect::GetWidth**

---

**int GetWidth() const**

Gets the width member.

**wxRect::GetX**

---

**int GetX() const**

Gets the x member.

**wxRect::GetY**

---

**int GetY() const**

Gets the y member.

**wxRect::Inflate**

---

**void Inflate(wxCoord dx, wxCoord dy)**

**void Inflate(wxCoord diff)**

**wxRect Inflate(wxCoord dx, wxCoord dy) const**

Increase the rectangle size by *dx* in x direction and *dy* in y direction. Both (or one of) parameters may be negative to decrease the rectangle size.

The second form uses the same *diff* for both *dx* and *dy*.

The first two versions modify the rectangle in place, the last one returns a new rectangle leaving this one unchanged.

### See also

*Deflate* (p. 1077)

## wxRect:Inside

---

**bool Inside(int x, int y) const**

**bool Inside(const wxPoint& pt) const**

Returns `true` if the given point is inside the rectangle (or on its boundary) and `false` otherwise.

## wxRect:Intersects

---

**bool Intersects(const wxRect& rect) const**

Returns `true` if this rectangle has a non empty intersection with the rectangle *rect* and `false` otherwise.

## wxRect::Offset

---

**void Offset(wxCoord dx, wxCoord dy)**

**void Offset(const wxPoint& pt)**

Moves the rectangle by the specified offset. If *dx* is positive, the rectangle is moved to the right, if *dy* is positive, it is moved to the bottom, otherwise it is moved to the left or top respectively.

## wxRect::SetHeight

---

**void SetHeight(int *height*)**

Sets the height.

---

### **wxRect::SetWidth**

**void SetWidth(int *width*)**

Sets the width.

---

### **wxRect::SetX**

**void SetX(int *x*)**

Sets the x position.

---

### **wxRect::SetY**

**void SetY(int *y*)**

Sets the y position.

---

### **wxRect::operator =**

**void operator =(const wxRect& *rect*)**

Assignment operator.

---

### **wxRect::operator ==**

**bool operator ==(const wxRect& *rect*)**

Equality operator.

---

### **wxRect::operator !=**

**bool operator !=(const wxRect& *rect*)**

Inequality operator.

---

## **wxRecursionGuard**

`wxRecursionGuard` is a very simple class which can be used to prevent reentrancy problems in a function. It is not thread-safe and so should be used only in the single-threaded programs or in combination with some thread synchronization mechanisms.

`wxRecursionGuard` is always used together with the `wxRecursionGuardFlag` (p. 1082) like in this example:

```
void Foo()
{
    static wxRecursionGuardFlag s_flag;
    wxRecursionGuard guard(s_flag);
    if ( guard.IsInside() )
    {
        // don't allow reentrancy
        return;
    }
    ...
}
```

As you can see, `wxRecursionGuard` simply tests the flag value and sets it to true if it hadn't been already set. `IsInside()` (p. 1082) allows testing the old flag value. The advantage of using this class compared to directly manipulating the flag is that the flag is always reset in the `wxRecursionGuard` destructor and so you don't risk to forget to do it even if the function returns in an unexpected way (for example because an exception has been thrown).

### Derived from

No base class

### Include files

<wx/recguard.h>

---

## wxRecursionGuard::wxRecursionGuard

**wxRecursionGuard(wxRecursionGuardFlag& flag)**

A `wxRecursionGuard` object must always be initialized with a (static) `wxRecursionGuardFlag` (p. 1082). The constructor saves the value of the flag to be able to return the correct value from `IsInside` (p. 1082).

---

## wxRecursionGuard::~~wxRecursionGuard

**~wxRecursionGuard()**

The destructor resets the flag value so that the function can be entered again the next time.

Note that it is not virtual and so this class is not meant to be derived from (besides, there is absolutely no reason to do it anyhow).

## **wxRecursionGuard::IsInside**

---

### **bool IsInside() const**

Returns `true` if we're already inside the code block "protected" by this `wxRecursionGuard` (i.e. between this line and the end of current scope). Usually the function using `wxRecursionGuard` takes some specific actions in such case (may be simply returning) to prevent reentrant calls to itself.

If this method returns `false`, it is safe to continue.

## **wxRecursionGuardFlag**

This is a completely opaque class which exists only to be used with `wxRecursionGuard` (p. 1080), please see the example in that class documentation.

Please notice that `wxRecursionGuardFlag` object *must* be declared `static` or the recursion would never be detected.

### **Derived from**

No base class

### **Include files**

<wx/recguard.h>

## **wxRegEx**

`wxRegEx` represents a regular expression. The regular expressions syntax supported is the POSIX one. Both basic and extended regular expressions are supported but, unlike POSIX C API, the extended ones are used by default.

This class provides support for regular expressions matching and also replacement. It is built on top of either the system library (if it has support for POSIX regular expressions - which is the case of the most modern Unices) or uses the built in Henry Spencer's library. In the latter case you need to abide by the terms of its copyright:

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### Derived from

No base class

### Data structures

Flags for regex compilation to be used with *Compile()* (p. 1084):

```
enum
{
    // use extended regex syntax (default)
    wxRE_EXTENDED = 0,

    // use basic RE syntax
    wxRE_BASIC    = 2,

    // ignore case in match
    wxRE_ICASE    = 4,

    // only check match, don't set back references
    wxRE_NOSUB    = 8,

    // if not set, treat '\n' as an ordinary character, otherwise it is
    // special: it is not matched by '.' and '^' and '$' always match
    // after/before it regardless of the setting of wxRE_NOT[BE]OL
    wxRE_NEWLINE  = 16,

    // default flags
    wxRE_DEFAULT  = wxRE_EXTENDED
}
```

Flags for regex matching to be used with *Matches()* (p. 1085).

These flags are mainly useful when doing several matches in a long string to prevent erroneous matches for '' and '\$':

```
enum
{
    // '^' doesn't match at the start of line
    wxRE_NOTBOL = 32,
```

```

    // '$' doesn't match at the end of line
    wxRE_NOTEOL = 64
}

```

## Examples

A bad example of processing some text containing email addresses (the example is bad because the real email addresses can have more complicated form than `user@host.net`):

```

wxString text;
...
wxRegex reEmail = "([^\s]+)@([[:alnum:]-_]+)([[:alnum:]]+);
if ( reEmail.Matches(text) )
{
    wxString text = reEmail.GetMatch(email);
    wxString username = reEmail.GetMatch(email, 1);
    if ( reEmail.GetMatch(email, 3) == "com" ) // .com TLD?
    {
        ...
    }
}

// or we could do this to hide the email address
size_t count = reEmail.ReplaceAll(text, "HIDDEN@\\2\\3");
printf("text now contains %u hidden addresses", count);

```

---

## wxRegex::wxRegex

### wxRegex()

Default ctor: use *Compile()* (p. 1084) later.

### wxRegex(const wxString& expr, int flags = wxRE\_DEFAULT)

Create and compile the regular expression, use *IsValid* (p. 1085) to test for compilation errors.

---

## wxRegex::~wxRegex

### ~wxRegex()

dtor not virtual, don't derive from this class

---

## wxRegex::Compile

### bool Compile(const wxString& pattern, int flags = wxRE\_DEFAULT)

Compile the string into regular expression, return `true` if ok or `false` if string has a syntax error.

### **wxRegex::IsValid**

---

**bool IsValid() const**

Return `true` if this is a valid compiled regular expression, `false` otherwise.

### **wxRegex::GetMatch**

---

**bool GetMatch(size\_t\* start, size\_t\* len, size\_t index = 0) const**

Get the start index and the length of the match of the expression (if *index* is 0) or a bracketed subexpression (*index* different from 0).

May only be called after successful call to *Matches()* (p. 1085) and only if `wxRE_NOSUB` was **not** used in *Compile()* (p. 1084).

Returns `false` if no match or if an error occurred.

**wxString GetMatch(const wxString& text, size\_t index = 0) const**

Returns the part of string corresponding to the match where *index* is interpreted as above. Empty string is returned if match failed

May only be called after successful call to *Matches()* (p. 1085) and only if `wxRE_NOSUB` was **not** used in *Compile()* (p. 1084).

### **wxRegex::Matches**

---

**bool Matches(const wxChar\* text, int flags = 0) const**

Matches the precompiled regular expression against the string *text*, returns `true` if matches and `false` otherwise.

Flags may be combination of `wxRE_NOTBOL` and `wxRE_NOTEOL`.

May only be called after successful call to *Compile()* (p. 1084).

### **wxRegex::Replace**

---

**int Replace(wxString\* text, const wxString& replacement, size\_t maxMatches = 0) const**

Replaces the current regular expression in the string pointed to by *text*, with the text in

*replacement* and return number of matches replaced (maybe 0 if none found) or -1 on error.

The replacement text may contain back references `\number` which will be replaced with the value of the corresponding subexpression in the pattern match. `\0` corresponds to the entire match and `&` is a synonym for it. Backslash may be used to quote itself or `&` character.

*maxMatches* may be used to limit the number of replacements made, setting it to 1, for example, will only replace first occurrence (if any) of the pattern in the text while default value of 0 means replace all.

---

## wxRegEx::ReplaceAll

---

**int ReplaceAll(wxString\* text, const wxString& replacement) const**

Replace all occurrences: this is actually a synonym for *Replace()* (p. 1085).

### See also

*ReplaceFirst* (p. 1086)

---

## wxRegEx::ReplaceFirst

---

**int ReplaceFirst(wxString\* text, const wxString& replacement) const**

Replace the first occurrence.

### See also

*Replace* (p. 1085)

## wxRegion

A `wxRegion` represents a simple or complex region on a device context or window. It uses reference counting, so copying and assignment operations are fast.

### Derived from

*wxGDIObject* (p. 585)

*wxObject* (p. 982)

### Include files

<wx/region.h>

**See also***wxRegionIterator* (p. 1091)**wxRegion::wxRegion**

---

**wxRegion()**

Default constructor.

**wxRegion(wxCoord x, wxCoord y, wxCoord width, wxCoord height)**

Constructs a rectangular region with the given position and size.

**wxRegion(const wxPoint& topLeft, const wxPoint& bottomRight)**

Constructs a rectangular region from the top left point and the bottom right point.

**wxRegion(const wxRect& rect)**

Constructs a rectangular region a wxRect object.

**wxRegion(const wxRegion& region)**

Constructs a region by copying another region.

**wxRegion(size\_t n, const wxPoint \*points, int fillStyle = wxWINDING\_RULE)**Constructs a region corresponding to the polygon made of *n* points in the provided array. *fillStyle* parameter may have values `wxWINDING_RULE` or `wxODDEVEN_RULE`.**NB:** This constructor is only implemented for Win32 and GTK+ wxWindows ports.**wxRegion(const wxBitmap& bmp, const wxColour& transColour = wxNullColour, int tolerance = 0)**Constructs a region using the non-transparent pixels of a bitmap. See *Union* (p. 1090) for more details.**wxRegion::~~wxRegion**

---

**~wxRegion()**

Destructor.

**wxRegion::Clear**

---

**void Clear()**

Clears the current region.

**wxRegion::Contains**

---

**wxRegionContain Contains(long& x, long& y) const**

Returns a value indicating whether the given point is contained within the region.

**wxRegionContain Contains(const wxPoint& pt) const**

Returns a value indicating whether the given point is contained within the region.

**wxRegionContain Contains(long& x, long& y, long& width, long& height) const**

Returns a value indicating whether the given rectangle is contained within the region.

**wxRegionContain Contains(const wxRect& rect) const**

Returns a value indicating whether the given rectangle is contained within the region.

**Return value**

The return value is one of wxOutRegion, wxPartRegion and wxInRegion.

On Windows, only wxOutRegion and wxInRegion are returned; a value wxInRegion then indicates that all or some part of the region is contained in this region.

**wxRegion::ConvertToBitmap**

---

**wxBitmap ConvertToBitmap() const**

Convert the region to a black and white bitmap with the white pixels being inside the region.

**wxRegion::GetBox**

---

**void GetBox(long& x, long& y, long& width, long& height) const**

Returns the outer bounds of the region.

**wxRect GetBox() const**

Returns the outer bounds of the region.

### **wxRegion::Intersect**

---

**bool Intersect(wxCoord x, wxCoord y, wxCoord width, wxCoord height)**

Finds the intersection of this region and another, rectangular region, specified using position and size.

**bool Intersect(const wxRect& rect)**

Finds the intersection of this region and another, rectangular region.

**bool Intersect(const wxRegion& region)**

Finds the intersection of this region and another region.

#### **Return value**

`true` if successful, `false` otherwise.

#### **Remarks**

Creates the intersection of the two regions, that is, the parts which are in both regions. The result is stored in this region.

### **wxRegion::IsEmpty**

---

**bool IsEmpty() const**

Returns `true` if the region is empty, `false` otherwise.

### **wxRegion::Subtract**

---

**bool Subtract(const wxRect& rect)**

Subtracts a rectangular region from this region.

**bool Subtract(const wxRegion& region)**

Subtracts a region from this region.

#### **Return value**

`true` if successful, `false` otherwise.

#### **Remarks**

This operation combines the parts of 'this' region that are not part of the second region. The result is stored in this region.

### **wxRegion::Offset**

---

**bool Offset(wxCoord x, wxCoord y)**

Moves the region by the specified offsets in horizontal and vertical directions.

#### **Return value**

`true` if successful, `false` otherwise (the region is unchanged then).

### **wxRegion::Union**

---

**bool Union(wxCoord x, wxCoord y, wxCoord width, wxCoord height)**

Finds the union of this region and another, rectangular region, specified using position and size.

**bool Union(const wxRect& rect)**

Finds the union of this region and another, rectangular region.

**bool Union(const wxRegion& region)**

Finds the union of this region and another region.

**bool Union(const wxBitmap& bmp, const wxColour& transColour = wxNullColour, int tolerance = 0)**

Finds the union of this region and the non-transparent pixels of a bitmap. If the bitmap has a mask then it will be used, otherwise the colour to be treated as transparent may be specified, along with an optional colour tolerance value.

#### **Return value**

`true` if successful, `false` otherwise.

#### **Remarks**

This operation creates a region that combines all of this region and the second region. The result is stored in this region.

### **wxRegion::Xor**

---

**bool Xor**(**wxCoord** *x*, **wxCoord** *y*, **wxCoord** *width*, **wxCoord** *height*)

Finds the Xor of this region and another, rectangular region, specified using position and size.

**bool Xor**(**const wxRect&** *rect*)

Finds the Xor of this region and another, rectangular region.

**bool Xor**(**const wxRegion&** *region*)

Finds the Xor of this region and another region.

### Return value

`true` if successful, `false` otherwise.

### Remarks

This operation creates a region that combines all of this region and the second region, except for any overlapping areas. The result is stored in this region.

---

## wxRegion::operator =

**void operator =**(**const wxRegion&** *region*)

Copies *region* by reference counting.

## wxRegionIterator

This class is used to iterate through the rectangles in a region, typically when examining the damaged regions of a window within an `OnPaint` call.

To use it, construct an iterator object on the stack and loop through the regions, testing the object and incrementing the iterator at the end of the loop.

See `wxPaintEvent` (p. 996) for an example of use.

### Derived from

`wxObject` (p. 982)

### Include files

<wx/region.h>

**See also**

*wxPaintEvent* (p. 996)

---

**wxRegionIterator::wxRegionIterator**

---

**wxRegionIterator()**

Default constructor.

**wxRegionIterator(const wxRegion& region)**

Creates an iterator object given a region.

---

**wxRegionIterator::GetX**

---

**wxCoord GetX() const**

Returns the x value for the current region.

---

**wxRegionIterator::GetY**

---

**wxCoord GetY() const**

Returns the y value for the current region.

---

**wxRegionIterator::GetW**

---

**wxCoord GetW() const**

An alias for GetWidth.

---

**wxRegionIterator::GetWidth**

---

**wxCoord GetWidth() const**

Returns the width value for the current region.

---

**wxRegionIterator::GetH**

---

**wxCoord GetH() const**

An alias for `GetHeight`.

---

**wxRegionIterator::GetHeight**

---

**wxCoord GetWidth() const**

Returns the width value for the current region.

---

**wxRegionIterator::GetRect**

---

**wxRect GetRect() const**

Returns the current rectangle.

---

**wxRegionIterator::HaveRects**

---

**bool HaveRects() const**

Returns `true` if there are still some rectangles; otherwise returns `false`.

---

**wxRegionIterator::Reset**

---

**void Reset()**

Resets the iterator to the beginning of the rectangles.

**void Reset(const wxRegion& region)**

Resets the iterator to the given region.

---

**wxRegionIterator::operator ++**

---

**void operator ++()**

Increment operator. Increments the iterator to the next region.

**wxPython note:** A wxPython alias for this operator is called `Next`.

---

**wxRegionIterator::operator bool**

---

**operator bool() const**

Returns `true` if there are still some rectangles; otherwise returns `false`.

You can use this to test the iterator object as if it were of type `bool`.

## wxRendererNative

First, a brief introduction to `wxRenderer` and why it is needed.

Usually `wxWindows` uses the underlying low level GUI system to draw all the controls -- this is what we mean when we say that it is a "native" framework. However not all controls exist under all (or even any) platforms and in this case `wxWindows` provides a default, generic, implementation of them written in `wxWindows` itself.

These controls don't have the native appearance if only the standard line drawing and other graphics primitives are used, because the native appearance is different under different platforms while the lines are always drawn in the same way.

This is why we have renderers: `wxRenderer` is a class which virtualizes the drawing, i.e. it abstracts the drawing operations and allows you to draw say, a button, without caring about exactly how this is done. Of course, as we can draw the button differently in different renderers, this also allows us to emulate the native look and feel.

So the renderers work by exposing a large set of high-level drawing functions which are used by the generic controls. There is always a default global renderer but it may be changed or extended by the user, see *Render sample* (p. 1609).

All drawing functions take some standard parameters:

- `win` is the window being drawn. It is normally not used and when it is it should only be used as a generic `wxWindow` (p. 1428) (in order to get its low level handle, for example), but you should *not* assume that it is of some given type as the same `renderer` function may be reused for drawing different kinds of control.
- `dc` is the `wxDC` (p. 359) to draw on. Only this device context should be used for drawing. It is not necessary to restore pens and brushes for it on function exit but, on the other hand, you shouldn't assume that it is in any specific state on function entry: the rendering functions should always prepare it.
- `rect` the bounding rectangle for the element to be drawn.
- `flags` the optional flags (none by default) which can be a combination of the `wxCONTROL_XXX` constants below.

### Constants

The following rendering flags are defined:

```
enum
{
    wxCONTROL_DISABLED    = 0x00000001, // control is disabled
    wxCONTROL_FOCUSED     = 0x00000002, // currently has keyboard focus
```

```

    wxCONTROL_PRESSED      = 0x00000004, // (button) is pressed
    wxCONTROL_ISDEFAULT    = 0x00000008, // only applies to the buttons
    wxCONTROL_ISSUBMENU    = wxCONTROL_ISDEFAULT, // only for menu items
    wxCONTROL_EXPANDED     = wxCONTROL_ISDEFAULT, // only for the tree
items
    wxCONTROL_CURRENT      = 0x00000010, // mouse is currently over the
control
    wxCONTROL_SELECTED     = 0x00000020, // selected item in e.g. listbox
    wxCONTROL_CHECKED      = 0x00000040, // (check/radio button) is
checked
    wxCONTROL_CHECKABLE    = 0x00000080 // (menu) item can be checked
};

```

**Derived from**

No base class

**Include files**

<wx/renderer.h>

**wxRendererNative::~~wxRendererNative**

---

**~wxRendererNative()**

Virtual destructor as for any base class.

**wxRendererNative::DrawHeaderButton**

---

**void DrawHeaderButton(wxWindow\* win, wxDC& dc, const wxRect& rect, int flags = 0)**

Draw the header control button (used by *wxListCtrl* (p. 826)).

**wxRendererNative::DrawSplitterBorder**

---

**void DrawSplitterBorder(wxWindow\* win, wxDC& dc, const wxRect& rect, int flags = 0)**

Draw the border for sash window: this border must be such that the sash drawn by *DrawSash* (p. 1095) blends into it well.

**wxRendererNative::DrawSplitterSash**

---

**void DrawSplitterSash(wxWindow\* win, wxDC& dc, const wxSize& size, wxCoord position, wxOrientation orient, int flags = 0)**

Draw a sash. The *orient* parameter defines whether the sash should be vertical or horizontal and how should the *position* be interpreted.

---

**wxRendererNative::DrawTreeItemButton**

---

**void DrawTreeItemButton(wxWindow\* win, wxDC& dc, const wxRect& rect, int flags = 0)**

Draw the expanded/collapsed icon for a tree control item. To draw an expanded button the *flags* parameter must contain `wxCONTROL_EXPANDED` bit.

---

**wxRendererNative::Get**

---

**wxRendererNative& Get()**

Return the currently used renderer.

---

**wxRendererNative::GetDefault**

---

**wxRendererNative& GetDefault()**

Return the default (native) implementation for this platform -- this is also the one used by default but this may be changed by calling *Set* (p. 1097) in which case the return value of this method may be different from the return value of *Get* (p. 1096).

---

**wxRendererNative::GetGeneric**

---

**wxRendererNative& GetGeneric()**

Return the generic implementation of the renderer. Under some platforms, this is the default renderer implementation, others have platform-specific default renderer which can be retrieved by calling *GetDefault* (p. 1096).

---

**wxRendererNative::GetSplitterParams**

---

**wxSplitterRenderParams GetSplitterParams(const wxWindow\* win)**

Get the splitter parameters, see *wxSplitterRenderParams* (p. 1209).

---

**wxRendererNative::GetVersion**

---

**wxRendererVersion GetVersion() const**

This function is used for version checking: *Load* (p. 1097) refuses to load any shared libraries implementing an older or incompatible version.

The implementation of this method is always the same in all renderers (simply construct *wxRendererVersion* (p. 1097) using the `wxRendererVersion::Current_XXX` values), but it has to be in the derived, not base, class, to detect mismatches between the renderers versions and so you have to implement it anew in all renderers.

---

## wxRendererNative::Load

---

**wxRendererNative\* Load(const wxString& name)**

Load the renderer from the specified DLL, the returned pointer must be deleted by caller if not `NULL` when it is not used any more.

The *name* should be just the base name of the renderer and not the full name of the DLL file which is constructed differently (using *wxDynamicLibrary::CanonicalizePluginName* (p. 447)) on different systems.

---

## wxRendererNative::Set

---

**wxRendererNative\* Set(wxRendererNative\* renderer)**

Set the renderer to use, passing `NULL` reverts to using the default renderer (the global renderer must always exist).

Return the previous renderer used with `Set()` or `NULL` if none.

## wxRendererVersion

This simple struct represents the *wxRendererNative* (p. 1094) interface version and is only used as the return value of *wxRendererNative::GetVersion* (p. 1096).

The version has two components: the version itself and the age. If the main program and the renderer have different versions they are never compatible with each other because the version is only changed when an existing virtual function is modified or removed. The age, on the other hand, is incremented each time a new virtual method is added and so, at least for the compilers using a common C++ object model, the calling program is compatible with any renderer which has the age greater or equal to its age. This verification is done by *IsCompatible* (p. 1098) method.

### Derived from

No base class

**Include files**

<wx/renderer.h>

---

**wxRendererVersion::IsCompatible**

---

**static bool IsCompatible(const wxRendererVersion& ver)**

Checks if the main program is compatible with the renderer having the version *ver*, returns `true` if it is and `false` otherwise.

This method is used by *wxRendererNative::Load* (p. 1097) to determine whether a renderer can be used.

---

**wxRendererVersion::version**

---

**const int version**

The version component.

---

**wxRendererVersion::age**

---

**const int age**

The age component.

**wxSashEvent**

A sash event is sent when the sash of a *wxSashWindow* (p. 1103) has been dragged by the user.

**Derived from**

*wxCommandEvent* (p. 169)

*wxEvent* (p. 453)

*wxObject* (p. 982)

**Include files**

<wx/sashwin.h>

## Event table macros

To process an activate event, use these event handler macros to direct input to a member function that takes a `wxSashEvent` argument.

**EVT\_SASH\_DRAGGED(id, func)** Process a `wxEVT_SASH_DRAGGED` event, when the user has finished dragging a sash.

**EVT\_SASH\_DRAGGED\_RANGE(id1, id2, func)** Process a `wxEVT_SASH_DRAGGED_RANGE` event, when the user has finished dragging a sash. The event handler is called when windows with ids in the given range have their sashes dragged.

## Data structures

```
enum wxSashDragStatus
{
    wxSASH_STATUS_OK,
    wxSASH_STATUS_OUT_OF_RANGE
};
```

## Remarks

When a sash belonging to a sash window is dragged by the user, and then released, this event is sent to the window, where it may be processed by an event table entry in a derived class, a plug-in event handler or an ancestor class.

Note that the `wxSashWindow` doesn't change the window's size itself. It relies on the application's event handler to do that. This is because the application may have to handle other consequences of the resize, or it may wish to veto it altogether. The event handler should look at the drag rectangle: see `wxSashEvent::GetDragRect` (p. 1100) to see what the new size of the window would be if the resize were to be applied. It should also call `wxSashEvent::GetDragStatus` (p. 1100) to see whether the drag was OK or out of the current allowed range.

## See also

`wxSashWindow` (p. 1103), *Event handling overview* (p. 1649)

---

## wxSashEvent::wxSashEvent

**wxSashEvent**(int *id* = 0, **wxSashEdgePosition** *edge* = `wxSASH_NONE`)

Constructor.

## **wxSashEvent::GetEdge**

---

### **wxSashEdgePosition GetEdge() const**

Returns the dragged edge. The return value is one of `wxSASH_TOP`, `wxSASH_RIGHT`, `wxSASH_BOTTOM`, `wxSASH_LEFT`.

## **wxSashEvent::GetDragRect**

---

### **wxRect GetDragRect() const**

Returns the rectangle representing the new size the window would be if the resize was applied. It is up to the application to set the window size if required.

## **wxSashEvent::GetDragStatus**

---

### **wxSashDragStatus GetDragStatus() const**

Returns the status of the sash: one of `wxSASH_STATUS_OK`, `wxSASH_STATUS_OUT_OF_RANGE`. If the drag caused the notional bounding box of the window to flip over, for example, the drag will be out of range.

## **wxSashLayoutWindow**

`wxSashLayoutWindow` responds to `OnCalculateLayout` events generated by *wxLayoutAlgorithm* (p. 809). It allows the application to use simple accessors to specify how the window should be laid out, rather than having to respond to events. The fact that the class derives from `wxSashWindow` allows sashes to be used if required, to allow the windows to be user-resizable.

The documentation for *wxLayoutAlgorithm* (p. 809) explains the purpose of this class in more detail.

### **Derived from**

*wxSashWindow* (p. 1103)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### **Include files**

<wx/laywin.h>

## Window styles

See *wxSashWindow* (p. 1103).

## Event handling

This class handles the `EVT_QUERY_LAYOUT_INFO` and `EVT_CALCULATE_LAYOUT` events for you. However, if you use sashes, see *wxSashWindow* (p. 1103) for relevant event information.

See also *wxLayoutAlgorithm* (p. 809) for information about the layout events.

## See also

*wxLayoutAlgorithm* (p. 809), *wxSashWindow* (p. 1103), *Event handling overview* (p. 1649)

---

## **wxSashLayoutWindow::wxSashLayoutWindow**

---

### **wxSashLayoutWindow()**

Default constructor.

**wxSashLayoutWindow**(**wxSashLayoutWindow\*** *parent*, **wxSashLayoutWindowID** *id*, **const wxPoint&** *pos* = *wxDefaultPosition*, **const wxSize&** *size* = *wxDefaultSize*, **long** *style* = *wxCLIP\_CHILDREN | wxSW\_3D*, **const wxString&** *name* = *"layoutWindow"*)

Constructs a sash layout window, which can be a child of a frame, dialog or any other non-control window.

### Parameters

*parent*

Pointer to a parent window.

*id*

Window identifier. If -1, will automatically create an identifier.

*pos*

Window position. *wxDefaultPosition* is (-1, -1) which indicates that *wxSashLayoutWindows* should generate a default position for the window. If using the *wxSashLayoutWindow* class directly, supply an actual position.

*size*

Window size. *wxDefaultSize* is (-1, -1) which indicates that *wxSashLayoutWindows* should generate a default size for the window.

*style*

Window style. For window styles, please see *wxSashLayoutWindow* (p. 1100).

*name*

Window name.

---

### **wxSashLayoutWindow::~~wxSashLayoutWindow**

---

**~wxSashLayoutWindow()**

Destructor.

---

### **wxSashLayoutWindow::GetAlignment**

---

**wxLayoutAlignment GetAlignment() const**

Returns the alignment of the window: one of `wxLAYOUT_TOP`, `wxLAYOUT_LEFT`, `wxLAYOUT_RIGHT`, `wxLAYOUT_BOTTOM`.

---

### **wxSashLayoutWindow::GetOrientation**

---

**wxLayoutOrientation GetOrientation() const**

Returns the orientation of the window: one of `wxLAYOUT_HORIZONTAL`, `wxLAYOUT_VERTICAL`.

---

### **wxSashLayoutWindow::OnCalculateLayout**

---

**void OnCalculateLayout(wxCalculateLayoutEvent& event)**

The default handler for the event that is generated by `wxLayoutAlgorithm`. The implementation of this function calls `wxCalculateLayoutEvent::SetRect` to shrink the provided size according to how much space this window takes up. For further details, see *wxLayoutAlgorithm* (p. 809) and *wxCalculateLayoutEvent* (p. 109).

---

### **wxSashLayoutWindow::OnQueryLayoutInfo**

---

**void OnQueryLayoutInfo(wxQueryLayoutInfoEvent& event)**

The default handler for the event that is generated by `OnCalculateLayout` to get size, alignment and orientation information for the window. The implementation of this function uses member variables as set by accessors called by the application. For further details, see *wxLayoutAlgorithm* (p. 809) and *wxQueryLayoutInfoEvent* (p. 1063).

## **wxSashLayoutWindow::SetAlignment**

---

**void SetAlignment(wxLayoutAlignment alignment)**

Sets the alignment of the window (which edge of the available parent client area the window is attached to). *alignment* is one of wxLAYOUT\_TOP, wxLAYOUT\_LEFT, wxLAYOUT\_RIGHT, wxLAYOUT\_BOTTOM.

## **wxSashLayoutWindow::SetDefaultSize**

---

**void SetDefaultSize(const wxSize& size)**

Sets the default dimensions of the window. The dimension other than the orientation will be fixed to this value, and the orientation dimension will be ignored and the window stretched to fit the available space.

## **wxSashLayoutWindow::SetOrientation**

---

**void SetOrientation(wxLayoutOrientation orientation)**

Sets the orientation of the window (the direction the window will stretch in, to fill the available parent client area). *orientation* is one of wxLAYOUT\_HORIZONTAL, wxLAYOUT\_VERTICAL.

## **wxSashWindow**

wxSashWindow allows any of its edges to have a sash which can be dragged to resize the window. The actual content window will be created by the application as a child of wxSashWindow. The window (or an ancestor) will be notified of a drag via a wxSashEvent (p. 1098) notification.

### **Derived from**

wxWindow (p. 1428)  
wxEvtHandler (p. 457)  
wxObject (p. 982)

### **Include files**

<wx/sashwin.h>

### **Window styles**

The following styles apply in addition to the normal wxWindow styles.

<b>wxSW_3D</b>	Draws a 3D effect sash and border.
<b>wxSW_3DSASH</b>	Draws a 3D effect sash.
<b>wxSW_3DBORDER</b>	Draws a 3D effect border.
<b>wxSW_BORDER</b>	Draws a thin black border.

See also *window styles overview* (p. 1657).

### Event handling

<b>EVT_SASH_DRAGGED(id, func)</b>	Process a <code>wxEVT_SASH_DRAGGED</code> event, when the user has finished dragging a sash.
<b>EVT_SASH_DRAGGED_RANGE(id1, id2, func)</b>	Process a <code>wxEVT_SASH_DRAGGED_RANGE</code> event, when the user has finished dragging a sash. The event handler is called when windows with ids in the given range have their sashes dragged.

### Data types

```
enum wxSashEdgePosition {
    wxSASH_TOP = 0,
    wxSASH_RIGHT,
    wxSASH_BOTTOM,
    wxSASH_LEFT,
    wxSASH_NONE = 100
};
```

### See also

*wxSashEvent* (p. 1098), *wxSashLayoutWindow* (p. 1100), *Event handling overview* (p. 1649)

---

## wxSashWindow::wxSashWindow

---

### wxSashWindow()

Default constructor.

**wxSashWindow**(*wxWindow\** parent, *wxWindowID* id, **const** *wxPoint&* pos = *wxDefaultPosition*, **const** *wxSize&* size = *wxDefaultSize*, **long** style = *wxCLIP\_CHILDREN* | *wxSW\_3D*, **const** *wxString&* name = "sashWindow")

Constructs a sash window, which can be a child of a frame, dialog or any other non-control window.

### Parameters

*parent*

Pointer to a parent window.

*id*

Window identifier. If -1, will automatically create an identifier.

*pos*

Window position. `wxDefaultPosition` is (-1, -1) which indicates that `wxSashWindows` should generate a default position for the window. If using the `wxSashWindow` class directly, supply an actual position.

*size*

Window size. `wxDefaultSize` is (-1, -1) which indicates that `wxSashWindows` should generate a default size for the window.

*style*

Window style. For window styles, please see *wxSashWindow* (p. 1103).

*name*

Window name.

---

### **wxSashWindow::~~wxSashWindow**

**~wxSashWindow()**

Destructor.

---

### **wxSashWindow::GetSashVisible**

**bool GetSashVisible(wxSashEdgePosition *edge*) const**

Returns true if a sash is visible on the given edge, false otherwise.

### Parameters

*edge*

Edge. One of `wxSASH_TOP`, `wxSASH_RIGHT`, `wxSASH_BOTTOM`, `wxSASH_LEFT`.

### See also

*wxSashWindow::SetSashVisible* (p. 1107)

**wxSashWindow::GetMaximumSizeX**

---

**int GetMaximumSizeX() const**

Gets the maximum window size in the x direction.

**wxSashWindow::GetMaximumSizeY**

---

**int GetMaximumSizeY() const**

Gets the maximum window size in the y direction.

**wxSashWindow::GetMinimumSizeX**

---

**int GetMinimumSizeX()**

Gets the minimum window size in the x direction.

**wxSashWindow::GetMinimumSizeY**

---

**int GetMinimumSizeY(int *min*) const**

Gets the minimum window size in the y direction.

**wxSashWindow::HasBorder**

---

**bool HasBorder(wxSashEdgePosition *edge*) const**

Returns true if the sash has a border, false otherwise.

**Parameters***edge*

Edge. One of wxSASH\_TOP, wxSASH\_RIGHT, wxSASH\_BOTTOM, wxSASH\_LEFT.

**See also***wxSashWindow::SetSashBorder* (p. 1107)**wxSashWindow::SetMaximumSizeX**

---

**void SetMaximumSizeX(int *min*)**

Sets the maximum window size in the x direction.

---

**wxSashWindow::SetMaximumSizeY**

---

**void SetMaximumSizeY**(int *min*)

Sets the maximum window size in the y direction.

---

**wxSashWindow::SetMinimumSizeX**

---

**void SetMinimumSizeX**(int *min*)

Sets the minimum window size in the x direction.

---

**wxSashWindow::SetMinimumSizeY**

---

**void SetMinimumSizeY**(int *min*)

Sets the minimum window size in the y direction.

---

**wxSashWindow::SetSashVisible**

---

**void SetSashVisible**(wxSashEdgePosition *edge*, bool *visible*)

Call this function to make a sash visible or invisible on a particular edge.

**Parameters**

*edge*

Edge to change. One of wxSASH\_TOP, wxSASH\_RIGHT, wxSASH\_BOTTOM, wxSASH\_LEFT.

*visible*

true to make the sash visible, false to make it invisible.

**See also**

*wxSashWindow::GetSashVisible* (p. 1105)

---

**wxSashWindow::SetSashBorder**

---

**void SetSashBorder**(wxSashEdgePosition *edge*, bool *hasBorder*)

Call this function to give the sash a border, or remove the border.

### Parameters

*edge*

Edge to change. One of `wxSASH_TOP`, `wxSASH_RIGHT`, `wxSASH_BOTTOM`, `wxSASH_LEFT`.

*hasBorder*

true to give the sash a border visible, false to remove it.

### See also

`wxSashWindow::HasBorder` (p. 1106)

## wxScreenDC

A `wxScreenDC` can be used to paint on the screen. This should normally be constructed as a temporary stack object; don't store a `wxScreenDC` object.

### Derived from

`wxDC` (p. 359)

### Include files

<wx/dcscreen.h>

### See also

`wxDC` (p. 359), `wxMemoryDC` (p. 905), `wxPaintDC` (p. 995), `wxClientDC` (p. 136), `wxWindowDC` (p. 1477)

## wxScreenDC::wxScreenDC

---

`wxScreenDC()`

Constructor.

## wxScreenDC::StartDrawingOnTop

---

`bool StartDrawingOnTop(wxWindow* window)`

`bool StartDrawingOnTop(wxRect* rect = NULL)`

Use this in conjunction with *EndDrawingOnTop* (p. 1109) to ensure that drawing to the screen occurs on top of existing windows. Without this, some window systems (such as X) only allow drawing to take place underneath other windows.

By using the first form of this function, an application is specifying that the area that will be drawn on coincides with the given window.

By using the second form, an application can specify an area of the screen which is to be drawn on. If NULL is passed, the whole screen is available.

It is recommended that an area of the screen is specified because with large regions, flickering effects are noticeable when destroying the temporary transparent window used to implement this feature.

You might use this pair of functions when implementing a drag feature, for example as in the *wxSplitterWindow* (p. 1199) implementation.

### Remarks

This function is probably obsolete since the X implementations allow drawing directly on the screen now. However, the fact that this function allows the screen to be refreshed afterwards, may be useful to some applications.

---

## wxScreenDC::EndDrawingOnTop

---

**bool EndDrawingOnTop()**

Use this in conjunction with *StartDrawingOnTop* (p. 1108).

This function destroys the temporary window created to implement on-top drawing (X only).

## wxScopedArray

This is a simple scoped smart pointer array implementation that is similar to the Boost (<http://www.boost.org>) smart pointers but rewritten to use macros instead.

### Example

Below is an example of using a *wxWindows* scoped smart pointer and pointer array.

```
class MyClass { /* ... */ };

// declare a smart pointer to a MyClass called wxMyClassPtr
wxDECLARE_SCOPED_PTR(MyClass, wxMyClassPtr)
// declare a smart pointer to an array of chars
```

```
wxDECLARE_SCOPED_ARRAY(char, wxCharArray)

...

// define the first pointer class, must be complete
wxDEFINE_SCOPED_PTR(MyClass, wxMyClassPtr)
// define the second pointer class
wxDEFINE_SCOPED_ARRAY(char, wxCharArray)

// create an object with a new pointer to MyClass
wxMyClassPtr theObj(new MyClass());
// reset the pointer (deletes the previous one)
theObj.reset(new MyClass());

// access the pointer
theObj->MyFunc();

// create an object with a new array of chars
wxCharArray theCharObj(new char[100]);

// access the array
theCharObj[0] = "!";
```

### Declaring new smart pointer types

```
wxDECLAR_SCOPED_ARRAY( TYPE,          // type of the values
                      CLASSNAME ); // name of the class
```

A smart pointer holds a pointer to an object (which must be complete when `wxDEFINE_SCOPED_ARRAY()` is called). The memory used by the object is deleted when the smart pointer goes out of scope. The first argument of the macro is the pointer type, the second is the name of the new smart pointer class being created. Below we will use `wxScopedArray` to represent the scoped pointer array class, but the user may create the class with any legal name.

### Include files

```
<wx/ptr_scpd.h>
```

### See also

*wxScopedPtr* (p. 1111)

---

## **wxScopedArray::wxScopedArray**

```
wxScopedArray(type * T = NULL)
```

Creates the smart pointer with the given pointer or none if `NULL`. On compilers that support it, this uses the `explicit` keyword.

---

## **wxScopedArray::reset**

**reset(T p \* = NULL)**

Deletes the currently held pointer and sets it to 'p' or to NULL if no arguments are specified. This function does check to make sure that the pointer you are assigning is not the same pointer that is already stored.

---

### **wxScopedArray::operator []**

**const T & operator [](long int i)**

This operator acts like the standard [] indexing operator for C++ arrays. The function does not do bounds checking.

---

### **wxScopedArray::get**

**const T\* get()**

This operator gets the pointer stored in the smart pointer or returns NULL if there is none.

---

### **wxScopedArray::swap**

**swap(wxScopedPtr & ot)**

Swap the pointer inside the smart pointer with 'ot'. The pointer being swapped must be of the same type (hence the same class name).

## **wxScopedPtr**

This is a simple scoped smart pointer implementation that is similar to the Boost (<http://www.boost.org>) smart pointers but rewritten to use macros instead.

### **Example**

Below is an example of using a wxWindows scoped smart pointer and pointer array.

```
class MyClass { /* ... */ };

// declare a smart pointer to a MyClass called wxMyClassPtr
wxDECLARE_SCOPED_PTR(MyClass, wxMyClassPtr)
// declare a smart pointer to an array of chars
wxDECLARE_SCOPED_ARRAY(char, wxCharArray)

...
```

```

// define the first pointer class, must be complete
wxDEFINE_SCOPED_PTR(MyClass, wxMyClassPtr)
// define the second pointer class
wxDEFINE_SCOPED_ARRAY(char, wxCharArray)

// create an object with a new pointer to MyClass
wxMyClassPtr theObj(new MyClass());
// reset the pointer (deletes the previous one)
theObj.reset(new MyClass());

// access the pointer
theObj->MyFunc();

// create an object with a new array of chars
wxCharArray theCharObj(new char[100]);

// access the array
theCharObj[0] = "!";

```

### Declaring new smart pointer types

```

wxDECLAR_SCOPED_PTR( TYPE,           // type of the values
                    CLASSNAME ); // name of the class

```

A smart pointer holds a pointer to an object (which must be complete when `wxDEFINE_SCOPED_PTR()` is called). The memory used by the object is deleted when the smart pointer goes out of scope. The first argument of the macro is the pointer type, the second is the name of the new smart pointer class being created. Below we will use `wxScopedPtr` to represent the scoped pointer class, but the user may create the class with any legal name.

### Include files

```
<wx/ptr_scpd.h>
```

### See also

`wxScopedArray` (p. 1109)

---

## **wxScopedPtr::wxScopedPtr**

```
wxScopedPtr(type * T = NULL)
```

Creates the smart pointer with the given pointer or none if `NULL`. On compilers that support it, this uses the explicit keyword.

---

## **wxScopedPtr::release**

```
T * release()
```

Returns the currently hold pointer and resets the smart pointer object to `NULL`. After a call to this function the caller is responsible for deleting the pointer.

### **wxScopedPtr::reset**

---

**reset**(`T p * = NULL`)

Deletes the currently held pointer and sets it to `p` or to `NULL` if no arguments are specified. This function does check to make sure that the pointer you are assigning is not the same pointer that is already stored.

### **wxScopedPtr::operator \***

---

**const T& operator \***(`*`)

This operator works like the standard C++ pointer operator to return the object being pointed to by the pointer. If the pointer is `NULL` or invalid this will crash.

### **wxScopedPtr::operator ->**

---

**const T\* operator ->**(`*`) This operator works like the standard C++ pointer operator to return the pointer in the smart pointer or `NULL` if it is empty.

### **wxScopedPtr::get**

---

**const T\* get**(`*`)

This operator gets the pointer stored in the smart pointer or returns `NULL` if there is none.

### **wxScopedPtr::swap**

---

**swap**(`wxScopedPtr & other`)

Swap the pointer inside the smart pointer with *other*. The pointer being swapped must be of the same type (hence the same class name).

## **wxScrollBar**

A `wxScrollBar` is a control that represents a horizontal or vertical scrollbar. It is distinct from the two scrollbars that some windows provide automatically, but the two types of

scrollbar share the way events are received.

### Derived from

*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/scrolbar.h>

### Remarks

A scrollbar has the following main attributes: *range*, *thumb size*, *page size*, and *position*.

The range is the total number of units associated with the view represented by the scrollbar. For a table with 15 columns, the range would be 15.

The thumb size is the number of units that are currently visible. For the table example, the window might be sized so that only 5 columns are currently visible, in which case the application would set the thumb size to 5. When the thumb size becomes the same as or greater than the range, the scrollbar will be automatically hidden on most platforms.

The page size is the number of units that the scrollbar should scroll by, when 'paging' through the data. This value is normally the same as the thumb size length, because it is natural to assume that the visible window size defines a page.

The scrollbar position is the current thumb position.

Most applications will find it convenient to provide a function called **AdjustScrollbars** which can be called initially, from an **OnSize** event handler, and whenever the application data changes in size. It will adjust the view, object and page size according to the size of the window and the size of the data.

### Window styles

<b>wxSB_HORIZONTAL</b>	Specifies a horizontal scrollbar.
<b>wxSB_VERTICAL</b>	Specifies a vertical scrollbar.

See also *window styles overview* (p. 1657).

### Event table macros

To process a scroll event, use these event handler macros to direct input to member functions that take a `wxScrollEvent` argument. You can use `EVT_COMMAND_SCROLL...` macros with window IDs for when intercepting scroll events from controls, or `EVT_SCROLL...` macros without window IDs for intercepting scroll events from the receiving window - except for this, the macros behave exactly the same.

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<b>EVT_SCROLL(func)</b>	Process all scroll events.
<b>EVT_SCROLL_TOP(func)</b>	Process wxEVT_SCROLL_TOP scroll-to-top events (minimum position).
<b>EVT_SCROLL_BOTTOM(func)</b>	Process wxEVT_SCROLL_BOTTOM scroll-to-bottom events (maximum position).
<b>EVT_SCROLL_LINEUP(func)</b>	Process wxEVT_SCROLL_LINEUP line up events.
<b>EVT_SCROLL_LINEDOWN(func)</b>	Process wxEVT_SCROLL_LINEDOWN line down events.
<b>EVT_SCROLL_PAGEUP(func)</b>	Process wxEVT_SCROLL_PAGEUP page up events.
<b>EVT_SCROLL_PAGEDOWN(func)</b>	Process wxEVT_SCROLL_PAGEDOWN page down events.
<b>EVT_SCROLL_THUMBTRACK(func)</b>	Process wxEVT_SCROLL_THUMBTRACK thumbtrack events (frequent events sent as the user drags the thumbtrack).
<b>EVT_SCROLL_THUMBRELEASE(func)</b>	Process wxEVT_SCROLL_THUMBRELEASE thumb release events.
<b>EVT_SCROLL_ENDSCROLL(func)</b>	Process wxEVT_SCROLL_ENDSCROLL end of scrolling events (MSW only).
<b>EVT_COMMAND_SCROLL(id, func)</b>	Process all scroll events.
<b>EVT_COMMAND_SCROLL_TOP(id, func)</b>	Process wxEVT_SCROLL_TOP scroll-to-top events (minimum position).
<b>EVT_COMMAND_SCROLL_BOTTOM(id, func)</b>	Process wxEVT_SCROLL_BOTTOM scroll-to-bottom events (maximum position).
<b>EVT_COMMAND_SCROLL_LINEUP(id, func)</b>	Process wxEVT_SCROLL_LINEUP line up events.
<b>EVT_COMMAND_SCROLL_LINEDOWN(id, func)</b>	Process wxEVT_SCROLL_LINEDOWN line down events.
<b>EVT_COMMAND_SCROLL_PAGEUP(id, func)</b>	Process wxEVT_SCROLL_PAGEUP page up events.
<b>EVT_COMMAND_SCROLL_PAGEDOWN(id, func)</b>	Process wxEVT_SCROLL_PAGEDOWN page down events.
<b>EVT_COMMAND_SCROLL_THUMBTRACK(id, func)</b>	Process wxEVT_SCROLL_THUMBTRACK thumbtrack events (frequent events

---

	sent as the user drags the thumbtrack).
<b>EVT_COMMAND_SCROLL_THUMBRELEASE(func)</b>	Process wxEVT_SCROLL_THUMBRELEASE thumb release events.
<b>EVT_COMMAND_SCROLL_ENDSCROLL(func)</b>	Process wxEVT_SCROLL_ENDSCROLL end of scrolling events (MSW only).

### The difference between EVT\_SCROLL\_THUMBRELEASE and EVT\_SCROLL\_ENDSCROLL

The EVT\_SCROLL\_THUMBRELEASE event is only emitted when actually dragging the thumb using the mouse and releasing it (This EVT\_SCROLL\_THUMBRELEASE event is also followed by an EVT\_SCROLL\_ENDSCROLL event).

The EVT\_SCROLL\_ENDSCROLL event also occurs when using the keyboard to change the thumb position, and when clicking next to the thumb (In all these cases the EVT\_SCROLL\_THUMBRELEASE event does not happen).

In short, the EVT\_SCROLL\_ENDSCROLL event is triggered when scrolling/ moving has finished. The only exception (unfortunately) is that changing the thumb position using the mousewheel does give a EVT\_SCROLL\_THUMBRELEASE event but NOT an EVT\_SCROLL\_ENDSCROLL event.

Please see the widgets sample ("Slider" page) to see the difference between EVT\_SCROLL\_THUMBRELEASE and EVT\_SCROLL\_ENDSCROLL in action.

### See also

*Scrolling overview* (p. 1682), *Event handling overview* (p. 1649), *wxScrolledWindow* (p. 1120)

---

## wxScrollBar::wxScrollBar

---

### wxScrollBar()

Default constructor.

**wxScrollBar(wxWindow\* parent, wxWindowID id, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxSB\_HORIZONTAL, const wxValidator& validator = wxDefaultValidator, const wxString& name = "scrollBar")**

Constructor, creating and showing a scrollbar.

### Parameters

*parent*

Parent window. Must not be NULL.

*id*

Window identifier. A value of -1 indicates a default value.

*pos*

Window position. If the position (-1, -1) is specified then a default position is chosen.

*size*

Window size. If the default size (-1, -1) is specified then a default size is chosen.

*style*

Window style. See *wxScrollBar* (p. 1113).

*validator*

Window validator.

*name*

Window name.

### See also

*wxScrollBar::Create* (p. 1117), *wxValidator* (p. 1398)

---

## wxScrollBar::~~wxScrollBar

**void ~wxScrollBar()**

Destructor, destroying the scrollbar.

---

## wxScrollBar::Create

```
bool Create(wxWindow* parent, wxWindowID id, const wxPoint& pos =  
wxDefaultPosition, const wxSize& size = wxDefaultSize, long style =  
wxSB_HORIZONTAL, const wxValidator& validator = wxDefaultValidator, const  
wxString& name = "scrollBar")
```

Scrollbar creation function called by the scrollbar constructor. See *wxScrollBar::wxScrollBar* (p. 1116) for details.

---

## wxScrollBar::GetRange

**int GetRange() const**

Returns the length of the scrollbar.

**See also**

*wxScrollBar::SetScrollbar* (p. 1119)

---

### **wxScrollBar::GetPageSize**

**int GetPageSize() const**

Returns the page size of the scrollbar. This is the number of scroll units that will be scrolled when the user pages up or down. Often it is the same as the thumb size.

**See also**

*wxScrollBar::SetScrollbar* (p. 1119)

---

### **wxScrollBar::GetThumbPosition**

**int GetThumbPosition() const**

Returns the current position of the scrollbar thumb.

**See also**

*wxScrollBar::SetThumbPosition* (p. 1118)

---

### **wxScrollBar::GetThumbLength**

**int GetThumbLength() const**

Returns the thumb or 'view' size.

**See also**

*wxScrollBar::SetScrollbar* (p. 1119)

---

### **wxScrollBar::SetThumbPosition**

**void SetThumbPosition(int viewStart)**

Sets the position of the scrollbar.

**Parameters**

*viewStart*

The position of the scrollbar thumb.

### See also

*wxScrollBar::GetThumbPosition* (p. 1118)

---

## wxScrollBar::SetScrollbar

---

**virtual void SetScrollbar**(int *position*, int *thumbSize*, int *range*, int *pageSize*, const bool *refresh = true*)

Sets the scrollbar properties.

### Parameters

*position*

The position of the scrollbar in scroll units.

*thumbSize*

The size of the thumb, or visible portion of the scrollbar, in scroll units.

*range*

The maximum position of the scrollbar.

*pageSize*

The size of the page size in scroll units. This is the number of units the scrollbar will scroll when it is paged up or down. Often it is the same as the thumb size.

*refresh*

true to redraw the scrollbar, false otherwise.

### Remarks

Let's say you wish to display 50 lines of text, using the same font. The window is sized so that you can only see 16 lines at a time.

You would use:

```
scrollbar->SetScrollbar(0, 16, 50, 15);
```

The page size is 1 less than the thumb size so that the last line of the previous page will be visible on the next page, to help orient the user.

Note that with the window at this size, the thumb position can never go above 50 minus 16, or 34.

You can determine how many lines are currently visible by dividing the current view size

by the character height in pixels.

When defining your own scrollbar behaviour, you will always need to recalculate the scrollbar settings when the window size changes. You could therefore put your scrollbar calculations and `SetScrollbar` call into a function named `AdjustScrollbars`, which can be called initially and also from a `wxSizeEvent` (p. 1144) event handler function.

### See also

*Scrolling overview* (p. 1682), `wxWindow::SetScrollbar` (p. 1467), `wxScrolledWindow` (p. 1120)

## wxScrolledWindow

The `wxScrolledWindow` class manages scrolling for its client area, transforming the coordinates according to the scrollbar positions, and setting the scroll positions, thumb sizes and ranges according to the area in view.

Starting from version 2.4 of wxWindows, there are several ways to use a `wxScrolledWindow`. In particular, there are now three ways to set the size of the scrolling area:

One way is to set the scrollbars directly using a call to `wxScrolledWindow::SetScrollbars` (p. 1127). This is the way it used to be in any previous version of wxWindows and it will be kept for backwards compatibility.

An additional method of manual control, which requires a little less computation of your own, is to set the total size of the scrolling area by calling either `wxWindow::SetVirtualSize` (p. 1473), or `wxWindow::FitInside` (p. 1440), and setting the scrolling increments for it by calling `wxScrolledWindow::SetScrollRate` (p. 1128). Scrolling in some orientation is enabled by setting a non zero increment for it.

The most automatic and newest way is to simply let sizers determine the scrolling area. This is now the default when you set an interior sizer into a `wxScrolledWindow` with `wxWindow::SetSizer` (p. 1471). The scrolling area will be set to the size requested by the sizer and the scrollbars will be assigned for each orientation according to the need for them and the scrolling increment set by `wxScrolledWindow::SetScrollRate` (p. 1128). As above, scrolling is only enabled in orientations with a non-zero increment. You can influence the minimum size of the scrolled area controlled by a sizer by calling `wxWindow::SetVirtualSizeHints` (p. 1473). (calling `wxScrolledWindow::SetScrollbars` (p. 1127) has analogous effects in wxWindows 2.4 -- in later versions it may not continue to override the sizer)

Note: if Maximum size hints are still supported by `SetVirtualSizeHints`, use them at your own dire risk. They may or may not have been removed for 2.4, but it really only makes sense to set minimum size hints here. We should probably replace `SetVirtualSizeHints` with `SetMinVirtualSize` or similar and remove it entirely in future.

As with all windows, an application can draw onto a `wxScrolledWindow` using a *device context* (p. 1686).

You have the option of handling the `OnPaint` handler or overriding the `OnDraw` (p. 1127) function, which is passed a pre-scrolled device context (prepared by `PrepareDC` (p. 1126)).

If you don't wish to calculate your own scrolling, you must call `PrepareDC` when not drawing from within `OnDraw`, to set the device origin for the device context according to the current scroll position.

A `wxScrolledWindow` will normally scroll itself and therefore its child windows as well. It might however be desired to scroll a different window than itself: e.g. when designing a spreadsheet, you will normally only have to scroll the (usually white) cell area, whereas the (usually grey) label area will scroll very differently. For this special purpose, you can call `SetTargetWindow` (p. 1129) which means that pressing the scrollbars will scroll a different window.

Note that the underlying system knows nothing about scrolling coordinates, so that all system functions (mouse events, expose events, refresh calls etc) as well as the position of subwindows are relative to the "physical" origin of the scrolled window. If the user insert a child window at position (10,10) and scrolls the window down 100 pixels (moving the child window out of the visible area), the child window will report a position of (10,-90).

### Derived from

`wxPanel` (p. 1001)  
`wxWindow` (p. 1428)  
`wxEvtHandler` (p. 457)  
`wxObject` (p. 982)

### Include files

<wx/scrolwin.h>

### Window styles

**wxRETAINED**                      Uses a backing pixmap to speed refreshes. Motif only.

See also *window styles overview* (p. 1657).

### Remarks

Use `wxScrolledWindow` for applications where the user scrolls by a fixed amount, and where a 'page' can be interpreted to be the current visible portion of the window. For more sophisticated applications, use the `wxScrolledWindow` implementation as a guide to build your own scroll behaviour.

**See also**

*wxScrollBar* (p. 1113), *wxClientDC* (p. 136),  
*wxPaintDC* (p. 995), *wxVScrolledWindow* (p. 1421)

---

**wxScrolledWindow::wxScrolledWindow**

---

**wxScrolledWindow()**

Default constructor.

**wxScrolledWindow**(*wxWindow\** parent, **wxWindowID** id = -1, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = *wxHSCROLL* | *wxVSCROLL*, **const wxString&** name = "scrolledWindow")

Constructor.

**Parameters**

*parent*

Parent window.

*id*

Window identifier. A value of -1 indicates a default value.

*pos*

Window position. If a position of (-1, -1) is specified then a default position is chosen.

*size*

Window size. If a size of (-1, -1) is specified then the window is sized appropriately.

*style*

Window style. See *wxScrolledWindow* (p. 1120).

*name*

Window name.

**Remarks**

The window is initially created without visible scrollbars. Call *wxScrolledWindow::SetScrollbars* (p. 1127) to specify how big the virtual window size should be.

---

**wxScrolledWindow::~~wxScrolledWindow**

---

---

**~wxScrolledWindow()**

Destructor.

---

### **wxScrolledWindow::CalcScrolledPosition**

---

**void CalcScrolledPosition( int x, int y, int \*xx int \*yy) const**

Translates the logical coordinates to the device ones. For example, if a window is scrolled 10 pixels to the bottom, the device coordinates of the origin are (0, 0) (as always), but the logical coordinates are (0, 10) and so the call to `CalcScrolledPosition(0, 10, &xx, &yy)` will return 0 in `yy`.

**See also**

*CalcUnscrolledPosition* (p. 1123)

**wxPython note:** The wxPython version of this methods accepts only two parameters and returns `xx` and `yy` as a tuple of values.

**wxPerl note:** In wxPerl this method takes two parameters and returns a 2-element list ( `xx, yy` ).

---

### **wxScrolledWindow::CalcUnscrolledPosition**

---

**void CalcUnscrolledPosition( int x, int y, int \*xx int \*yy) const**

Translates the device coordinates to the logical ones. For example, if a window is scrolled 10 pixels to the bottom, the device coordinates of the origin are (0, 0) (as always), but the logical coordinates are (0, 10) and so the call to `CalcUnscrolledPosition(0, 0, &xx, &yy)` will return 10 in `yy`.

**See also**

*CalcScrolledPosition* (p. 1123)

**wxPython note:** The wxPython version of this methods accepts only two parameters and returns `xx` and `yy` as a tuple of values.

**wxPerl note:** In wxPerl this method takes two parameters and returns a 2-element list ( `xx, yy` ).

---

### **wxScrolledWindow::Create**

---

**bool Create(wxWindow\* parent, wxWindowID id = -1, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxHSCROLL | wxVSCROLL, const wxString& name = "scrolledWindow")**

Creates the window for two-step construction. Derived classes should call or replace this function. See *wxScrolledWindow::wxScrolledWindow* (p. 1122) for details.

## **wxScrolledWindow::EnableScrolling**

---

**void EnableScrolling(const bool xScrolling, const bool yScrolling)**

Enable or disable physical scrolling in the given direction. Physical scrolling is the physical transfer of bits up or down the screen when a scroll event occurs. If the application scrolls by a variable amount (e.g. if there are different font sizes) then physical scrolling will not work, and you should switch it off. Note that you will have to reposition child windows yourself, if physical scrolling is disabled.

### **Parameters**

*xScrolling*

If true, enables physical scrolling in the x direction.

*yScrolling*

If true, enables physical scrolling in the y direction.

### **Remarks**

Physical scrolling may not be available on all platforms. Where it is available, it is enabled by default.

## **wxScrolledWindow::GetScrollPixelsPerUnit**

---

**void GetScrollPixelsPerUnit(int\* xUnit, int\* yUnit) const**

Get the number of pixels per scroll unit (line), in each direction, as set by *wxScrolledWindow::SetScrollbars* (p. 1127). A value of zero indicates no scrolling in that direction.

### **Parameters**

*xUnit*

Receives the number of pixels per horizontal unit.

*yUnit*

Receives the number of pixels per vertical unit.

### **See also**

*wxScrolledWindow::SetScrollbars* (p. 1127), *wxScrolledWindow::GetVirtualSize* (p. 1125)

**wxPython note:** The wxPython version of this methods accepts no parameters and returns a tuple of values for xUnit and yUnit.

**wxPerl note:** In wxPerl this method takes no parameters and returns a 2-element list ( xUnit, yUnit ).

## wxScrolledWindow::GetViewStart

---

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

Get the position at which the visible portion of the window starts.

### Parameters

*x*  
Receives the first visible x position in scroll units.

*y*  
Receives the first visible y position in scroll units.

### Remarks

If either of the scrollbars is not at the home position, *x* and/or *y* will be greater than zero. Combined with *wxWindow::GetClientSize* (p. 1442), the application can use this function to efficiently redraw only the visible portion of the window. The positions are in logical scroll units, not pixels, so to convert to pixels you will have to multiply by the number of pixels per scroll increment.

### See also

*wxScrolledWindow::SetScrollbars* (p. 1127)

**wxPython note:** The wxPython version of this methods accepts no parameters and returns a tuple of values for *x* and *y*.

**wxPerl note:** In wxPerl this method takes no parameters and returns a 2-element list ( *x*, *y* ).

## wxScrolledWindow::GetVirtualSize

---

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

Gets the size in device units of the scrollable window area (as opposed to the client size, which is the area of the window currently visible).

### Parameters

*x*

Receives the length of the scrollable window, in pixels.

*y*

Receives the height of the scrollable window, in pixels.

### Remarks

Use *wxDC::DeviceToLogicalX* (p. 362) and *wxDC::DeviceToLogicalY* (p. 363) to translate these units to logical units.

### See also

*wxScrolledWindow::SetScrollbars* (p. 1127), *wxScrolledWindow::GetScrollPixelsPerUnit* (p. 1124)

**wxPython note:** The wxPython version of this methods accepts no parameters and returns a tuple of values for x and y.

**wxPerl note:** In wxPerl this method takes no parameters and returns a 2-element list ( *x*, *y* ).

---

## wxScrolledWindow::IsRetained

**bool IsRetained() const**

Motif only: true if the window has a backing bitmap.

---

## wxScrolledWindow::PrepareDC

**void PrepareDC(wxDC& dc)**

Call this function to prepare the device context for drawing a scrolled image. It sets the device origin according to the current scroll position.

PrepareDC is called automatically within the default *wxScrolledWindow::OnPaint* event handler, so your *wxScrolledWindow::OnDraw* (p. 1127) override will be passed a 'pre-scrolled' device context. However, if you wish to draw from outside of *OnDraw* (via *OnPaint*), or you wish to implement *OnPaint* yourself, you must call this function yourself. For example:

```
void MyWindow::OnEvent(wxMouseEvent& event)
{
    wxClientDC dc(this);
    PrepareDC(dc);

    dc.SetPen(*wxBLACK_PEN);
    float x, y;
    event.Position(&x, &y);
    if (xpos > -1 && ypos > -1 && event.Dragging())
    {
        dc.DrawLine(xpos, ypos, x, y);
    }
}
```

```
    }  
    xpos = x;  
    ypos = y;  
}
```

---

## **wxScrolledWindow::OnDraw**

**virtual void OnDraw(wxDC& dc)**

Called by the default paint event handler to allow the application to define painting behaviour without having to worry about calling `wxScrolledWindow::PrepareDC` (p. 1126).

Instead of overriding this function you may also just process the paint event in the derived class as usual, but then you will have to call `PrepareDC()` yourself.

---

## **wxScrolledWindow::Scroll**

**void Scroll(int x, int y)**

Scrolls a window so the view start is at the given point.

### **Parameters**

*x*  
The x position to scroll to, in scroll units.

*y*  
The y position to scroll to, in scroll units.

### **Remarks**

The positions are in scroll units, not pixels, so to convert to pixels you will have to multiply by the number of pixels per scroll increment. If either parameter is -1, that position will be ignored (no change in that direction).

### **See also**

`wxScrolledWindow::SetScrollbars` (p. 1127), `wxScrolledWindow::GetScrollPixelsPerUnit` (p. 1124)

---

## **wxScrolledWindow::SetScrollbars**

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

Sets up vertical and/or horizontal scrollbars.

## Parameters

*pixelsPerUnitX*

Pixels per scroll unit in the horizontal direction.

*pixelsPerUnitY*

Pixels per scroll unit in the vertical direction.

*noUnitsX*

Number of units in the horizontal direction.

*noUnitsY*

Number of units in the vertical direction.

*xPos*

Position to initialize the scrollbars in the horizontal direction, in scroll units.

*yPos*

Position to initialize the scrollbars in the vertical direction, in scroll units.

*noRefresh*

Will not refresh window if true.

## Remarks

The first pair of parameters give the number of pixels per 'scroll step', i.e. amount moved when the up or down scroll arrows are pressed. The second pair gives the length of scrollbar in scroll steps, which sets the size of the virtual window.

*xPos* and *yPos* optionally specify a position to scroll to immediately.

For example, the following gives a window horizontal and vertical scrollbars with 20 pixels per scroll step, and a size of 50 steps (1000 pixels) in each direction.

```
window->SetScrollbars(20, 20, 50, 50);
```

`wxScrolledWindow` manages the page size itself, using the current client window size as the page size.

Note that for more sophisticated scrolling applications, for example where scroll steps may be variable according to the position in the document, it will be necessary to derive a new class from `wxWindow`, overriding **OnSize** and adjusting the scrollbars appropriately.

## See also

`wxWindow::SetVirtualSize` (p. 1473)

---

## wxScrolledWindow::SetScrollRate

**void SetScrollRate(int xstep, int ystep)**

Set the horizontal and vertical scrolling increment only. See the `pixelsPerUnit` parameter in `SetScrollbars`.

---

## **wxScrolledWindow::SetTargetWindow**

---

**void SetTargetWindow(wxWindow\* window)**

Call this function to tell `wxScrolledWindow` to perform the actual scrolling on a different window (and not on itself).

## **wxScrollEvent**

A scroll event holds information about events sent from stand-alone *scrollbars* (p. 1113) and *sliders* (p. 1152). Note that starting from `wxWindows 2.1`, scrolled windows send the *wxScrollWinEvent* (p. 1132) which does not derive from `wxCommandEvent`, but from `wxEvent` directly - don't confuse these two kinds of events and use the event table macros mentioned below only for the scrollbar-like controls.

### **Derived from**

*wxCommandEvent* (p. 169)

*wxEvent* (p. 453)

*wxObject* (p. 982)

### **Include files**

<wx/event.h>

### **Event table macros**

To process a scroll event, use these event handler macros to direct input to member functions that take a `wxScrollEvent` argument. You can use `EVT_COMMAND_SCROLL...` macros with window IDs for when intercepting scroll events from controls, or `EVT_SCROLL...` macros without window IDs for intercepting scroll events from the receiving window - except for this, the macros behave exactly the same.

<b>EVT_SCROLL(func)</b>	Process all scroll events.
<b>EVT_SCROLL_TOP(func)</b>	Process <code>wxEVT_SCROLL_TOP</code> scroll-to-top events (minimum position).
<b>EVT_SCROLL_BOTTOM(func)</b>	Process <code>wxEVT_SCROLL_BOTTOM</code> scroll-to-bottom events (maximum position).
<b>EVT_SCROLL_LINEUP(func)</b>	Process <code>wxEVT_SCROLL_LINEUP</code>

---

<b>EVT_SCROLL_LINEDOWN(func)</b>	line up events. Process wxEVT_SCROLL_LINEDOWN line down events.
<b>EVT_SCROLL_PAGEUP(func)</b>	Process wxEVT_SCROLL_PAGEUP page up events.
<b>EVT_SCROLL_PAGEDOWN(func)</b>	Process wxEVT_SCROLL_PAGEDOWN page down events.
<b>EVT_SCROLL_THUMBTRACK(func)</b>	Process wxEVT_SCROLL_THUMBTRACK thumbtrack events (frequent events sent as the user drags the thumbtrack).
<b>EVT_SCROLL_THUMBRELEASE(func)</b>	Process wxEVT_SCROLL_THUMBRELEAS E thumb release events.
<b>EVT_SCROLL_ENDSCROLL(func)</b>	Process wxEVT_SCROLL_ENDSCROLL end of scrolling events (MSW only).
<b>EVT_COMMAND_SCROLL(id, func)</b> <b>EVT_COMMAND_SCROLL_TOP(id, func)</b>	Process all scroll events. Process wxEVT_SCROLL_TOP scroll-to-top events (minimum position).
<b>EVT_COMMAND_SCROLL_BOTTOM(id, func)</b>	Process wxEVT_SCROLL_TOP scroll-to-bottom events (maximum position).
<b>EVT_COMMAND_SCROLL_LINEUP(id, func)</b>	Process wxEVT_SCROLL_LINEUP line up events.
<b>EVT_COMMAND_SCROLL_LINEDOWN(id, func)</b>	Process wxEVT_SCROLL_LINEDOWN line down events.
<b>EVT_COMMAND_SCROLL_PAGEUP(id, func)</b>	Process wxEVT_SCROLL_PAGEUP page up events.
<b>EVT_COMMAND_SCROLL_PAGEDOWN(id, func)</b>	Process wxEVT_SCROLL_PAGEDOWN page down events.
<b>EVT_COMMAND_SCROLL_THUMBTRACK(id, func)</b>	Process wxEVT_SCROLL_THUMBTRACK thumbtrack events (frequent events sent as the user drags the thumbtrack).
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<b>EVT_COMMAND_SCROLL_ENDSCROLL(func)</b>	Process wxEVT_SCROLL_ENDSCROLL end of scrolling events (MSW only).

---

### The difference between `EVT_SCROLL_THUMBRELEASE` and `EVT_SCROLL_ENDSCROLL`

The `EVT_SCROLL_THUMBRELEASE` event is only emitted when actually dragging the thumb using the mouse and releasing it (This `EVT_SCROLL_THUMBRELEASE` event is also followed by an `EVT_SCROLL_ENDSCROLL` event).

The `EVT_SCROLL_ENDSCROLL` event also occurs when using the keyboard to change the thumb position, and when clicking next to the thumb (In all these cases the `EVT_SCROLL_THUMBRELEASE` event does not happen).

In short, the `EVT_SCROLL_ENDSCROLL` event is triggered when scrolling/ moving has finished. The only exception (unfortunately) is that changing the thumb position using the mousewheel does give a `EVT_SCROLL_THUMBRELEASE` event but NOT an `EVT_SCROLL_ENDSCROLL` event.

Please see the widgets sample ("Slider" page) to see the difference between `EVT_SCROLL_THUMBRELEASE` and `EVT_SCROLL_ENDSCROLL` in action.

### Remarks

Note that unless specifying a scroll control identifier, you will need to test for scrollbar orientation with `wxScrollEvent::GetOrientation` (p. 1131), since horizontal and vertical scroll events are processed using the same event handler.

### See also

`wxScrollBar` (p. 1113), `wxSlider` (p. 1152), `wxSpinButton` (p. 1187), `wxScrollWinEvent` (p. 1132), *Event handling overview* (p. 1649)

---

## `wxScrollEvent::wxScrollEvent`

`wxScrollEvent(WXTYPE commandType = 0, int id = 0, int pos = 0, int orientation = 0)`

Constructor.

---

## `wxScrollEvent::GetOrientation`

`int GetOrientation() const`

Returns `wxHORIZONTAL` or `wxVERTICAL`, depending on the orientation of the scrollbar.

---

## `wxScrollEvent::GetPosition`

**int GetPosition() const**

Returns the position of the scrollbar.

**wxScrollWinEvent**

A scroll event holds information about events sent from scrolling windows.

**Derived from**

*wxEvent* (p. 453)

*wxObject* (p. 982)

**Include files**

<wx/event.h>

**Event table macros**

To process a scroll window event, use these event handler macros to direct input to member functions that take a `wxScrollWinEvent` argument. You can use the `EVT_SCROLLWIN...` macros for intercepting scroll window events from the receiving window.

<b>EVT_SCROLLWIN(func)</b>	Process all scroll events.
<b>EVT_SCROLLWIN_TOP(func)</b>	Process <code>wxEVT_SCROLLWIN_TOP</code> scroll-to-top events.
<b>EVT_SCROLLWIN_BOTTOM(func)</b>	Process <code>wxEVT_SCROLLWIN_BOTTOM</code> scroll-to-bottom events.
<b>EVT_SCROLLWIN_LINEUP(func)</b>	Process <code>wxEVT_SCROLLWIN_LINEUP</code> line up events.
<b>EVT_SCROLLWIN_LINEDOWN(func)</b>	Process <code>wxEVT_SCROLLWIN_LINEDOWN</code> line down events.
<b>EVT_SCROLLWIN_PAGEUP(func)</b>	Process <code>wxEVT_SCROLLWIN_PAGEUP</code> page up events.
<b>EVT_SCROLLWIN_PAGEDOWN(func)</b>	Process <code>wxEVT_SCROLLWIN_PAGEDOWN</code> page down events.
<b>EVT_SCROLLWIN_THUMBTRACK(func)</b>	Process <code>wxEVT_SCROLLWIN_THUMBTRACK</code> thumbtrack events (frequent events sent as the user drags the thumbtrack).
<b>EVT_SCROLLWIN_THUMBRELEASE(func)</b>	Process <code>wxEVT_SCROLLWIN_THUMBRELEASE</code> thumb release events.

**See also**

*wxScrollEvent* (p. 1129), *Event handling overview* (p. 1649)

---

**wxScrollWinEvent::wxScrollWinEvent**

---

**wxScrollWinEvent**(WXTYPE *commandType* = 0, int *id* = 0, int *pos* = 0, int *orientation* = 0)

Constructor.

---

**wxScrollWinEvent::GetOrientation**

---

**int GetOrientation()** const

Returns wxHORIZONTAL or wxVERTICAL, depending on the orientation of the scrollbar.

---

**wxScrollWinEvent::GetPosition**

---

**int GetPosition()** const

Returns the position of the scrollbar for the thumb track and release events. Note that this field can't be used for the other events, you need to query the window itself for the current position in that case.

## wxSemaphore

wxSemaphore is a counter limiting the number of threads concurrently accessing a shared resource. This counter is always between 0 and the maximum value specified during the semaphore creation. When the counter is strictly greater than 0, a call to *Wait* (p. 1135) returns immediately and decrements the counter. As soon as it reaches 0, any subsequent calls to *Wait* (p. 1135) block and only return when the semaphore counter becomes strictly positive again as the result of calling *Post* (p. 1134) which increments the counter.

In general, the semaphores are useful to restrict access to a shared resource which can only be accessed by some fixed number of clients at once. For example, when modeling a hotel reservation system a semaphore with the counter equal to the total number of available rooms could be created. Each time a room is reserved, the semaphore should be acquired by calling *Wait* (p. 1135) and each time a room is freed it should be released by calling *Post* (p. 1134).

**Derived from**

No base class

**Include files**

<wx/thread.h>

---

**wxSemaphore::wxSemaphore**

---

**wxSemaphore**(int *initialcount* = 0, int *maxcount* = 0)

Specifying a *maxcount* of 0 actually makes `wxSemaphore` behave as if there is no upper limit. If *maxcount* is 1 the semaphore behaves exactly as a mutex.

*initialcount* is the initial value of the semaphore which must be between 0 and *maxcount* (if it is not set to 0).

---

**wxSemaphore::~~wxSemaphore**

---

**~wxSemaphore**()

Destructor is not virtual, don't use this class polymorphically.

---

**wxSemaphore::Post**

---

**wxSemaError** **Post**()

Increments the semaphore count and signals one of the waiting threads in an atomic way. Returns `wxSEMA_OVERFLOW` if the count would increase the counter past the maximum.

**Return value**

One of:

**wxSEMA\_NO\_ERROR**  
**wxSEMA\_INVALID**  
**wxSEMA\_OVERFLOW**  
**wxSEMA\_MISC\_ERROR**

There was no error.  
Semaphore hasn't been initialized successfully.  
`Post()` would increase counter past the max.  
Miscellaneous error.

---

**wxSemaphore::TryWait**

---

**wxSemaError TryWait()**

Same as *Wait()* (p. 1135), but returns immediately.

**Return value**

One of:

**wxSEMA\_NO\_ERROR**

There was no error.

**wxSEMA\_INVALID**

Semaphore hasn't been initialized successfully.

**wxSEMA\_BUSY**

Returned by *TryWait()* if *Wait()* would block, i.e. the count is zero.

**wxSEMA\_MISC\_ERROR**

Miscellaneous error.

---

**wxSemaphore::Wait**

---

**wxSemaError Wait()**

Wait indefinitely until the semaphore count becomes strictly positive and then decrement it and return.

**Return value**

One of:

**wxSEMA\_NO\_ERROR**

There was no error.

**wxSEMA\_INVALID**

Semaphore hasn't been initialized successfully.

**wxSEMA\_MISC\_ERROR**

Miscellaneous error.

---

**wxSemaphore::WaitTimeout**

---

**wxSemaError WaitTimeout(unsigned long *timeout\_millis*)**

Same as *Wait()* (p. 1135), but with a timeout limit.

**Return value**

One of:

**wxSEMA\_NO\_ERROR**

There was no error.

**wxSEMA\_INVALID**

Semaphore hasn't been initialized successfully.

**wxSEMA\_TIMEOUT**

Timeout occurred without receiving semaphore.

**wxSEMA\_MISC\_ERROR**

Miscellaneous error.

## wxServer

A `wxServer` object represents the server part of a client-server DDE-like (Dynamic Data Exchange) conversation. The actual DDE-based implementation using `wxDDEServer` is available on Windows only, but a platform-independent, socket-based version of this API is available using `wxTCPServer`, which has the same API.

To create a server which can communicate with a suitable client, you need to derive a class from `wxConnection` and another from `wxServer`. The custom `wxConnection` class will intercept communications in a 'conversation' with a client, and the custom `wxServer` is required so that a user-overridden `wxServer::OnAcceptConnection` (p. 1137) member can return a `wxConnection` of the required class, when a connection is made. Look at the IPC sample and the *Interprocess communications overview* (p. 1735) for an example of how to do this.

### Derived from

`wxServerBase`

### Include files

`<wx/ipc.h>`

### See also

*wxClient* (p. 134), *wxConnection* (p. 197), *IPC overview* (p. 1735)

---

## wxServer::wxServer

`wxServer()`

Constructs a server object.

---

## wxServer::Create

`bool Create(const wxString& service)`

Registers the server using the given service name. Under Unix, the service name may be either an integer port identifier in which case an Internet domain socket will be used for the communications, or a valid file name (which shouldn't exist and will be deleted afterwards) in which case a Unix domain socket is created. `false` is returned if the call failed (for example, the port number is already in use).

## **wxServer::OnAcceptConnection**

---

**virtual wxConnectionBase \* OnAcceptConnection(const wxString& topic)**

When a client calls **MakeConnection**, the server receives the message and this member is called. The application should derive a member to intercept this message and return a connection object of either the standard `wxConnection` type, or (more likely) of a user-derived type.

If the topic is **STDIO**, the application may wish to refuse the connection. Under UNIX, when a server is created the `OnAcceptConnection` message is always sent for standard input and output, but in the context of DDE messages it doesn't make a lot of sense.

## **wxSimpleHelpProvider**

`wxSimpleHelpProvider` is an implementation of `wxHelpProvider` (p. 677) which supports only plain text help strings, and shows the string associated with the control (if any) in a tooltip.

### **Derived from**

`wxHelpProvider` (p. 677)

### **Include files**

<wx/cshelp.h>

### **See also**

`wxHelpProvider` (p. 677), `wxHelpControllerHelpProvider` (p. 674), `wxContextHelp` (p. 201), `wxWindow::SetHelpText` (p. 1466), `wxWindow::GetHelpText` (p. 1444)

## **wxSingleChoiceDialog**

This class represents a dialog that shows a list of strings, and allows the user to select one. Double-clicking on a list item is equivalent to single-clicking and then pressing OK.

### **Derived from**

`wxDialog` (p. 379)

`wxWindow` (p. 1428)

`wxEvtHandler` (p. 457)

`wxObject` (p. 982)

**Include files**

<wx/choicdlg.h>

**See also**

*wxSingleChoiceDialog* overview (p. 1697)

**wxSingleChoiceDialog::wxSingleChoiceDialog**

---

**wxSingleChoiceDialog**(*wxWindow\** parent, **const wxString&** message, **const wxString&** caption, **int** n, **const wxString\*** choices, **void\*\*** clientData = NULL, **long** style = wxOK | wxCANCEL | wxCENTRE, **const wxPoint&** pos = wxDefaultPosition)

Constructor, taking an array of wxString choices and optional client data.

**Parameters**

*parent*

Parent window.

*message*

Message to show on the dialog.

*caption*

The dialog caption.

*n*

The number of choices.

*choices*

An array of strings, or a string list, containing the choices.

*style*

A dialog style (bitlist) containing flags chosen from the following:

<b>wxOK</b>	Show an OK button.
<b>wxCANCEL</b>	Show a Cancel button.
<b>wxCENTRE</b>	Centre the message. Not Windows.

*pos*

Dialog position. Not Windows.

**Remarks**

Use *wxSingleChoiceDialog::ShowModal* (p. 1139) to show the dialog.

**wxPython note:** For Python the two parameters `n` and `choices` are collapsed into a single parameter `choices` which is expected to be a Python list of strings.

**wxPerl note:** In wxPerl there is just an array reference in place of `n` and `choices`, and the client data array, if present, must have the same length as the `choices` array.

---

### **wxSingleChoiceDialog::~wxSingleChoiceDialog**

---

**~wxSingleChoiceDialog()**

Destructor.

---

### **wxSingleChoiceDialog::GetSelection**

---

**int GetSelection() const**

Returns the index of selected item.

---

### **wxSingleChoiceDialog::GetSelectionClientData**

---

**char\* GetSelectionClientData() const**

Returns the client data associated with the selection.

---

### **wxSingleChoiceDialog::GetStringSelection**

---

**wxString GetStringSelection() const**

Returns the selected string.

---

### **wxSingleChoiceDialog::SetSelection**

---

**void SetSelection(int *selection*) const**

Sets the index of the initially selected item.

---

### **wxSingleChoiceDialog::ShowModal**

---

**int ShowModal()**

Shows the dialog, returning either `wxID_OK` or `wxID_CANCEL`.

## wxSingleInstanceChecker

`wxSingleInstanceChecker` class allows to check that only a single instance of a program is running. To do it, you should create an object of this class. As long as this object is alive, calls to `IsAnotherRunning()` (p. 1141) from other processes will return `true`.

As the object should have the life span as big as possible, it makes sense to create it either as a global or in `wxApp::OnInit` (p. 39). For example:

```
bool MyApp::OnInit()
{
    const wxString name = wxString::Format("MyApp-%s",
wxGetUserId().c_str());
    m_checker = new wxSingleInstanceChecker(name);
    if ( m_checker->IsAnotherRunning() )
    {
        wxLogError(_("Another program instance is already running,
aborting."));

        return false;
    }

    ... more initializations ...

    return true;
}

int MyApp::OnExit()
{
    delete m_checker;

    return 0;
}
```

Note using `wxGetUserId()` (p. 1525) to construct the name: this allows different user to run the application concurrently which is usually the intended goal. If you don't use the user name in the `wxSingleInstanceChecker` name, only one user would be able to run the application at a time.

This class is implemented for Win32 and Unix platforms (supporting `fcntl()` system call, but almost all of modern Unix systems do) only.

### Derived from

No base class

### Include files

<wx/snglinst.h>

---

## wxSingleInstanceChecker::wxSingleInstanceChecker

**wxSingleInstanceChecker()**

Default ctor, use *Create()* (p. 1141) after it.

**wxSingleInstanceChecker::wxSingleInstanceChecker**

---

**wxSingleInstanceChecker(const wxString& name, const wxString& path = wxEmptyString)**

Like *Create()* (p. 1141) but without error checking.

**wxSingleInstanceChecker::Create**

---

**bool Create(const wxString& name, const wxString& path = wxEmptyString)**

Initialize the object if it had been created using the default constructor. Note that you can't call *Create()* more than once, so calling it if the *non default ctor* (p. 1141) had been used is an error.

**Parameters**

*name*

must be given and be as unique as possible. It is used as the mutex name under Win32 and the lock file name under Unix. *GetAppName()* (p. 35) and *wxGetUserId()* (p. 1525) are commonly used to construct this parameter.

*path*

is optional and is ignored under Win32 and used as the directory to create the lock file in under Unix (default is *wxGetHomeDir()* (p. 1524))

**Return value**

Returns `false` if initialization failed, it doesn't mean that another instance is running - use *IsAnotherRunning()* (p. 1141) to check for it.

**wxSingleInstanceChecker::IsAnotherRunning**

---

**bool IsAnotherRunning() const**

Returns `true` if another copy of this program is already running, `false` otherwise.

**wxSingleInstanceChecker::~wxSingleInstanceChecker**

---

**~wxSingleInstanceChecker()**

Destructor frees the associated resources.

Note that it is not virtual, this class is not meant to be used polymorphically

## wxSize

A **wxSize** is a useful data structure for graphics operations. It simply contains integer *width* and *height* members.

wxSize is used throughout wxWindows as well as wxPoint which, although almost equivalent to wxSize, has a different meaning: wxPoint represents a position while wxSize - the size.

**wxPython note:** wxPython defines aliases for the `x` and `y` members named `width` and `height` since it makes much more sense for sizes.

### Derived from

None

### Include files

<wx/gdicmn.h>

### See also

*wxPoint* (p. 1021), *wxRealPoint* (p. 1075)

## wxSize::wxSize

---

**wxSize()**

**wxSize(int *width*, int *height*)**

Creates a size object.

## wxSize::DecTo

---

**wxSize& DecTo(const wxSize& *size*)**

Decrements this object so that both of its dimensions are not greater than the corresponding dimensions of the *size*.

**See also**

*IncTo* (p. 1143)

**wxSize::GetWidth**

---

**int GetWidth() const**

Gets the width member.

**wxSize::GetHeight**

---

**int GetHeight() const**

Gets the height member.

**wxSize::IncTo**

---

**wxSize& IncTo(const wxSize& size)**

Increments this object so that both of its dimensions are not less than the corresponding dimensions of the *size*.

**See also**

*DecTo* (p. 1142)

**wxSize::Set**

---

**void Set(int width, int height)**

Sets the width and height members.

**wxSize::SetHeight**

---

**void SetHeight(int height)**

Sets the height.

**wxSize::SetWidth**

---

**void SetWidth(int width)**

Sets the width.

## **wxSize::operator =**

---

```
void operator =(const wxSize& sz)
```

Assignment operator.

## **wxSizeEvent**

A size event holds information about size change events.

The EVT\_SIZE handler function will be called when the window has been resized.

You may wish to use this for frames to resize their child windows as appropriate.

Note that the size passed is of the whole window: call *wxWindow::GetClientSize* (p. 1442) for the area which may be used by the application.

When a window is resized, usually only a small part of the window is damaged and you may only need to repaint that area. However, if your drawing depends on the size of the window, you may need to clear the DC explicitly and repaint the whole window. In which case, you may need to call *wxWindow::Refresh* (p. 1456) to invalidate the entire window.

### **Derived from**

*wxEvent* (p. 453)

*wxObject* (p. 982)

### **Include files**

<wx/event.h>

### **Event table macros**

To process a size event, use this event handler macro to direct input to a member function that takes a *wxSizeEvent* argument.

**EVT\_SIZE(func)**                      Process a wxEVT\_SIZE event.

### **See also**

*wxSize* (p. 1142), *Event handling overview* (p. 1649)

## **wxSizeEvent::wxSizeEvent**

---

**wxSizeEvent(const wxSize& sz, int id = 0)**

Constructor.

## **wxSizeEvent::GetSize**

---

**wxSize GetSize() const**

Returns the entire size of the window generating the size change event.

## **wxSizer**

wxSizer is the abstract base class used for laying out subwindows in a window. You cannot use wxSizer directly; instead, you will have to use one of the sizer classes derived from it. Currently there are *wxBoxSizer* (p. 93), *wxStaticBoxSizer* (p. 1214), *wxNotebookSizer* (p. 980), *wxGridSizer* (p. 660) and *wxFlexGridSizer* (p. 534).

The layout algorithm used by sizers in wxWindows is closely related to layout in other GUI toolkits, such as Java's AWT, the GTK toolkit or the Qt toolkit. It is based upon the idea of the individual subwindows reporting their minimal required size and their ability to get stretched if the size of the parent window has changed. This will most often mean, that the programmer does not set the original size of a dialog in the beginning, rather the dialog will assigned a sizer and this sizer will be queried about the recommended size. The sizer in turn will query its children, which can be normal windows, empty space or other sizers, so that a hierarchy of sizers can be constructed. Note that wxSizer does not derive from wxWindow and thus do not interfere with tab ordering and requires very little resources compared to a real window on screen.

What makes sizers so well fitted for use in wxWindows is the fact that every control reports its own minimal size and the algorithm can handle differences in font sizes or different window (dialog item) sizes on different platforms without problems. If e.g. the standard font as well as the overall design of Motif widgets requires more space than on Windows, the initial dialog size will automatically be bigger on Motif than on Windows.

**wxPython note:** If you wish to create a sizer class in wxPython you should derive the class from `wxPySizer` in order to get Python-aware capabilities for the various virtual methods.

### **Derived from**

*wxObject* (p. 982)

**See also**

*Sizer overview* (p. 1666)

---

**wxSizer::wxSizer**

---

**wxSizer()**

The constructor. Note that `wxSizer` is an abstract base class and may not be instantiated.

---

**wxSizer::~~wxSizer**

---

**~wxSizer()**

The destructor.

---

**wxSizer::Add**

---

**void Add(wxWindow\* window, int proportion = 0, int flag = 0, int border = 0, wxObject\* userData = NULL)**

**void Add(wxSizer\* sizer, int proportion = 0, int flag = 0, int border = 0, wxObject\* userData = NULL)**

**void Add(int width, int height, int proportion = 0, int flag = 0, int border = 0, wxObject\* userData = NULL)**

Appends a child to the sizer. `wxSizer` itself is an abstract class, but the parameters are equivalent in the derived classes that you will instantiate to use it so they are described here:

**window**

The window to be added to the sizer. Its initial size (either set explicitly by the user or calculated internally when using `wxDefaultSize`) is interpreted as the minimal and in many cases also the initial size. This is particularly useful in connection with *SetSizeHints* (p. 1151).

**sizer**

The (child-)sizer to be added to the sizer. This allows placing a child sizer in a sizer and thus to create hierarchies of sizers (typically a vertical box as the top sizer and several horizontal boxes on the level beneath).

**width and height**

The dimension of a spacer to be added to the sizer. Adding spacers to sizers gives

more flexibility in the design of dialogs; imagine for example a horizontal box with two buttons at the bottom of a dialog: you might want to insert a space between the two buttons and make that space stretchable using the *proportion* flag and the result will be that the left button will be aligned with the left side of the dialog and the right button with the right side - the space in between will shrink and grow with the dialog.

#### *proportion*

Although the meaning of this parameter is undefined in `wxSizer`, it is used in `wxBoxSizer` to indicate if a child of a sizer can change its size in the main orientation of the `wxBoxSizer` - where 0 stands for not changeable and a value of more than zero is interpreted relative to the value of other children of the same `wxBoxSizer`. For example, you might have a horizontal `wxBoxSizer` with three children, two of which are supposed to change their size with the sizer. Then the two stretchable windows would get a value of 1 each to make them grow and shrink equally with the sizer's horizontal dimension.

#### *flag*

This parameter can be used to set a number of flags which can be combined using the binary OR operator `|`. Two main behaviours are defined using these flags. One is the border around a window: the *border* parameter determines the border width whereas the flags given here determine where the border may be (`wxTOP`, `wxBOTTOM`, `wxLEFT`, `wxRIGHT` or `wxALL`). The other flags determine the child window's behaviour if the size of the sizer changes. However this is not - in contrast to the *proportion* flag - in the main orientation, but in the respectively other orientation. So if you created a `wxBoxSizer` with the `wxVERTICAL` option, these flags will be relevant if the sizer changes its horizontal size. A child may get resized to completely fill out the new size (using either `wxGROW` or `wxEXPAND`), it may get proportionally resized (`wxSHAPED`), it may get centered (`wxALIGN_CENTER` or `wxALIGN_CENTRE`) or it may get aligned to either side (`wxALIGN_LEFT` and `wxALIGN_TOP` are set to 0 and thus represent the default, `wxALIGN_RIGHT` and `wxALIGN_BOTTOM` have their obvious meaning). With proportional resize, a child may also be centered in the main orientation using `wxALIGN_CENTER_VERTICAL` (same as `wxALIGN_CENTRE_VERTICAL`) and `wxALIGN_CENTER_HORIZONTAL` (same as `wxALIGN_CENTRE_HORIZONTAL`) flags. Finally, you can also specify `wxADJUST_MINSIZE` flag to make the minimal size of the control dynamically adjust to the value returned by its *GetAdjustedBestSize()* (p. 1440) method - this allows, for example, for correct relayouting of a static text control even if its text is changed during run-time.

#### *border*

Determines the border width, if the *flag* parameter is set to any border.

#### *userData*

Allows an extra object to be attached to the sizer item, for use in derived classes when sizing information is more complex than the *proportion* and *flag* will allow for.

---

## **wxSizer::CalcMin**

**wxSize CalcMin()**

This method is abstract and has to be overwritten by any derived class. Here, the sizer will do the actual calculation of its children minimal sizes.

**wxSizer::Detach**

---

**bool Detach(wxWindow\* window)****bool Detach(wxSizer\* sizer)****bool Detach(size\_t index)**

Detach a child from the sizer without destroying it. *window* is the window to be detached, *sizer* is the equivalent sizer and *index* is the position of the child in the sizer, typically 0 for the first item. This method does not cause any layout or resizing to take place, call *wxSizer::Layout* (p. 1149) to update the layout "on screen" after detaching a child from the sizer.

Returns true if the child item was found and detached, false otherwise.

**See also**

*wxSizer::Remove* (p. 1150)

**wxSizer::Fit**

---

**wxSize Fit(wxWindow\* window)**

Tell the sizer to resize the *window* to match the sizer's minimal size. This is commonly done in the constructor of the window itself, see sample in the description of *wxBoxSizer* (p. 93). Returns the new size.

**wxSizer::FitInside**

---

**void FitInside(wxWindow\* window)**

Tell the sizer to resize the virtual size of the *window* to match the sizer's minimal size. This will not alter the on screen size of the window, but may cause the addition/removal/alteration of scrollbars required to view the virtual area in windows which manage it.

**See also**

*wxScrolledWindow::SetScrollbars* (p. 1127), *wxSizer::SetVirtualSizeHints* (p. 1151)

**wxSizer::GetSize**

---

**wxSize GetSize()**

Returns the current size of the sizer.

**wxSizer::GetPosition**

---

**wxPoint GetPosition()**

Returns the current position of the sizer.

**wxSizer::GetMinSize**

---

**wxSize GetMinSize()**

Returns the minimal size of the sizer. This is either the combined minimal size of all the children and their borders or the minimal size set by *SetMinSize* (p. 1151), depending on which is bigger.

**wxSizer::Insert**

---

**void Insert(size\_t index, wxWindow\* window, int proportion = 0, int flag = 0, int border = 0, wxObject\* userData = NULL)****void Insert(size\_t index, wxSizer\* sizer, int proportion = 0, int flag = 0, int border = 0, wxObject\* userData = NULL)****void Insert(size\_t index, int width, int height, int proportion = 0, int flag = 0, int border = 0, wxObject\* userData = NULL)**

Insert a child into the sizer before any existing item at *index*.

*index*

The position this child should assume in the sizer.

See *wxSizer::Add* (p. 1146) for the meaning of the other parameters.

**wxSizer::Layout**

---

**void Layout()**

Call this to force layout of the children anew, e.g. after having added a child to or removed a child (window, other sizer or space) from the sizer while keeping the current dimension.

## **wxSizer::Prepend**

---

**void Prepend**(*wxWindow\** window, *int* proportion = 0, *int* flag = 0, *int* border = 0, *wxObject\** userData = NULL)

**void Prepend**(*wxSizer\** sizer, *int* proportion = 0, *int* flag = 0, *int* border = 0, *wxObject\** userData = NULL)

**void Prepend**(*int* width, *int* height, *int* proportion = 0, *int* flag = 0, *int* border = 0, *wxObject\** userData = NULL)

Same as *wxSizer::Add* (p. 1146), but prepends the items to the beginning of the list of items (windows, subsizers or spaces) owned by this sizer.

## **wxSizer::RecalcSizes**

---

**void RecalcSizes**()

This method is abstract and has to be overwritten by any derived class. Here, the sizer will do the actual calculation of its children's positions and sizes.

## **wxSizer::Remove**

---

**bool Remove**(*wxWindow\** window)

**bool Remove**(*wxSizer\** sizer)

**bool Remove**(*size\_t* index)

Removes a child from the sizer and destroys it. *sizer* is the *wxSizer* to be removed, *index* is the position of the child in the sizer, typically 0 for the first item. This method does not cause any layout or resizing to take place, call *wxSizer::Layout* (p. 1149) to update the layout "on screen" after removing a child from the sizer.

**NB:** The method taking a *wxWindow\** parameter is deprecated. For historical reasons it does not destroy the window as would usually be expected from *Remove*. You should use *wxSizer::Detach* (p. 1148) in new code instead. There is currently no *wxSizer* method that will both detach and destroy a *wxWindow* item.

Returns true if the child item was found and removed, false otherwise.

## **wxSizer::SetDimension**

---

**void SetDimension**(*int* x, *int* y, *int* width, *int* height)

Call this to force the sizer to take the given dimension and thus force the items owned by

the sizer to resize themselves according to the rules defined by the parameter in the *Add* (p. 1146) and *Prepend* (p. 1150) methods.

### **wxSizer::SetMinSize**

---

**void SetMinSize(int width, int height)**

**void SetMinSize(wxSize size)**

Call this to give the sizer a minimal size. Normally, the sizer will calculate its minimal size based purely on how much space its children need. After calling this method *GetMinSize* (p. 1149) will return either the minimal size as requested by its children or the minimal size set here, depending on which is bigger.

### **wxSizer::SetItemMinSize**

---

**void SetItemMinSize(wxWindow\* window, int width, int height)**

**void SetItemMinSize(wxSizer\* sizer, int width, int height)**

**void SetItemMinSize(size\_t index, int width, int height)**

Set an item's minimum size by window, sizer, or position. The item will be found recursively in the sizer's descendants. This function enables an application to set the size of an item after initial creation.

### **wxSizer::SetSizeHints**

---

**void SetSizeHints(wxWindow\* window)**

Tell the sizer to set (and *Fit* (p. 1148)) the minimal size of the *window* to match the sizer's minimal size. This is commonly done in the constructor of the window itself, see sample in the description of *wxBoxSizer* (p. 93) if the window is resizable (as are many dialogs under Unix and frames on probably all platforms).

### **wxSizer::SetVirtualSizeHints**

---

**void SetVirtualSizeHints(wxWindow\* window)**

Tell the sizer to set the minimal size of the *window* virtual area to match the sizer's minimal size. For windows with managed scrollbars this will set them appropriately.

**See also**

*wxScrolledWindow::SetScrollbars* (p. 1127)

---

## wxSizer::Show

---

**void Show**(wxWindow\* *window*, **bool** *show* = true)

**void Show**(wxSizer\* *sizer*, **bool** *show* = true)

**void Show**(size\_t *index*, **bool** *show* = true)

Shows or hides the *window*, *sizer*, or item at *index*. To make a sizer item disappear or reappear, use Show() followed by Layout().

Note that this only works with wxBoxSizer and wxFlexGridSizer, since they are the only two sizer classes that can size rows/columns independently.

## wxSlider

A slider is a control with a handle which can be pulled back and forth to change the value.

In Windows versions below Windows 95, a scrollbar is used to simulate the slider. In Windows 95, the track bar control is used.

Slider events are handled in the same way as a scrollbar.

### Derived from

wxControl (p. 204)

wxWindow (p. 1428)

wxEvtHandler (p. 457)

wxObject (p. 982)

### Include files

<wx/slider.h>

### Window styles

<b>wxSL_HORIZONTAL</b>	Displays the slider horizontally.
<b>wxSL_VERTICAL</b>	Displays the slider vertically.
<b>wxSL_AUTOTICKS</b>	Displays tick marks.
<b>wxSL_LABELS</b>	Displays minimum, maximum and value labels. (NB: only displays the current value label under wxGTK)
<b>wxSL_LEFT</b>	Displays ticks on the left, if a vertical slider.
<b>wxSL_RIGHT</b>	Displays ticks on the right, if a vertical slider.
<b>wxSL_TOP</b>	Displays ticks on the top, if a horizontal slider.
<b>wxSL_SELRange</b>	Allows the user to select a range on the slider. Windows 95

only.

See also *window styles overview* (p. 1657).

### Event table macros

To process a scroll event, use these event handler macros to direct input to member functions that take a `wxScrollEvent` argument. You can use `EVT_COMMAND_SCROLL...` macros with window IDs for when intercepting scroll events from controls, or `EVT_SCROLL...` macros without window IDs for intercepting scroll events from the receiving window - except for this, the macros behave exactly the same.

<b>EVT_SCROLL(func)</b>	Process all scroll events.
<b>EVT_SCROLL_TOP(func)</b>	Process <code>wxEVT_SCROLL_TOP</code> scroll-to-top events (minimum position).
<b>EVT_SCROLL_BOTTOM(func)</b>	Process <code>wxEVT_SCROLL_BOTTOM</code> scroll-to-bottom events (maximum position).
<b>EVT_SCROLL_LINEUP(func)</b>	Process <code>wxEVT_SCROLL_LINEUP</code> line up events.
<b>EVT_SCROLL_LINEDOWN(func)</b>	Process <code>wxEVT_SCROLL_LINEDOWN</code> line down events.
<b>EVT_SCROLL_PAGEUP(func)</b>	Process <code>wxEVT_SCROLL_PAGEUP</code> page up events.
<b>EVT_SCROLL_PAGEDOWN(func)</b>	Process <code>wxEVT_SCROLL_PAGEDOWN</code> page down events.
<b>EVT_SCROLL_THUMBTRACK(func)</b>	Process <code>wxEVT_SCROLL_THUMBTRACK</code> thumbtrack events (frequent events sent as the user drags the thumbtrack).
<b>EVT_SCROLL_THUMBRELEASE(func)</b>	Process <code>wxEVT_SCROLL_THUMBRELEASE</code> thumb release events.
<b>EVT_SCROLL_ENDSCROLL(func)</b>	Process <code>wxEVT_SCROLL_ENDSCROLL</code> end of scrolling events (MSW only).
<b>EVT_COMMAND_SCROLL(id, func)</b>	Process all scroll events.
<b>EVT_COMMAND_SCROLL_TOP(id, func)</b>	Process <code>wxEVT_SCROLL_TOP</code> scroll-to-top events (minimum position).
<b>EVT_COMMAND_SCROLL_BOTTOM(id, func)</b>	Process <code>wxEVT_SCROLL_BOTTOM</code> scroll-to-bottom events (maximum position).
<b>EVT_COMMAND_SCROLL_LINEUP(id, func)</b>	Process <code>wxEVT_SCROLL_LINEUP</code> line up events.

---

<b>EVT_COMMAND_SCROLL_LINEDOWN(id, func)</b>	Process wxEVT_SCROLL_LINEDOWN line down events.
<b>EVT_COMMAND_SCROLL_PAGEUP(id, func)</b>	Process wxEVT_SCROLL_PAGEUP page up events.
<b>EVT_COMMAND_SCROLL_PAGEDOWN(id, func)</b>	Process wxEVT_SCROLL_PAGEDOWN page down events.
<b>EVT_COMMAND_SCROLL_THUMBTRACK(id, func)</b>	Process wxEVT_SCROLL_THUMBTRACK thumbtrack events (frequent events sent as the user drags the thumbtrack).
<b>EVT_COMMAND_SCROLL_THUMBRELEASE(func)</b>	Process wxEVT_SCROLL_THUMBRELEAS E thumb release events.
<b>EVT_COMMAND_SCROLL_ENDSCROLL(func)</b>	Process wxEVT_SCROLL_ENDSCROLL end of scrolling events (MSW only).

### **The difference between EVT\_SCROLL\_THUMBRELEASE and EVT\_SCROLL\_ENDSCROLL**

The `EVT_SCROLL_THUMBRELEASE` event is only emitted when actually dragging the thumb using the mouse and releasing it (This `EVT_SCROLL_THUMBRELEASE` event is also followed by an `EVT_SCROLL_ENDSCROLL` event).

The `EVT_SCROLL_ENDSCROLL` event also occurs when using the keyboard to change the thumb position, and when clicking next to the thumb (In all these cases the `EVT_SCROLL_THUMBRELEASE` event does not happen).

In short, the `EVT_SCROLL_ENDSCROLL` event is triggered when scrolling/ moving has finished. The only exception (unfortunately) is that changing the thumb position using the mousewheel does give a `EVT_SCROLL_THUMBRELEASE` event but NOT an `EVT_SCROLL_ENDSCROLL` event.

Please see the widgets sample ("Slider" page) to see the difference between `EVT_SCROLL_THUMBRELEASE` and `EVT_SCROLL_ENDSCROLL` in action.

### **See also**

*Event handling overview* (p. 1649), *wxScrollBar* (p. 1113)

---

## **wxSlider::wxSlider**

**wxSlider()**

Default slider.

```
wxSlider(wxWindow* parent, wxWindowID id, int value , int minValue, int maxValue,  
const wxPoint& point = wxDefaultPosition, const wxSize& size = wxDefaultSize, long  
style = wxSL_HORIZONTAL, const wxValidator& validator = wxDefaultValidator, const  
wxString& name = "slider")
```

Constructor, creating and showing a slider.

### Parameters

*parent*

Parent window. Must not be NULL.

*id*

Window identifier. A value of -1 indicates a default value.

*value*

Initial position for the slider.

*minValue*

Minimum slider position.

*maxValue*

Maximum slider position.

*size*

Window size. If the default size (-1, -1) is specified then a default size is chosen.

*style*

Window style. See *wxSlider* (p. 1152).

*validator*

Window validator.

*name*

Window name.

### See also

*wxSlider::Create* (p. 1156), *wxValidator* (p. 1398)

---

### **wxSlider::~wxSlider**

```
void ~wxSlider()
```

Destructor, destroying the slider.

### **wxSlider::ClearSel**

---

**void ClearSel()**

Clears the selection, for a slider with the **wxSL\_SELRANGE** style.

#### **Remarks**

Windows 95 only.

### **wxSlider::ClearTicks**

---

**void ClearTicks()**

Clears the ticks.

#### **Remarks**

Windows 95 only.

### **wxSlider::Create**

---

**bool Create(wxWindow\* parent, wxWindowID id, int value , int minValue, int maxValue, const wxPoint& point = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxSL\_HORIZONTAL, const wxValidator& validator = wxDefaultValidator, const wxString& name = "slider")**

Used for two-step slider construction. See *wxSlider::wxSlider* (p. 1154) for further details.

### **wxSlider::GetLineSize**

---

**int GetLineSize() const**

Returns the line size.

#### **See also**

*wxSlider::SetLineSize* (p. 1159)

### **wxSlider::GetMax**

---

**int GetMax() const**

Gets the maximum slider value.

#### **See also**

*wxSlider::GetMin* (p. 1157), *wxSlider::SetRange* (p. 1158)

### **wxSlider::GetMin**

---

**int GetMin() const**

Gets the minimum slider value.

**See also**

*wxSlider::GetMin* (p. 1157), *wxSlider::SetRange* (p. 1158)

### **wxSlider::GetPageSize**

---

**int GetPageSize() const**

Returns the page size.

**See also**

*wxSlider::SetPageSize* (p. 1159)

### **wxSlider::GetSelEnd**

---

**int GetSelEnd() const**

Returns the selection end point.

**Remarks**

Windows 95 only.

**See also**

*wxSlider::GetSelStart* (p. 1157), *wxSlider::SetSelection* (p. 1160)

### **wxSlider::GetSelStart**

---

**int GetSelStart() const**

Returns the selection start point.

**Remarks**

Windows 95 only.

**See also**

*wxSlider::GetSelEnd* (p. 1157), *wxSlider::SetSelection* (p. 1160)

**wxSlider::GetThumbLength**

---

**int GetThumbLength() const**

Returns the thumb length.

**Remarks**

Windows 95 only.

**See also**

*wxSlider::SetThumbLength* (p. 1160)

**wxSlider::GetTickFreq**

---

**int GetTickFreq() const**

Returns the tick frequency.

**Remarks**

Windows 95 only.

**See also**

*wxSlider::SetTickFreq* (p. 1159)

**wxSlider::GetValue**

---

**int GetValue() const**

Gets the current slider value.

**See also**

*wxSlider::GetMin* (p. 1157), *wxSlider::GetMax* (p. 1156), *wxSlider::SetValue* (p. 1161)

**wxSlider::SetRange**

---

**void SetRange(int min**Value**, int max**Value**)**

Sets the minimum and maximum slider values.

**See also**

*wxSlider::GetMin* (p. 1157), *wxSlider::GetMax* (p. 1156)

---

**wxSlider::SetTickFreq**

---

**void SetTickFreq(int *n*, int *pos*)**

Sets the tick mark frequency and position.

**Parameters**

*n*

Frequency. For example, if the frequency is set to two, a tick mark is displayed for every other increment in the slider's range.

*pos*

Position. Must be greater than zero. TODO: what is this for?

**Remarks**

Windows 95 only.

**See also**

*wxSlider::GetTickFreq* (p. 1158)

---

**wxSlider::SetLineSize**

---

**void SetLineSize(int *lineSize*)**

Sets the line size for the slider.

**Parameters**

*lineSize*

The number of steps the slider moves when the user moves it up or down a line.

**See also**

*wxSlider::GetLineSize* (p. 1156)

---

**wxSlider::SetPageSize**

---

**void SetPageSize(int *pageSize*)**

Sets the page size for the slider.

### Parameters

*pageSize*

The number of steps the slider moves when the user pages up or down.

### See also

*wxSlider::GetPageSize* (p. 1157)

---

## wxSlider::SetSelection

---

**void SetSelection(int *startPos*, int *endPos*)**

Sets the selection.

### Parameters

*startPos*

The selection start position.

*endPos*

The selection end position.

### Remarks

Windows 95 only.

### See also

*wxSlider::GetSelStart* (p. 1157), *wxSlider::GetSelEnd* (p. 1157)

---

## wxSlider::SetThumbLength

---

**void SetThumbLength(int *len*)**

Sets the slider thumb length.

### Parameters

*len*

The thumb length.

### Remarks

Windows 95 only.

**See also**

*wxSlider::GetThumbLength* (p. 1158)

---

## **wxSlider::SetTick**

---

**void SetTick**(int *tickPos*)

Sets a tick position.

**Parameters**

*tickPos*

The tick position.

**Remarks**

Windows 95 only.

**See also**

*wxSlider::SetTickFreq* (p. 1159)

---

## **wxSlider::SetValue**

---

**void SetValue**(int *value*)

Sets the slider position.

**Parameters**

*value*

The slider position.

**See also**

*wxSlider::GetValue* (p. 1158)

## **wxSocketAddress**

You are unlikely to need to use this class: only `wxSocketBase` uses it.

**Derived from**

*wxObject* (p. 982)

### **Include files**

<wx/socket.h>

### **See also**

*wxSocketBase* (p. 1162) *wxIPV4address* (p. 792)

---

## **wxSocketAddress::wxSocketAddress**

**wxSocketAddress()**

Default constructor.

---

## **wxSocketAddress::~~wxSocketAddress**

**~wxSocketAddress()**

Default destructor.

---

## **wxSocketAddress::Clear**

**void Clear()**

Delete all informations about the address.

---

## **wxSocketAddress::SockAddrLen**

**int SockAddrLen()**

Returns the length of the socket address.

## **wxSocketBase**

*wxSocketBase* is the base class for all socket-related objects, and it defines all basic IO functionality.

**Derived from***wxObject* (p. 982)**Include files**

&lt;wx/socket.h&gt;

**wxSocket errors**

<b>wxSOCKET_NOERROR</b>	No error happened.
<b>wxSOCKET_INVOP</b>	Invalid operation.
<b>wxSOCKET_IOERR</b>	Input/Output error.
<b>wxSOCKET_INVADDR</b>	Invalid address passed to wxSocket.
<b>wxSOCKET_INVSOCK</b>	Invalid socket (uninitialized).
<b>wxSOCKET_NOHOST</b>	No corresponding host.
<b>wxSOCKET_INVPORT</b>	Invalid port.
<b>wxSOCKET_WOULDBLOCK</b>	The socket is non-blocking and the operation would block.
<b>wxSOCKET_TIMEOUT</b>	The timeout for this operation expired.
<b>wxSOCKET_MEMERR</b>	Memory exhausted.

**wxSocket events**

<b>wxSOCKET_INPUT</b>	There is data available for reading.
<b>wxSOCKET_OUTPUT</b>	The socket is ready to be written to.
<b>wxSOCKET_CONNECTION</b>	Incoming connection request (server), or successful connection establishment (client).
<b>wxSOCKET_LOST</b>	The connection has been closed.

A brief note on how to use these events:

The **wxSOCKET\_INPUT** event will be issued whenever there is data available for reading. This will be the case if the input queue was empty and new data arrives, or if the application has read some data yet there is still more data available. This means that the application does not need to read all available data in response to a **wxSOCKET\_INPUT** event, as more events will be produced as necessary.

The **wxSOCKET\_OUTPUT** event is issued when a socket is first connected with *Connect* (p. 1180) or accepted with *Accept* (p. 1185). After that, new events will be generated only after an output operation fails with **wxSOCKET\_WOULDBLOCK** and buffer space becomes available again. This means that the application should assume that it can write data to the socket until a **wxSOCKET\_WOULDBLOCK** error occurs; after this, whenever the socket becomes writable again the application will be notified with another **wxSOCKET\_OUTPUT** event.

The **wxSOCKET\_CONNECTION** event is issued when a delayed connection request completes successfully (client) or when a new connection arrives at the incoming queue (server).

The **wxSOCKET\_LOST** event is issued when a close indication is received for the socket. This means that the connection broke down or that it was closed by the peer. Also, this event will be issued if a connection request fails.

### Event handling

To process events coming from a socket object, use the following event handler macro to direct events to member functions that take a *wxSocketEvent* (p. 1182) argument.

**EVT\_SOCKET(id, func)**                      Process a wxEVT\_SOCKET event.

### See also

*wxSocketEvent* (p. 1182), *wxSocketClient* (p. 1180), *wxSocketServer* (p. 1184), *Sockets sample* (p. 1609)

## Construction and destruction

---

*wxSocketBase* (p. 1165)  
*~wxSocketBase* (p. 1166)  
*Destroy* (p. 1167)

## Socket state

---

Functions to retrieve current state and miscellaneous info.

*Error* (p. 1168)  
*GetLocal* (p. 1168)  
*GetPeer* (p. 1168) *IsConnected* (p. 1169)  
*IsData* (p. 1169)  
*IsDisconnected* (p. 1169)  
*LastCount* (p. 1169)  
*LastError* (p. 1170)  
*Ok* (p. 1170)  
*SaveState* (p. 1171)  
*RestoreState* (p. 1170)

## Basic IO

---

Functions that perform basic IO functionality.

*Close* (p. 1167)  
*Discard* (p. 1167)

*Peek* (p. 1173)  
*Read* (p. 1174)  
*ReadMsg* (p. 1175)  
*Unread* (p. 1175)  
*Write* (p. 1178)  
*WriteMsg* (p. 1179)

Functions that perform a timed wait on a certain IO condition.

*InterruptWait* (p. 1169)  
*Wait* (p. 1176)  
*WaitForLost* (p. 1177)  
*WaitForRead* (p. 1177)  
*WaitForWrite* (p. 1178)

and also:

*wxSocketServer::WaitForAccept* (p. 1186)  
*wxSocketClient::WaitOnConnect* (p. 1181)

Functions that allow applications to customize socket IO as needed.

*GetFlags* (p. 1168)  
*SetFlags* (p. 1172)  
*SetTimeout* (p. 1173)

## **Handling socket events**

---

Functions that allow applications to receive socket events.

*Notify* (p. 1170)  
*SetNotify* (p. 1173)  
*GetClientData* (p. 1168)  
*SetClientData* (p. 1171)  
*SetEventHandler* (p. 1171)

Callback functions are also available, but they are provided for backwards compatibility only. Their use is strongly discouraged in favour of events, and should be considered deprecated. Callbacks may be unsupported in future releases of wxWindows.

*Callback* (p. 1166)  
*CallbackData* (p. 1166)

## **wxSocketBase::wxSocketBase**

---

**wxSocketBase()**

Default constructor. Don't use it directly; instead, use *wxSocketClient* (p. 1180) to construct a socket client, or *wxSocketServer* (p. 1184) to construct a socket server.

**wxSocketBase::~~wxSocketBase**

---

**~wxSocketBase()**

Destructor. Do not destroy a socket using the delete operator directly; use *Destroy* (p. 1167) instead. Also, do not create socket objects in the stack.

**wxSocketBase::Callback**

---

**wxSocketBase::wxSockCbk Callback(wxSocketBase::wxSockCbk *callback*)**

You can setup a callback function to be called when an event occurs. The function will be called only for those events for which notification has been enabled with *Notify* (p. 1170) and *SetNotify* (p. 1173). The prototype of the callback must be as follows:

```
void SocketCallback(wxSocketBase& sock, wxSocketNotify evt, char *cdata);
```

The first parameter is a reference to the socket object in which the event occurred. The second parameter tells you which event occurred. (See *wxSocket events* (p. 1162)). The third parameter is the user data you specified using *CallbackData* (p. 1166).

**Return value**

A pointer to the previous callback.

**Remark/Warning**

Note that callbacks are now deprecated and unsupported, and they remain for backwards compatibility only. Use events instead.

**See also**

*wxSocketBase::CallbackData* (p. 1166), *wxSocketBase::SetNotify* (p. 1173), *wxSocketBase::Notify* (p. 1170)

**wxSocketBase::CallbackData**

---

**char \* CallbackData(char \**cdata*)**

This function sets the the user data which will be passed to a callback function set via *Callback* (p. 1166).

**Return value**

A pointer to the previous user data.

**Remark/Warning**

Note that callbacks are now deprecated and unsupported, and they remain for backwards compatibility only. Use events instead.

**See also**

*wxSocketBase::Callback* (p. 1166), *wxSocketBase::SetNotify* (p. 1173),  
*wxSocketBase::Notify* (p. 1170)

---

**wxSocketBase::Close**

---

**void Close()**

This function shuts down the socket, disabling further transmission and reception of data; it also disables events for the socket and frees the associated system resources. Upon socket destruction, `Close` is automatically called, so in most cases you won't need to do it yourself, unless you explicitly want to shut down the socket, typically to notify the peer that you are closing the connection.

**Remark/Warning**

Although `Close` immediately disables events for the socket, it is possible that event messages may be waiting in the application's event queue. The application must therefore be prepared to handle socket event messages even after calling `Close`.

---

**wxSocketBase::Destroy**

---

**bool Destroy()**

Destroys the socket safely. Use this function instead of the delete operator, since otherwise socket events could reach the application even after the socket has been destroyed. To prevent this problem, this function appends the `wxSocket` to a list of object to be deleted on idle time, after all events have been processed. For the same reason, you should avoid creating socket objects in the stack.

`Destroy` calls *Close* (p. 1167) automatically.

**Return value**

Always true.

---

**wxSocketBase::Discard**

---

**wxSocketBase& Discard()**

This function simply deletes all bytes in the incoming queue. This function always returns immediately and its operation is not affected by IO flags.

Use *LastCount* (p. 1169) to verify the number of bytes actually discarded.

If you use *Error* (p. 1168), it will always return false.

**wxSocketBase::Error**

---

**bool Error() const**

Returns true if an error occurred in the last IO operation.

Use this function to check for an error condition after one of the following calls: *Discard*, *Peek*, *Read*, *ReadMsg*, *Unread*, *Write*, *WriteMsg*.

**wxSocketBase::GetClientData**

---

**void \* GetClientData() const**

Returns a pointer of the client data for this socket, as set with *SetClientData* (p. 1171)

**wxSocketBase::GetLocal**

---

**bool GetLocal(wxSockAddress& addr) const**

This function returns the local address field of the socket. The local address field contains the complete local address of the socket (local address, local port, ...).

**Return value**

true if no error happened, false otherwise.

**wxSocketBase::GetFlags**

---

**wxSocketFlags GetFlags() const**

Returns current IO flags, as set with *SetFlags* (p. 1172)

**wxSocketBase::GetPeer**

---

**bool GetPeer(wxSockAddress& addr) const**

This function returns the peer address field of the socket. The peer address field contains the complete peer host address of the socket (address, port, ...).

### Return value

true if no error happened, false otherwise.

---

## wxSocketBase::InterruptWait

---

### void InterruptWait()

Use this function to interrupt any wait operation currently in progress. Note that this is not intended as a regular way to interrupt a Wait call, but only as an escape mechanism for exceptional situations where it is absolutely necessary to use it, for example to abort an operation due to some exception or abnormal problem. InterruptWait is automatically called when you *Close* (p. 1167) a socket (and thus also upon socket destruction), so you don't need to use it in these cases.

*wxSocketBase::Wait* (p. 1176), *wxSocketServer::WaitForAccept* (p. 1186),  
*wxSocketBase::WaitForLost* (p. 1177), *wxSocketBase::WaitForRead* (p. 1177),  
*wxSocketBase::WaitForWrite* (p. 1178), *wxSocketClient::WaitOnConnect* (p. 1181)

---

## wxSocketBase::IsConnected

---

### bool IsConnected() const

Returns true if the socket is connected.

---

## wxSocketBase::IsData

---

### bool IsData() const

This function waits until the socket is readable. This might mean that queued data is available for reading or, for streamed sockets, that the connection has been closed, so that a read operation will complete immediately without blocking (unless the **wxSOCKET\_WAITALL** flag is set, in which case the operation might still block).

---

## wxSocketBase::IsDisconnected

---

### bool IsDisconnected() const

Returns true if the socket is not connected.

---

## wxSocketBase::LastCount

---

**wxUint32 LastCount() const**

Returns the number of bytes read or written by the last IO call.

Use this function to get the number of bytes actually transferred after using one of the following IO calls: Discard, Peek, Read, ReadMsg, Unread, Write, WriteMsg.

**wxSocketBase::LastError**

---

**wxSocketError LastError() const**

Returns the last wxSocket error. See *wxSocket errors* (p. 1162).

Please note that this function merely returns the last error code, but it should not be used to determine if an error has occurred (this is because successful operations do not change the LastError value). Use *Error* (p. 1168) first, in order to determine if the last IO call failed. If this returns true, use LastError to discover the cause of the error.

**wxSocketBase::Notify**

---

**void Notify(bool notify)**

According to the *notify* value, this function enables or disables socket events. If *notify* is true, the events configured with *SetNotify* (p. 1173) will be sent to the application. If *notify* is false; no events will be sent.

**wxSocketBase::Ok**

---

**bool Ok() const**

Returns true if the socket is initialized and ready and false in other cases.

**Remark/Warning**

For *wxSocketClient* (p. 1180), Ok won't return true unless the client is connected to a server.

For *wxSocketServer* (p. 1184), Ok will return true if the server could bind to the specified address and is already listening for new connections.

Ok does not check for IO errors; use *Error* (p. 1168) instead for that purpose.

**wxSocketBase::RestoreState**

---

**void RestoreState()**

This function restores the previous state of the socket, as saved with *SaveState* (p. 1171)

Calls to *SaveState* and *RestoreState* can be nested.

### See also

*wxSocketBase::SaveState* (p. 1171)

---

## wxSocketBase::SaveState

### void SaveState()

This function saves the current state of the socket in a stack. Socket state includes flags, as set with *SetFlags* (p. 1172), event mask, as set with *SetNotify* (p. 1173) and *Notify* (p. 1170), user data, as set with *SetClientData* (p. 1171), and asynchronous callback settings, as set with *Callback* (p. 1166) and *CallbackData* (p. 1166).

Calls to *SaveState* and *RestoreState* can be nested.

### See also

*wxSocketBase::RestoreState* (p. 1170)

---

## wxSocketBase::SetClientData

### void SetClientData(void \*data)

Sets user-supplied client data for this socket. All socket events will contain a pointer to this data, which can be retrieved with the *wxSocketEvent::GetClientData* (p. 1183) function.

---

## wxSocketBase::SetEventHandler

### void SetEventHandler(wxEvtHandler& handler, int id = -1)

Sets an event handler to be called when a socket event occurs. The handler will be called for those events for which notification is enabled with *SetNotify* (p. 1173) and *Notify* (p. 1170).

### Parameters

*handler*

Specifies the event handler you want to use.

*id*

The id of socket event.

### See also

`wxSocketBase::SetNotify` (p. 1173), `wxSocketBase::Notify` (p. 1170), `wxSocketEvent` (p. 1182), `wxEvtHandler` (p. 457)

---

## wxSocketBase::SetFlags

---

**void SetFlags(wxSocketFlags flags)**

Use SetFlags to customize IO operation for this socket. The *flags* parameter may be a combination of flags ORed together. The following flags can be used:

<b>wxSOCKET_NONE</b>	Normal functionality.
<b>wxSOCKET_NOWAIT</b>	Read/write as much data as possible and return immediately.
<b>wxSOCKET_WAITALL</b>	Wait for all required data to be read/written unless an error occurs.
<b>wxSOCKET_BLOCK</b>	Block the GUI (do not yield) while reading/writing data.

A brief overview on how to use these flags follows.

If no flag is specified (this is the same as **wxSOCKET\_NONE**), IO calls will return after some data has been read or written, even when the transfer might not be complete. This is the same as issuing exactly one blocking low-level call to `recv()` or `send()`. Note that *blocking* here refers to when the function returns, not to whether the GUI blocks during this time.

If **wxSOCKET\_NOWAIT** is specified, IO calls will return immediately. Read operations will retrieve only available data. Write operations will write as much data as possible, depending on how much space is available in the output buffer. This is the same as issuing exactly one nonblocking low-level call to `recv()` or `send()`. Note that *nonblocking* here refers to when the function returns, not to whether the GUI blocks during this time.

If **wxSOCKET\_WAITALL** is specified, IO calls won't return until ALL the data has been read or written (or until an error occurs), blocking if necessary, and issuing several low level calls if necessary. This is the same as having a loop which makes as many blocking low-level calls to `recv()` or `send()` as needed so as to transfer all the data. Note that *blocking* here refers to when the function returns, not to whether the GUI blocks during this time.

The **wxSOCKET\_BLOCK** flag controls whether the GUI blocks during IO operations. If this flag is specified, the socket will not yield during IO calls, so the GUI will remain blocked until the operation completes. If it is not used, then the application must take extra care to avoid unwanted reentrance.

So:

**wxSOCKET\_NONE** will try to read at least SOME data, no matter how much.

**wxSOCKET\_NOWAIT** will always return immediately, even if it cannot read or write ANY data.

**wxSOCKET\_WAITALL** will only return when it has read or written ALL the data.

**wxSOCKET\_BLOCK** has nothing to do with the previous flags and it controls whether the GUI blocks.

---

### wxSocketBase::SetNotify

---

**void SetNotify(wxSocketEventFlags flags)**

SetNotify specifies which socket events are to be sent to the event handler. The *flags* parameter may be combination of flags ORed together. The following flags can be used:

<b>wxSOCKET_INPUT_FLAG</b>	to receive wxSOCKET_INPUT
<b>wxSOCKET_OUTPUT_FLAG</b>	to receive wxSOCKET_OUTPUT
<b>wxSOCKET_CONNECTION_FLAG</b>	to receive wxSOCKET_CONNECTION
<b>wxSOCKET_LOST_FLAG</b>	to receive wxSOCKET_LOST

For example:

```
sock.SetNotify(wxSOCKET_INPUT_FLAG | wxSOCKET_LOST_FLAG);  
sock.Notify(true);
```

In this example, the user will be notified about incoming socket data and whenever the connection is closed.

For more information on socket events see *wxSocket events* (p. 1162).

---

### wxSocketBase::SetTimeout

---

**void SetTimeout(int seconds)**

This function sets the default socket timeout in seconds. This timeout applies to all IO calls, and also to the *Wait* (p. 1176) family of functions if you don't specify a wait interval. Initially, the default timeout is 10 minutes.

---

### wxSocketBase::Peek

---

**wxSocketBase& Peek(void \* buffer, wxUInt32 nbytes)**

This function peeks a buffer of *nbytes* bytes from the socket. Peeking a buffer doesn't delete it from the socket input queue.

Use *LastCount* (p. 1169) to verify the number of bytes actually peeked.

Use *Error* (p. 1168) to determine if the operation succeeded.

### Parameters

*buffer*  
Buffer where to put peeked data.

*nbytes*  
Number of bytes.

### Return value

Returns a reference to the current object.

### Remark/Warning

The exact behaviour of `wxSocketBase::Peek` depends on the combination of flags being used. For a detailed explanation, see `wxSocketBase::SetFlags` (p. 1172)

### See also

`wxSocketBase::Error` (p. 1168), `wxSocketBase::LastError` (p. 1170),  
`wxSocketBase::LastCount` (p. 1169), `wxSocketBase::SetFlags` (p. 1172)

---

## wxSocketBase::Read

---

**wxSocketBase& Read**(`void * buffer`, `wxUInt32 nbytes`)

This function reads a buffer of *nbytes* bytes from the socket.

Use *LastCount* (p. 1169) to verify the number of bytes actually read.

Use *Error* (p. 1168) to determine if the operation succeeded.

### Parameters

*buffer*  
Buffer where to put read data.

*nbytes*  
Number of bytes.

### Return value

Returns a reference to the current object.

### Remark/Warning

The exact behaviour of `wxSocketBase::Read` depends on the combination of flags being used. For a detailed explanation, see `wxSocketBase::SetFlags` (p. 1172).

### See also

`wxSocketBase::Error` (p. 1168), `wxSocketBase::LastError` (p. 1170),  
`wxSocketBase::LastCount` (p. 1169), `wxSocketBase::SetFlags` (p. 1172)

---

## wxSocketBase::ReadMsg

---

**wxSocketBase& ReadMsg**(void \* *buffer*, wxUInt32 *nbytes*)

This function reads a buffer sent by `WriteMsg` (p. 1179) on a socket. If the buffer passed to the function isn't big enough, the remaining bytes will be discarded. This function always waits for the buffer to be entirely filled, unless an error occurs.

Use `LastCount` (p. 1169) to verify the number of bytes actually read.

Use `Error` (p. 1168) to determine if the operation succeeded.

### Parameters

*buffer*  
Buffer where to put read data.

*nbytes*  
Size of the buffer.

### Return value

Returns a reference to the current object.

### Remark/Warning

`wxSocketBase::ReadMsg` will behave as if the `wxSOCKET_WAITALL` flag was always set and it will always ignore the `wxSOCKET_NOWAIT` flag. The exact behaviour of `ReadMsg` depends on the `wxSOCKET_BLOCK` flag. For a detailed explanation, see `wxSocketBase::SetFlags` (p. 1172).

### See also

`wxSocketBase::Error` (p. 1168), `wxSocketBase::LastError` (p. 1170),  
`wxSocketBase::LastCount` (p. 1169), `wxSocketBase::SetFlags` (p. 1172),  
`wxSocketBase::WriteMsg` (p. 1179)

---

## wxSocketBase::Unread

---

**wxSocketBase& Unread**(const void \* *buffer*, wxUInt32 *nbytes*)

This function unreads a buffer. That is, the data in the buffer is put back in the incoming queue. This function is not affected by wxSocket flags.

If you use *LastCount* (p. 1169), it will always return *nbytes*.

If you use *Error* (p. 1168), it will always return false.

### Parameters

*buffer*

Buffer to be unread.

*nbytes*

Number of bytes.

### Return value

Returns a reference to the current object.

### See also

*wxSocketBase::Error* (p. 1168), *wxSocketBase::LastCount* (p. 1169),  
*wxSocketBase::LastError* (p. 1170)

---

## wxSocketBase::Wait

**bool Wait**(long *seconds* = -1, long *millisecond* = 0)

This function waits until any of the following conditions is true:

- The socket becomes readable.
- The socket becomes writable.
- An ongoing connection request has completed (*wxSocketClient* (p. 1180) only)
- An incoming connection request has arrived (*wxSocketServer* (p. 1184) only)
- The connection has been closed.

Note that it is recommended to use the individual Wait functions to wait for the required condition, instead of this one.

### Parameters

*seconds*

Number of seconds to wait. If -1, it will wait for the default timeout, as set with *SetTimeout* (p. 1173).

*millisecond*

Number of milliseconds to wait.

### Return value

Returns true when any of the above conditions is satisfied, false if the timeout was reached.

### See also

*wxSocketBase::InterruptWait* (p. 1169), *wxSocketServer::WaitForAccept* (p. 1186), *wxSocketBase::WaitForLost* (p. 1177), *wxSocketBase::WaitForRead* (p. 1177), *wxSocketBase::WaitForWrite* (p. 1178), *wxSocketClient::WaitOnConnect* (p. 1181)

---

## wxSocketBase::WaitForLost

---

**bool** Wait(**long** *seconds* = -1, **long** *millisecond* = 0)

This function waits until the connection is lost. This may happen if the peer gracefully closes the connection or if the connection breaks.

### Parameters

*seconds*

Number of seconds to wait. If -1, it will wait for the default timeout, as set with *SetTimeout* (p. 1173).

*millisecond*

Number of milliseconds to wait.

### Return value

Returns true if the connection was lost, false if the timeout was reached.

### See also

*wxSocketBase::InterruptWait* (p. 1169), *wxSocketBase::Wait* (p. 1176)

---

## wxSocketBase::WaitForRead

---

**bool** WaitForRead(**long** *seconds* = -1, **long** *millisecond* = 0)

This function waits until the socket is readable. This might mean that queued data is available for reading or, for streamed sockets, that the connection has been closed, so that a read operation will complete immediately without blocking (unless the **wxSOCKET\_WAITALL** flag is set, in which case the operation might still block).

### Parameters

*seconds*

Number of seconds to wait. If -1, it will wait for the default timeout, as set with

*SetTimeout* (p. 1173).

*millisecond*

Number of milliseconds to wait.

### Return value

Returns true if the socket becomes readable, false on timeout.

### See also

*wxSocketBase::InterruptWait* (p. 1169), *wxSocketBase::Wait* (p. 1176)

---

## wxSocketBase::WaitForWrite

---

**bool WaitForWrite(long seconds = -1, long millisecond = 0)**

This function waits until the socket becomes writable. This might mean that the socket is ready to send new data, or for streamed sockets, that the connection has been closed, so that a write operation is guaranteed to complete immediately (unless the **wxSOCKET\_WAITALL** flag is set, in which case the operation might still block).

### Parameters

*seconds*

Number of seconds to wait. If -1, it will wait for the default timeout, as set with *SetTimeout* (p. 1173).

*millisecond*

Number of milliseconds to wait.

### Return value

Returns true if the socket becomes writable, false on timeout.

### See also

*wxSocketBase::InterruptWait* (p. 1169), *wxSocketBase::Wait* (p. 1176)

---

## wxSocketBase::Write

---

**wxSocketBase& Write(const void \* buffer, wxUint32 nbytes)**

This function writes a buffer of *nbytes* bytes to the socket.

Use *LastCount* (p. 1169) to verify the number of bytes actually written.

Use *Error* (p. 1168) to determine if the operation succeeded.

### Parameters

*buffer*  
Buffer with the data to be sent.

*nbytes*  
Number of bytes.

### Return value

Returns a reference to the current object.

### Remark/Warning

The exact behaviour of `wxSocketBase::Write` depends on the combination of flags being used. For a detailed explanation, see `wxSocketBase::SetFlags` (p. 1172).

### See also

`wxSocketBase::Error` (p. 1168), `wxSocketBase::LastError` (p. 1170),  
`wxSocketBase::LastCount` (p. 1169), `wxSocketBase::SetFlags` (p. 1172)

---

## wxSocketBase::WriteMsg

---

**wxSocketBase& WriteMsg(const void \* *buffer*, wxUint32 *nbytes*)**

This function writes a buffer of *nbytes* bytes from the socket, but it writes a short header before so that `ReadMsg` (p. 1175) knows how much data should it actually read. So, a buffer sent with `WriteMsg` **must** be read with `ReadMsg`. This function always waits for the entire buffer to be sent, unless an error occurs.

Use `LastCount` (p. 1169) to verify the number of bytes actually written.

Use `Error` (p. 1168) to determine if the operation succeeded.

### Parameters

*buffer*  
Buffer with the data to be sent.

*nbytes*  
Number of bytes to send.

### Return value

Returns a reference to the current object.

### Remark/Warning

`wxSocketBase::WriteMsg` will behave as if the `wxSOCKET_WAITALL` flag was always set and it will always ignore the `wxSOCKET_NOWAIT` flag. The exact behaviour of `WriteMsg` depends on the `wxSOCKET_BLOCK` flag. For a detailed explanation, see `wxSocketBase::SetFlags` (p. 1172).

### See also

`wxSocketBase::Error` (p. 1168), `wxSocketBase::LastError` (p. 1170),  
`wxSocketBase::LastCount` (p. 1169), `wxSocketBase::SetFlags` (p. 1172),  
`wxSocketBase::ReadMsg` (p. 1175)

## wxSocketClient

### Derived from

`wxSocketBase` (p. 1162)

### Include files

<wx/socket.h>

## wxSocketClient::wxSocketClient

---

`wxSocketClient(wxSocketFlags flags = wxSOCKET_NONE)`

Constructor.

### Parameters

*flags*

Socket flags (See `wxSocketBase::SetFlags` (p. 1172))

## wxSocketClient::~wxSocketClient

---

`~wxSocketClient()`

Destructor. Please see `wxSocketBase::Destroy` (p. 1167).

## wxSocketClient::Connect

---

`bool Connect(wxSockAddress& address, bool wait = true)`

Connects to a server using the specified address.

If *wait* is true, Connect will wait until the connection completes. **Warning:** This will block the GUI.

If *wait* is false, Connect will try to establish the connection and return immediately, without blocking the GUI. When used this way, even if Connect returns false, the connection request can be completed later. To detect this, use *WaitOnConnect* (p. 1181), or catch **wxSOCKET\_CONNECTION** events (for successful establishment) and **wxSOCKET\_LOST** events (for connection failure).

### Parameters

*address*

Address of the server.

*wait*

If true, waits for the connection to complete.

### Return value

Returns true if the connection is established and no error occurs.

If *wait* was true, and Connect returns false, an error occurred and the connection failed.

If *wait* was false, and Connect returns false, you should still be prepared to handle the completion of this connection request, either with *WaitOnConnect* (p. 1181) or by watching **wxSOCKET\_CONNECTION** and **wxSOCKET\_LOST** events.

### See also

*wxSocketClient::WaitOnConnect* (p. 1181), *wxSocketBase::SetNotify* (p. 1173), *wxSocketBase::Notify* (p. 1170)

---

## wxSocketClient::WaitOnConnect

---

**bool** *WaitOnConnect*(**long** *seconds* = -1, **long** *milliseconds* = 0)

Wait until a connection request completes, or until the specified timeout elapses. Use this function after issuing a call to *Connect* (p. 1180) with *wait* set to false.

### Parameters

*seconds*

Number of seconds to wait. If -1, it will wait for the default timeout, as set with *SetTimeout* (p. 1173).

*millisecond*

Number of milliseconds to wait.

## Return value

`WaitOnConnect` returns true if the connection request completes. This does not necessarily mean that the connection was successfully established; it might also happen that the connection was refused by the peer. Use *IsConnected* (p. 1169) to distinguish between these two situations.

If the timeout elapses, `WaitOnConnect` returns false.

These semantics allow code like this:

```
// Issue the connection request
client->Connect(addr, false);

// Wait until the request completes or until we decide to give up
bool waitmore = true;
while ( !client->WaitOnConnect(seconds, millis) && waitmore )
{
    // possibly give some feedback to the user,
    // and update waitmore as needed.
}
bool success = client->IsConnected();
```

## See also

*wxSocketClient::Connect* (p. 1180), *wxSocketBase::InterruptWait* (p. 1169),  
*wxSocketBase::IsConnected* (p. 1169)

## wxSocketEvent

This event class contains information about socket events.

### Derived from

*wxEvent* (p. 453)

### Include files

<wx/socket.h>

### Event table macros

To process a socket event, use these event handler macros to direct input to member functions that take a `wxSocketEvent` argument.

<b>EVT_SOCKET(id, func)</b>	Process a socket event, supplying the member function.
-----------------------------	--

## See also

*wxSocketBase* (p. 1162), *wxSocketClient* (p. 1180), *wxSocketServer* (p. 1184)

---

### **wxSocketEvent::wxSocketEvent**

---

**wxSocketEvent**(int *id* = 0)

Constructor.

---

### **wxSocketEvent::GetClientData**

---

**void \* GetClientData**()

Gets the client data of the socket which generated this event, as set with *wxSocketBase::SetClientData* (p. 1171).

---

### **wxSocketEvent::GetSocket**

---

**wxSocketBase \* GetSocket**() const

Returns the socket object to which this event refers to. This makes it possible to use the same event handler for different sockets.

---

### **wxSocketEvent::GetSocketEvent**

---

**wxSocketNotify GetSocketEvent**() const

Returns the socket event type.

## **wxSocketInputStream**

This class implements an input stream which reads data from a connected socket. Note that this stream is purely sequential and it does not support seeking.

### **Derived from**

*wxInputStream* (p. 790)

### **Include files**

<wx/sckstrm.h>

**See also**

*wxSocketBase* (p. 1162)

---

## **wxSocketInputStream::wxSocketInputStream**

**wxSocketInputStream(wxSocketBase& s)**

Creates a new read-only socket stream using the specified initialized socket connection.

## **wxSocketOutputStream**

This class implements an output stream which writes data from a connected socket. Note that this stream is purely sequential and it does not support seeking.

**Derived from**

*wxOutputStream* (p. 986)

**Include files**

<wx/sckstrm.h>

**See also**

*wxSocketBase* (p. 1162)

---

## **wxSocketOutputStream::wxSocketOutputStream**

**wxSocketInputStream(wxSocketBase& s)**

Creates a new write-only socket stream using the specified initialized socket connection.

## **wxSocketServer**

**Derived from**

*wxSocketBase* (p. 1162)

**Include files**

<wx/socket.h>

---

**wxSocketServer::wxSocketServer**

---

**wxSocketServer**(**wxSockAddress&** *address*, **wxSocketFlags** *flags* = *wxSOCKET\_NONE*)

Constructs a new server and tries to bind to the specified *address*. Before trying to accept new connections, test whether it succeeded with *wxSocketBase::Ok* (p. 1170).

**Parameters**

*address*

Specifies the local address for the server (e.g. port number).

*flags*

Socket flags (See *wxSocketBase::SetFlags* (p. 1172))

---

**wxSocketServer::~~wxSocketServer**

---

**~wxSocketServer**()

Destructor (it doesn't close the accepted connections).

---

**wxSocketServer::Accept**

---

**wxSocketBase \* Accept**(**bool** *wait* = *true*)

Accepts an incoming connection request, and creates a new *wxSocketBase* (p. 1162) object which represents the server-side of the connection.

If *wait* is true and there are no pending connections to be accepted, it will wait for the next incoming connection to arrive. **Warning:** This will block the GUI.

If *wait* is false, it will try to accept a pending connection if there is one, but it will always return immediately without blocking the GUI. If you want to use *Accept* in this way, you can either check for incoming connections with *WaitForAccept* (p. 1186) or catch **wxSOCKET\_CONNECTION** events, then call *Accept* once you know that there is an incoming connection waiting to be accepted.

### Return value

Returns an opened socket connection, or NULL if an error occurred or if the *wait* parameter was false and there were no pending connections.

### See also

*wxSocketServer::WaitForAccept* (p. 1186), *wxSocketBase::SetNotify* (p. 1173), *wxSocketBase::Notify* (p. 1170), *wxSocketServer::AcceptWith* (p. 1186)

---

## wxSocketServer::AcceptWith

---

**bool** *AcceptWith*(**wxSocketBase&** *socket*, **bool** *wait* = *true*)

Accept an incoming connection using the specified socket object.

### Parameters

*socket*  
Socket to be initialized

### Return value

Returns true on success, or false if an error occurred or if the *wait* parameter was false and there were no pending connections.

*wxSocketServer::WaitForAccept* (p. 1186), *wxSocketBase::SetNotify* (p. 1173), *wxSocketBase::Notify* (p. 1170), *wxSocketServer::Accept* (p. 1185)

---

## wxSocketServer::WaitForAccept

---

**bool** *WaitForAccept*(**long** *seconds* = -1, **long** *millisecond* = 0)

This function waits for an incoming connection. Use it if you want to call *Accept* (p. 1185) or *AcceptWith* (p. 1186) with *wait* set to false, to detect when an incoming connection is waiting to be accepted.

### Parameters

*seconds*  
Number of seconds to wait. If -1, it will wait for the default timeout, as set with *SetTimeout* (p. 1173).

*millisecond*  
Number of milliseconds to wait.

### Return value

Returns true if an incoming connection arrived, false if the timeout elapsed.

### See also

*wxSocketServer::Accept* (p. 1185), *wxSocketServer::AcceptWith* (p. 1186), *wxSocketBase::InterruptWait* (p. 1169)

## wxSpinButton

A `wxSpinButton` has two small up and down (or left and right) arrow buttons. It is often used next to a text control for increment and decrementing a value. Portable programs should try to use *wxSpinCtrl* (p. 1190) instead as `wxSpinButton` is not implemented for all platforms (Win32 and GTK only currently).

**NB:** the range supported by this control (and `wxSpinCtrl`) depends on the platform but is at least `-0x8000` to `0x7fff`. Under GTK and Win32 with sufficiently new version of `comctl32.dll` (at least 4.71 is required, 5.80 is recommended) the full 32 bit range is supported.

### Derived from

*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### See also

*wxSpinCtrl* (p. 1190)

### Include files

<wx/spinbutt.h>

### Window styles

<b>wxSP_HORIZONTAL</b>	Specifies a horizontal spin button (note that this style is not supported in wxGTK).
<b>wxSP_VERTICAL</b>	Specifies a vertical spin button.
<b>wxSP_ARROW_KEYS</b>	The user can use arrow keys.
<b>wxSP_WRAP</b>	The value wraps at the minimum and maximum.

See also *window styles overview* (p. 1657).

### Event handling

To process input from a spin button, use one of these event handler macros to direct input to member functions that take a *wxSpinEvent* (p. 1193) argument:

<b>EVT_SPIN(id, func)</b>	Generated whenever an arrow is pressed.
<b>EVT_SPIN_UP(id, func)</b>	Generated when left/up arrow is pressed.
<b>EVT_SPIN_DOWN(id, func)</b>	Generated when right/down arrow is pressed.

Note that if you handle both SPIN and UP or DOWN events, you will be notified about each of them twice: first the UP/DOWN event will be received and then, if it wasn't vetoed, the SPIN event will be sent. [See also](#)

*Event handling overview* (p. 1649)

---

## wxSpinButton::wxSpinButton

---

### wxSpinButton()

Default constructor.

**wxSpinButton(wxWindow\* parent, wxWindowID id, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxSP\_HORIZONTAL, const wxString& name = "spinButton")**

Constructor, creating and showing a spin button.

### Parameters

*parent*

Parent window. Must not be NULL.

*id*

Window identifier. A value of -1 indicates a default value.

*pos*

Window position. If the position (-1, -1) is specified then a default position is chosen.

*size*

Window size. If the default size (-1, -1) is specified then a default size is chosen.

*style*

Window style. See *wxSpinButton* (p. 1187).

*validator*

Window validator.

*name*

Window name.

### See also

*wxSpinButton::Create* (p. 1189), *wxValidator* (p. 1398)

---

## **wxSpinButton::~~wxSpinButton**

**void ~wxSpinButton()**

Destructor, destroys the spin button control.

---

## **wxSpinButton::Create**

**bool Create(wxWindow\* parent, wxWindowID id, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxSP\_HORIZONTAL, const wxString& name = "spinButton")**

Scrollbar creation function called by the spin button constructor. See *wxSpinButton::wxSpinButton* (p. 1188) for details.

---

## **wxSpinButton::GetMax**

**int GetMax() const**

Returns the maximum permissible value.

### See also

*wxSpinButton::SetRange* (p. 1190)

---

## **wxSpinButton::GetMin**

**int GetMin() const**

Returns the minimum permissible value.

### See also

*wxSpinButton::SetRange* (p. 1190)

---

## **wxSpinButton::GetValue**

**int GetValue() const**

Returns the current spin button value.

**See also**

*wxSpinButton::SetValue* (p. 1190)

---

### **wxSpinButton::SetRange**

---

**void SetRange(int *min*, int *max*)**

Sets the range of the spin button.

**Parameters**

*min*

The minimum value for the spin button.

*max*

The maximum value for the spin button.

**See also**

*wxSpinButton::GetMin* (p. 1189), *wxSpinButton::GetMax* (p. 1189)

---

### **wxSpinButton::SetValue**

---

**void SetValue(int *value*)**

Sets the value of the spin button.

**Parameters**

*value*

The value for the spin button.

**See also**

*wxSpinButton::GetValue* (p. 1189)

## **wxSpinCtrl**

*wxSpinCtrl* combines *wxTextCtrl* (p. 1284) and *wxSpinButton* (p. 1187) in one control.

**Derived from**

*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/spinctrl.h>

### Window styles

**wxSP\_ARROW\_KEYS**      The user can use arrow keys.  
**wxSP\_WRAP**            The value wraps at the minimum and maximum.

### Event handling

To process input from a spin button, use one of these event handler macros to direct input to member functions that take a *wxSpinEvent* (p. 1193) argument:

**EVT\_SPINCTRL(id, func)**      Generated whenever the numeric value of the spinctrl is updated

You may also use the *wxSpinButton* (p. 1187) event macros, however the corresponding events will not be generated under all platforms. Finally, if the user modifies the text in the edit part of the spin control directly, the **EVT\_TEXT** is generated, like for the *wxTextCtrl* (p. 1284).

### See also

*Event handling overview* (p. 1649), *wxSpinButton* (p. 1187), *wxControl* (p. 204)

---

## wxSpinCtrl::wxSpinCtrl

---

### wxSpinCtrl()

Default constructor.

**wxSpinCtrl(wxWindow\* parent, wxWindowID id = -1, const wxString& value = wxEmptyString, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxSP\_ARROW\_KEYS, int min = 0, int max = 100, int initial = 0, const wxString& name = \_T("wxSpinCtrl"))**

Constructor, creating and showing a spin control.

### Parameters

*parent*

Parent window. Must not be NULL.

*value*

Default value.

*id*

Window identifier. A value of -1 indicates a default value.

*pos*

Window position. If the position (-1, -1) is specified then a default position is chosen.

*size*

Window size. If the default size (-1, -1) is specified then a default size is chosen.

*style*

Window style. See *wxSpinButton* (p. 1187).

*min*

Minimal value.

*max*

Maximal value.

*initial*

Initial value.

*name*

Window name.

**See also**

*wxSpinCtrl::Create* (p. 1192)

---

**wxSpinCtrl::Create**

---

```
bool Create(wxWindow* parent, wxWindowID id = -1, const wxString& value =  
wxEmptyString, const wxPoint& pos = wxDefaultPosition, const wxSize& size =  
wxDefaultSize, long style = wxSP_ARROW_KEYS, int min = 0, int max = 100, int initial  
= 0, const wxString& name = _T("wxSpinCtrl"))
```

Creation function called by the spin control constructor.

See *wxSpinCtrl::wxSpinCtrl* (p. 1191) for details.

---

**wxSpinCtrl::SetValue**

---

**void SetValue(const wxString& text)**

**void SetValue(int value)**

Sets the value of the spin control.

---

### **wxSpinCtrl::GetValue**

---

**int GetValue() const**

Gets the value of the spin control.

---

### **wxSpinCtrl::SetRange**

---

**void SetRange(int minVal, int maxVal)**

Sets range of allowable values.

---

### **wxSpinCtrl::SetSelection**

---

**void SetSelection(long from, long to)**

Select the text in the text part of the control between positions *from* (inclusive) and *to* (exclusive). This is similar to *wxTextCtrl::SetSelection* (p. 1300).

**NB:** this is currently only implemented for Windows and generic versions of the control.

---

### **wxSpinCtrl::GetMin**

---

**int GetMin() const**

Gets minimal allowable value.

---

### **wxSpinCtrl::GetMax**

---

**int GetMax() const**

Gets maximal allowable value.

## **wxSpinEvent**

This event class is used for the events generated by *wxSpinButton* (p. 1187) and *wxSpinCtrl* (p. 1190).

### Derived from

*wxNotifyEvent* (p. 980)  
*wxCommandEvent* (p. 169)  
*wxEvent* (p. 453)  
*wxObject* (p. 982)

### Include files

<wx/spinbutt.h> or <wx/spinctrl.h>

### Event handling

To process input from a spin button, use one of these event handler macros to direct input to member functions that take a *wxSpinEvent* (p. 1193) argument:

<b>EVT_SPIN(id, func)</b>	Generated whenever an arrow is pressed.
<b>EVT_SPIN_UP(id, func)</b>	Generated when left/up arrow is pressed.
<b>EVT_SPIN_DOWN(id, func)</b>	Generated when right/down arrow is pressed.

Note that if you handle both SPIN and UP or DOWN events, you will be notified about each of them twice: first the UP/DOWN event will be received and then, if it wasn't vetoed, the SPIN event will be sent. [See also](#)

*wxSpinButton* (p. 1187) and *wxSpinCtrl* (p. 1190)

---

## wxSpinEvent::wxSpinEvent

**wxSpinEvent(wxEventType commandType = wxEVT\_NULL, int id = 0)**

The constructor is not normally used by the user code.

---

## wxSpinEvent::GetPosition

**int GetPosition() const**

Retrieve the current spin button or control value.

---

## wxSpinEvent::SetPosition

**void SetPosition(int pos)**

Set the value associated with the event.

**wxSplashScreen**

wxSplashScreen shows a window with a thin border, displaying a bitmap describing your application. Show it in application initialisation, and then either explicitly destroy it or let it time-out.

Example usage:

```
wxBitmap bitmap;
if (bitmap.LoadFile("splash16.png", wxBITMAP_TYPE_PNG))
{
    wxSplashScreen* splash = new wxSplashScreen(bitmap,
        wxSPLASH_CENTRE_ON_SCREEN|wxSPLASH_TIMEOUT,
        6000, NULL, -1, wxDefaultPosition, wxDefaultSize,
        wxSIMPLE_BORDER|wxSTAY_ON_TOP);
}
wxYield();
```

**Derived from**

*wxFrame* (p. 559)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

**Include files**

<wx/splash.h>

**wxSplashScreen::wxSplashScreen**

```
wxSplashScreen(const wxBitmap& bitmap, long splashStyle, int milliseconds,  

wxWindow* parent, wxWindowID id, const wxPoint& pos = wxDefaultPosition, const  

wxSize& size = wxDefaultSize, long style =  

wxSIMPLE_BORDER|wxFRAME_NO_TASKBAR|wxSTAY_ON_TOP)
```

Construct the splash screen passing a bitmap, a style, a timeout, a window id, optional position and size, and a window style.

*splashStyle* is a bitlist of some of the following:

- wxSPLASH\_CENTRE\_ON\_PARENT

- `wxSPLASH_CENTRE_ON_SCREEN`
- `wxSPLASH_NO_CENTRE`
- `wxSPLASH_TIMEOUT`
- `wxSPLASH_NO_TIMEOUT`

*milliseconds* is the timeout in milliseconds.

---

### **wxSplashScreen::~~wxSplashScreen**

**~wxSplashScreen()**

Destroys the splash screen.

---

### **wxSplashScreen::OnCloseWindow**

**void OnCloseWindow(wxCloseEvent& event)**

Reimplement this event handler if you want to set an application variable on window destruction, for example.

---

### **wxSplashScreen::GetSplashStyle**

**long GetSplashStyle() const**

Returns the splash style (see *wxSplashScreen::wxSplashScreen* (p. 1195) for details).

---

### **wxSplashScreen::GetSplashWindow**

**wxSplashScreenWindow\* GetSplashWindow() const**

Returns the window used to display the bitmap.

---

### **wxSplashScreen::GetTimeout**

**int GetTimeout() const**

Returns the timeout in milliseconds.

## **wxSplitterEvent**

This class represents the events generated by a splitter control. Also there is only one

event class, the data associated to the different events is not the same and so not all accessor functions may be called for each event. The documentation mentions the kind of event(s) for which the given accessor function makes sense: calling it for other types of events will result in assert failure (in debug mode) and will return meaningless results.

### Derived from

*wxNotifyEvent* (p. 980)  
*wxCommandEvent* (p. 169)  
*wxEvent* (p. 453)  
*wxObject* (p. 982)

### Include files

<wx/splitter.h>

### Event table macros

To process a splitter event, use these event handler macros to direct input to member functions that take a *wxSplitterEvent* argument.

<b>EVT_SPLITTER_SASH_POS_CHANGING(id, func)</b>	The sash position is in the process of being changed. You may prevent this change from happening by calling <i>Veto</i> (p. 982) or you may also modify the position of the tracking bar to properly reflect the position that would be set if the drag were to be completed at this point. Processes a <i>wxEVT_COMMAND_SPLITTER_SASH_POS_CHANGING</i> event.
<b>EVT_SPLITTER_SASH_POS_CHANGED(id, func)</b>	The sash position was changed. May be used to modify the sash position before it is set, or to prevent the change from taking place. Processes a <i>wxEVT_COMMAND_SPLITTER_SASH_POS_CHANGED</i> event.
<b>EVT_SPLITTER_UNSPPLIT(id, func)</b>	The splitter has been just unsplit. Processes a <i>wxEVT_COMMAND_SPLITTER_UNSPPLIT</i> event. This event can't be vetoed.
<b>EVT_SPLITTER_DCLICK(id, func)</b>	The sash was double clicked. The default behaviour is to

unsplit the window when this happens (unless the minimum pane size has been set to a value greater than zero). This won't happen if you veto this event. Processes a `wxEVT_COMMAND_SPLITTER_DOUBLECLICKED` event.

### See also

*wxSplitterWindow* (p. 1199), *Event handling overview* (p. 1649)

---

## **wxSplitterEvent::wxSplitterEvent**

**wxSplitterEvent**(`wxEventType` *eventType* = `wxEVT_NULL`,  
`wxSplitterWindow` \* *splitter* = `NULL`)

Constructor. Used internally by wxWindows only.

---

## **wxSplitterEvent::GetSashPosition**

**int GetSashPosition()** const

Returns the new sash position.

May only be called while processing `wxEVT_COMMAND_SPLITTER_SASH_POS_CHANGING` and `wxEVT_COMMAND_SPLITTER_SASH_POS_CHANGED` events.

---

## **wxSplitterEvent::GetX**

**int GetX()** const

Returns the x coordinate of the double-click point.

May only be called while processing `wxEVT_COMMAND_SPLITTER_DOUBLECLICKED` events.

---

## **wxSplitterEvent::GetY**

---

**int GetY() const**

Returns the y coordinate of the double-click point.

May only be called while processing  
wxEVT\_COMMAND\_SPLITTER\_DOUBLECLICKED events.

**wxSplitterEvent::GetWindowBeingRemoved**

---

**wxWindow\* GetWindowBeingRemoved() const**

Returns a pointer to the window being removed when a splitter window is unsplit.

May only be called while processing wxEVT\_COMMAND\_SPLITTER\_UNSPLOT events.

**wxSplitterEvent::SetSashPosition**

---

**void SetSashPosition(int pos)**

In the case of wxEVT\_COMMAND\_SPLITTER\_SASH\_POS\_CHANGED events, sets the the new sash position. In the case of wxEVT\_COMMAND\_SPLITTER\_SASH\_POS\_CHANGING events, sets the new tracking bar position so visual feedback during dragging will represent that change that will actually take place. Set to -1 from the event handler code to prevent repositioning.

May only be called while processing  
wxEVT\_COMMAND\_SPLITTER\_SASH\_POS\_CHANGING and  
wxEVT\_COMMAND\_SPLITTER\_SASH\_POS\_CHANGED events.

**Parameters**

*pos*  
New sash position.

**wxSplitterWindow**

*wxSplitterWindow overview* (p. 1690)

This class manages up to two subwindows. The current view can be split into two programmatically (perhaps from a menu command), and unsplit either programmatically or via the wxSplitterWindow user interface.

Appropriate 3D shading for the Windows 95 user interface is an option - this is also recommended for GTK. Optionally, the sash can be made to look more like the native control under MacOS X.

## Window styles

<b>wxSP_3D</b>	Draws a 3D effect border and sash.
<b>wxSP_3DSASH</b>	Draws a 3D effect sash.
<b>wxSP_3DBORDER</b>	Synonym for wxSP_BORDER.
<b>wxSP_BORDER</b>	Draws a standard border.
<b>wxSP_NOBORDER</b>	No border (default).
<b>wxSP_PERMIT_UNSPPLIT</b>	Always allow to unsplit, even with the minimum pane size other than zero.
<b>wxSP_LIVE_UPDATE</b>	Don't draw XOR line but resize the child windows immediately.

See also *window styles overview* (p. 1657).

## Derived from

*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

## Include files

<wx/splitter.h>

## Event handling

To process input from a splitter control, use the following event handler macros to direct input to member functions that take a *wxSplitterEvent* (p. 1196) argument.

<b>EVT_SPLITTER_SASH_POS_CHANGING(id, func)</b>	The sash position is in the process of being changed. May be used to modify the position of the tracking bar to properly reflect the position that would be set if the drag were to be completed at this point. Processes a wxEVT_COMMAND_SPLITTER_SASH_POS_CHANGING event.
<b>EVT_SPLITTER_SASH_POS_CHANGED(id, func)</b>	The sash position was changed. May be used to modify the sash position before it is set, or to prevent the change from taking place.

**EVT\_SPLITTER\_UNSPLOT(id, func)**

Processes a `wxEVT_COMMAND_SPLITTER_SASH_POS_CHANGED` event.

The splitter has been just unsplit. Processes a `wxEVT_COMMAND_SPLITTER_UNSPLOT` event.

**EVT\_SPLITTER\_DCLICK(id, func)**

The sash was double clicked. The default behaviour is to unsplit the window when this happens (unless the minimum pane size has been set to a value greater than zero). Processes a `wxEVT_COMMAND_SPLITTER_DOUBLECLICKED` event.

### See also

*wxSplitterEvent* (p. 1196)

---

## wxSplitterWindow::wxSplitterWindow

**wxSplitterWindow()**

Default constructor.

**wxSplitterWindow(wxWindow\* parent, wxWindowID id, const wxPoint& point = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style=wxSP\_3D, const wxString& name = "splitterWindow")**

Constructor for creating the window.

### Parameters

*parent*  
The parent of the splitter window.

*id*  
The window identifier.

*pos*  
The window position.

*size*

The window size.

*style*

The window style. See *wxSplitterWindow* (p. 1199).

*name*

The window name.

### Remarks

After using this constructor, you must create either one or two subwindows with the splitter window as parent, and then call one of *wxSplitterWindow::Initialize* (p. 1203), *wxSplitterWindow::SplitVertically* (p. 1208) and *wxSplitterWindow::SplitHorizontally* (p. 1207) in order to set the pane(s).

You can create two windows, with one hidden when not being shown; or you can create and delete the second pane on demand.

### See also

*wxSplitterWindow::Initialize* (p. 1203), *wxSplitterWindow::SplitVertically* (p. 1208), *wxSplitterWindow::SplitHorizontally* (p. 1207), *wxSplitterWindow::Create* (p. 1202)

## **wxSplitterWindow::~~wxSplitterWindow**

---

**~wxSplitterWindow()**

Destroys the *wxSplitterWindow* and its children.

## **wxSplitterWindow::Create**

---

**bool Create(wxWindow\* parent, wxWindowID id, int x, const wxPoint& point = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style=wxSP\_3D, const wxString& name = "splitterWindow")**

Creation function, for two-step construction. See *wxSplitterWindow::wxSplitterWindow* (p. 1201) for details.

## **wxSplitterWindow::GetMinimumPaneSize**

---

**int GetMinimumPaneSize() const**

Returns the current minimum pane size (defaults to zero).

### See also

*wxSplitterWindow::SetMinimumPaneSize* (p. 1206)

### **wxSplitterWindow::GetSashPosition**

---

**int GetSashPosition()**

Returns the current sash position.

**See also**

*wxSplitterWindow::SetSashPosition* (p. 1206)

### **wxSplitterWindow::GetSplitMode**

---

**int GetSplitMode() const**

Gets the split mode.

**See also**

*wxSplitterWindow::SetSplitMode* (p. 1206), *wxSplitterWindow::SplitVertically* (p. 1208), *wxSplitterWindow::SplitHorizontally* (p. 1207).

### **wxSplitterWindow::GetWindow1**

---

**wxWindow\* GetWindow1() const**

Returns the left/top or only pane.

### **wxSplitterWindow::GetWindow2**

---

**wxWindow\* GetWindow2() const**

Returns the right/bottom pane.

### **wxSplitterWindow::Initialize**

---

**void Initialize(wxWindow\* window)**

Initializes the splitter window to have one pane.

**Parameters**

*window*

The pane for the unsplit window.

**Remarks**

This should be called if you wish to initially view only a single pane in the splitter window.

**See also**

*wxSplitterWindow::SplitVertically* (p. 1208), *wxSplitterWindow::SplitHorizontally* (p. 1207)

---

**wxSplitterWindow::IsSplit**

---

**bool IsSplit() const**

Returns true if the window is split, false otherwise.

---

**wxSplitterWindow::OnDoubleClickSash**

---

**virtual void OnDoubleClickSash(int x, int y)**

Application-overrideable function called when the sash is double-clicked with the left mouse button.

**Parameters**

*x*  
The x position of the mouse cursor.

*y*  
The y position of the mouse cursor.

**Remarks**

The default implementation of this function calls *Unsplit* (p. 1208) if the minimum pane size is zero.

**See also**

*wxSplitterWindow::Unsplit* (p. 1208)

---

**wxSplitterWindow::OnUnsplit**

---

**virtual void OnUnsplit(wxWindow\* removed)**

Application-overrideable function called when the window is unsplit, either programmatically or using the *wxSplitterWindow* user interface.

**Parameters**

*removed*

The window being removed.

### Remarks

The default implementation of this function simply hides *removed*. You may wish to delete the window.

---

## wxSplitterWindow::OnSashPositionChange

---

**virtual bool OnSashPositionChange**(int *newSashPosition*)

Application-overrideable function called when the sash position is changed by user. It may return false to prevent the change or true to allow it.

### Parameters

*newSashPosition*

The new sash position (always positive or zero)

### Remarks

The default implementation of this function verifies that the sizes of both panes of the splitter are greater than minimum pane size.

---

## wxSplitterWindow::ReplaceWindow

---

**bool ReplaceWindow**(wxWindow \* *winOld*, wxWindow \* *winNew*)

This function replaces one of the windows managed by the wxSplitterWindow with another one. It is in general better to use it instead of calling `Unsplit()` and then resplitting the window back because it will provoke much less flicker (if any). It is valid to call this function whether the splitter has two windows or only one.

Both parameters should be non-NULL and *winOld* must specify one of the windows managed by the splitter. If the parameters are incorrect or the window couldn't be replaced, false is returned. Otherwise the function will return true, but please notice that it will not delete the replaced window and you may wish to do it yourself.

### See also

*wxSplitterWindow::GetMinimumPaneSize* (p. 1202)

### See also

*wxSplitterWindow::Unsplit* (p. 1208)

*wxSplitterWindow::SplitVertically* (p. 1208)

*wxSplitterWindow::SplitHorizontally* (p. 1207)

## **wxSplitterWindow::SetSashPosition**

---

**void SetSashPosition**(int *position*, const bool *redraw* = true)

Sets the sash position.

### **Parameters**

*position*

The sash position in pixels.

*redraw*

If true, resizes the panes and redraws the sash and border.

### **Remarks**

Does not currently check for an out-of-range value.

### **See also**

*wxSplitterWindow::GetSashPosition* (p. 1203)

## **wxSplitterWindow::SetMinimumPaneSize**

---

**void SetMinimumPaneSize**(int *paneSize*)

Sets the minimum pane size.

### **Parameters**

*paneSize*

Minimum pane size in pixels.

### **Remarks**

The default minimum pane size is zero, which means that either pane can be reduced to zero by dragging the sash, thus removing one of the panes. To prevent this behaviour (and veto out-of-range sash dragging), set a minimum size, for example 20 pixels. If the `wxSP_PERMIT_UNSPPLIT` style is used when a splitter window is created, the window may be unsplit even if minimum size is non-zero.

### **See also**

*wxSplitterWindow::GetMinimumPaneSize* (p. 1202)

## **wxSplitterWindow::SetSplitMode**

---

**void SetSplitMode(int mode)**

Sets the split mode.

### Parameters

*mode*

Can be wxSPLIT\_VERTICAL or wxSPLIT\_HORIZONTAL.

### Remarks

Only sets the internal variable; does not update the display.

### See also

*wxSplitterWindow::GetSplitMode* (p. 1203), *wxSplitterWindow::SplitVertically* (p. 1208), *wxSplitterWindow::SplitHorizontally* (p. 1207).

---

## wxSplitterWindow::SplitHorizontally

---

**bool SplitHorizontally(wxWindow\* window1, wxWindow\* window2, int sashPosition = 0)**

Initializes the top and bottom panes of the splitter window.

### Parameters

*window1*

The top pane.

*window2*

The bottom pane.

*sashPosition*

The initial position of the sash. If this value is positive, it specifies the size of the upper pane. If it is negative, it is absolute value gives the size of the lower pane. Finally, specify 0 (default) to choose the default position (half of the total window height).

### Return value

true if successful, false otherwise (the window was already split).

### Remarks

This should be called if you wish to initially view two panes. It can also be called at any subsequent time, but the application should check that the window is not currently split using *IsSplit* (p. 1204).

**See also**

*wxSplitterWindow::SplitVertically* (p. 1208), *wxSplitterWindow::IsSplit* (p. 1204),  
*wxSplitterWindow::Unsplit* (p. 1208)

---

**wxSplitterWindow::SplitVertically**

---

**bool SplitVertically**(*wxWindow\** window1, *wxWindow\** window2, **int** sashPosition = 0)

Initializes the left and right panes of the splitter window.

**Parameters**

*window1*

The left pane.

*window2*

The right pane.

*sashPosition*

The initial position of the sash. If this value is positive, it specifies the size of the left pane. If it is negative, it is absolute value gives the size of the right pane. Finally, specify 0 (default) to choose the default position (half of the total window width).

**Return value**

true if successful, false otherwise (the window was already split).

**Remarks**

This should be called if you wish to initially view two panes. It can also be called at any subsequent time, but the application should check that the window is not currently split using *IsSplit* (p. 1204).

**See also**

*wxSplitterWindow::SplitHorizontally* (p. 1207), *wxSplitterWindow::IsSplit* (p. 1204),  
*wxSplitterWindow::Unsplit* (p. 1208).

---

**wxSplitterWindow::Unsplit**

---

**bool Unsplit**(*wxWindow\** toRemove = NULL)

Unsplits the window.

**Parameters**

*toRemove*

The pane to remove, or NULL to remove the right or bottom pane.

### Return value

true if successful, false otherwise (the window was not split).

### Remarks

This call will not actually delete the pane being removed; it calls *OnUnsplit* (p. 1204) which can be overridden for the desired behaviour. By default, the pane being removed is hidden.

### See also

*wxSplitterWindow::SplitHorizontally* (p. 1207), *wxSplitterWindow::SplitVertically* (p. 1208), *wxSplitterWindow::IsSplit* (p. 1204), *wxSplitterWindow::OnUnsplit* (p. 1204)

## wxSplitterRenderParams

This is just a simple `struct` used as a return value of *wxRendererNative::GetSplitterParams* (p. 1096).

It doesn't have any methods and all of its fields are constant and so can be only examined but not modified.

### Include files

<wx/renderer.h>

### wxEvent::widthSash

---

**const wxCoord widthSash**

The width of the splitter sash.

### wxSplitterRenderParams::border

---

**const wxCoord border**

The width of the border drawn by the splitter inside it, may be 0.

## **wxSplitterRenderParams::isHotSensitive**

---

**const bool isHotSensitive**

`true` if the sash changes appearance when the mouse passes over it, `false` otherwise.

## **wxStaticBitmap**

A static bitmap control displays a bitmap.

### **Derived from**

*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### **Include files**

<wx/statbmp.h>

### **Window styles**

There are no special styles for this control.

See also *window styles overview* (p. 1657).

### **See also**

*wxStaticBitmap* (p. 1210), *wxStaticBox* (p. 1212)

### **Remarks**

The bitmap to be displayed should have a small number of colours, such as 16, to avoid palette problems.

## **wxStaticBitmap::wxStaticBitmap**

---

**wxStaticBitmap()**

Default constructor.

**wxStaticBitmap(wxWindow\* parent, wxWindowID id, const wxBitmap& label, const wxPoint& pos, const wxSize& size = wxDefaultSize, long style = 0, const wxString&**

*name = "staticBitmap")*

Constructor, creating and showing a text control.

### Parameters

*parent*

Parent window. Should not be NULL.

*id*

Control identifier. A value of -1 denotes a default value.

*label*

Bitmap label.

*pos*

Window position.

*size*

Window size.

*style*

Window style. See *wxStaticBitmap* (p. 1210).

*name*

Window name.

### See also

*wxStaticBitmap::Create* (p. 1211)

---

## **wxStaticBitmap::Create**

**bool Create(wxWindow\* *parent*, wxWindowID *id*, const wxBitmap& *label*, const wxPoint& *pos*, const wxSize& *size* = wxDefaultSize, long *style* = 0, const wxString& *name* = "staticBitmap")**

Creation function, for two-step construction. For details see *wxStaticBitmap::wxStaticBitmap* (p. 1210).

---

## **wxStaticBitmap::GetBitmap**

**wxBitmap& GetBitmap() const**

Returns a reference to the label bitmap.

### See also

*wxStaticBitmap::SetBitmap* (p. 1212)

## **wxStaticBitmap::SetBitmap**

---

**virtual void SetBitmap(const wxBitmap& label)**

Sets the bitmap label.

### **Parameters**

*label*

The new bitmap.

### **See also**

*wxStaticBitmap::GetBitmap* (p. 1211)

## **wxStaticBox**

A static box is a rectangle drawn around other panel items to denote a logical grouping of items.

Please note that a static box should **not** be used as the parent for the controls it contains, instead they should be siblings of each other. Although using a static box as a parent might work in some versions of wxWindows, it results in a crash under, for example, wxGTK.

### **Derived from**

*wxControl* (p. 204)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### **Include files**

<wx/statbox.h>

### **Window styles**

There are no special styles for this control.

See also *window styles overview* (p. 1657).

### **See also**

*wxStaticText* (p. 1216)

---

## **wxStaticBox::wxStaticBox**

---

### **wxStaticBox()**

Default constructor.

**wxStaticBox**(*wxWindow\** parent, *wxWindowID* id, **const wxString&** label, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = 0, **const wxString&** name = "staticBox")

Constructor, creating and showing a static box.

### **Parameters**

*parent*

Parent window. Must not be NULL.

*id*

Window identifier. A value of -1 indicates a default value.

*label*

Text to be displayed in the static box, the empty string for no label.

*pos*

Window position. If the position (-1, -1) is specified then a default position is chosen.

*size*

Checkbox size. If the size (-1, -1) is specified then a default size is chosen.

*style*

Window style. See *wxStaticBox* (p. 1212).

*name*

Window name.

### **See also**

*wxStaticBox::Create* (p. 1214)

---

## **wxStaticBox::~~wxStaticBox**

---

**void ~wxStaticBox()**

Destructor, destroying the group box.

### **wxStaticBox::Create**

---

**bool Create**(wxWindow\* *parent*, wxWindowID *id*, const wxString& *label*, const wxPoint& *pos* = wxDefaultPosition, const wxSize& *size* = wxDefaultSize, long *style* = 0, const wxString& *name* = "staticBox")

Creates the static box for two-step construction. See *wxStaticBox::wxStaticBox* (p. 1213) for further details.

### **wxStaticBoxSizer**

wxStaticBoxSizer is a sizer derived from wxBoxSizer but adds a static box around the sizer. Note that this static box has to be created separately.

#### **Derived from**

*wxBoxSizer* (p. 93)

*wxSizer* (p. 1145)

*wxObject* (p. 982)

#### **See also**

*wxSizer* (p. 1145), *wxStaticBox* (p. 1212), *wxBoxSizer* (p. 93), *Sizer overview* (p. 1666)

### **wxStaticBoxSizer::wxStaticBoxSizer**

---

**wxStaticBoxSizer**(wxStaticBox\* *box*, int *orient*)

Constructor. It takes an associated static box and the orientation *orient* as parameters - orient can be either of wxVERTICAL or wxHORIZONTAL.

### **wxStaticBoxSizer::GetStaticBox**

---

**wxStaticBox\*** GetStaticBox()

Returns the static box associated with the sizer.

### **wxStaticLine**

A static line is just a line which may be used in a dialog to separate the groups of controls. The line may be only vertical or horizontal.

### Derived from

*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/statline.h>

### Window styles

**wxLI\_HORIZONTAL**      Creates a horizontal line.  
**wxLI\_VERTICAL**        Creates a vertical line.

### See also

*wxStaticBox* (p. 1212)

---

## wxStaticLine::wxStaticLine

---

### wxStaticLine()

Default constructor.

**wxStaticLine**(*wxWindow\** parent, **wxWindowID** id, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = *wxLI\_HORIZONTAL*, **const wxString&** name = "staticLine")

Constructor, creating and showing a static line.

### Parameters

*parent*

Parent window. Must not be NULL.

*id*

Window identifier. A value of -1 indicates a default value.

*pos*

Window position. If the position (-1, -1) is specified then a default position is chosen.

*size*

Size. Note that either the height or the width (depending on whether the line is horizontal or vertical) is ignored.

*style*

Window style (either `wxLI_HORIZONTAL` or `wxLI_VERTICAL`).

*name*

Window name.

### See also

`wxStaticLine::Create` (p. 1216)

---

## **wxStaticLine::Create**

```
bool Create(wxWindow* parent, wxWindowID id, const wxPoint& pos =  
wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = 0, const  
wxString& name = "staticLine")
```

Creates the static line for two-step construction. See `wxStaticLine::wxStaticLine` (p. 1215) for further details.

---

## **wxStaticLine::IsVertical**

```
bool IsVertical() const
```

Returns true if the line is vertical, false if horizontal.

---

## **wxStaticLine::GetDefaultSize**

```
int GetDefaultSize()
```

This static function returns the size which will be given to the smaller dimension of the static line, i.e. its height for a horizontal line or its width for a vertical one.

---

## **wxStaticText**

A static text control displays one or more lines of read-only text.

### Derived from

`wxControl` (p. 204)

*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/stattext.h>

### Window styles

<b>wxALIGN_LEFT</b>	Align the text to the left
<b>wxALIGN_RIGHT</b>	Align the text to the right
<b>wxALIGN_CENTRE</b>	Center the text (horizontally)
<b>wxST_NO_AUTORESIZE</b>	By default, the control will adjust its size to exactly fit to the size of the text when <i>SetLabel</i> (p. 1218) is called. If this style flag is given, the control will not change its size (this style is especially useful with controls which also have <b>wxALIGN_RIGHT</b> or <b>CENTER</b> style because otherwise they won't make sense any longer after a call to <i>SetLabel</i> )

See also *window styles overview* (p. 1657).

### See also

*wxStaticBitmap* (p. 1210), *wxStaticBox* (p. 1212)

---

## wxStaticText::wxStaticText

---

### wxStaticText()

Default constructor.

**wxStaticText**(*wxWindow\** parent, *wxWindowID* id, **const wxString&** label, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = 0, **const wxString&** name = "staticText")

Constructor, creating and showing a text control.

### Parameters

*parent*

Parent window. Should not be NULL.

*id*

Control identifier. A value of -1 denotes a default value.

*label*

Text label.

*pos*  
Window position.

*size*  
Window size.

*style*  
Window style. See *wxStaticText* (p. 1216).

*name*  
Window name.

### See also

*wxStaticText::Create* (p. 1218)

---

## wxStaticText::Create

**bool Create(wxWindow\* parent, wxWindowID id, const wxString& label, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = 0, const wxString& name = "staticText")**

Creation function, for two-step construction. For details see *wxStaticText::wxStaticText* (p. 1217).

---

## wxStaticText::GetLabel

**wxString GetLabel() const**

Returns the contents of the control.

---

## wxStaticText::SetLabel

**virtual void SetLabel(const wxString& label)**

Sets the static text label and updates the controls size to exactly fit the label unless the control has `wxST_NO_AUTORESIZE` flag.

### Parameters

*label*  
The new label to set. It may contain newline characters.

## wxStatusBar

A status bar is a narrow window that can be placed along the bottom of a frame to give small amounts of status information. It can contain one or more fields, one or more of which can be variable length according to the size of the window.

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Derived from

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Include files

<wx/statusbr.h>

### Window styles

**wxST\_SIZEGRIP**                      On Windows 95, displays a gripper at right-hand side of the status bar.

See also *window styles overview* (p. 1657).

### Remarks

It is possible to create controls and other windows on the status bar. Position these windows from an **OnSize** event handler.

### See also

*wxFrame* (p. 559), *Status bar sample* (p. 1610)

---

## wxStatusBar::wxStatusBar

**wxStatusBar()**

Default constructor.

**wxStatusBar**(*wxWindow\** parent, *wxWindowID* id, *long* style = *wxST\_SIZEGRIP*, *const wxString&* name = "statusBar")

Constructor, creating the window.

### Parameters

*parent*

The window parent, usually a frame.

*id*

The window identifier. It may take a value of -1 to indicate a default value.

*style*

The window style. See *wxStatusBar* (p. 1219).

*name*

The name of the window. This parameter is used to associate a name with the item, allowing the application user to set Motif resource values for individual windows.

### See also

*wxStatusBar::Create* (p. 1220)

---

## **wxStatusBar::~~wxStatusBar**

**void ~wxStatusBar()**

Destructor.

---

## **wxStatusBar::Create**

**bool Create(wxWindow\* parent, wxWindowID id, long style = wxST\_SIZEGRIP, const wxString& name = "statusBar")**

Creates the window, for two-step construction.

See *wxStatusBar::wxStatusBar* (p. 1219) for details.

---

## **wxStatusBar::GetFieldRect**

**virtual bool GetFieldRect(int i, wxRect& rect) const**

Returns the size and position of a field's internal bounding rectangle.

### Parameters

*i*

The field in question.

*rect*

The rectangle values are placed in this variable.

### Return value

true if the field index is valid, false otherwise.

### See also

*wxRect* (p. 1075)

**wxPerl note:** In wxPerl this function returns a `Wx::Rect` if the field index is valid, `undef` otherwise.

---

## wxStatusBar::GetFieldsCount

---

**int GetFieldsCount() const**

Returns the number of fields in the status bar.

---

## wxStatusBar::GetStatusText

---

**virtual wxString GetStatusText(int *ir = 0*) const**

Returns the string associated with a status bar field.

### Parameters

*i*

The number of the status field to retrieve, starting from zero.

### Return value

The status field string if the field is valid, otherwise the empty string.

### See also

*wxStatusBar::SetStatusText* (p. 1222)

---

## wxStatusBar::PopStatusText

---

**void PopStatusText(int *field = 0*)**

Sets the field text to the top of the stack, and pops the stack of saved strings.

### See also

*wxStatusBar::PushStatusText* (p. 1222)

### **wxStatusBar::PushStatusText**

---

**void PushStatusText**(const wxString& *string*, int *field* = 0)

Saves the current field text in a per field stack, and sets the field text to the string passed as argument.

### **wxStatusBar::SetFieldsCount**

---

**virtual void SetFieldsCount**(int *number* = 1, int\* *widths* = NULL)

Sets the number of fields, and optionally the field widths.

**wxPython note:** Only the first parameter is accepted. Use `SetStatusWidths` to set the widths of the fields.

**wxPerl note:** In wxPerl this function accepts only the `n` parameter. Use `SetStatusWidths` to set the field widths.

#### **Parameters**

*number*

The number of fields.

*widths*

An array of *n* integers interpreted in the same way as in `SetStatusWidths` (p. 1223)

### **wxStatusBar::SetMinHeight**

---

**void SetMinHeight**(int *height*)

Sets the minimal possible height for the status bar. The real height may be bigger than the height specified here depending on the size of the font used by the status bar.

### **wxStatusBar::SetStatusText**

---

**virtual void SetStatusText**(const wxString& *text*, int *i* = 0)

Sets the text for one field.

#### **Parameters**

*text*

The text to be set. Use an empty string ("") to clear the field.

*i*

The field to set, starting from zero.

### See also

*wxStatusBar::GetStatusText* (p. 1221), *wxFrame::SetStatusText* (p. 570)

---

## wxStatusBar::SetStatusWidths

---

**virtual void SetStatusWidths**(int *n*, int \**widths*)

Sets the widths of the fields in the status line. There are two types of fields: fixed widths one and variable width fields. For the fixed width fields you should specify their (constant) width in pixels. For the variable width fields, specify a negative number which indicates how should the field expand: the space left for all variable width fields is divided between them according to the absolute value of this number. A variable width field with width of -2 gets twice as much of it as a field with width -1 and so on.

For example, to create one fixed width field of width 50 in the right part of the status bar and two more fields which get 66% and 33% of the remaining space correspondingly, you should use an array containing -2, -1 and 100.

### Parameters

*n*

The number of fields in the status bar. Must be equal to the number passed to *SetFieldsCount* (p. 1222) the last time it was called.

*widths*

Contains an array of *n* integers, each of which is either an absolute status field width in pixels if positive or indicates a variable width field if negative

### Remarks

The widths of the variable fields are calculated from the total width of all fields, minus the sum of widths of the non-variable fields, divided by the number of variable fields.

### See also

*wxStatusBar::SetFieldsCount* (p. 1222), *wxFrame::SetStatusWidths* (p. 570)

**wxPython note:** Only a single parameter is required, a Python list of integers.

**wxPerl note:** In wxPerl this method takes as parameters the field widths.

## wxStopWatch

The `wxStopWatch` class allow you to measure time intervals. For example, you may use it to measure the time elapsed by some function:

```
wxStopWatch sw;  
CallLongRunningFunction();  
wxLogMessage("The long running function took %ldms to execute",  
             sw.Time());  
sw.Pause();  
... stopwatch is stopped now ...  
sw.Resume();  
CallLongRunningFunction();  
wxLogMessage("And calling it twice took $ldms in all", sw.Time());
```

### Include files

<wx/timer.h>

### See also

::*wxStartTimer* (p. 1574), ::*wxGetElapsedTime* (p. 1572), *wxTimer* (p. 1333)

---

## wxStopWatch::wxStopWatch

### wxStopWatch()

Constructor. This starts the stop watch.

---

## wxStopWatch::Pause

### void Pause()

Pauses the stop watch. Call *wxStopWatch::Resume* (p. 1224) to resume time measuring again.

If this method is called several times, `Resume()` must be called the same number of times to really resume the stop watch. You may, however, call *Start* (p. 1224) to resume it unconditionally.

---

## wxStopWatch::Resume

### void Resume()

Resumes the stop watch which had been paused with *wxStopWatch::Pause* (p. 1224).

---

## wxStopWatch::Start

**void Start(long milliseconds = 0)**

(Re)starts the stop watch with a given initial value.

---

### **wxStopWatch::Time**

---

**long Time() const**

Returns the time in milliseconds since the start (or restart) or the last call of *wxStopWatch::Pause* (p. 1224).

## **wxStreamBase**

This class is the base class of most stream related classes in wxWindows. It must not be used directly.

### **Derived from**

None

### **Include files**

<wx/stream.h>

### **See also**

*wxStreamBuffer* (p. 1227)

---

### **wxStreamBase::wxStreamBase**

---

**wxStreamBase()**

Creates a dummy stream object. It doesn't do anything.

---

### **wxStreamBase::~~wxStreamBase**

---

**~wxStreamBase()**

Destructor.

## **wxStreamBase::IsOk**

---

**wxStreamError IsOk() const**

Returns true if no error occurred on the stream.

[See also](#)

*LastError* (p. 1226)

## **wxStreamBase::LastError**

---

**wxStreamError LastError() const**

This function returns the last error.

**wxSTREAM\_NO\_ERROR** No error occurred.

**wxSTREAM\_EOF** An End-Of-File occurred.

**wxSTREAM\_WRITE\_ERROR** A generic error occurred on the last write call.

**wxSTREAM\_READ\_ERROR** A generic error occurred on the last read call.

## **wxStreamBase::OnSysRead**

---

**size\_t OnSysRead(void\* *buffer*, size\_t *bufsize*)**

Internal function. It is called when the stream wants to read data of the specified size. It should return the size that was actually read.

## **wxStreamBase::OnSysSeek**

---

**off\_t OnSysSeek(off\_t *pos*, wxSeekMode *mode*)**

Internal function. It is called when the stream needs to change the current position.

## **wxStreamBase::OnSysTell**

---

**off\_t OnSysTell() const**

Internal function. Is is called when the stream needs to know the real position.

## **wxStreamBase::OnSysWrite**

---

**size\_t OnSysWrite(void \**buffer*, size\_t *bufsize*)**

See *OnSysRead* (p. 1226).

## **wxStreamBase::GetSize**

---

**size\_t** GetSize() const

This function returns the size of the stream. For example, for a file it is the size of the file.

### **Warning**

There are streams which do not have size by definition, such as socket streams. In that cases, GetSize returns 0 so you should always test its return value.

## **wxStreamBuffer**

### **Derived from**

None

### **Include files**

<wx/stream.h>

### **See also**

*wxStreamBase* (p. 1225)

## **wxStreamBuffer::wxStreamBuffer**

---

**wxStreamBuffer**(**wxStreamBase&** *stream*, **BufMode** *mode*)

Constructor, creates a new stream buffer using *stream* as a parent stream and *mode* as the IO mode. *mode* can be: `wxStreamBuffer::read`, `wxStreamBuffer::write`, `wxStreamBuffer::read_write`.

One stream can have many stream buffers but only one is used internally to pass IO call (e.g. `wxInputStream::Read()` -> `wxStreamBuffer::Read()`), but you can call directly `wxStreamBuffer::Read` without any problems. Note that all errors and messages linked to the stream are stored in the stream, not the stream buffers:

```
streambuffer.Read(...);
streambuffer2.Read(...); /* This call erases previous error messages
set by
```

```
``streambuffer'' */
```

### **wxStreamBuffer(BufMode mode)**

Constructor, creates a new empty stream buffer which won't flush any data to a stream. *mode* specifies the type of the buffer (read, write, read\_write). This stream buffer has the advantage to be stream independent and to work only on memory buffers but it is still compatible with the rest of the wxStream classes. You can write, read to this special stream and it will grow (if it is allowed by the user) its internal buffer. Briefly, it has all functionality of a "normal" stream.

### **Warning**

The "read\_write" mode may not work: it isn't completely finished.

### **wxStreamBuffer(const wxStreamBuffer&buffer)**

Constructor. It initializes the stream buffer with the data of the specified stream buffer. The new stream buffer has the same attributes, size, position and they share the same buffer. This will cause problems if the stream to which the stream buffer belong is destroyed and the newly cloned stream buffer continues to be used, trying to call functions in the (destroyed) stream. It is advised to use this feature only in very local area of the program.

### **See also**

*wxStreamBuffer::SetBufferIO* (p. 1230)

---

## **wxStreamBuffer::~~wxStreamBuffer**

### **wxStreamBuffer(~wxStreamBuffer)**

Destructor. It finalizes all IO calls and frees all internal buffers if necessary.

---

## **wxStreamBuffer::Read**

### **size\_t Read(void \*buffer, size\_t size)**

Reads a block of the specified *size* and stores the data in *buffer*. This function tries to read from the buffer first and if more data has been requested, reads more data from the associated stream and updates the buffer accordingly until all requested data is read.

### **Return value**

It returns the size of the data read. If the returned size is different of the specified *size*, an error has occurred and should be tested using *LastError* (p. 1226).

### **size\_t Read(wxStreamBuffer \*buffer)**

Reads a *buffer*. The function returns when *buffer* is full or when there isn't data anymore in the current buffer.

**See also**

*wxStreamBuffer::Write* (p. 1229)

---

### **wxStreamBuffer::Write**

---

**size\_t** Write(const void \**buffer*, size\_t *size*)

Writes a block of the specified *size* using data of *buffer*. The data are cached in a buffer before being sent in one block to the stream.

**size\_t** Write(wxStreamBuffer \**buffer*)

See *Read* (p. 1228).

---

### **wxStreamBuffer::GetChar**

---

**char** GetChar()

Gets a single char from the stream buffer. It acts like the *Read* call.

**Problem**

You aren't directly notified if an error occurred during the IO call.

**See also**

*wxStreamBuffer::Read* (p. 1228)

---

### **wxStreamBuffer::PutChar**

---

**void** PutChar(char *c*)

Puts a single char to the stream buffer.

**Problem**

You aren't directly notified if an error occurred during the IO call.

**See also**

*wxStreamBuffer::Read* (p. 1229)

## **wxStreamBuffer::Tell**

---

**off\_t Tell() const**

Gets the current position in the stream. This position is calculated from the *real* position in the stream and from the internal buffer position: so it gives you the position in the *real* stream counted from the start of the stream.

### **Return value**

Returns the current position in the stream if possible, `wxInvalidOffset` in the other case.

## **wxStreamBuffer::Seek**

---

**off\_t Seek(off\_t pos, wxSeekMode mode)**

Changes the current position.

*mode* may be one of the following:

<b>wxFromStart</b>	The position is counted from the start of the stream.
<b>wxFromCurrent</b>	The position is counted from the current position of the stream.
<b>wxFromEnd</b>	The position is counted from the end of the stream.

### **Return value**

Upon successful completion, it returns the new offset as measured in bytes from the beginning of the stream. Otherwise, it returns `wxInvalidOffset`.

## **wxStreamBuffer::ResetBuffer**

---

**void ResetBuffer()**

Resets to the initial state variables concerning the buffer.

## **wxStreamBuffer::SetBufferIO**

---

**void SetBufferIO(char\* buffer\_start, char\* buffer\_end)**

Specifies which pointers to use for stream buffering. You need to pass a pointer on the start of the buffer end and another on the end. The object will use this buffer to cache stream data. It may be used also as a source/destination buffer when you create an empty stream buffer (See `wxStreamBuffer::wxStreamBuffer` (p. 1227)).

### **Remarks**

When you use this function, you will have to destroy the IO buffers yourself after the stream buffer is destroyed or don't use it anymore. In the case you use it with an empty buffer, the stream buffer will not resize it when it is full.

### See also

*wxStreamBuffer* constructor (p. 1227)

*wxStreamBuffer::Fixed* (p. 1232)

*wxStreamBuffer::Flushable* (p. 1232)

### **void SetBufferIO(size\_t bufsize)**

Destroys or invalidates the previous IO buffer and allocates a new one of the specified size.

### Warning

All previous pointers aren't valid anymore.

### Remark

The created IO buffer is growable by the object.

### See also

*wxStreamBuffer::Fixed* (p. 1232)

*wxStreamBuffer::Flushable* (p. 1232)

---

## **wxStreamBuffer::GetBufferStart**

**char \* GetBufferStart() const**

Returns a pointer on the start of the stream buffer.

---

## **wxStreamBuffer::GetBufferEnd**

**char \* GetBufferEnd() const**

Returns a pointer on the end of the stream buffer.

---

## **wxStreamBuffer::GetBufferPos**

**char \* GetBufferPos() const**

Returns a pointer on the current position of the stream buffer.

### **wxStreamBuffer::GetIntPosition**

---

**off\_t GetIntPosition() const**

Returns the current position (counted in bytes) in the stream buffer.

### **wxStreamBuffer::SetIntPosition**

---

**void SetIntPosition()**

Sets the current position (in bytes) in the stream buffer.

#### **Warning**

Since it is a very low-level function, there is no check on the position: specify an invalid position can induce unexpected results.

### **wxStreamBuffer::GetLastAccess**

---

**size\_t GetLastAccess() const**

Returns the amount of bytes read during the last IO call to the parent stream.

### **wxStreamBuffer::Fixed**

---

**void Fixed(bool *fixed*)**

Toggles the fixed flag. Usually this flag is toggled at the same time as *flushable*. This flag allows (when it has the false value) or forbids (when it has the true value) the stream buffer to resize dynamically the IO buffer.

#### **See also**

*wxStreamBuffer::SetBufferIO* (p. 1230)

### **wxStreamBuffer::Flushable**

---

**void Flushable(bool *flushable*)**

Toggles the flushable flag. If *flushable* is disabled, no data are sent to the parent stream.

### **wxStreamBuffer::FlushBuffer**

---

**bool FlushBuffer()**

Flushes the IO buffer.

**wxStreamBuffer::FillBuffer**

---

**bool FillBuffer()**

Fill the IO buffer.

**wxStreamBuffer::GetDataLeft**

---

**size\_t GetDataLeft()**

Returns the amount of available data in the buffer.

**wxStreamBuffer::Stream**

---

**wxStreamBase\* Stream()**

Returns the parent stream of the stream buffer.

**wxStreamToTextRedirector**

This class can be used to (temporarily) redirect all output sent to a C++ ostream object to a *wxTextCtrl* (p. 1284) instead.

**NB:** Some compilers and/or build configurations don't support multiply inheriting *wxTextCtrl* (p. 1284) from `std::streambuf` in which case this class is not compiled in. You also must have `wxUSE_STD_Iostream` option on (i.e. set to 1) in your `setup.h` to be able to use it. Under Unix, specify `--enable-std_iostreams` switch when running `configure` for this.

Example of usage:

```
using namespace std;

wxTextCtrl *text = new wxTextCtrl(...);

{
    wxStreamToTextRedirector redirect(text);

    // this goes to the text control
    cout << "Hello, text!" << endl;
}

// this goes soemwhere else, presumably to stdout
```

```
cout << "Hello, console!" << endl;
```

### Derived from

No base class

### Include files

<wx/textctrl.h>

### See also

*wxTextCtrl* (p. 1284)

---

## wxStreamToTextRedirector::wxStreamToTextRedirector

**wxStreamToTextRedirector**(wxTextCtrl \*text, ostream \*ostr = NULL)

The constructor starts redirecting output sent to *ostr* or *cout* for the default parameter value to the text control *text*.

### Parameters

*text*

The text control to append output too, must be non NULL

*ostr*

The C++ stream to redirect, *cout* is used if it is NULL

---

## wxStreamToTextRedirector::~~wxStreamToTextRedirector

**~wxStreamToTextRedirector**()

When a *wxStreamToTextRedirector* object is destroyed, the redirection is ended and any output sent to the C++ ostream which had been specified at the time of the object construction will go to its original destination.

## wxString

*wxString* is a class representing a character string. Please see the *wxString overview* (p. 1616) for more information about it. As explained there, *wxString* implements about 90% of methods of the `std::string` class (iterators are not supported, nor all methods which use them). These standard functions are not documented in this manual so please see

the STL documentation. The behaviour of all these functions is identical to the behaviour described there.

You may notice that `wxString` sometimes has many functions which do the same thing like, for example, `Length()` (p. 1249), `Len()` (p. 1249) and `length()` which all return the string length. In all cases of such duplication the `std::string-compatible` method (`length()` in this case, always the lowercase version) should be used as it will ensure smoother transition to `std::string` when `wxWindows` starts using it instead of `wxString`.

### Derived from

None

### Include files

<wx/string.h>

### Predefined objects

Objects:

**wxEmptyString**

### See also

*Overview* (p. 1616)

---

## Constructors and assignment operators

---

A string may be constructed either from a C string, (some number of copies of) a single character or a wide (UNICODE) string. For all constructors (except the default which creates an empty string) there is also a corresponding assignment operator.

`wxString` (p. 1242)  
`operator =` (p. 1255)  
`~wxString` (p. 1242)

---

## String length

---

These functions return the string length and check whether the string is empty or empty it.

`Len` (p. 1249)  
`IsEmpty` (p. 1247)  
`operator!` (p. 1254)

*Empty* (p. 1245)

*Clear* (p. 1244)

## Character access

---

Many functions in this section take a character index in the string. As with C strings and/or arrays, the indices start from 0, so the first character of a string is `string[0]`. Attempt to access a character beyond the end of the string (which may be even 0 if the string is empty) will provoke an assert failure in *debug build* (p. 1641), but no checks are done in release builds.

This section also contains both implicit and explicit conversions to C style strings. Although implicit conversion is quite convenient, it is advised to use explicit `c_str()` (p. 1244) method for the sake of clarity. Also see *overview* (p. 1618) for the cases where it is necessary to use it.

*GetChar* (p. 1246)

*GetWritableChar* (p. 1246)

*SetChar* (p. 1251)

*Last* (p. 1248)

*operator []* (p. 1255)

*c\_str* (p. 1244)

*operator const char\** (p. 1256)

## Concatenation

---

Anything may be concatenated (appended to) with a string. However, you can't append something to a C string (including literal constants), so to do this it should be converted to a `wxString` first.

*operator <<* (p. 1256)

*operator +=* (p. 1255)

*operator +* (p. 1255)

*Append* (p. 1243)

*Prepend* (p. 1250)

## Comparison

---

The default comparison function *Cmp* (p. 1244) is case-sensitive and so is the default version of *IsSameAs* (p. 1248). For case insensitive comparisons you should use *CmpNoCase* (p. 1244) or give a second parameter to *IsSameAs*. This last function is may be more convenient if only equality of the strings matters because it returns a boolean true value if the strings are the same and not 0 (which is usually false in C) as *Cmp()* does.

*Matches* (p. 1250) is a poor man's regular expression matcher: it only understands `**` and `?` metacharacters in the sense of DOS command line interpreter.

*StartsWith* (p. 1252) is helpful when parsing a line of text which should start with some predefined prefix and is more efficient than doing direct string comparison as you would also have to precalculate the length of the prefix then.

*Cmp* (p. 1244)  
*CmpNoCase* (p. 1244)  
*IsSameAs* (p. 1248)  
*Matches* (p. 1250)  
*StartsWith* (p. 1252)

## **Substring extraction**

---

These functions allow to extract substring from this string. All of them don't modify the original string and return a new string containing the extracted substring.

*Mid* (p. 1250)  
*operator()* (p. 1256)  
*Left* (p. 1249)  
*Right* (p. 1251)  
*BeforeFirst* (p. 1243)  
*BeforeLast* (p. 1244)  
*AfterFirst* (p. 1243)  
*AfterLast* (p. 1243)  
*StartsWith* (p. 1252)

## **Case conversion**

---

The *MakeXXX()* variants modify the string in place, while the other functions return a new string which contains the original text converted to the upper or lower case and leave the original string unchanged.

*MakeUpper* (p. 1250)  
*Upper* (p. 1254)  
*MakeLower* (p. 1249)  
*Lower* (p. 1249)

## **Searching and replacing**

---

These functions replace the standard *strchr()* and *strstr()* functions.

*Find* (p. 1245)  
*Replace* (p. 1251)

## **Conversion to numbers**

---

The string provides functions for conversion to signed and unsigned integer and floating point numbers. All three functions take a pointer to the variable to put the numeric value in and return true if the **entire** string could be converted to a number.

*ToLong* (p. 1253)

*ToULong* (p. 1253)

*ToDouble* (p. 1252)

## Writing values into the string

---

Both formatted versions (*Printf* (p. 1250)) and stream-like insertion operators exist (for basic types only). Additionally, the *Format* (p. 1246) function allows to use simply append formatted value to a string:

```
// the following 2 snippets are equivalent

wxString s = "...";
s += wxString::Format("%d", n);

wxString s;
s.Printf("...%d", n);
```

*Format* (p. 1246)

*FormatV* (p. 1246)

*Printf* (p. 1250)

*PrintfV* (p. 1251)

*operator <<* (p. 1256)

## Memory management

---

These are "advanced" functions and they will be needed quite rarely. *Alloc* (p. 1242) and *Shrink* (p. 1252) are only interesting for optimization purposes. *GetWriteBuf* (p. 1247) may be very useful when working with some external API which requires the caller to provide a writable buffer, but extreme care should be taken when using it: before performing any other operation on the string *UngetWriteBuf* (p. 1254) **must** be called!

*Alloc* (p. 1242)

*Shrink* (p. 1252)

*GetWriteBuf* (p. 1247)

*UngetWriteBuf* (p. 1254)

## Miscellaneous

---

Other string functions.

*Trim* (p. 1254)

*Pad* (p. 1250)

*Truncate* (p. 1254)

---

## wxWindows 1.xx compatibility functions

---

These functions are deprecated, please consider using new wxWindows 2.0 functions instead of them (or, even better, `std::string` compatible variants).

*SubString* (p. 1252)  
*sprintf* (p. 1252)  
*CompareTo* (p. 1245)  
*Length* (p. 1249)  
*Freq* (p. 1246)  
*LowerCase* (p. 1249)  
*UpperCase* (p. 1254)  
*Strip* (p. 1252)  
*Index* (p. 1247)  
*Remove* (p. 1251)  
*First* (p. 1245)  
*Last* (p. 1248)  
*Contains* (p. 1245)  
*IsNull* (p. 1248)  
*IsAscii* (p. 1247)  
*IsNumber* (p. 1248)  
*IsWord* (p. 1248)

---

## std::string compatibility functions

---

The supported functions are only listed here, please see any STL reference for their documentation.

```

    // take nLen chars starting at nPos
    wxString(const wxString& str, size_t nPos, size_t nLen);
    // take all characters from pStart to pEnd (poor man's iterators)
    wxString(const void *pStart, const void *pEnd);

    // lib.string.capacity
    // return the length of the string
    size_t size() const;
    // return the length of the string
    size_t length() const;
    // return the maximum size of the string
    size_t max_size() const;
    // resize the string, filling the space with c if c != 0
    void resize(size_t nSize, char ch = '\0');
    // delete the contents of the string
    void clear();
    // returns true if the string is empty
    bool empty() const;

    // lib.string.access
    // return the character at position n
    char at(size_t n) const;
    // returns the writable character at position n
    char& at(size_t n);

    // lib.string.modifiers
  
```

---

```

    // append a string
wxString& append(const wxString& str);
    // append elements str[pos], ..., str[pos+n]
wxString& append(const wxString& str, size_t pos, size_t n);
    // append first n (or all if n == npos) characters of sz
wxString& append(const char *sz, size_t n = npos);

    // append n copies of ch
wxString& append(size_t n, char ch);

    // same as `this_string = str'
wxString& assign(const wxString& str);
    // same as ` = str[pos..pos + n]
wxString& assign(const wxString& str, size_t pos, size_t n);
    // same as ` = first n (or all if n == npos) characters of sz'
wxString& assign(const char *sz, size_t n = npos);
    // same as ` = n copies of ch'
wxString& assign(size_t n, char ch);

    // insert another string
wxString& insert(size_t nPos, const wxString& str);
    // insert n chars of str starting at nStart (in str)
wxString& insert(size_t nPos, const wxString& str, size_t nStart,
size_t n);

    // insert first n (or all if n == npos) characters of sz
wxString& insert(size_t nPos, const char *sz, size_t n = npos);
    // insert n copies of ch
wxString& insert(size_t nPos, size_t n, char ch);

    // delete characters from nStart to nStart + nLen
wxString& erase(size_t nStart = 0, size_t nLen = npos);

    // replaces the substring of length nLen starting at nStart
wxString& replace(size_t nStart, size_t nLen, const char* sz);
    // replaces the substring with nCount copies of ch
wxString& replace(size_t nStart, size_t nLen, size_t nCount, char ch);
    // replaces a substring with another substring
wxString& replace(size_t nStart, size_t nLen,
    const wxString& str, size_t nStart2, size_t nLen2);
    // replaces the substring with first nCount chars of sz
wxString& replace(size_t nStart, size_t nLen,
    const char* sz, size_t nCount);

    // swap two strings
void swap(wxString& str);

    // All find() functions take the nStart argument which specifies the
    // position to start the search on, the default value is 0. All
functions
    // return npos if there were no match.

    // find a substring
size_t find(const wxString& str, size_t nStart = 0) const;

    // find first n characters of sz
size_t find(const char* sz, size_t nStart = 0, size_t n = npos) const;

    // find the first occurrence of character ch after nStart
size_t find(char ch, size_t nStart = 0) const;

    // rfind() family is exactly like find() but works right to left

    // as find, but from the end

```

---

---

```

size_t rfind(const wxString& str, size_t nStart = npos) const;

    // as find, but from the end
size_t rfind(const char* sz, size_t nStart = npos,
             size_t n = npos) const;
    // as find, but from the end
size_t rfind(char ch, size_t nStart = npos) const;

    // find first/last occurrence of any character in the set

    //
size_t find_first_of(const wxString& str, size_t nStart = 0) const;
    //
size_t find_first_of(const char* sz, size_t nStart = 0) const;
    // same as find(char, size_t)
size_t find_first_of(char c, size_t nStart = 0) const;
    //
size_t find_last_of (const wxString& str, size_t nStart = npos) const;
    //
size_t find_last_of (const char* s, size_t nStart = npos) const;
    // same as rfind(char, size_t)
size_t find_last_of (char c, size_t nStart = npos) const;

    // find first/last occurrence of any character not in the set

    //
size_t find_first_not_of(const wxString& str, size_t nStart = 0)
const;
    //
size_t find_first_not_of(const char* s, size_t nStart = 0) const;
    //
size_t find_first_not_of(char ch, size_t nStart = 0) const;
    //
size_t find_last_not_of(const wxString& str, size_t nStart=npos)
const;
    //
size_t find_last_not_of(const char* s, size_t nStart = npos) const;
    //
size_t find_last_not_of(char ch, size_t nStart = npos) const;

    // All compare functions return a negative, zero or positive value
    // if the [sub]string is less, equal or greater than the compare()
argument.

    // just like strcmp()
int compare(const wxString& str) const;
    // comparison with a substring
int compare(size_t nStart, size_t nLen, const wxString& str) const;
    // comparison of 2 substrings
int compare(size_t nStart, size_t nLen,
            const wxString& str, size_t nStart2, size_t nLen2) const;
    // just like strcmp()
int compare(const char* sz) const;
    // substring comparison with first nCount characters of sz
int compare(size_t nStart, size_t nLen,
            const char* sz, size_t nCount = npos) const;

    // substring extraction
wxString substr(size_t nStart = 0, size_t nLen = npos) const;

```

---

**wxString::wxString**

---

**wxString()**

Default constructor.

**wxString(const wxString& x)**

Copy constructor.

**wxString(char ch, size\_t n = 1)**Constructs a string of *n* copies of character *ch*.**wxString(const char\* psz, size\_t nLength = wxSTRING\_MAXLEN)**Takes first *nLength* characters from the C string *psz*. The default value of `wxSTRING_MAXLEN` means to take all the string.

Note that this constructor may be used even if *psz* points to a buffer with binary data (i.e. containing `NUL` characters) as long as you provide the correct value for *nLength*. However, the default form of it works only with strings without intermediate `NUL`s because it uses `strlen()` to calculate the effective length and it would not give correct results otherwise.

**wxString(const unsigned char\* psz, size\_t nLength = wxSTRING\_MAXLEN)**For compilers using unsigned char: takes first *nLength* characters from the C string *psz*. The default value of `wxSTRING_MAXLEN` means take all the string.**wxString(const wchar\_t\* psz)**

Constructs a string from the wide (UNICODE) string.

---

**wxString::~~wxString**

---

**~wxString()**String destructor. Note that this is not virtual, so `wxString` must not be inherited from.

---

**wxString::Alloc**

---

**void Alloc(size\_t nLen)**Preallocate enough space for `wxString` to store *nLen* characters. This function may be used to increase speed when the string is constructed by repeated concatenation as in

```
// delete all vowels from the string
wxString DeleteAllVowels(const wxString& original)
```

```

{
    wxString result;
    size_t len = original.length();
    result.Alloc(len);

    for ( size_t n = 0; n < len; n++ )
    {
        if ( strchr("aeuio", tolower(original[n])) == NULL )
            result += original[n];
    }

    return result;
}

```

because it will avoid the need of reallocating string memory many times (in case of long strings). Note that it does not set the maximal length of a string - it will still expand if more than *nLen* characters are stored in it. Also, it does not truncate the existing string (use *Truncate()* (p. 1254) for this) even if its current length is greater than *nLen*

---

### **wxString::Append**

**wxString& Append(const char\* psz)**

Concatenates *psz* to this string, returning a reference to it.

**wxString& Append(char ch, int count = 1)**

Concatenates character *ch* to this string, *count* times, returning a reference to it.

---

### **wxString::AfterFirst**

**wxString AfterFirst(char ch) const**

Gets all the characters after the first occurrence of *ch*. Returns the empty string if *ch* is not found.

---

### **wxString::AfterLast**

**wxString AfterLast(char ch) const**

Gets all the characters after the last occurrence of *ch*. Returns the whole string if *ch* is not found.

---

### **wxString::BeforeFirst**

**wxString BeforeFirst(char ch) const**

Gets all characters before the first occurrence of *ch*. Returns the whole string if *ch* is not found.

---

**wxString::BeforeLast**

---

**wxString BeforeLast(char *ch*) const**

Gets all characters before the last occurrence of *ch*. Returns the empty string if *ch* is not found.

---

**wxString::c\_str**

---

**const char \* c\_str() const**

Returns a pointer to the string data.

---

**wxString::Clear**

---

**void Clear()**

Empties the string and frees memory occupied by it.

See also: *Empty* (p. 1245)

---

**wxString::Cmp**

---

**int Cmp(const char\* *psz*) const**

Case-sensitive comparison.

Returns a positive value if the string is greater than the argument, zero if it is equal to it or a negative value if it is less than the argument (same semantics as the standard *strcmp()* function).

See also *CmpNoCase* (p. 1244), *IsSameAs* (p. 1248).

---

**wxString::CmpNoCase**

---

**int CmpNoCase(const char\* *psz*) const**

Case-insensitive comparison.

Returns a positive value if the string is greater than the argument, zero if it is equal to it or a negative value if it is less than the argument (same semantics as the standard

*strcmp()* function).

See also *Cmp* (p. 1244), *IsSameAs* (p. 1248).

---

### **wxString::CompareTo**

---

```
#define NO_POS ((int)(-1)) // undefined position
enum caseCompare {exact, ignoreCase};
```

**int CompareTo(const char\* psz, caseCompare cmp = exact) const**

Case-sensitive comparison. Returns 0 if equal, 1 if greater or -1 if less.

---

### **wxString::Contains**

---

**bool Contains(const wxString& str) const**

Returns 1 if target appears anywhere in wxString; else 0.

---

### **wxString::Empty**

---

**void Empty()**

Makes the string empty, but doesn't free memory occupied by the string.

See also: *Clear()* (p. 1244).

---

### **wxString::Find**

---

**int Find(char ch, bool fromEnd = false) const**

Searches for the given character. Returns the starting index, or -1 if not found.

**int Find(const char\* sz) const**

Searches for the given string. Returns the starting index, or -1 if not found.

---

### **wxString::First**

---

**int First(char c)**

**int First(const char\* psz) const**

**int First(const wxString& str) const**

Same as *Find* (p. 1245).

---

### **wxString::Format**

---

**static wxString Format(const wxChar \*format, ...)**

This static function returns the string containing the result of calling *Printf* (p. 1250) with the passed parameters on it.

**See also**

*FormatV* (p. 1246), *Printf* (p. 1250)

---

### **wxString::FormatV**

---

**static wxString Format(const wxChar \*format, va\_list argptr)**

This static function returns the string containing the result of calling *PrintfV* (p. 1251) with the passed parameters on it.

**See also**

*Format* (p. 1246), *PrintfV* (p. 1251)

---

### **wxString::Freq**

---

**int Freq(char ch) const**

Returns the number of occurrences of *ch* in the string.

---

### **wxString::GetChar**

---

**char GetChar(size\_t n) const**

Returns the character at position *n* (read-only).

---

### **wxString::GetData**

---

**const char\* GetData() const**

wxWindows compatibility conversion. Returns a constant pointer to the data in the string.

---

### **wxString::GetWritableChar**

---

**char& GetWritableChar(size\_t n)**

Returns a reference to the character at position *n*.

### **wxString::GetWriteBuf**

---

**wxChar\* GetWriteBuf(size\_t len)**

Returns a writable buffer of at least *len* bytes. It returns a pointer to a new memory block, and the existing data will not be copied.

Call *wxString::UngetWriteBuf* (p. 1254) as soon as possible to put the string back into a reasonable state.

### **wxString::Index**

---

**size\_t Index(char ch) const**

**size\_t Index(const char\* sz) const**

Same as *wxString::Find* (p. 1245).

**size\_t Index(const char\* sz, bool caseSensitive = true, bool fromEnd = false) const**

Search the element in the array, starting from either side.

If *fromEnd* is true, reverse search direction.

If **caseSensitive**, comparison is case sensitive (the default).

Returns the index of the first item matched, or `wxNOT_FOUND`.

### **wxString::IsAscii**

---

**bool IsAscii() const**

Returns true if the string contains only ASCII characters.

### **wxString::IsEmpty**

---

**bool IsEmpty() const**

Returns true if the string is empty.

**wxString::IsNull**

---

**bool IsNull() const**

Returns true if the string is empty (same as *IsEmpty* (p. 1247)).

**wxString::IsNumber**

---

**bool IsNumber() const**

Returns true if the string is an integer (with possible sign).

**wxString::IsSameAs**

---

**bool IsSameAs(const char\* psz, bool caseSensitive = true) const**

Test for string equality, case-sensitive (default) or not.

caseSensitive is true by default (case matters).

Returns true if strings are equal, false otherwise.

See also *Cmp* (p. 1244), *CmpNoCase* (p. 1244), *IsSameAs* (p. 1248)

**wxString::IsSameAs**

---

**bool IsSameAs(char c, bool caseSensitive = true) const**

Test whether the string is equal to the single character *c*. The test is case-sensitive if *caseSensitive* is true (default) or not if it is false.

Returns true if the string is equal to the character, false otherwise.

See also *Cmp* (p. 1244), *CmpNoCase* (p. 1244), *IsSameAs* (p. 1248)

**wxString::IsWord**

---

**bool IsWord() const**

Returns true if the string is a word. TODO: what's the definition of a word?

**wxString::Last**

---

**char Last() const**

Returns the last character.

**char& Last()**

Returns a reference to the last character (writable).

---

### **wxString::Left**

---

**wxString Left(size\_t count) const**

Returns the first *count* characters of the string.

---

### **wxString::Len**

---

**size\_t Len() const**

Returns the length of the string.

---

### **wxString::Length**

---

**size\_t Length() const**

Returns the length of the string (same as Len).

---

### **wxString::Lower**

---

**wxString Lower() const**

Returns this string converted to the lower case.

---

### **wxString::LowerCase**

---

**void LowerCase()**

Same as MakeLower.

---

### **wxString::MakeLower**

---

**wxString& MakeLower()**

Converts all characters to lower case and returns the result.

### **wxString::MakeUpper**

---

**wxString& MakeUpper()**

Converts all characters to upper case and returns the result.

### **wxString::Matches**

---

**bool Matches(const char\* szMask) const**

Returns true if the string contents matches a mask containing '\*' and '?'.

### **wxString::Mid**

---

**wxString Mid(size\_t first, size\_t count = wxSTRING\_MAXLEN) const**

Returns a substring starting at *first*, with length *count*, or the rest of the string if *count* is the default value.

### **wxString::Pad**

---

**wxString& Pad(size\_t count, char pad = ' ', bool fromRight = true)**

Adds *count* copies of *pad* to the beginning, or to the end of the string (the default).

Removes spaces from the left or from the right (default).

### **wxString::Prepend**

---

**wxString& Prepend(const wxString& str)**

Prepends *str* to this string, returning a reference to this string.

### **wxString::Printf**

---

**int Printf(const char\* pszFormat, ...)**

Similar to the standard function *sprintf()*. Returns the number of characters written, or an integer less than zero on error.

**NB:** This function will use a safe version of *vsprintf()* (usually called *vsnprintf()*) whenever available to always allocate the buffer of correct size. Unfortunately, this function is not available on all platforms and the dangerous *vsprintf()* will be used then

which may lead to buffer overflows.

---

### **wxString::PrintfV**

---

**int PrintfV(const char\* pszFormat, va\_list argPtr)**

Similar to `vprintf`. Returns the number of characters written, or an integer less than zero on error.

---

### **wxString::Remove**

---

**wxString& Remove(size\_t pos)**

Same as `Truncate`. Removes the portion from `pos` to the end of the string.

**wxString& Remove(size\_t pos, size\_t len)**

Removes the `len` characters from the string, starting at `pos`.

---

### **wxString::RemoveLast**

---

**wxString& RemoveLast()**

Removes the last character.

---

### **wxString::Replace**

---

**size\_t Replace(const char\* szOld, const char\* szNew, bool replaceAll = true)**

Replace first (or all) occurrences of substring with another one.

*replaceAll*: global replace (default), or only the first occurrence.

Returns the number of replacements made.

---

### **wxString::Right**

---

**wxString Right(size\_t count) const**

Returns the last `count` characters.

---

### **wxString::SetChar**

---

**void SetChar(size\_t n, char ch)**

Sets the character at position *n*.

---

### **wxString::Shrink**

**void Shrink()**

Minimizes the string's memory. This can be useful after a call to *Alloc()* (p. 1242) if too much memory were preallocated.

---

### **wxString::sprintf**

**void sprintf(const char\* fmt)**

The same as *Printf*.

---

### **wxString::StartsWith**

**bool StartsWith(const wxChar \*prefix, wxString \*rest = NULL) const**

This function can be used to test if the string starts with the specified *prefix*. If it does, the function will return `true` and put the rest of the string (i.e. after the prefix) into *rest* string if it is not `NULL`. Otherwise, the function returns `false` and doesn't modify the *rest*.

---

### **wxString::Strip**

```
enum stripType {leading = 0x1, trailing = 0x2, both = 0x3};
```

**wxString Strip(stripType s = trailing) const**

Strip characters at the front and/or end. The same as *Trim* except that it doesn't change this string.

---

### **wxString::SubString**

**wxString SubString(size\_t from, size\_t to) const**

Deprecated, use *Mid* (p. 1250) instead (but note that parameters have different meaning).

Returns the part of the string between the indices *from* and *to* inclusive.

---

### **wxString::ToDouble**

---

**bool ToDouble(double \*val) const**

Attempts to convert the string to a floating point number. Returns `true` on success (the number is stored in the location pointed to by *val*) or `false` if the string does not represent such number.

**See also**

`wxString::ToLong` (p. 1253),  
`wxString::ToULong` (p. 1253)

---

**wxString::ToLong**

---

**bool ToLong(long \*val, int base = 10) const**

Attempts to convert the string to a signed integer in base *base*. Returns `true` on success in which case the number is stored in the location pointed to by *val* or `false` if the string does not represent a valid number in the given base.

The value of *base* must be comprised between 2 and 36, inclusive, or be a special value 0 which means that the usual rules of C numbers are applied: if the number starts with `0x` it is considered to be in base16, if it starts with `0 -` in base 8 and in base 10 otherwise. Note that you may not want to specify the base 0 if you are parsing the numbers which may have leading zeroes as they can yield unexpected (to the user not familiar with C) results.

**See also**

`wxString::ToDouble` (p. 1252),  
`wxString::ToULong` (p. 1253)

---

**wxString::ToULong**

---

**bool ToULong(unsigned long \*val, int base = 10) const**

Attempts to convert the string to a unsigned integer in base *base*. Returns `true` on success in which case the number is stored in the location pointed to by *val* or `false` if the string does not represent a valid number in the given base.

See `wxString::ToLong` (p. 1253) for the more detailed description of the *base* parameter.

**See also**

`wxString::ToDouble` (p. 1252),  
`wxString::ToLong` (p. 1253)

**wxString::Trim**

---

**wxString& Trim**(bool *fromRight* = true)

Removes spaces from the left or from the right (default).

**wxString::Truncate**

---

**wxString& Truncate**(size\_t *len*)

Truncate the string to the given length.

**wxString::UngetWriteBuf**

---

**void UngetWriteBuf**()**void UngetWriteBuf**(size\_t *len*)Puts the string back into a reasonable state (in which it can be used normally), after *wxString::GetWriteBuf* (p. 1247) was called.

The version of the function without the *len* parameter will calculate the new string length itself assuming that the string is terminated by the first `NUL` character in it while the second one will use the specified length and thus is the only version which should be used with the strings with embedded `NUL`s (it is also slightly more efficient as `strlen()` doesn't have to be called).

**wxString::Upper**

---

**wxString Upper**() const

Returns this string converted to upper case.

**wxString::UpperCase**

---

**void UpperCase**()The same as `MakeUpper`.**wxString::operator!**

---

**bool operator!**() constEmpty string is false, so `!string` will only return true if the string is empty. This allows the

tests for NULLness of a *const char \** pointer and emptiness of the string to look the same in the code and makes it easier to port old code to `wxString`.

See also *IsEmpty()* (p. 1247).

---

### `wxString::operator =`

---

`wxString& operator =(const wxString& str)`

`wxString& operator =(const char* psz)`

`wxString& operator =(char c)`

`wxString& operator =(const unsigned char* psz)`

`wxString& operator =(const wchar_t* pwz)`

Assignment: the effect of each operation is the same as for the corresponding constructor (see *wxString constructors* (p. 1242)).

---

### `wxString::operator +`

---

Concatenation: all these operators return a new string equal to the sum of the operands.

`wxString operator +(const wxString& x, const wxString& y)`

`wxString operator +(const wxString& x, const char* y)`

`wxString operator +(const wxString& x, char y)`

`wxString operator +(const char* x, const wxString& y)`

---

### `wxString::operator +=`

---

`void operator +=(const wxString& str)`

`void operator +=(const char* psz)`

`void operator +=(char c)`

Concatenation in place: the argument is appended to the string.

---

### `wxString::operator []`

---

`char& operator [] (size_t i)`

**char operator [](size\_t i)**

**char operator [](int i)**

Element extraction.

---

### **wxString::operator ()**

---

**wxString operator ()(size\_t start, size\_t len)**

Same as Mid (substring extraction).

---

### **wxString::operator <<**

---

**wxString& operator <<(const wxString& str)**

**wxString& operator <<(const char\* psz)**

**wxString& operator <<(char ch)**

Same as +=.

**wxString& operator <<(int i)**

**wxString& operator <<(float f)**

**wxString& operator <<(double d)**

These functions work as C++ stream insertion operators: they insert the given value into the string. Precision or format cannot be set using them, you can use *Printf* (p. 1250) for this.

---

### **wxString::operator >>**

---

**friend istream& operator >>(istream& is, wxString& str)**

Extraction from a stream.

---

### **wxString::operator const char\***

---

**operator const char\*() const**

Implicit conversion to a C string.

---

## **Comparison operators**

---

**bool operator ==(const wxString& x, const wxString& y)**

**bool operator ==(const wxString& x, const char\* t)**

**bool operator !=(const wxString& x, const wxString& y)**

**bool operator !=(const wxString& x, const char\* t)**

**bool operator >(const wxString& x, const wxString& y)**

**bool operator >(const wxString& x, const char\* t)**

**bool operator >=(const wxString& x, const wxString& y)**

**bool operator >=(const wxString& x, const char\* t)**

**bool operator <(const wxString& x, const wxString& y)**

**bool operator <(const wxString& x, const char\* t)**

**bool operator <=(const wxString& x, const wxString& y)**

**bool operator <=(const wxString& x, const char\* t)**

### Remarks

These comparisons are case-sensitive.

## wxStringBuffer

This tiny class allows to conveniently access the *wxString* (p. 1234) internal buffer as a writable pointer without any risk to forget to restore the string to the usable state later.

For example, assuming you have a low-level OS function called `GetMeaningOfLifeAsString(char *)` returning the value in the provided buffer (which must be writable, of course) you might call it like this:

```
wxString theAnswer;
GetMeaningOfLifeAsString(wxStringBuffer(theAnswer, 1024));
if ( theAnswer != "42" )
{
    wxLogError("Something is very wrong!");
}
```

### Derived from

None

**Include files**

<wx/string.h>

---

**wxStringBuffer::wxStringBuffer**

---

**wxStringBuffer(const wxString& str, size\_t len)**

Constructs a writable string buffer object associated with the given string and containing enough space for at least *len* characters. Basically, this is equivalent to calling *GetWriteBuf* (p. 1247) and saving the result.

---

**wxStringBuffer::~~wxStringBuffer**

---

**~wxStringBuffer()**

Restores the string passed to the constructor to the usable state by calling *UngetWriteBuf* (p. 1254) on it.

---

**wxStringBuffer::operator wxChar \***

---

**wxChar \* operator wxChar \*() const**

Returns the writable pointer to a buffer of the size at least equal to the length specified in the constructor.

**wxStringClientData**

Predefined client data class for holding a string.

**Derived from**

*wxClientData* (p. 136)

**Include files**

<clntdata.h>

**Data structures**

## **wxStringClientData::wxStringClientData**

---

**wxStringClientData()**

Empty constructor.

**wxStringClientData(const wxString& data)**

Create client data with string.

## **wxStringClientData::GetData**

---

**const wxString& GetData() const**

Get string client data.

## **wxStringClientData::SetData**

---

**void SetData(const wxString& data)**

Set string client data.

## **wxStringList**

**NB:** This class is obsolete, please don't use it any longer. You can use either *wxArrayString* (p. 56) or a *type safe* (p. 814) list class instead.

A string list is a list which is assumed to contain strings. Memory is allocated when strings are added to the list, and deallocated by the destructor or by the **Delete** member.

### **Derived from**

*wxList* (p. 814)

*wxObject* (p. 982)

### **Include files**

<wx/list.h>

### **See also**

*wxString* (p. 1234), *wxList* (p. 814)

**wxStringList::wxStringList**

---

**wxStringList()**

Constructor.

**void wxStringList(char\* first, ...)**

Constructor, taking NULL-terminated string argument list. wxStringList allocates memory for the strings.

**wxStringList::~~wxStringList**

---

**~wxStringList()**

Deletes string list, deallocating strings.

**wxStringList::Add**

---

**wxNode \* Add(const wxString& s)**

Adds string to list, allocating memory.

**wxStringList::Clear**

---

**void Clear()**

Clears all strings from the list.

**wxStringList::Delete**

---

**void Delete(const wxString& s)**

Searches for string and deletes from list, deallocating memory.

**wxStringList::ListToArray**

---

**char\* ListToArray(bool new\_copies = false)**Converts the list to an array of strings, only allocating new memory if **new\_copies** is true.

## wxStringList::Member

---

**bool Member(const wxString& s)**

Returns true if **s** is a member of the list (tested using **strcmp**).

## wxStringList::Sort

---

**void Sort()**

Sorts the strings in ascending alphabetical order. Note that all nodes (but not strings) get deallocated and new ones allocated.

## wxStringTokenizer

wxStringTokenizer helps you to break a string up into a number of tokens. It replaces the standard C function `strtok()` and also extends it in a number of ways.

To use this class, you should create a wxStringTokenizer object, give it the string to tokenize and also the delimiters which separate tokens in the string (by default, white space characters will be used).

Then *GetNextToken* (p. 1263) may be called repeatedly until it *HasMoreTokens* (p. 1262) returns false.

For example:

```
wxStringTokenizer tkz(wxT("first:second:third:fourth"), wxT(":"));
while ( tkz.HasMoreTokens() )
{
    wxString token = tkz.GetNextToken();

    // process token here
}
```

By default, wxStringTokenizer will behave in the same way as `strtok()` if the delimiters string only contains white space characters but, unlike the standard function, it will return empty tokens if this is not the case. This is helpful for parsing strictly formatted data where the number of fields is fixed but some of them may be empty (i.e. TAB or comma delimited text files).

The behaviour is governed by the last *constructor* (p. 1262)/*SetString* (p. 1263) parameter `mode` which may be one of the following:

wxTOKEN_DEFAULT	Default behaviour (as described above): same as wxTOKEN_STRTok if the delimiter string contains only
-----------------	--

<code>wxTOKEN_RET_EMPTY</code>	whitespaces, same as <code>wxTOKEN_RET_EMPTY</code> otherwise In this mode, the empty tokens in the middle of the string will be returned, i.e. "a : b : " will be tokenized in three tokens 'a', " and 'b'.
<code>wxTOKEN_RET_EMPTY_ALL</code>	In this mode, empty trailing token (after the last delimiter character) will be returned as well. The string as above will contain four tokens: the already mentioned ones and another empty one as the last one.
<code>wxTOKEN_RET_DELIMS</code>	In this mode, the delimiter character after the end of the current token (there may be none if this is the last token) is returned appended to the token. Otherwise, it is the same mode as <code>wxTOKEN_RET_EMPTY</code> .
<code>wxTOKEN_STRTOK</code>	In this mode the class behaves exactly like the standard <code>strtok()</code> function. The empty tokens are never returned.

**Derived from***wxObject* (p. 982)**Include files**

&lt;wx/tokenzr.h&gt;

**wxStringTokenizer::wxStringTokenizer**

---

**wxStringTokenizer()**Default constructor. You must call *SetString* (p. 1263) before calling any other methods.**wxStringTokenizer(const wxString& str, const wxString& delims = "\t\r\n", wxStringTokenizerMode mode = wxTOKEN\_DEFAULT)**

Constructor. Pass the string to tokenize, a string containing delimiters and the mode specifying how the string should be tokenized.

**wxStringTokenizer::CountTokens**

---

**int CountTokens() const**

Returns the number of tokens in the input string.

**wxStringTokenizer::HasMoreTokens**

---

**bool HasMoreTokens() const**

Returns true if the tokenizer has further tokens, false if none are left.

### **wxStringTokenizer::GetNextToken**

---

**wxString GetNextToken()**

Returns the next token or empty string if the end of string was reached.

### **wxStringTokenizer::GetPosition**

---

**size\_t GetPosition() const**

Returns the current position (i.e. one index after the last returned token or 0 if GetNextToken() has never been called) in the original string.

### **wxStringTokenizer::GetString**

---

**wxString GetString() const**

Returns the part of the starting string without all token already extracted.

### **wxStringTokenizer::SetString**

---

**void SetString(const wxString& *to\_tokenize*, const wxString& *delims* = " \\t\\r\\n", wxStringTokenizerMode *mode* = wxTOKEN\_DEFAULT)**

Initializes the tokenizer.

Pass the string to tokenize, a string containing delimiters, and the mode specifying how the string should be tokenized.

## **wxSysColourChangedEvent**

This class is used for system colour change events, which are generated when the user changes the colour settings using the control panel. This is only appropriate under Windows.

### **Derived from**

*wxEvent* (p. 453)

*wxObject* (p. 982)

### Include files

<wx/event.h>

### Event table macros

To process a system colour changed event, use this event handler macro to direct input to a member function that takes a `wxSysColourChanged` argument.

**EVT\_SYS\_COLOUR\_CHANGED(func)** Process a `wxEVT_SYS_COLOUR_CHANGED` event.

### Remarks

The default event handler for this event propagates the event to child windows, since Windows only sends the events to top-level windows. If intercepting this event for a top-level window, remember to call the base class handler, or to pass the event on to the window's children explicitly.

### See also

*Event handling overview* (p. 1649)

---

## **wxSysColourChangedEvent::wxSysColourChanged**

**wxSysColourChanged()**

Constructor.

## **wxSystemOptions**

`wxSystemOptions` stores option/value pairs that `wxWindows` itself or applications can use to alter behaviour at run-time. It can be used to optimize behaviour that doesn't deserve a distinct API, but is still important to be able to configure.

These options are currently recognised by `wxWindows`:

<b>Option</b>	<b>Value</b>
no-maskblt	1 to never use WIN32's MaskBlit function, 0 to allow it to be used where possible. Default: 0.
	In some circumstances the MaskBlit function

can be slower than using the fallback code, especially if using DC cacheing. By default, MaskBlt will be used where it is implemented by the operating system and driver.

The compile-time option to include or exclude this functionality is `wxUSE_SYSTEM_OPTIONS`.

### Derived from

*wxObject* (p. 982)

### Include files

<wx/sysopt.h>

---

## wxSystemOptions::wxSystemOptions

---

### wxSystemOptions()

Default constructor. You don't need to create an instance of `wxSystemOptions` since all of its functions are static.

---

## wxSystemOptions::GetOption

---

### wxString GetOption(const wxString& name) const

Gets an option. The function is case-insensitive to *name*.

### See also

*wxSystemOptions::SetOption* (p. 1266), *wxSystemOptions::GetOptionInt* (p. 1265), *wxSystemOptions::HasOption* (p. 1266)

---

## wxSystemOptions::GetOptionInt

---

### int GetOptionInt(const wxString& name) const

Gets an option as an integer. The function is case-insensitive to *name*.

### See also

*wxSystemOptions::SetOption* (p. 1266), *wxSystemOptions::GetOption* (p. 1265), *wxSystemOptions::HasOption* (p. 1266)

## **wxSystemOptions::HasOption**

---

**bool HasOption(const wxString& name) const**

Returns true if the given option is present. The function is case-insensitive to *name*.

### **See also**

*wxSystemOptions::SetOption* (p. 1266), *wxSystemOptions::GetOption* (p. 1265),  
*wxSystemOptions::GetOptionInt* (p. 1265)

## **wxSystemOptions::SetOption**

---

**void SetOption(const wxString& name, const wxString& value)**

**void SetOption(const wxString& name, int value)**

Sets an option. The function is case-insensitive to *name*.

### **See also**

*wxSystemOptions::GetOption* (p. 1265), *wxSystemOptions::GetOptionInt* (p. 1265),  
*wxSystemOptions::HasOption* (p. 1266)

## **wxSystemSettings**

*wxSystemSettings* allows the application to ask for details about the system. This can include settings such as standard colours, fonts, and user interface element sizes.

### **Derived from**

*wxObject* (p. 982)

### **Include files**

<wx/settings.h>

### **See also**

*wxFont* (p. 538), *wxColour* (p. 154)

---

**wxSystemSettings::wxSystemSettings**


---

**wxSystemSettings()**

Default constructor. You don't need to create an instance of `wxSystemSettings` since all of its functions are static.

---

**wxSystemSettings::GetColour**


---

**static wxColour GetColour(wxSystemColour *index*)**

Returns a system colour.

*index* can be one of:

<b>wxSYS_COLOUR_SCROLLBAR</b>	The scrollbar grey area.
<b>wxSYS_COLOUR_BACKGROUND</b>	The desktop colour.
<b>wxSYS_COLOUR_ACTIVECAPTION</b>	Active window caption.
<b>wxSYS_COLOUR_INACTIVECAPTION</b>	Inactive window caption.
<b>wxSYS_COLOUR_MENU</b>	Menu background.
<b>wxSYS_COLOUR_WINDOW</b>	Window background.
<b>wxSYS_COLOUR_WINDOWFRAME</b>	Window frame.
<b>wxSYS_COLOUR_MENUTEXT</b>	Menu text.
<b>wxSYS_COLOUR_WINDOWTEXT</b>	Text in windows.
<b>wxSYS_COLOUR_CAPTIONTEXT</b>	Text in caption, size box and scrollbar arrow box.
<b>wxSYS_COLOUR_ACTIVEBORDER</b>	Active window border.
<b>wxSYS_COLOUR_INACTIVEBORDER</b>	Inactive window border.
<b>wxSYS_COLOUR_APPWORKSPACE</b>	Background colour MDI applications.
<b>wxSYS_COLOUR_HIGHLIGHT</b>	Item(s) selected in a control.
<b>wxSYS_COLOUR_HIGHLIGHTTEXT</b>	Text of item(s) selected in a control.
<b>wxSYS_COLOUR_BTNFACE</b>	Face shading on push buttons.
<b>wxSYS_COLOUR_BTNSHADOW</b>	Edge shading on push buttons.
<b>wxSYS_COLOUR_GRAYTEXT</b>	Greyed (disabled) text.
<b>wxSYS_COLOUR_BTNTEXT</b>	Text on push buttons.
<b>wxSYS_COLOUR_INACTIVECAPTIONTEXT</b>	Colour of text in active captions.
<b>wxSYS_COLOUR_BTNHIGHLIGHT</b>	Highlight colour for buttons (same as <code>wxSYS_COLOUR_3DHILIGHT</code> ).
<b>wxSYS_COLOUR_3DDKSHADOW</b>	Dark shadow for three-dimensional display elements.
<b>wxSYS_COLOUR_3DLIGHT</b>	Light colour for three-dimensional display elements.
<b>wxSYS_COLOUR_INFOTEXT</b>	Text colour for tooltip controls.
<b>wxSYS_COLOUR_INFOBK</b>	Background colour for tooltip controls.
<b>wxSYS_COLOUR_DESKTOP</b>	Same as <code>wxSYS_COLOUR_BACKGROUND</code> .
<b>wxSYS_COLOUR_3DFACE</b>	Same as <code>wxSYS_COLOUR_BTNFACE</code> .
<b>wxSYS_COLOUR_3DSHADOW</b>	Same as <code>wxSYS_COLOUR_BTNSHADOW</code> .
<b>wxSYS_COLOUR_3DHIGHLIGHT</b>	Same as <code>wxSYS_COLOUR_BTNHIGHLIGHT</code> .
<b>wxSYS_COLOUR_3DHILIGHT</b>	Same as <code>wxSYS_COLOUR_BTNHIGHLIGHT</code> .

**wxSYS\_COLOUR\_BTNHILIGHT** Same as **wxSYS\_COLOUR\_BTNHIGHLIGHT**.

**wxPython note:** This static method is implemented in Python as a standalone function named `wxSystemSettings_GetColour`

---

## wxSystemSettings::GetFont

---

**static wxFont GetFont(wxSystemFont *index*)**

Returns a system font.

*index* can be one of:

<b>wxSYS_OEM_FIXED_FONT</b>	Original equipment manufacturer dependent fixed-pitch font.
<b>wxSYS_ANSI_FIXED_FONT</b>	Windows fixed-pitch font.
<b>wxSYS_ANSI_VAR_FONT</b>	Windows variable-pitch (proportional) font.
<b>wxSYS_SYSTEM_FONT</b>	System font.
<b>wxSYS_DEVICE_DEFAULT_FONT</b>	Device-dependent font (Windows NT only).
<b>wxSYS_DEFAULT_GUI_FONT</b>	Default font for user interface objects such as menus and dialog boxes. Not available in versions of Windows earlier than Windows 95 or Windows NT 4.0.

**wxPython note:** This static method is implemented in Python as a standalone function named `wxSystemSettings_GetFont`

---

## wxSystemSettings::GetMetric

---

**static int GetMetric(wxSystemMetric *index*)**

Returns a system metric.

*index* can be one of:

<b>wxSYS_MOUSE_BUTTONS</b>	Number of buttons on mouse, or zero if no mouse was installed.
<b>wxSYS_BORDER_X</b>	Width of single border.
<b>wxSYS_BORDER_Y</b>	Height of single border.
<b>wxSYS_CURSOR_X</b>	Width of cursor.
<b>wxSYS_CURSOR_Y</b>	Height of cursor.
<b>wxSYS_DCLICK_X</b>	Width in pixels of rectangle within which two successive mouse clicks must fall to generate a double-click.
<b>wxSYS_DCLICK_Y</b>	Height in pixels of rectangle within which two successive mouse clicks must fall to generate a

<b>wxSYS_DRAG_X</b>	double-click. Width in pixels of a rectangle centered on a drag point to allow for limited movement of the mouse pointer before a drag operation begins.
<b>wxSYS_DRAG_Y</b>	Height in pixels of a rectangle centered on a drag point to allow for limited movement of the mouse pointer before a drag operation begins.
<b>wxSYS_EDGE_X</b>	Width of a 3D border, in pixels.
<b>wxSYS_EDGE_Y</b>	Height of a 3D border, in pixels.
<b>wxSYS_HSCROLL_ARROW_X</b>	Width of arrow bitmap on horizontal scrollbar.
<b>wxSYS_HSCROLL_ARROW_Y</b>	Height of arrow bitmap on horizontal scrollbar.
<b>wxSYS_HTHUMB_X</b>	Width of horizontal scrollbar thumb.
<b>wxSYS_ICON_X</b>	The default width of an icon.
<b>wxSYS_ICON_Y</b>	The default height of an icon.
<b>wxSYS_ICONSPACING_X</b>	Width of a grid cell for items in large icon view, in pixels. Each item fits into a rectangle of this size when arranged.
<b>wxSYS_ICONSPACING_Y</b>	Height of a grid cell for items in large icon view, in pixels. Each item fits into a rectangle of this size when arranged.
<b>wxSYS_WINDOWMIN_X</b>	Minimum width of a window.
<b>wxSYS_WINDOWMIN_Y</b>	Minimum height of a window.
<b>wxSYS_SCREEN_X</b>	Width of the screen in pixels.
<b>wxSYS_SCREEN_Y</b>	Height of the screen in pixels.
<b>wxSYS_FRAMESIZE_X</b>	Width of the window frame for a wxTHICK_FRAME window.
<b>wxSYS_FRAMESIZE_Y</b>	Height of the window frame for a wxTHICK_FRAME window.
<b>wxSYS_SMALLICON_X</b>	Recommended width of a small icon (in window captions, and small icon view).
<b>wxSYS_SMALLICON_Y</b>	Recommended height of a small icon (in window captions, and small icon view).
<b>wxSYS_HSCROLL_Y</b>	Height of horizontal scrollbar in pixels.
<b>wxSYS_VSCROLL_X</b>	Width of vertical scrollbar in pixels.
<b>wxSYS_VSCROLL_ARROW_X</b>	Width of arrow bitmap on a vertical scrollbar.
<b>wxSYS_VSCROLL_ARROW_Y</b>	Height of arrow bitmap on a vertical scrollbar.
<b>wxSYS_VTHUMB_Y</b>	Height of vertical scrollbar thumb.
<b>wxSYS_CAPTION_Y</b>	Height of normal caption area.
<b>wxSYS_MENU_Y</b>	Height of single-line menu bar.
<b>wxSYS_NETWORK_PRESENT</b>	1 if there is a network present, 0 otherwise.
<b>wxSYS_PENWINDOWS_PRESENT</b>	1 if PenWindows is installed, 0 otherwise.
<b>wxSYS_SHOW_SOUNDS</b>	Non-zero if the user requires an application to present information visually in situations where it would otherwise present the information only in audible form; zero otherwise.
<b>wxSYS_SWAP_BUTTONS</b>	Non-zero if the meanings of the left and right mouse buttons are swapped; zero otherwise.

**wxPython note:** This static method is implemented in Python as a standalone function named `wxSystemSettings_GetMetric`

## wxTabCtrl

This class represents a tab control, which manages multiple tabs.

### Derived from

*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/tabctrl.h>

### See also

*wxTabEvent* (p. 1275), *wxImageList* (p. 781), *wxNotebook* (p. 970)

---

## wxTabCtrl::wxTabCtrl

---

### wxTabCtrl()

Default constructor.

**wxTabCtrl**(*wxWindow\** parent, **wxWindowID** id, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size, **long** style = 0, **const wxString&** name = "tabCtrl")

Constructs a tab control.

### Parameters

*parent*

The parent window. Must be non-NULL.

*id*

The window identifier.

*pos*

The window position.

*size*

The window size.

*style*

The window style. Its value is a bit list of zero or more of **wxTC\_MULTILINE**, **wxTC\_RIGHTJUSTIFY**, **wxTC\_FIXEDWIDTH** and **wxTC\_OWNERDRAW**.

---

### **wxTabCtrl::~~wxTabCtrl**

---

**~wxTabCtrl()**

Destroys the wxTabCtrl object.

---

### **wxTabCtrl::Create**

---

**bool Create(wxWindow\* parent, wxWindowID id, const wxPoint& pos = wxDefaultPosition, const wxSize& size, long style = 0, const wxString& name = "tabCtrl")**

Creates a tab control. See *wxTabCtrl::wxTabCtrl* (p. 1270) for a description of the parameters.

---

### **wxTabCtrl::DeleteAllItems**

---

**bool DeleteAllItems()**

Deletes all tab items.

---

### **wxTabCtrl::DeleteItem**

---

**bool DeleteItem(int item)**

Deletes the specified tab item.

---

### **wxTabCtrl::GetCurFocus**

---

**int GetCurFocus() const**

Returns the index for the tab with the focus, or -1 if none has the focus.

---

### **wxTabCtrl::GetImageList**

---

**wxImageList\* GetImageList() const**

Returns the associated image list.

**See also**

*wxImageList* (p. 781), *wxTabCtrl::SetImageList* (p. 1274)

---

**wxTabCtrl::GetItemCount**

---

**int GetItemCount() const**

Returns the number of tabs in the tab control.

---

**wxTabCtrl::GetItemData**

---

**void\* GetItemData() const**

Returns the client data for the given tab.

---

**wxTabCtrl::GetItemImage**

---

**int GetItemImage() const**

Returns the image index for the given tab.

---

**wxTabCtrl::GetItemRect**

---

**bool GetItemRect(int *item*, wxRect& *rect*) const**

Returns the rectangle bounding the given tab.

**See also**

*wxRect* (p. 1075)

---

**wxTabCtrl::GetItemText**

---

**wxString GetItemText() const**

Returns the string for the given tab.

---

**wxTabCtrl::GetRowCount**

---

**int GetRowCount() const**

Returns the number of rows in the tab control.

### **wxTabCtrl::GetSelection**

---

**int GetSelection() const**

Returns the index for the currently selected tab.

#### **See also**

*wxTabCtrl::SetSelection* (p. 1275)

### **wxTabCtrl::HitTest**

---

**int HitTest(const wxPoint& pt, long& flags)**

Tests whether a tab is at the specified position.

#### **Parameters**

*pt*

Specifies the point for the hit test.

*flags*

Return value for detailed information. One of the following values:

**wxTAB\_HITTEST\_NOWHERE**

There was no tab under this point.

**wxTAB\_HITTEST\_ONICON**

The point was over an icon.

**wxTAB\_HITTEST\_ONLABEL**

The point was over a label.

**wxTAB\_HITTEST\_ONITEM**

The point was over an item, but not on the label or icon.

#### **Return value**

Returns the zero-based tab index or -1 if no tab is at the specified position.

### **wxTabCtrl::InsertItem**

---

**void InsertItem(int item, const wxString& text, int imageld = -1, void\* clientData = NULL)**

Inserts a new tab.

#### **Parameters**

*item*

Specifies the index for the new item.

*text*

Specifies the text for the new item.

*imageId*

Specifies the optional image index for the new item.

*clientData*

Specifies the optional client data for the new item.

### **Return value**

true if successful, false otherwise.

---

### **wxTabCtrl::SetItemData**

---

**bool SetItemData(int *item*, void\* *data*)**

Sets the client data for a tab.

---

### **wxTabCtrl::SetItemImage**

---

**bool SetItemImage(int *item*, int *image*)**

Sets the image index for the given tab. *image* is an index into the image list which was set with *wxTabCtrl::SetImageList* (p. 1274).

---

### **wxTabCtrl::SetImageList**

---

**void SetImageList(wxImageList\* *imageList*)**

Sets the image list for the tab control.

### **See also**

*wxImageList* (p. 781)

---

### **wxTabCtrl::SetItemSize**

---

**void SetItemSize(const wxSize& *size*)**

Sets the width and height of the tabs.

## **wxTabCtrl::SetItemText**

---

**bool SetItemText(int item, const wxString& text)**

Sets the text for the given tab.

## **wxTabCtrl::SetPadding**

---

**void SetPadding(const wxSize& padding)**

Sets the amount of space around each tab's icon and label.

## **wxTabCtrl::SetSelection**

---

**int SetSelection(int item)**

Sets the selection for the given tab, returning the index of the previously selected tab. Returns -1 if the call was unsuccessful.

### **See also**

*wxTabCtrl::GetSelection* (p. 1273)

## **wxTabEvent**

This class represents the events generated by a tab control.

### **Derived from**

*wxCommandEvent* (p. 169)

*wxEvent* (p. 453)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### **Include files**

<wx/tabctrl.h>

### **Event table macros**

To process a tab event, use these event handler macros to direct input to member functions that take a `wxTabEvent` argument.

**EVT\_TAB\_SEL\_CHANGED(id, func)** Process a `wxEVT_TAB_SEL_CHANGED` event, indicating that the tab selection has

**EVT\_TAB\_SEL\_CHANGING(id, func)** changed.  
Process a wxEVT\_TAB\_SEL\_CHANGING event, indicating that the tab selection is changing.

### See also

*wxTabCtrl* (p. 1270)

---

## wxTabEvent::wxTabEvent

**wxTabEvent(WXTYPE *commandType* = 0, int *id* = 0)**

Constructor.

## wxTaskBarIcon

This class represents a Windows 95 taskbar icon, appearing in the 'system tray' and responding to mouse clicks. An icon has an optional tooltip. This class is only supported for Windows 95/NT.

### Derived from

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Include files

<wx/taskbar.h>

### Event handling

To process input from a taskbar icon, use the following event handler macros to direct input to member functions that take a wxTaskBarIconEvent argument.

**EVT\_TASKBAR\_MOVE(func)** Process a wxEVT\_TASKBAR\_MOVE event.  
**EVT\_TASKBAR\_LEFT\_DOWN(func)** Process a wxEVT\_TASKBAR\_LEFT\_DOWN event.  
**EVT\_TASKBAR\_LEFT\_UP(func)** Process a wxEVT\_TASKBAR\_LEFT\_UP event.  
**EVT\_TASKBAR\_RIGHT\_DOWN(func)** Process a wxEVT\_TASKBAR\_RIGHT\_DOWN event.  
**EVT\_TASKBAR\_RIGHT\_UP(func)** Process a wxEVT\_TASKBAR\_RIGHT\_UP event.

**EVT\_TASKBAR\_LEFT\_DCLICK(func)** Process a wxEVT\_TASKBAR\_LEFT\_DCLICK event.

**EVT\_TASKBAR\_RIGHT\_DCLICK(func)** Process a wxEVT\_TASKBAR\_RIGHT\_DCLICK event.

---

### **wxTaskBarIcon::wxTaskBarIcon**

---

**wxTaskBarIcon()**

Default constructor.

---

### **wxTaskBarIcon::~~wxTaskBarIcon**

---

**~wxTaskBarIcon()**

Destroys the wxTaskBarIcon object, removing the icon if not already removed.

---

### **wxTaskBarIcon::IsIconInstalled**

---

**bool IsIconInstalled()**

Returns true if *SetIcon* (p. 1278) was called with no subsequent *RemoveIcon* (p. 1277).

---

### **wxTaskBarIcon::IsOk**

---

**bool IsOk()**

Returns true if the object initialized successfully.

---

### **wxTaskBarIcon::PopupMenu**

---

**bool PopupMenu(wxMenu\* menu)**

Pops up a menu at the current mouse position. The events can be handled by a class derived from wxTaskBarIcon.

---

### **wxTaskBarIcon::RemoveIcon**

---

**bool RemoveIcon()**

Removes the icon previously set with *SetIcon* (p. 1278).

## **wxTaskBarIcon::SetIcon**

---

**bool SetIcon(const wxIcon& icon, const wxString& tooltip)**

Sets the icon, and optional tooltip text.

## **wxTempFile**

`wxTempFile` provides a relatively safe way to replace the contents of the existing file. The name is explained by the fact that it may be also used as just a temporary file if you don't replace the old file contents.

Usually, when a program replaces the contents of some file it first opens it for writing, thus losing all of the old data and then starts recreating it. This approach is not very safe because during the regeneration of the file bad things may happen: the program may find that there is an internal error preventing it from completing file generation, the user may interrupt it (especially if file generation takes long time) and, finally, any other external interrupts (power supply failure or a disk error) will leave you without either the original file or the new one.

`wxTempFile` addresses this problem by creating a temporary file which is meant to replace the original file - but only after it is fully written. So, if the user interrupts the program during the file generation, the old file won't be lost. Also, if the program discovers itself that it doesn't want to replace the old file there is no problem - in fact, `wxTempFile` will **not** replace the old file by default, you should explicitly call *Commit* (p. 1280) to do it. Calling *Discard* (p. 1280) explicitly discards any modifications: it closes and deletes the temporary file and leaves the original file unchanged. If you don't call neither of *Commit*() and *Discard*(), the destructor will call *Discard*() automatically.

To summarize: if you want to replace another file, create an instance of `wxTempFile` passing the name of the file to be replaced to the constructor (you may also use default constructor and pass the file name to *Open* (p. 1279)). Then you can *write* (p. 1279) to `wxTempFile` using *wxFile* (p. 483)-like functions and later call *Commit*() to replace the old file (and close this one) or call *Discard*() to cancel the modifications.

### **Derived from**

No base class

### **Include files**

<wx/file.h>

### **See also:**

*wxFile* (p. 483)

---

### **wxTempFile::wxTempFile**

---

**wxTempFile()**

Default constructor - *Open* (p. 1279) must be used to open the file.

---

### **wxTempFile::wxTempFile**

---

**wxTempFile(const wxString& *strName*)**

Associates *wxTempFile* with the file to be replaced and opens it. You should use *IsOpened* (p. 1279) to verify if the constructor succeeded.

---

### **wxTempFile::Open**

---

**bool Open(const wxString& *strName*)**

Open the temporary file, returns `true` on success, `false` if an error occurred.

*strName* is the name of file to be replaced. The temporary file is always created in the directory where *strName* is. In particular, if *strName* doesn't include the path, it is created in the current directory and the program should have write access to it for the function to succeed.

---

### **wxTempFile::IsOpened**

---

**bool IsOpened() const**

Returns `true` if the file was successfully opened.

---

### **wxTempFile::Write**

---

**bool Write(const void \**p*, size\_t *n*)**

Write to the file, return `true` on success, `false` on failure.

---

### **wxTempFile::Write**

---

**bool Write(const wxString& str, wxMBConv& conv = wxConvLibc)**

Write to the file, return `true` on success, `false` on failure.

The second argument is only meaningful in Unicode build of `wxWindows` when `conv` is used to convert `str` to multibyte representation.

## **wxTempFile::Commit**

---

**bool Commit()**

Validate changes: deletes the old file of name `m_strName` and renames the new file to the old name. Returns `true` if both actions succeeded. If `false` is returned it may unfortunately mean two quite different things: either that either the old file couldn't be deleted or that the new file couldn't be renamed to the old name.

## **wxTempFile::Discard**

---

**void Discard()**

Discard changes: the old file contents is not changed, temporary file is deleted.

## **wxTempFile::~wxTempFile**

---

**~wxTempFile()**

Destructor calls `Discard()` (p. 1280) if temporary file is still opened.

## **wxTextAttr**

`wxTextAttr` represents the character and paragraph attributes, or style, for a range of text in a `wxTextCtrl` (p. 1284).

When setting up a `wxTextAttr` object, pass a bitlist mask to `SetFlags` to indicate which style elements should be changed. As a convenience, when you call a setter such as `SetFont`, the relevant bit will be set.

### **Derived from**

No base class

### **Include files**

<wx/textctrl.h>

## Constants

The following values can be passed to `SetAlignment` to determine paragraph alignment.

```
enum wxTextAttrAlignment
{
    wxTEXT_ALIGNMENT_DEFAULT,
    wxTEXT_ALIGNMENT_LEFT,
    wxTEXT_ALIGNMENT_CENTRE,
    wxTEXT_ALIGNMENT_CENTER = wxTEXT_ALIGNMENT_CENTRE,
    wxTEXT_ALIGNMENT_RIGHT,
    wxTEXT_ALIGNMENT_JUSTIFIED
};
```

These values are passed in a bitlist to `SetFlags` to determine what attributes will be considered when setting the attributes for a text control.

```
#define wxTEXT_ATTR_TEXT_COLOUR          0x0001
#define wxTEXT_ATTR_BACKGROUND_COLOUR   0x0002
#define wxTEXT_ATTR_FONT_FACE           0x0004
#define wxTEXT_ATTR_FONT_SIZE          0x0008
#define wxTEXT_ATTR_FONT_WEIGHT        0x0010
#define wxTEXT_ATTR_FONT_ITALIC        0x0020
#define wxTEXT_ATTR_FONT_UNDERLINE     0x0040
#define wxTEXT_ATTR_FONT \
    wxTEXT_ATTR_FONT_FACE | wxTEXT_ATTR_FONT_SIZE | \
    wxTEXT_ATTR_FONT_WEIGHT | \
    | wxTEXT_ATTR_FONT_ITALIC | wxTEXT_ATTR_FONT_UNDERLINE
#define wxTEXT_ATTR_ALIGNMENT          0x0080
#define wxTEXT_ATTR_LEFT_INDENT        0x0100
#define wxTEXT_ATTR_RIGHT_INDENT       0x0200
#define wxTEXT_ATTR_TABS                0x0400
```

## **wxTextAttr::wxTextAttr**

---

### **wxTextAttr()**

**wxTextAttr(const wxColour& colText, const wxColour& colBack = wxNullColour, const wxFont& font = wxNullFont, wxTextAttrAlignment alignment = wxTEXT\_ALIGNMENT\_DEFAULT)**

The constructors initialize one or more of the text foreground colour, background colour, font, and alignment. The values not initialized in the constructor can be set later, otherwise `wxTextCtrl::SetStyle` (p. 1300) will use the default values for them.

**wxTextAttr::GetAlignment**

---

**wxTextAttrAlignment GetAlignment() const**

Returns the paragraph alignment.

**wxTextAttr::GetBackgroundColour**

---

**const wxColour& GetBackgroundColour() const**

Return the background colour specified by this attribute.

**wxTextAttr::GetFont**

---

**const wxFont& GetFont() const**

Return the text font specified by this attribute.

**wxTextAttr::GetLeftIndent**

---

**int GetLeftIndent() const**

Returns the left indent in tenths of a millimetre.

**wxTextAttr::GetRightIndent**

---

**int GetRightIndent() const**

Returns the right indent in tenths of a millimetre.

**wxTextAttr::GetTabs**

---

**const wxArrayInt& GetTabs() const**

Returns the array of integers representing the tab stops. Each array element specifies the tab stop in tenths of a millimetre.

**wxTextAttr::GetTextColour**

---

**const wxColour& GetTextColour() const**

Return the text colour specified by this attribute.

**wxTextAttr::HasBackgroundColour**

---

**bool HasBackgroundColour() const**Returns `true` if this style specifies the background colour to use.**wxTextAttr::HasFont**

---

**bool HasFont() const**Returns `true` if this style specifies the font to use.**wxTextAttr::HasTextColour**

---

**bool HasTextColour() const**Returns `true` if this style specifies the foreground colour to use.**wxTextAttr::GetFlags**

---

**long GetFlags()**

Returns a bitlist indicating which attributes will be set.

**wxTextAttr::IsDefault**

---

**bool IsDefault() const**Returns `true` if this style specifies any non-default attributes.**wxTextAttr::SetAlignment**

---

**void SetAlignment(wxTextAttrAlignment *alignment*)**

Sets the paragraph alignment.

**wxTextAttr::SetBackgroundColour**

---

**void SetBackgroundColour(const wxColour& *colour*)**

Sets the background colour.

**wxTextAttr::SetFlags**

---

**void SetFlags(long flags)**

Pass a bitlist indicating which attributes will be set.

**wxTextAttr::SetFont**

---

**void SetFont(const wxFont& font)**

Sets the text font.

**wxTextAttr::SetLeftIndent**

---

**void SetLeftIndent(int indent)**

Sets the left indent in tenths of a millimetre.

**wxTextAttr::SetRightIndent**

---

**void SetRightIndent(int indent)**

Sets the right indent in tenths of a millimetre.

**wxTextAttr::SetTabs**

---

**void SetTabs(const wxArrayInt& tabs)**

Sets the array of integers representing the tab stops. Each array element specifies the tab stop in tenths of a millimetre.

**wxTextAttr::SetTextColour**

---

**void SetTextColour(const wxColour& colour)**

Sets the text colour.

**wxTextCtrl**

A text control allows text to be displayed and edited. It may be single line or multi-line.

**Derived from**

streambuf  
*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

**Include files**

<wx/textctrl.h>

**Window styles**

<b>wxTE_PROCESS_ENTER</b>	The control will generate the message <code>wxEVENT_TYPE_TEXT_ENTER_COMMAND</code> (otherwise pressing Enter key is either processed internally by the control or used for navigation between dialog controls).
<b>wxTE_PROCESS_TAB</b>	The control will receive <code>EVT_CHAR</code> messages for TAB pressed - normally, TAB is used for passing to the next control in a dialog instead. For the control created with this style, you can still use Ctrl-Enter to pass to the next control from the keyboard.
<b>wxTE_MULTILINE</b>	The text control allows multiple lines.
<b>wxTE_PASSWORD</b>	The text will be echoed as asterisks.
<b>wxTE_READONLY</b>	The text will not be user-editable.
<b>wxTE_RICH</b>	Use rich text control under Win32, this allows to have more than 64Kb of text in the control even under Win9x. This style is ignored under other platforms.
<b>wxTE_RICH2</b>	Use rich text control version 2.0 or 3.0 under Win32, this style is ignored under other platforms
<b>wxTE_AUTO_URL</b>	Highlight the URLs and generate the <code>wxTextUrlEvents</code> when mouse events occur over them. This style is supported under Win32 only and requires <code>wxTE_RICH</code> .
<b>wxTE_NOHIDSEL</b>	By default, the Windows text control doesn't show the selection when it doesn't have focus - use this style to force it to always show it. It doesn't do anything under other platforms.
<b>wxHSCROLL</b>	A horizontal scrollbar will be created. No effect under GTK+.
<b>wxTE_LEFT</b>	The text in the control will be left-justified (default).
<b>wxTE_CENTRE</b>	The text in the control will be centered.
<b>wxTE_RIGHT</b>	The text in the control will be right-justified.
<b>wxTE_DONTWRAP</b>	Same as <code>wxHSCROLL</code> style.
<b>wxTE_LINEWRAP</b>	Wrap the lines too long to be shown entirely at any position ( <code>wxUniv</code> only currently).
<b>wxTE_WORDWRAP</b>	Wrap the lines too long to be shown entirely at word boundaries only ( <code>wxUniv</code> only currently).

See also *window styles overview* (p. 1657) and *wxTextCtrl::wxTextCtrl* (p. 1288).

### wxTextCtrl text format

The multiline text controls always store the text as a sequence of lines separated by `\n` characters, i.e. in the Unix text format even on non-Unix platforms. This allows the user code to ignore the differences between the platforms but at a price: the indices in the control such as those returned by *GetInsertionPoint* (p. 1292) or *GetSelection* (p. 1294) can **not** be used as indices into the string returned by *GetValue* (p. 1295) as they're going to be slightly off for platforms using `\r\n` as separator (as Windows does), for example.

Instead, if you need to obtain a substring between the 2 indices obtained from the control with the help of the functions mentioned above, you should use *GetRange* (p. 1293). And the indices themselves can only be passed to other methods, for example *SetInsertionPoint* (p. 1299) or *SetSelection* (p. 1300).

To summarize: never use the indices returned by (multiline) `wxTextCtrl` as indices into the string it contains, but only as arguments to be passed back to the other `wxTextCtrl` methods.

### wxTextCtrl styles

Multi-line text controls support the styles, i.e. provide a possibility to set colours and font for individual characters in it (note that under Windows `wxTE_RICH` style is required for style support). To use the styles you can either call *SetDefaultStyle* (p. 1298) before inserting the text or call *SetStyle* (p. 1300) later to change the style of the text already in the control (the first solution is much more efficient).

In either case, if the style doesn't specify some of the attributes (for example you only want to set the text colour but without changing the font nor the text background), the values of the default style will be used for them. If there is no default style, the attributes of the text control itself are used.

So the following code correctly describes what it does: the second call to *SetDefaultStyle* (p. 1298) doesn't change the text foreground colour (which stays red) while the last one doesn't change the background colour (which stays grey):

```
text->SetDefaultStyle(wxTextAttr(*wxRED));
text->AppendText("Red text\n");
text->SetDefaultStyle(wxTextAttr(wxNullColour, *wxLIGHT_GREY));
text->AppendText("Red on grey text\n");
text->SetDefaultStyle(wxTextAttr(*wxBLUE));
text->AppendText("Blue on grey text\n");
```

### wxTextCtrl and C++ streams

This class multiply-inherits from **streambuf** where compilers allow, allowing code such as the following:

```
wxTextCtrl *control = new wxTextCtrl(...);
```

```
ostream stream(control)

stream << 123.456 << " some text\n";
stream.flush();
```

If your compiler does not support derivation from **streambuf** and gives a compile error, define the symbol **NO\_TEXT\_WINDOW\_STREAM** in the `wxTextCtrl` header file.

Note that independently of this setting you can always use `wxTextCtrl` itself in a stream-like manner:

```
wxTextCtrl *control = new wxTextCtrl(...);

*control << 123.456 << " some text\n";
```

always works. However the possibility to create an `ostream` associated with `wxTextCtrl` may be useful if you need to redirect the output of a function taking an `ostream` as parameter to a text control.

Another commonly requested need is to redirect **std::cout** to the text control. This could be done in the following way:

```
#include <iostream>

wxTextCtrl *control = new wxTextCtrl(...);

std::streambuf *sbOld = std::cout.rdbuf();
std::cout.rdbuf(*control);

// use cout as usual, the output appears in the text control
...

std::cout.rdbuf(sbOld);
```

But `wxWindows` provides a convenient class to make it even simpler so instead you may just do

```
#include <iostream>

wxTextCtrl *control = new wxTextCtrl(...);

wxStreamToTextRedirector redirect(control);

// all output to cout goes into the text control until the exit from
current
// scope
```

See `wxStreamToTextRedirector` (p. 1233) for more details.

## Event handling

The following commands are processed by default event handlers in `wxTextCtrl`: `wxID_CUT`, `wxID_COPY`, `wxID_PASTE`, `wxID_UNDO`, `wxID_REDO`. The associated UI update events are also processed automatically, when the control has the focus.

To process input from a text control, use these event handler macros to direct input to member functions that take a *wxCommandEvent* (p. 169) argument.

<b>EVT_TEXT(id, func)</b>	Respond to a <i>wxEVT_COMMAND_TEXT_UPDATED</i> event, generated when the text changes. Notice that this event will always be sent when the text controls contents changes - whether this is due to user input or comes from the program itself (for example, if <i>SetValue()</i> is called)
<b>EVT_TEXT_ENTER(id, func)</b>	Respond to a <i>wxEVT_COMMAND_TEXT_ENTER</i> event, generated when enter is pressed in a text control (which must have <i>wxTE_PROCESS_ENTER</i> style for this event to be generated).
<b>EVT_TEXT_URL(id, func)</b>	A mouse event occurred over an URL in the text control (Win32 only)
<b>EVT_TEXT_MAXLEN(id, func)</b>	User tried to enter more text into the control than the limit set by <i>SetMaxLength</i> (p. 1300).

---

## **wxTextCtrl::wxTextCtrl**

### **wxTextCtrl()**

Default constructor.

**wxTextCtrl(wxWindow\* parent, wxWindowID id, const wxString& value = "", const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = 0, const wxValidator& validator = wxDefaultValidator, const wxString& name = wxTextCtrlNameStr)**

Constructor, creating and showing a text control.

### **Parameters**

*parent*

Parent window. Should not be NULL.

*id*

Control identifier. A value of -1 denotes a default value.

*value*

Default text value.

*pos*

Text control position.

*size*

Text control size.

*style*

Window style. See *wxTextCtrl* (p. 1284).

*validator*

Window validator.

*name*

Window name.

### Remarks

The horizontal scrollbar (**wxHSCROLL** style flag) will only be created for multi-line text controls. Without a horizontal scrollbar, text lines that don't fit in the control's size will be wrapped (but no newline character is inserted). Single line controls don't have a horizontal scrollbar, the text is automatically scrolled so that the *insertion point* (p. 1292) is always visible.

### See also

*wxTextCtrl::Create* (p. 1291), *wxValidator* (p. 1398)

## **wxTextCtrl::~~wxTextCtrl**

---

**~wxTextCtrl()**

Destructor, destroying the text control.

## **wxTextCtrl::AppendText**

---

**void AppendText(const wxString& *text*)**

Appends the text to the end of the text control.

### Parameters

*text*

Text to write to the text control.

### Remarks

After the text is appended, the insertion point will be at the end of the text control. If this behaviour is not desired, the programmer should use *GetInsertionPoint* (p. 1292) and *SetInsertionPoint* (p. 1299).

**See also**

*wxTextCtrl::WriteText* (p. 1302)

---

**wxTextCtrl::CanCopy**

---

**virtual bool CanCopy()**

Returns `true` if the selection can be copied to the clipboard.

---

**wxTextCtrl::CanCut**

---

**virtual bool CanCut()**

Returns `true` if the selection can be cut to the clipboard.

---

**wxTextCtrl::CanPaste**

---

**virtual bool CanPaste()**

Returns `true` if the contents of the clipboard can be pasted into the text control. On some platforms (Motif, GTK) this is an approximation and returns `true` if the control is editable, `false` otherwise.

---

**wxTextCtrl::CanRedo**

---

**virtual bool CanRedo()**

Returns `true` if there is a redo facility available and the last operation can be redone.

---

**wxTextCtrl::CanUndo**

---

**virtual bool CanUndo()**

Returns `true` if there is an undo facility available and the last operation can be undone.

---

**wxTextCtrl::Clear**

---

**virtual void Clear()**

Clears the text in the control.

Note that this function will generate a `wxEVT_COMMAND_TEXT_UPDATED` event.

### **wxTextCtrl::Copy**

---

**virtual void Copy()**

Copies the selected text to the clipboard under Motif and MS Windows.

### **wxTextCtrl::Create**

---

**bool Create(wxWindow\* parent, wxWindowID id, const wxString& value = "", const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = 0, const wxValidator& validator = wxDefaultValidator, const wxString& name = wxTextCtrlNameStr)**

Creates the text control for two-step construction. Derived classes should call or replace this function. See `wxTextCtrl::wxTextCtrl` (p. 1288) for further details.

### **wxTextCtrl::Cut**

---

**virtual void Cut()**

Copies the selected text to the clipboard and removes the selection.

### **wxTextCtrl::DiscardEdits**

---

**void DiscardEdits()**

Resets the internal 'modified' flag as if the current edits had been saved.

### **wxTextCtrl::EmulateKeyPress**

---

**bool EmulateKeyPress(const wxKeyEvent& event)**

This function inserts into the control the character which would have been inserted if the given key event had occurred in the text control. The *event* object should be the same as the one passed to `EVT_KEY_DOWN` handler previously by `wxWindows`.

Please note that this function doesn't currently work correctly for all keys under any platform but MSW.

#### **Return value**

`true` if the event resulted in a change to the control, `false` otherwise.

## **wxTextCtrl::GetDefaultStyle**

---

**const wxTextAttr& GetDefaultStyle() const**

Returns the style currently used for the new text.

**See also**

*SetDefaultStyle* (p. 1298)

## **wxTextCtrl::GetInsertionPoint**

---

**virtual long GetInsertionPoint() const**

Returns the insertion point. This is defined as the zero based index of the character position to the right of the insertion point. For example, if the insertion point is at the end of the text control, it is equal to both *GetValue()* (p. 1295).Length() and *GetLastPosition()* (p. 1292).

The following code snippet safely returns the character at the insertion point or the zero character if the point is at the end of the control.

```
char GetCurrentChar(wxTextCtrl *tc) {
    if (tc->GetInsertionPoint() == tc->GetLastPosition())
        return '\0';
    return tc->GetValue[tc->GetInsertionPoint()];
}
```

## **wxTextCtrl::GetLastPosition**

---

**virtual long GetLastPosition() const**

Returns the zero based index of the last position in the text control, which is equal to the number of characters in the control.

## **wxTextCtrl::GetLineLength**

---

**int GetLineLength(long lineNo) const**

Gets the length of the specified line, not including any trailing newline character(s).

**Parameters**

*lineNo*  
Line number (starting from zero).

**Return value**

The length of the line, or -1 if *lineNo* was invalid.

**wxTextCtrl::GetLineText**

---

**wxString GetLineText(long lineNo) const**

Returns the contents of a given line in the text control, not including any trailing newline character(s).

**Parameters**

*lineNo*

The line number, starting from zero.

**Return value**

The contents of the line.

**wxTextCtrl::GetNumberOfLines**

---

**int GetNumberOfLines() const**

Returns the number of lines in the text control buffer.

**Remarks**

Note that even empty text controls have one line (where the insertion point is), so `GetNumberOfLines()` never returns 0.

For `gtk_text` (multi-line) controls, the number of lines is calculated by actually counting newline characters in the buffer. You may wish to avoid using functions that work with line numbers if you are working with controls that contain large amounts of text.

**wxTextCtrl::GetRange**

---

**virtual wxString GetRange(long from, long to) const**

Returns the string containing the text starting in the positions *from* and up to *to* in the control. The positions must have been returned by another `wxTextCtrl` method.

Please note that the positions in a multiline `wxTextCtrl` do **not** correspond to the indices in the string returned by `GetValue` (p. 1295) because of the different new line representations (`CR` or `CR LF`) and so this method should be used to obtain the correct results instead of extracting parts of the entire value. It may also be more efficient, especially if the control contains a lot of data.

## **wxTextCtrl::GetSelection**

---

**virtual void GetSelection(long\* from, long\* to) const**

Gets the current selection span. If the returned values are equal, there was no selection.

Please note that the indices returned may be used with the other wxTextctrl methods but don't necessarily represent the correct indices into the string returned by *GetValue()* (p. 1295) for multiline controls under Windows (at least,) you should use *GetStringSelection()* (p. 1294) to get the selected text.

### **Parameters**

*from*

The returned first position.

*to*

The returned last position.

**wxPython note:** The wxPython version of this method returns a tuple consisting of the from and to values.

**wxPerl note:** In wxPerl this method takes no parameter and returns a 2-element list ( *from, to* ).

## **wxTextCtrl::GetStringSelection**

---

**virtual wxString GetStringSelection()**

Gets the text currently selected in the control. If there is no selection, the returned string is empty.

## **wxTextCtrl::GetStyle**

---

**bool GetStyle(long position, wxTextAttr& style)**

Returns the style at this position in the text control. Not all platforms support this function.

### **Return value**

`true` on success, `false` if an error occurred - it may also mean that the styles are not supported under this platform.

### **See also**

*wxTextCtrl::SetStyle* (p. 1300), *wxTextAttr* (p. 1280)

---

## **wxTextCtrl::GetValue**

---

### **wxString GetValue() const**

Gets the contents of the control. Notice that for a multiline text control, the lines will be separated by (Unix-style) `\n` characters, even under Windows where they are separated by a `\r\n` sequence in the native control.

---

## **wxTextCtrl::IsEditable**

---

### **bool IsEditable() const**

Returns `true` if the controls contents may be edited by user (note that it always can be changed by the program), i.e. if the control hasn't been put in read-only mode by a previous call to *SetEditable* (p. 1299).

---

## **wxTextCtrl::IsModified**

---

### **bool IsModified() const**

Returns `true` if the text has been modified by user. Note that calling *SetValue* (p. 1301) doesn't make the control modified.

---

## **wxTextCtrl::IsMultiLine**

---

### **bool IsMultiLine() const**

Returns `true` if this is a multi line edit control and `false` otherwise.

#### **See also**

*IsSingleLine* (p. 1295)

---

## **wxTextCtrl::IsSingleLine**

---

### **bool IsSingleLine() const**

Returns `true` if this is a single line edit control and `false` otherwise.

#### **See also**

*IsMultiLine* (p. 1295)

## **wxTextCtrl::LoadFile**

---

**bool LoadFile(const wxString& filename)**

Loads and displays the named file, if it exists.

### **Parameters**

*filename*

The filename of the file to load.

### **Return value**

`true` if successful, `false` otherwise.

## **wxTextCtrl::OnDropFiles**

---

**void OnDropFiles(wxDropFilesEvent& event)**

This event handler function implements default drag and drop behaviour, which is to load the first dropped file into the control.

### **Parameters**

*event*

The drop files event.

### **Remarks**

This is not implemented on non-Windows platforms.

### **See also**

*wxDropFilesEvent* (p. 439)

## **wxTextCtrl::Paste**

---

**virtual void Paste()**

Pastes text from the clipboard to the text item.

## **wxTextCtrl::PositionToXY**

---

**bool PositionToXY(long pos, long \*x, long \*y) const**

Converts given position to a zero-based column, line number pair.

### Parameters

*pos*  
Position.

*x*  
Receives zero based column number.

*y*  
Receives zero based line number.

### Return value

`true` on success, `false` on failure (most likely due to a too large position parameter).

### See also

`wxTextCtrl::XYToPosition` (p. 1302)

**wxPython note:** In Python, `PositionToXY()` returns a tuple containing the x and y values, so `(x,y) = PositionToXY()` is equivalent to the call described above.

**wxPerl note:** In wxPerl this method only takes the `pos` parameter, and returns a 2-element list ( `x`, `y` ).

---

## wxTextCtrl::Redo

### virtual void Redo()

If there is a redo facility and the last operation can be redone, redoes the last operation. Does nothing if there is no redo facility.

---

## wxTextCtrl::Remove

### virtual void Remove(long from, long to)

Removes the text starting at the first given position up to (but not including) the character at the last position.

### Parameters

*from*  
The first position.

*to*  
The last position.

## **wxTextCtrl::Replace**

---

**virtual void Replace**(*long from*, *long to*, **const wxString&** *value*)

Replaces the text starting at the first position up to (but not including) the character at the last position with the given text.

### **Parameters**

*from*

The first position.

*to*

The last position.

*value*

The value to replace the existing text with.

## **wxTextCtrl::SaveFile**

---

**bool SaveFile**(**const wxString&** *filename*)

Saves the contents of the control in a text file.

### **Parameters**

*filename*

The name of the file in which to save the text.

### **Return value**

`true` if the operation was successful, `false` otherwise.

## **wxTextCtrl::SetDefaultStyle**

---

**bool SetDefaultStyle**(**const wxTextAttr&** *style*)

Changes the default style to use for the new text which is going to be added to the control using *WriteText* (p. 1302) or *AppendText* (p. 1289).

If either of the font, foreground, or background colour is not set in *style*, the values of the previous default style are used for them. If the previous default style didn't set them neither, the global font or colours of the text control itself are used as fall back.

However if the *style* parameter is the default `wxTextAttr`, then the default style is just reset (instead of being combined with the new style which wouldn't change it at all).

## Parameters

*style*

The style for the new text.

## Return value

`true` on success, `false` if an error occurred - may also mean that the styles are not supported under this platform.

## See also

*GetDefaultStyle* (p. 1292)

---

## **wxTextCtrl::SetEditable**

---

**virtual void SetEditable(const bool *editable*)**

Makes the text item editable or read-only, overriding the `wxTE_READONLY` flag.

## Parameters

*editable*

If `true`, the control is editable. If `false`, the control is read-only.

## See also

*IsEditable* (p. 1295)

---

## **wxTextCtrl::SetInsertionPoint**

---

**virtual void SetInsertionPoint(long *pos*)**

Sets the insertion point at the given position.

## Parameters

*pos*

Position to set.

---

## **wxTextCtrl::SetInsertionPointEnd**

---

**virtual void SetInsertionPointEnd()**

Sets the insertion point at the end of the text control. This is equivalent to *SetInsertionPoint* (p. 1299)(*GetLastPosition* (p. 1292)()).

## **wxTextCtrl::SetMaxLength**

---

**virtual void SetMaxLength(unsigned long *len*)**

This function sets the maximum number of characters the user can enter into the control. In other words, it allows to limit the text value length to *len* not counting the terminating NUL character.

If *len* is 0, the previously set max length limit, if any, is discarded and the user may enter as much text as the underlying native text control widget supports (typically at least 32Kb).

If the user tries to enter more characters into the text control when it already is filled up to the maximal length, a `wxEVT_COMMAND_TEXT_MAXLEN` event is sent to notify the program about it (giving it the possibility to show an explanatory message, for example) and the extra input is discarded.

Note that this function may only be used with single line text controls.

### **Compatibility**

Only implemented in wxMSW/wxGTK starting with wxWindows 2.3.2.

## **wxTextCtrl::SetSelection**

---

**virtual void SetSelection(long *from*, long *to*)**

Selects the text starting at the first position up to (but not including) the character at the last position. If both parameters are equal to -1 all text in the control is selected.

### **Parameters**

*from*  
The first position.

*to*  
The last position.

## **wxTextCtrl::SetStyle**

---

**bool SetStyle(long *start*, long *end*, const wxTextAttr& *style*)**

Changes the style of the given range. If any attribute within *style* is not set, the correspondign attribute from `GetDefaultStyle()` (p. 1292) is used.

### **Parameters**

*start*

The start of the range to change.

*end*

The end of the range to change.

*style*

The new style for the range.

### Return value

`true` on success, `false` if an error occurred - it may also mean that the styles are not supported under this platform.

### See also

`wxTextCtrl::GetStyle` (p. 1294), `wxTextAttr` (p. 1280)

---

## wxTextCtrl::SetValue

---

**virtual void SetValue(const wxString& value)**

Sets the text value and marks the control as not-modified (which means that `IsModified` (p. 1295) would return `false` immediately after the call to `SetValue`).

Note that this function will generate a `wxEVT_COMMAND_TEXT_UPDATED` event.

### Parameters

*value*

The new value to set. It may contain newline characters if the text control is multi-line.

---

## wxTextCtrl::ShowPosition

---

**void ShowPosition(long pos)**

Makes the line containing the given position visible.

### Parameters

*pos*

The position that should be visible.

---

## wxTextCtrl::Undo

---

**virtual void Undo()**

If there is an undo facility and the last operation can be undone, undoes the last operation. Does nothing if there is no undo facility.

### **wxTextCtrl::WriteText**

---

**void WriteText(const wxString& text)**

Writes the text into the text control at the current insertion position.

#### **Parameters**

*text*

Text to write to the text control.

#### **Remarks**

Newlines in the text string are the only control characters allowed, and they will cause appropriate line breaks. See *wxTextCtrl::<<* (p. 1302) and *wxTextCtrl::AppendText* (p. 1289) for more convenient ways of writing to the window.

After the write operation, the insertion point will be at the end of the inserted text, so subsequent write operations will be appended. To append text after the user may have interacted with the control, call *wxTextCtrl::SetInsertionPointEnd* (p. 1299) before writing.

### **wxTextCtrl::XYToPosition**

---

**long XYToPosition(long x, long y)**

Converts the given zero based column and line number to a position.

#### **Parameters**

*x*

The column number.

*y*

The line number.

#### **Return value**

The position value.

### **wxTextCtrl::operator <<**

---

**wxTextCtrl& operator <<(const wxString& s)**

**wxTextCtrl& operator <<(int i)**

**wxTextCtrl& operator <<(long l)**

**wxTextCtrl& operator <<(float f)**

**wxTextCtrl& operator <<(double d)**

**wxTextCtrl& operator <<(char c)**

Operator definitions for appending to a text control, for example:

```
wxTextCtrl *wnd = new wxTextCtrl(my_frame);
(*wnd) << "Welcome to text control number " << 1 << ".\n";
```

## wxTextDataObject

wxTextDataObject is a specialization of wxDataObject for text data. It can be used without change to paste data into the *wxClipboard* (p. 139) or a *wxDropSource* (p. 441). A user may wish to derive a new class from this class for providing text on-demand in order to minimize memory consumption when offering data in several formats, such as plain text and RTF because by default the text is stored in a string in this class, but it might as well be generated when requested. For this, *GetTextLength* (p. 1304) and *GetText* (p. 1304) will have to be overridden.

Note that if you already have the text inside a string, you will not achieve any efficiency gain by overriding these functions because copying wxStrings is already a very efficient operation (data is not actually copied because wxStrings are reference counted).

**wxPython note:** If you wish to create a derived wxTextDataObject class in wxPython you should derive the class from wxPyTextDataObject in order to get Python-aware capabilities for the various virtual methods.

### Virtual functions to override

This class may be used as is, but all of the data transfer functions may be overridden to increase efficiency.

### Derived from

*wxDataObjectSimple* (p. 233)

*wxDataObject* (p. 228)

### Include files

<wx/dataobj.h>

**See also**

*Clipboard and drag and drop overview* (p. 1712), *wxDataObject* (p. 228), *wxDataObjectSimple* (p. 233), *wxFileDataObject* (p. 489), *wxBitmapDataObject* (p. 88)

---

**wxTextDataObject::wxTextDataObject**

---

**wxTextDataObject(const wxString& text = wxEmptyString)**

Constructor, may be used to initialise the text (otherwise *SetText* (p. 1304) should be used later).

---

**wxTextDataObject::GetTextLength**

---

**virtual size\_t GetTextLength() const**

Returns the data size. By default, returns the size of the text data set in the constructor or using *SetText* (p. 1304). This can be overridden to provide text size data on-demand. It is recommended to return the text length plus 1 for a trailing zero, but this is not strictly required.

---

**wxTextDataObject::GetText**

---

**virtual wxString GetText() const**

Returns the text associated with the data object. You may wish to override this method when offering data on-demand, but this is not required by wxWindows' internals. Use this method to get data in text form from the *wxClipboard* (p. 139).

---

**wxTextDataObject::SetText**

---

**virtual void SetText(const wxString& strText)**

Sets the text associated with the data object. This method is called when the data object receives the data and, by default, copies the text into the member variable. If you want to process the text on the fly you may wish to override this function.

---

**wxTextDropTarget**

---

A predefined drop target for dealing with text data.

**Derived from**

*wxDropTarget* (p. 443)

**Include files**

<wx/dnd.h>

**See also**

*Drag and drop overview* (p. 1712), *wxDropSource* (p. 441), *wxDropTarget* (p. 443), *wxFileDropTarget* (p. 495)

---

**wxTextDropTarget::wxTextDropTarget**

---

**wxTextDropTarget()**

Constructor.

---

**wxTextDropTarget::OnDrop**

---

**virtual bool OnDrop(long x, long y, const void \*data, size\_t size)**

See *wxDropTarget::OnDrop* (p. 445). This function is implemented appropriately for text, and calls *wxTextDropTarget::OnDropText* (p. 1305).

---

**wxTextDropTarget::OnDropText**

---

**virtual bool OnDropText(long x, long y, const char \*data)**

Override this function to receive dropped text.

**Parameters**

*x*  
The x coordinate of the mouse.

*y*  
The y coordinate of the mouse.

*data*  
The data being dropped: a NULL-terminated string.

**Return value**

Return true to accept the data, false to veto the operation.

## wxTextEntryDialog

This class represents a dialog that requests a one-line text string from the user. It is implemented as a generic wxWindows dialog.

### Derived from

*wxDialog* (p. 379)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/textdlg.h>

### See also

*wxTextEntryDialog overview* (p. 1696)

---

## wxTextEntryDialog::wxTextEntryDialog

---

**wxTextEntryDialog(wxWindow\* parent, const wxString& message, const wxString& caption = "Please enter text", const wxString& defaultValue = "", long style = wxOK | wxCANCEL | wxCENTRE, const wxPoint& pos = wxDefaultPosition)**

Constructor. Use *wxTextEntryDialog::ShowModal* (p. 1307) to show the dialog.

### Parameters

*parent*

Parent window.

*message*

Message to show on the dialog.

*defaultValue*

The default value, which may be the empty string.

*style*

A dialog style, specifying the buttons (wxOK, wxCANCEL) and an optional

wxCENTRE style. Additionally, wxTextCtrl styles (such as `wxTE_PASSWORD` may be specified here.

*pos*

Dialog position.

---

### **wxTextEntryDialog::~wxTextEntryDialog**

---

**~wxTextEntryDialog()**

Destructor.

---

### **wxTextEntryDialog::GetValue**

---

**wxString GetValue() const**

Returns the text that the user has entered if the user has pressed OK, or the original value if the user has pressed Cancel.

---

### **wxTextEntryDialog::SetValue**

---

**void SetValue(const wxString& value)**

Sets the default text value.

---

### **wxTextEntryDialog::ShowModal**

---

**int ShowModal()**

Shows the dialog, returning `wxID_OK` if the user pressed OK, and `wxOK_CANCEL` otherwise.

## **wxTextFile**

The `wxTextFile` is a simple class which allows to work with text files on line by line basis. It also understands the differences in line termination characters under different platforms and will not do anything bad to files with "non native" line termination sequences - in fact, it can be also used to modify the text files and change the line termination characters from one type (say DOS) to another (say Unix).

One word of warning: the class is not at all optimized for big files and so it will load the file entirely into memory when opened. Of course, you should not work in this way with

large files (as an estimation, anything over 1 Megabyte is surely too big for this class). On the other hand, it is not a serious limitation for the small files like configuration files or programs sources which are well handled by `wxTextFile`.

The typical things you may do with `wxTextFile` in order are:

- Create and open it: this is done with either *Create* (p. 1309) or *Open* (p. 1313) function which opens the file (name may be specified either as the argument to these functions or in the constructor), reads its contents in memory (in the case of `Open()`) and closes it.
- Work with the lines in the file: this may be done either with "direct access" functions like *GetLineCount* (p. 1310) and *GetLine* (p. 1310) (*operator[]* does exactly the same but looks more like array addressing) or with "sequential access" functions which include *GetFirstLine* (p. 1311)/*GetNextLine* (p. 1311) and also *GetLastLine* (p. 1312)/*GetPrevLine* (p. 1311). For the sequential access functions the current line number is maintained: it is returned by *GetCurrentLine* (p. 1310) and may be changed with *GoToLine* (p. 1311).
- Add/remove lines to the file: *AddLine* (p. 1309) and *InsertLine* (p. 1312) add new lines while *RemoveLine* (p. 1313) deletes the existing ones. *Clear* (p. 1313) resets the file to empty.
- Save your changes: notice that the changes you make to the file will **not** be saved automatically; calling *Close* (p. 1309) or doing nothing discards them! To save the changes you must explicitly call *Write* (p. 1313) - here, you may also change the line termination type if you wish.

### Derived from

No base class

### Include files

<wx/textfile.h>

### Data structures

The following constants identify the line termination type:

```
enum wxTextFileType
{
    wxTextFileType_None, // incomplete (the last line of the file only)
    wxTextFileType_Unix, // line is terminated with 'LF' = 0xA = 10 =
    '\n'
    wxTextFileType_Dos, // 'CR' 'LF'
    wxTextFileType_Mac // 'CR' = 0xD = 13 =
    '\r'
};
```

### See also

*wxFile* (p. 483)

**wxTextFile::wxTextFile**

---

**wxTextFile() const**

Default constructor, use *Create* (p. 1309) or *Open* (p. 1313) with a file name parameter to initialize the object.

**wxTextFile::wxTextFile**

---

**wxTextFile(const wxString& strFile) const**

Constructor does not load the file into memory, use *Open()* to do it.

**wxTextFile::~~wxTextFile**

---

**~wxTextFile() const**

Destructor does nothing.

**wxTextFile::AddLine**

---

**void AddLine(const wxString& str, wxTextFileType type = typeDefault) const**

Adds a line to the end of file.

**wxTextFile::Close**

---

**bool Close() const**

Closes the file and frees memory, **losing all changes**. Use *Write()* (p. 1313) if you want to save them.

**wxTextFile::Create**

---

**bool Create() const****bool Create(const wxString& strFile) const**

Creates the file with the given name or the name which was given in the *constructor* (p. 1309). The array of file lines is initially empty.

It will fail if the file already exists, *Open* (p. 1313) should be used in this case.

**wxTextFile::Exists**

---

**bool Exists() const**

Return true if file exists - the name of the file should have been specified in the constructor before calling Exists().

**wxTextFile::IsOpened**

---

**bool IsOpened() const**

Returns true if the file is currently opened.

**wxTextFile::GetLineCount**

---

**size\_t GetLineCount() const**

Get the number of lines in the file.

**wxTextFile::GetLine**

---

**wxString& GetLine(size\_t n) const**

Retrieves the line number *n* from the file. The returned line may be modified but you shouldn't add line terminator at the end - this will be done by wxTextFile.

**wxTextFile::operator[]**

---

**wxString& operator[](size\_t n) const**

The same as *GetLine* (p. 1310).

**wxTextFile::GetCurrentLine**

---

**size\_t GetCurrentLine() const**

Returns the current line: it has meaning only when you're using GetFirstLine()/GetNextLine() functions, it doesn't get updated when you're using "direct access" functions like GetLine(). GetFirstLine() and GetLastLine() also change the value of the current line, as well as GoToLine().

### **wxTextFile::GoToLine**

---

**void GoToLine(size\_t n) const**

Changes the value returned by *GetCurrentLine* (p. 1310) and used by *GetFirstLine()* (p. 1311)/*GetNextLine()* (p. 1311).

### **wxTextFile::Eof**

---

**bool Eof() const**

Returns true if the current line is the last one.

### **wxTextFile::GetEOL**

---

**static const char\* GetEOL(wxTextFileType type = typeDefault) const**

Get the line termination string corresponding to given constant. *typeDefault* is the value defined during the compilation and corresponds to the native format of the platform, i.e. it will be *wxTextFileType\_Dos* under Windows, *wxTextFileType\_Unix* under Unix (including Mac OS X when compiling with the Apple Developer Tools) and *wxTextFileType\_Mac* under Mac OS (including Mac OS X when compiling with CodeWarrior).

### **wxTextFile::GetFirstLine**

---

**wxString& GetFirstLine() const**

This method together with *GetNextLine()* (p. 1311) allows more "iterator-like" traversal of the list of lines, i.e. you may write something like:

```
wxTextFile file;
...
for ( str = file.GetFirstLine(); !file.Eof(); str = file.GetNextLine() )
{
    // do something with the current line in str
}
// do something with the last line in str
```

### **wxTextFile::GetNextLine**

---

**wxString& GetNextLine()**

Gets the next line (see *GetFirstLine* (p. 1311) for the example).

### **wxTextFile::GetPrevLine**

---

**wxString& GetPrevLine()**

Gets the previous line in the file.

**wxTextFile::GetLastLine**

---

**wxString& GetLastLine()**

Gets the last line of the file. Together with *GetPrevLine* (p. 1311) it allows to enumerate the lines in the file from the end to the beginning like this:

```
wxTextFile file;
...
for ( str = file.GetLastLine();
      file.GetCurrentLine() > 0;
      str = file.GetPrevLine() )
{
    // do something with the current line in str
}
// do something with the first line in str
```

**wxTextFile::GetLineType**

---

**wxTextFileType GetLineType(size\_t n) const**

Get the type of the line (see also *GetEOL* (p. 1311))

**wxTextFile::GuessType**

---

**wxTextFileType GuessType() const**

Guess the type of file (which is supposed to be opened). If sufficiently many lines of the file are in DOS/Unix/Mac format, the corresponding value will be returned. If the detection mechanism fails `wxTextFileType_None` is returned.

**wxTextFile::GetName**

---

**const char\* GetName() const**

Get the name of the file.

**wxTextFile::InsertLine**

---

```
void InsertLine(const wxString& str, size_t n, wxTextFileType type = typeDefault)
const
```

Insert a line before the line number *n*.

### **wxTextFile::Open**

---

**bool Open(wxMBCConv& conv = wxConvUTF8) const**

**bool Open(const wxString& strFile, wxMBCConv& conv = wxConvUTF8) const**

Open() opens the file with the given name or the name which was given in the *constructor* (p. 1309) and also loads file in memory on success. It will fail if the file does not exist, *Create* (p. 1309) should be used in this case.

The *conv* argument is only meaningful in Unicode build of wxWindows when it is used to convert the file to wide character representation.

### **wxTextFile::RemoveLine**

---

**void RemoveLine(size\_t n) const**

Delete line number *n* from the file.

### **wxTextFile::Clear**

---

**void Clear() const**

Delete all lines from the file, set current line number to 0.

### **wxTextFile::Write**

---

**bool Write(wxTextFileType typeNew = wxTextFileType\_None, wxMBCConv& conv = wxConvUTF8) const**

Change the file on disk. The *typeNew* parameter allows you to change the file format (default argument means "don't change type") and may be used to convert, for example, DOS files to Unix.

The *conv* argument is only meaningful in Unicode build of wxWindows when it is used to convert all lines to multibyte representation before writing them them to physical file.

Returns true if operation succeeded, false if it failed.

### **wxTextInputStream**

This class provides functions that read text data using an input stream. So, you can read *text* floats, integers.

The `wxTextInputStream` correctly reads text files (or streams) in DOS, Macintosh and Unix formats and reports a single newline char as a line ending.

Operator `>>` is overloaded and you can use this class like a standard C++ `istream`. Note, however, that the arguments are the fixed size types `wxUInt32`, `wxInt32` etc and on a typical 32-bit computer, none of these match to the "long" type (`wxInt32` is defined as `int` on 32-bit architectures) so that you cannot use `long`. To avoid problems (here and elsewhere), make use of `wxInt32`, `wxUInt32` and similar types.

If you're scanning through a file using `wxTextInputStream`, you should check for EOF **before** reading the next item (word / number), because otherwise the last item may get lost. You should however be prepared to receive an empty item (empty string / zero number) at the end of file, especially on Windows systems. This is unavoidable because most (but not all) files end with whitespace (i.e. usually a newline).

For example:

```
wxFileInputStream input( "mytext.txt" );
wxTextInputStream text( input );
wxUInt8 i1;
float f2;
wxString line;

text >> i1;           // read a 8 bit integer.
text >> i1 >> f2;     // read a 8 bit integer followed by float.
text >> line;        // read a text line
```

### Include files

<wx/txtstrm.h>

---

## wxTextInputStream::wxTextInputStream

**wxTextInputStream**(`wxInputStream& stream`, `const wxString& sep=" \t"`,  
`wxMBCConv& conv = wxConvUTF8`)

Constructs a text stream object from an input stream. Only read methods will be available.

### Parameters

*stream*

The underlying input stream.

*sep*

The initial string separator characters.

*conv*

*In Unicode build only:* The encoding converter used to convert the bytes in the underlying input stream to characters.

---

## **wxTextInputStream::~~wxTextInputStream**

---

**~wxTextInputStream()**

Destroys the wxTextInputStream object.

---

## **wxTextInputStream::Read8**

---

**wxUInt8 Read8(int base = 10)**

Reads a single unsigned byte from the stream, given in base *base*.

The value of *base* must be comprised between 2 and 36, inclusive, or be a special value 0 which means that the usual rules of C numbers are applied: if the number starts with 0x it is considered to be in base16, if it starts with 0 - in base 8 and in base 10 otherwise. Note that you may not want to specify the base 0 if you are parsing the numbers which may have leading zeroes as they can yield unexpected (to the user not familiar with C) results.

---

## **wxTextInputStream::Read8S**

---

**wxInt8 Read8S(int base = 10)**

Reads a single signed byte from the stream.

See *wxTextInputStream::Read8* (p. 1315) for the description of the *base* parameter.

---

## **wxTextInputStream::Read16**

---

**wxUInt16 Read16(int base = 10)**

Reads a unsigned 16 bit integer from the stream.

See *wxTextInputStream::Read8* (p. 1315) for the description of the *base* parameter.

---

## **wxTextInputStream::Read16S**

---

**wxInt16 Read16S(int base = 10)**

Reads a signed 16 bit integer from the stream.

See *wxTextInputStream::Read8* (p. 1315) for the description of the *base* parameter.

---

### **wxTextInputStream::Read32**

---

**wxUInt32 Read32**(int *base* = 10)

Reads a 32 bit unsigned integer from the stream.

See *wxTextInputStream::Read8* (p. 1315) for the description of the *base* parameter.

---

### **wxTextInputStream::Read32S**

---

**wxInt32 Read32S**(int *base* = 10)

Reads a 32 bit signed integer from the stream.

See *wxTextInputStream::Read8* (p. 1315) for the description of the *base* parameter.

---

### **wxTextInputStream::ReadDouble**

---

**double ReadDouble**()

Reads a double (IEEE encoded) from the stream.

---

### **wxTextInputStream::ReadLine**

---

**wxString wxTextInputStream::ReadLine**()

Reads a line from the input stream and returns it (without the end of line character).

---

### **wxTextInputStream::ReadString**

---

**wxString wxTextInputStream::ReadString**()

**NB:** This method is deprecated, use *ReadLine* (p. 1316) or *ReadWord* (p. 1316) instead.

Same as *ReadLine* (p. 1316).

---

### **wxTextInputStream::ReadWord**

---

**wxString wxTextInputStream::ReadWord()**

Reads a word (a sequence of characters until the next separator) from the input stream.

**See also**

*SetStringSeparators* (p. 1317)

---

**wxTextInputStream::SetStringSeparators**

---

**void SetStringSeparators(const wxString& sep)**

Sets the characters which are used to define the word boundaries in *ReadWord* (p. 1316).

The default separators are the space and TAB characters.

**wxTextOutputStream**

This class provides functions that write text datas using an output stream. So, you can write *text* floats, integers.

You can also simulate the C++ cout class:

```
wxFileOutputStream output( stderr );
wxTextOutputStream cout( output );

cout << "This is a text line" << endl;
cout << 1234;
cout << 1.23456;
```

The *wxTextOutputStream* writes text files (or streams) on DOS, Macintosh and Unix in their native formats (concerning the line ending).

---

**wxTextOutputStream::wxTextOutputStream**

---

**wxTextOutputStream(wxOutputStream& stream, wxEOL mode = wxEOL\_NATIVE)**

Constructs a text stream object from an output stream. Only write methods will be available.

**Parameters**

*stream*

The output stream.

*mode*

The end-of-line mode. One of **wxEOL\_NATIVE**, **wxEOL\_DOS**, **wxEOL\_MAC** and **wxEOL\_UNIX**.

---

### **wxTextOutputStream::~~wxTextOutputStream**

---

**~wxTextOutputStream()**

Destroys the `wxTextOutputStream` object.

---

### **wxTextOutputStream::GetMode**

---

**wxEOL wxTextOutputStream::GetMode()**

Returns the end-of-line mode. One of **wxEOL\_DOS**, **wxEOL\_MAC** and **wxEOL\_UNIX**.

---

### **wxTextOutputStream::SetMode**

---

**void wxTextOutputStream::SetMode(wxEOL mode = wxEOL\_NATIVE)**

Set the end-of-line mode. One of **wxEOL\_NATIVE**, **wxEOL\_DOS**, **wxEOL\_MAC** and **wxEOL\_UNIX**.

---

### **wxTextOutputStream::Write8**

---

**void wxTextOutputStream::Write8(wxUint8 i8)**

Writes the single byte *i8* to the stream.

---

### **wxTextOutputStream::Write16**

---

**void wxTextOutputStream::Write16(wxUint16 i16)**

Writes the 16 bit integer *i16* to the stream.

---

### **wxTextOutputStream::Write32**

---

**void wxTextOutputStream::Write32(wxUint32 i32)**

Writes the 32 bit integer *i32* to the stream.

### **wxTextOutputStream::WriteDouble**

---

**virtual void wxTextOutputStream::WriteDouble(double f)**

Writes the double *f* to the stream using the IEEE format.

### **wxTextOutputStream::WriteString**

---

**virtual void wxTextOutputStream::WriteString(const wxString& string)**

Writes *string* as a line. Depending on the end-of-line mode the end of line ('\n') characters in the string are converted to the correct line ending terminator.

## **wxTextValidator**

wxTextValidator validates text controls, providing a variety of filtering behaviours.

For more information, please see *Validator overview* (p. 1660).

### **Derived from**

*wxValidator* (p. 1398)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### **Include files**

<wx/valtext.h>

### **See also**

*Validator overview* (p. 1660), *wxValidator* (p. 1398), *wxGenericValidator* (p. 590)

### **wxTextValidator::wxTextValidator**

---

**wxTextValidator(const wxTextValidator& validator)**

Copy constructor.

**wxTextValidator(long style = wxFILTER\_NONE, wxString\* valPtr = NULL)**

Constructor, taking a style and optional pointer to a wxString variable.

## Parameters

### *style*

A bitlist of flags, which can be:

- wxFILTER\_NONE** No filtering takes place.
- wxFILTER\_ASCII** Non-ASCII characters are filtered out.
- wxFILTER\_ALPHA** Non-alpha characters are filtered out.
- wxFILTER\_ALPHANUMERIC** Non-alphanumeric characters are filtered out.
- wxFILTER\_NUMERIC** Non-numeric characters are filtered out.
- wxFILTER\_INCLUDE\_LIST** Use an include list. The validator checks if the user input is on the list, complaining if not. See *wxTextValidator::SetIncludeList* (p. 1321).
- wxFILTER\_EXCLUDE\_LIST** Use an exclude list. The validator checks if the user input is on the list, complaining if it is. See *wxTextValidator::SetExcludeList* (p. 1321).
- wxFILTER\_INCLUDE\_CHAR\_LIST** Use an include list. The validator checks if each input character is in the list (one character per list element), complaining if not. See *wxTextValidator::SetIncludeList* (p. 1321).
- wxFILTER\_EXCLUDE\_CHAR\_LIST** Use an include list. The validator checks if each input character is in the list (one character per list element), complaining if it is. See *wxTextValidator::SetExcludeList* (p. 1321).

### *valPtr*

A pointer to a *wxString* variable that contains the value. This variable should have a lifetime equal to or longer than the validator lifetime (which is usually determined by the lifetime of the window).

---

## **wxTextValidator::~~wxTextValidator**

**~wxTextValidator()**

Destructor.

---

## **wxTextValidator::Clone**

**virtual wxValidator\* Clone() const**

Clones the text validator using the copy constructor.

**wxTextValidator::GetExcludeList**

---

**wxStringList& GetExcludeList() const**

Returns a reference to the exclude list (the list of invalid values).

**wxTextValidator::GetIncludeList**

---

**wxStringList& GetIncludeList() const**

Returns a reference to the include list (the list of valid values).

**wxTextValidator::GetStyle**

---

**long GetStyle() const**

Returns the validator style.

**wxTextValidator::OnChar**

---

**void OnChar(wxKeyEvent& *event*)**

Receives character input from the window and filters it according to the current validator style.

**wxTextValidator::SetExcludeList**

---

**void SetExcludeList(const wxStringList& *stringList*)**

Sets the exclude list (invalid values for the user input).

**wxTextValidator::SetIncludeList**

---

**void SetIncludeList(const wxStringList& *stringList*)**

Sets the include list (valid values for the user input).

**wxTextValidator::SetStyle**

---

**void SetStyle(long style)**

Sets the validator style.

---

### **wxTextValidator::TransferFromWindow**

---

**virtual bool TransferFromWindow()**

Transfers the string value to the window.

---

### **wxTextValidator::TransferToWindow**

---

**virtual bool TransferToWindow()**

Transfers the window value to the string.

---

### **wxTextValidator::Validate**

---

**virtual bool Validate(wxWindow\* parent)**

Validates the window contents against the include or exclude lists, depending on the validator style.

## **wxThread**

A thread is basically a path of execution through a program. Threads are sometimes called *light-weight processes*, but the fundamental difference between threads and processes is that memory spaces of different processes are separated while all threads share the same address space. While it makes it much easier to share common data between several threads, it also makes much easier to shoot oneself in the foot, so careful use of synchronization objects such as *mutexes* (p. 965) and/or *critical sections* (p. 213) is recommended.

There are two types of threads in *wxWindows*: *detached* and *joinable* ones, just as in the POSIX thread API (but unlike Win32 threads where all threads are joinable). The difference between the two is that only joinable threads can return a return code -- this is returned by the `Wait()` function. Detached threads (the default type) cannot be waited for.

You shouldn't hurry to create all the threads joinable, however, because this has a disadvantage as well: you **must** `Wait()` for a joinable thread or the system resources used by it will never be freed, and you also must delete the corresponding `wxThread` object yourself. In contrast, detached threads are of the "fire-and-forget" kind: you only have to start a detached thread and it will terminate and destroy itself.

This means, of course, that all detached threads **must** be created on the heap because the thread will call `delete this`; upon termination. Joinable threads may be created on the stack although more usually they will be created on the heap as well. Don't create global thread objects because they allocate memory in their constructor, which will cause problems for the memory checking system.

### Derived from

None.

### Include files

<wx/thread.h>

### See also

*wxMutex* (p. 965), *wxCondition* (p. 178), *wxCriticalSection* (p. 213)

---

## wxThread::wxThread

**wxThread**(wxThreadKind *kind* = wxTHREAD\_DETACHED)

This constructor creates a new detached (default) or joinable C++ thread object. It does not create or start execution of the real thread -- for this you should use the *Create* (p. 1324) and *Run* (p. 1327) methods.

The possible values for *kind* parameters are:

<b>wxTHREAD_DETACHED</b>	Create a detached thread.
<b>wxTHREAD_JOINABLE</b>	Create a joinable thread

---

## wxThread::~~wxThread

**~wxThread**()

The destructor frees the resources associated with the thread. Notice that you should never delete a detached thread -- you may only call *Delete* (p. 1324) on it or wait until it terminates (and auto destructs) itself. Because the detached threads delete themselves, they can only be allocated on the heap.

Joinable threads should be deleted explicitly. The *Delete* (p. 1324) and *Kill* (p. 1326) functions will not delete the C++ thread object. It is also safe to allocate them on stack.

## **wxThread::Create**

---

**wxThreadError Create**(unsigned int *stackSize* = 0)

Creates a new thread. The thread object is created in the suspended state, and you should call *Run* (p. 1327) to start running it. You may optionally specify the stack size to be allocated to it (Ignored on platforms that don't support setting it explicitly, eg. Unix).

### **Return value**

One of:

<b>wxTHREAD_NO_ERROR</b>	There was no error.
<b>wxTHREAD_NO_RESOURCE</b>	There were insufficient resources to create a new thread.
<b>wxTHREAD_RUNNING</b>	The thread is already running.

## **wxThread::Delete**

---

**void Delete**()

Calling *Delete* (p. 1324) is a graceful way to terminate the thread. It asks the thread to terminate and, if the thread code is well written, the thread will terminate after the next call to *TestDestroy* (p. 1328) which should happen quite soon.

However, if the thread doesn't call *TestDestroy* (p. 1328) often enough (or at all), the function will not return immediately, but wait until the thread terminates. As it may take a long time, and the message processing is not stopped during this function execution, message handlers may be called from inside it!

*Delete*() may be called for a thread in any state: running, paused or even not yet created. Moreover, it must be called if *Create* (p. 1324) or *Run* (p. 1327) fail in order to free the memory occupied by the thread object. However, you should not call *Delete*() on a detached thread which already terminated -- doing so will probably result in a crash because the thread object doesn't exist any more.

For detached threads *Delete*() will also delete the C++ thread object, but it will not do this for joinable ones.

This function can only be called from another thread context.

## **wxThread::Entry**

---

**virtual ExitCode Entry**()

This is the entry point of the thread. This function is pure virtual and must be implemented by any derived class. The thread execution will start here.

The returned value is the thread exit code which is only useful for joinable threads and is the value returned by *Wait* (p. 1329).

This function is called by *wxWindows* itself and should never be called directly.

---

### **wxThread::Exit**

---

**void Exit(ExitCode *exitcode* = 0)**

This is a protected function of the *wxThread* class and thus can only be called from a derived class. It also can only be called in the context of this thread, i.e. a thread can only exit from itself, not from another thread.

This function will terminate the OS thread (i.e. stop the associated path of execution) and also delete the associated C++ object for detached threads. *wxThread::OnExit* (p. 1327) will be called just before exiting.

---

### **wxThread::GetCPUCount**

---

**static int GetCPUCount()**

Returns the number of system CPUs or -1 if the value is unknown.

**See also**

*SetConcurrency* (p. 1328)

---

### **wxThread::GetCurrentId**

---

**static unsigned long GetCurrentId()**

Returns the platform specific thread ID of the current thread as a long. This can be used to uniquely identify threads, even if they are not *wxThreads*.

---

### **wxThread::GetId**

---

**unsigned long GetId() const**

Gets the thread identifier: this is a platform dependent number that uniquely identifies the thread throughout the system during its existence (i.e. the thread identifiers may be reused).

---

### **wxThread::GetPriority**

---

**int GetPriority() const**

Gets the priority of the thread, between zero and 100.

The following priorities are defined:

<b>WXTHREAD_MIN_PRIORITY</b>	0
<b>WXTHREAD_DEFAULT_PRIORITY</b>	50
<b>WXTHREAD_MAX_PRIORITY</b>	100

---

**wxThread::IsAlive**

---

**bool IsAlive() const**

Returns true if the thread is alive (i.e. started and not terminating).

---

**wxThread::IsDetached**

---

**bool IsDetached() const**

Returns true if the thread is of the detached kind, false if it is a joinable one.

---

**wxThread::IsMain**

---

**static bool IsMain()**

Returns true if the calling thread is the main application thread.

---

**wxThread::IsPaused**

---

**bool IsPaused() const**

Returns true if the thread is paused.

---

**wxThread::IsRunning**

---

**bool IsRunning() const**

Returns true if the thread is running.

---

**wxThread::Kill**

---

**wxThreadError Kill()**

Immediately terminates the target thread. **This function is dangerous and should be used with extreme care (and not used at all whenever possible)!** The resources allocated to the thread will not be freed and the state of the C runtime library may become inconsistent. Use *Delete()* (p. 1324) instead.

For detached threads *Kill()* will also delete the associated C++ object. However this will not happen for joinable threads and this means that you will still have to delete the *wxThread* object yourself to avoid memory leaks. In neither case *OnExit* (p. 1327) of the dying thread will be called, so no thread-specific cleanup will be performed.

This function can only be called from another thread context, i.e. a thread cannot kill itself.

It is also an error to call this function for a thread which is not running or paused (in the latter case, the thread will be resumed first) -- if you do it, a `wxTHREAD_NOT_RUNNING` error will be returned.

---

**wxThread::OnExit**

---

**void OnExit()**

Called when the thread exits. This function is called in the context of the thread associated with the *wxThread* object, not in the context of the main thread. This function will not be called if the thread *was killed* (p. 1326).

This function should never be called directly.

---

**wxThread::Pause**

---

**wxThreadError Pause()**

Suspends the thread. Under some implementations (Win32), the thread is suspended immediately, under others it will only be suspended when it calls *TestDestroy* (p. 1328) for the next time (hence, if the thread doesn't call it at all, it won't be suspended).

This function can only be called from another thread context.

---

**wxThread::Run**

---

**wxThreadError Run()**

Starts the thread execution. Should be called after *Create* (p. 1324).

This function can only be called from another thread context.

## **wxThread::SetPriority**

---

**void SetPriority**(int *priority*)

Sets the priority of the thread, between 0 and 100. It can only be set after calling *Create()* (p. 1324) but before calling *Run()* (p. 1327).

The following priorities are already defined:

<b>WXTHREAD_MIN_PRIORITY</b>	0
<b>WXTHREAD_DEFAULT_PRIORITY</b>	50
<b>WXTHREAD_MAX_PRIORITY</b>	100

## **wxThread::Sleep**

---

**static void Sleep**(unsigned long *milliseconds*)

Pauses the thread execution for the given amount of time.

This function should be used instead of *wxSleep* (p. 1574) by all worker threads (i.e. all except the main one).

## **wxThread::Resume**

---

**wxThreadError Resume**()

Resumes a thread suspended by the call to *Pause* (p. 1327).

This function can only be called from another thread context.

## **wxThread::SetConcurrency**

---

**static bool SetConcurrency**(size\_t *level*)

Sets the thread concurrency level for this process. This is, roughly, the number of threads that the system tries to schedule to run in parallel. The value of 0 for *level* may be used to set the default one.

Returns true on success or false otherwise (for example, if this function is not implemented for this platform -- currently everything except Solaris).

## **wxThread::TestDestroy**

---

**bool TestDestroy**()

This function should be called periodically by the thread to ensure that calls to *Pause* (p. 1327) and *Delete* (p. 1324) will work. If it returns true, the thread should exit as soon as possible.

---

### **wxThread::This**

---

**static wxThread \* This()**

Return the thread object for the calling thread. NULL is returned if the calling thread is the main (GUI) thread, but *IsMain* (p. 1326) should be used to test whether the thread is really the main one because NULL may also be returned for the thread not created with wxThread class. Generally speaking, the return value for such a thread is undefined.

---

### **wxThread::Yield**

---

**void Yield()**

Give the rest of the thread time slice to the system allowing the other threads to run. See also *Sleep()* (p. 1328).

---

### **wxThread::Wait**

---

**ExitCode Wait() const**

Waits until the thread terminates and returns its exit code or `(ExitCode) - 1` on error.

You can only `Wait()` for joinable (not detached) threads.

This function can only be called from another thread context.

## **wxThreadHelper**

The `wxThreadHelper` class is a mix-in class that manages a single background thread. By deriving from `wxThreadHelper`, a class can implement the thread code in its own `wxThreadHelper::Entry` (p. 1331) method and easily share data and synchronization objects between the main thread and the worker thread. Doing this prevents the awkward passing of pointers that is needed when the original object in the main thread needs to synchronize with its worker thread in its own `wxThread` derived object.

For example, `wxFrame` (p. 559) may need to make some calculations in a background thread and then display the results of those calculations in the main window.

Ordinarily, a `wxThread` (p. 1322) derived object would be created with the calculation

code implemented in `wxThread::Entry` (p. 1324). To access the inputs to the calculation, the frame object would often to pass a pointer to itself to the thread object. Similarly, the frame object would hold a pointer to the thread object. Shared data and synchronization objects could be stored in either object though the object without the data would have to access the data through a pointer.

However, with `wxThreadHelper`, the frame object and the thread object are treated as the same object. Shared data and synchronization variables are stored in the single object, eliminating a layer of indirection and the associated pointers.

### Derived from

None.

### Include files

<wx/thread.h>

### See also

`wxThread` (p. 1322), `wxThreadHelperThread` (p. 1331)

---

## `wxThreadHelper::wxThreadHelper`

`wxThreadHelper()`

This constructor simply initializes a member variable.

---

## `wxThreadHelper::m_thread`

`wxThread * m_thread`

the actual `wxThread` (p. 1322) object.

---

## `wxThread::~~wxThreadHelper`

`~wxThreadHelper()`

The destructor frees the resources associated with the thread.

---

## `wxThreadHelper::Create`

`wxThreadError Create(unsigned int stackSize = 0)`

Creates a new thread. The thread object is created in the suspended state, and you should call *GetThread()->Run()* (p. 1327) to start running it. You may optionally specify the stack size to be allocated to it (Ignored on platforms that don't support setting it explicitly, eg. Unix).

### Return value

One of:

<b>wxTHREAD_NO_ERROR</b>	There was no error.
<b>wxTHREAD_NO_RESOURCE</b>	There were insufficient resources to create a new thread.
<b>wxTHREAD_RUNNING</b>	The thread is already running.

---

## wxThreadHelper::Entry

### virtual ExitCode Entry()

This is the entry point of the thread. This function is pure virtual and must be implemented by any derived class. The thread execution will start here.

The returned value is the thread exit code which is only useful for joinable threads and is the value returned by *GetThread()->Wait()* (p. 1329).

This function is called by wxWindows itself and should never be called directly.

---

## wxThreadHelper::GetThread

### wxThread \* GetThread()

This is a public function that returns the *wxThread* (p. 1322) object associated with the thread.

## wxThreadHelperThread

The *wxThreadHelperThread* class is used internally by the *wxThreadHelper* (p. 1329) mix-in class. This class simply calls *wxThreadHelper::Entry* (p. 1331) in its owner class when the thread runs.

### Derived from

*wxThread* (p. 1322)

### Include files

<wx/thread.h>

### See also

*wxThread* (p. 1322), *wxThreadHelper* (p. 1329)

---

## **wxThreadHelperThread::wxThreadHelperThread**

### **wxThreadHelperThread()**

This constructor simply initializes member variables.

---

## **wxThreadHelperThread::m\_owner**

### **wxThreadHelperThread& m\_owner**

the *wxThreadHelper* (p. 1329) object which holds the code to run inside the thread.

---

## **wxThreadHelperThread::Entry**

### **virtual ExitCode Entry()**

This is the entry point of the thread. This function eventually calls *wxThreadHelper::Entry* (p. 1331). The actual worker thread code should be implemented in *wxThreadHelper::Entry* (p. 1331), not here, so all shared data and synchronization objects can be shared easily between the main thread and the worker thread.

The returned value is the thread exit code which is the value returned by *Wait()* (p. 1329).

This function is called by *wxWindows* itself and should never be called directly.

---

## **wxThreadHelperThread::CallEntry**

### **virtual ExitCode CallEntry()**

This is a convenience method that actually calls *wxThreadHelper::Entry* (p. 1331). This function eventually calls *wxThreadHelper::Entry* (p. 1331). The actual worker thread code should be implemented in *wxThreadHelper::Entry* (p. 1331), not here, so all shared data and synchronization objects can be shared easily between the main thread and the worker thread.

It must be declared after *wxThreadHelper* (p. 1329) so it can access *wxThreadHelper::Entry* (p. 1331) and avoid circular dependencies. Thus, it uses the

inline keyword to allow its definition outside of the class definition. To avoid any conflicts between the virtual and inline keywords, it is a non-virtual method.

The returned value is the thread exit code which is the value returned by *Wait()* (p. 1329).

This function is called by *wxWindows* itself and should never be called directly.

## wxTimer

The *wxTimer* class allows you to execute code at specified intervals. Its precision is platform-dependent, but in general will not be better than 1ms nor worse than 1s.

There are two different ways to use this class:

1. You may derive a new class from *wxTimer* and override the *Notify* (p. 1334) member to perform the required action.
2. Or you may redirect the notifications to any *wxEvtHandler* (p. 457) derived object by using the non default constructor or *SetOwner* (p. 1335). Then use the `EVT_TIMER` macro to connect it to the event handler which will receive *wxTimerEvent* (p. 1335) notifications.
3. Or you may use a derived class and the `EVT_TIMER` macro to connect it to an event handler defined in the derived class. If the default constructor is used, the timer object will be its own owner object, since it is derived from *wxEvtHandler*.

In any case, you must start the timer with *Start* (p. 1335) after constructing it before it actually starts sending notifications. It can be stopped later with *Stop* (p. 1335).

**NB:** note that timer can only be used from the main thread currently.

### Derived from

*wxEvtHandler* (p. 457)

### Include files

<wx/timer.h>

### See also

::*wxStartTimer* (p. 1574), ::*wxGetElapsedTime* (p. 1572), *wxStopWatch* (p. 1223)

---

## wxTimer::wxTimer

**wxTimer()**

Default constructor. If you use it to construct the object and don't call *SetOwner* (p. 1335) later, you must override *Notify* (p. 1334) method to process the notifications.

**wxTimer(wxEvtHandler \*owner, int id = -1)**

Creates a timer and associates it with *owner*. Please see *SetOwner* (p. 1335) for the description of parameters.

---

**wxTimer::~wxTimer**

---

**~wxTimer()**

Destructor. Stops the timer if it is running.

---

**wxTimer::GetInterval**

---

**int GetInterval() const**

Returns the current interval for the timer (in milliseconds).

---

**wxTimer::IsOneShot**

---

**bool IsOneShot() const**

Returns `true` if the timer is one shot, i.e. if it will stop after firing the first notification automatically.

---

**wxTimer::IsRunning**

---

**bool IsRunning() const**

Returns `true` if the timer is running, `false` if it is stopped.

---

**wxTimer::Notify**

---

**void Notify()**

This member should be overridden by the user if the default constructor was used and *SetOwner* (p. 1335) wasn't called.

Perform whatever action which is to be taken periodically here.

---

**wxTimer::SetOwner**

---

```
void SetOwner(wxEvtHandler *owner, int id = -1)
```

Associates the timer with the given *owner* object. When the timer is running, the owner will receive *timer events* (p. 1335) with id equal to *id* specified here.

---

**wxTimer::Start**

---

```
bool Start(int milliseconds = -1, bool oneShot = false)
```

(Re)starts the timer. If *milliseconds* parameter is -1 (value by default), the previous value is used. Returns *false* if the timer could not be started, *true* otherwise (in MS Windows timers are a limited resource).

If *oneShot* is *false* (the default), the *Notify* (p. 1334) function will be called repeatedly until the timer is stopped. If *true*, it will be called only once and the timer will stop automatically. To make your code more readable you may also use the following symbolic constants:

wxTIMER_CONTINUOUS	Start a normal, continuously running, timer
wxTIMER_ONE_SHOT	Start a one shot timer

If the timer was already running, it will be stopped by this method before restarting it.

---

**wxTimer::Stop**

---

```
void Stop()
```

Stops the timer.

**wxTimerEvent**

wxTimerEvent object is passed to the event handler of timer events.

For example:

```
class MyFrame : public wxFrame
{
public:
    ...
    void OnTimer(wxTimerEvent& event);

private:
    wxTimer m_timer;
};
```

```
BEGIN_EVENT_TABLE(MyFrame, wxFrame)
    EVT_TIMER(TIMER_ID, MyFrame::OnTimer)
END_EVENT_TABLE()

MyFrame::MyFrame()
    : m_timer(this, TIMER_ID)
{
    m_timer.Start(1000);    // 1 second interval
}

void MyFrame::OnTimer(wxTimerEvent& event)
{
    // do whatever you want to do every second here
}
```

### Include files

<wx/timer.h>

### See also

*wxTimer* (p. 1333)

---

## wxTimerEvent::GetInterval

---

**int GetInterval() const**

Returns the interval of the timer which generated this event.

## wxTimeSpan

wxTimeSpan class represents a time interval.

### Derived from

No base class

### Include files

<wx/datetime.h>

### See also

*Date classes overview* (p. 1621), *wxDateTime* (p. 244)

**Static functions**

---

*Seconds* (p. 1342)  
*Second* (p. 1342)  
*Minutes* (p. 1341)  
*Minute* (p. 1341)  
*Hours* (p. 1340)  
*Hour* (p. 1340)  
*Days* (p. 1338)  
*Day* (p. 1338)  
*Weeks* (p. 1342)  
*Week* (p. 1343)

**Constructors**

---

*wxTimeSpan* (p. 1343)

**Accessors**

---

*GetSeconds* (p. 1339)  
*GetMinutes* (p. 1339)  
*GetHours* (p. 1339)  
*GetDays* (p. 1339)  
*GetWeeks* (p. 1340)  
*GetValue* (p. 1340)

**Operations**

---

*Add* (p. 1338)  
*Subtract* (p. 1342)  
*Multiply* (p. 1341)  
*Negate* (p. 1342)  
*Neg* (p. 1342)  
*Abs* (p. 1338)

**Tests**

---

*IsNull* (p. 1341)  
*IsPositive* (p. 1341)  
*IsNegative* (p. 1340)  
*IsEqualTo* (p. 1340)  
*IsLongerThan* (p. 1340)  
*IsShorterThan* (p. 1341)

## Formatting time spans

---

*Format* (p. 1338)

### **wxTimeSpan::Abs**

---

**wxTimeSpan Abs() const**

Returns the absolute value of the timespan: does not modify the object.

### **wxTimeSpan::Add**

---

**wxTimeSpan Add(const wxTimeSpan& diff) const**

**wxTimeSpan& Add(const wxTimeSpan& diff)**

**wxTimeSpan& operator+=(const wxTimeSpan&diff)**

Returns the sum of two timespans.

### **wxTimeSpan::Days**

---

**static wxTimespan Days(long days)**

Returns the timespan for the given number of days.

### **wxTimeSpan::Day**

---

**static wxTimespan Day()**

Returns the timespan for one day.

### **wxTimeSpan::Format**

---

**wxString Format(const wxChar \* format = "%H:%M:%S")**

Returns the string containing the formatted representation of the time span. The following format specifiers are allowed after %:

H                                      number of **H**ours

M	number of <b>M</b> inutes
S	number of <b>S</b> econds
I	number of <b>m</b> illiseconds
D	number of <b>D</b> ays
E	number of <b>wE</b> eeks
%	the percent character

Note that, for example, the number of hours in the description above is not well defined: it can be either the total number of hours (for example, for a time span of 50 hours this would be 50) or just the hour part of the time span, which would be 2 in this case as 50 hours is equal to 2 days and 2 hours.

`wxTimeSpan` resolves this ambiguity in the following way: if there had been, indeed, the `%D` format specified preceding the `%H`, then it is interpreted as 2. Otherwise, it is 50.

The same applies to all other format specifiers: if they follow a specifier of larger unit, only the rest part is taken, otherwise the full value is used.

---

### **wxTimeSpan::GetDays**

---

**int GetDays() const**

Returns the difference in number of days.

---

### **wxTimeSpan::GetHours**

---

**int GetHours() const**

Returns the difference in number of hours.

---

### **wxTimeSpan::GetMilliseconds**

---

**wxLongLong GetMilliseconds() const**

Returns the difference in number of milliseconds.

---

### **wxTimeSpan::GetMinutes**

---

**int GetMinutes() const**

Returns the difference in number of minutes.

---

### **wxTimeSpan::GetSeconds**

---

**wxLongLong GetSeconds() const**

Returns the difference in number of seconds.

**wxTimeSpan::GetValue**

---

**wxLongLong GetValue() const**

Returns the internal representation of timespan.

**wxTimeSpan::GetWeeks**

---

**int GetWeeks() const**

Returns the difference in number of weeks.

**wxTimeSpan::Hours**

---

**static wxTimespan Hours(long hours)**

Returns the timespan for the given number of hours.

**wxTimeSpan::Hour**

---

**static wxTimespan Hour()**

Returns the timespan for one hour.

**wxTimeSpan::IsEqualTo**

---

**bool IsEqualTo(const wxTimeSpan& ts) const**

Returns `true` if two timespans are equal.

**wxTimeSpan::IsLongerThan**

---

**bool IsLongerThan(const wxTimeSpan& ts) const**

Compares two timespans: works with the absolute values, i.e. -2 hours is longer than 1 hour. Also, it will return `false` if the timespans are equal in absolute value.

**wxTimeSpan::IsNegative**

---

**bool IsNegative() const**

Returns `true` if the timespan is negative.

**wxTimeSpan::IsNull**

---

**bool IsNull() const**

Returns `true` if the timespan is empty.

**wxTimeSpan::IsPositive**

---

**bool IsPositive() const**

Returns `true` if the timespan is positive.

**wxTimeSpan::IsShorterThan**

---

**bool IsShorterThan(const wxTimeSpan& ts) const**

Compares two timespans: works with the absolute values, i.e. 1 hour is shorter than -2 hours. Also, it will return `false` if the timespans are equal in absolute value.

**wxTimeSpan::Minutes**

---

**static wxTimespan Minutes(long min)**

Returns the timespan for the given number of minutes.

**wxTimeSpan::Minute**

---

**static wxTimespan Minute()**

Returns the timespan for one minute.

**wxTimeSpan::Multiply**

---

**wxTimeSpan Multiply(int n) const****wxTimeSpan& Multiply(int n)****wxTimeSpan& operator\*=(int n)**

Multiplies timespan by a scalar.

### **wxTimeSpan::Negate**

---

**wxTimeSpan Negate() const**

Returns timespan with inversed sign.

### **wxTimeSpan::Neg**

---

**wxTimeSpan& Neg()**

**wxTimeSpan& operator-()**

Negate the value of the timespan.

### **wxTimeSpan::Seconds**

---

**static wxTimespan Seconds(long sec)**

Returns the timespan for the given number of seconds.

### **wxTimeSpan::Second**

---

**static wxTimespan Second()**

Returns the timespan for one second.

### **wxTimeSpan::Subtract**

---

**wxTimeSpan Subtract(const wxTimeSpan&diff) const**

**wxTimeSpan& Subtract(const wxTimeSpan& diff)**

**wxTimeSpan& operator-=(const wxTimeSpan&diff)**

Returns the difference of two timespans.

### **wxTimeSpan::Weeks**

---

**static wxTimespan Weeks(long weeks)**

Returns the timespan for the given number of weeks.

### **wxTimeSpan::Week**

---

**static wxTimespan Week()**

Returns the timespan for one week.

### **wxTimeSpan::wxTimeSpan**

---

**wxTimeSpan()**

Default constructor, constructs a zero timespan.

**wxTimeSpan(long hours, long min, long sec, long msec)**

Constructs timespan from separate values for each component, with the date set to 0. Hours are not restricted to 0..24 range, neither are minutes, seconds or milliseconds.

## **wxTipProvider**

This is the class used together with *wxShowTip* (p. 1541) function. It must implement *GetTip* (p. 1344) function and return the current tip from it (different tip each time it is called).

You will never use this class yourself, but you need it to show startup tips with *wxShowTip*. Also, if you want to get the tips text from elsewhere than a simple text file, you will want to derive a new class from *wxTipProvider* and use it instead of the one returned by *wxCreateFileTipProvider* (p. 1533).

### **Derived from**

None.

### **Include files**

<wx/tipdlg.h>

### **See also**

*Startup tips overview* (p. 1709), *::wxShowTip* (p. 1541)

## **wxTipProvider::wxTipProvider**

---

**wxTipProvider**(*size\_t currentTip*)

Constructor.

*currentTip*

The starting tip index.

## **wxTipProvider::GetTip**

---

**wxString** GetTip()

Return the text of the current tip and pass to the next one. This function is pure virtual, it should be implemented in the derived classes.

## **wxTipProvider::PreprocessTip**

---

**virtual wxString** PreProcessTip(const **wxString**&*tip*)

Returns a modified tip. This function will be called immediately after read, and before being check whether it is a comment, an empty string or a string to translate. You can optionally override this in your custom user-derived class to optionally to modify the tip as soon as it is read. You can return any modification to the string. If you return **wxEmptyString**, then this tip is skipped, and the next one is read.

## **wxCurrentTipProvider::GetCurrentTip**

---

**size\_t** GetCurrentTip() const

Returns the index of the current tip (i.e. the one which would be returned by `GetTip`).

The program usually remembers the value returned by this function after calling `wxShowTip` (p. 1541). Note that it is not the same as the value which was passed to `wxShowTip + 1` because the user might have pressed the "Next" button in the tip dialog.

## **wxTipWindow**

Shows simple text in a popup tip window on creation. This is used by `wxSimpleHelpProvider` (p. 1137) to show popup help. The window automatically destroys itself when the user clicks on it or it loses the focus.

You may also use this class to emulate the tooltips when you need finer control over

them than what the standard tooltips provide.

### Derived from

`wxPopupTransientWindow`  
`wxPopupWindow`  
`wxWindow` (p. 1428)  
`wxEvtHandler` (p. 457)  
`wxObject` (p. 982)

### Include files

<wx/tipwin.h>

---

## `wxTipWindow::wxTipWindow`

`wxTipWindow(wxWindow* parent, const wxString& text, wxCoord maxLength = 100, wxTipWindow** windowPtr)`

Constructor. The tip is shown immediately the window is constructed.

### Parameters

*parent*

The parent window, must be non `NULL`

*text*

The text to show, may contain the new line characters

*windowPtr*

Simply passed to `SetTipWindowPtr` (p. 1345) below, please see its documentation for the description of this parameter

*rectBounds*

If non `NULL`, passed to `SetBoundingRect` (p. 1346) below, please see its documentation for the description of this parameter

---

## `wxTipWindow::SetTipWindowPtr`

`void SetTipWindowPtr(wxTipWindow** windowPtr)`

When the tip window closes itself (which may happen at any moment and unexpectedly to the caller) it may `NULL` out the pointer pointed to by `windowPtr`. This is helpful to avoid dereferencing the tip window which had been already closed and deleted.

## wxTipWindow::SetBoundingRect

---

**void SetBoundingRect(const wxRect& *rectBound*)**

By default, the tip window disappears when the user clicks the mouse or presses a keyboard key or if it loses focus in any other way - for example because the user switched to another application window.

Additionally, if a non empty *rectBound* is provided, the tip window will also automatically close if the mouse leaves this area. This is useful to dismiss the tip mouse when the mouse leaves the object it is associated with.

### Parameters

*rectBound*

The bounding rectangle for the mouse in the screen coordinates

## wxToggleButton

wxToggleButton is a button that stays pressed when clicked by the user. In other words, it is similar to *wxCheckBox* (p. 124) in functionality but looks like a *wxButton* (p. 106).

You can see wxToggleButton in action in the sixth page of the *controls* (p. 1604) sample.

**NB:** This class is only available under wxMSW, wxGTK and wxMotif currently.

### Derived from

*wxControl* (p. 204)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Include files

<wx/tglbtn.h>

### Window styles

There are no special styles for wxToggleButton.

See also *window styles overview* (p. 1657).

### Event handling

**EVT\_TOGGLEBUTTON(id, func)**      Handles button click event.

**See also**

*wxCheckBox* (p. 124), *wxButton* (p. 106)

---

**wxToggleButton::wxToggleButton**

---

**wxToggleButton()**

Default constructor.

**wxToggleButton(wxWindow\* parent, wxWindowID id, const wxString& label, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = 0, const wxValidator& val, const wxString& name = "checkBox")**

Constructor, creating and showing a toggle button.

**Parameters**

*parent*

Parent window. Must not be `NULL`.

*id*

Toggle button identifier. A value of -1 indicates a default value.

*label*

Text to be displayed next to the toggle button.

*pos*

Toggle button position. If the position (-1, -1) is specified then a default position is chosen.

*size*

Toggle button size. If the default size (-1, -1) is specified then a default size is chosen.

*style*

Window style. See *wxToggleButton* (p. 1346).

*validator*

Window validator.

*name*

Window name.

**See also**

*wxToggleButton::Create* (p. 1348), *wxValidator* (p. 1398)

## **wxToggleButton::~~wxToggleButton**

---

**~wxToggleButton()**

Destructor, destroying the toggle button.

## **wxToggleButton::Create**

---

**bool Create(wxWindow\* parent, wxWindowID id, const wxString& label, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = 0, const wxValidator& val, const wxString& name = "checkBox")**

Creates the toggle button for two-step construction. See *wxToggleButton::wxToggleButton* (p. 1347) for details.

## **wxToggleButton::GetValue**

---

**bool GetValue() const**

Gets the state of the toggle button.

### **Return value**

Returns `true` if it is pressed, `false` otherwise.

## **wxToggleButton::SetValue**

---

**void SetValue(const bool state)**

Sets the toggle button to the given state. This does not cause a `EVT_TOGGLEBUTTON` event to be emitted.

### **Parameters**

*state*

If `true`, the button is pressed.

## **wxToolBar**

The name `wxToolBar` is defined to be a synonym for one of the following classes:

- **wxToolBar95** The native Windows 95 toolbar. Used on Windows 95, NT 4 and above.
- **wxToolBarMSW** A Windows implementation. Used on 16-bit Windows.
- **wxToolBarGTK** The GTK toolbar.
- **wxToolBarSimple** A simple implementation, with scrolling. Used on platforms with no native toolbar control, or where scrolling is required.

Note that the base class **wxToolBarBase** defines automatic scrolling management functionality which is similar to *wxScrolledWindow* (p. 1120), so please refer to this class also. Not all toolbars support scrolling, but *wxToolBarSimple* does.

### Derived from

wxToolBarBase  
*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/toolbar.h> (to allow wxWindows to select an appropriate toolbar class)  
 <wx/tbarbase.h> (the base class)  
 <wx/tbarmsw.h> (the non-Windows 95 Windows toolbar class)  
 <wx/tbar95.h> (the Windows 95/98 toolbar class)  
 <wx/tbarsmpl.h> (the generic simple toolbar class)

### Remarks

You may also create a toolbar that is managed by the frame, by calling *wxFrame::CreateToolBar* (p. 563).

Due to the use of native toolbars on the various platforms, certain adaptations will often have to be made in order to get optimal look on all platforms as some platforms ignore the values for explicit placement and use their own layout and the meaning of a "separator" is a vertical line under Windows95 vs. simple space under GTK etc.

**wxToolBar95:** Note that this toolbar paints tools to reflect user-selected colours.

### Window styles

<b>wxTB_FLAT</b>	Gives the toolbar a flat look (Windows and GTK only).
<b>wxTB_DOCKABLE</b>	Makes the toolbar floatable and dockable (GTK only).
<b>wxTB_HORIZONTAL</b>	Specifies horizontal layout (default).
<b>wxTB_VERTICAL</b>	Specifies vertical layout.
<b>wxTB_3DBUTTONS</b>	Only for <i>wxToolBarSimple</i> : gives a mild 3D look to its buttons.
<b>wxTB_TEXT</b>	Show the text in the toolbar buttons; by default only icons are shown.
<b>wxTB_NOICONS</b>	Specifies no icons in the toolbar buttons; by default they

	are shown.
<b>wxBN_NODIVIDER</b>	Specifies no divider (border) above the toolbar (Windows only).
<b>wxBN_NOALIGN</b>	Specifies no alignment with the parent window (Windows only, not very useful).
<b>wxBN_HORZ_LAYOUT</b>	Show the text and the icons alongside, not vertically stacked (Windows and GTK 2 only). This style must be used with <code>wxBN_TEXT</code> .
<b>wxBN_HORZ_TEXT</b>	Combination of <code>wxBN_HORZ_LAYOUT</code> and <code>wxBN_TEXT</code> .

See also *window styles overview* (p. 1657). Note that the Win32 native toolbar ignores `wxBN_NOICONS` style. Also, toggling the `wxBN_TEXT` works only if the style was initially on.

## Event handling

The toolbar class emits menu commands in the same way that a frame menubar does, so you can use one `EVT_MENU` macro for both a menu item and a toolbar button. The event handler functions take a `wxCommandEvent` argument. For most event macros, the identifier of the tool is passed, but for `EVT_TOOL_ENTER` the toolbar window is passed and the tool id is retrieved from the `wxCommandEvent`. This is because the id may be -1 when the mouse moves off a tool, and -1 is not allowed as an identifier in the event system.

Note that tool commands (and UI update events for tools) are first sent to the focus window within the frame that contains the toolbar. If no window within the frame has the focus, then the events are sent directly to the toolbar (and up the hierarchy to the frame, depending on where the application has put its event handlers). This allows command and UI update handling to be processed by specific windows and controls, and not necessarily by the application frame.

<b>EVT_TOOL(id, func)</b>	Process a <code>wxEVT_COMMAND_TOOL_CLICKED</code> event (a synonym for <code>wxEVT_COMMAND_MENU_SELECTED</code> ). Pass the id of the tool.
<b>EVT_MENU(id, func)</b>	The same as <code>EVT_TOOL</code> .
<b>EVT_TOOL_RANGE(id1, id2, func)</b>	Process a <code>wxEVT_COMMAND_TOOL_CLICKED</code> event for a range of identifiers. Pass the ids of the tools.
<b>EVT_MENU_RANGE(id1, id2, func)</b>	The same as <code>EVT_TOOL_RANGE</code> .
<b>EVT_TOOL_RCLICKED(id, func)</b>	Process a <code>wxEVT_COMMAND_TOOL_RCLICKED</code> event. Pass the id of the tool.
<b>EVT_TOOL_RCLICKED_RANGE(id1, id2, func)</b>	Process a <code>wxEVT_COMMAND_TOOL_RCLICKED</code> event for a range of ids. Pass the ids of the tools.
<b>EVT_TOOL_ENTER(id, func)</b>	Process a <code>wxEVT_COMMAND_TOOL_ENTER</code> event. Pass the id of the toolbar itself. The

value of `wxCommandEvent::GetSelection` is the tool id, or -1 if the mouse cursor has moved off a tool.

### See also

*Toolbar overview* (p. 1703), *wxScrolledWindow* (p. 1120)

---

## wxToolBar::wxToolBar

---

### wxToolBar()

Default constructor.

**wxToolBar**(*wxWindow\** parent, **wxWindowID** id, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = *wxTB\_HORIZONTAL | wxNO\_BORDER*, **const wxString&** name = *wxPanelNameStr*)

Constructs a toolbar.

### Parameters

#### *parent*

Pointer to a parent window.

#### *id*

Window identifier. If -1, will automatically create an identifier.

#### *pos*

Window position. *wxDefaultPosition* is (-1, -1) which indicates that *wxWindows* should generate a default position for the window. If using the *wxWindow* class directly, supply an actual position.

#### *size*

Window size. *wxDefaultSize* is (-1, -1) which indicates that *wxWindows* should generate a default size for the window.

#### *style*

Window style. See *wxToolBar* (p. 1348) for details.

#### *name*

Window name.

### Remarks

After a toolbar is created, you use *wxToolBar::AddTool* (p. 1352) and perhaps *wxToolBar::AddSeparator* (p. 1352), and then you must call *wxToolBar::Realize* (p.

1361) to construct and display the toolbar tools.

You may also create a toolbar that is managed by the frame, by calling `wxFrame::CreateToolBar` (p. 563).

---

### **wxToolBar::~~wxToolBar**

---

**void ~wxToolBar()**

Toolbar destructor.

---

### **wxToolBar::AddControl**

---

**bool AddControl(wxControl\* control)**

Adds any control to the toolbar, typically e.g. a combobox.

*control*

The control to be added.

---

### **wxToolBar::AddSeparator**

---

**void AddSeparator()**

Adds a separator for spacing groups of tools.

**See also**

`wxToolBar::AddTool` (p. 1352), `wxToolBar::SetToolSeparation` (p. 1364)

---

### **wxToolBar::AddTool**

---

**wxToolBarTool\* AddTool(int toolId, const wxString& label, const wxBitmap& bitmap1, const wxString& shortHelpString = "", wxItemKind kind = wxITEM\_NORMAL)**

**wxToolBarTool\* AddTool(int toolId, const wxString& label, const wxBitmap& bitmap1, const wxBitmap& bitmap2 = wxNullBitmap, wxItemKind kind = wxITEM\_NORMAL, const wxString& shortHelpString = "", const wxString& longHelpString = "", wxObject\* clientData = NULL)**

**wxToolBarTool\* AddTool(wxToolBarTool\* tool)**

Adds a tool to the toolbar. The first (short and most commonly used) version has fewer parameters than the full version at the price of not being able to specify some of the more rarely used button features. The last version allows to add an existing tool.

## Parameters

### *toolId*

An integer by which the tool may be identified in subsequent operations.

### *kind*

May be `wxITEM_NORMAL` for a normal button (default), `wxITEM_CHECK` for a checkable tool (such tool stays pressed after it had been toggled) or `wxITEM_RADIO` for a checkable tool which makes part of a radio group of tools each of which is automatically unchecked whenever another button in the group is checked

### *bitmap1*

The primary tool bitmap for toggle and button tools.

### *bitmap2*

The second bitmap specifies the on-state bitmap for a toggle tool. If this is `wxNullBitmap`, either an inverted version of the primary bitmap is used for the on-state of a toggle tool (monochrome displays) or a black border is drawn around the tool (colour displays) or the pixmap is shown as a pressed button (GTK).

### *shortHelpString*

This string is used for the tools tooltip

### *longHelpString*

This string is shown in the statusbar (if any) of the parent frame when the mouse pointer is inside the tool

### *clientData*

An optional pointer to client data which can be retrieved later using `wxToolBar::GetToolClientData` (p. 1357).

### *tool*

The tool to be added.

## Remarks

After you have added tools to a toolbar, you must call `wxToolBar::Realize` (p. 1361) in order to have the tools appear.

## See also

`wxToolBar::AddSeparator` (p. 1352), `wxToolBar::AddCheckTool` (p. 1353),  
`wxToolBar::AddRadioTool` (p. 1354), `wxToolBar::InsertTool` (p. 1359),  
`wxToolBar::DeleteTool` (p. 1354), `wxToolBar::Realize` (p. 1361)

---

## **wxToolBar::AddCheckTool**

**wxToolBarTool\*** **AddCheckTool**(int *toolId*, const wxString& *label*, const wxBitmap& *bitmap1*, const wxBitmap& *bitmap2*, const wxString& *shortHelpString* = "", const

**wxString&** *longHelpString* = "", **wxObject\*** *clientData* = NULL)

Adds a new check (or toggle) tool to the toolbar. The parameters are the same as in *wxToolBar::AddTool* (p. 1352).

**See also**

*wxToolBar::AddTool* (p. 1352)

---

## wxToolBar::AddRadioTool

**wxToolBarTool\*** **AddRadioTool**(int *toolId*, const **wxString&** *label*, const **wxBitmap&** *bitmap1*, const **wxBitmap&** *bitmap2*, const **wxString&** *shortHelpString* = "", const **wxString&** *longHelpString* = "", **wxObject\*** *clientData* = NULL)

Adds a new radio tool to the toolbar. Consecutive radio tools form a radio group such that exactly one button in the group is pressed at any moment, in other words whenever a button in the group is pressed the previously pressed button is automatically released. You should avoid having the radio groups of only one element as it would be impossible for the user to use such button.

By default, the first button in the radio group is initially pressed, the others are not.

**See also**

*wxToolBar::AddTool* (p. 1352)

---

## wxToolBar::DeleteTool

**bool** **DeleteTool**(int *toolId*)

Removes the specified tool from the toolbar and deletes it. If you don't want to delete the tool, but just to remove it from the toolbar (to possibly add it back later), you may use *RemoveTool* (p. 1362) instead.

Note that it is unnecessary to call *Realize* (p. 1361) for the change to take place, it will happen immediately.

Returns true if the tool was deleted, false otherwise.

**See also**

*DeleteToolByPos* (p. 1354)

---

## wxToolBar::DeleteToolByPos

**bool** **DeleteToolByPos**(size\_t *pos*)

This function behaves like *DeleteTool* (p. 1354) but it deletes the tool at the specified position and not the one with the given id.

### **wxToolBar::EnableTool**

---

**void EnableTool**(int *toolId*, const bool *enable*)

Enables or disables the tool.

#### **Parameters**

*toolId*

Tool to enable or disable.

*enable*

If true, enables the tool, otherwise disables it.

**NB:** This function should only be called after *Realize* (p. 1361).

#### **Remarks**

For *wxToolBarSimple*, does nothing. Some other implementations will change the visible state of the tool to indicate that it is disabled.

#### **See also**

*wxToolBar::GetToolEnabled* (p. 1357), *wxToolBar::ToggleTool* (p. 1365)

### **wxToolBar::FindControl**

---

**wxControl\*** FindControl(int *id*)

Returns a pointer to the control identified by *id* or NULL if no corresponding control is found.

### **wxToolBar::FindToolForPosition**

---

**wxToolBarTool\*** FindToolForPosition(const float *x*, const float *y*) const

Finds a tool for the given mouse position.

#### **Parameters**

*x*

X position.

*y* Y position.

### Return value

A pointer to a tool if a tool is found, or NULL otherwise.

### Remarks

Used internally, and should not need to be used by the programmer.

---

## **wxToolBar::GetToolSize**

---

### **wxSize GetToolSize()**

Returns the size of a whole button, which is usually larger than a tool bitmap because of added 3D effects.

### See also

*wxToolBar::SetToolBitmapSize* (p. 1363), *wxToolBar::GetToolBitmapSize* (p. 1356)

---

## **wxToolBar::GetToolBitmapSize**

---

### **wxSize GetToolBitmapSize()**

Returns the size of bitmap that the toolbar expects to have. The default bitmap size is 16 by 15 pixels.

### Remarks

Note that this is the size of the bitmap you pass to *wxToolBar::AddTool* (p. 1352), and not the eventual size of the tool button.

### See also

*wxToolBar::SetToolBitmapSize* (p. 1363), *wxToolBar::GetToolSize* (p. 1356)

---

## **wxToolBar::GetMargins**

---

### **wxSize GetMargins() const**

Returns the left/right and top/bottom margins, which are also used for inter-toolspacing.

### See also

*wxToolBar::SetMargins* (p. 1362)

### **wxToolBar::GetToolClientData**

---

**wxObject\*** GetToolClientData(int *toolId*) const

Get any client data associated with the tool.

#### **Parameters**

*toolId*

Id of the tool, as passed to *wxToolBar::AddTool* (p. 1352).

#### **Return value**

Client data, or NULL if there is none.

### **wxToolBar::GetToolEnabled**

---

**bool** GetToolEnabled(int *toolId*) const

Called to determine whether a tool is enabled (responds to user input).

#### **Parameters**

*toolId*

Id of the tool in question.

#### **Return value**

true if the tool is enabled, false otherwise.

#### **See also**

*wxToolBar::EnableTool* (p. 1355)

### **wxToolBar::GetToolLongHelp**

---

**wxString** GetToolLongHelp(int *toolId*) const

Returns the long help for the given tool.

#### **Parameters**

*toolId*

The tool in question.

#### **See also**

*wxToolBar::SetToolLongHelp* (p. 1363), *wxToolBar::SetToolShortHelp* (p. 1364)

---

### **wxToolBar::GetToolPacking**

---

**int GetToolPacking() const**

Returns the value used for packing tools.

**See also**

*wxToolBar::SetToolPacking* (p. 1364)

---

### **wxToolBar::GetToolPos**

---

**int GetToolPos(int *toolId*) const**

Returns the tool position in the toolbar, or `wxNOT_FOUND` if the tool is not found.

---

### **wxToolBar::GetToolSeparation**

---

**int GetToolSeparation() const**

Returns the default separator size.

**See also**

*wxToolBar::SetToolSeparation* (p. 1364)

---

### **wxToolBar::GetToolShortHelp**

---

**wxString GetToolShortHelp(int *toolId*) const**

Returns the short help for the given tool.

**Parameters**

*toolId*

The tool in question.

**See also**

*wxToolBar::GetToolLongHelp* (p. 1357), *wxToolBar::SetToolShortHelp* (p. 1364)

---

### **wxToolBar::GetToolState**

---

**bool GetToolState(int *toolId*) const**

Gets the on/off state of a toggle tool.

**Parameters**

*toolId*

The tool in question.

**Return value**

true if the tool is toggled on, false otherwise.

**See also**

*wxToolBar::ToggleTool* (p. 1365)

---

**wxToolBar::InsertControl**

---

**wxToolBarTool \* InsertControl(size\_t *pos*, wxControl \**control*)**

Inserts the control into the toolbar at the given position.

You must call *Realize* (p. 1361) for the change to take place.

**See also**

*AddControl* (p. 1352),

*InsertTool* (p. 1359)

---

**wxToolBar::InsertSeparator**

---

**wxToolBarTool \* InsertSeparator(size\_t *pos*)**

Inserts the separator into the toolbar at the given position.

You must call *Realize* (p. 1361) for the change to take place.

**See also**

*AddSeparator* (p. 1352),

*InsertTool* (p. 1359)

---

**wxToolBar::InsertTool**

---

**wxToolBarTool \* InsertTool(size\_t *pos*, int *toolId*, const wxBitmap& *bitmap1*, const**

**wxBitmap&** *bitmap2* = *wxNullBitmap*, **bool** *isToggle* = *false*, **wxObject\*** *clientData* = *NULL*, **const wxString&** *shortHelpString* = *""*, **const wxString&** *longHelpString* = *""*)

**wxToolBarTool \* InsertTool(size\_t pos, wxToolBarTool\* tool)**

Inserts the tool with the specified attributes into the toolbar at the given position.

You must call *Realize* (p. 1361) for the change to take place.

### See also

*AddTool* (p. 1352),  
*InsertControl* (p. 1359),  
*InsertSeparator* (p. 1359)

## wxToolBar::OnLeftClick

---

**bool OnLeftClick(int toolId, bool toggleDown)**

Called when the user clicks on a tool with the left mouse button.

This is the old way of detecting tool clicks; although it will still work, you should use the `EVT_MENU` or `EVT_TOOL` macro instead.

### Parameters

*toolId*

The identifier passed to *wxToolBar::AddTool* (p. 1352).

*toggleDown*

true if the tool is a toggle and the toggle is down, otherwise is false.

### Return value

If the tool is a toggle and this function returns false, the toggle state (internal and visual) will not be changed. This provides a way of specifying that toggle operations are not permitted in some circumstances.

### See also

*wxToolBar::OnMouseEnter* (p. 1360), *wxToolBar::OnRightClick* (p. 1361)

## wxToolBar::OnMouseEnter

---

**void OnMouseEnter(int toolId)**

This is called when the mouse cursor moves into a tool or out of the toolbar.

This is the old way of detecting mouse enter events; although it will still work, you should use the `EVT_TOOL_ENTER` macro instead.

### Parameters

*toolId*

Greater than -1 if the mouse cursor has moved into the tool, or -1 if the mouse cursor has moved. The programmer can override this to provide extra information about the tool, such as a short description on the status line.

### Remarks

With some derived toolbar classes, if the mouse moves quickly out of the toolbar, `wxWindows` may not be able to detect it. Therefore this function may not always be called when expected.

---

## **wxToolBar::OnRightClick**

---

**void OnRightClick(int toolId, float x, float y)**

Called when the user clicks on a tool with the right mouse button. The programmer should override this function to detect right tool clicks.

This is the old way of detecting tool right clicks; although it will still work, you should use the `EVT_TOOL_RCLICKED` macro instead.

### Parameters

*toolId*

The identifier passed to `wxToolBar::AddTool` (p. 1352).

*x*

The x position of the mouse cursor.

*y*

The y position of the mouse cursor.

### Remarks

A typical use of this member might be to pop up a menu.

### See also

`wxToolBar::OnMouseEnter` (p. 1360), `wxToolBar::OnLeftClick` (p. 1360)

---

## **wxToolBar::Realize**

---

**bool Realize()**

This function should be called after you have added tools.

If you are using absolute positions for your tools when using a `wxToolBarSimple` object, do not call this function. You must call it at all other times.

---

### **wxToolBar::RemoveTool**

---

**wxToolBarTool \* RemoveTool(int id)**

Removes the given tool from the toolbar but doesn't delete it. This allows to insert/add this tool back to this (or another) toolbar later.

Note that it is unnecessary to call *Realize* (p. 1361) for the change to take place, it will happen immediately.

#### **See also**

*DeleteTool* (p. 1354)

---

### **wxToolBar::SetMargins**

---

**void SetMargins(const wxSize& size)**

**void SetMargins(int x, int y)**

Set the values to be used as margins for the toolbar.

#### **Parameters**

*size*

Margin size.

*x*

Left margin, right margin and inter-tool separation value.

*y*

Top margin, bottom margin and inter-tool separation value.

#### **Remarks**

This must be called before the tools are added if absolute positioning is to be used, and the default (zero-size) margins are to be overridden.

#### **See also**

*wxToolBar::GetMargins* (p. 1356), *wxSize* (p. 1142)

## **wxToolBar::SetToolBitmapSize**

---

**void SetToolBitmapSize(const wxSize& size)**

Sets the default size of each tool bitmap. The default bitmap size is 16 by 15 pixels.

### **Parameters**

*size*

The size of the bitmaps in the toolbar.

### **Remarks**

This should be called to tell the toolbar what the tool bitmap size is. Call it before you add tools.

Note that this is the size of the bitmap you pass to *wxToolBar::AddTool* (p. 1352), and not the eventual size of the tool button.

### **See also**

*wxToolBar::GetToolBitmapSize* (p. 1356), *wxToolBar::GetToolSize* (p. 1356)

## **wxToolBar::SetToolClientData**

---

**void SetToolClientData(int id, wxObject\* clientData)**

Sets the client data associated with the tool.

## **wxToolBar::SetToolLongHelp**

---

**void SetToolLongHelp(int toolId, const wxString& helpString)**

Sets the long help for the given tool.

### **Parameters**

*toolId*

The tool in question.

*helpString*

A string for the long help.

### **Remarks**

You might use the long help for displaying the tool purpose on the status line.

**See also**

*wxToolBar::GetToolLongHelp* (p. 1357), *wxToolBar::SetToolShortHelp* (p. 1364),

---

**wxToolBar::SetToolPacking**

---

**void SetToolPacking**(int *packing*)

Sets the value used for spacing tools. The default value is 1.

**Parameters**

*packing*

The value for packing.

**Remarks**

The packing is used for spacing in the vertical direction if the toolbar is horizontal, and for spacing in the horizontal direction if the toolbar is vertical.

**See also**

*wxToolBar::GetToolPacking* (p. 1358)

---

**wxToolBar::SetToolShortHelp**

---

**void SetToolShortHelp**(int *toolId*, const wxString& *helpString*)

Sets the short help for the given tool.

**Parameters**

*toolId*

The tool in question.

*helpString*

The string for the short help.

**Remarks**

An application might use short help for identifying the tool purpose in a tooltip.

**See also**

*wxToolBar::GetToolShortHelp* (p. 1358), *wxToolBar::SetToolLongHelp* (p. 1363)

---

**wxToolBar::SetToolSeparation**

---

**void SetToolSeparation(int separation)**

Sets the default separator size. The default value is 5.

### Parameters

*separation*

The separator size.

### See also

*wxToolBar::AddSeparator* (p. 1352)

---

## wxToolBar::ToggleTool

**void ToggleTool(int toolId, const bool toggle)**

Toggles a tool on or off. This does not cause any event to get emitted.

### Parameters

*toolId*

Tool in question.

*toggle*

If true, toggles the tool on, otherwise toggles it off.

### Remarks

Only applies to a tool that has been specified as a toggle tool.

### See also

*wxToolBar::GetToolState* (p. 1358)

## wxToolTip

This class holds information about a tooltip associated with a window (see *wxWindow::SetToolTip* (p. 1472)).

The two static methods, *wxToolTip::Enable* (p. 1366) and *wxToolTip::SetDelay* (p. 1366) can be used to globally alter tooltips behaviour.

### Derived from

*wxObject* (p. 982)

---

### **wxToolTip::Enable**

---

**static void Enable**(bool *flag*)

Enable or disable tooltips globally.

---

### **wxToolTip::SetDelay**

---

**static void SetDelay**(long *msecs*)

Set the delay after which the tooltip appears.

---

### **wxToolTip::wxToolTip**

---

**wxToolTip**(const wxString& *tip*)

Constructor.

---

### **wxToolTip::SetTip**

---

**void SetTip**(const wxString& *tip*)

Set the tooltip text.

---

### **wxToolTip::GetTip**

---

**wxString GetTip**() const

Get the tooltip text.

---

### **wxToolTip::GetWindow**

---

**wxWindow\* GetWindow**() const

Get the associated window.

## **wxTreeCtrl**

A tree control presents information as a hierarchy, with items that may be expanded to show further items. Items in a tree control are referenced by `wxTreeItemId` handles, which may be tested for validity by calling `wxTreeItemId::IsOk`.

To intercept events from a tree control, use the event table macros described in *wxTreeEvent* (p. 1385).

### Derived from

*wxControl* (p. 204)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### Include files

<wx/treectrl.h>

### Window styles

<b>wxTR_EDIT_LABELS</b>	Use this style if you wish the user to be able to edit labels in the tree control.
<b>wxTR_NO_BUTTONS</b>	For convenience to document that no buttons are to be drawn.
<b>wxTR_HAS_BUTTONS</b>	Use this style to show + and - buttons to the left of parent items.
<b>wxTR_TWIST_BUTTONS</b>	Use this style to show Mac-style twister buttons to the left of parent items. If both <code>wxTR_HAS_BUTTONS</code> and <code>wxTR_TWIST_BUTTONS</code> are given, twister buttons are generated. Generic only.
<b>wxTR_NO_LINES</b>	Use this style to hide vertical level connectors.
<b>wxTR_FULL_ROW_HIGHLIGHT</b>	Use this style to have the background colour and the selection highlight extend over the entire horizontal row of the tree control window. (This flag is ignored under Windows unless you specify <code>wxTR_NO_LINES</code> as well.)
<b>wxTR_LINES_AT_ROOT</b>	Use this style to show lines between root nodes. Only applicable if <code>wxTR_HIDE_ROOT</code> is set and <code>wxTR_NO_LINES</code> is not set.
<b>wxTR_HIDE_ROOT</b>	Use this style to suppress the display of the root node, effectively causing the first-level nodes to appear as a series of root nodes.
<b>wxTR_ROW_LINES</b>	Use this style to draw a contrasting border between displayed rows.
<b>wxTR_HAS_VARIABLE_ROW_HEIGHT</b>	Use this style to cause row heights to be just big enough to fit the content. If not set, all rows use the largest row height. The default is that this flag is unset. Generic only.
<b>wxTR_SINGLE</b>	For convenience to document that only one item may be selected at a time. Selecting another item causes the current selection, if any, to be deselected. This is the

	default.
<b>wxTR_MULTIPLE</b>	Use this style to allow a range of items to be selected. If a second range is selected, the current range, if any, is deselected.
<b>wxTR_EXTENDED</b>	Use this style to allow disjoint items to be selected. (Only partially implemented; may not work in all cases.)
<b>wxTR_DEFAULT_STYLE</b>	The set of flags that are closest to the defaults for the native control for a particular toolkit.

See also *window styles overview* (p. 1657).

## Event handling

To process input from a tree control, use these event handler macros to direct input to member functions that take a *wxTreeEvent* (p. 1385) argument.

<b>EVT_TREE_BEGIN_DRAG(id, func)</b>	Begin dragging with the left mouse button.
<b>EVT_TREE_BEGIN_RDRAG(id, func)</b>	Begin dragging with the right mouse button.
<b>EVT_TREE_BEGIN_LABEL_EDIT(id, func)</b>	Begin editing a label. This can be prevented by calling <i>Veto()</i> (p. 982).
<b>EVT_TREE_END_LABEL_EDIT(id, func)</b>	Finish editing a label. This can be prevented by calling <i>Veto()</i> (p. 982).
<b>EVT_TREE_DELETE_ITEM(id, func)</b>	Delete an item.
<b>EVT_TREE_GET_INFO(id, func)</b>	Request information from the application.
<b>EVT_TREE_SET_INFO(id, func)</b>	Information is being supplied.
<b>EVT_TREE_ITEM_ACTIVATED(id, func)</b>	The item has been activated, i.e. chosen by double clicking it with mouse or from keyboard
<b>EVT_TREE_ITEM_COLLAPSED(id, func)</b>	The item has been collapsed.
<b>EVT_TREE_ITEM_COLLAPSING(id, func)</b>	The item is being collapsed. This can be prevented by calling <i>Veto()</i> (p. 982).
<b>EVT_TREE_ITEM_EXPANDED(id, func)</b>	The item has been expanded.
<b>EVT_TREE_ITEM_EXPANDING(id, func)</b>	The item is being expanded. This can be prevented by calling <i>Veto()</i> (p. 982).
<b>EVT_TREE_SEL_CHANGED(id, func)</b>	Selection has changed.
<b>EVT_TREE_SEL_CHANGING(id, func)</b>	Selection is changing. This can be prevented by calling <i>Veto()</i> (p. 982).
<b>EVT_TREE_KEY_DOWN(id, func)</b>	A key has been pressed.

## See also

*wxTreeItemData* (p. 1388), *wxTreeCtrl overview* (p. 1691), *wxListBox* (p. 821), *wxListCtrl* (p. 826), *wxImageList* (p. 781), *wxTreeEvent* (p. 1385)

## Win32 notes

*wxTreeCtrl* class uses the standard common treeview control under Win32 implemented in the system library `comctl32.dll`. Some versions of this library are known to have bugs with handling the tree control colours: the usual symptom is that the expanded items leave black (or otherwise incorrectly coloured) background behind them, especially

for the controls using non default background colour. The recommended solution is to upgrade the `comctl32.dll` to a newer version:  
see <http://www.microsoft.com/msdownload/ieplatform/ie/comctrlx86.asp>  
(<http://www.microsoft.com/msdownload/ieplatform/ie/comctrlx86.asp>)  
.

---

## wxTreeCtrl::wxTreeCtrl

---

### wxTreeCtrl()

Default constructor.

```
wxTreeCtrl(wxWindow* parent, wxWindowID id, const wxPoint& pos =  
wxDefaultPosition, const wxSize& size = wxDefaultSize, long style =  
wxTR_HAS_BUTTONS, const wxValidator& validator = wxDefaultValidator, const  
wxString& name = "listCtrl")
```

Constructor, creating and showing a tree control.

### Parameters

#### *parent*

Parent window. Must not be `NULL`.

#### *id*

Window identifier. A value of -1 indicates a default value.

#### *pos*

Window position.

#### *size*

Window size. If the default size (-1, -1) is specified then the window is sized appropriately.

#### *style*

Window style. See *wxTreeCtrl* (p. 1366).

#### *validator*

Window validator.

#### *name*

Window name.

### See also

*wxTreeCtrl::Create* (p. 1371), *wxValidator* (p. 1398)

**wxTreeCtrl::~~wxTreeCtrl**

---

**void ~wxTreeCtrl()**

Destructor, destroying the list control.

**wxTreeCtrl::AddRoot**

---

**wxTreeItemId AddRoot(const wxString& text, int image = -1, int sellmage = -1, wxTreeItemData\* data = NULL)**

Adds the root node to the tree, returning the new item.

The *image* and *sellmage* parameters are an index within the normal image list specifying the image to use for unselected and selected items, respectively. If *image* > -1 and *sellmage* is -1, the same image is used for both selected and unselected items.

**wxTreeCtrl::AppendItem**

---

**wxTreeItemId AppendItem(const wxTreeItemId& parent, const wxString& text, int image = -1, int sellmage = -1, wxTreeItemData\* data = NULL)**

Appends an item to the end of the branch identified by *parent*, return a new item id.

The *image* and *sellmage* parameters are an index within the normal image list specifying the image to use for unselected and selected items, respectively. If *image* > -1 and *sellmage* is -1, the same image is used for both selected and unselected items.

**wxTreeCtrl::AssignButtonsImageList**

---

**void AssignButtonsImageList(wxImageList\* imageList)**

Sets the buttons image list. The button images assigned with this method will be automatically deleted by `wxTreeCtrl` as appropriate (i.e. it takes ownership of the list).

Setting or assigning the button image list enables the display of image buttons. Once enabled, the only way to disable the display of button images is to set the button image list to `NULL`.

This function is only available in the generic version.

See also *SetButtonsImageList* (p. 1382).

**wxTreeCtrl::AssignImageList**

---

**void AssignImageList(wxImageList\* imageList)**

---

Sets the normal image list. Image list assigned with this method will be automatically deleted by `wxTreeCtrl` as appropriate (i.e. it takes ownership of the list).

See also *SetImageList* (p. 1382).

### **wxTreeCtrl::AssignStateImageList**

---

**void AssignStateImageList(wxImageList\* imageList)**

Sets the state image list. Image list assigned with this method will be automatically deleted by `wxTreeCtrl` as appropriate (i.e. it takes ownership of the list).

See also *SetStateImageList* (p. 1384).

### **wxTreeCtrl::Collapse**

---

**void Collapse(const wxTreeItemId& item)**

Collapses the given item.

### **wxTreeCtrl::CollapseAndReset**

---

**void CollapseAndReset(const wxTreeItemId& item)**

Collapses the given item and removes all children.

### **wxTreeCtrl::Create**

---

**bool wxTreeCtrl(wxWindow\* parent, wxWindowID id, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxTR\_HAS\_BUTTONS, const wxValidator& validator = wxDefaultValidator, const wxString& name = "listCtrl")**

Creates the tree control. See *wxTreeCtrl::wxTreeCtrl* (p. 1369) for further details.

### **wxTreeCtrl::Delete**

---

**void Delete(const wxTreeItemId& item)**

Deletes the specified item. A `EVT_TREE_DELETE_ITEM` event will be generated.

This function may cause a subsequent call to `GetNextChild` to fail.

## **wxTreeCtrl::DeleteAllItems**

---

### **void DeleteAllItems()**

Deletes all the items in the control. Note that this may not generate `EVT_TREE_DELETE_ITEM` events under some Windows versions although normally such event is generated for each removed item.

## **wxTreeCtrl::DeleteChildren**

---

### **void DeleteChildren(const wxTreeItemId& item)**

Deletes all children of the given item (but not the item itself). Note that this will **not** generate any events unlike *Delete* (p. 1371) method.

If you have called `wxTreeCtrl::SetItemHasChildren` (p. 1383), you may need to call it again since *DeleteChildren* does not automatically clear the setting.

## **wxTreeCtrl::EditLabel**

---

### **void EditLabel(const wxTreeItemId& item)**

Starts editing the label of the given item. This function generates a `EVT_TREE_BEGIN_LABEL_EDIT` event which can be vetoed so that no text control will appear for in-place editing.

If the user changed the label (i.e. s/he does not press ESC or leave the text control without changes, a `EVT_TREE_END_LABEL_EDIT` event will be sent which can be vetoed as well.

### **See also**

`wxTreeCtrl::EndEditLabel` (p. 1372), `wxTreeEvent` (p. 1385)

## **wxTreeCtrl::EndEditLabel**

---

### **void EndEditLabel(bool cancelEdit)**

Ends label editing. If *cancelEdit* is `true`, the edit will be cancelled.

This function is currently supported under Windows only.

### **See also**

`wxTreeCtrl::EditLabel` (p. 1372)

### **wxTreeCtrl::EnsureVisible**

---

**void EnsureVisible(const wxTreeItemId& item)**

Scrolls and/or expands items to ensure that the given item is visible.

### **wxTreeCtrl::Expand**

---

**void Expand(const wxTreeItemId& item)**

Expands the given item.

### **wxTreeCtrl::GetBoundingRect**

---

**bool GetBoundingRect(const wxTreeItemId& item, wxRect& rect, bool textOnly = false) const**

Retrieves the rectangle bounding the *item*. If *textOnly* is `true`, only the rectangle around the item's label will be returned, otherwise the item's image is also taken into account.

The return value is `true` if the rectangle was successfully retrieved or `false` if it was not (in this case *rect* is not changed) - for example, if the item is currently invisible.

**wxPython note:** The wxPython version of this method requires only the *item* and *textOnly* parameters. The return value is either `awxRect` object or `None`.

**wxPerl note:** In wxPerl this method only takes the parameters *item* and *textOnly*, and returns a `Wx::Rect` ( or `undef` ).

### **wxTreeCtrl::GetButtonsImageList**

---

**wxImageList\* GetButtonsImageList() const**

Returns the buttons image list (from which application-defined button images are taken).

This function is only available in the generic version.

### **wxTreeCtrl::GetChildrenCount**

---

**size\_t GetChildrenCount(const wxTreeItemId& item, bool recursively = true) const**

Returns the number of items in the branch. If *recursively* is `true`, returns the total number of descendants, otherwise only one level of children is counted.

**wxTreeCtrl::GetCount**

---

**int GetCount() const**

Returns the number of items in the control.

**wxTreeCtrl::GetEditControl**

---

**wxTextCtrl \* GetEditControl() const**

Returns the edit control being currently used to edit a label. Returns `NULL` if no label is being edited.

**NB:** It is currently only implemented for wxMSW.

**wxTreeCtrl::GetFirstChild**

---

**wxTreeItemId GetFirstChild(const wxTreeItemId& item, wxTreeItemIdValue & cookie) const**

Returns the first child; call *wxTreeCtrl::GetNextChild* (p. 1376) for the next child.

For this enumeration function you must pass in a 'cookie' parameter which is opaque for the application but is necessary for the library to make these functions reentrant (i.e. allow more than one enumeration on one and the same object simultaneously). The cookie passed to *GetFirstChild* and *GetNextChild* should be the same variable.

Returns an invalid tree item if there are no further children.

**See also**

*wxTreeCtrl::GetNextChild* (p. 1376), *wxTreeCtrl::GetNextSibling* (p. 1377)

**wxPython note:** In wxPython the returned `wxTreeItemId` and the new cookie value are both returned as a tuple containing the two values.

**wxPerl note:** In wxPerl this method only takes the `item` parameter, and returns a 2-element list ( `item, cookie` ).

**wxTreeCtrl::GetFirstVisibleItem**

---

**wxTreeItemId GetFirstVisibleItem() const**

Returns the first visible item.

**wxTreeCtrl::GetImageList**

---

**wxImageList\* GetImageList() const**

Returns the normal image list.

**wxTreeCtrl::GetIndent**

---

**int GetIndent() const**

Returns the current tree control indentation.

**wxTreeCtrl::GetItemBackgroundColour**

---

**wxColour GetItemBackgroundColour(const wxTreeItemId& item) const**

Returns the background colour of the item.

**wxTreeCtrl::GetItemData**

---

**wxTreeItemData\* GetItemData(const wxTreeItemId& item) const**

Returns the tree item data associated with the item.

**See also**

*wxTreeItemData* (p. 1388)

**wxPython note:** wxPython provides the following shortcut method:

**GetPyData(item)**

Returns the Python Object associated with the wxTreeItemData for the given item Id.

**wxPerl note:** wxPerl provides the following shortcut method:**GetPIData(item )** Returns the Perl data associated with the Wx::TreeItemData ( it is just the same as tree->GetItemData( item )->GetData(); ).

**wxTreeCtrl::GetItemFont**

---

**wxFont GetItemFont(const wxTreeItemId& item) const**

Returns the font of the item label.

### **wxTreeCtrl::GetItemImage**

---

**int GetItemImage(const wxTreeItemId& *item*, wxTreeItemIdIcon *which* = wxTreeItemIdIcon\_Normal) const**

Gets the specified item image. The value of *which* may be:

- `_Normal` to get the normal item image
- `_Selected` to get the selected item image (i.e. the image which is shown when the item is currently selected)
- `_Expanded` to get the expanded image (this only makes sense for items which have children - then this image is shown when the item is expanded and the normal image is shown when it is collapsed)
- `_SelectedExpanded` to get the selected expanded image (which is shown when an expanded item is currently selected)

### **wxTreeCtrl::GetItemText**

---

**wxString GetItemText(const wxTreeItemId& *item*) const**

Returns the item label.

### **wxTreeCtrl::GetItemTextColour**

---

**wxColour GetItemTextColour(const wxTreeItemId& *item*) const**

Returns the colour of the item label.

### **wxTreeCtrl::GetLastChild**

---

**wxTreeItemId GetLastChild(const wxTreeItemId& *item*) const**

Returns the last child of the item (or an invalid tree item if this item has no children).

**See also**

*GetFirstChild* (p. 1374), *wxTreeCtrl::GetNextSibling* (p. 1377), *GetLastChild* (p. 1376)

### **wxTreeCtrl::GetNextChild**

---

**wxTreeItemId GetNextChild(const wxTreeItemId& *item*, wxTreeItemIdValue &**

*cookie*) **const**

Returns the next child; call *wxTreeCtrl::GetFirstChild* (p. 1374) for the first child.

For this enumeration function you must pass in a 'cookie' parameter which is opaque for the application but is necessary for the library to make these functions reentrant (i.e. allow more than one enumeration on one and the same object simultaneously). The cookie passed to *GetFirstChild* and *GetNextChild* should be the same.

Returns an invalid tree item if there are no further children.

### See also

*wxTreeCtrl::GetFirstChild* (p. 1374)

**wxPython note:** In wxPython the returned *wxTreeItemId* and the new cookie value are both returned as a tuple containing the two values.

**wxPerl note:** In wxPerl this method returns a 2-element list ( *item*, *cookie* ), instead of modifying its parameters.

---

## wxTreeCtrl::GetNextSibling

---

**wxTreeItemId GetNextSibling(const wxTreeItemId& *item*) const**

Returns the next sibling of the specified item; call *wxTreeCtrl::GetPrevSibling* (p. 1378) for the previous sibling.

Returns an invalid tree item if there are no further siblings.

### See also

*wxTreeCtrl::GetPrevSibling* (p. 1378)

---

## wxTreeCtrl::GetNextVisible

---

**wxTreeItemId GetNextVisible(const wxTreeItemId& *item*) const**

Returns the next visible item.

---

## wxTreeCtrl::GetItemParent

---

**wxTreeItemId GetItemParent(const wxTreeItemId& *item*) const**

Returns the item's parent.

## **wxTreeCtrl::GetParent**

---

**wxTreeItemId GetParent(const wxTreeItemId& item) const**

**NOTE:** This function is deprecated and will only work if `WXWIN_COMPATIBILITY_2_2` is defined. Use `wxTreeCtrl::GetItemParent` (p. 1377) instead.

Returns the item's parent.

**wxPython note:** This method is named `GetItemParent` to avoid a name clash with `wxWindow::GetParent`.

## **wxTreeCtrl::GetPrevSibling**

---

**wxTreeItemId GetPrevSibling(const wxTreeItemId& item) const**

Returns the previous sibling of the specified item; call `wxTreeCtrl::GetNextSibling` (p. 1377) for the next sibling.

Returns an invalid tree item if there are no further children.

**See also**

`wxTreeCtrl::GetNextSibling` (p. 1377)

## **wxTreeCtrl::GetPrevVisible**

---

**wxTreeItemId GetPrevVisible(const wxTreeItemId& item) const**

Returns the previous visible item.

## **wxTreeCtrl::GetRootItem**

---

**wxTreeItemId GetRootItem() const**

Returns the root item for the tree control.

## **wxTreeCtrl::GetItemSelectedImage**

---

**int GetItemSelectedImage(const wxTreeItemId& item) const**

Gets the selected item image (this function is obsolete, use `GetItemImage(item, wxTreeItemIcon_Selected)` instead).

---

**wxTreeCtrl::GetSelection**

---

**wxTreeItemId GetSelection() const**

Returns the selection, or an invalid item if there is no selection. This function only works with the controls without `wxTR_MULTIPLE` style, use *GetSelections* (p. 1379) for the controls which do have this style.

---

**wxTreeCtrl::GetSelections**

---

**size\_t GetSelections(wxArrayTreeItemIds& selection) const**

Fills the array of tree items passed in with the currently selected items. This function can be called only if the control has the `wxTR_MULTIPLE` style.

Returns the number of selected items.

**wxPython note:** The wxPython version of this method accepts no parameters and returns a Python list of `wxTreeItemIds`.

**wxPerl note:** In wxPerl this method takes no parameters and returns a list of `Wx::TreeItemIds`.

---

**wxTreeCtrl::GetStateImageList**

---

**wxImageList\* GetStateImageList() const**

Returns the state image list (from which application-defined state images are taken).

---

**wxTreeCtrl::HitTest**

---

**wxTreeItemId HitTest(const wxPoint& point, int& flags)**

Calculates which (if any) item is under the given point, returning the tree item id at this point plus extra information *flags*. *flags* is a bitlist of the following:

`wxTREE_HITTEST_ABOVE` Above the client area.  
`wxTREE_HITTEST_BELOW` Below the client area.  
`wxTREE_HITTEST_NOWHERE` In the client area but below the last item.  
`wxTREE_HITTEST_ONITEMBUTTON` On the button associated with an item.  
`wxTREE_HITTEST_ONITEMICON` On the bitmap associated with an item.  
`wxTREE_HITTEST_ONITEMINDENT` In the indentation associated with an item.  
`wxTREE_HITTEST_ONITEMLABEL` On the label (string) associated with an item.  
`wxTREE_HITTEST_ONITEMRIGHT` In the area to the right of an item.  
`wxTREE_HITTEST_ONITEMSTATEICON` On the state icon for a tree view item that is in a user-defined state.  
`wxTREE_HITTEST_TOLEFT` To the right of the client area.

`wxTREE_HITTEST_TORIGHT` To the left of the client area.

**wxPython note:** in wxPython both the `wxTreeItemId` and the flags are returned as a tuple.

**wxPerl note:** In wxPerl this method only takes the `point` parameter and returns a 2-element list ( `item, flags` ).

---

## wxTreeCtrl::InsertItem

---

**wxTreeItemId InsertItem(const wxTreeItemId& parent, const wxTreeItemId& previous, const wxString& text, int image = -1, int selImage = -1, wxTreeItemData\* data = NULL)**

**wxTreeItemId InsertItem(const wxTreeItemId& parent, size\_t before, const wxString& text, int image = -1, int selImage = -1, wxTreeItemData\* data = NULL)**

Inserts an item after a given one (*previous*) or before one identified by its position (*before*). *before* must be less than the number of children.

The *image* and *selImage* parameters are an index within the normal image list specifying the image to use for unselected and selected items, respectively. If *image* > -1 and *selImage* is -1, the same image is used for both selected and unselected items.

**wxPython note:** The second form of this method is called `InsertItemBefore` in wxPython.

---

## wxTreeCtrl::IsBold

---

**bool IsBold(const wxTreeItemId& item) const**

Returns `true` if the given item is in bold state.

See also: *SetItemBold* (p. 1382)

---

## wxTreeCtrl::IsExpanded

---

**bool IsExpanded(const wxTreeItemId& item) const**

Returns `true` if the item is expanded (only makes sense if it has children).

---

## wxTreeCtrl::IsSelected

---

**bool IsSelected(const wxTreeItemId& item) const**

Returns `true` if the item is selected.

---

**wxTreeCtrl::IsVisible**

---

**bool IsVisible(const wxTreeItemId& *item*) const**

Returns `true` if the item is visible (it might be outside the view, or not expanded).

---

**wxTreeCtrl::ItemHasChildren**

---

**bool ItemHasChildren(const wxTreeItemId& *item*) const**

Returns `true` if the item has children.

---

**wxTreeCtrl::OnCompareItems**

---

**int OnCompareItems(const wxTreeItemId& *item1*, const wxTreeItemId& *item2*)**

Override this function in the derived class to change the sort order of the items in the tree control. The function should return a negative, zero or positive value if the first item is less than, equal to or greater than the second one.

The base class version compares items alphabetically.

See also: *SortChildren* (p. 1384)

---

**wxTreeCtrl::PrependItem**

---

**wxTreeItemId PrependItem(const wxTreeItemId& *parent*, const wxString& *text*, int *image* = -1, int *selImage* = -1, wxTreeItemData\* *data* = NULL)**

Appends an item as the first child of *parent*, return a new item id.

The *image* and *selImage* parameters are an index within the normal image list specifying the image to use for unselected and selected items, respectively. If *image* > -1 and *selImage* is -1, the same image is used for both selected and unselected items.

---

**wxTreeCtrl::ScrollTo**

---

**void ScrollTo(const wxTreeItemId& *item*)**

Scrolls the specified item into view.

### **wxTreeCtrl::SelectItem**

---

**bool SelectItem(const wxTreeItemId& item)**

Selects the given item.

### **wxTreeCtrl::SetButtonsImageList**

---

**void SetButtonsImageList(wxImageList\* imageList)**

Sets the buttons image list (from which application-defined button images are taken). The button images assigned with this method will **not** be deleted by wxTreeCtrl's destructor, you must delete it yourself.

Setting or assigning the button image list enables the display of image buttons. Once enabled, the only way to disable the display of button images is to set the button image list to `NULL`.

This function is only available in the generic version.

See also *AssignButtonsImageList* (p. 1370).

### **wxTreeCtrl::SetIndent**

---

**void SetIndent(int indent)**

Sets the indentation for the tree control.

### **wxTreeCtrl::SetImageList**

---

**void SetImageList(wxImageList\* imageList)**

Sets the normal image list. Image list assigned with this method will **not** be deleted by wxTreeCtrl's destructor, you must delete it yourself.

See also *AssignImageList* (p. 1370).

### **wxTreeCtrl::SetItemBackgroundColour**

---

**void SetItemBackgroundColour(const wxTreeItemId& item, const wxColour& col)**

Sets the colour of the item's background.

### **wxTreeCtrl::SetItemBold**

---

**void SetItemBold(const wxTreeItemId& item, bool bold = true)**

Makes item appear in bold font if *bold* parameter is `true` or resets it to the normal state.

See also: *IsBold* (p. 1380)

---

### **wxTreeCtrl::SetItemData**

---

**void SetItemData(const wxTreeItemId& item, wxTreeItemData\* data)**

Sets the item client data.

**wxPython note:** wxPython provides the following shortcut method:

**SetPyData(item, obj)** Associate the given Python Object with the wxTreeItemData for the given item Id.

**wxPerl note:** wxPerl provides the following shortcut method:**SetPIData(item, data )** Sets the Perl data associated with the Wx::TreeItemData ( it is just the same as `tree->GetItemData( item )->SetData( data );` ).

---

### **wxTreeCtrl::SetItemFont**

---

**void SetItemFont(const wxTreeItemId& item, const wxFont& font)**

Sets the item's font. All items in the tree should have the same height to avoid text clipping, so the fonts height should be the same for all of them, although font attributes may vary.

**See also**

*SetItemBold* (p. 1382)

---

### **wxTreeCtrl::SetItemHasChildren**

---

**void SetItemHasChildren(const wxTreeItemId& item, bool hasChildren = true)**

Force appearance of the button next to the item. This is useful to allow the user to expand the items which don't have any children now, but instead adding them only when needed, thus minimizing memory usage and loading time.

### **wxTreeCtrl::SetItemImage**

---

**void SetItemImage(const wxTreeItemId& item, int image, wxTreeItemIcon which = wxTreeItemIcon\_Normal)**

Sets the specified item image. See *GetItemImage* (p. 1376) for the description of the *which* parameter.

### **wxTreeCtrl::SetItemSelectedImage**

---

**void SetItemSelectedImage(const wxTreeItemId& item, int selImage)**

Sets the selected item image (this function is obsolete, use *SetItemImage* (*item*, *wxTreeItemIcon\_Selected*) instead).

### **wxTreeCtrl::SetItemText**

---

**void SetItemText(const wxTreeItemId& item, const wxString& text)**

Sets the item label.

### **wxTreeCtrl::SetItemTextColour**

---

**void SetItemTextColour(const wxTreeItemId& item, const wxColour& col)**

Sets the colour of the item's text.

### **wxTreeCtrl::SetStateImageList**

---

**void SetStateImageList(wxImageList\* imageList)**

Sets the state image list (from which application-defined state images are taken). Image list assigned with this method will **not** be deleted by *wxTreeCtrl*'s destructor, you must delete it yourself.

See also *AssignStateImageList* (p. 1371).

**void SetWindowStyle(long styles)**

Sets the mode flags associated with the display of the tree control. The new mode takes effect immediately. (Generic only; MSW ignores changes.)

### **wxTreeCtrl::SortChildren**

---

**void SortChildren(const wxTreeItemId& item)**

Sorts the children of the given item using *OnCompareItems* (p. 1381) method of *wxTreeCtrl*. You should override that method to change the sort order (the default is ascending case-sensitive alphabetical order).

**See also**

*wxTreeItemData* (p. 1388), *OnCompareItems* (p. 1381)

---

## **wxTreeCtrl::Toggle**

**void Toggle(const wxTreeItemId& item)**

Toggles the given item between collapsed and expanded states.

---

## **wxTreeCtrl::Unselect**

**void Unselect()**

Removes the selection from the currently selected item (if any).

---

## **wxTreeCtrl::UnselectAll**

**void UnselectAll()**

This function either behaves the same as *Unselect* (p. 1385) if the control doesn't have *wxTR\_MULTIPLE* style, or removes the selection from all items if it does have this style.

## **wxTreeEvent**

A tree event holds information about events associated with *wxTreeCtrl* objects.

**Derived from**

*wxNotifyEvent* (p. 980)  
*wxCommandEvent* (p. 169)  
*wxEvent* (p. 453)  
*wxObject* (p. 982)

**Include files**

<wx/treectrl.h>

## Event table macros

To process input from a tree control, use these event handler macros to direct input to member functions that take a `wxTreeEvent` argument.

<b>EVT_TREE_BEGIN_DRAG(id, func)</b>	The user has started dragging an item with the left mouse button. The event handler must call <b>wxTreeEvent::Allow()</b> for the drag operation to continue.
<b>EVT_TREE_BEGIN_RDRAG(id, func)</b>	The user has started dragging an item with the right mouse button. The event handler must call <b>wxTreeEvent::Allow()</b> for the drag operation to continue.
<b>EVT_TREE_BEGIN_LABEL_EDIT(id, func)</b>	Begin editing a label. This can be prevented by calling <i>Veto()</i> (p. 982).
<b>EVT_TREE_END_DRAG(id, func)</b>	The user has released the mouse after dragging an item.
<b>EVT_TREE_END_LABEL_EDIT(id, func)</b>	The user has finished editing a label. This can be prevented by calling <i>Veto()</i> (p. 982).
<b>EVT_TREE_DELETE_ITEM(id, func)</b>	A tree item has been deleted.
<b>EVT_TREE_ITEM_ACTIVATED(id, func)</b>	An item has been activated (e.g. double clicked).
<b>EVT_TREE_ITEM_COLLAPSED(id, func)</b>	The item has been collapsed.
<b>EVT_TREE_ITEM_COLLAPSING(id, func)</b>	The item is being collapsed. This can be prevented by calling <i>Veto()</i> (p. 982).
<b>EVT_TREE_ITEM_EXPANDED(id, func)</b>	The item has been expanded.
<b>EVT_TREE_ITEM_EXPANDING(id, func)</b>	The item is being expanded. This can be prevented by calling <i>Veto()</i> (p. 982).
<b>EVT_TREE_ITEM_RIGHT_CLICK(id, func)</b>	The user has clicked the item with the right mouse button.
<b>EVT_TREE_ITEM_MIDDLE_CLICK(id, func)</b>	The user has clicked the item with the middle mouse button.
<b>EVT_TREE_KEY_DOWN(id, func)</b>	A key has been pressed.
<b>EVT_TREE_SEL_CHANGED(id, func)</b>	Selection has changed.
<b>EVT_TREE_SEL_CHANGING(id, func)</b>	Selection is changing. This can be prevented by calling <i>Veto()</i> (p. 982).

## See also

*wxTreeCtrl* (p. 1366)

**wxTreeEvent::wxTreeEvent**

---

**wxTreeEvent(WXTYPE *commandType* = 0, int *id* = 0)**

Constructor.

**wxTreeEvent::GetKeyCode**

---

**int GetKeyCode() const**Returns the key code if the event was is a key event. Use *GetKeyEvent* (p. 1387) to get the values of the modifier keys for this event (i.e. Shift or Ctrl).**wxTreeEvent::GetItem**

---

**wxTreeItemId GetItem() const**

Returns the item (valid for all events).

**wxTreeEvent::GetKeyEvent**

---

**const wxKeyEvent& GetKeyEvent() const**

Returns the key event for EVT\_TREE\_KEY\_DOWN events.

**wxTreeEvent::GetLabel**

---

**const wxString& GetLabel() const**

Returns the label if the event was a begin or end edit label event.

**wxTreeEvent::GetOldItem**

---

**wxTreeItemId GetOldItem() const**

Returns the old item index (valid for EVT\_TREE\_ITEM\_CHANGING and CHANGED events)

**wxTreeEvent::GetPoint()**

---

**wxPoint GetPoint() const**

Returns the position of the mouse pointer if the event is a drag event.

## **wxTreeEvent::IsEditCancelled()**

---

### **bool IsEditCancelled() const**

Returns true if the label edit was cancelled. This should be called from within an `EVT_TREE_END_LABEL_EDIT` handler.

## **wxTreeItemData**

`wxTreeItemData` is some (arbitrary) user class associated with some item. The main advantage of having this class is that `wxTreeItemData` objects are destroyed automatically by the tree and, as this class has virtual destructor, it means that the memory and any other resources associated with a tree item will be automatically freed when it is deleted. Note that we don't use `wxObject` as the base class for `wxTreeItemData` because the size of this class is critical: in many applications, each tree leaf will have `wxTreeItemData` associated with it and number of leaves may be quite big.

Also please note that because the objects of this class are deleted by the tree using the operator `delete`, they must always be allocated on the heap using `new`.

### **Derived from**

*wxClientData* (p. 136)

### **Include files**

<wx/treectrl.h>

### **See also**

*wxTreeCtrl* (p. 1366)

## **wxTreeItemData::wxTreeItemData**

---

### **wxTreeItemData()**

Default constructor.

**wxPython note:** The wxPython version of this constructor optionally accepts any Python object as a parameter. This object is then associated with the tree item using the `wxTreeItemData` as a container.

In addition, the following methods are added in wxPython for accessing the object:

<b>GetData()</b>	Returns a reference to the Python Object
<b>SetData(obj)</b>	Associates a new Python Object with the wxTreeItemData

**wxPerl note:** In wxPerl the constructor accepts as parameter an optional scalar, and stores it as client data. You may retrieve this data by calling **GetData()**, and set it by calling **SetData( data )**.

---

### wxTreeItemData::~~wxTreeItemData

---

**void ~wxTreeItemData()**

Virtual destructor.

---

### wxTreeItemData::GetId

---

**const wxTreeItem& GetId()**

Returns the item associated with this node.

---

### wxTreeItemData::SetId

---

**void SetId(const wxTreeItemId& id)**

Sets the item associated with this node.

## wxUpdateUIEvent

This class is used for pseudo-events which are called by wxWindows to give an application the chance to update various user interface elements.

### Derived from

*wxCommandEvent* (p. 169)

*wxEvent* (p. 453)

*wxObject* (p. 982)

### Include files

<wx/event.h>

### Event table macros

To process an update event, use these event handler macros to direct input to member functions that take a `wxUpdateUIEvent` argument.

**EVT\_UPDATE\_UI(id, func)** Process a `wxEVT_UPDATE_UI` event for the command with the given id.

**EVT\_UPDATE\_UI\_RANGE(id1, id2, func)** Process a `wxEVT_UPDATE_UI` event for any command with id included in the given range.

### Remarks

Without update UI events, an application has to work hard to check/uncheck, enable/disable, and set the text for elements such as menu items and toolbar buttons. The code for doing this has to be mixed up with the code that is invoked when an action is invoked for a menu item or button.

With update UI events, you define an event handler to look at the state of the application and change UI elements accordingly. `wxWindows` will call your member functions in idle time, so you don't have to worry where to call this code. In addition to being a clearer and more declarative method, it also means you don't have to worry whether you're updating a toolbar or menubar identifier. The same handler can update a menu item and toolbar button, if the identifier is the same.

Instead of directly manipulating the menu or button, you call functions in the event object, such as `wxUpdateUIEvent::Check` (p. 1392). `wxWindows` will determine whether such a call has been made, and which UI element to update.

These events will work for popup menus as well as menubars. Just before a menu is popped up, `wxMenu::UpdateUI` (p. 923) is called to process any UI events for the window that owns the menu.

If you find that the overhead of UI update processing is affecting your application, you can do one or both of the following:

1. Call `wxUpdateUIEvent::SetMode` (p. 1394) with a value of `wxUPDATE_UI_PROCESS_SPECIFIED`, and set the extra style `wxWS_EX_PROCESS_UPDATE_EVENTS` for every window that should receive update events. No other windows will receive update events.
2. Call `wxUpdateUIEvent::SetUpdateInterval` (p. 1395) with a millisecond value to set the delay between updates. You may need to call `wxWindow::UpdateWindowUI` (p. 1476) at critical points, for example when a dialog is about to be shown, in case the user sees a slight delay before windows are updated.

Note that although events are sent in idle time, defining a `wxIdleEvent` handler for a

window does not affect this because the events are sent from `wxWindow::OnInternalIdle` (p. 1453) which is **always** called in idle time.

`wxWindows` tries to optimize update events on some platforms. On Windows and GTK+, events for menubar items are only sent when the menu is about to be shown, and not in idle time.

### See also

*Event handling overview* (p. 1649)

---

## **wxUpdateUIEvent::wxUpdateUIEvent**

---

**wxUpdateUIEvent**(`wxWindowID` *commandId* = 0)

Constructor.

---

## **wxUpdateUIEvent::m\_checked**

---

**bool** `m_checked`

true if the element should be checked, false otherwise.

---

## **wxUpdateUIEvent::m\_enabled**

---

**bool** `m_checked`

true if the element should be enabled, false otherwise.

---

## **wxUpdateUIEvent::m\_setChecked**

---

**bool** `m_setChecked`

true if the application has set the **m\_checked** member.

---

## **wxUpdateUIEvent::m\_setEnabled**

---

**bool** `m_setEnabled`

true if the application has set the **m\_enabled** member.

**wxUpdateUIEvent::m\_setText**

---

**bool m\_setText**

true if the application has set the **m\_text** member.

**wxUpdateUIEvent::m\_text**

---

**wxString m\_text**

Holds the text with which the the application wishes to update the UI element.

**wxUpdateUIEvent::CanUpdate**

---

**static bool CanUpdate(wxWindow\* window)**

Returns `true` if it is appropriate to update (send UI update events to) this window.

This function looks at the mode used (see *wxUpdateUIEvent::SetMode* (p. 1394)), the `wxWS_EX_PROCESS_UPDATE_EVENTS` flag in *window*, the time update events were last sent in idle time, and the update interval, to determine whether events should be sent to this window now. By default this will always return `true` because the update mode is initially `wxUPDATE_UI_PROCESS_ALL` and the interval is set to 0; so update events will be sent as often as possible. You can reduce the frequency that events are sent by changing the mode and/or setting an update interval.

**See also**

*wxUpdateUIEvent::ResetUpdateTime* (p. 1394), *wxUpdateUIEvent::SetUpdateInterval* (p. 1395), *wxUpdateUIEvent::SetMode* (p. 1394)

**wxUpdateUIEvent::Check**

---

**void Check(bool check)**

Check or uncheck the UI element.

**wxUpdateUIEvent::Enable**

---

**void Enable(bool enable)**

Enable or disable the UI element.

**wxUpdateUIEvent::GetChecked**

---

**bool GetChecked() const**

Returns true if the UI element should be checked.

**wxUpdateUIEvent::GetEnabled**

---

**bool GetEnabled() const**

Returns true if the UI element should be enabled.

**wxUpdateUIEvent::GetSetChecked**

---

**bool GetSetChecked() const**

Returns true if the application has called **SetChecked**. For wxWindows internal use only.

**wxUpdateUIEvent::GetSetEnabled**

---

**bool GetSetEnabled() const**

Returns true if the application has called **SetEnabled**. For wxWindows internal use only.

**wxUpdateUIEvent::GetSetText**

---

**bool GetSetText() const**

Returns true if the application has called **SetText**. For wxWindows internal use only.

**wxUpdateUIEvent::GetText**

---

**wxString GetText() const**

Returns the text that should be set for the UI element.

**wxUpdateUIEvent::GetMode**

---

**static wxUpdateUIMode GetMode()**

Static function returning a value specifying how wxWindows will send update events: to all windows, or only to those which specify that they will process the events.

See *wxUpdateUIEvent::SetMode* (p. 1394).

## **wxUpdateUIEvent::GetUpdateInterval**

---

**static long GetUpdateInterval()**

Returns the current interval between updates in milliseconds. -1 disables updates, 0 updates as frequently as possible.

See *wxUpdateUIEvent::SetUpdateInterval* (p. 1395).

## **wxUpdateUIEvent::ResetUpdateTime**

---

**static void ResetUpdateTime()**

Used internally to reset the last-updated time to the current time. It is assumed that update events are normally sent in idle time, so this is called at the end of idle processing.

**See also**

*wxUpdateUIEvent::CanUpdate* (p. 1392), *wxUpdateUIEvent::SetUpdateInterval* (p. 1395), *wxUpdateUIEvent::SetMode* (p. 1394)

## **wxUpdateUIEvent::SetMode**

---

**static void SetMode(wxIdleMode mode)**

Specify how wxWindows will send update events: to all windows, or only to those which specify that they will process the events.

*mode* may be one of the following values. The default is `wxUPDATE_UI_PROCESS_ALL`.

```
enum wxUpdateUIMode
{
    // Send UI update events to all windows
    wxUPDATE_UI_PROCESS_ALL,

    // Send UI update events to windows that have
    // the wxWS_EX_PROCESS_UI_UPDATES flag specified
    wxUPDATE_UI_PROCESS_SPECIFIED
};
```

## **wxUpdateUIEvent::SetText**

---

**void SetText(const wxString& text)**

Sets the text for this UI element.

## **wxUpdateUIEvent::SetUpdateInterval**

---

**static void SetUpdateInterval**(long *updateInterval*)

Sets the interval between updates in milliseconds. Set to -1 to disable updates, or to 0 to update as frequently as possible. The default is 0.

Use this to reduce the overhead of UI update events if your application has a lot of windows. If you set the value to -1 or greater than 0, you may also need to call *wxWindow::UpdateWindowUI* (p. 1476) at appropriate points in your application, such as when a dialog is about to be shown.

## **wxURL**

### **Derived from**

*wxObject* (p. 982)

### **Include files**

<wx/url.h>

### **See also**

*wxSocketBase* (p. 1162), *wxProtocol* (p. 1060)

### **Example**

```
wxURL url("http://a.host/a.dir/a.file");
wxInputStream *in_stream;

in_stream = url.GetInputStream();
// Then, you can use all IO calls of in_stream (See wxStream)
```

## **wxURL::wxURL**

---

**wxURL**(const wxString& *url*)

Constructs a URL object from the string. The URL must be valid according to RFC 1738. In particular, file URLs must be of the format 'file://hostname/path/to/file'. It is valid to leave out the hostname but slashes must remain in place-- i.e. a file URL without a hostname must contain three consecutive slashes.

## Parameters

*url*  
Url string to parse.

---

## **wxURL::~~wxURL**

**~wxURL()**

Destroys the URL object.

---

## **wxURL::GetProtocolName**

**wxString GetProtocolName() const**

Returns the name of the protocol which will be used to get the URL.

---

## **wxURL::GetProtocol**

**wxProtocol& GetProtocol()**

Returns a reference to the protocol which will be used to get the URL.

---

## **wxURL::GetPath**

**wxString GetPath()**

Returns the path of the file to fetch. This path was encoded in the URL.

---

## **wxURL::GetError**

**wxURLError GetError() const**

Returns the last error. This error refers to the URL parsing or to the protocol. It can be one of these errors:

<b>wxURL_NOERR</b>	No error.
<b>wxURL_SNTAXERR</b>	Syntax error in the URL string.
<b>wxURL_NOPROTO</b>	Found no protocol which can get this URL.
<b>wxURL_NOHOST</b>	An host name is required for this protocol.
<b>wxURL_NOPATH</b>	A path is required for this protocol.
<b>wxURL_CONNERR</b>	Connection error.
<b>wxURL_PROTOERR</b>	An error occurred during negotiation.

## **wxURL::GetInputStream**

---

**wxInputStream \* GetInputStream()**

Creates a new input stream on the the specified URL. You can use all but seek functionality of wxStream. Seek isn't available on all stream. For example, http or ftp streams doesn't deal with it.

### **Return value**

Returns the initialized stream. You will have to delete it yourself.

### **See also**

*wxInputStream* (p. 790)

## **wxURL::SetDefaultProxy**

---

**static void SetDefaultProxy(const wxString& url\_proxy)**

Sets the default proxy server to use to get the URL. The string specifies the proxy like this: <hostname>:<port number>.

### **Parameters**

*url\_proxy*  
Specifies the proxy to use

### **See also**

*wxURL::SetProxy* (p. 1397)

## **wxURL::SetProxy**

---

**void SetProxy(const wxString& url\_proxy)**

Sets the proxy to use for this URL.

### **See also**

*wxURL::SetDefaultProxy* (p. 1397)

## **wxURL::ConvertToValidURI**

---

**static wxString ConvertToValidURI(const wxString& uri)**

It converts a non-standardized URI to a valid network URI. It encodes non standard characters.

## **wxValidator**

wxValidator is the base class for a family of validator classes that mediate between a class of control, and application data.

A validator has three major roles:

1. to transfer data from a C++ variable or own storage to and from a control;
2. to validate data in a control, and show an appropriate error message;
3. to filter events (such as keystrokes), thereby changing the behaviour of the associated control.

Validators can be plugged into controls dynamically.

To specify a default, 'null' validator, use the symbol **wxDefaultValidator**.

For more information, please see *Validator overview* (p. 1660).

**wxPython note:** If you wish to create a validator class in wxPython you should derive the class from `wxPyValidator` in order to get Python-aware capabilities for the various virtual methods.

### **Derived from**

*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### **Include files**

<wx/validate.h>

### **See also**

*Validator overview* (p. 1660), *wxTextValidator* (p. 1319), *wxGenericValidator* (p. 590),

---

## **wxValidator::wxValidator**

**wxValidator()**

Constructor.

**wxValidator::~~wxValidator**

---

**~wxValidator()**

Destructor.

**wxValidator::Clone**

---

**virtual wxObject\* Clone() const**

All validator classes must implement the **Clone** function, which returns an identical copy of itself. This is because validators are passed to control constructors as references which must be copied. Unlike objects such as pens and brushes, it does not make sense to have a reference counting scheme to do this cloning, because all validators should have separate data.

This base function returns NULL.

**wxValidator::GetWindow**

---

**wxWindow\* GetWindow() const**

Returns the window associated with the validator.

**wxValidator::SetBellOnError**

---

wxvalidatorsetbellonerror

**void SetBellOnError(bool dolt = true)**

This functions switches on or turns off the error sound produced by the validators if an invalid key is pressed.

**wxValidator::SetWindow**

---

**void SetWindow(wxWindow\* window)**

Associates a window with the validator.

**wxValidator::TransferFromWindow**

---

**virtual bool TransferToWindow()**

This overridable function is called when the value in the window must be transferred to the validator. Return false if there is a problem.

### **wxValidator::TransferToWindow**

---

**virtual bool TransferToWindow()**

This overridable function is called when the value associated with the validator must be transferred to the window. Return false if there is a problem.

### **wxValidator::Validate**

---

**virtual bool Validate(wxWindow\* parent)**

This overridable function is called when the value in the associated window must be validated. Return false if the value in the window is not valid; you may pop up an error dialog.

## **wxVariant**

The **wxVariant** class represents a container for any type. A variant's value can be changed at run time, possibly to a different type of value.

As standard, wxVariant can store values of type bool, char, double, long, string, string list, time, date, void pointer, list of strings, and list of variants. However, an application can extend wxVariant's capabilities by deriving from the class *wxVariantData* (p. 1408) and using the wxVariantData form of the wxVariant constructor or assignment operator to assign this data to a variant. Actual values for user-defined types will need to be accessed via the wxVariantData object, unlike the case for basic data types where convenience functions such as GetLong can be used.

This class is useful for reducing the programming for certain tasks, such as an editor for different data types, or a remote procedure call protocol.

An optional name member is associated with a wxVariant. This might be used, for example, in CORBA or OLE automation classes, where named parameters are required.

wxVariant is similar to wxExpr and also to wxPropertyValue. However, wxExpr is efficiency-optimized for a restricted range of data types, whereas wxVariant is less efficient but more extensible. wxPropertyValue may be replaced by wxVariant eventually.

### **Derived from**

*wxObject* (p. 982)

**Include files**

<wx/variant.h>

**See also**

*wxVariantData* (p. 1408)

---

**wxVariant::wxVariant**

---

**wxVariant()**

Default constructor.

**wxVariant(const wxVariant& *variant*)**

Copy constructor.

**wxVariant(const char\* *value*, const wxString& *name* = "")****wxVariant(const wxString& *value*, const wxString& *name* = "")**

Construction from a string value.

**wxVariant(char *value*, const wxString& *name* = "")**

Construction from a character value.

**wxVariant(long *value*, const wxString& *name* = "")**

Construction from an integer value. You may need to cast to (long) to avoid confusion with other constructors (such as the bool constructor).

**wxVariant(bool *value*, const wxString& *name* = "")**

Construction from a boolean value.

**wxVariant(double *value*, const wxString& *name* = "")**

Construction from a double-precision floating point value.

**wxVariant(const wxList& *value*, const wxString& *name* = "")**

Construction from a list of wxVariant objects. This constructor copies *value*, the application is still responsible for deleting *value* and its contents.

**wxVariant(const wxStringList& *value*, const wxString& *name* = "")**

Construction from a list of strings. This constructor copies *value*, the application is still responsible for deleting *value* and its contents.

```
wxVariant(void* value, const wxString& name = "")
```

Construction from a void pointer.

```
wxVariant(wxObject* value, const wxString& name = "")
```

Construction from a **wxObject** pointer.

```
wxVariant(wxVariantData* data, const wxString& name = "")
```

Construction from user-defined data. The variant holds on to the *data* pointer.

---

### **wxVariant::~~wxVariant**

---

```
~wxVariant()
```

Destructor.

---

### **wxVariant::Append**

---

```
void Append(const wxVariant& value)
```

Appends a value to the list.

---

### **wxVariant::ClearList**

---

```
void ClearList()
```

Deletes the contents of the list.

---

### **wxVariant::GetCount**

---

```
int GetCount() const
```

Returns the number of elements in the list.

---

### **wxVariant::Delete**

---

```
bool Delete(int item)
```

Deletes the zero-based *item* from the list.

**wxVariant::GetBool**

---

**bool GetBool() const**

Returns the boolean value.

**wxVariant::GetChar**

---

**char GetChar() const**

Returns the character value.

**wxVariant::GetData**

---

**wxVariantData\* GetData() const**

Returns a pointer to the internal variant data.

**wxVariant::GetDouble**

---

**double GetDouble() const**

Returns the floating point value.

**wxVariant::GetLong**

---

**long GetLong() const**

Returns the integer value.

**wxVariant::GetName**

---

**const wxString& GetName() const**

Returns a constant reference to the variant name.

**wxVariant::GetString**

---

**wxString GetString() const**

Gets the string value.

**wxVariant::GetType**

---

**wxString GetType() const**

Returns the value type as a string. The built-in types are: bool, char, date, double, list, long, string, stringlist, time, void\*.

If the variant is null, the value type returned is the string "null" (not the empty string).

**wxVariant::GetVoidPtr**

---

**void\* GetVoidPtr() const**

Gets the void pointer value.

**wxVariant::GetWxObjectPtr**

---

**void\* GetWxObjectPtr() const**

Gets the wxObject pointer value.

**wxVariant::Insert**

---

**void Insert(const wxVariant& value)**

Inserts a value at the front of the list.

**wxVariant::IsNull**

---

**bool IsNull() const**

Returns true if there is no data associated with this variant, false if there is data.

**wxVariant::IsType**

---

**bool IsType(const wxString& type) const**

Returns true if *type* matches the type of the variant, false otherwise.

**wxVariant::IsValueKindOf**

---

**bool IsValueKindOf(const wxClassInfo\* type type) const**

Returns true if the data is derived from the class described by *type*, false otherwise.

---

### **wxVariant::MakeNull**

---

**void MakeNull()**

Makes the variant null by deleting the internal data.

---

### **wxVariant::MakeString**

---

**wxString MakeString() const**

Makes a string representation of the variant value (for any type).

---

### **wxVariant::Member**

---

**bool Member(const wxVariant& value) const**

Returns true if *value* matches an element in the list.

---

### **wxVariant::NullList**

---

**void NullList()**

Makes an empty list. This differs from a null variant which has no data; a null list is of type list, but the number of elements in the list is zero.

---

### **wxVariant::SetData**

---

**void SetData(wxVariantData\* data)**

Sets the internal variant data, deleting the existing data if there is any.

---

### **wxVariant::operator =**

---

**void operator =(const wxVariant& value)**

**void operator =(wxVariantData\* value)**

**void operator =(const wxString& value)**

**void operator =(const char\* value)**

**void operator =(char value)**

**void operator =(const long value)**

**void operator =(const bool value)**

**void operator =(const double value)**

**void operator =(void\* value)**

**void operator =(const wxList& value)**

**void operator =(const wxStringList& value)**

Assignment operators.

---

### **wxVariant::operator ==**

---

**bool operator ==(const wxVariant& value)**

**bool operator ==(const wxString& value)**

**bool operator ==(const char\* value)**

**bool operator ==(char value)**

**bool operator ==(const long value)**

**bool operator ==(const bool value)**

**bool operator ==(const double value)**

**bool operator ==(void\* value)**

**bool operator ==(const wxList& value)**

**bool operator ==(const wxStringList& value)**

Equality test operators.

---

### **wxVariant::operator !=**

---

**bool operator !=(const wxVariant& value)**

**bool operator !=(const wxString& value)**

**bool operator !=(const char\* value)**

**bool operator !=(char value)**

**bool operator !=(const long value)**

**bool operator !=(const bool value)**

**bool operator !=(const double value)**

**bool operator !=(void\* value)**

**bool operator !=(const wxList& value)**

**bool operator !=(const wxStringList& value)**

Inequality test operators.

---

### **wxVariant::operator []**

---

**wxVariant operator [](size\_t idx) const**

Returns the value at *idx* (zero-based).

**wxVariant& operator [](size\_t idx)**

Returns a reference to the value at *idx* (zero-based). This can be used to change the value at this index.

---

### **wxVariant::operator char**

---

**char operator char() const**

Operator for implicit conversion to a char, using *wxVariant::GetChar* (p. 1403).

---

### **wxVariant::operator double**

---

**double operator double() const**

Operator for implicit conversion to a double, using *wxVariant::GetDouble* (p. 1403).

**long operator long() const**

Operator for implicit conversion to a long, using *wxVariant::GetLong* (p. 1403).

---

### **wxVariant::operator wxString**

---

**wxString operator wxString() const**

Operator for implicit conversion to a string, using *wxVariant::MakeString* (p. 1405).

**wxVariant::operator void\***

---

**void\* operator void\*() const**

Operator for implicit conversion to a pointer to a void, using *wxVariant::GetVoidPtr* (p. 1404).

**wxVariantData**

The **wxVariantData** is used to implement a new type for *wxVariant*. Derive from *wxVariantData*, and override the pure virtual functions.

**Derived from**

*wxObject* (p. 982)

**Include files**

<wx/variant.h>

**See also**

*wxVariant* (p. 1400)

**wxVariantData::wxVariantData**

---

**wxVariantData()**

Default constructor.

**wxVariantData::Copy**

---

**void Copy(wxVariantData& data)**

Copy the data from 'this' object to *data*.

**wxVariantData::Eq**

---

**bool Eq(wxVariantData& data) const**

Returns true if this object is equal to *data*.

**wxVariantData::GetType**

---

**wxString GetType() const**

Returns the string type of the data.

**wxVariantData::GetValueClassInfo**

---

**wxClassInfo\* GetValueClassInfo() const**

If the data is a wxObject returns a pointer to the objects wxClassInfo structure, if the data isn't a wxObject the method returns NULL.

**wxVariantData::Read**

---

**bool Read(ostream& stream)****bool Read(wxString& string)**

Reads the data from *stream* or *string*.

**wxVariantData::Write**

---

**bool Write(ostream& stream) const****bool Write(wxString& string) const**

Writes the data to *stream* or *string*.

**wxGetVariantCast**

---

**classname \* wxGetVariantCast(wxVariant&, classname)**

This macro returns the data stored in *variant* cast to the type *classname* \* if the data is of this type (the check is done during the run-time) or NULL otherwise.

[See also](#)

*RTTI overview* (p. 1614)  
*wxDynamicCast* (p. 1564)

## **wxView**

The view class can be used to model the viewing and editing component of an application's file-based data. It is part of the document/view framework supported by *wxWindows*, and cooperates with the *wxDocument* (p. 426), *wxDocTemplate* (p. 420) and *wxDocManager* (p. 406) classes.

### **Derived from**

*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### **Include files**

<wx/docview.h>

### **See also**

*wxView overview* (p. 1699), *wxDocument* (p. 426), *wxDocTemplate* (p. 420),  
*wxDocManager* (p. 406)

---

## **wxView::m\_viewDocument**

### **wxDocument\* m\_viewDocument**

The document associated with this view. There may be more than one view per document, but there can never be more than one document for one view.

---

## **wxView::m\_viewFrame**

### **wxFrame\* m\_viewFrame**

Frame associated with the view, if any.

---

## **wxView::m\_viewTypeName**

### **wxString m\_viewTypeName**

The view type name given to the *wxDocTemplate* constructor, copied to this variable

when the view is created. Not currently used by the framework.

---

**wxView::wxView**

---

**wxView()**

Constructor. Define your own default constructor to initialize application-specific data.

---

**wxView::~~wxView**

---

**~wxView()**

Destructor. Removes itself from the document's list of views.

---

**wxView::Activate**

---

**virtual void Activate**(*bool activate*)

Call this from your view frame's `OnActivate` member to tell the framework which view is currently active. If your windowing system doesn't call `OnActivate`, you may need to call this function from `OnMenuCommand` or any place where you know the view must be active, and the framework will need to get the current view.

The prepackaged view frame `wxDocChildFrame` calls `wxView::Activate` from its `OnActivate` member and from its `OnMenuCommand` member.

This function calls `wxView::OnActivateView`.

---

**wxView::Close**

---

**virtual bool Close**(*bool deleteWindow = true*)

Closes the view by calling `OnClose`. If `deleteWindow` is true, this function should delete the window associated with the view.

---

**wxView::GetDocument**

---

**wxDocument\*** `GetDocument()` **const**

Gets a pointer to the document associated with the view.

---

**wxView::GetDocumentManager**

---

**wxDocumentManager\* GetDocumentManager() const**

Returns a pointer to the document manager instance associated with this view.

**wxView::GetFrame**

---

**wxWindow \* GetFrame()**

Gets the frame associated with the view (if any). Note that this "frame" is not a wxFrame at all in the generic MDI implementation which uses the notebook pages instead of the frames and this is why this method returns a wxWindow and not a wxFrame.

**wxView::GetViewName**

---

**wxString GetViewName() const**

Gets the name associated with the view (passed to the wxDocTemplate constructor). Not currently used by the framework.

**wxView::OnActivateView**

---

**virtual void OnActivateView(bool activate, wxView \*activeView, wxView \*deactiveView)**

Called when a view is activated by means of wxView::Activate. The default implementation does nothing.

**wxView::OnChangeFilename**

---

**virtual void OnChangeFilename()**

Called when the filename has changed. The default implementation constructs a suitable title and sets the title of the view frame (if any).

**wxView::OnClose**

---

**virtual bool OnClose(bool deleteWindow)**

Implements closing behaviour. The default implementation calls wxDocument::Close to close the associated document. Does not delete the view. The application may wish to do some cleaning up operations in this function, *if* a call to wxDocument::Close succeeded. For example, if your application's all share the same window, you need to disassociate the window from the view and perhaps clear the window. If *deleteWindow* is true, delete the frame associated with the view.

### **wxView::OnClosingDocument**

---

**virtual void OnClosingDocument()**

Override this to clean up the view when the document is being closed.

### **wxView::OnCreate**

---

**virtual bool OnCreate(wxDocument\* doc, long flags)**

wxDocManager or wxDocument creates a wxView via a wxDocTemplate. Just after the wxDocTemplate creates the wxView, it calls wxView::OnCreate. In its OnCreate member function, the wxView can create a wxDocChildFrame or a derived class. This wxDocChildFrame provides user interface elements to view and/or edit the contents of the wxDocument.

By default, simply returns true. If the function returns false, the view will be deleted.

### **wxView::OnCreatePrintout**

---

**virtual wxPrintout\* OnCreatePrintout()**

If the printing framework is enabled in the library, this function returns a *wxPrintout* (p. 1042) object for the purposes of printing. It should create a new object every time it is called; the framework will delete objects it creates.

By default, this function returns an instance of wxDocPrintout, which prints and previews one page by calling wxView::OnDraw.

Override to return an instance of a class other than wxDocPrintout.

### **wxView::OnUpdate**

---

**virtual void OnUpdate(wxView\* sender, wxObject\* hint)**

Called when the view should be updated. *sender* is a pointer to the view that sent the update request, or NULL if no single view requested the update (for instance, when the document is opened). *hint* is as yet unused but may in future contain application-specific information for making updating more efficient.

### **wxView::SetDocument**

---

**void SetDocument(wxDocument\* doc)**

Associates the given document with the view. Normally called by the framework.

## **wxView::SetFrame**

---

**void SetFrame(wxWindow\* frame)**

Sets the frame associated with this view. The application should call this if possible, to tell the view about the frame.

See *GetFrame* (p. 1412) for the explanation about the mismatch between the "Frame" in the method name and the type of its parameter.

## **wxView::SetViewName**

---

**void SetViewName(const wxString& name)**

Sets the view type name. Should only be called by the framework.

## **wxVListBox**

wxVListBox is a listbox-like control with the following two main differences from a regular listbox: it can have an arbitrarily huge number of items because it doesn't store them itself but uses *OnDrawItem()* (p. 1418) callback to draw them (so it is a **V**irtual listbox) and its items can have variable height as determined by *OnMeasureItem()* (p. 1419) (so it is also a listbox with the lines of **V**ariable height).

Also, as a consequence of its virtual nature, it doesn't have any methods to append or insert items in it as it isn't necessary to do it: you just have to call *SetItemCount()* (p. 1420) to tell the control how many items it should display. Of course, this also means that you will never use this class directly because it has pure virtual functions, but will need to derive your own class, such as *wxHtmlListBox* (p. 709), from it.

However it emits the same events as *wxListBox* (p. 821) and the same event macros may be used with it. **Derived from**

*wxVScrolledWindow* (p. 1421)

### **Include files**

<wx/vlbox.h>

## **wxVListBox::wxVListBox**

---

**wxVListBox(wxWindow\* parent, wxWindowID id = wxID\_ANY, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, size\_t countItems = 0, long style = 0, const wxString& name = wxVListBoxNameStr)**

Normal constructor which calls *Create()* (p. 1415) internally.

**wxVListBox()**

Default constructor, you must call *Create()* (p. 1415) later.

---

### wxVListBox::Clear

---

**void Clear()**

Deletes all items from the control.

---

### wxVListBox::Create

---

**bool Create(wxWindow\* parent, wxWindowID id = wxID\_ANY, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = 0, const wxString& name = wxVListBoxNameStr)**

Creates the control. To finish creating it you also should call *SetItemCount()* (p. 1420) to let it know about the number of items it contains.

The only special style which may be used with *wxVListBox* is `wxLB_MULTIPLE` which indicates that the listbox should support multiple selection.

Returns `true` on success or `false` if the control couldn't be created

---

### wxVListBox::DeselectAll

---

**bool DeselectAll()**

Deselects all the items in the listbox.

Returns `true` if any items were changed, i.e. if there had been any selected items before, or `false` if all the items were already deselected.

This method is only valid for multi selection listboxes.

#### See also

*SelectAll* (p. 1419), *Select* (p. 1419)

## **wxVListBox::GetFirstSelected**

---

**int GetFirstSelected(unsigned long& *cookie*) const**

Returns the index of the first selected item in the listbox or `wxNOT_FOUND` if no items are currently selected.

*cookie* is an opaque parameter which should be passed to the subsequent calls to *GetNextSelected* (p. 1416). It is needed in order to allow parallel iterations over the selected items.

Here is a typical example of using these functions:

```
unsigned long cookie;
int item = hlbox->GetFirstSelected(cookie);
while ( item != wxNOT_FOUND )
{
    ... process item ...
    item = hlbox->GetNextSelected(cookie);
}
```

This method is only valid for multi selection listboxes.

## **wxVListBox::GetItemCount**

---

**size\_t GetItemCount() const**

Get the number of items in the control.

**See also**

*SetItemCount()* (p. 1420)

## **wxVListBox::GetMargins**

---

**wxPoint GetMargins() const**

Returns the margins used by the control. The *x* field of the returned point is the horizontal margine and the *y* field is the vertical one.

**See also**

*SetMargins* (p. 1420)

## **wxVListBox::GetNextSelected**

---

**int GetNextSelected(unsigned long& *cookie*) const**

Returns the index of the next selected item or `wxNOT_FOUND` if there are no more.

This method is only valid for multi selection listboxes.

**See also**

*GetFirstSelected* (p. 1416)

---

### **wxVListBox::GetSelectedCount**

---

**size\_t GetSelectedCount() const**

Returns the number of the items currently selected.

It is valid for both single and multi selection controls. In the former case it may only return 0 or 1 however.

**See also**

*IsSelected* (p. 1418),  
*GetFirstSelected* (p. 1416),  
*GetNextSelected* (p. 1416)

---

### **wxVListBox::GetSelection**

---

**int GetSelection() const**

Get the currently selected item or -1 if there is no selection.

---

### **wxVListBox::GetSelectionBackground**

---

**const wxColour& GetSelectionBackground() const**

Returns the background colour used for the selected cells. By default the standard system colour is used.

**See also**

*wxSystemSettings::GetColour* (p. 1267),  
*SetSelectionBackground* (p. 1421)

---

### **wxVListBox::HasMultipleSelection**

---

**bool HasMultipleSelection() const**

Returns `true` if the listbox was created with `wxLB_MULTIPLE` style and so supports multiple selection or `false` if it is a single selection listbox.

### **wxVListBox::IsCurrent**

---

**bool IsCurrent(size\_t item) const**

Returns `true` if this item is the current one, `false` otherwise.

Current item is always the same as selected one for the single selection listbox and in this case this method is equivalent to *IsSelected* (p. 1418) but they are different for multi selection listboxes where many items may be selected but only one (at most) is current.

### **wxVListBox::IsSelected**

---

**bool IsSelected(size\_t item) const**

Returns `true` if this item is selected, `false` otherwise.

### **wxVListBox::OnDrawBackground**

---

**void OnDrawBackground(wxDC& dc, const wxRect& rect, size\_t n) const**

This method is used to draw the items background and, maybe, a border around it.

The base class version implements a reasonable default behaviour which consists in drawing the selected item with the standard background colour and drawing a border around the item if it is either selected or current.

### **wxVListBox::OnDrawItem**

---

**void OnDrawItem(wxDC& dc, const wxRect& rect, size\_t n) const**

The derived class must implement this function to actually draw the item with the given index on the provided DC.

#### **Parameters**

*dc*

The device context to use for drawing

*rect*

The bounding rectangle for the item being drawn (DC clipping region is set to this rectangle before calling this function)

*n*

The index of the item to be drawn

## **wxVListBox::OnDrawSeparator**

---

**void OnDrawSeparator(wxDC& *dc*, wxRect& *rect*, size\_t *n*) const**

This method may be used to draw separators between the lines. The rectangle passed to it may be modified, typically to deflate it a bit before passing to *OnDrawItem()* (p. 1418).

The base class version of this method doesn't do anything.

### **Parameters**

*dc*

The device context to use for drawing

*rect*

The bounding rectangle for the item

*n*

The index of the item

## **wxVListBox::OnMeasureItem**

---

**wxCoord OnMeasureItem(size\_t *n*) const**

The derived class must implement this method to return the height of the specified item (in pixels).

## **wxVListBox::Select**

---

**bool Select(size\_t *item*, bool *select = true*)**

Selects or deselects the specified item which must be valid (i.e. not equal to `wxNOT_FOUND`).

Return `true` if the items selection status has changed or `false` otherwise.

This function is only valid for the multiple selection listboxes, use *SetSelection* (p. 1420) for the single selection ones.

## **wxVListBox::SelectAll**

---

**bool SelectAll()**

Selects all the items in the listbox.

Returns `true` if any items were changed, i.e. if there had been any unselected items before, or `false` if all the items were already selected.

This method is only valid for multi selection listboxes.

### See also

*DeselectAll* (p. 1415), *Select* (p. 1419)

---

## wxVListBox::SelectRange

---

**bool SelectRange(size\_t from, size\_t to)**

Selects all items in the specified range which may be given in any order.

Return `true` if the items selection status has changed or `false` otherwise.

This method is only valid for multi selection listboxes.

### See also

*SelectAll* (p. 1419), *Select* (p. 1419)

---

## wxVListBox::SetItemCount

---

**void SetItemCount(size\_t count)**

Set the number of items to be shown in the control.

This is just a synonym for *wxVScrolledWindow::SetLineCount()* (p. 1426).

---

## wxVListBox::SetMargins

---

**void SetMargins(const wxPoint& pt)**

**void SetMargins(wxCoord x, wxCoord y)**

Set the margins: horizontal margin is the distance between the window border and the item contents while vertical margin is half of the distance between items.

By default both margins are 0.

---

## wxVListBox::SetSelection

---

**void SetSelection(int selection)**

Set the selection to the specified item, if it is -1 the selection is unset. The selected item will be automatically scrolled into view if it isn't currently visible.

This method may be used both with single and multiple selection listboxes.

---

### **wxVListBox::SetSelectionBackground**

---

**void SetSelectionBackground(const wxColour& col)**

Sets the colour to be used for the selected cells background. The background of the standard cells may be changed by simply calling *SetBackgroundColour* (p. 1461).

#### **See also**

*GetSelectionBackground* (p. 1417)

---

### **wxVListBox::Toggle**

---

**void Toggle(size\_t item)**

Toggles the state of the specified *item*, i.e. selects it if it was unselected and deselects it if it was selected.

This method is only valid for multi selection listboxes.

#### **See also**

*Select* (p. 1419)

## **wxVScrolledWindow**

In the name of this class, "V" may stand for "variable" because it can be used for scrolling lines of variable heights; "virtual" because it is not necessary to know the heights of all lines in advance -- only those which are shown on the screen need to be measured; or, even, "vertical" because this class only supports scrolling in one direction currently (this could and probably will change in the future however).

In any case, this is a generalization of the *wxScrolledWindow* (p. 1120) class which can be only used when all lines have the same height. It lacks some other *wxScrolledWindow* features however, notably there is currently no support for horizontal scrolling; it can't scroll another window nor only a rectangle of the window and not its entire client area. To use this class, you need to derive from it and implement *OnGetLineHeight()* (p. 1424) pure virtual method. You also must call *SetLineCount* (p. 1426) to let the base class know how many lines it should display but from that moment on the scrolling is handled entirely by *wxVScrolledWindow*, you only need to draw the

visible part of contents in your `OnPaint()` method as usual. You should use `GetFirstVisibleLine()` (p. 1423) and `GetLastVisibleLine()` (p. 1423) to select the lines to display. Note that the device context origin is not shifted so the first visible line always appears at the point (0, 0) in physical as well as logical coordinates.

### Derived from

`wxPanel` (p. 1001)

### Include files

<wx/vscroll.h>

---

## wxVScrolledWindow::wxVScrolledWindow

---

**wxVScrolledWindow**(`wxWindow*` parent, `wxWindowID` id = `wxID_ANY`, `const wxPoint&` pos = `wxDefaultPosition`, `const wxSize&` size = `wxDefaultSize`, `long` style = 0, `const wxString&` name = `wxPanelNameStr`)

This is the normal constructor, no need to call `Create()` after using this one.

Note that `wxVSCROLL` is always automatically added to our style, there is no need to specify it explicitly.

### wxVScrolledWindow()

Default constructor, you must call `Create()` (p. 1423) later.

### Parameters

*parent*

The parent window, must not be `NULL`

*id*

The identifier of this window, `wxID_ANY` by default

*pos*

The initial window position

*size*

The initial window size

*style*

The window style. There are no special style bits defined for this class.

*name*

The name for this window; usually not used

### **wxVScrolledWindow::Create**

---

**bool Create**(wxWindow\* parent, wxWindowID id = wxID\_ANY, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = 0, const wxString& name = wxPanelNameStr)

Same as the *non default ctor* (p. 1422) but returns status code: `true` if ok, `false` if the window couldn't have been created.

Just as with the ctor above, `wxVSCROLL` style is always used, there is no need to specify it explicitly.

### **wxVScrolledWindow::EstimateTotalHeight**

---

**virtual wxCoord EstimateTotalHeight() const**

This protected function is used internally by `wxVScrolledWindow` to estimate the total height of the window when *SetLineCount* (p. 1426) is called. The default implementation uses the brute force approach if the number of the items in the control is small enough. Otherwise, it tries to find the average line height using some lines in the beginning, middle and the end.

If it is undesirable to access all these lines (some of which might be never shown) just for the total height calculation, you may override the function and provide your own guess better and/or faster.

Note that although returning a totally wrong value would still work, it risks to result in very strange scrollbar behaviour so this function should really try to make the best guess possible.

### **wxVScrolledWindow::GetFirstVisibleLine**

---

**size\_t GetFirstVisibleLine() const**

Returns the index of the first currently visible line.

### **wxVScrolledWindow::GetLastVisibleLine**

---

**size\_t GetLastVisibleLine() const**

Returns the index of the last currently visible line.

### **wxVScrolledWindow::GetLineCount**

---

**size\_t GetLineCount() const**

Get the number of lines this window contains (previously set by *SetLineCount()* (p. 1426))

### **wxVScrolledWindow::HitTest**

---

**int HitTest(wxCoord x, wxCoord y) const**

**int HitTest(const wxPoint& pt) const**

Return the item at the specified (in physical coordinates) position or `wxNOT_FOUND` if none, i.e. if it is below the last item.

### **wxVScrolledWindow::IsVisible**

---

**bool IsVisible(size\_t line) const**

Returns `true` if the given line is (at least partially) visible or `false` otherwise.

### **wxVScrolledWindow::OnGetLineHeight**

---

**wxCoord OnGetLineHeight(size\_t n) const**

This protected virtual function must be overridden in the derived class and it should return the height of the given line in pixels.

#### **See also**

*OnGetLinesHint* (p. 1424)

### **wxVScrolledWindow::OnGetLinesHint**

---

**void OnGetLinesHint(size\_t lineMin, size\_t lineMax) const**

This function doesn't have to be overridden but it may be useful to do it if calculating the lines heights is a relatively expensive operation as it gives the user code a possibility to calculate several of them at once.

`OnGetLinesHint()` is normally called just before *OnGetLineHeight()* (p. 1424) but you shouldn't rely on the latter being called for all lines in the interval specified here. It is also possible that `OnGetLineHeight()` will be called for the lines outside of this interval, so this is really just a hint, not a promise.

Finally note that *lineMin* is inclusive, while *lineMax* is exclusive, as usual.

### **wxVScrolledWindow::RefreshLine**

---

**void RefreshLine(size\_t line)**

Refreshes the specified line -- it will be redrawn during the next main loop iteration.

**See also**

*RefreshLines* (p. 1425)

### **wxVScrolledWindow::RefreshLines**

---

**void RefreshLines(size\_t from, size\_t to)**

Refreshes all lines between *from* and *to*, inclusive. *from* should be less than or equal to *to*.

**See also**

*RefreshLine* (p. 1425)

### **wxVScrolledWindow::RefreshAll**

---

**void RefreshAll()**

This function completely refreshes the control, recalculating the number of items shown on screen and repainting them. It should be called when the values returned by *OnGetLineHeight* (p. 1424) change for some reason and the window must be updated to reflect this.

### **wxVScrolledWindow::ScrollLines**

---

**bool ScrollLines(int lines)**

Scroll by the specified number of lines which may be positive (to scroll down) or negative (to scroll up).

Returns `true` if the window was scrolled, `false` otherwise (for example if we're trying to scroll down but we are already showing the last line).

**See also**

*LineUp* (p. 1452), *LineDown* (p. 1452)

### **wxVScrolledWindow::ScrollPages**

---

**bool ScrollPages(int pages)**

Scroll by the specified number of pages which may be positive (to scroll down) or negative (to scroll up).

**See also**

*ScrollLines* (p. 1425),  
*PageUp* (p. 1454), *PageDown* (p. 1454)

---

**wxVScrolledWindow::ScrollToLine**

---

**bool ScrollToLine(size\_t line)**

Scroll to the specified line: it will become the first visible line in the window.

Return `true` if we scrolled the window, `false` if nothing was done.

---

**wxVScrolledWindow::SetLineCount**

---

**void SetLineCount(size\_t count)**

Set the number of lines the window contains: the derived class must provide the heights for all lines with indices up to the one given here in its *OnGetLineHeight()* (p. 1424).

**wxWave**

This class represents a short wave file, in Windows WAV format, that can be stored in memory and played. Currently this class is implemented on Windows and Linux only.

**Derived from**

*wxObject* (p. 982)

**Include files**

<wx/wave.h>

---

**wxWave::wxWave**

---

**wxWave()**

Default constructor.

**wxWave(const wxString& fileName, bool isResource = false)**

Constructs a wave object from a file or resource. Call `wxWave::IsOk` (p. 1427) to determine whether this succeeded.

### Parameters

*fileName*

The filename or Windows resource.

*isResource*

true if *fileName* is a resource, false if it is a filename.

### wxWave::~~wxWave

---

**~wxWave()**

Destroys the wxWave object.

### wxWave::Create

---

**bool Create(const wxString& fileName, bool isResource = false)**

Constructs a wave object from a file or resource.

### Parameters

*fileName*

The filename or Windows resource.

*isResource*

true if *fileName* is a resource, false if it is a filename.

### Return value

true if the call was successful, false otherwise.

### wxWave::IsOk

---

**bool IsOk() const**

Returns true if the object contains a successfully loaded file or resource, false otherwise.

### wxWave::Play

---

**bool Play**(bool *async = true*, bool *looped = false*) **const**

Plays the wave file synchronously or asynchronously, looped or single-shot.

## wxWindow

wxWindow is the base class for all windows. Any children of the window will be deleted automatically by the destructor before the window itself is deleted.

### Derived from

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Include files

<wx/window.h>

### Window styles

The following styles can apply to all windows, although they will not always make sense for a particular window class or on all platforms.

<b>wxSIMPLE_BORDER</b>	Displays a thin border around the window. wxBORDER is the old name for this style.
<b>wxDOUBLE_BORDER</b>	Displays a double border. Windows only.
<b>wxSUNKEN_BORDER</b>	Displays a sunken border.
<b>wxRAISED_BORDER</b>	Displays a raised border. GTK only.
<b>wxSTATIC_BORDER</b>	Displays a border suitable for a static control. Windows only.
<b>wxTRANSPARENT_WINDOW</b>	The window is transparent, that is, it will not receive paint events. Windows only.
<b>wxTAB_TRAVERSAL</b>	Use this to enable tab traversal for non-dialog windows.
<b>wxWANTS_CHARS</b>	Use this to indicate that the window wants to get all char events - even for keys like TAB or ENTER which are usually used for dialog navigation and which wouldn't be generated without this style
<b>wxNO_FULL_REPAINT_ON_RESIZE</b>	Disables repainting the window completely when its size is changed - you will have to repaint the new window area manually if you use this style. Currently only has an effect for Windows.
<b>wxVSCROLL</b>	Use this style to enable a vertical scrollbar.
<b>wxHSCROLL</b>	Use this style to enable a horizontal scrollbar.
<b>wxALWAYS_SHOW_SB</b>	If a window has scrollbars, disable them instead of hiding them when they are not needed (i.e. when the size of the window is big enough to not require the scrollbars to

navigate it). This style is currently only implemented for wxMSW and wxUniversal and does nothing on the other platforms.

**wxCLIP\_CHILDREN** Use this style to eliminate flicker caused by the background being repainted, then children being painted over them. Windows only.

See also *window styles overview* (p. 1657).

### Extra window styles

The following are extra styles, set using *wxWindow::SetExtraStyle* (p. 1464).

**wxWS\_EX\_VALIDATE\_RECURSIVELY** By default, *Validate/TransferDataTo/FromWindow()* only work on direct children of the window (compatible behaviour). Set this flag to make them recursively descend into all subwindows.

**wxWS\_EX\_BLOCK\_EVENTS** wxCommandEvent and the objects of the derived classes are forwarded to the parent window and so on recursively by default. Using this flag for the given window allows to block this propagation at this window, i.e. prevent the events from being propagated further upwards. Dialogs have this flag on by default.

**wxWS\_EX\_TRANSIENT** Don't use this window as an implicit parent for the other windows: this must be used with transient windows as otherwise there is the risk of creating a dialog/frame with this window as a parent which would lead to a crash if the parent is destroyed before the child.

**wxWS\_EX\_PROCESS\_IDLE** This window should always process idle events, even if the mode set by *wxIdleEvent::SetMode* (p. 755) is *wxIDLE\_PROCESS\_SPECIFIED*.

**wxWS\_EX\_PROCESS\_UI\_UPDATES** This window should always process UI update events, even if the mode set by *wxUpdateUIEvent::SetMode* (p. 1394) is *wxUPDATE\_UI\_PROCESS\_SPECIFIED*.

### See also

*Event handling overview* (p. 1649)

---

## wxWindow::wxWindow

**wxWindow()**

Default constructor.

**wxWindow**(*wxWindow\** parent, **wxWindowID** id, **const wxPoint&** pos = *wxDefaultPosition*, **const wxSize&** size = *wxDefaultSize*, **long** style = 0, **const wxString&** name = *wxPanelNameStr*)

Constructs a window, which can be a child of a frame, dialog or any other non-control window.

### Parameters

*parent*

Pointer to a parent window.

*id*

Window identifier. If -1, will automatically create an identifier.

*pos*

Window position. *wxDefaultPosition* is (-1, -1) which indicates that *wxWindows* should generate a default position for the window. If using the *wxWindow* class directly, supply an actual position.

*size*

Window size. *wxDefaultSize* is (-1, -1) which indicates that *wxWindows* should generate a default size for the window. If no suitable size can be found, the window will be sized to 20x20 pixels so that the window is visible but obviously not correctly sized.

*style*

Window style. For generic window styles, please see *wxWindow* (p. 1428).

*name*

Window name.

---

### wxWindow::~~wxWindow

**~wxWindow()**

Destructor. Deletes all subwindows, then deletes itself. Instead of using the **delete** operator explicitly, you should normally use *wxWindow::Destroy* (p. 1436) so that *wxWindows* can delete a window only when it is safe to do so, in idle time.

### See also

*Window deletion overview* (p. 1657), *wxWindow::Destroy* (p. 1436), *wxCloseEvent* (p. 142)

---

### wxWindow::AddChild

**virtual void AddChild(wxWindow\* child)**

Adds a child window. This is called automatically by window creation functions so should not be required by the application programmer.

**Parameters**

*child*

Child window to add.

---

**wxWindow::CaptureMouse**

---

**virtual void CaptureMouse()**

Directs all mouse input to this window. Call *wxWindow::ReleaseMouse* (p. 1457) to release the capture.

Note that wxWindows maintains the stack of windows having captured the mouse and when the mouse is released the capture returns to the window which had had captured it previously and it is only really released if there were no previous window. In particular, this means that you must release the mouse as many times as you capture it.

**See also**

*wxWindow::ReleaseMouse* (p. 1457)

---

**wxWindow::Center**

---

**void Center(int direction)**

A synonym for *Centre* (p. 1431).

---

**wxWindow::CenterOnParent**

---

**void CenterOnParent(int direction)**

A synonym for *CentreOnParent* (p. 1432).

---

**wxWindow::CenterOnScreen**

---

**void CenterOnScreen(int direction)**

A synonym for *CentreOnScreen* (p. 1432).

---

**wxWindow::Centre**

---

**void Centre**(int *direction* = *wxBOTH*)

Centres the window.

### Parameters

*direction*

Specifies the direction for the centering. May be `wxHORIZONTAL`, `wxVERTICAL` or `wxBOTH`. It may also include `wxCENTRE_ON_SCREEN` flag if you want to center the window on the entire screen and not on its parent window.

The flag `wxCENTRE_FRAME` is obsolete and should not be used any longer (it has no effect).

### Remarks

If the window is a top level one (i.e. doesn't have a parent), it will be centered relative to the screen anyhow.

### See also

`wxWindow::Center` (p. 1431)

---

## **wxWindow::CentreOnParent**

---

**void CentreOnParent**(int *direction* = *wxBOTH*)

Centres the window on its parent. This is a more readable synonym for `Centre` (p. 1431).

### Parameters

*direction*

Specifies the direction for the centering. May be `wxHORIZONTAL`, `wxVERTICAL` or `wxBOTH`.

### Remarks

This methods provides for a way to center top level windows over their parents instead of the entire screen. If there is no parent or if the window is not a top level window, then behaviour is the same as `wxWindow::Centre` (p. 1431).

### See also

`wxWindow::CentreOnScreen` (p. 1431)

---

## **wxWindow::CentreOnScreen**

---

**void CentreOnScreen(int direction = wxBOTH)**

Centres the window on screen. This only works for top level windows - otherwise, the window will still be centered on its parent.

### Parameters

*direction*

Specifies the direction for the centering. May be `wxHORIZONTAL`, `wxVERTICAL` or `wxBOTH`.

### See also

`wxWindow::CentreOnParent` (p. 1431)

---

## **wxWindow::ClearBackground**

**void ClearBackground()**

Clears the window by filling it with the current background colour. Does not cause an erase background event to be generated.

---

## **wxWindow::ClientToScreen**

**virtual void ClientToScreen(int\* x, int\* y) const**

**wxPerl note:** In wxPerl this method returns a 2-element list instead of modifying its parameters.

**virtual wxPoint ClientToScreen(const wxPoint& pt) const**

Converts to screen coordinates from coordinates relative to this window.

*x*

A pointer to a integer value for the x coordinate. Pass the client coordinate in, and a screen coordinate will be passed out.

*y*

A pointer to a integer value for the y coordinate. Pass the client coordinate in, and a screen coordinate will be passed out.

*pt*

The client position for the second form of the function.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

**ClientToScreen(point)**      Accepts and returns a wxPoint

---

**ClientToScreenXY(x, y)** Returns a 2-tuple, (x, y)

---

## **wxWindow::Close**

---

**bool Close**(bool *force* = *false*)

This function simply generates a *wxCloseEvent* (p. 142) whose handler usually tries to close the window. It doesn't close the window itself, however.

### **Parameters**

*force*

*false* if the window's close handler should be able to veto the destruction of this window, *true* if it cannot.

### **Remarks**

Close calls the *close handler* (p. 142) for the window, providing an opportunity for the window to choose whether to destroy the window. Usually it is only used with the top level windows (*wxFrame* and *wxDIALOG* classes) as the others are not supposed to have any special *OnClose()* logic.

The close handler should check whether the window is being deleted forcibly, using *wxCloseEvent::GetForce* (p. 144), in which case it should destroy the window using *wxWindow::Destroy* (p. 1436).

*Note* that calling *Close* does not guarantee that the window will be destroyed; but it provides a way to simulate a manual close of a window, which may or may not be implemented by destroying the window. The default implementation of *wxDIALOG::OnCloseWindow* does not necessarily delete the dialog, since it will simply simulate an *wxID\_CANCEL* event which is handled by the appropriate button event handler and may do anything at all.

To guarantee that the window will be destroyed, call *wxWindow::Destroy* (p. 1436) instead

### **See also**

*Window deletion overview* (p. 1657), *wxWindow::Destroy* (p. 1436), *wxCloseEvent* (p. 142)

---

## **wxWindow::ConvertDialogToPixels**

---

**wxPoint** *ConvertDialogToPixels*(const **wxPoint&** *pt*)

**wxSize** *ConvertDialogToPixels*(const **wxSize&** *sz*)

Converts a point or size from dialog units to pixels.

For the x dimension, the dialog units are multiplied by the average character width and then divided by 4.

For the y dimension, the dialog units are multiplied by the average character height and then divided by 8.

### Remarks

Dialog units are used for maintaining a dialog's proportions even if the font changes. Dialogs created using Dialog Editor optionally use dialog units.

You can also use these functions programmatically. A convenience macro is defined:

```
#define wxDLG_UNIT(parent, pt) parent->ConvertDialogToPixels(pt)
```

### See also

*wxWindow::ConvertPixelsToDialog* (p. 1435)

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

<b>ConvertDialogPointToPixels(point)</b>	Accepts and returns a wxPoint
<b>ConvertDialogSizeToPixels(size)</b>	Accepts and returns a wxSize

Additionally, the following helper functions are defined:

<b>wxDLG_PNT(win, point)</b>	Converts a wxPoint from dialog units to pixels
<b>wxDLG_SZE(win, size)</b>	Converts a wxSize from dialog units to pixels

---

## wxWindow::ConvertPixelsToDialog

---

**wxPoint ConvertPixelsToDialog(const wxPoint& pt)**

**wxSize ConvertPixelsToDialog(const wxSize& sz)**

Converts a point or size from pixels to dialog units.

For the x dimension, the pixels are multiplied by 4 and then divided by the average character width.

For the y dimension, the pixels are multiplied by 8 and then divided by the average character height.

## Remarks

Dialog units are used for maintaining a dialog's proportions even if the font changes. Dialogs created using Dialog Editor optionally use dialog units.

## See also

*wxWindow::ConvertDialogToPixels* (p. 1434)

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

<b>ConvertDialogPointToPixels(point)</b>	Accepts and returns a wxPoint
<b>ConvertDialogSizeToPixels(size)</b>	Accepts and returns a wxSize

---

## wxWindow::Destroy

---

### virtual bool Destroy()

Destroys the window safely. Use this function instead of the delete operator, since different window classes can be destroyed differently. Frames and dialogs are not destroyed immediately when this function is called -- they are added to a list of windows to be deleted on idle time, when all the window's events have been processed. This prevents problems with events being sent to non-existent windows.

### Return value

`true` if the window has either been successfully deleted, or it has been added to the list of windows pending real deletion.

---

## wxWindow::DestroyChildren

---

### virtual void DestroyChildren()

Destroys all children of a window. Called automatically by the destructor.

---

## wxWindow::Disable

---

### void Disable()

Disables the window, same as *Enable(false)* (p. 1437).

### Return value

Returns `true` if the window has been disabled, `false` if it had been already disabled

before the call to this function.

---

## **wxWindow::DoUpdateWindowUI**

---

**virtual void DoUpdateWindowUI(wxUpdateUIEvent& event)**

Does the window-specific updating after processing the update event. This function is called by *wxWindow::UpdateWindowUI* (p. 1476) in order to check return values in the *wxUpdateUIEvent* (p. 1389) and act appropriately. For example, to allow frame and dialog title updating, *wxWindows* implements this function as follows:

```
// do the window-specific processing after processing the update event
void wxTopLevelWindowBase::DoUpdateWindowUI(wxUpdateUIEvent& event)
{
    if ( event.GetSetEnabled() )
        Enable(event.GetEnabled());

    if ( event.GetSetText() )
    {
        if ( event.GetText() != GetTitle() )
            SetTitle(event.GetText());
    }
}
```

---

## **wxWindow::DragAcceptFiles**

---

**virtual void DragAcceptFiles(bool accept)**

Enables or disables eligibility for drop file events (OnDropFiles).

### **Parameters**

*accept*

If *true*, the window is eligible for drop file events. If *false*, the window will not accept drop file events.

### **Remarks**

Windows only.

---

## **wxWindow::Enable**

---

**virtual bool Enable(bool enable = true)**

Enable or disable the window for user input. Note that when a parent window is disabled, all of its children are disabled as well and they are reenabled again when the parent is.

### **Parameters**

*enable*

If `true`, enables the window for input. If `false`, disables the window.

### Return value

Returns `true` if the window has been enabled or disabled, `false` if nothing was done, i.e. if the window had already been in the specified state.

### See also

*wxWindow::IsEnabled* (p. 1451), *wxWindow::Disable* (p. 1436)

---

## wxWindow::FindFocus

---

### **static wxWindow\* FindFocus()**

Finds the window or control which currently has the keyboard focus.

### Remarks

Note that this is a static function, so it can be called without needing a `wxWindow` pointer.

### See also

*wxWindow::SetFocus* (p. 1465)

---

## wxWindow::FindWindow

---

### **wxWindow\* FindWindow(long id)**

Find a child of this window, by identifier.

### **wxWindow\* FindWindow(const wxString& name)**

Find a child of this window, by name.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

<b>FindWindowById(id)</b>	Accepts an integer
<b>FindWindowByName(name)</b>	Accepts a string

---

## wxWindow::FindWindowById

---

### **static wxWindow\* FindWindowById(long id, wxWindow\* parent = NULL)**

Find the first window with the given *id*.

If *parent* is NULL, the search will start from all top-level frames and dialog boxes; if non-NULL, the search will be limited to the given window hierarchy. The search is recursive in both cases.

### See also

*FindWindow* (p. 1438)

---

## wxWindow::FindWindowByName

---

**static wxWindow\* FindWindowByName(const wxString& name, wxWindow\* parent = NULL)**

Find a window by its name (as given in a window constructor or **Create** function call). If *parent* is NULL, the search will start from all top-level frames and dialog boxes; if non-NULL, the search will be limited to the given window hierarchy. The search is recursive in both cases.

If no window with such name is found, *FindWindowByLabel* (p. 1439) is called.

### See also

*FindWindow* (p. 1438)

---

## wxWindow::FindWindowByLabel

---

**static wxWindow\* FindWindowByLabel(const wxString& label, wxWindow\* parent = NULL)**

Find a window by its label. Depending on the type of window, the label may be a window title or panel item label. If *parent* is NULL, the search will start from all top-level frames and dialog boxes; if non-NULL, the search will be limited to the given window hierarchy. The search is recursive in both cases.

### See also

*FindWindow* (p. 1438)

---

## wxWindow::Fit

---

**virtual void Fit()**

Sizes the window so that it fits around its subwindows. This function won't do anything if there are no subwindows and will only really work correctly if the sizers are used for the subwindows layout. Also, if the window has exactly one subwindow it is better (faster

and the result is more precise as `Fit` adds some margin to account for fuzziness of its calculations) to call

```
window->SetClientSize(child->GetSize());
```

instead of calling `Fit`.

---

### **wxWindow::FitInside**

---

#### **virtual void FitInside()**

Similar to *Fit* (p. 1439), but sizes the interior (virtual) size of a window. Mainly useful with scrolled windows to reset scrollbars after sizing changes that do not trigger a size event, and/or scrolled windows without an interior sizer. This function similarly won't do anything if there are no subwindows.

---

### **wxWindow::Freeze**

---

#### **virtual void Freeze()**

Freezes the window or, in other words, prevents any updates from taking place on screen, the window is not redrawn at all. *Thaw* (p. 1474) must be called to reenable window redrawing.

This method is useful for visual appearance optimization (for example, it is a good idea to use it before inserting large amount of text into a `wxTextCtrl` under `wxGTK`) but is not implemented on all platforms nor for all controls so it is mostly just a hint to `wxWindows` and not a mandatory directive.

---

### **wxWindow::GetAccessible**

---

#### **wxAcessibile\* GetAccessible()**

Returns the accessible object for this window, if any.

See also *wxAcessibile* (p. 23).

---

### **wxWindow::GetAdjustedBestSize**

---

#### **wxSize GetAdjustedBestSize() const**

This method is similar to *GetBestSize* (p. 1441), except in one thing. *GetBestSize* should return the minimum untruncated size of the window, while this method will return the largest of *BestSize* and any user specified minimum size. ie. it is the minimum size the window should currently be drawn at, not the minimal size it can possibly tolerate.

## **wxWindow::GetBackgroundColour**

---

**virtual wxColour GetBackgroundColour() const**

Returns the background colour of the window.

**See also**

*wxWindow::SetBackgroundColour* (p. 1461), *wxWindow::SetForegroundColour* (p. 1466), *wxWindow::GetForegroundColour* (p. 1444)

## **wxWindow::GetBestSize**

---

**virtual wxSize GetBestSize() const**

This functions returns the best acceptable minimal size for the window. For example, for a static control, it will be the minimal size such that the control label is not truncated. For windows containing subwindows (typically *wxPanel* (p. 1001)), the size returned by this function will be the same as the size the window would have had after calling *Fit* (p. 1439).

## **wxWindow::GetCaret**

---

**wxCaret \* GetCaret() const**

Returns the *caret* (p. 121) associated with the window.

## **wxWindow::GetCapture**

---

**static wxWindow \* GetCapture()**

Returns the currently captured window.

**See also**

*wxWindow::HasCapture* (p. 1450), *wxWindow::CaptureMouse* (p. 1431), *wxWindow::ReleaseMouse* (p. 1457), *wxMouseCaptureChangedEvent* (p. 953)

## **wxWindow::GetCharHeight**

---

**virtual int GetCharHeight() const**

Returns the character height for this window.

## **wxWindow::GetCharWidth**

---

**virtual int GetCharWidth() const**

Returns the average character width for this window.

## **wxWindow::GetChildren**

---

**wxList& GetChildren()**

Returns a reference to the list of the window's children.

## **wxWindow::GetClientSize**

---

**virtual void GetClientSize(int\* width, int\* height) const**

**wxPerl note:** In wxPerl this method takes no parameter and returns a 2-element list ( `width, height` ).

**virtual wxSize GetClientSize() const**

This gets the size of the window 'client area' in pixels. The client area is the area which may be drawn on by the programmer, excluding title bar, border, scrollbars, etc.

### **Parameters**

*width*

Receives the client width in pixels.

*height*

Receives the client height in pixels.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

<b>GetClientSizeTuple()</b>	Returns a 2-tuple of (width, height)
<b>GetClientSize()</b>	Returns a wxSize object

### **See also**

*GetSize* (p. 1447) *GetVirtualSize* (p. 1450)

## **wxWindow::GetConstraints**

---

**wxLayoutConstraints\* GetConstraints() const**

Returns a pointer to the window's layout constraints, or NULL if there are none.

### **wxWindow::GetContainingSizer**

---

**const wxSizer \* GetContainingSizer() const**

Return the sizer that this window is a member of, if any, otherwise NULL.

### **wxWindow::GetDropTarget**

---

**wxDropTarget\* GetDropTarget() const**

Returns the associated drop target, which may be NULL.

#### **See also**

*wxWindow::SetDropTarget* (p. 1463), *Drag and drop overview* (p. 1712)

### **wxWindow::GetEventHandler**

---

**wxEvtHandler\* GetEventHandler() const**

Returns the event handler for this window. By default, the window is its own event handler.

#### **See also**

*wxWindow::SetEventHandler* (p. 1464), *wxWindow::PushEventHandler* (p. 1455), *wxWindow::PopEventHandler* (p. 1455), *wxEvtHandler::ProcessEvent* (p. 462), *wxEvtHandler* (p. 457)

### **wxWindow::GetExtraStyle**

---

**long GetExtraStyle() const**

Returns the extra style bits for the window.

### **wxWindow::GetFont**

---

**wxFont& GetFont() const**

Returns a reference to the font for this window.

#### **See also**

*wxWindow::SetFont* (p. 1465)

---

## **wxWindow::GetForegroundColour**

---

**virtual wxColour GetForegroundColour()**

Returns the foreground colour of the window.

### **Remarks**

The interpretation of foreground colour is open to interpretation according to the window class; it may be the text colour or other colour, or it may not be used at all.

### **See also**

*wxWindow::SetForegroundColour* (p. 1466), *wxWindow::SetBackgroundColour* (p. 1461), *wxWindow::GetBackgroundColour* (p. 1441)

---

## **wxWindow::GetGrandParent**

---

**wxWindow\* GetGrandParent() const**

Returns the grandparent of a window, or NULL if there isn't one.

---

## **wxWindow::GetHandle**

---

**void\* GetHandle() const**

Returns the platform-specific handle of the physical window. Cast it to an appropriate handle, such as **HWND** for Windows, **Widget** for Motif or **GtkWidget** for GTK.

**wxPython note:** This method will return an integer in wxPython.

**wxPerl note:** This method will return an integer in wxPerl.

---

## **wxWindow::GetHelpText**

---

**virtual wxString GetHelpText() const**

Gets the help text to be used as context-sensitive help for this window.

Note that the text is actually stored by the current *wxHelpProvider* (p. 677) implementation, and not in the window object itself.

### **See also**

*SetHelpText* (p. 1466), *wxHelpProvider* (p. 677)

---

## **wxWindow::GetId**

---

**int GetId() const**

Returns the identifier of the window.

### **Remarks**

Each window has an integer identifier. If the application has not provided one (or the default Id -1) an unique identifier with a negative value will be generated.

### **See also**

*wxWindow::SetId* (p. 1466), *Window identifiers* (p. 1654)

---

## **wxWindow::GetLabel**

---

**virtual wxString GetLabel() const**

Generic way of getting a label from any window, for identification purposes.

### **Remarks**

The interpretation of this function differs from class to class. For frames and dialogs, the value returned is the title. For buttons or static text controls, it is the button text. This function can be useful for meta-programs (such as testing tools or special-needs access programs) which need to identify windows by name.

---

## **wxWindow::GetName**

---

**virtual wxString GetName() const**

Returns the window's name.

### **Remarks**

This name is not guaranteed to be unique; it is up to the programmer to supply an appropriate name in the window constructor or via *wxWindow::SetName* (p. 1467).

### **See also**

*wxWindow::SetName* (p. 1467)

---

## **wxWindow::GetParent**

---

**virtual wxWindow\* GetParent() const**

Returns the parent of the window, or NULL if there is no parent.

**wxWindow::GetPosition**

---

**virtual void GetPosition(int\* x, int\* y) const****wxPoint GetPosition() const**

This gets the position of the window in pixels, relative to the parent window for the child windows or relative to the display origin for the top level windows.

**Parameters**

*x*  
Receives the x position of the window.

*y*  
Receives the y position of the window.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

<b>GetPosition()</b>	Returns a wxPoint
<b>GetPositionTuple()</b>	Returns a tuple (x, y)

**wxPerl note:** In wxPerl there are two methods instead of a single overloaded method:

<b>GetPosition()</b>	Returns a Wx::Point
<b>GetPositionXY()</b>	Returns a 2-element list ( <i>x</i> , <i>y</i> )

**wxWindow::GetRect**

---

**virtual wxRect GetRect() const**

Returns the size and position of the window as a *wxRect* (p. 1075) object.

**wxWindow::GetScrollThumb**

---

**virtual int GetScrollThumb(int orientation)**

Returns the built-in scrollbar thumb size.

**See also**

*wxWindow::SetScrollbar* (p. 1467)

---

**wxWindow::GetScrollPos**

---

**virtual int GetScrollPos(int orientation)**

Returns the built-in scrollbar position.

**See also**

See *wxWindow::SetScrollbar* (p. 1467)

---

**wxWindow::GetScrollRange**

---

**virtual int GetScrollRange(int orientation)**

Returns the built-in scrollbar range.

**See also**

*wxWindow::SetScrollbar* (p. 1467)

---

**wxWindow::GetSize**

---

**virtual void GetSize(int\* width, int\* height) const**

**virtual wxSize GetSize() const**

This gets the size of the entire window in pixels, including title bar, border, scrollbars, etc.

**Parameters**

*width*

Receives the window width.

*height*

Receives the window height.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

**GetSize()**

Returns a wxSize

**GetSizeTuple()**

Returns a 2-tuple (width, height)

**wxPerl note:** In wxPerl there are two methods instead of a single overloaded method:

<b>GetSize()</b>	Returns a <code>Wx::Size</code>
<b>GetSizeWH()</b>	Returns a 2-element list ( <code>width</code> , <code>height</code> )

### See also

`GetClientSize` (p. 1442), `GetVirtualSize` (p. 1450)

---

## wxWindow::GetSize

**wxSizer \* GetSizer() const**

Return the sizer associated with the window by a previous call to `SetSizer()` (p. 1471) or `NULL`.

---

## wxWindow::GetTextExtent

**virtual void GetTextExtent(const wxString& string, int\* x, int\* y, int\* descent = NULL, int\* externalLeading = NULL, const wxFont\* font = NULL, bool use16 = false) const**

Gets the dimensions of the string as it would be drawn on the window with the currently selected font.

### Parameters

*string*

String whose extent is to be measured.

*x*

Return value for width.

*y*

Return value for height.

*descent*

Return value for descent (optional).

*externalLeading*

Return value for external leading (optional).

*font*

Font to use instead of the current window font (optional).

*use16*

If `true`, *string* contains 16-bit characters. The default is `false`.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

**GetTextExtent(string)** Returns a 2-tuple, (width, height)  
**GetFullTextExtent(string, font=NULL)** Returns a 4-tuple, (width, height, descent, externalLeading)

**wxPerl note:** In wxPerl this method takes only the `string` and optionally `font` parameters, and returns a 4-element list ( `x`, `y`, `descent`, `externalLeading` ).

---

### wxWindow::GetTitle

---

**virtual wxString GetTitle()**

Gets the window's title. Applicable only to frames and dialogs.

**See also**

*wxWindow::SetTitle* (p. 1472)

---

### wxWindow::GetToolTip

---

**wxToolTip\* GetToolTip() const**

Get the associated tooltip or NULL if none.

---

### wxWindow::GetUpdateRegion

---

**virtual wxRegion GetUpdateRegion() const**

Returns the region specifying which parts of the window have been damaged. Should only be called within an *wxPaintEvent* (p. 996) handler.

**See also**

*wxRegion* (p. 1086), *wxRegionIterator* (p. 1091)

---

### wxWindow::GetValidator

---

**wxValidator\* GetValidator() const**

Returns a pointer to the current validator for the window, or NULL if there is none.

## **wxWindow::GetVirtualSize**

---

**void GetVirtualSize(int\* width, int\* height) const**

**wxSize GetVirtualSize() const**

This gets the virtual size of the window in pixels.

### **Parameters**

*width*

Receives the window virtual width.

*height*

Receives the window virtual height.

*GetSize* (p. 1447), *GetClientSize* (p. 1442)

## **wxWindow::GetWindowStyleFlag**

---

**long GetWindowStyleFlag() const**

Gets the window style that was passed to the constructor or **Create** method.

**GetWindowStyle()** is another name for the same function.

## **wxWindow::HasCapture**

---

**virtual bool HasCapture() const**

Returns true if this window has the current mouse capture.

### **See also**

*wxWindow::CaptureMouse* (p. 1431), *wxWindow::ReleaseMouse* (p. 1457),  
*wxMouseCaptureChangedEvent* (p. 953)

## **wxWindow::Hide**

---

**bool Hide()**

Equivalent to calling *Show* (p. 1474)(*false*).

## **wxWindow::InitDialog**

---

**void InitDialog()**

Sends an `wxEVT_INIT_DIALOG` event, whose handler usually transfers data to the dialog via validators.

---

### **wxWindow::IsEnabled**

---

**virtual bool IsEnabled() const**

Returns `true` if the window is enabled for input, `false` otherwise.

**See also**

*wxWindow::Enable* (p. 1437)

---

### **wxWindow::IsExposed**

---

**bool IsExposed(int x, int y) const**

**bool IsExposed(wxPoint &pt) const**

**bool IsExposed(int x, int y, int w, int h) const**

**bool IsExposed(wxRect &rect) const**

Returns `true` if the given point or rectangle area has been exposed since the last repaint. Call this in a paint event handler to optimize redrawing by only redrawing those areas, which have been exposed.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

**IsExposed(x,y, w=0,h=0)**  
**IsExposedPoint(pt)**  
**IsExposedRect(rect)**

---

### **wxWindow::IsRetained**

---

**virtual bool IsRetained() const**

Returns `true` if the window is retained, `false` otherwise.

**Remarks**

Retained windows are only available on X platforms.

---

### **wxWindow::IsShown**

---

**virtual bool IsShown() const**

Returns `true` if the window is shown, `false` if it has been hidden.

**wxWindow::IsTopLevel**

---

**bool IsTopLevel() const**

Returns `true` if the given window is a top-level one. Currently all frames and dialogs are considered to be top-level windows (even if they have a parent window).

**wxWindow::Layout**

---

**void Layout()**

Invokes the constraint-based layout algorithm or the sizer-based algorithm for this window.

See *wxWindow::SetAutoLayout* (p. 1461): when auto layout is on, this function gets called automatically when the window is resized.

**wxWindow::LineDown**

---

This is just a wrapper for *ScrollLines()* (p. 1459)(1).

**wxWindow::LineUp**

---

This is just a wrapper for *ScrollLines()* (p. 1459)(-1).

**wxWindow::Lower**

---

**void Lower()**

Lowers the window to the bottom of the window hierarchy if it is a managed window (dialog or frame).

**wxWindow::MakeModal**

---

**virtual void MakeModal(bool flag)**

Disables all other windows in the application so that the user can only interact with this window. (This function is not implemented anywhere).

## Parameters

*flag*

If `true`, this call disables all other windows in the application so that the user can only interact with this window. If `false`, the effect is reversed.

## **wxWindow::Move**

---

**void Move(int x, int y)**

**void Move(const wxPoint& pt)**

Moves the window to the given position.

## Parameters

*x*

Required x position.

*y*

Required y position.

*pt*

*wxPoint* (p. 1021) object representing the position.

## Remarks

Implementations of `SetSize` can also implicitly implement the `wxWindow::Move` function, which is defined in the base `wxWindow` class as the call:

```
SetSize(x, y, -1, -1, wxSIZE_USE_EXISTING);
```

## See also

*wxWindow::SetSize* (p. 1469)

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

**Move(point)**

Accepts a `wxPoint`

**MoveXY(x, y)**

Accepts a pair of integers

## **wxWindow::OnInternalIdle**

---

**virtual void OnInternalIdle()**

This virtual function is normally only used internally, but sometimes an application may

need it to implement functionality that should not be disabled by an application defining an `OnIdle` handler in a derived class.

This function may be used to do delayed painting, for example, and most implementations call `wxWindow::UpdateWindowUI` (p. 1476) in order to send update events to the window in idle time.

---

### **wxWindow::PageDown**

---

This is just a wrapper for `ScrollPages()` (p. 1459)(1).

---

### **wxWindow::PageUp**

---

This is just a wrapper for `ScrollPages()` (p. 1459)(-1).

---

### **wxWindow::PopEventHandler**

---

**wxEvtHandler\* PopEventHandler**(*bool deleteHandler = false*) **const**

Removes and returns the top-most event handler on the event handler stack.

#### **Parameters**

*deleteHandler*

If this is `true`, the handler will be deleted after it is removed. The default value is `false`.

#### **See also**

`wxWindow::SetEventHandler` (p. 1464), `wxWindow::GetEventHandler` (p. 1443), `wxWindow::PushEventHandler` (p. 1455), `wxEvtHandler::ProcessEvent` (p. 462), `wxEvtHandler` (p. 457)

---

### **wxWindow::PopupMenu**

---

**bool PopupMenu**(*wxMenu\* menu, const wxPoint& pos*)

**bool PopupMenu**(*wxMenu\* menu, int x, int y*)

Pops up the given menu at the specified coordinates, relative to this window, and returns control when the user has dismissed the menu. If a menu item is selected, the corresponding menu event is generated and will be processed as usually.

#### **Parameters**

*menu*

Menu to pop up.

*pos*

The position where the menu will appear.

*x*

Required x position for the menu to appear.

*y*

Required y position for the menu to appear.

### See also

*wxMenu* (p. 910)

### Remarks

Just before the menu is popped up, *wxMenu::UpdateUI* (p. 923) is called to ensure that the menu items are in the correct state. The menu does not get deleted by the window.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

**PopupMenu(menu, point)** Specifies position with a wxPoint

**PopupMenuXY(menu, x, y)** Specifies position with two integers (x, y)

---

## wxWindow::PushEventHandler

---

**void PushEventHandler(wxEvtHandler\* handler)**

Pushes this event handler onto the event stack for the window.

### Parameters

*handler*

Specifies the handler to be pushed.

### Remarks

An event handler is an object that is capable of processing the events sent to a window. By default, the window is its own event handler, but an application may wish to substitute another, for example to allow central implementation of event-handling for a variety of different window classes.

*wxWindow::PushEventHandler* (p. 1455) allows an application to set up a chain of event handlers, where an event not handled by one event handler is handed to the next one in the chain. Use *wxWindow::PopEventHandler* (p. 1454) to remove the event handler.

### See also

*wxWindow::SetEventHandler* (p. 1464), *wxWindow::GetEventHandler* (p. 1443),  
*wxWindow::PopEventHandler* (p. 1455), *wxEvtHandler::ProcessEvent* (p. 462),  
*wxEvtHandler* (p. 457)

## **wxWindow::Raise**

---

**void Raise()**

Raises the window to the top of the window hierarchy if it is a managed window (dialog or frame).

## **wxWindow::Refresh**

---

**virtual void Refresh**(*bool eraseBackground = true*, **const wxRect\*** *rect = NULL*)

Causes a message or event to be generated to repaint the window.

### **Parameters**

*eraseBackground*

If `true`, the background will be erased.

*rect*

If non-NULL, only the given rectangle will be treated as damaged.

### **See also**

*wxWindow::RefreshRect* (p. 1456)

## **wxWindow::RefreshRect**

---

**virtual void Refresh**(**const wxRect&** *rect*)

Redraws the contents of the given rectangle: the area inside it will be repainted.

This is the same as *Refresh* (p. 1456) but has a nicer syntax.

## **wxWindow::RegisterHotKey**

---

**bool RegisterHotKey**(**int hotkeyId**, **int modifiers**, **int virtualKeyCode**)

Registers a system wide hotkey. Every time the user presses the hotkey registered here, this window will receive a hotkey event. It will receive the event even if the application is in the background and does not have the input focus because the user is working with some other application.

## Parameters

### *hotkeyId*

Numeric identifier of the hotkey. For applications this must be between 0 and 0xBFFF. If this function is called from a shared DLL, it must be a system wide unique identifier between 0xC000 and 0xFFFF. This is a MSW specific detail.

### *modifiers*

A bitwise combination of `wxMOD_SHIFT`, `wxMOD_CONTROL`, `wxMOD_ALT` or `wxMOD_WIN` specifying the modifier keys that have to be pressed along with the key.

### *virtualKeyCode*

The virtual key code of the hotkey.

## Return value

`true` if the hotkey was registered successfully. `false` if some other application already registered a hotkey with this modifier/virtualKeyCode combination.

## Remarks

Use `EVT_HOTKEY(hotkeyId, fnc)` in the event table to capture the event. This function is currently only implemented under MSW.

## See also

`wxWindow::UnregisterHotKey` (p. 1475)

---

## **wxWindow::ReleaseMouse**

### **virtual void ReleaseMouse()**

Releases mouse input captured with `wxWindow::CaptureMouse` (p. 1431).

## See also

`wxWindow::CaptureMouse` (p. 1431), `wxWindow::HasCapture` (p. 1450),  
`wxWindow::ReleaseMouse` (p. 1457), `wxMouseCaptureChangedEvent` (p. 953)

---

## **wxWindow::RemoveChild**

### **virtual void RemoveChild(wxWindow\* child)**

Removes a child window. This is called automatically by window deletion functions so should not be required by the application programmer.

## Parameters

*child*

Child window to remove.

---

## **wxWindow::RemoveEventHandler**

**bool RemoveEventHandler(wxEvtHandler \*handler)**

Find the given *handler* in the windows event handler chain and remove (but not delete) it from it.

## Parameters

*handler*

The event handler to remove, must be non `NULL` and must be present in this windows event handlers chain

## Return value

Returns `true` if it was found and `false` otherwise (this also results in an assert failure so this function should only be called when the handler is supposed to be there).

## See also

*PushEventHandler* (p. 1455), *PopEventHandler* (p. 1454)

---

## **wxWindow::Reparent**

**virtual bool Reparent(wxWindow\* newParent)**

Reparents the window, i.e the window will be removed from its current parent window (e.g. a non-standard toolbar in a wxFrame) and then re-inserted into another. Available on Windows and GTK.

## Parameters

*newParent*

New parent.

---

## **wxWindow::ScreenToClient**

**virtual void ScreenToClient(int\* x, int\* y) const**

**virtual wxPoint ScreenToClient(const wxPoint& pt) const**

Converts from screen to client window coordinates.

### Parameters

- x* Stores the screen x coordinate and receives the client x coordinate.
- y* Stores the screen x coordinate and receives the client x coordinate.
- pt* The screen position for the second form of the function.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

<b>ScreenToClient(point)</b>	Accepts and returns a wxPoint
<b>ScreenToClientXY(x, y)</b>	Returns a 2-tuple, (x, y)

---

### wxWindow::ScrollLines

---

**virtual bool ScrollLines(int lines)**

Scrolls the window by the given number of lines down (if *lines* is positive) or up.

#### Return value

Returns `true` if the window was scrolled, `false` if it was already on top/bottom and nothing was done.

#### Remarks

This function is currently only implemented under MSW and wxTextCtrl under wxGTK (it also works for wxScrolledWindow derived classes under all platforms).

#### See also

*ScrollPages* (p. 1459)

---

### wxWindow::ScrollPages

---

**virtual bool ScrollPages(int pages)**

Scrolls the window by the given number of pages down (if *pages* is positive) or up.

#### Return value

Returns `true` if the window was scrolled, `false` if it was already on top/bottom and

nothing was done.

### Remarks

This function is currently only implemented under MSW and `wxTextCtrl` under wxGTK (it also works for `wxScrolledWindow` derived classes under all platforms).

### See also

*ScrollLines* (p. 1459)

---

## **wxWindow::ScrollWindow**

---

**virtual void ScrollWindow**(int *dx*, int *dy*, const **wxRect\*** *rect* = *NULL*)

Physically scrolls the pixels in the window and move child windows accordingly.

### Parameters

*dx*

Amount to scroll horizontally.

*dy*

Amount to scroll vertically.

*rect*

Rectangle to invalidate. If this is `NULL`, the whole window is invalidated. If you pass a rectangle corresponding to the area of the window exposed by the scroll, your painting handler can optimize painting by checking for the invalidated region. This parameter is ignored under GTK.

### Remarks

Use this function to optimise your scrolling implementations, to minimise the area that must be redrawn. Note that it is rarely required to call this function from a user program.

---

## **wxWindow::SetAcceleratorTable**

---

**virtual void SetAcceleratorTable**(const **wxAcceleratorTable&** *accel*)

Sets the accelerator table for this window. See *wxAcceleratorTable* (p. 20).

---

## **wxWindow::SetAccessible**

---

**void SetAccessible**(**wxAccessible\*** *accessible*)

Sets the accessible for this window. Any existing accessible for this window will be

deleted first, if not identical to *accessible*.

See also *wxAcessible* (p. 23).

## **wxWindow::SetAutoLayout**

---

**void SetAutoLayout**(bool *autoLayout*)

Determines whether the *wxWindow::Layout* (p. 1452) function will be called automatically when the window is resized. It is called implicitly by *wxWindow::SetSizer* (p. 1471) but if you use *wxWindow::SetConstraints* (p. 1463) you should call it manually or otherwise the window layout won't be correctly updated when its size changes.

### **Parameters**

*autoLayout*

Set this to `true` if you wish the *Layout* function to be called from within *wxWindow::OnSize* functions.

### **See also**

*wxWindow::SetConstraints* (p. 1463)

## **wxWindow::SetBackgroundColour**

---

**virtual void SetBackgroundColour**(const wxColour& *colour*)

Sets the background colour of the window.

### **Parameters**

*colour*

The colour to be used as the background colour.

### **Remarks**

The background colour is usually painted by the default *wxEraseEvent* (p. 452) event handler function under Windows and automatically under GTK.

Note that setting the background colour does not cause an immediate refresh, so you may wish to call *wxWindow::ClearBackground* (p. 1433) or *wxWindow::Refresh* (p. 1456) after calling this function.

Use this function with care under GTK+ as the new appearance of the window might not look equally well when used with "Themes", i.e GTK+'s ability to change its look as the user wishes with run-time loadable modules.

### **See also**

*wxWindow::GetBackgroundColour* (p. 1441), *wxWindow::SetForegroundColour* (p. 1466), *wxWindow::GetForegroundColour* (p. 1444), *wxWindow::ClearBackground* (p. 1433), *wxWindow::Refresh* (p. 1456), *wxEraseEvent* (p. 452)

## **wxWindow::SetCaret**

---

**void SetCaret(wxCaret \*caret) const**

Sets the *caret* (p. 121) associated with the window.

## **wxWindow::SetClientSize**

---

**virtual void SetClientSize(int width, int height)**

**virtual void SetClientSize(const wxSize& size)**

This sets the size of the window client area in pixels. Using this function to size a window tends to be more device-independent than *wxWindow::SetSize* (p. 1469), since the application need not worry about what dimensions the border or title bar have when trying to fit the window around panel items, for example.

### **Parameters**

*width*

The required client area width.

*height*

The required client area height.

*size*

The required client size.

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

**SetClientSize(size)**            Accepts a wxSize  
**SetClientSizeWH(width, height)**

## **wxWindow::SetContainingSizer**

---

**void SetContainingSizer(wxSizer\* sizer)**

This normally does not need to be called by user code. It is called when a window is added to a sizer, and is used so the window can remove itself from the sizer when it is destroyed.

## **wxWindow::SetCursor**

---

**virtual void SetCursor(const wxCursor&cursor)**

Sets the window's cursor. Notice that the window cursor also sets it for the children of the window implicitly.

The *cursor* may be `wxNullCursor` in which case the window cursor will be reset back to default.

### **Parameters**

*cursor*

Specifies the cursor that the window should normally display.

### **See also**

`::wxSetCursor` (p. 1545), `wxCursor` (p. 216)

## **wxWindow::SetConstraints**

---

**void SetConstraints(wxLayoutConstraints\* constraints)**

Sets the window to have the given layout constraints. The window will then own the object, and will take care of its deletion. If an existing layout constraints object is already owned by the window, it will be deleted.

### **Parameters**

*constraints*

The constraints to set. Pass NULL to disassociate and delete the window's constraints.

### **Remarks**

You must call `wxWindow::SetAutoLayout` (p. 1461) to tell a window to use the constraints automatically in `OnSize`; otherwise, you must override `OnSize` and call `Layout()` explicitly. When setting both a `wxLayoutConstraints` and a `wxSizer` (p. 1145), only the sizer will have effect.

## **wxWindow::SetDropTarget**

---

**void SetDropTarget(wxDropTarget\* target)**

Associates a drop target with this window.

If the window already has a drop target, it is deleted.

### See also

*wxWindow::GetDropTarget* (p. 1443), *Drag and drop overview* (p. 1712)

---

## wxWindow::SetEventHandler

---

**void SetEventHandler(wxEvtHandler\* handler)**

Sets the event handler for this window.

### Parameters

*handler*

Specifies the handler to be set.

### Remarks

An event handler is an object that is capable of processing the events sent to a window. By default, the window is its own event handler, but an application may wish to substitute another, for example to allow central implementation of event-handling for a variety of different window classes.

It is usually better to use *wxWindow::PushEventHandler* (p. 1455) since this sets up a chain of event handlers, where an event not handled by one event handler is handed to the next one in the chain.

### See also

*wxWindow::GetEventHandler* (p. 1443), *wxWindow::PushEventHandler* (p. 1455), *wxWindow::PopEventHandler* (p. 1455), *wxEvtHandler::ProcessEvent* (p. 462), *wxEvtHandler* (p. 457)

---

## wxWindow::SetExtraStyle

---

**void SetExtraStyle(long exStyle)**

Sets the extra style bits for the window. The currently defined extra style bits are:

**wxWS\_EX\_VALIDATE\_RECURSIVELY** *TransferDataTo/FromWindow()* and *Validate()* methods will recursively descend into all children of the window if it has this style flag set.

**wxWS\_EX\_BLOCK\_EVENTS** Normally, the command events are propagated upwards to the window parent recursively until a handler for them is found. Using this style allows to prevent them from being propagated beyond this window. Notice that *wxDialog* has this style on by default for the reasons

- wxWS\_EX\_TRANSIENT** explained in the *event processing overview* (p. 1651). This can be used to prevent a window from being used as an implicit parent for the dialogs which were created without a parent. It is useful for the windows which can disappear at any moment as creating children of such windows results in fatal problems.
- wxFRAME\_EX\_CONTEXTHELP** Under Windows, puts a query button on the caption. When pressed, Windows will go into a context-sensitive help mode and `wxWindows` will send a `wxEVT_HELP` event if the user clicked on an application window. This style cannot be used together with `wxMAXIMIZE_BOX` or `wxMINIMIZE_BOX`, so you should use the style of `wxDEFAULT_FRAME_STYLE` & `(wxMINIMIZE_BOX | wxMAXIMIZE_BOX)` for the frames having this style (the dialogs don't have minimize nor maximize box by default)

---

## wxWindow::SetFocus

---

**virtual void SetFocus()**

This sets the window to receive keyboard input.

### See also

*wxFocusEvent* (p. 537)

---

## wxWindow::SetFocusFromKbd

---

**virtual void SetFocusFromKbd()**

This function is called by `wxWindows` keyboard navigation code when the user gives the focus to this window from keyboard (e.g. using `TAB` key). By default this method simply calls *SetFocus* (p. 1465) but can be overridden to do something in addition to this in the derived classes.

---

## wxWindow::SetFont

---

**void SetFont(const wxFont& font)**

Sets the font for this window.

### Parameters

*font*  
Font to associate with this window.

**See also**

*wxWindow::GetFont* (p. 1443)

**wxWindow::SetForegroundColour**

---

**virtual void SetForegroundColour(const wxColour& colour)**

Sets the foreground colour of the window.

**Parameters**

*colour*

The colour to be used as the foreground colour.

**Remarks**

The interpretation of foreground colour is open to interpretation according to the window class; it may be the text colour or other colour, or it may not be used at all.

Note that when using this functions under GTK, you will disable the so called "themes", i.e. the user chosen appearance of windows and controls, including the themes of their parent windows.

**See also**

*wxWindow::GetForegroundColour* (p. 1444), *wxWindow::SetBackgroundColour* (p. 1461), *wxWindow::GetBackgroundColour* (p. 1441)

**wxWindow::SetHelpText**

---

**virtual void SetHelpText(const wxString& helpText)**

Sets the help text to be used as context-sensitive help for this window.

Note that the text is actually stored by the current *wxHelpProvider* (p. 677) implementation, and not in the window object itself.

**See also**

*GetHelpText* (p. 1444), *wxHelpProvider* (p. 677)

**wxWindow::SetId**

---

**void SetId(int id)**

Sets the identifier of the window.

### Remarks

Each window has an integer identifier. If the application has not provided one, an identifier will be generated. Normally, the identifier should be provided on creation and should not be modified subsequently.

### See also

*wxWindow::GetId* (p. 1445), *Window identifiers* (p. 1654)

---

## wxWindow::SetName

---

**virtual void SetName(const wxString& name)**

Sets the window's name.

### Parameters

*name*

A name to set for the window.

### See also

*wxWindow::GetName* (p. 1445)

---

## wxWindow::SetPalette

---

**virtual void SetPalette(wxPalette\* palette)**

Obsolete - use *wxDC::SetPalette* (p. 375) instead.

---

## wxWindow::SetScrollbar

---

**virtual void SetScrollbar(int orientation, int position, int thumbSize, int range, bool refresh = true)**

Sets the scrollbar properties of a built-in scrollbar.

### Parameters

*orientation*

Determines the scrollbar whose page size is to be set. May be *wxHORIZONTAL* or *wxVERTICAL*.

*position*

The position of the scrollbar in scroll units.

*thumbSize*

The size of the thumb, or visible portion of the scrollbar, in scroll units.

*range*

The maximum position of the scrollbar.

*refresh*

`true` to redraw the scrollbar, `false` otherwise.

## Remarks

Let's say you wish to display 50 lines of text, using the same font. The window is sized so that you can only see 16 lines at a time.

You would use:

```
SetScrollbar(wxVERTICAL, 0, 16, 50);
```

Note that with the window at this size, the thumb position can never go above 50 minus 16, or 34.

You can determine how many lines are currently visible by dividing the current view size by the character height in pixels.

When defining your own scrollbar behaviour, you will always need to recalculate the scrollbar settings when the window size changes. You could therefore put your scrollbar calculations and `SetScrollbar` call into a function named `AdjustScrollbars`, which can be called initially and also from your `wxSizeEvent` (p. 1144) handler function.

## See also

*Scrolling overview* (p. 1682), *wxScrollBar* (p. 1113), *wxScrolledWindow* (p. 1120)

---

## wxWindow::SetScrollPos

**virtual void SetScrollPos**(**int** *orientation*, **int** *pos*, **bool** *refresh = true*)

Sets the position of one of the built-in scrollbars.

### Parameters

*orientation*

Determines the scrollbar whose position is to be set. May be `wxHORIZONTAL` or `wxVERTICAL`.

*pos*

Position in scroll units.

*refresh*

`true` to redraw the scrollbar, `false` otherwise.

### Remarks

This function does not directly affect the contents of the window: it is up to the application to take note of scrollbar attributes and redraw contents accordingly.

### See also

*wxWindow::SetScrollbar* (p. 1467), *wxWindow::GetScrollPos* (p. 1468), *wxWindow::GetScrollThumb* (p. 1446), *wxScrollBar* (p. 1113), *wxScrolledWindow* (p. 1120)

---

## wxWindow::SetSize

---

**virtual void SetSize(int x, int y, int width, int height, int sizeFlags = wxSIZE\_AUTO)**

**virtual void SetSize(const wxRect& rect)**

Sets the size and position of the window in pixels.

**virtual void SetSize(int width, int height)**

**virtual void SetSize(const wxSize& size)**

Sets the size of the window in pixels.

### Parameters

*x*

Required x position in pixels, or -1 to indicate that the existing value should be used.

*y*

Required y position in pixels, or -1 to indicate that the existing value should be used.

*width*

Required width in pixels, or -1 to indicate that the existing value should be used.

*height*

Required height position in pixels, or -1 to indicate that the existing value should be used.

*size*

*wxSize* (p. 1142) object for setting the size.

*rect*

*wxRect* (p. 1075) object for setting the position and size.

*sizeFlags*

Indicates the interpretation of other parameters. It is a bit list of the following:

**wxSIZE\_AUTO\_WIDTH**: a -1 width value is taken to indicate a wxWindows-supplied default width.

**wxSIZE\_AUTO\_HEIGHT**: a -1 height value is taken to indicate a wxWindows-supplied default width.

**wxSIZE\_AUTO**: -1 size values are taken to indicate a wxWindows-supplied default size.

**wxSIZE\_USE\_EXISTING**: existing dimensions should be used if -1 values are supplied.

**wxSIZE\_ALLOW\_MINUS\_ONE**: allow dimensions of -1 and less to be interpreted as real dimensions, not default values.

## Remarks

The second form is a convenience for calling the first form with default x and y parameters, and must be used with non-default width and height values.

The first form sets the position and optionally size, of the window. Parameters may be -1 to indicate either that a default should be supplied by wxWindows, or that the current value of the dimension should be used.

## See also

*wxWindow::Move* (p. 1453)

**wxPython note:** In place of a single overloaded method name, wxPython implements the following methods:

```
SetDimensions(x, y, width, height, sizeFlags=wxSIZE_AUTO)
SetSize(size)
SetPosition(point)
```

---

## wxWindow::SetSizeHints

```
virtual void SetSizeHints(int minW=-1, int minH=-1, int maxW=-1, int maxH=-1, int
incW=-1, int incH=-1)
```

Allows specification of minimum and maximum window sizes, and window size increments. If a pair of values is not set (or set to -1), the default values will be used.

## Parameters

*minW*

Specifies the minimum width allowable.

*minH*

Specifies the minimum height allowable.

*maxW*

Specifies the maximum width allowable.

*maxH*

Specifies the maximum height allowable.

*incW*

Specifies the increment for sizing the width (Motif/Xt only).

*incH*

Specifies the increment for sizing the height (Motif/Xt only).

### Remarks

If this function is called, the user will not be able to size the window outside the given bounds.

The resizing increments are only significant under Motif or Xt.

---

## wxWindow::SetSizer

---

**void SetSizer**(wxSizer\* *sizer*, bool *deleteOld=true*)

Sets the window to have the given layout sizer. The window will then own the object, and will take care of its deletion. If an existing layout constraints object is already owned by the window, it will be deleted if the *deleteOld* parameter is true.

Note that this function will also call *SetAutoLayout* (p. 1461) implicitly with `true` parameter if the *sizer* is non-NULL and `false` otherwise.

### Parameters

*sizer*

The sizer to set. Pass NULL to disassociate and conditionally delete the window's sizer. See below.

*deleteOld*

If true (the default), this will delete any preexisting sizer. Pass false if you wish to handle deleting the old sizer yourself.

### Remarks

SetSizer now enables and disables Layout automatically, but prior to wxWindows 2.3.3 the following applied:

You must call `wxWindow::SetAutoLayout` (p. 1461) to tell a window to use the sizer automatically in `OnSize`; otherwise, you must override `OnSize` and call `Layout()` explicitly. When setting both a `wxSizer` and a `wxLayoutConstraints` (p. 812), only the sizer will have effect.

### **wxWindow::SetSizerAndFit**

---

**void SetSizerAndFit**(`wxSizer*` sizer, `bool deleteOld=true`)

The same as `SetSizer` (p. 1471), except it also sets the size hints for the window based on the sizer's minimum size.

### **wxWindow::SetTitle**

---

**virtual void SetTitle**(`const wxString&` title)

Sets the window's title. Applicable only to frames and dialogs.

#### **Parameters**

*title*

The window's title.

#### **See also**

`wxWindow::GetTitle` (p. 1449)

### **wxWindow::SetThemeEnabled**

---

**virtual void SetThemeEnabled**(`bool enable`)

This function tells a window if it should use the system's "theme" code to draw the windows' background instead of its own background drawing code. This does not always have any effect since the underlying platform obviously needs to support the notion of themes in user defined windows. One such platform is GTK+ where windows can have (very colourful) backgrounds defined by a user's selected theme.

Dialogs, notebook pages and the status bar have this flag set to true by default so that the default look and feel is simulated best.

### **wxWindow::SetToolTip**

---

**void SetToolTip**(`const wxString&` tip)

**void SetToolTip**(`wxToolTip*` tip)

Attach a tooltip to the window.

See also: *GetToolTip* (p. 1449), *wxToolTip* (p. 1365)

### **wxWindow::SetValidator**

---

**virtual void SetValidator(const wxValidator& validator)**

Deletes the current validator (if any) and sets the window validator, having called `wxValidator::Clone` to create a new validator of this type.

### **wxWindow::SetVirtualSize**

---

**void SetVirtualSize(int width, int height)**

**void SetVirtualSize(const wxSize& size)**

Sets the virtual size of the window in pixels.

### **wxWindow::SetVirtualSizeHints**

---

**virtual void SetVirtualSizeHints(int minW, int minH, int maxW=-1, int maxH=-1)**

Allows specification of minimum and maximum virtual window sizes. If a pair of values is not set (or set to -1), the default values will be used.

#### **Parameters**

*minW*  
Specifies the minimum width allowable.

*minH*  
Specifies the minimum height allowable.

*maxW*  
Specifies the maximum width allowable.

*maxH*  
Specifies the maximum height allowable.

#### **Remarks**

If this function is called, the user will not be able to size the virtual area of the window outside the given bounds.

### **wxWindow::SetWindowStyle**

---

**void SetWindowStyle(long style)**

Identical to *SetWindowStyleFlag* (p. 1474).

---

## **wxWindow::SetWindowStyleFlag**

---

**virtual void SetWindowStyleFlag(long style)**

Sets the style of the window. Please note that some styles cannot be changed after the window creation and that *Refresh()* (p. 1456) might be called after changing the others for the change to take place immediately.

See *Window styles* (p. 1657) for more information about flags.

### **See also**

*GetWindowStyleFlag* (p. 1450)

---

## **wxWindow::Show**

---

**virtual bool Show(bool show = true)**

Shows or hides the window. You may need to call *Raise* (p. 1456) for a top level window if you want to bring it to top, although this is not needed if *Show()* is called immediately after the frame creation.

### **Parameters**

*show*

If `true` displays the window. Otherwise, hides it.

### **Return value**

`true` if the window has been shown or hidden or `false` if nothing was done because it already was in the requested state.

### **See also**

*wxWindow::IsShown* (p. 1451)

---

## **wxWindow::Thaw**

---

**virtual void Thaw()**

Reenables window updating after a previous call to *Freeze* (p. 1440).

## **wxWindow::TransferDataFromWindow**

---

**virtual bool TransferDataFromWindow()**

Transfers values from child controls to data areas specified by their validators. Returns `false` if a transfer failed.

If the window has `wxWS_EX_VALIDATE_RECURSIVELY` extra style flag set, the method will also call `TransferDataFromWindow()` of all child windows.

### **See also**

*wxWindow::TransferDataToWindow* (p. 1475), *wxValidator* (p. 1398), *wxWindow::Validate* (p. 1477)

## **wxWindow::TransferDataToWindow**

---

**virtual bool TransferDataToWindow()**

Transfers values to child controls from data areas specified by their validators.

If the window has `wxWS_EX_VALIDATE_RECURSIVELY` extra style flag set, the method will also call `TransferDataToWindow()` of all child windows.

### **Return value**

Returns `false` if a transfer failed.

### **See also**

*wxWindow::TransferDataFromWindow* (p. 1475), *wxValidator* (p. 1398), *wxWindow::Validate* (p. 1477)

## **wxWindow::UnregisterHotKey**

---

**bool UnregisterHotKey(int hotkeyId)**

Unregisters a system wide hotkey.

### **Parameters**

*hotkeyId*

Numeric identifier of the hotkey. Must be the same id that was passed to `RegisterHotKey`.

### **Return value**

`true` if the hotkey was unregistered successfully, `false` if the id was invalid.

### Remarks

This function is currently only implemented under MSW.

### See also

`wxWindow::RegisterHotKey` (p. 1456)

---

## wxWindow::Update

### virtual void Update()

Calling this method immediately repaints the invalidated area of the window while this would usually only happen when the flow of control returns to the event loop. Notice that this function doesn't refresh the window and does nothing if the window hadn't been already repainted. Use *Refresh* (p. 1456) first if you want to immediately redraw the window unconditionally.

---

## wxWindow::UpdateWindowUI

### virtual void UpdateWindowUI(long flags = wxUPDATE\_UI\_NONE)

This function sends *wxUpdateUIEvents* (p. 1389) to the window. The particular implementation depends on the window; for example a `wxToolBar` will send an update UI event for each toolbar button, and a `wxFrame` will send an update UI event for each menubar menu item. You can call this function from your application to ensure that your UI is up-to-date at this point (as far as your `wxUpdateUIEvent` handlers are concerned). This may be necessary if you have called *wxUpdateUIEvent::SetMode* (p. 1394) or *wxUpdateUIEvent::SetUpdateInterval* (p. 1395) to limit the overhead that `wxWindows` incurs by sending update UI events in idle time.

*flags* should be a bitlist of one or more of the following values.

```
enum wxUpdateUI
{
    wxUPDATE_UI_NONE           = 0x0000, // No particular value
    wxUPDATE_UI_RECURSE       = 0x0001, // Call the function for
descendants
    wxUPDATE_UI_FROMIDLE      = 0x0002 // Invoked from On(Internal)Idle
};
```

If you are calling this function from an `OnInternalIdle` or `OnIdle` function, make sure you pass the `wxUPDATE_UI_FROMIDLE` flag, since this tells the window to only update the UI elements that need to be updated in idle time. Some windows update their elements only when necessary, for example when a menu is about to be shown. The following is an example of how to call `UpdateWindowUI` from an idle function.

```
void MyWindow::OnInternalIdle()
```

```
{  
    if (wxUpdateUIEvent::CanUpdate(this))  
        UpdateWindowUI(wxUPDATE_UI_FROMIDLE);  
}
```

### See also

*wxUpdateUIEvent* (p. 1389), *wxWindow::DoUpdateWindowUI* (p. 1437),  
*wxWindow::OnInternalIdle* (p. 1453)

## wxWindow::Validate

---

### virtual bool Validate()

Validates the current values of the child controls using their validators.

If the window has `wxWS_EX_VALIDATE_RECURSIVELY` extra style flag set, the method will also call `Validate()` of all child windows.

### Return value

Returns `false` if any of the validations failed.

### See also

*wxWindow::TransferDataFromWindow* (p. 1475), *wxWindow::TransferDataFromWindow*  
(p. 1475), *wxValidator* (p. 1398)

## wxWindow::WarpPointer

---

### void WarpPointer(int x, int y)

Moves the pointer to the given position on the window.

**NB:** This function is not supported under Mac because Apple Human Interface Guidelines forbid moving the mouse cursor programmatically.

### Parameters

*x*  
The new x position for the cursor.

*y*  
The new y position for the cursor.

## wxWindowDC

A `wxWindowDC` must be constructed if an application wishes to paint on the whole area of a window (client and decorations). This should normally be constructed as a temporary stack object; don't store a `wxWindowDC` object.

To draw on a window from inside **OnPaint**, construct a `wxPaintDC` (p. 995) object.

To draw on the client area of a window from outside **OnPaint**, construct a `wxClientDC` (p. 136) object.

To draw on the whole window including decorations, construct a `wxWindowDC` (p. 1477) object (Windows only).

### Derived from

`wxDC` (p. 359)

### Include files

<wx/dcclient.h>

### See also

`wxDC` (p. 359), `wxMemoryDC` (p. 905), `wxPaintDC` (p. 995), `wxClientDC` (p. 136), `wxScreenDC` (p. 1108)

---

## `wxWindowDC::wxWindowDC`

`wxWindowDC(wxWindow* window)`

Constructor. Pass a pointer to the window on which you wish to paint.

## `wxWindowDisabler`

This class disables all windows of the application (may be with the exception of one of them) in its constructor and enables them back in its destructor. This comes in handy when you want to indicate to the user that the application is currently busy and cannot respond to user input.

### Derived from

None

### Include files

<wx/utils.h>

### See also

*wxBusyCursor* (p. 104)

---

## **wxWindowDisabler::wxWindowDisabler**

**wxWindowDisabler(wxWindow \*winToSkip = NULL)**

Disables all top level windows of the applications with the exception of *winToSkip* if it is not `NULL`.

---

## **wxWindowDisabler::~~wxWindowDisabler**

**~wxWindowDisabler()**

Reenables back the windows disabled by the constructor.

## **wxWizard**

`wxWizard` is the central class for implementing 'wizard-like' dialogs. These dialogs are mostly familiar to Windows users and are nothing else but a sequence of 'pages' each of them displayed inside a dialog which has the buttons to pass to the next (and previous) pages.

The wizards are typically used to decompose a complex dialog into several simple steps and are mainly useful to the novice users, hence it is important to keep them as simple as possible.

To show a wizard dialog, you must first create an object of `wxWizard` class using either the non default constructor or a default one followed by call to *Create* (p. 1481) function. Then you should add all pages you want the wizard to show and call *RunWizard* (p. 1484). Finally, don't forget to call `wizard->Destroy()`.

### Derived from

*wxDialog* (p. 379)

*wxPanel* (p. 1001)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

## Include files

<wx/wizard.h>

## Event table macros

To process input from a wizard dialog, use these event handler macros to direct input to member functions that take a *wxWizardEvent* (p. 1484) argument. For some events, *Veto()* (p. 982) can be called to prevent the event from happening.

**EVT\_WIZARD\_PAGE\_CHANGED(id, func)**      The page has been just changed (this event can not be vetoed).

**EVT\_WIZARD\_PAGE\_CHANGING(id, func)**      The page is being changed (this event can be vetoed).

**EVT\_WIZARD\_CANCEL(id, func)**      The user attempted to cancel the wizard (this event may also be vetoed).

**EVT\_WIZARD\_HELP(id, func)**      The wizard help button was pressed.

**EVT\_WIZARD\_FINISHED(id, func)**      The wizard finished button was pressed.

## Extended styles

Use the *wxWindow::SetExtraStyle* (p. 1464) function to set the following style. You will need to use two-step construction (use the default constructor, call **SetExtraStyle**, then call **Create**).

**wxWIZARD\_EX\_HELPBUTTON**      Shows a Help button using wxID\_HELP.

See also *wxDialog* (p. 379) for other extended styles.

## See also

*wxWizardEvent* (p. 1484), *wxWizardPage* (p. 1486), *wxWizard sample* (p. 1612)

---

## wxWizard::wxWizard

### wxWizard()

Default constructor. Use this if you wish to derive from *wxWizard* and then call *Create* (p. 1481), for example if you wish to set an extra style with *wxWindow::SetExtraStyle* (p. 1464) between the two calls.

**wxWizard**(**wxWindow\*** *parent*, **int** *id* = -1, **const wxString&** *title* = *wxEmptyString*, **const wxBitmap&** *bitmap* = *wxNullBitmap*, **const wxPoint&** *pos* = *wxDefaultPosition*, **long** *style* = *wxDEFAULT\_DIALOG\_STYLE*)

Constructor which really creates the wizard -- if you use this constructor, you shouldn't call *Create* (p. 1481).

Notice that unlike almost all other *wxWindows* classes, there is no *size* parameter in *wxWizard* constructor because the wizard will have a predefined default size by default. If you want to change this, you should use the *GetPageAreaSizer* (p. 1482) function.

### Parameters

*parent*

The parent window, may be NULL.

*id*

The id of the dialog, will usually be just -1.

*title*

The title of the dialog.

*bitmap*

The default bitmap used in the left side of the wizard. See also *GetBitmap* (p. 1487).

*pos*

The position of the dialog, it will be centered on the screen by default.

*style*

Window style is passed to *wxDialog*.

### wxWizard::Create

---

**bool** **Create**(**wxWindow\*** *parent*, **int** *id* = -1, **const wxString&** *title* = *wxEmptyString*, **const wxBitmap&** *bitmap* = *wxNullBitmap*, **const wxPoint&** *pos* = *wxDefaultPosition*, **long** *style* = *wxDEFAULT\_DIALOG\_STYLE*)

Creates the wizard dialog. Must be called if the default constructor had been used to create the object.

Notice that unlike almost all other *wxWindows* classes, there is no *size* parameter in *wxWizard* constructor because the wizard will have a predefined default size by default. If you want to change this, you should use the *GetPageAreaSizer* (p. 1482) function.

### Parameters

*parent*

The parent window, may be NULL.

*id*

The id of the dialog, will usually be just -1.

*title*

The title of the dialog.

*bitmap*

The default bitmap used in the left side of the wizard. See also *GetBitmap* (p. 1487).

*pos*

The position of the dialog, it will be centered on the screen by default.

*style*

Window style is passed to `wxDialog`.

---

### **wxWizard::FitToPage**

---

**void FitToPage(const wxWizardPage\* firstPage)**

This method is obsolete, use *GetPageAreaSizer* (p. 1482) instead.

Sets the page size to be big enough for all the pages accessible via the given *firstPage*, i.e. this page, its next page and so on.

This method may be called more than once and it will only change the page size if the size required by the new page is bigger than the previously set one. This is useful if the decision about which pages to show is taken during the run-time as in this case, the wizard won't be able to get to all pages starting from a single one and you should call *Fit* separately for the others.

---

### **wxWizard::GetCurrentPage**

---

**wxWizardPage\* GetCurrentPage() const**

Get the current page while the wizard is running. `NULL` is returned if *RunWizard()* (p. 1484) is not being executed now.

---

### **wxWizard::GetPageAreaSizer**

---

**virtual wxSizer\* GetPageAreaSizer() const**

Returns pointer to page area sizer. Wizard is laid out using sizers and page area sizer is the place holder for the pages. All pages are resized before being shown to match the wizard page area.

Page area sizer has minimal size that is maximum of several values. First, all pages (or

other objects) added to the sizer. Second, all pages reachable by repeatedly applying *wxWizardPage::GetNext* (p. 1487) to any page inserted into the sizer. Third, minimal size specified using *SetPageSize* (p. 1484) and *FitToPage* (p. 1482). Fourth, the total wizard height may be increased to accommodate the bitmap height. Fifth and finally, wizards are never smaller than some built-in minimal size to avoid too small wizards.

Caller can use *wxSizer::SetMinSize* (p. 1151) to enlarge it beyond minimal size. If `wxRESIZE_BORDER` was passed to constructor, user can resize wizard and consequently page area (but not make it smaller than the minimal size).

It is recommended to add first page to page area sizer. For simple wizards, this will enlarge the wizard to fit biggest page. For non-linear wizards, first page of every separate chain should be added. Caller-specified size can be accomplished using *wxSizer::SetMinSize* (p. 1151).

Adding pages to page area sizer affects default border width around page area that can be altered with *SetBorder* (p. 1484).

---

## **wxWizard::GetPageSize**

---

**wxSize GetPageSize() const**

Returns the size available for the pages.

---

## **wxWizard::HasNextPage**

---

**virtual bool HasNextPage(wxWizardPage \*page)**

Return `true` if this page is not the last one in the wizard. The base class version implements this by calling *page->GetNext* (p. 1487) but this could be undesirable if, for example, the pages are created on demand only.

**See also**

*HasPrevPage* (p. 1483)

---

## **wxWizard::HasPrevPage**

---

**virtual bool HasPrevPage(wxWizardPage \*page)**

Return `true` if this page is not the last one in the wizard. The base class version implements this by calling *page->GetPrev* (p. 1487) but this could be undesirable if, for example, the pages are created on demand only.

**See also**

*HasNextPage* (p. 1483)

## **wxWizard::RunWizard**

---

**bool RunWizard(wxWizardPage\* firstPage)**

Executes the wizard starting from the given page, returns `true` if it was successfully finished or `false` if user cancelled it. The *firstPage* can not be `NULL`.

## **wxWizard::SetPageSize**

---

**void SetPageSize(const wxSize& sizePage)**

This method is obsolete, use *GetPageAreaSizer* (p. 1482) instead.

Sets the minimal size to be made available for the wizard pages. The wizard will take into account the size of the bitmap (if any) itself. Also, the wizard will never be smaller than the default size.

The recommended way to use this function is to layout all wizard pages using the sizers (even though the wizard is not resizable) and then use *wxSizer::CalcMin* (p. 1147) in a loop to calculate the maximum of minimal sizes of the pages and pass it to *SetPageSize()*.

## **wxWizard::SetBorder**

---

**void SetBorder(int border)**

Sets width of border around page area. Default is zero. For backward compatibility, if there are no pages in *GetPageAreaSizer* (p. 1482), default is 5 pixels.

If there is five point border around all controls in a page and border around page area is left zero, five point white space along all dialog borders will be added to control border to space page controls ten points from dialog border and non-page controls.

## **wxWizardEvent**

*wxWizardEvent* class represents an event generated by the *wizard* (p. 1479): this event is first sent to the page itself and, if not processed there, goes up the window hierarchy as usual.

### **Derived from**

*wxNotifyEvent* (p. 980)

*wxCommandEvent* (p. 169)

*wxEvt* (p. 453)  
*wXObject* (p. 982)

### Include files

<wx/wizard.h>

### Event table macros

To process input from a wizard dialog, use these event handler macros to direct input to member functions that take a `wxWizardEvent` argument.

**EVT\_WIZARD\_PAGE\_CHANGED(id, func)**      The page has been just changed  
(this event can not be vetoed).

**EVT\_WIZARD\_PAGE\_CHANGING(id, func)**      The page is being changed (this  
event can be vetoed).

**EVT\_WIZARD\_CANCEL(id, func)**      The user attempted to cancel the wizard (this  
event may also be vetoed).

**EVT\_WIZARD\_HELP(id, func)**      The wizard help button was pressed.

**EVT\_WIZARD\_FINISHED(id, func)**      The wizard finished button was pressed.

### See also

*wxWizard* (p. 1479), *wxWizard sample* (p. 1612)

---

## **wxWizardEvent::wxWizardEvent**

**wxWizardEvent(wxEventType type = wxEVT\_NULL, int id = -1, bool direction = true)**

Constructor. It is not normally used by the user code as the objects of this type are constructed by `wxWizard`.

---

## **wxWizardEvent::GetDirection**

**bool GetDirection() const**

Return the direction in which the page is changing: for `EVT_WIZARD_PAGE_CHANGING`, return `true` if we're going forward or `false` otherwise and for `EVT_WIZARD_PAGE_CHANGED` return `true` if we came from the previous page and `false` if we returned from the next one.

## **wxWizardEvent::GetPage**

---

**wxWizardPage\* GetPage() const**

Returns the *wxWizardPage* (p. 1486) which was active when this event was generated.

## **wxWizardPage**

*wxWizardPage* is one of the screens in *wxWizard* (p. 1479): it must know what are the following and preceding pages (which may be `NULL` for the first/last page). Except for this extra knowledge, *wxWizardPage* is just a panel, so the controls may be placed directly on it in the usual way.

This class allows the programmer to decide the order of pages in the wizard dynamically (during run-time) and so provides maximal flexibility. Usually, however, the order of pages is known in advance in which case *wxWizardPageSimple* (p. 1488) class is enough and it is simpler to use.

### **Virtual functions to override**

To use this class, you must override *GetPrev* (p. 1487) and *GetNext* (p. 1487) pure virtual functions (or you may use *wxWizardPageSimple* (p. 1488) instead).

*GetBitmap* (p. 1487) can also be overridden, but this should be very rarely needed.

### **Derived from**

*wxPanel* (p. 1001)  
*wxWindow* (p. 1428)  
*wxEvtHandler* (p. 457)  
*wxObject* (p. 982)

### **Include files**

<wx/wizard.h>

### **See also**

*wxWizard* (p. 1479), *wxWizard sample* (p. 1612)

## **wxWizardPage::wxWizardPage**

---

**wxWizardPage(wxWizard\* parent, const wxBitmap& bitmap = wxNullBitmap, const**

**wxChar** \*resource = NULL)

Constructor accepts an optional bitmap which will be used for this page instead of the default one for this wizard (note that all bitmaps used should be of the same size). Notice that no other parameters are needed because the wizard will resize and reposition the page anyhow.

### Parameters

*parent*

The parent wizard

*bitmap*

The page-specific bitmap if different from the global one

*resource*

Load the page from the specified resource if non NULL

---

### wxWizardPage::GetPrev

**wxWizardPage\*** GetPrev() const

Get the page which should be shown when the user chooses the "Back" button: if NULL is returned, this button will be disabled. The first page of the wizard will usually return NULL from here, but the others will not.

#### See also

*GetNext* (p. 1487)

---

### wxWizardPage::GetNext

**wxWizardPage\*** GetNext() const

Get the page which should be shown when the user chooses the "Next" button: if NULL is returned, this button will be disabled. The last page of the wizard will usually return NULL from here, but the others will not.

#### See also

*GetPrev* (p. 1487)

---

### wxWizardPage::GetBitmap

**wxBitmap** GetBitmap() const

This method is called by wxWizard to get the bitmap to display alongside the page. By

default, `m_bitmap` member variable which was set in the *constructor* (p. 1486).

If the bitmap was not explicitly set (i.e. if `wxNullBitmap` is returned), the default bitmap for the wizard should be used.

The only cases when you would want to override this function is if the page bitmap depends dynamically on the user choices, i.e. almost never.

## wxWizardPageSimple

`wxWizardPageSimple` is the simplest possible *wxWizardPage* (p. 1486) implementation: it just returns the pointers given to its constructor from `GetNext()` and `GetPrev()` functions.

This makes it very easy to use the objects of this class in the wizards where the pages order is known statically - on the other hand, if this is not the case you must derive your own class from *wxWizardPage* (p. 1486) instead.

### Derived from

*wxWizardPage* (p. 1486)

*wxPanel* (p. 1001)

*wxWindow* (p. 1428)

*wxEvtHandler* (p. 457)

*wxObject* (p. 982)

### Include files

<wx/wizard.h>

### See also

*wxWizard* (p. 1479), *wxWizard sample* (p. 1612)

---

## wxWizardPageSimple::wxWizardPageSimple

**wxWizardPageSimple**(*wxWizard\** parent = NULL, *wxWizardPage\** prev = NULL, *wxWizardPage\** next = NULL, **const wxBitmap&** bitmap = wxNullBitmap)

Constructor takes the previous and next pages. They may be modified later by *SetPrev()* (p. 1488) or *SetNext()* (p. 1489).

---

## wxWizardPageSimple::SetPrev

**void SetPrev(wxWizardPage\* prev)**

Sets the previous page.

### **wxWizardPageSimple::SetNext**

---

**void SetNext(wxWizardPage\* next)**

Sets the next page.

### **wxWizardPageSimple::Chain**

---

**static void Chain(wxWizardPageSimple\* first, wxWizardPageSimple\* second)**

A convenience function to make the pages follow each other.

Example:

```
wxRadioboxPage *page3 = new wxRadioboxPage(wizard);  
wxValidationPage *page4 = new wxValidationPage(wizard);  
  
wxWizardPageSimple::Chain(page3, page4);
```

## **wxXmlResource**

This is the main class for interacting with the XML-based resource system.

The class holds XML resources from one or more .xml files, binary files or zip archive files.

See *XML-based resource system overview* (p. 1674) for details.

**NOTE:** XRC is not yet a part of the core wxWindows library, so please see the overview for how to compile and link it. Otherwise if you try to use it, you will get link errors.

### **Derived from**

*wxObject* (p. 982)

### **Include files**

<wx/xrc/xmlres.h>

### **Data structures**

```
enum wxXmlResourceFlags
```

```
{  
    wxXRC_USE_LOCALE      = 1,  
    wxXRC_NO_SUBCLASSING = 2  
};
```

---

## **wxXmlResource::wxXmlResource**

---

**wxXmlResource(const wxString& filemask, int flags = wxXRC\_USE\_LOCALE)**

Constructor.

*filemask*

The XRC file, archive file, or wildcard specification that will be used to load all resource files inside a zip archive.

*flags*

wxXRC\_USE\_LOCALE: translatable strings will be translated via \_().  
wxXRC\_NO\_SUBCLASSING: subclass property of object nodes will be ignored (useful for previews in XRC editors).

**wxXmlResource(int flags = wxXRC\_USE\_LOCALE)**

Constructor.

*flags*

wxXRC\_USE\_LOCALE: translatable strings will be translated via \_().  
wxXRC\_NO\_SUBCLASSING: subclass property of object nodes will be ignored (useful for previews in XRC editors).

---

## **wxXmlResource::~~wxXmlResource**

---

**~wxXmlResource()**

Destructor.

---

## **wxXmlResource::AddHandler**

---

**void AddHandler(wxXmlResourceHandler\* handler)**

Initializes only a specific handler (or custom handler). Convention says that the handler name is equal to the control's name plus 'XmlHandler', for example wxTextCtrlXmlHandler, wxHtmlWindowXmlHandler. The XML resource compiler (wxsrc) can create include file that contains initialization code for all controls used within the resource.

### **wxXmlResource::AttachUnknownControl**

---

**bool AttachUnknownControl(const wxString& name, wxWindow\* control, wxWindow\* parent = NULL)**

Attaches an unknown control to the given panel/window/dialog. Unknown controls are used in conjunction with <object class="unknown">.

### **wxXmlResource::ClearHandlers**

---

**void ClearHandlers()**

Removes all handlers.

### **wxXmlResource::CompareVersion**

---

**int CompareVersion(int major, int minor, int release, int revision) const**

Compares the XRC version to the argument. Returns -1 if the XRC version is less than the argument, +1 if greater, and 0 if they equal.

### **wxXmlResource::CreateResFromNode**

---

**wxObject\* CreateResFromNode(wxXmlNode\* node, wxObject\* parent, wxObject\* instance = NULL)**

Creates a resource from information in the given node.

### **wxXmlResource::DoFindResource**

---

**wxXmlNode\* DoFindResource(wxXmlNode\* parent, const wxString& name, const wxString& classname, bool recursive)**

Helper function: finds a resource (calls UpdateResources) and returns a node containing it.

### **wxXmlResource::FindResource**

---

**wxXmlNode\* FindResource(const wxString& name, const wxString& classname, bool recursive = false)**

Finds a resource (calls UpdateResources) and returns a node containing it.

**wxXmlResource::Get**

---

**wxXmlResource\* Get()**

Gets the global resources object or creates one if none exists.

**wxXmlResource::GetFlags**

---

**int GetFlags()**

Returns flags, which may be a bitlist of wxXRC\_USE\_LOCALE and wxXRC\_NO\_SUBCLASSING.

**wxXmlResource::GetVersion**

---

**long GetVersion() const**

Returns version information (a.b.c.d = d + 256\*c + 2562\*b + 2563\*a).

**wxXmlResource::GetXRCID**

---

**int GetXRCID(const wxChar\* str\_id)**

Returns a numeric ID that is equivalent to the string ID used in an XML resource. To be used in event tables. The macro XRCID(name) is provided for convenience.

**wxXmlResource::InitAllHandlers**

---

**void InitAllHandlers()**

Initializes handlers for all supported controls/windows. This will make the executable quite big because it forces linking against most of the wxWindows library.

**wxXmlResource::Load**

---

**bool Load(const wxString& filemask)**

Loads resources from XML files that match given filemask. This method understands VFS (see `fileys.h`).

**wxXmlResource::LoadBitmap**

---

**wxBitmap LoadBitmap(const wxString& name)**

Loads a bitmap resource from a file.

### **wxXmlResource::LoadDialog**

---

**wxDialog\*** LoadDialog(**wxWindow\*** *parent*, **const wxString&** *name*)

Loads a dialog. *dlg* points to a parent window (if any).

**bool** LoadDialog(**wxDialog\*** *dlg*, **wxWindow\*** *parent*, **const wxString&** *name*)

Loads a dialog. *dlg* points to parent window (if any).

This form is used to finish creation of an already existing instance (the main reason for this is that you may want to use derived class with a new event table).

Example:

```
MyDialog dlg;  
wxTheXmlResource->LoadDialog(&dlg, mainFrame, "my_dialog");  
dlg->ShowModal();
```

### **wxXmlResource::LoadFrame**

---

**bool** LoadFrame(**wxFrame\*** *frame*, **wxWindow\*** *parent*, **const wxString&** *name*)

Loads a frame.

### **wxXmlResource::LoadIcon**

---

**wxIcon** LoadIcon(**const wxString&** *name*)

Loads an icon resource from a file.

### **wxXmlResource::LoadMenu**

---

**wxMenu\*** LoadMenu(**const wxString&** *name*)

Loads menu from resource. Returns NULL on failure.

### **wxXmlResource::LoadMenuBar**

---

**wxMenuBar\*** LoadMenuBar(**wxWindow\*** *parent*, **const wxString&** *name*)

Loads a menubar from resource. Returns NULL on failure.

**wxMenuBar\*** LoadMenuBar(const wxString& name)

Loads a menubar from resource. Returns NULL on failure.

---

### wxXmlResource::LoadPanel

---

**wxPanel\*** LoadPanel(wxWindow\* parent, const wxString& name)

Loads a panel. *panel* points to parent window (if any).

**bool** LoadPanel(wxPanel\* panel, wxWindow\* parent, const wxString& name)

Loads a panel. *panel* points to parent window (if any). This form is used to finish creation of an already existing instance.

---

### wxXmlResource::LoadToolBar

---

**wxToolBar\*** LoadToolBar(wxWindow\* parent, const wxString& name)

Loads a toolbar.

---

### wxXmlResource::Set

---

**wxXmlResource\*** Set(wxXmlResource\* res)

Sets the global resources object and returns a pointer to the previous one (may be NULL).

---

### wxXmlResource::SetFlags

---

**int** SetFlags()

Sets flags (bitlist of wxXRC\_USE\_LOCALE and wxXRC\_NO\_SUBCLASSING).

---

### wxXmlResource::UpdateResources

---

**void** UpdateResources()

Scans the resources list for unloaded files and loads them. Also reloads files that have been modified since the last load.

---

### wxXmlResourceHandler

---

`wxXmlResourceHandler` is an abstract base class for resource handlers capable of creating a control from an XML node.

See *XML-based resource system overview* (p. 1674) for details.

**NOTE:** XRC is not yet a part of the core `wxWindows` library, so please see the overview for how to compile and link it. Otherwise if you try to use it, you will get link errors.

### Derived from

`wxObject` (p. 982)

### Include files

<`wx/xrc/xmlres.h`>

---

## `wxXmlResourceHandler::wxXmlResourceHandler`

`wxXmlResourceHandler()`

Default constructor.

---

## `wxXmlResourceHandler::~~wxXmlResourceHandler`

`~wxXmlResourceHandler()`

Destructor.

---

## `wxXmlResourceHandler::AddStyle`

`void AddStyle(const wxString& name, int value)`

Add a style flag (e.g. `wxMB_DOCKABLE`) to the list of flags understood by this handler.

---

## `wxXmlResourceHandler::AddWindowStyles`

`void AddWindowStyles()`

Add styles common to all `wxWindow`-derived classes.

---

## `wxXmlResourceHandler::CanHandle`

**bool CanHandle(wxXmlNode\* node)**

Returns true if it understands this node and can create a resource from it, false otherwise.

#### Note

You must **not** call any wxXmlResourceHandler methods except *IsOfClass* (p. 1499) from this method! The instance is not yet initialized with node data at the time CanHandle is called and it is only safe to operate on *node* directly or to call *IsOfClass*.

---

### wxXmlResourceHandler::CreateChildren

---

**void CreateChildren(wxObject\* parent, bool this\_hnd\_only = false)**

Creates children.

---

### wxXmlResourceHandler::CreateChildrenPrivately

---

**void CreateChildrenPrivately(wxObject\* parent, wxXmlNode\* rootnode = NULL)**

Helper function.

---

### wxXmlResourceHandler::CreateResFromNode

---

**wxObject\* CreateResFromNode(wxXmlNode\* node, wxObject\* parent, wxObject\* instance = NULL)**

Creates a resource from a node.

---

### wxXmlResourceHandler::CreateResource

---

**wxObject\* CreateResource(wxXmlNode\* node, wxObject\* parent, wxObject\* instance)**

Creates an object (menu, dialog, control, ...) from an XML node. Should check for validity. *parent* is a higher-level object (usually window, dialog or panel) that is often necessary to create the resource. If **instance** is non-NULL it should not create a new instance via 'new' but should rather use this one, and call its Create method.

---

### wxXmlResourceHandler::DoCreateResource

---

**wxObject\* DoCreateResource()**

Called from CreateResource after variables were filled.

**wxXmlResourceHandler::GetBitmap**

---

**wxBitmap** GetBitmap(const wxString& param = wxT("bitmap"), wxSize size = wxDefaultSize)

Gets a bitmap.

**wxXmlResourceHandler::GetBool**

---

**bool** GetBool(const wxString& param, bool defaultv = false)

Gets a bool flag (1, t, yes, on, true are true, everything else is false).

**wxXmlResourceHandler::GetColour**

---

**wxColour** GetColour(const wxString& param)

Gets colour in HTML syntax (#RRGGBB).

**wxXmlResourceHandler::GetCurFileSystem**

---

**wxFileSystem&** GetCurFileSystem()

Returns the current file system.

**wxXmlResourceHandler::GetDimension**

---

**wxCoord** GetDimension(const wxString& param, wxCoord defaultv = 0)

Gets a dimension (may be in dialog units).

**wxXmlResourceHandler::GetFont**

---

**wxFont** GetFont(const wxString& param = wxT("font"))

Gets a font.

**wxXmlResourceHandler::GetID**

---

**int** GetID()

Returns the XRCID.

---

**wxXmlResourceHandler::GetIcon**

---

**wxIcon** GetIcon(const wxString& param = wxT("icon"), **wxSize** size = wxDefaultSize)

Returns an icon.

---

**wxXmlResourceHandler::GetLong**

---

**long** GetLong(const wxString& param, **long** defaultv = 0)

Gets the integer value from the parameter.

---

**wxXmlResourceHandler::GetName**

---

**wxString** GetName()

Returns the resource name.

---

**wxXmlResourceHandler::GetNodeContent**

---

**wxString** GetNodeContent(wxXmlNode\* node)

Gets node content from wxXML\_ENTITY\_NODE.

---

**wxXmlResourceHandler::GetParamNode**

---

**wxXmlNode\*** GetParamNode(const wxString& param)

Finds the node or returns NULL.

---

**wxXmlResourceHandler::GetParamValue**

---

**wxString** GetParamValue(const wxString& param)

Finds the parameter value or returns the empty string.

---

**wxXmlResourceHandler::GetPosition**

---

**wxPoint** GetPosition(const wxString& param = wxT("pos"))

Gets the position (may be in dialog units).

---

**wxXmlResourceHandler::GetSize**

---

**wxSize GetSize(const wxString& param = wxT("size"))**

Gets the size (may be in dialog units).

---

**wxXmlResourceHandler::GetStyle**

---

**int GetStyle(const wxString& param = wxT("style"), int defaults = 0)**

Gets style flags from text in form "flag | flag2| flag3 |..." Only understands flags added with AddStyle.

---

**wxXmlResourceHandler::GetText**

---

**wxString GetText(const wxString& param)**

Gets text from param and does some conversions:

- replaces \n, \r, \t by respective characters (according to C syntax)
- replaces \$ by & and \$\$ by \$ (needed for `_File` to `&File` translation because of XML syntax)
- calls `wxGetTranslations` (unless disabled in `wxXmlResource`)

---

**wxXmlResourceHandler::HasParam**

---

**bool HasParam(const wxString& param)**

Check to see if a parameter exists.

---

**wxXmlResourceHandler::IsOfClass**

---

**bool IsOfClass(wxXmlNode\* node, const wxString& classname)**

Convenience function. Returns true if the node has a property class equal to classname, e.g. `<object class="wxDialog">`.

---

**wxXmlResourceHandler::SetParentResource**

---

**void SetParentResource(wxXmlResource\* res)**

Sets the parent resource.

## **wxXmlResourceHandler::SetupWindow**

---

**void SetupWindow(wxWindow\* wnd)**

Sets common window options.

## **wxZipInputStream**

This class is input stream from ZIP archive. The archive must be local file (accessible via FILE\*). It has all features including GetSize and seeking.

### **Note**

If you need to enumerate files in ZIP archive, you can use *wxFileSystem* (p. 518) together with *wxZipFSHandler* (see *the overview* (p. 1648)).

### **Derived from**

*wxInputStream* (p. 790)

### **Include files**

<wx/zipstrm.h>

## **wxZipInputStream::wxZipInputStream**

---

**wxZipInputStream(const wxString& archive, const wxString& file)**

Constructor.

### **Parameters**

*archive*  
name of ZIP file

*file*  
name of file stored in the archive

## **wxZlibInputStream**

This stream uncompresses all data read from it. It uses the "filtered" stream to get new compressed data.

**Derived from**

*wxFilterInputStream* (p. 528)

**Include files**

<wx/zstream.h>

**See also**

*wxInputStream* (p. 790)

## wxZlibOutputStream

This stream compresses all data written to it, and passes the compressed data to the "filtered" stream.

**Derived from**

*wxFilterOutputStream* (p. 529)

**Include files**

<wx/zstream.h>

**See also**

*wxOutputStream* (p. 986)

### wxZlibOutputStream::wxZlibOutputStream

---

**wxZlibOutputStream**(**wxOutputStream&** *stream*,**int** *level* = -1)

Creates a new write-only compressed stream. *level* means level of compression. It is number between 0 and 9 (including these values) where 0 means no compression and 9 best but slowest compression. -1 is default value (currently equivalent to 6).

## Chapter 8 Functions

---

The functions and macros defined in wxWindows are described here: you can either look up a function using the alphabetical listing of them or find it in the corresponding topic.

### Alphabetical functions and macros list

*CLASSINFO* (p. 1560)  
*copystring* (p. 1528)  
*DECLARE\_ABSTRACT\_CLASS* (p. 1560)  
*DECLARE\_APP* (p. 1560)  
*DECLARE\_CLASS* (p. 1561)  
*DECLARE\_DYNAMIC\_CLASS* (p. 1561)  
*IMPLEMENT\_ABSTRACT\_CLASS2* (p. 1562)  
*IMPLEMENT\_ABSTRACT\_CLASS* (p. 1561)  
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*WXDEBUG\_NEW* (p. 1564)  
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---

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*wxCRT\_SECT\_LOCKER* (p. 1516)  
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## Version macros

The following constants are defined in `wxWindows`:

- `wxMAJOR_VERSION` is the major version of `wxWindows`
- `wxMINOR_VERSION` is the minor version of `wxWindows`
- `wxRELEASE_NUMBER` is the release number

For example, the values of these constants for wxWindows 2.1.15 are 2, 1 and 15.

Additionally, `wxVERSION_STRING` is a user-readable string containing the full wxWindows version and `wxVERSION_NUMBER` is a combination of the three version numbers above: for 2.1.15, it is 2115 and it is 2200 for wxWindows 2.2.

### Include files

<wx/version.h> or <wx/defs.h>

---

## wxCHECK\_VERSION

**bool wxCHECK\_VERSION**(*major, minor, release*)

This is a macro which evaluates to true if the current wxWindows version is at least major.minor.release.

For example, to test if the program is compiled with wxWindows 2.2 or higher, the following can be done:

```
    wxString s;
#if wxCHECK_VERSION(2, 2, 0)
    if ( s.StartsWith("foo") )
#else // replacement code for old version
    if ( strcmp(s, "foo", 3) == 0 )
#endif
    {
        ...
    }
```

---

## wxCHECK\_GCC\_VERSION

**bool wxCHECK\_GCC\_VERSION**(*major, minor, release*)

Returns 1 if the compiler being used to compile the code is GNU C++ compiler (g++) version major.minor.release or greater. Otherwise, and also if the compiler is not GNU C++ at all, returns 0.

---

## wxCHECK\_W32API\_VERSION

**bool wxCHECK\_GCC\_VERSION**(*major, minor, release*)

Returns 1 if the version of w32api headers used is major.minor.release or greater. Otherwise, and also if we are not compiling with mingw32/cygwin under Win32 at all, returns 0.

## Application initialization and termination

The functions in this section are used on application startup/shutdown and also to control the behaviour of the main event loop of the GUI programs.

---

### ::wxEntry

This initializes wxWindows in a platform-dependent way. Use this if you are not using the default wxWindows entry code (e.g. main or WinMain). For example, you can initialize wxWindows from an Microsoft Foundation Classes application using this function.

```
void wxEntry(HANDLE hInstance, HANDLE hPrevInstance, const wxString&
commandLine, int cmdShow, bool enterLoop = true)
```

wxWindows initialization under Windows (non-DLL). If *enterLoop* is false, the function will return immediately after calling wxApp::OnInit. Otherwise, the wxWindows message loop will be entered.

```
void wxEntry(HANDLE hInstance, HANDLE hPrevInstance, WORD wDataSegment,
WORD wHeapSize, const wxString& commandLine)
```

wxWindows initialization under Windows (for applications constructed as a DLL).

```
int wxEntry(int argc, const wxString& *argv)
```

wxWindows initialization under Unix.

### Remarks

To clean up wxWindows, call wxApp::OnExit followed by the static function wxApp::CleanUp. For example, if exiting from an MFC application that also uses wxWindows:

```
int CTheApp::ExitInstance()
{
    // OnExit isn't called by CleanUp so must be called explicitly.
    wxTheApp->OnExit();
    wxApp::CleanUp();

    return CWinApp::ExitInstance();
}
```

### Include files

```
<wx/app.h>
```

---

### ::wxGetApp

**wxAppDerivedClass& wxGetApp()**

This function doesn't exist in `wxWindows` but it is created by using the `IMPLEMENT_APP` (p. 1562) macro. Thus, before using it anywhere but in the same module where this macro is used, you must make it available using `DECLARE_APP` (p. 1560).

The advantage of using this function compared to directly using the global `wxTheApp` pointer is that the latter is of type `wxApp *` and so wouldn't allow you to access the functions specific to your application class but not present in `wxApp` while `wxGetApp()` returns the object of the right type.

---

**::wxHandleFatalExceptions**

---

**bool wxHandleFatalExceptions(bool *dolt* = true)**

If *dolt* is true, the fatal exceptions (also known as general protection faults under Windows or segmentation violations in the Unix world) will be caught and passed to `wxApp::OnFatalException` (p. 39). By default, i.e. before this function is called, they will be handled in the normal way which usually just means that the application will be terminated. Calling `wxHandleFatalExceptions()` with *dolt* equal to false will restore this default behaviour.

---

**::wxInitAllImageHandlers**

---

**void wxInitAllImageHandlers()**

Initializes all available image handlers. For a list of available handlers, see `wxImage` (p. 756).

**See also**

`wxImage` (p. 756), `wxImageHandler` (p. 778)

**Include files**

<wx/image.h>

---

**::wxInitialize**

---

**bool wxInitialize()**

This function is used in `wxBase` only and only if you don't create `wxApp` (p. 33) object at all. In this case you must call it from your `main()` function before calling any other `wxWindows` functions.

If the function returns `false` the initialization could not be performed, in this case the

library cannot be used and `wxUninitialize` (p. 1510) shouldn't be called neither.

This function may be called several times but `wxUninitialize` (p. 1510) must be called for each successful call to this function.

#### Include files

<wx/app.h>

---

### ::wxSafeYield

---

**bool wxSafeYield(wxWindow\* win = NULL, bool onlyIfNeeded = false)**

This function is similar to `wxYield`, except that it disables the user input to all program windows before calling `wxYield` and re-enables it again afterwards. If `win` is not `NULL`, this window will remain enabled, allowing the implementation of some limited user interaction.

Returns the result of the call to `::wxYield` (p. 1510).

#### Include files

<wx/utils.h>

---

### ::wxUninitialize

---

**void wxUninitialize()**

This function is for use in console (`wxBASE`) programs only. It must be called once for each previous successful call to `wxInitialize` (p. 1509).

#### Include files

<wx/app.h>

---

### ::wxYield

---

**bool wxYield()**

Calls `wxApp::Yield` (p. 44).

This function is kept only for backwards compatibility. Please use the `wxApp::Yield` (p. 44) method instead in any new code.

#### Include files

<wx/app.h> or <wx/utils.h>

---

**::wxWakeUpIdle**

---

**void wxWakeUpIdle()**

This function wakes up the (internal and platform dependent) idle system, i.e. it will force the system to send an idle event even if the system currently *is* idle and thus would not send any idle event until after some other event would get sent. This is also useful for sending events between two threads and is used by the corresponding functions `::wxPostEvent` (p. 1556) and `wxEvtHandler::AddPendingEvent` (p. 458).

**Include files**

&lt;wx/event.h&gt;

**Process control functions**

The functions in this section are used to launch or terminate the other processes.

---

**::wxExecute**

---

**long wxExecute(const wxString& command, int sync = wxEXEC\_ASYNC, wxProcess \*callback = NULL)**
**long wxExecute(char \*\*argv, int flags = wxEXEC\_ASYNC, wxProcess \*callback = NULL)**
**long wxExecute(const wxString& command, wxArrayString& output)**

**wxPerl note:** In wxPerl this function only takes the `command` argument, and returns a 2-element list ( `status`, `output` ), where `output` is an array reference.

**long wxExecute(const wxString& command, wxArrayString& output, wxArrayString& errors)**

**wxPerl note:** In wxPerl this function only takes the `command` argument, and returns a 3-element list ( `status`, `output`, `errors` ), where `output` and `errors` are array references.

Executes another program in Unix or Windows.

The first form takes a command string, such as "emacs file.txt".

The second form takes an array of values: a command, any number of arguments, terminated by NULL.

The semantics of the third and fourth versions is different from the first two and is described in more details below.

If *flags* parameter contains `wxEXEC_ASYNC` flag (the default), flow of control immediately returns. If it contains `wxEXEC_SYNC`, the current application waits until the other program has terminated.

In the case of synchronous execution, the return value is the exit code of the process (which terminates by the moment the function returns) and will be -1 if the process couldn't be started and typically 0 if the process terminated successfully. Also, while waiting for the process to terminate, `wxExecute` will call `wxYield` (p. 1510). The caller should ensure that this can cause no recursion, in the simplest case by calling `wxEnableTopLevelWindows(false)` (p. 1552).

For asynchronous execution, however, the return value is the process id and zero value indicates that the command could not be executed. As an added complication, the return value of -1 in this case indicates that we didn't launch a new process, but connected to the running one (this can only happen in case of using DDE under Windows for command execution). In particular, in this, and only this, case the calling code will not get the notification about process termination.

If callback isn't NULL and if execution is asynchronous, `wxProcess::OnTerminate` (p. 1055) will be called when the process finishes. Specifying this parameter also allows you to redirect the standard input and/or output of the process being launched by calling `Redirect` (p. 1056). If the child process IO is redirected, under Windows the process window is not shown by default (this avoids having to flush an unnecessary console for the processes which don't create any windows anyhow) but a `wxEXEC_NOHIDE` flag can be used to prevent this from happening, i.e. with this flag the child process window will be shown normally.

Under Unix the flag `wxEXEC_MAKE_GROUP_LEADER` may be used to ensure that the new process is a group leader (this will create a new session if needed). Calling `wxKill` (p. 1513) with the argument of `-pid` where `pid` is the process ID of the new process will kill this process as well as all of its children (except those which have started their own session).

Finally, you may use the third overloaded version of this function to execute a process (always synchronously) and capture its output in the array *output*. The fourth version adds the possibility to additionally capture the messages from standard error output in the *errors* array.

**NB:** Currently `wxExecute()` can only be used from the main thread, calling this function from another thread will result in an assert failure in debug build and won't work.

### See also

`wxShell` (p. 1514), `wxProcess` (p. 1051), *Exec sample* (p. 1607).

### Parameters

*command*

The command to execute and any parameters to pass to it as a single string.

*argv*

The command to execute should be the first element of this array, any additional ones are the command parameters and the array must be terminated with a NULL pointer.

*flags*

Combination of bit masks `wxEXEC_ASYNC`, `wxEXEC_SYNC` and `wxEXEC_NOHIDE`

*callback*

An optional pointer to *wxProcess* (p. 1051)

**Include files**

<wx/utils.h>

**::wxExit****void wxExit()**

Exits application after calling *wxApp::OnExit* (p. 38). Should only be used in an emergency: normally the top-level frame should be deleted (after deleting all other frames) to terminate the application. See *wxCloseEvent* (p. 142) and *wxApp* (p. 33).

**Include files**

<wx/app.h>

**::wxKill****int wxKill(long pid, int sig = wxSIGTERM, wxKillError \*rc = NULL)**

Equivalent to the Unix kill function: send the given signal *sig* to the process with PID *pid*. The valid signal values are

```
enum wxSignal
{
    wxSIGNONE = 0, // verify if the process exists under Unix
    wxSIGHUP,
    wxSIGINT,
    wxSIGQUIT,
    wxSIGILL,
    wxSIGTRAP,
    wxSIGABRT,
    wxSIGEMT,
    wxSIGFPE,
    wxSIGKILL, // forcefully kill, dangerous!
    wxSIGBUS,
    wxSIGSEGV,
}
```

```

    wxSIGSYS,
    wxSIGPIPE,
    wxSIGALRM,
    wxSIGTERM          // terminate the process gently
};

```

`wxSIGNONE`, `wxSIGKILL` and `wxSIGTERM` have the same meaning under both Unix and Windows but all the other signals are equivalent to `wxSIGTERM` under Windows.

Returns 0 on success, -1 on failure. If `rc` parameter is not NULL, it will be filled with an element of `wxKillError` enum:

```

enum wxKillError
{
    wxKILL_OK,                // no error
    wxKILL_BAD_SIGNAL,       // no such signal
    wxKILL_ACCESS_DENIED,    // permission denied
    wxKILL_NO_PROCESS,       // no such process
    wxKILL_ERROR             // another, unspecified error
};

```

### See also

`wxProcess::Kill` (p. 1054), `wxProcess::Exists` (p. 1055), *Exec sample* (p. 1607)

### Include files

<wx/utils.h>

---

## ::wxGetProcessId

**unsigned long wxGetProcessId()**

Returns the number uniquely identifying the current process in the system.

If an error occurs, 0 is returned.

### Include files

<wx/utils.h>

---

## ::wxShell

**bool wxShell(const wxString& command = NULL)**

Executes a command in an interactive shell window. If no command is specified, then just the shell is spawned.

See also `wxExecute` (p. 1511), *Exec sample* (p. 1607).

### Include files

---

<wx/utils.h>

## ::wxShutdown

---

**bool wxShutdown(wxShutdownFlags flags)**

This function shuts down or reboots the computer depending on the value of the *flags*. Please notice that doing this requires the corresponding access rights (superuser under Unix, SE\_SHUTDOWN privilege under Windows NT) and that this function is only implemented under Unix and Win32.

### Parameters

*flags*

Either `wxSHUTDOWN_POWEROFF` or `wxSHUTDOWN_REBOOT`

### Returns

`true` on success, `false` if an error occurred.

### Include files

<wx/utils.h>

## Thread functions

The functions and macros here mainly exist to make it writing the code which may be compiled in multi thread build (`wxUSE_THREADS = 1`) as well as in single thread configuration (`wxUSE_THREADS = 0`).

For example, a static variable must be protected against simultaneous access by multiple threads in the former configuration but in the latter the extra overhead of using the critical section is not needed. To solve this problem, the `wxCriticalSection` (p. 1516) macro may be used to create and use the critical section only when needed.

### Include files

<wx/thread.h>

### See also

*wxThread* (p. 1322), *wxMutex* (p. 965), *Multithreading overview* (p. 1711)

---

## wxCriticalSection DECLARE

---

**wxCRTI\_SECT\_DECLARE(cs)**

This macro declares a (static) critical section object named *cs* if `wxUSE_THREADS` is 1 and does nothing if it is 0.

**wxCRTI\_SECT\_DECLARE\_MEMBER**

---

**wxCRTI\_SECT\_DECLARE(cs)**

This macro declares a critical section object named *cs* if `wxUSE_THREADS` is 1 and does nothing if it is 0. As it doesn't include the `static` keyword (unlike `wxCRTI_SECT_DECLARE` (p. 1515)), it can be used to declare a class or struct member which explains its name.

**wxCRTI\_SECT\_LOCKER**

---

**wxCRTI\_SECT\_LOCKER(name, cs)**

This macro creates a *critical section lock* (p. 214) object named *name* and associated with the critical section *cs* if `wxUSE_THREADS` is 1 and does nothing if it is 0.

**wxCRTI\_SECTION**

---

**wxCRTI\_SECTION(name)**

This macro combines `wxCRTI_SECT_DECLARE` (p. 1515) and `wxCRTI_SECT_LOCKER` (p. 1516): it creates a static critical section object and also the lock object associated with it. Because of this, it can be only used inside a function, not at global scope. For example:

```
int IncCount()
{
    static int s_counter = 0;

    wxCRITICAL_SECTION(counter);

    return ++s_counter;
}
```

(note that we suppose that the function is called the first time from the main thread so that the critical section object is initialized correctly by the time other threads start calling it, if this is not the case this approach can **not** be used and the critical section must be made a global instead).

**wxENTER\_CRIT\_SECT**

---

**wxENTER\_CRIT\_SECT(wxCriticalSection& cs)**

This macro is equivalent to *cs.Enter()* (p. 213) if `wxUSE_THREADS` is 1 and does nothing if it is 0.

---

**::wxIsMainThread**

---

**bool wxIsMainThread()**

Returns `true` if this thread is the main one. Always returns `true` if `wxUSE_THREADS` is 0.

---

**wxLEAVE\_CRIT\_SECT**

---

**wxLEAVE\_CRIT\_SECT(wxCriticalSection& cs)**

This macro is equivalent to *cs.Leave()* (p. 214) if `wxUSE_THREADS` is 1 and does nothing if it is 0.

---

**::wxMutexGuiEnter**

---

**void wxMutexGuiEnter()**

This function must be called when any thread other than the main GUI thread wants to get access to the GUI library. This function will block the execution of the calling thread until the main thread (or any other thread holding the main GUI lock) leaves the GUI library and no other thread will enter the GUI library until the calling thread calls *::wxMutexGuiLeave()* (p. 1518).

Typically, these functions are used like this:

```
void MyThread::Foo(void)
{
    // before doing any GUI calls we must ensure that this thread is the
    // only
    // one doing it!

    wxMutexGuiEnter();

    // Call GUI here:
    my_window->DrawSomething();

    wxMutexGuiLeave();
}
```

Note that under GTK, no creation of top-level windows is allowed in any thread but the main one.

This function is only defined on platforms which support preemptive threads.

**::wxMutexGuiLeave**

---

**void wxMutexGuiLeave()**

See `::wxMutexGuiEnter()` (p. 1517).

This function is only defined on platforms which support preemptive threads.

**File functions****Include files**

<wx/utils.h>

**See also**

`wxPathList` (p. 1004)

`wxDir` (p. 393)

`wxFile` (p. 483)

`wxFileName` (p. 501)

**::wxDirExists**

---

**bool wxDirExists(const wxString& *dirname*)**

Returns true if the directory exists.

**::wxDos2UnixFilename**

---

**void wxDos2UnixFilename(wxChar \**s*)**

Converts a DOS to a Unix filename by replacing backslashes with forward slashes.

**::wxFileExists**

---

**bool wxFileExists(const wxString& *filename*)**

Returns true if the file exists. It also returns true if the file is a directory.

**::wxFileModificationTime**

---

**time\_t wxFileModificationTime(const wxString& *filename*)**

Returns time of last modification of given file.

---

### **::wxFileNameFromPath**

---

**wxString wxFileNameFromPath(const wxString& path)**

**char \* wxFileNameFromPath(char \*path)**

**NB:** This function is obsolete, please use *wxFileName::SplitPath* (p. 515) instead.

Returns the filename for a full path. The second form returns a pointer to temporary storage that should not be deallocated.

---

### **::wxFindFirstFile**

---

**wxString wxFindFirstFile(const char \*spec, int flags = 0)**

This function does directory searching; returns the first file that matches the path *spec*, or the empty string. Use *wxFindNextFile* (p. 1519) to get the next matching file. Neither will report the current directory "." or the parent directory "..".

*spec* may contain wildcards.

*flags* may be *wxDIR* for restricting the query to directories, *wxFILE* for files or zero for either.

For example:

```
wxString f = wxFindFirstFile("/home/project/*.");
while ( !f.IsEmpty() )
{
    ...
    f = wxFindNextFile();
}
```

---

### **::wxFindNextFile**

---

**wxString wxFindNextFile()**

Returns the next file that matches the path passed to *wxFindFirstFile* (p. 1519).

See *wxFindFirstFile* (p. 1519) for an example.

---

### **::wxGetDiskSpace**

---

**bool wxGetDiskSpace(const wxString& path, wxLongLong \*total = NULL,**

**wxLongLong** \*free = NULL)

This function returns the total number of bytes and number of free bytes on the disk containing the directory *path* (it should exist). Both *total* and *free* parameters may be `NULL` if the corresponding information is not needed.

### Returns

`true` on success, `false` if an error occurred (for example, the directory doesn't exist).

### Portability

This function is implemented for Win16 (only for drives less than 2Gb), Win32, Mac OS and generic Unix provided the system has `statfs()` function.

This function first appeared in wxWindows 2.3.2.

---

## ::wxGetOSDirectory

**wxString** wxGetOSDirectory()

Returns the Windows directory under Windows; on other platforms returns the empty string.

---

## ::wxIsAbsolutePath

**bool** wxIsAbsolutePath(const wxString& filename)

Returns true if the argument is an absolute filename, i.e. with a slash or drive name at the beginning.

---

## ::wxPathOnly

**wxString** wxPathOnly(const wxString& path)

Returns the directory part of the filename.

---

## ::wxUnix2DosFilename

**void** wxUnix2DosFilename(const wxString& s)

Converts a Unix to a DOS filename by replacing forward slashes with backslashes.

---

## ::wxConcatFiles

---

---

**bool wxConcatFiles(const wxString& file1, const wxString& file2, const wxString& file3)**

Concatenates *file1* and *file2* to *file3*, returning true if successful.

---

### **::wxCopyFile**

**bool wxCopyFile(const wxString& file1, const wxString& file2, bool overwrite = true)**

Copies *file1* to *file2*, returning true if successful. If *overwrite* parameter is true (default), the destination file is overwritten if it exists, but if *overwrite* is false, the function fails in this case.

---

### **::wxGetCwd**

**wxString wxGetCwd()**

Returns a string containing the current (or working) directory.

---

### **::wxGetWorkingDirectory**

**wxString wxGetWorkingDirectory(char \*buf=NULL, int sz=1000)**

**NB:** This function is obsolete: use *wxGetCwd* (p. 1521) instead.

Copies the current working directory into the buffer if supplied, or copies the working directory into new storage (which you must delete yourself) if the buffer is NULL.

*sz* is the size of the buffer if supplied.

---

### **::wxGetTempFileName**

**char \* wxGetTempFileName(const wxString& prefix, char \*buf=NULL)**

**bool wxGetTempFileName(const wxString& prefix, wxString& buf)**

**NB:** These functions are obsolete, please use *wxFileName::CreateTempFileName* (p. 505) instead.

---

### **::wxIsWild**

**bool wxIsWild(const wxString& pattern)**

Returns true if the pattern contains wildcards. See *wxMatchWild* (p. 1522).

**::wxMatchWild**

---

**bool wxMatchWild(const wxString& pattern, const wxString& text, bool dot\_special)**

Returns true if the *pattern* matches the *text*; if *dot\_special* is true, filenames beginning with a dot are not matched with wildcard characters. See *wxIsWild* (p. 1521).

**::wxMkdir**

---

**bool wxMkdir(const wxString& dir, int perm = 0777)**

Makes the directory *dir*, returning true if successful.

*perm* is the access mask for the directory for the systems on which it is supported (Unix) and doesn't have effect for the other ones.

**::wxRemoveFile**

---

**bool wxRemoveFile(const wxString& file)**

Removes *file*, returning true if successful.

**::wxRenameFile**

---

**bool wxRenameFile(const wxString& file1, const wxString& file2)**

Renames *file1* to *file2*, returning true if successful.

**::wxRmdir**

---

**bool wxRmdir(const wxString& dir, int flags=0)**

Removes the directory *dir*, returning true if successful. Does not work under VMS.

The *flags* parameter is reserved for future use.

**::wxSetWorkingDirectory**

---

**bool wxSetWorkingDirectory(const wxString& dir)**

Sets the current working directory, returning true if the operation succeeded. Under MS Windows, the current drive is also changed if *dir* contains a drive specification.

## **::wxSplitPath**

---

**void wxSplitPath(const char \* fullname, wxString \* path, wxString \* name, wxString \* ext)**

**NB:** This function is obsolete, please use `wxFileName::SplitPath` (p. 515) instead.

This function splits a full file name into components: the path (including possible disk/drive specification under Windows), the base name and the extension. Any of the output parameters (*path*, *name* or *ext*) may be NULL if you are not interested in the value of a particular component.

`wxSplitPath()` will correctly handle filenames with both DOS and Unix path separators under Windows, however it will not consider backslashes as path separators under Unix (where backslash is a valid character in a filename).

On entry, *fullname* should be non-NULL (it may be empty though).

On return, *path* contains the file path (without the trailing separator), *name* contains the file name and *ext* contains the file extension without leading dot. All three of them may be empty if the corresponding component is. The old contents of the strings pointed to by these parameters will be overwritten in any case (if the pointers are not NULL).

## **::wxTransferFileToStream**

---

**bool wxTransferFileToStream(const wxString& filename, ostream& stream)**

Copies the given file to *stream*. Useful when converting an old application to use streams (within the document/view framework, for example).

### **Include files**

<wx/docview.h>

## **::wxTransferStreamToFile**

---

**bool wxTransferStreamToFile(istream& stream const wxString& filename)**

Copies the given stream to the file *filename*. Useful when converting an old application to use streams (within the document/view framework, for example).

### **Include files**

<wx/docview.h>

## Network, user and OS functions

The functions in this section are used to retrieve information about the current computer and/or user characteristics.

### ::wxGetFreeMemory

---

**long wxGetFreeMemory()**

Returns the amount of free memory in bytes under environments which support it, and -1 if not supported. Currently, it is supported only under Windows, Linux and Solaris.

**Include files**

<wx/utils.h>

### ::wxGetFullHostName

---

**wxString wxGetFullHostName()**

Returns the FQDN (fully qualified domain host name) or an empty string on error.

**See also**

*wxGetHostName* (p. 1525)

**Include files**

<wx/utils.h>

### ::wxGetEmailAddress

---

**bool wxGetEmailAddress(const wxString& buf, int sz)**

Copies the user's email address into the supplied buffer, by concatenating the values returned by *wxGetFullHostName* (p. 1524) and *wxGetUserId* (p. 1525).

Returns true if successful, false otherwise.

**Include files**

<wx/utils.h>

### ::wxGetHomeDir

---

**wxString wxGetHomeDir()**

Return the (current) user's home directory.

**See also**

*wxGetUserHome* (p. 1527)

**Include files**

<wx/utils.h>

---

**::wxGetHostName**

---

**wxString wxGetHostName()****bool wxGetHostName(char \* buf, int sz)**

Copies the current host machine's name into the supplied buffer. Please note that the returned name is *not* fully qualified, i.e. it does not include the domain name.

Under Windows or NT, this function first looks in the environment variable SYSTEM\_NAME; if this is not found, the entry **HostName** in the **wxWindows** section of the WIN.INI file is tried.

The first variant of this function returns the hostname if successful or an empty string otherwise. The second (deprecated) function returns true if successful, false otherwise.

**See also**

*wxGetFullHostName* (p. 1524)

**Include files**

<wx/utils.h>

---

**::wxGetUserId**

---

**wxString wxGetUserId()****bool wxGetUserId(char \* buf, int sz)**

This function returns the "user id" also known as "login name" under Unix i.e. something like "jsmith". It uniquely identifies the current user (on this system).

Under Windows or NT, this function first looks in the environment variables USER and LOGNAME; if neither of these is found, the entry **UserId** in the **wxWindows** section of

the WIN.INI file is tried.

The first variant of this function returns the login name if successful or an empty string otherwise. The second (deprecated) function returns true if successful, false otherwise.

### See also

`wxGetUserName` (p. 1527)

### Include files

<wx/utils.h>

---

## ::wxGetOsDescription

---

### wxString wxGetOsDescription()

Returns the string containing the description of the current platform in a user-readable form. For example, this function may return strings like `Windows NT Version 4.0` or `Linux 2.2.2 i386`.

### See also

::`wxGetOsVersion` (p. 1526)

### Include files

<wx/utils.h>

---

## ::wxGetOsVersion

---

### int wxGetOsVersion(int \*major = NULL, int \*minor = NULL)

Gets operating system version information.

Platform	Return types
Mac OS	Return value is <code>wxMAC</code> when compiled with CodeWarrior under Mac OS 8.x/9.x and <code>wxMAC_DARWIN</code> when compiled with the Apple Developer Tools under Mac OS X.  Both <i>major</i> and <i>minor</i> have to be looked at as hexadecimal numbers. So System 10.2.4 returns 0x10, resp 16 for <i>major</i> and 0x24, resp 36 for <i>minor</i> .
GTK	Return value is <code>wxGTK</code> , For GTK 1.0, <i>major</i> is 1, <i>minor</i> is 0.
Motif	Return value is <code>wxMOTIF_X</code> , <i>major</i> is X

OS/2	version, <i>minor</i> is X revision. Return value is wxOS2_PM.
Windows 3.1	Return value is wxWINDOWS, <i>major</i> is 3, <i>minor</i> is 1.
Windows NT/2000	Return value is wxWINDOWS_NT, version is returned in <i>major</i> and <i>minor</i>
Windows 98	Return value is wxWIN95, <i>major</i> is 4, <i>minor</i> is 1 or greater.
Windows 95	Return value is wxWIN95, <i>major</i> is 4, <i>minor</i> is 0.
Win32s (Windows 3.1)	Return value is wxWIN32S, <i>major</i> is 3, <i>minor</i> is 1.
Watcom C++ 386 supervisor mode (Windows 3.1)	Return value is wxWIN386, <i>major</i> is 3, <i>minor</i> is 1.

**See also**

::wxGetOsDescription (p. 1526)

**Include files**

<wx/utils.h>

**::wxGetUserHome**

---

```
const wxChar * wxGetUserHome(const wxString& user = "")
```

Returns the home directory for the given user. If the username is empty (default value), this function behaves like *wxGetHomeDir* (p. 1524).

**Include files**

<wx/utils.h>

**::wxGetUserName**

---

```
wxString wxGetUserName()
```

```
bool wxGetUserName(char * buf, int sz)
```

This function returns the full user name (something like "Mr. John Smith").

Under Windows or NT, this function looks for the entry **UserName** in the **wxWindows** section of the WIN.INI file. If PenWindows is running, the entry **Current** in the section **User** of the PENWIN.INI file is used.

The first variant of this function returns the user name if successful or an empty string

otherwise. The second (deprecated) function returns `true` if successful, `false` otherwise.

### See also

`wxGetUserId` (p. 1525)

### Include files

<wx/utils.h>

## String functions

### ::copystring

---

**char \* copystring(const char \*s)**

Makes a copy of the string `s` using the C++ new operator, so it can be deleted with the `delete` operator.

This function is deprecated, use `wxString` (p. 1234) class instead.

### ::wxGetTranslation

---

**const char \* wxGetTranslation(const char \* str)**

This function returns the translation of string `str` in the current *locale* (p. 855). If the string is not found in any of the loaded message catalogs (see *internationalization overview* (p. 1631)), the original string is returned. In debug build, an error message is logged -- this should help to find the strings which were not yet translated. As this function is used very often, an alternative (and also common in Unix world) syntax is provided: the `_()` (p. 1532) macro is defined to do the same thing as `wxGetTranslation`.

### ::wxIsEmpty

---

**bool wxIsEmpty(const char \* p)**

Returns `true` if the pointer is either `NULL` or points to an empty string, `false` otherwise.

### ::wxStrcmp

---

**int wxStrcmp(const char \*p1, const char \*p2)**

Returns a negative value, 0, or positive value if *p1* is less than, equal to or greater than *p2*. The comparison is case-sensitive.

This function complements the standard C function *stricmp()* which performs case-insensitive comparison.

### **::wxStricmp**

---

**int wxStricmp(const char \**p1*, const char \**p2*)**

Returns a negative value, 0, or positive value if *p1* is less than, equal to or greater than *p2*. The comparison is case-insensitive.

This function complements the standard C function *strcmp()* which performs case-sensitive comparison.

### **::wxStringMatch**

---

**bool wxStringMatch(const wxString& *s1*, const wxString& *s2*,  
bool *subString* = true, bool *exact* = false)**

**NB:** This function is obsolete, use *wxString::Find* (p. 1245) instead.

Returns `true` if the substring *s1* is found within *s2*, ignoring case if *exact* is false. If *subString* is `false`, no substring matching is done.

### **::wxStringEq**

---

**bool wxStringEq(const wxString& *s1*, const wxString& *s2*)**

**NB:** This function is obsolete, use *wxString* (p. 1234) instead.

A macro defined as:

```
#define wxStringEq(s1, s2) (s1 && s2 && (strcmp(s1, s2) == 0))
```

### **::wxStrlen**

---

**size\_t wxStrlen(const char \* *p*)**

This is a safe version of standard function *strlen()*: it does exactly the same thing (i.e. returns the length of the string) except that it returns 0 if *p* is the `NULL` pointer.

### **::wxSnprintf**

---

---

```
int wxSprintf(wxChar *buf, size_t len, const wxChar *format, ...)
```

This function replaces the dangerous standard function `sprintf()` and is like `snprintf()` available on some platforms. The only difference with `sprintf()` is that an additional argument - buffer size - is taken and the buffer is never overflowed.

Returns the number of characters copied to the buffer or -1 if there is not enough space.

### See also

`wxVsnprintf` (p. 1531), `wxString::Printf` (p. 1250)

---

## wxT

```
wxChar wxT(char ch)
```

```
const wxChar * wxT(const char *s)
```

`wxT()` is a macro which can be used with character and string literals (in other words, 'x' or "foo") to automatically convert them to Unicode in Unicode build configuration. Please see the *Unicode overview* (p. 1625) for more information.

This macro is simply returns the value passed to it without changes in ASCII build. In fact, its definition is:

```
#ifdef UNICODE
#define wxT(x) L ## x
#else // !Unicode
#define wxT(x) x
#endif
```

---

## wxTRANSLATE

```
const wxChar * wxTRANSLATE(const char *s)
```

This macro doesn't do anything in the program code -- it simply expands to the value of its argument (expand in Unicode build where it is equivalent to `wxT` (p. 1530) which makes it unnecessary to use both `wxTRANSLATE` and `wxT` with the same string which would be really unreadable).

However it does have a purpose and it is to mark the literal strings for the extraction into the message catalog created by `xgettext` program. Usually this is achieved using `__()` (p. 1532) but that macro not only marks the string for extraction but also expands into `wxGetTranslation` (p. 1528) function call which means that it cannot be used in some situations, notably for the static arrays initialization.

Here is an example which should make it more clear: suppose that you have a static array of strings containing the weekday names and which have to be translated (note that it is a bad example, really, as `wxDateTime` (p. 244) already can be used to get the

localized week day names already). If you write

```
static const wxChar * const weekdays[] = { _("Mon"), ..., _("Sun") };  
...  
// use weekdays[n] as usual
```

the code wouldn't compile because the function calls are forbidden in the array initializer.

So instead you should do

```
static const wxChar * const weekdays[] = { wxTRANSLATE("Mon"), ...,  
wxTRANSLATE("Sun") };  
...  
// use wxGetTranslation(weekdays[n])
```

here.

Note that although the code **would** compile if you simply omit `wxTRANSLATE()` in the above, it wouldn't work as expected because there would be no translations for the weekday names in the program message catalog and `wxGetTranslation` wouldn't find them.

---

## **::wxToLower**

**char wxToLower(char ch)**

Converts the character to lower case. This is implemented as a macro for efficiency.

### **Include files**

<wx/utils.h>

---

## **::wxToUpper**

**char wxToUpper(char ch)**

Converts the character to upper case. This is implemented as a macro for efficiency.

### **Include files**

<wx/utils.h>

---

## **::wxVsnprintf**

**int wxVsnprintf(wxChar \*buf, size\_t len, const wxChar \*format, va\_list argPtr)**

The same as `wxSnprintf` (p. 1529) but takes a `va_list` argument instead of arbitrary number of parameters.

### **See also**

`wxSnprintf` (p. 1529), `wxString::PrintV` (p. 1251)

---

**const wxChar \* \_(const char \*s)**

This macro expands into a call to *wxGetTranslation* (p. 1528) function, so it marks the message for the extraction by `xgettext` just as *wxTRANSLATE* (p. 1530) does, but also returns the translation of the string for the current locale during execution.

Don't confuse this macro with *\_T()* (p. 1532)!

---

## **\_T**

**wxChar \_T(char ch)**

**const wxChar \* \_T(const wxChar ch)**

This macro is exactly the same as *wxT* (p. 1530) and is defined in *wxWindows* simply because it may be more intuitive for Windows programmers as the standard Win32 headers also define it (as well as yet another name for the same macro which is `_TEXT()`).

Don't confuse this macro with *\_()* (p. 1532)!

## **Dialog functions**

Below are a number of convenience functions for getting input from the user or displaying messages. Note that in these functions the last three parameters are optional. However, it is recommended to pass a parent frame parameter, or (in MS Windows or Motif) the wrong window frame may be brought to the front when the dialog box is popped up.

---

### **::wxBeginBusyCursor**

**void wxBeginBusyCursor(wxCursor \*cursor = wxHOURLASS\_CURSOR)**

Changes the cursor to the given cursor for all windows in the application. Use *wxEndBusyCursor* (p. 1535) to revert the cursor back to its previous state. These two calls can be nested, and a counter ensures that only the outer calls take effect.

See also *wxIsBusy* (p. 1540), *wxBusyCursor* (p. 104).

**Include files**

---

<wx/utils.h>

## ::wxBell

---

**void wxBell()**

Ring the system bell.

### Include files

<wx/utils.h>

## ::wxCreateFileTipProvider

---

**wxTipProvider \* wxCreateFileTipProvider(const wxString& filename, size\_t currentTip)**

This function creates a *wxTipProvider* (p. 1343) which may be used with *wxShowTip* (p. 1541).

*filename*

The name of the file containing the tips, one per line

*currentTip*

The index of the first tip to show - normally this index is remembered between the 2 program runs.

### See also

*Tips overview* (p. 1709)

### Include files

<wx/tipdlg.h>

## ::wxDirSelector

---

**wxString wxDirSelector(const wxString& message = wxDirSelectorPromptStr, const wxString& default\_path = "", long style = 0, const wxPoint& pos = wxDefaultPosition, wxWindow \*parent = NULL)**

Pops up a directory selector dialog. The arguments have the same meaning as those of *wxDirDialog::wxDirDialog()*. The message is displayed at the top, and the *default\_path*, if specified, is set as the initial selection.

The application must check for an empty return value (if the user pressed Cancel). For example:

```
const wxString& dir = wxDirSelector("Choose a folder");
if ( !dir.empty() )
{
    ...
}
```

### Include files

```
<wx/dirdlg.h>
```

---

## ::wxFileSelector

---

```
wxString wxFileSelector(const wxString& message, const wxString& default_path = "",
const wxString& default_filename = "", const wxString& default_extension = "",
const wxString& wildcard = "*.**", int flags = 0, wxWindow *parent = "",
int x = -1, int y = -1)
```

Pops up a file selector box. In Windows, this is the common file selector dialog. In X, this is a file selector box with the same functionality. The path and filename are distinct elements of a full file pathname. If path is empty, the current directory will be used. If filename is empty, no default filename will be supplied. The wildcard determines what files are displayed in the file selector, and file extension supplies a type extension for the required filename. Flags may be a combination of wxOPEN, wxSAVE, wxOVERWRITE\_PROMPT, wxHIDE\_READONLY, wxFILE\_MUST\_EXIST, wxMULTIPLE or 0.

Both the Unix and Windows versions implement a wildcard filter. Typing a filename containing wildcards (\*, ?) in the filename text item, and clicking on Ok, will result in only those files matching the pattern being displayed.

The wildcard may be a specification for multiple types of file with a description for each, such as:

```
"BMP files (*.bmp)|*.bmp|GIF files (*.gif)|*.gif"
```

The application must check for an empty return value (the user pressed Cancel). For example:

```
wxString filename = wxFileSelector("Choose a file to open");
if ( !filename.empty() )
{
    // work with the file
    ...
}
//else: cancelled by user
```

### Include files

```
<wx/filedlg.h>
```

**::wxEndBusyCursor**

---

**void wxEndBusyCursor()**

Changes the cursor back to the original cursor, for all windows in the application. Use with *wxBeginBusyCursor* (p. 1532).

See also *wxIsBusy* (p. 1540), *wxBusyCursor* (p. 104).

**Include files**

<wx/utils.h>

**::wxGetColourFromUser**

---

**wxColour wxGetColourFromUser(wxWindow \*parent, const wxColour& collnit)**

Shows the colour selection dialog and returns the colour selected by user or invalid colour (use *wxColour::Ok* (p. 156) to test whether a colour is valid) if the dialog was cancelled.

**Parameters***parent*

The parent window for the colour selection dialog

*collnit*

If given, this will be the colour initially selected in the dialog.

**Include files**

<wx/colordlg.h>

**::wxGetFontFromUser**

---

**wxFont wxGetFontFromUser(wxWindow \*parent, const wxFont& fontInit)**

Shows the font selection dialog and returns the font selected by user or invalid font (use *wxFont::Ok* (p. 544) to test whether a font is valid) if the dialog was cancelled.

**Parameters***parent*

The parent window for the font selection dialog

*fontInit*

If given, this will be the font initially selected in the dialog.

**Include files**

```
<wx/fontdlg.h>
```

**::wxGetMultipleChoices**

---

```
size_t wxGetMultipleChoices(
    wxArrayInt& selections,
    const wxString& message,
    const wxString& caption,
    const wxString& aChoices,
    wxWindow *parent = NULL,
    int x = -1, int y = -1,
    bool centre = true,
    int width=150, int height=200)
```

```
size_t wxGetMultipleChoices(
    wxArrayInt& selections,
    const wxString& message,
    const wxString& caption,
    int n, const wxString& choices[],
    wxWindow *parent = NULL,
    int x = -1, int y = -1,
    bool centre = true,
    int width=150, int height=200)
```

Pops up a dialog box containing a message, OK/Cancel buttons and a multiple-selection listbox. The user may choose an arbitrary (including 0) number of items in the listbox whose indices will be returned in *selection* array. The initial contents of this array will be used to select the items when the dialog is shown.

You may pass the list of strings to choose from either using *choices* which is an array of *n* strings for the listbox or by using a single *aChoices* parameter of type *wxArrayString* (p. 56).

If *centre* is true, the message text (which may include new line characters) is centred; if false, the message is left-justified.

**Include files**

```
<wx/choicdlg.h>
```

**wxPerl note:** In wxPerl there is just an array reference in place of *n* and *choices*, and no *selections* parameter; the function returns an array containing the user selections.

**::wxGetNumberFromUser**

---

---

```
long wxGetNumberFromUser( const wxString& message, const wxString& prompt,  
const wxString& caption, long value, long min = 0, long max = 100, wxWindow  
*parent = NULL, const wxPoint& pos = wxDefaultPosition)
```

Shows a dialog asking the user for numeric input. The dialog's title is set to *caption*, it contains a (possibly) multiline *message* above the single line *prompt* and the zone for entering the number.

The number entered must be in the range *min..max* (both of which should be positive) and *value* is the initial value of it. If the user enters an invalid value or cancels the dialog, the function will return -1.

Dialog is centered on its *parent* unless an explicit position is given in *pos*.

### Include files

```
<wx/textdlg.h>
```

---

## ::wxGetPasswordFromUser

```
wxString wxGetTextFromUser(const wxString& message, const wxString& caption  
= "Input text",  
const wxString& default_value = "", wxWindow *parent = NULL)
```

Similar to *wxGetTextFromUser* (p. 1537) but the text entered in the dialog is not shown on screen but replaced with stars. This is intended to be used for entering passwords as the function name implies.

### Include files

```
<wx/textdlg.h>
```

---

## ::wxGetTextFromUser

```
wxString wxGetTextFromUser(const wxString& message, const wxString& caption  
= "Input text",  
const wxString& default_value = "", wxWindow *parent = NULL,  
int x = -1, int y = -1, bool centre = true)
```

Pop up a dialog box with title set to *caption*, *message*, and a *default\_value*. The user may type in text and press OK to return this text, or press Cancel to return the empty string.

If *centre* is true, the message text (which may include new line characters) is centred; if false, the message is left-justified.

### Include files

---

<wx/textdlg.h>

### **::wxGetMultipleChoice**

---

```
int wxGetMultipleChoice(const wxString& message, const wxString& caption, int n,  
const wxString& choices[],  
int nsel, int *selection, wxWindow *parent = NULL, int x = -1, int y = -1,  
bool centre = true, int width=150, int height=200)
```

Pops up a dialog box containing a message, OK/Cancel buttons and a multiple-selection listbox. The user may choose one or more item(s) and press OK or Cancel.

The number of initially selected choices, and array of the selected indices, are passed in; this array will contain the user selections on exit, with the function returning the number of selections. *selection* must be as big as the number of choices, in case all are selected.

If Cancel is pressed, -1 is returned.

*choices* is an array of *n* strings for the listbox.

If *centre* is true, the message text (which may include new line characters) is centred; if false, the message is left-justified.

#### **Include files**

<wx/choicdlg.h>

### **::wxGetSingleChoice**

---

```
wxString wxGetSingleChoice(const wxString& message,  
const wxString& caption,  
const wxString& aChoices,  
wxWindow *parent = NULL,  
int x = -1, int y = -1,  
bool centre = true,  
int width=150, int height=200)
```

```
wxString wxGetSingleChoice(const wxString& message,  
const wxString& caption,  
int n, const wxString& choices[],  
wxWindow *parent = NULL,  
int x = -1, int y = -1,  
bool centre = true,  
int width=150, int height=200)
```

Pops up a dialog box containing a message, OK/Cancel buttons and a single-selection listbox. The user may choose an item and press OK to return a string or Cancel to return

the empty string. Use `wxGetSingleChoiceIndex` (p. 1539) if empty string is a valid choice and if you want to be able to detect pressing Cancel reliably.

You may pass the list of strings to choose from either using `choices` which is an array of  $n$  strings for the listbox or by using a single `aChoices` parameter of type `wxArrayString` (p. 56).

If `centre` is true, the message text (which may include new line characters) is centred; if false, the message is left-justified.

### Include files

```
<wx/choicdlg.h>
```

**wxPerl note:** In wxPerl there is just an array reference in place of `n` and `choices`.

---

## ::wxGetSingleChoiceIndex

---

```
int wxGetSingleChoiceIndex(const wxString& message,
    const wxString& caption,
    const wxArrayString& aChoices,
    wxWindow *parent = NULL, int x = -1, int y = -1,
    bool centre = true, int width=150, int height=200)
```

```
int wxGetSingleChoiceIndex(const wxString& message,
    const wxString& caption,
    int n, const wxString& choices[],
    wxWindow *parent = NULL, int x = -1, int y = -1,
    bool centre = true, int width=150, int height=200)
```

As `wxGetSingleChoice` but returns the index representing the selected string. If the user pressed cancel, -1 is returned.

### Include files

```
<wx/choicdlg.h>
```

**wxPerl note:** In wxPerl there is just an array reference in place of `n` and `choices`.

---

## ::wxGetSingleChoiceData

---

```
wxString wxGetSingleChoiceData(const wxString& message,
    const wxString& caption,
    const wxArrayString& aChoices,
    const wxString& client_data[],
    wxWindow *parent = NULL,
    int x = -1, int y = -1,
    bool centre = true, int width=150, int height=200)
```

```
wxString wxGetSingleChoiceData(const wxString& message,  
const wxString& caption,  
int n, const wxString& choices[],  
const wxString& client_data[],  
wxWindow *parent = NULL,  
int x = -1, int y = -1,  
bool centre = true, int width=150, int height=200)
```

As **wxGetSingleChoice** but takes an array of client data pointers corresponding to the strings, and returns one of these pointers or NULL if Cancel was pressed. The *client\_data* array must have the same number of elements as *choices* or *aChoices*!

### Include files

```
<wx/choicdlg.h>
```

**wxPerl note:** In wxPerl there is just an array reference in place of `nand choices`, and the client data array must have the same length as the choices array.

---

## ::wxIsBusy

```
bool wxIsBusy()
```

Returns true if between two *wxBeginBusyCursor* (p. 1532) and *wxEndBusyCursor* (p. 1535) calls.

See also *wxBusyCursor* (p. 104).

### Include files

```
<wx/utils.h>
```

---

## ::wxMessageBox

```
int wxMessageBox(const wxString& message, const wxString& caption =  
"Message", int style = wxOK,  
wxWindow *parent = NULL, int x = -1, int y = -1)
```

General purpose message dialog. *style* may be a bit list of the following identifiers:

wxYES_NO	Puts Yes and No buttons on the message box. May be combined with wxCANCEL.
wxCANCEL	Puts a Cancel button on the message box. May be combined with wxYES_NO or wxOK.
wxOK	Puts an Ok button on the message box. May be combined with wxCANCEL.
wxICON_EXCLAMATION	Displays an exclamation mark symbol.

<code>wxICON_HAND</code>	Displays an error symbol.
<code>wxICON_ERROR</code>	Displays an error symbol - the same as <code>wxICON_HAND</code> .
<code>wxICON_QUESTION</code>	Displays a question mark symbol.
<code>wxICON_INFORMATION</code>	Displays an information symbol.

The return value is one of: `wxYES`, `wxNO`, `wxCANCEL`, `wxOK`.

For example:

```
...
int answer = wxMessageBox("Quit program?", "Confirm",
                          wxYES_NO | wxCANCEL, main_frame);
if (answer == wxYES)
    delete main_frame;
...
```

*message* may contain newline characters, in which case the message will be split into separate lines, to cater for large messages.

### Include files

<wx/msgdlg.h>

---

## ::wxShowTip

---

**bool wxShowTip(wxWindow \*parent, wxTipProvider \*tipProvider, bool showAtStartup = true)**

This function shows a "startup tip" to the user. The return value is the state of the "Show tips at startup" checkbox.

*parent*

The parent window for the modal dialog

*tipProvider*

An object which is used to get the text of the tips. It may be created with the `wxCreateFileTipProvider` (p. 1533) function.

*showAtStartup*

Should be true if startup tips are shown, false otherwise. This is used as the initial value for "Show tips at startup" checkbox which is shown in the tips dialog.

### See also

*Tips overview* (p. 1709)

### Include files

<wx/tipdlg.h>

## Math functions

### Include files

<wx/math.h>

### wxFinite

---

**int wxFinite(double x)**

Returns a non-zero value if *x* is neither infinite or NaN (not a number), returns 0 otherwise.

### wxIsNaN

---

**bool wxIsNaN(double x)**

Returns a non-zero value if *x* is NaN (not a number), returns 0 otherwise.

## GDI functions

The following are relevant to the GDI (Graphics Device Interface).

### Include files

<wx/gdicmn.h>

### wxBITMAP

---

**wxBITMAP(bitmapName)**

This macro loads a bitmap from either application resources (on the platforms for which they exist, i.e. Windows and OS2) or from an XPM file. It allows to avoid using `#ifdefs` when creating bitmaps.

### See also

*Bitmaps and icons overview* (p. 1683), *wxICON* (p. 1544)

**Include files**

<wx/gdicmn.h>

---

**::wxClientDisplayRect**

---

**void wxClientDisplayRect(int \*x, int \*y, int \*width, int \*height)**

**wxRect wxGetClientDisplayRect()**

Returns the dimensions of the work area on the display. On Windows this means the area not covered by the taskbar, etc. Other platforms are currently defaulting to the whole display until a way is found to provide this info for all window managers, etc.

---

**::wxColourDisplay**

---

**bool wxColourDisplay()**

Returns true if the display is colour, false otherwise.

---

**::wxDisplayDepth**

---

**int wxDisplayDepth()**

Returns the depth of the display (a value of 1 denotes a monochrome display).

---

**::wxDisplaySize**

---

**void wxDisplaySize(int \*width, int \*height)**

**wxSize wxGetDisplaySize()**

Returns the display size in pixels.

---

**::wxDisplaySizeMM**

---

**void wxDisplaySizeMM(int \*width, int \*height)**

**wxSize wxGetDisplaySizeMM()**

Returns the display size in millimeters.

---

**::wxDROP\_ICON**

---

**wxIconOrCursor wxDROP\_ICON(const char \*name)**

This macro creates either a cursor (MSW) or an icon (elsewhere) with the given name. Under MSW, the cursor is loaded from the resource file and the icon is loaded from XPM file under other platforms.

This macro should be used with *wxDropSource constructor* (p. 441).

**Include files**

<wx/dnd.h>

**wxICON****wxICON(iconName)**

This macro loads an icon from either application resources (on the platforms for which they exist, i.e. Windows and OS2) or from an XPM file. It allows to avoid using `#ifdefs` when creating icons.

**See also**

*Bitmaps and icons overview* (p. 1683), *wxBITMAP* (p. 1542)

**Include files**

<wx/gdicmn.h>

**::wxMakeMetafilePlaceable****bool wxMakeMetafilePlaceable(const wxString& filename, int minX, int minY, int maxX, int maxY, float scale=1.0)**

Given a filename for an existing, valid metafile (as constructed using *wxMetafileDC* (p. 943)) makes it into a placeable metafile by prepending a header containing the given bounding box. The bounding box may be obtained from a device context after drawing into it, using the functions `wxDC::MinX`, `wxDC::MinY`, `wxDC::MaxX` and `wxDC::MaxY`.

In addition to adding the placeable metafile header, this function adds the equivalent of the following code to the start of the metafile data:

```
SetMapMode(dc, MM_ANISOTROPIC);
SetWindowOrg(dc, minX, minY);
SetWindowExt(dc, maxX - minX, maxY - minY);
```

This simulates the `wxMM_TEXT` mapping mode, which `wxWindows` assumes.

Placeable metafiles may be imported by many Windows applications, and can be used

in RTF (Rich Text Format) files.

*scale* allows the specification of scale for the metafile.

This function is only available under Windows.

---

## **::wxSetCursor**

**void wxSetCursor(wxCursor \*cursor)**

Globally sets the cursor; only has an effect in Windows and GTK. See also *wxCursor* (p. 216), *wxWindow::SetCursor* (p. 1463).

## **Printer settings**

**NB:** These routines are obsolete and should no longer be used!

The following functions are used to control PostScript printing. Under Windows, PostScript output can only be sent to a file.

### **Include files**

<wx/dcps.h>

---

## **::wxGetPrinterCommand**

**wxString wxGetPrinterCommand()**

Gets the printer command used to print a file. The default is `lpr`.

---

## **::wxGetPrinterFile**

**wxString wxGetPrinterFile()**

Gets the PostScript output filename.

---

## **::wxGetPrinterMode**

**int wxGetPrinterMode()**

Gets the printing mode controlling where output is sent (`PS_PREVIEW`, `PS_FILE` or `PS_PRINTER`). The default is `PS_PREVIEW`.

**::wxGetPrinterOptions**

---

**wxString wxGetPrinterOptions()**

Gets the additional options for the print command (e.g. specific printer). The default is nothing.

**::wxGetPrinterOrientation**

---

**int wxGetPrinterOrientation()**

Gets the orientation (PS\_PORTRAIT or PS\_LANDSCAPE). The default is PS\_PORTRAIT.

**::wxGetPrinterPreviewCommand**

---

**wxString wxGetPrinterPreviewCommand()**

Gets the command used to view a PostScript file. The default depends on the platform.

**::wxGetPrinterScaling**

---

**void wxGetPrinterScaling(float \*x, float \*y)**

Gets the scaling factor for PostScript output. The default is 1.0, 1.0.

**::wxGetPrinterTranslation**

---

**void wxGetPrinterTranslation(float \*x, float \*y)**

Gets the translation (from the top left corner) for PostScript output. The default is 0.0, 0.0.

**::wxSetPrinterCommand**

---

**void wxSetPrinterCommand(const wxString& *command*)**

Sets the printer command used to print a file. The default is `lpr`.

**::wxSetPrinterFile**

---

**void wxSetPrinterFile(const wxString& filename)**

Sets the PostScript output filename.

---

### **::wxSetPrinterMode**

---

**void wxSetPrinterMode(int mode)**

Sets the printing mode controlling where output is sent (PS\_PREVIEW, PS\_FILE or PS\_PRINTER). The default is PS\_PREVIEW.

---

### **::wxSetPrinterOptions**

---

**void wxSetPrinterOptions(const wxString& options)**

Sets the additional options for the print command (e.g. specific printer). The default is nothing.

---

### **::wxSetPrinterOrientation**

---

**void wxSetPrinterOrientation(int orientation)**

Sets the orientation (PS\_PORTRAIT or PS\_LANDSCAPE). The default is PS\_PORTRAIT.

---

### **::wxSetPrinterPreviewCommand**

---

**void wxSetPrinterPreviewCommand(const wxString& command)**

Sets the command used to view a PostScript file. The default depends on the platform.

---

### **::wxSetPrinterScaling**

---

**void wxSetPrinterScaling(float x, float y)**

Sets the scaling factor for PostScript output. The default is 1.0, 1.0.

---

### **::wxSetPrinterTranslation**

---

**void wxSetPrinterTranslation(float x, float y)**

Sets the translation (from the top left corner) for PostScript output. The default is 0.0, 0.0.

## Clipboard functions

These clipboard functions are implemented for Windows only. The use of these functions is deprecated and the code is no longer maintained. Use the *wxClipboard* (p. 139) class instead.

### Include files

<wx/clipbrd.h>

### ::wxClipboardOpen

---

**bool wxClipboardOpen()**

Returns true if this application has already opened the clipboard.

### ::wxCloseClipboard

---

**bool wxCloseClipboard()**

Closes the clipboard to allow other applications to use it.

### ::wxEmptyClipboard

---

**bool wxEmptyClipboard()**

Empties the clipboard.

### ::wxEnumClipboardFormats

---

**int wxEnumClipboardFormats(int dataFormat)**

Enumerates the formats found in a list of available formats that belong to the clipboard. Each call to this function specifies a known available format; the function returns the format that appears next in the list.

*dataFormat* specifies a known format. If this parameter is zero, the function returns the first format in the list.

The return value specifies the next known clipboard data format if the function is successful. It is zero if the *dataFormat* parameter specifies the last format in the list of

available formats, or if the clipboard is not open.

Before it enumerates the formats function, an application must open the clipboard by using the `wxOpenClipboard` function.

---

### **::wxGetClipboardData**

---

**wxObject \* wxGetClipboardData(int dataFormat)**

Gets data from the clipboard.

*dataFormat* may be one of:

- `wxCF_TEXT` or `wxCF_OEMTEXT`: returns a pointer to new memory containing a null-terminated text string.
- `wxCF_BITMAP`: returns a new `wxBitmap`.

The clipboard must have previously been opened for this call to succeed.

---

### **::wxGetClipboardFormatName**

---

**bool wxGetClipboardFormatName(int dataFormat, const wxString& formatName, int maxCount)**

Gets the name of a registered clipboard format, and puts it into the buffer *formatName* which is of maximum length *maxCount*. *dataFormat* must not specify a predefined clipboard format.

---

### **::wxIsClipboardFormatAvailable**

---

**bool wxIsClipboardFormatAvailable(int dataFormat)**

Returns true if the given data format is available on the clipboard.

---

### **::wxOpenClipboard**

---

**bool wxOpenClipboard()**

Opens the clipboard for passing data to it or getting data from it.

---

### **::wxRegisterClipboardFormat**

---

**int wxRegisterClipboardFormat(const wxString& formatName)**

Registers the clipboard data format name and returns an identifier.

## **::wxSetClipboardData**

---

**bool wxSetClipboardData(int dataFormat, wxObject \*data, int width, int height)**

Passes data to the clipboard.

*dataFormat* may be one of:

- `wxCF_TEXT` or `wxCF_OEMTEXT`: *data* is a null-terminated text string.
- `wxCF_BITMAP`: *data* is a `wxBitmap`.
- `wxCF_DIB`: *data* is a `wxBitmap`. The bitmap is converted to a DIB (device independent bitmap).
- `wxCF_METAFILE`: *data* is a `wxMetafile`. *width* and *height* are used to give recommended dimensions.

The clipboard must have previously been opened for this call to succeed.

## **Miscellaneous functions**

### **wxDYNLIB\_FUNCTION**

---

**wxDYNLIB\_FUNCTION**(*type*, *name*, *dynlib*)

When loading a function from a DLL you always have to cast the returned `void *` pointer to the correct type and, even more annoyingly, you have to repeat this type twice if you want to declare and define a function pointer all in one line

This macro makes this slightly less painful by allowing you to specify the type only once, as the first parameter, and creating a variable of this type named after the function but with `pfn` prefix and initialized with the function *name* from the `wxDynamicLibrary` (p. 446) *dynlib*.

#### **Parameters**

*type*

the type of the function

*name*

the name of the function to load, not a string (without quotes, it is quoted automatically by the macro)

*dynlib*

the library to load the function from

## wxEXPLICIT

---

`wxEXPLICIT` is a macro which expands to the C++ `explicit` keyword if the compiler supports it or nothing otherwise. Thus, it can be used even in the code which might have to be compiled with an old compiler without support for this language feature but still take advantage of it when it is available.

## wxLL

---

### `wxLongLong_t wxLL(number)`

This macro is defined for the platforms with a native 64 bit integer type and allows to define 64 bit compile time constants:

```
#ifdef wxLongLong_t
    wxLongLong_t ll = wxLL(0x1234567890abcdef);
#endif
```

### Include files

<wx/longlong.h>

## wxLongLongFmtSpec

---

This macro is defined to contain the `printf()` format specifier using which 64 bit integer numbers (i.e. those of type `wxLongLong_t`) can be printed. Example of using it:

```
#ifdef wxLongLong_t
    wxLongLong_t ll = wxLL(0x1234567890abcdef);
    printf("Long long = %" wxLongLongFmtSpec "x\n", ll);
#endif
```

### See also

`wxLL` (p. 1551)

### Include files

<wx/longlong.h>

## ::wxNewId

---

### `long wxNewId()`

Generates an integer identifier unique to this run of the program.

### Include files

<wx/utils.h>

---

### **::wxRegisterId**

---

**void wxRegisterId(long id)**

Ensures that ids subsequently generated by **NewId** do not clash with the given **id**.

#### **Include files**

<wx/utils.h>

---

### **::wxDDECleanUp**

---

**void wxDDECleanUp()**

Called when wxWindows exits, to clean up the DDE system. This no longer needs to be called by the application.

See also *wxDDEInitialize* (p. 1552).

#### **Include files**

<wx/dde.h>

---

### **::wxDDEInitialize**

---

**void wxDDEInitialize()**

Initializes the DDE system. May be called multiple times without harm.

This no longer needs to be called by the application: it will be called by wxWindows if necessary.

See also *wxDDEServer* (p. 1136), *wxDDEClient* (p. 134), *wxDDEConnection* (p. 197), *wxDDECleanUp* (p. 1552).

#### **Include files**

<wx/dde.h>

---

### **::wxEnableTopLevelWindows**

---

**void wxEnableTopLevelWindow(bool enable = true)**

This function enables or disables all top level windows. It is used by `::wxSafeYield` (p. 1510).

#### Include files

<wx/utils.h>

---

### **::wxFindMenuItemId**

---

**int wxFindMenuItemId(wxFrame \*frame, const wxString& menuString, const wxString& itemString)**

Find a menu item identifier associated with the given frame's menu bar.

#### Include files

<wx/utils.h>

---

### **::wxFindWindowByLabel**

---

**wxWindow \* wxFindWindowByLabel(const wxString& label, wxWindow \*parent=NULL)**

**NB:** This function is obsolete, please use `wxWindow::FindWindowByLabel` (p. 1439) instead.

Find a window by its label. Depending on the type of window, the label may be a window title or panel item label. If *parent* is NULL, the search will start from all top-level frames and dialog boxes; if non-NULL, the search will be limited to the given window hierarchy. The search is recursive in both cases.

#### Include files

<wx/utils.h>

---

### **::wxFindWindowByName**

---

**wxWindow \* wxFindWindowByName(const wxString& name, wxWindow \*parent=NULL)**

**NB:** This function is obsolete, please use `wxWindow::FindWindowByName` (p. 1439) instead.

Find a window by its name (as given in a window constructor or **Create** function call). If *parent* is NULL, the search will start from all top-level frames and dialog boxes; if non-NULL, the search will be limited to the given window hierarchy. The search is recursive in both cases.

If no such named window is found, **wxFindWindowByLabel** is called.

**Include files**

<wx/utils.h>

---

**::wxFindWindowAtPoint**

---

**wxWindow \* wxFindWindowAtPoint(const wxPoint& pt)**

Find the deepest window at the given mouse position in screen coordinates, returning the window if found, or NULL if not.

---

**::wxFindWindowAtPointer**

---

**wxWindow \* wxFindWindowAtPointer(wxPoint& pt)**

Find the deepest window at the mouse pointer position, returning the window and current pointer position in screen coordinates.

---

**::wxGetActiveWindow**

---

**wxWindow \* wxGetActiveWindow()**

Gets the currently active window (Windows only).

**Include files**

<wx/windows.h>

---

**::wxGetDisplayName**

---

**wxString wxGetDisplayName()**

Under X only, returns the current display name. See also *wxSetDisplayName* (p. 1557).

**Include files**

<wx/utils.h>

---

**::wxGetMousePosition**

---

**wxPoint wxGetMousePosition()**

Returns the mouse position in screen coordinates.

#### Include files

<wx/utils.h>

---

### ::wxGetResource

---

**bool wxGetResource(const wxString& section, const wxString& entry, const wxString& \*value, const wxString& file = NULL)**

**bool wxGetResource(const wxString& section, const wxString& entry, float \*value, const wxString& file = NULL)**

**bool wxGetResource(const wxString& section, const wxString& entry, long \*value, const wxString& file = NULL)**

**bool wxGetResource(const wxString& section, const wxString& entry, int \*value, const wxString& file = NULL)**

Gets a resource value from the resource database (for example, WIN.INI, or .Xdefaults). If *file* is NULL, WIN.INI or .Xdefaults is used, otherwise the specified file is used.

Under X, if an application class (`wxApp::GetClassName`) has been defined, it is appended to the string `/usr/lib/X11/app-defaults/` to try to find an applications default file when merging all resource databases.

The reason for passing the result in an argument is that it can be convenient to define a default value, which gets overridden if the value exists in the resource file. It saves a separate test for that resource's existence, and it also allows the overloading of the function for different types.

See also `wxWriteResource` (p. 1557), `wxConfigBase` (p. 182).

#### Include files

<wx/utils.h>

---

### ::wxGetTopLevelParent

---

**wxWindow \* wxGetTopLevelParent(wxWindow \*win)**

Returns the first top level parent of the given window, or in other words, the frame or dialog containing it, or NULL.

#### Include files

<wx/window.h>

## **::wxLoadUserResource**

---

**wxString wxLoadUserResource(const wxString& resourceName, const wxString& resourceType="TEXT")**

Loads a user-defined Windows resource as a string. If the resource is found, the function creates a new character array and copies the data into it. A pointer to this data is returned. If unsuccessful, NULL is returned.

The resource must be defined in the `.rc` file using the following syntax:

```
myResource TEXT file.ext
```

where `file.ext` is a file that the resource compiler can find.

This function is available under Windows only.

### **Include files**

<wx/utils.h>

## **::wxPostDelete**

---

**void wxPostDelete(wxObject \*object)**

Tells the system to delete the specified object when all other events have been processed. In some environments, it is necessary to use this instead of deleting a frame directly with the delete operator, because some GUIs will still send events to a deleted window.

Now obsolete: use `wxWindow::Close` (p. 1434) instead.

### **Include files**

<wx/utils.h>

## **::wxPostEvent**

---

**void wxPostEvent(wxEvtHandler \*dest, wxEvent& event)**

In a GUI application, this function posts *event* to the specified *dest* object using `wxEvtHandler::AddPendingEvent` (p. 458). Otherwise, it dispatches *event* immediately using `wxEvtHandler::ProcessEvent` (p. 462). See the respective documentation for details (and caveats).

### **Include files**

<wx/app.h>

## **::wxSetDisplayName**

---

**void wxSetDisplayName(const wxString& *displayName*)**

Under X only, sets the current display name. This is the X host and display name such as "colonsay:0.0", and the function indicates which display should be used for creating windows from this point on. Setting the display within an application allows multiple displays to be used.

See also *wxGetDisplayName* (p. 1554).

### **Include files**

<wx/utils.h>

## **::wxStripMenuCodes**

---

**wxString wxStripMenuCodes(const wxString& *in*)**

**void wxStripMenuCodes(char \**in*, char \**out*)**

**NB:** This function is obsolete, please use *wxMenuItem::GetLabelFromText* (p. 937) instead.

Strips any menu codes from *in* and places the result in *out* (or returns the new string, in the first form).

Menu codes include & (mark the next character with an underline as a keyboard shortcut in Windows and Motif) and \t (tab in Windows).

### **Include files**

<wx/utils.h>

## **::wxWriteResource**

---

**bool wxWriteResource(const wxString& *section*, const wxString& *entry*, const wxString& *value*, const wxString& *file* = NULL)**

**bool wxWriteResource(const wxString& *section*, const wxString& *entry*, float *value*, const wxString& *file* = NULL)**

**bool wxWriteResource(const wxString& *section*, const wxString& *entry*, long *value*, const wxString& *file* = NULL)**

**bool wxWriteResource(const wxString& section, const wxString& entry, int value, const wxString& file = NULL)**

Writes a resource value into the resource database (for example, WIN.INI, or .Xdefaults). If *file* is NULL, WIN.INI or .Xdefaults is used, otherwise the specified file is used.

Under X, the resource databases are cached until the internal function **wxFlushResources** is called automatically on exit, when all updated resource databases are written to their files.

Note that it is considered bad manners to write to the .Xdefaults file under Unix, although the WIN.INI file is fair game under Windows.

See also *wxGetResource* (p. 1555), *wxConfigBase* (p. 182).

### Include files

<wx/utils.h>

## Byte order macros

The endian-ness issues (that is the difference between big-endian and little-endian architectures) are important for the portable programs working with the external binary data (for example, data files or data coming from network) which is usually in some fixed, platform-independent format. The macros are helpful for transforming the data to the correct format.

### wxINTXX\_SWAP\_ALWAYS

---

**wxInt32 wxINT32\_SWAP\_ALWAYS(wxInt32 value)**

**wxUInt32 wxUINT32\_SWAP\_ALWAYS(wxUInt32 value)**

**wxInt16 wxINT16\_SWAP\_ALWAYS(wxInt16 value)**

**wxUInt16 wxUINT16\_SWAP\_ALWAYS(wxUInt16 value)**

These macros will swap the bytes of the *value* variable from little endian to big endian or vice versa unconditionally, i.e. independently of the current platform.

### wxINTXX\_SWAP\_ON\_BE

---

**wxInt32 wxINT32\_SWAP\_ON\_BE(wxInt32 value)**

**wxUint32 wxUINT32\_SWAP\_ON\_BE(wxUint32 value)**

**wxInt16 wxINT16\_SWAP\_ON\_BE(wxInt16 value)**

**wxUint16 wxUINT16\_SWAP\_ON\_BE(wxUint16 value)**

This macro will swap the bytes of the *value* variable from little endian to big endian or vice versa if the program is compiled on a big-endian architecture (such as Sun work stations). If the program has been compiled on a little-endian architecture, the value will be unchanged.

Use these macros to read data from and write data to a file that stores data in little-endian (for example Intel i386) format.

---

### **wxINTXX\_SWAP\_ON\_LE**

---

**wxInt32 wxINT32\_SWAP\_ON\_LE(wxInt32 value)**

**wxUint32 wxUINT32\_SWAP\_ON\_LE(wxUint32 value)**

**wxInt16 wxINT16\_SWAP\_ON\_LE(wxInt16 value)**

**wxUint16 wxUINT16\_SWAP\_ON\_LE(wxUint16 value)**

This macro will swap the bytes of the *value* variable from little endian to big endian or vice versa if the program is compiled on a little-endian architecture (such as Intel PCs). If the program has been compiled on a big-endian architecture, the value will be unchanged.

Use these macros to read data from and write data to a file that stores data in big-endian format.

## **RTTI functions**

wxWindows uses its own RTTI ("run-time type identification") system which predates the current standard C++ RTTI and so is kept for backwards compatibility reasons but also because it allows some things which the standard RTTI doesn't directly support (such as creating a class from its name).

The standard C++ RTTI can be used in the user code without any problems and in general you shouldn't need to use the functions and the macros in this section unless you are thinking of modifying or adding any wxWindows classes.

**See also**

*RTTI overview* (p. 1614)

---

## CLASSINFO

---

**wxClassInfo \* CLASSINFO**(className)

Returns a pointer to the wxClassInfo object associated with this class.

### Include files

<wx/object.h>

---

## DECLARE\_ABSTRACT\_CLASS

---

**DECLARE\_ABSTRACT\_CLASS**(className)

Used inside a class declaration to declare that the class should be made known to the class hierarchy, but objects of this class cannot be created dynamically. The same as DECLARE\_CLASS.

Example:

```
class wxCommand: public wxObject
{
    DECLARE_ABSTRACT_CLASS (wxCommand)

    private:
        ...
    public:
        ...
};
```

### Include files

<wx/object.h>

---

## DECLARE\_APP

---

**DECLARE\_APP**(className)

This is used in headers to create a forward declaration of the *wxGetApp* (p. 1508) function implemented by *IMPLEMENT\_APP* (p. 1562). It creates the declaration `className& wxGetApp(void)`.

Example:

```
DECLARE_APP (MyApp)
```

### Include files

<wx/app.h>

## **DECLARE\_CLASS**

---

**DECLARE\_CLASS**(className)

Used inside a class declaration to declare that the class should be made known to the class hierarchy, but objects of this class cannot be created dynamically. The same as DECLARE\_ABSTRACT\_CLASS.

### **Include files**

<wx/object.h>

## **DECLARE\_DYNAMIC\_CLASS**

---

**DECLARE\_DYNAMIC\_CLASS**(className)

Used inside a class declaration to declare that the objects of this class should be dynamically creatable from run-time type information.

Example:

```
class wxFrame: public wxWindow
{
    DECLARE_DYNAMIC_CLASS(wxFrame)

    private:
        const wxString& frameTitle;
    public:
        ...
};
```

### **Include files**

<wx/object.h>

## **IMPLEMENT\_ABSTRACT\_CLASS**

---

**IMPLEMENT\_ABSTRACT\_CLASS**(className, baseClassName)

Used in a C++ implementation file to complete the declaration of a class that has run-time type information. The same as IMPLEMENT\_CLASS.

Example:

```
IMPLEMENT_ABSTRACT_CLASS(wxCommand, wxObject)

wxCommand::wxCommand(void)
```

```
{  
...  
}
```

**Include files**

```
<wx/object.h>
```

---

**IMPLEMENT\_ABSTRACT\_CLASS2**

---

**IMPLEMENT\_ABSTRACT\_CLASS2**(className, baseClassName1, baseClassName2)

Used in a C++ implementation file to complete the declaration of a class that has run-time type information and two base classes. The same as `IMPLEMENT_CLASS2`.

**Include files**

```
<wx/object.h>
```

---

**IMPLEMENT\_APP**

---

**IMPLEMENT\_APP**(className)

This is used in the application class implementation file to make the application class known to `wxWindows` for dynamic construction. You use this instead of

Old form:

```
MyApp myApp;
```

New form:

```
IMPLEMENT_APP(MyApp)
```

See also *DECLARE\_APP* (p. 1560).

**Include files**

```
<wx/app.h>
```

---

**IMPLEMENT\_CLASS**

---

**IMPLEMENT\_CLASS**(className, baseClassName)

Used in a C++ implementation file to complete the declaration of a class that has run-time type information. The same as `IMPLEMENT_ABSTRACT_CLASS`.

**Include files**

<wx/object.h>

## **IMPLEMENT\_CLASS2**

---

**IMPLEMENT\_CLASS2**(className, baseClassName1, baseClassName2)

Used in a C++ implementation file to complete the declaration of a class that has run-time type information and two base classes. The same as **IMPLEMENT\_ABSTRACT\_CLASS2**.

### **Include files**

<wx/object.h>

## **IMPLEMENT\_DYNAMIC\_CLASS**

---

**IMPLEMENT\_DYNAMIC\_CLASS**(className, baseClassName)

Used in a C++ implementation file to complete the declaration of a class that has run-time type information, and whose instances can be created dynamically.

Example:

```
IMPLEMENT_DYNAMIC_CLASS(wxFrm, wxWindow)

wxFrm::wxFrm(void)
{
    ...
}
```

### **Include files**

<wx/object.h>

## **IMPLEMENT\_DYNAMIC\_CLASS2**

---

**IMPLEMENT\_DYNAMIC\_CLASS2**(className, baseClassName1, baseClassName2)

Used in a C++ implementation file to complete the declaration of a class that has run-time type information, and whose instances can be created dynamically. Use this for classes derived from two base classes.

### **Include files**

<wx/object.h>

---

**wxConstCast**

---

**classname \* wxConstCast**(ptr, classname)

This macro expands into `const_cast<classname *>(ptr)` if the compiler supports `const_cast` or into an old, C-style cast, otherwise.

**See also***wxDynamicCast* (p. 1564)*wxStaticCast* (p. 1565)

---

**::wxCreateDynamicObject**

---

**wxObject \* wxCreateDynamicObject**(const wxString& className)

Creates and returns an object of the given class, if the class has been registered with the dynamic class system using `DECLARE...` and `IMPLEMENT...` macros.

---

**WXDEBUG\_NEW**

---

**WXDEBUG\_NEW**(arg)

This is defined in debug mode to be call the redefined new operator with filename and line number arguments. The definition is:

```
#define WXDEBUG_NEW new(__FILE__, __LINE__)
```

In non-debug mode, this is defined as the normal new operator.

**Include files**`<wx/object.h>`

---

**wxDynamicCast**

---

**classname \* wxDynamicCast**(ptr, classname)

This macro returns the pointer *ptr* cast to the type *classname* \* if the pointer is of this type (the check is done during the run-time) or `NULL` otherwise. Usage of this macro is preferred over obsoleted `wxObject::IsKindOf()` function.

The *ptr* argument may be `NULL`, in which case `NULL` will be returned.

Example:

```
wxWindow *win = wxWindow::FindFocus();
wxTextCtrl *text = wxDynamicCast(win, wxTextCtrl);
```

```
if ( text )
{
    // a text control has the focus...
}
else
{
    // no window has the focus or it is not a text control
}
```

### See also

*RTTI overview* (p. 1614)  
*wxDynamicCastThis* (p. 1565)  
*wxConstCast* (p. 1564)  
*wxStatiicCast* (p. 1565)

## wxDynamicCastThis

---

**classname \* wxDynamicCastThis(classname)**

This macro is equivalent to `wxDynamicCast(this, classname)` but the latter provokes spurious compilation warnings from some compilers (because it tests whether `this` pointer is non `NULL` which is always true), so this macro should be used to avoid them.

### See also

*wxDynamicCast* (p. 1564)

## wxStaticCast

---

**classname \* wxStaticCast(ptr, classname)**

This macro checks that the cast is valid in debug mode (an assert failure will result if `wxDynamicCast(ptr, classname) == NULL`) and then returns the result of executing an equivalent of `static_cast<classname *>(ptr)`.

*wxDynamicCast* (p. 1564)  
*wxConstCast* (p. 1564)

## Log functions

These functions provide a variety of logging functions: see *Log classes overview* (p. 1638) for further information. The functions use (implicitly) the currently active log target, so their descriptions here may not apply if the log target is not the standard one (installed by `wxWindows` in the beginning of the program).

**Include files**

<wx/log.h>

**::wxDebugMsg**

---

**void wxDebugMsg(const wxString& *fmt*, ...)**

**NB:** This function is now obsolete, replaced by *Log functions* (p. 1565) and *wxLogDebug* (p. 1568) in particular.

Display a debugging message; under Windows, this will appear on the debugger command window, and under Unix, it will be written to standard error.

The syntax is identical to **printf**: pass a format string and a variable list of arguments.

**Tip:** under Windows, if your application crashes before the message appears in the debugging window, put a *wxYield* call after each *wxDebugMsg* call. *wxDebugMsg* seems to be broken under WIN32s (at least for Watcom C++): preformat your messages and use *OutputDebugString* instead.

**Include files**

<wx/utils.h>

**::wxError**

---

**void wxError(const wxString& *msg*, const wxString& *title* = "wxWindows Internal Error")**

**NB:** This function is now obsolete, please use *wxLogError* (p. 1567) instead.

Displays *msg* and continues. This writes to standard error under Unix, and pops up a message box under Windows. Used for internal wxWindows errors. See also *wxFatalError* (p. 1566).

**Include files**

<wx/utils.h>

**::wxFatalError**

---

**void wxFatalError(const wxString& *msg*, const wxString& *title* = "wxWindows Fatal Error")**

**NB:** This function is now obsolete, please use *wxLogFatalError* (p. 1567) instead.

Displays *msg* and exits. This writes to standard error under Unix, and pops up a message box under Windows. Used for fatal internal wxWindows errors. See also *wxError* (p. 1566).

### Include files

<wx/utils.h>

---

## ::wxLogError

**void wxLogError(const char \*formatString, ...)**

**void wxVLogError(const char \*formatString, va\_list argPtr)**

The functions to use for error messages, i.e. the messages that must be shown to the user. The default processing is to pop up a message box to inform the user about it.

---

## ::wxLogFatalError

**void wxLogFatalError(const char \*formatString, ...)**

**void wxVLogFatalError(const char \*formatString, va\_list argPtr)**

Like *wxLogError* (p. 1567), but also terminates the program with the exit code 3. Using *abort()* standard function also terminates the program with this exit code.

---

## ::wxLogWarning

**void wxLogWarning(const char \*formatString, ...)**

**void wxVLogWarning(const char \*formatString, va\_list argPtr)**

For warnings - they are also normally shown to the user, but don't interrupt the program work.

---

## ::wxLogMessage

**void wxLogMessage(const char \*formatString, ...)**

**void wxVLogMessage(const char \*formatString, va\_list argPtr)**

For all normal, informational messages. They also appear in a message box by default (but it can be changed). Notice that the standard behaviour is to not show informational messages if there are any errors later - the logic being that the later error messages make the informational messages preceding them meaningless.

**::wxLogVerbose**

---

**void wxLogVerbose(const char \*formatString, ...)**

**void wxVLogVerbose(const char \*formatString, va\_list argPtr)**

For verbose output. Normally, it is suppressed, but might be activated if the user wishes to know more details about the program progress (another, but possibly confusing name for the same function is **wxLogInfo**).

**::wxLogStatus**

---

**void wxLogStatus(wxFrame \*frame, const char \*formatString, ...)**

**void wxVLogStatus(wxFrame \*frame, const char \*formatString, va\_list argPtr)**

**void wxLogStatus(const char \*formatString, ...)**

**void wxVLogStatus(const char \*formatString, va\_list argPtr)**

Messages logged by these functions will appear in the statusbar of the *frame* or of the top level application window by default (i.e. when using the second version of the functions).

If the target frame doesn't have a statusbar, the message will be lost.

**::wxLogSysError**

---

**void wxLogSysError(const char \*formatString, ...)**

**void wxVLogSysError(const char \*formatString, va\_list argPtr)**

Mostly used by wxWindows itself, but might be handy for logging errors after system call (API function) failure. It logs the specified message text as well as the last system error code (*errno* or *::GetLastError()* depending on the platform) and the corresponding error message. The second form of this function takes the error code explicitly as the first argument.

**See also**

*wxSysErrorCode* (p. 1570), *wxSysErrorMsg* (p. 1570)

**::wxLogDebug**

---

**void wxLogDebug(const char \*formatString, ...)**

---

```
void wxVLogDebug(const char *formatString, va_list argPtr)
```

The right functions for debug output. They only do something in debug mode (when the preprocessor symbol `__WXDEBUG__` is defined) and expand to nothing in release mode (otherwise).

---

## **::wxLogTrace**

---

```
void wxLogTrace(const char *formatString, ...)
```

```
void wxVLogTrace(const char *formatString, va_list argPtr)
```

```
void wxLogTrace(const char *mask, const char *formatString, ...)
```

```
void wxVLogTrace(const char *mask, const char *formatString, va_list argPtr)
```

```
void wxLogTrace(wxTraceMask mask, const char *formatString, ...)
```

```
void wxVLogTrace(wxTraceMask mask, const char *formatString, va_list argPtr)
```

As **wxLogDebug**, trace functions only do something in debug build and expand to nothing in the release one. The reason for making it a separate function from it is that usually there are a lot of trace messages, so it might make sense to separate them from other debug messages.

The trace messages also usually can be separated into different categories and the second and third versions of this function only log the message if the *mask* which it has is currently enabled in *wxLog* (p. 867). This allows to selectively trace only some operations and not others by changing the value of the trace mask (possible during the run-time).

For the second function (taking a string mask), the message is logged only if the mask has been previously enabled by the call to *AddTraceMask* (p. 869). The predefined string trace masks used by *wxWindows* are:

- `wxTRACE_MemAlloc`: trace memory allocation (new/delete)
- `wxTRACE_Messages`: trace window messages/X callbacks
- `wxTRACE_ResAlloc`: trace GDI resource allocation
- `wxTRACE_RefCount`: trace various ref counting operations
- `wxTRACE_OleCalls`: trace OLE method calls (Win32 only)

The third version of the function only logs the message if all the bit corresponding to the *mask* are set in the *wxLog* trace mask which can be set by *SetTraceMask* (p. 873). This version is less flexible than the previous one because it doesn't allow defining the user trace masks easily - this is why it is deprecated in favour of using string trace masks.

- `wxTraceMemAlloc`: trace memory allocation (new/delete)
- `wxTraceMessages`: trace window messages/X callbacks
- `wxTraceResAlloc`: trace GDI resource allocation

- `wxTraceRefCount`: trace various ref counting operations
- `wxTraceOleCalls`: trace OLE method calls (Win32 only)

## **::wxSafeShowMessage**

---

**void wxSafeShowMessage(const wxString& title, const wxString& text)**

This function shows a message to the user in a safe way and should be safe to call even before the application has been initialized or if it is currently in some other strange state (for example, about to crash). Under Windows this function shows a message box using a native dialog instead of `wxMessageBox` (p. 1540) (which might be unsafe to call), elsewhere it simply prints the message to the standard output using the title as prefix.

### **Parameters**

*title*

The title of the message box shown to the user or the prefix of the message string

*text*

The text to show to the user

### **See also**

`wxLogFatalError` (p. 1567)

### **Include files**

<wx/log.h>

## **::wxSysErrorCode**

---

**unsigned long wxSysErrorCode()**

Returns the error code from the last system call. This function uses `errno` on Unix platforms and `GetLastError` under Win32.

### **See also**

`wxSysErrorMsg` (p. 1570), `wxLogSysError` (p. 1568)

## **::wxSysErrorMsg**

---

**const wxChar \* wxSysErrorMsg(unsigned long errorCode = 0)**

Returns the error message corresponding to the given system error code. If `errorCode` is 0 (default), the last error code (as returned by `wxSysErrorCode` (p. 1570)) is used.

**See also**

*wxSysErrorCode* (p. 1570), *wxLogSysError* (p. 1568)

---

**WXTRACE**

---

**Include files**

<wx/object.h>

**WXTRACE**(formatString, ...)

**NB:** This macro is now obsolete, replaced by *Log functions* (p. 1565).

Calls *wxTrace* with printf-style variable argument syntax. Output is directed to the current output stream (see *wxDebugContext* (p. 1643)).

**Include files**

<wx/memory.h>

---

**WXTRACELEVEL**

---

**WXTRACELEVEL**(level, formatString, ...)

**NB:** This function is now obsolete, replaced by *Log functions* (p. 1565).

Calls *wxTraceLevel* with printf-style variable argument syntax. Output is directed to the current output stream (see *wxDebugContext* (p. 1643)). The first argument should be the level at which this information is appropriate. It will only be output if the level returned by *wxDebugContext::GetLevel* is equal to or greater than this value.

**Include files**

<wx/memory.h>

---

**::wxTrace**

---

**void wxTrace**(const wxString& *fmt*, ...)

**NB:** This function is now obsolete, replaced by *Log functions* (p. 1565).

Takes printf-style variable argument syntax. Output is directed to the current output stream (see *wxDebugContext* (p. 1643)).

**Include files**

<wx/memory.h>

## **::wxTraceLevel**

---

**void wxTraceLevel(int level, const wxString& fmt, ...)**

**NB:** This function is now obsolete, replaced by *Log functions* (p. 1565).

Takes printf-style variable argument syntax. Output is directed to the current output stream (see *wxDebugContext* (p. 1643)). The first argument should be the level at which this information is appropriate. It will only be output if the level returned by `wxDebugContext::GetLevel` is equal to or greater than this value.

### **Include files**

<wx/memory.h>

## **Time functions**

The functions in this section deal with getting the current time and starting/stopping the global timers. Please note that the timer functions are deprecated because they work with one global timer only and *wxTimer* (p. 1333) and/or *wxStopWatch* (p. 1223) classes should be used instead. For retrieving the current time, you may also use *wxDateTime::Now* (p. 254) or *wxDateTime::UNow* (p. 255) methods.

## **::wxGetElapsedTime**

---

**long wxGetElapsedTime(bool resetTimer = true)**

Gets the time in milliseconds since the last *::wxStartTimer* (p. 1574).

If *resetTimer* is true (the default), the timer is reset to zero by this call.

See also *wxTimer* (p. 1333).

### **Include files**

<wx/timer.h>

## **::wxGetLocalTime**

---

**long wxGetLocalTime()**

Returns the number of seconds since local time 00:00:00 Jan 1st 1970.

**See also**

*wxDateTime::Now* (p. 254)

**Include files**

<wx/timer.h>

---

**::wxGetLocalTimeMillis**

---

**wxLongLong wxGetLocalTimeMillis()**

Returns the number of milliseconds since local time 00:00:00 Jan 1st 1970.

**See also**

*wxDateTime::Now* (p. 254),  
*wxLongLong* (p. 881)

**Include files**

<wx/timer.h>

---

**::wxGetUTCTime**

---

**long wxGetUTCTime()**

Returns the number of seconds since GMT 00:00:00 Jan 1st 1970.

**See also**

*wxDateTime::Now* (p. 254)

**Include files**

<wx/timer.h>

---

**::wxNow**

---

**wxString wxNow()**

Returns a string representing the current date and time.

**Include files**

<wx/utils.h>

**::wxSleep**

---

**void wxSleep(int secs)**

Sleeps for the specified number of seconds.

**Include files**

<wx/utils.h>

**::wxStartTimer**

---

**void wxStartTimer()**

Starts a stopwatch; use `::wxGetElapsedTime` (p. 1572) to get the elapsed time.

See also `wxTimer` (p. 1333).

**Include files**

<wx/timer.h>

**::wxUsleep**

---

**void wxUsleep(unsigned long milliseconds)**

Sleeps for the specified number of milliseconds. Notice that usage of this function is encouraged instead of calling `usleep(3)` directly because the standard `usleep()` function is not MT safe.

**Include files**

<wx/utils.h>

## Debugging macros and functions

Useful macros and functions for error checking and defensive programming. `wxWindows` defines three families of the assert-like macros: the `wxASSERT` and `wxFail` macros only do anything if `__WXDEBUG__` is defined (in other words, in the debug build) but disappear completely in the release build. On the other hand, the `wxCHECK` macros stay event in release builds but a check failure doesn't generate any user-visible effects then. Finally, the compile time assertions don't happen during the run-time but result in the compilation error messages if the condition they check fail.

**Include files**

```
<wx/debug.h>
```

**::wxOnAssert**

```
void wxOnAssert(const char *fileName, int lineNumber, const char *cond, const char *msg = NULL)
```

This function is called whenever one of debugging macros fails (i.e. condition is false in an assertion). It is only defined in the debug mode, in release builds the *wxCHECK* (p. 1577) failures don't result in anything.

To override the default behaviour in the debug builds which is to show the user a dialog asking whether he wants to abort the program, continue or continue ignoring any subsequent assert failures, you may override *wxApp::OnAssert* (p. 37) which is called by this function if the global application object exists.

**wxASSERT**

```
wxASSERT(condition)
```

Assert macro. An error message will be generated if the condition is false in debug mode, but nothing will be done in the release build.

Please note that the condition in *wxASSERT()* should have no side effects because it will not be executed in release mode at all.

**See also**

*wxASSERT\_MSG* (p. 1576),  
*wxCOMPILE\_TIME\_ASSERT* (p. 1576)

**wxASSERT\_MIN\_BITSIZE**

```
wxASSERT_MIN_BITSIZE(type, size)
```

This macro results in a *compile time assertion failure* (p. 1576) if the size of the given type *type* is less than *size* bits.

You may use it like this, for example:

```
// we rely on the int being able to hold values up to 2^32
wxASSERT_MIN_BITSIZE(int, 32);

// can't work with the platforms using UTF-8 for wchar_t
wxASSERT_MIN_BITSIZE(wchar_t, 16);
```

## **wxASSERT\_MSG**

---

**wxASSERT\_MSG**(*condition, msg*)

Assert macro with message. An error message will be generated if the condition is false.

### **See also**

*wxASSERT* (p. 1575),  
*wxCOMPILE\_TIME\_ASSERT* (p. 1576)

## **wxCOMPILE\_TIME\_ASSERT**

---

**wxCOMPILE\_TIME\_ASSERT**(*condition, msg*)

Using `wxCOMPILE_TIME_ASSERT` results in a compilation error if the specified *condition* is false. The compiler error message should include the *msg* identifier - please note that it must be a valid C++ identifier and not a string unlike in the other cases.

This macro is mostly useful for testing the expressions involving the `sizeof` operator as they can't be tested by the preprocessor but it is sometimes desirable to test them at the compile time.

Note that this macro internally declares a struct whose name it tries to make unique by using the `__LINE__` in it but it may still not work if you use it on the same line in two different source files. In this case you may either change the line in which either of them appears on or use the `wxCOMPILE_TIME_ASSERT2` (p. 1576) macro.

### **See also**

*wxASSERT\_MSG* (p. 1576),  
*wxASSERT\_MIN\_BITSIZE* (p. 1575)

## **wxCOMPILE\_TIME\_ASSERT2**

---

**wxCOMPILE\_TIME\_ASSERT**(*condition, msg, name*)

This macro is identical to `wxCOMPILE_TIME_ASSERT2` (p. 1576) except that it allows you to specify a unique *name* for the struct internally defined by this macro to avoid getting the compilation errors described *above* (p. 1576).

## **wxFAIL**

---

**wxFAIL**()

Will always generate an assert error if this code is reached (in debug mode).

See also: *wxFail\_Msg* (p. 1577)

## **wxFail\_Msg**

---

**wxFail\_Msg**(*msg*)

Will always generate an assert error with specified message if this code is reached (in debug mode).

This macro is useful for marking unreachable" code areas, for example it may be used in the "default:" branch of a switch statement if all possible cases are processed above.

### **See also**

*wxFail* (p. 1576)

## **wxCheck**

---

**wxCheck**(*condition, retValue*)

Checks that the condition is true, returns with the given return value if not (FAILs in debug mode). This check is done even in release mode.

## **wxCheck\_Msg**

---

**wxCheck\_Msg**(*condition, retValue, msg*)

Checks that the condition is true, returns with the given return value if not (FAILs in debug mode). This check is done even in release mode.

This macro may be only used in non void functions, see also *wxCheck\_Ret* (p. 1577).

## **wxCheck\_Ret**

---

**wxCheck\_Ret**(*condition, msg*)

Checks that the condition is true, and returns if not (FAILs with given error message in debug mode). This check is done even in release mode.

This macro should be used in void functions instead of *wxCheck\_Msg* (p. 1577).

## **wxCheck2**

---

**wxCHECK2**(*condition*, *operation*)

Checks that the *condition* is true and *wxFail* (p. 1576) and execute *operation* if it is not. This is a generalisation of *wxCHECK* (p. 1577) and may be used when something else than just returning from the function must be done when the *condition* is false.

This check is done even in release mode.

**wxCHECK2\_MSG**

---

**wxCHECK2**(*condition*, *operation*, *msg*)

This is the same as *wxCHECK2* (p. 1577), but *wxFail\_Msg* (p. 1577) with the specified *msg* is called instead of *wxFail*() if the *condition* is false.

**::wxTrap**

---

**void wxTrap**()

In debug mode (when `__WXDEBUG__` is defined) this function generates a debugger exception meaning that the control is passed to the debugger if one is attached to the process. Otherwise the program just terminates abnormally.

In release mode this function does nothing.

**Include files**

<wx/debug.h>

**::wxIsDebuggerRunning**

---

**bool wxIsDebuggerRunning**()

Returns `true` if the program is running under debugger, `false` otherwise.

Please note that this function is currently only implemented for Mac builds using CodeWarrior and always returns `false` elsewhere.

**Environment access functions**

The functions in this section allow to access (get) or change value of environment variables in a portable way. They are currently implemented under Win32 and POSIX-like systems (Unix).

**Include files**

<wx/utils.h>

**wxGetenv**

---

**wxChar \* wxGetEnv(const wxString& var)**

This is a macro defined as `getenv()` or its wide char version in Unicode mode.

Note that under Win32 it may not return correct value for the variables set with `wxSetEnv` (p. 1579), use `wxGetEnv` (p. 1579) function instead.

**wxGetEnv**

---

**bool wxGetEnv(const wxString& var, wxString \*value)**

Returns the current value of the environment variable `var` in `value`. `value` may be `NULL` if you just want to know if the variable exists and are not interested in its value.

Returns `true` if the variable exists, `false` otherwise.

**wxSetEnv**

---

**bool wxSetEnv(const wxString& var, const wxChar \*value)**

Sets the value of the environment variable `var` (adding it if necessary) to `value`.

Returns `true` on success.

**wxUnsetEnv**

---

**bool wxUnsetEnv(const wxString& var)**

Removes the variable `var` from the environment. `wxGetEnv` (p. 1579) will return `NULL` after the call to this function.

Returns `true` on success.

## Chapter 9 Constants

---

This chapter describes the constants defined by wxWindows.

### Preprocessor symbols defined by wxWindows

Here is the list of preprocessor symbols used in the wxWindows source grouped by category (and sorted by alphabetical order inside each category).

#### GUI system

---

<code>__WINDOWS__</code>	any Windows, you may also use <code>__WXMSW__</code>
<code>__WIN16__</code>	Win16 API (not supported since wxWindows 2.6)
<code>__WIN32__</code>	Win32 API
<code>__WIN95__</code>	Windows 95 or NT 4.0 and above system (not NT 3.5x)
<code>__WXBASE__</code>	Only wxBase, no GUI features
<code>__WXGTK__</code>	GTK
<code>__WXGTK12__</code>	GTK 1.2 or higher
<code>__WXGTK20__</code>	GTK 2.0 or higher
<code>__WXMOTIF__</code>	Motif
<code>__WXMOTIF20__</code>	Motif 2.0 or higher
<code>__WXMAC__</code>	Mac OS whether Classic (Mac OS 8/9 <code>TARGET_CARBON == 0</code> ) or Carbon (including Mac OS X <code>TARGET_CARBON == 1</code> )
<code>__WXMGL__</code>	SciTech Soft MGL ( <code>__WXUNIVERSAL__</code> will be also defined)
<code>__WXMSW__</code>	Any Windows
<code>__WXOS2__</code>	Identical to <code>__WXPM__</code>
<code>__WXPM__</code>	OS/2 native Presentation Manager
<code>__WXSTUBS__</code>	Stubbed version ('template' wxWin implementation)
<code>__WXXT__</code>	Xt; mutually exclusive with <code>WX_MOTIF</code> , not implemented in wxWindows 2.x
<code>__WXX11__</code>	wxX11 ( <code>__WXUNIVERSAL__</code> will be also defined)
<code>__WXWINE__</code>	WINE (i.e. Win32 on Unix)
<code>__WXUNIVERSAL__</code>	wxUniversal port, always defined in addition to one of the symbols above so this should be tested first.

---

`__X__` any X11-based GUI toolkit except GTK+

In fact, they should better all start with `__WX` instead of `__` only, so please start any new defines with `__WX`.

## Operating systems

---

<code>__APPLE__</code>	any Mac OS version
<code>__AIX__</code>	AIX
<code>__BSD__</code>	Any *BSD system
<code>__CYGWIN__</code>	Cygwin: Unix on Win32
<code>__DARWIN__</code>	Mac OS X using the BSD Unix C library (as opposed to using the Metrowerks MSL C/C++ library)
<code>__DATA_GENERAL__</code>	DG-UX
<code>__DOS_GENERAL__</code>	DOS (used with wxMGL only)
<code>__FREEBSD__</code>	FreeBSD
<code>__HPUX__</code>	HP-UX (Unix)
<code>__GNU__</code>	GNU Hurd
<code>__LINUX__</code>	Linux
<code>__MACH__</code>	Mach-O Architecture (Mac OS X only builds)
<code>__OSF__</code>	OSF/1
<code>__SGI__</code>	IRIX
<code>__SOLARIS__</code>	Solaris
<code>__SUN__</code>	Any Sun
<code>__SUNOS__</code>	Sun OS
<code>__SVR4__</code>	SystemV R4
<code>__SYSV__</code>	SystemV generic
<code>__ULTRIX__</code>	Ultrix
<code>__UNIX__</code>	any Unix
<code>__UNIX_LIKE__</code>	Unix, BeOS or VMS
<code>__VMS__</code>	VMS
<code>__WINDOWS__</code>	any Windows

## Hardware architectures

---

Note that not all of these symbols are always defined, it depends on the compiler used.

<code>__ALPHA__</code>	DEC Alpha architecture
<code>__INTEL__</code>	Intel i386 or compatible
<code>__POWERPC__</code>	Motorola Power PC

## Compilers

---

---

<code>__BORLANDC__</code>	Borland C++. The value of the macro corresponds to the compiler version: 500 is 5.0.
<code>__DJGPP__</code>	DJGPP
<code>__GNUG__</code>	Gnu C++ on any platform, see also <i>wxCHECK_GCC_VERSION</i> (p. 1507)
<code>__GNUWIN32__</code>	Gnu-Win32 compiler, see also <i>wxCHECK_W32API_VERSION</i> (p. 1507)
<code>__MWERKS__</code>	CodeWarrior MetroWerks compiler
<code>__SUNCC__</code>	Sun CC
<code>__SYMANTECC__</code>	Symantec C++
<code>__VISAGECPP__</code>	IBM Visual Age (OS/2)
<code>__VISUALC__</code>	Microsoft Visual C++. The value of this macro corresponds to the compiler version: 1020 for 4.2 (the first supported version), 1100 for 5.0, 1200 for 6.0 and so on
<code>__XLC__</code>	AIX compiler
<code>__WATCOMC__</code>	Watcom C++. The value of this macro corresponds to the compiler version, 1100 is 11.0 and 1200 is OpenWatcom.

## Miscellaneous

---

<code>__WXWINDOWS__</code>	always defined in wxWindows applications, see also <i>wxCHECK_VERSION</i> (p. 1507)
<code>__WXDEBUG__</code>	defined in debug mode, undefined in release mode
<code>wxUSE_XXX</code>	if defined as 1, feature XXX is active (the symbols of this form are always defined, use <code>#if</code> and not <code>#ifdef</code> to test for them)
<code>wxUSE_GUI</code>	this particular feature test macro is defined to 1 when compiling or using the library with the GUI features activated, if it is defined as 0, only wxBase is available.
<code>wxUSE_BASE</code>	only used by wxWindows internally (defined as 1 when building wxBase code, either as a standalone library or as part of the monolithic wxWindows library, defined as 0 when building GUI library only)

## Standard event identifiers

wxWindows defines a special identifier value `wxID_ANY` which is used in the following two situations:

- when creating a new window you may specify `wxID_ANY` to let

- wxWindows assign an unused identifier to it automatically
- when installing an event handler using either the event table macros or `wxEvtHandler::Connect` (p. 459) you may use it to indicate that you want to handle the events coming from any control, regardless of its identifier

wxWindows also defines a few standard command identifiers which may be used by the user code and also are sometimes used by wxWindows itself. These reserved identifiers are all in the range between `wxID_LOWEST` and `wxID_HIGHEST` and, accordingly, the user code should avoid defining its own constants in this range.

```
wxID_LOWEST = 4999,

wxID_OPEN,
wxID_CLOSE,
wxID_NEW,
wxID_SAVE,
wxID_SAVEAS,
wxID_REVERT,
wxID_EXIT,
wxID_UNDO,
wxID_REDO,
wxID_HELP,
wxID_PRINT,
wxID_PRINT_SETUP,
wxID_PREVIEW,
wxID_ABOUT,
wxID_HELP_CONTENTS,
wxID_HELP_COMMANDS,
wxID_HELP_PROCEDURES,
wxID_HELP_CONTEXT,
wxID_CLOSE_ALL,

wxID_CUT = 5030,
wxID_COPY,
wxID_PASTE,
wxID_CLEAR,
wxID_FIND,
wxID_DUPLICATE,
wxID_SELECTALL,

wxID_FILE1 = 5050,
wxID_FILE2,
wxID_FILE3,
wxID_FILE4,
wxID_FILE5,
wxID_FILE6,
wxID_FILE7,
wxID_FILE8,
wxID_FILE9,

// Standard button IDs
wxID_OK = 5100,
wxID_CANCEL,
wxID_APPLY,
wxID_YES,
wxID_NO,
wxID_STATIC,
wxID_FORWARD,
wxID_BACKWARD,
wxID_DEFAULT,
wxID_MORE,
wxID_SETUP,
```

```
wxID_RESET,
wxID_CONTEXT_HELP,
wxID_YESTOALL,
wxID_NOTOALL,
wxID_ABORT,
wxID_RETRY,
wxID_IGNORE,

// System menu IDs (used by wxUniv):
wxID_SYSTEM_MENU = 5200,
wxID_CLOSE_FRAME,
wxID_MOVE_FRAME,
wxID_RESIZE_FRAME,
wxID_MAXIMIZE_FRAME,
wxID_ICONIZE_FRAME,
wxID_RESTORE_FRAME,

// IDs used by generic file dialog (13 consecutive starting from
this value)
wxID_FILEDLGG = 5900,

wxID_HIGHEST = 5999
```

## Keycodes

Keypresses are represented by an enumerated type, `wxKeyCode`. The possible values are the ASCII character codes, plus the following:

```
W XK_BACK      = 8
W XK_TAB       = 9
W XK_RETURN    = 13
W XK_ESCAPE    = 27
W XK_SPACE     = 32
W XK_DELETE    = 127

W XK_START     = 300
W XK_LBUTTON
W XK_RBUTTON
W XK_CANCEL
W XK_MBUTTON
W XK_CLEAR
W XK_SHIFT
W XK_CONTROL
W XK_MENU
W XK_PAUSE
W XK_CAPITAL
W XK_PRIOR
W XK_NEXT
W XK_END
W XK_HOME
W XK_LEFT
W XK_UP
W XK_RIGHT
W XK_DOWN
W XK_SELECT
W XK_PRINT
W XK_EXECUTE
```

---

```
WXX_SNAPSHOT
WXX_INSERT
WXX_HELP
WXX_NUMPAD0
WXX_NUMPAD1
WXX_NUMPAD2
WXX_NUMPAD3
WXX_NUMPAD4
WXX_NUMPAD5
WXX_NUMPAD6
WXX_NUMPAD7
WXX_NUMPAD8
WXX_NUMPAD9
WXX_MULTIPLY
WXX_ADD
WXX_SEPARATOR
WXX_SUBTRACT
WXX_DECIMAL
WXX_DIVIDE
WXX_F1
WXX_F2
WXX_F3
WXX_F4
WXX_F5
WXX_F6
WXX_F7
WXX_F8
WXX_F9
WXX_F10
WXX_F11
WXX_F12
WXX_F13
WXX_F14
WXX_F15
WXX_F16
WXX_F17
WXX_F18
WXX_F19
WXX_F20
WXX_F21
WXX_F22
WXX_F23
WXX_F24
WXX_NUMLOCK
WXX_SCROLL
WXX_PAGEUP,
WXX_PAGEDOWN,

WXX_NUMPAD_SPACE,
WXX_NUMPAD_TAB,
WXX_NUMPAD_ENTER,
WXX_NUMPAD_F1,
WXX_NUMPAD_F2,
WXX_NUMPAD_F3,
WXX_NUMPAD_F4,
WXX_NUMPAD_HOME,
WXX_NUMPAD_LEFT,
WXX_NUMPAD_UP,
WXX_NUMPAD_RIGHT,
WXX_NUMPAD_DOWN,
WXX_NUMPAD_PRIOR,
WXX_NUMPAD_PAGEUP,
WXX_NUMPAD_NEXT,
WXX_NUMPAD_PAGEDOWN,
```

```
WXX_NUMPAD_END,  
WXX_NUMPAD_BEGIN,  
WXX_NUMPAD_INSERT,  
WXX_NUMPAD_DELETE,  
WXX_NUMPAD_EQUAL,  
WXX_NUMPAD_MULTIPLY,  
WXX_NUMPAD_ADD,  
WXX_NUMPAD_SEPARATOR,  
WXX_NUMPAD_SUBTRACT,  
WXX_NUMPAD_DECIMAL,  
WXX_NUMPAD_DIVIDE,  
  
// the following key codes are only generated under Windows  
currently  
WXX_WINDOWS_LEFT,  
WXX_WINDOWS_RIGHT,  
WXX_WINDOWS_MENU
```

## Chapter 10 Classes by category

---

A classification of wxWindows classes by category.

### Managed windows

There are several types of window that are directly controlled by the window manager (such as MS Windows, or the Motif Window Manager). Frames may contain windows, and dialog boxes may directly contain controls.

<i>wxDialog</i> (p. 379)	Dialog box
<i>wxFrame</i> (p. 559)	Normal frame
<i>wxMDIChildFrame</i> (p. 893)	MDI child frame
<i>wxMDIParentFrame</i> (p. 898)	MDI parent frame
<i>wxMiniFrame</i> (p. 947)	A frame with a small title bar
<i>wxSplashScreen</i> (p. 1195)	Splash screen class
<i>wxTipWindow</i> (p. 1344)	Shows text in a small window
<i>wxWizard</i> (p. 1479)	A wizard dialog

See also **Common dialogs**.

### Miscellaneous windows

The following are a variety of classes that are derived from wxWindow.

<i>wxPanel</i> (p. 1001)	A window whose colour changes according to current user settings
<i>wxScrolledWindow</i> (p. 1120)	Window with automatically managed scrollbars
<i>wxGrid</i> (p. 595)	A grid (table) window
<i>wxSplitterWindow</i> (p. 1199)	Window which can be split vertically or horizontally
<i>wxStatusBar</i> (p. 1219)	Implements the status bar on a frame
<i>wxToolBar</i> (p. 1348)	Toolbar class
<i>wxNotebook</i> (p. 970)	Notebook class
<i>wxListbook</i> (p. 820)	Similar to notebook but using list control
<i>wxPlotWindow</i> (p. 1017)	A class to display data.
<i>wxSashWindow</i> (p. 1103)	Window with four optional sashes that can be dragged
<i>wxSashLayoutWindow</i> (p. 1100)	Window that can be involved in an IDE-like layout arrangement
<i>wxVScrolledWindow</i> (p. 1421)	As <i>wxScrolledWindow</i> but supports lines of variable height
<i>wxWizardPage</i> (p. 1486)	A base class for the page in wizard dialog.
<i>wxWizardPageSimple</i> (p. 1488)	A page in wizard dialog.

### Common dialogs

Overview (p. 1693)

Common dialogs are ready-made dialog classes which are frequently used in an application.

<i>wxDialog</i> (p. 379)	Base class for common dialogs
<i>wxColourDialog</i> (p. 161)	Colour chooser dialog
<i>wxDirDialog</i> (p. 397)	Directory selector dialog
<i>wxFileDialog</i> (p. 491)	File selector dialog
<i>wxFindReplaceDialog</i> (p. 533)	Text search/replace dialog
<i>wxMultipleChoiceDialog</i> (p. 964)	Dialog to get one or more selections from a list
<i>wxSingleChoiceDialog</i> (p. 1137)	Dialog to get a single selection from a list and return the string
<i>wxTextEntryDialog</i> (p. 1306)	Dialog to get a single line of text from the user
<i>wxFontDialog</i> (p. 550)	Font chooser dialog
<i>wxPageSetupDialog</i> (p. 988)	Standard page setup dialog
<i>wxPrintDialog</i> (p. 1033)	Standard print dialog
<i>wxPageSetupDialog</i> (p. 988)	Standard page setup dialog
<i>wxMessageDialog</i> (p. 940)	Simple message box dialog
<i>wxWizard</i> (p. 1479)	A wizard dialog.

## Controls

Typically, these are small windows which provide interaction with the user. Controls that are not static can have *validators* (p. 1398) associated with them.

<i>wxControl</i> (p. 204)	The base class for controls
<i>wxButton</i> (p. 106)	Push button control, displaying text
<i>wxBitmapButton</i> (p. 83)	Push button control, displaying a bitmap
<i>wxToggleButton</i> (p. 1346)	A button which stays pressed when clicked by user.
<i>wxCalendarCtrl</i> (p. 111)	Date picker control
<i>wxCheckBox</i> (p. 124)	Checkbox control
<i>wxCheckListBox</i> (p. 127)	A listbox with a checkbox to the left of each item
<i>wxChoice</i> (p. 129)	Choice control (a combobox without the editable area)
<i>wxComboBox</i> (p. 162)	A choice with an editable area
<i>wxGauge</i> (p. 581)	A control to represent a varying quantity, such as time remaining
<i>wxGenericDirCtrl</i> (p. 586)	A control for displaying a directory tree
<i>wxHtmlListBox</i> (p. 709)	A listbox showing HTML content
<i>wxStaticBox</i> (p. 1212)	A static, or group box for visually grouping related controls
<i>wxListBox</i> (p. 821)	A list of strings for single or multiple selection
<i>wxListCtrl</i> (p. 826)	A control for displaying lists of strings and/or icons, plus a multicolumn report view
<i>wxListView</i> (p. 852)	A simpler interface ( <i>façade</i> for <i>wxListCtrl</i> in report mode)
<i>wxTabCtrl</i> (p. 1270)	Manages several tabs
<i>wxTextCtrl</i> (p. 1284)	Single or multiline text editing control
<i>wxTreeCtrl</i> (p. 1366)	Tree (hierarchy) control

---

<i>wxScrollBar</i> (p. 1113)	Scrollbar control
<i>wxSpinButton</i> (p. 1187)	A spin or 'up-down' control
<i>wxSpinCtrl</i> (p. 1190)	A spin control - i.e. spin button and text control
<i>wxStaticText</i> (p. 1216)	One or more lines of non-editable text
<i>wxStaticBitmap</i> (p. 1210)	A control to display a bitmap
<i>wxRadioBox</i> (p. 1066)	A group of radio buttons
<i>wxRadioButton</i> (p. 1072)	A round button to be used with others in a mutually exclusive way
<i>wxSlider</i> (p. 1152)	A slider that can be dragged by the user
<i>wxVListBox</i> (p. 1414)	A listbox supporting variable height rows

## Menus

<i>wxMenu</i> (p. 910)	Displays a series of menu items for selection
<i>wxMenuBar</i> (p. 923)	Contains a series of menus for use with a frame
<i>wxMenuItem</i> (p. 934)	Represents a single menu item

## Window layout

There are two different systems for laying out windows (and dialogs in particular). One is based upon so-called sizers and it requires less typing, thinking and calculating and will in almost all cases produce dialogs looking equally well on all platforms, the other is based on so-called constraints and is deprecated, though still available.

*Sizer overview* (p. 1666) describes sizer-based layout.

These are the classes relevant to sizer-based layout.

<i>wxSizer</i> (p. 1145)	Abstract base class
<i>wxGridSizer</i> (p. 660)	A sizer for laying out windows in a grid with all fields having the same size
<i>wxFlexGridSizer</i> (p. 534)	A sizer for laying out windows in a flexible grid
<i>wxBoxSizer</i> (p. 93)	A sizer for laying out windows in a row or column
<i>wxStaticBoxSizer</i> (p. 1214)	Same as <i>wxBoxSizer</i> , but with a surrounding static box
<i>wxNotebookSizer</i> (p. 980)	Sizer to use with the <i>wxNotebook</i> control

*Constraints overview* (p. 1662) describes constraints-based layout.

These are the classes relevant to constraints-based window layout.

<i>wxIndividualLayoutConstraint</i> (p. 786)	Represents a single constraint dimension
<i>wxLayoutConstraints</i> (p. 812)	Represents the constraints for a window class

## Device contexts

*Overview* (p. 1686)

Device contexts are surfaces that may be drawn on, and provide an abstraction that allows parameterisation of your drawing code by passing different device contexts.

<i>wxClientDC</i> (p. 136)	A device context to access the client area outside <b>OnPaint</b> events
<i>wxPaintDC</i> (p. 995)	A device context to access the client area inside <b>OnPaint</b> events
<i>wxWindowDC</i> (p. 1477)	A device context to access the non-client area
<i>wxScreenDC</i> (p. 1108)	A device context to access the entire screen
<i>wxDC</i> (p. 359)	The device context base class
<i>wxMemoryDC</i> (p. 905)	A device context for drawing into bitmaps
<i>wxMetafileDC</i> (p. 943)	A device context for drawing into metafiles
<i>wxMirrorDC</i> (p. 950)	A proxy device context allowing for simple mirroring.
<i>wxPostScriptDC</i> (p. 1022)	A device context for drawing into PostScript files
<i>wxPrinterDC</i> (p. 1042)	A device context for drawing to printers

## Graphics device interface

*Bitmaps overview* (p. 1683)

These classes are related to drawing on device contexts and windows.

<i>wxColour</i> (p. 154)	Represents the red, blue and green elements of a colour
<i>wxDCClipper</i> (p. 379)	Wraps the operations of setting and destroying the clipping region
<i>wxBitmap</i> (p. 70)	Represents a bitmap
<i>wxBrush</i> (p. 94)	Used for filling areas on a device context
<i>wxBrushList</i> (p. 100)	The list of previously-created brushes
<i>wxCursor</i> (p. 216)	A small, transparent bitmap representing the cursor
<i>wxFont</i> (p. 538)	Represents fonts
<i>wxFontList</i> (p. 553)	The list of previously-created fonts
<i>wxIcon</i> (p. 742)	A small, transparent bitmap for assigning to frames and drawing on device contexts
<i>wxImage</i> (p. 756)	A platform-independent image class
<i>wxImageList</i> (p. 781)	A list of images, used with some controls
<i>wxMask</i> (p. 885)	Represents a mask to be used with a bitmap for transparent drawing
<i>wxPen</i> (p. 1006)	Used for drawing lines on a device context
<i>wxPenList</i> (p. 1013)	The list of previously-created pens
<i>wxPalette</i> (p. 997)	Represents a table of indices into RGB values
<i>wxRegion</i> (p. 1086)	Represents a simple or complex region on a window or device context
<i>wxRendererNative</i> (p. 1094)	Abstracts high-level drawing primitives

## Events

*Overview* (p. 1649)

An event object contains information about a specific event. Event handlers (usually member functions) have a single, event argument.

<i>wxActivateEvent</i> (p. 31)	A window or application activation event
<i>wxCalendarEvent</i> (p. 120)	Used with <i>wxCalendarCtrl</i> (p. 111)
<i>wxCalculateLayoutEvent</i> (p. 109)	Used to calculate window layout
<i>wxCloseEvent</i> (p. 142)	A close window or end session event
<i>wxCommandEvent</i> (p. 169)	An event from a variety of standard controls
<i>wxDialUpEvent</i> (p. 388)	Event send by <i>wxDialUpManager</i> (p. 389)
<i>wxDropFilesEvent</i> (p. 439)	A drop files event
<i>wxEraseEvent</i> (p. 452)	An erase background event
<i>wxEvent</i> (p. 453)	The event base class
<i>wxFindDialogEvent</i> (p. 529)	Event sent by <i>wxFindReplaceDialog</i> (p. 533)
<i>wxFocusEvent</i> (p. 537)	A window focus event
<i>wxKeyEvent</i> (p. 804)	A keypress event
<i>wxIconizeEvent</i> (p. 752)	An iconize/restore event
<i>wxIdleEvent</i> (p. 753)	An idle event
<i>wxInitDialogEvent</i> (p. 789)	A dialog initialisation event
<i>wxJoystickEvent</i> (p. 801)	A joystick event
<i>wxListEvent</i> (p. 844)	A list control event
<i>wxMaximizeEvent</i> (p. 887)	A maximize event
<i>wxMenuEvent</i> (p. 932)	A menu event
<i>wxMouseCaptureChangedEvent</i> (p. 953)	A mouse capture changed event
<i>wxMouseEvent</i> (p. 954)	A mouse event
<i>wxMoveEvent</i> (p. 963)	A move event
<i>wxNotebookEvent</i> (p. 978)	A notebook control event
<i>wxNotifyEvent</i> (p. 980)	A notification event, which can be vetoed
<i>wxPaintEvent</i> (p. 996)	A paint event
<i>wxProcessEvent</i> (p. 1056)	A process ending event
<i>wxQueryLayoutInfoEvent</i> (p. 1063)	Used to query layout information
<i>wxScrollEvent</i> (p. 1129)	A scroll event from sliders, stand-alone scrollbars and spin buttons
<i>wxScrollWinEvent</i> (p. 1132)	A scroll event from scrolled windows
<i>wxSizeEvent</i> (p. 1144)	A size event
<i>wxSocketEvent</i> (p. 1182)	A socket event
<i>wxSpinEvent</i> (p. 1193)	An event from <i>wxSpinButton</i> (p. 1187)
<i>wxSysColourChangedEvent</i> (p. 1263)	A system colour change event
<i>wxTabEvent</i> (p. 1275)	A tab control event
<i>wxTreeEvent</i> (p. 1385)	A tree control event
<i>wxUpdateUIEvent</i> (p. 1389)	A user interface update event
<i>wxWizardEvent</i> (p. 1484)	A wizard event

**Validators***Overview* (p. 1660)

These are the window validators, used for filtering and validating user input.

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<i>wxValidator</i> (p. 1398)	Base validator class
<i>wxTextValidator</i> (p. 1319)	Text control validator class
<i>wxGenericValidator</i> (p. 590)	Generic control validator class

## Data structures

These are the data structure classes supported by wxWindows.

<i>wxCmdLineParser</i> (p. 144)	Command line parser class
<i>wxDateSpan</i> (p. 237)	A logical time interval.
<i>wxDateTime</i> (p. 244)	A class for date/time manipulations
<i>wxExpr</i> (p. 465)	A class for flexible I/O
<i>wxExprDatabase</i> (p. 472)	A class for flexible I/O
<i>wxHashMap</i> (p. 661)	A simple hash map implementation
<i>wxHashTable</i> (p. 666)	A simple hash table implementation (deprecated, use <i>wxHashMap</i> )
<i>wxList</i> (p. 814)	A simple linked list implementation
<i>wxLongLong</i> (p. 881)	A portable 64 bit integer type
<i>wxNode</i> (p. 969)	Represents a node in the <i>wxList</i> implementation
<i>wxObject</i> (p. 982)	The root class for most wxWindows classes
<i>wxPathList</i> (p. 1004)	A class to help search multiple paths
<i>wxPoint</i> (p. 1021)	Representation of a point
<i>wxRect</i> (p. 1075)	A class representing a rectangle
<i>wxRegEx</i> (p. 1082)	Regular expression support
<i>wxRegion</i> (p. 1086)	A class representing a region
<i>wxString</i> (p. 1234)	A string class
<i>wxStringList</i> (p. 1259)	A class representing a list of strings
<i>wxStringTokenizer</i> (p. 1261)	A class for interpreting a string as a list of tokens or words
<i>wxRealPoint</i> (p. 1075)	Representation of a point using floating point numbers
<i>wxSize</i> (p. 1142)	Representation of a size
<i>wxTimeSpan</i> (p. 1336)	A time interval.
<i>wxVariant</i> (p. 1400)	A class for storing arbitrary types that may change at run-time

## Run-time class information system

*Overview* (p. 1614)

wxWindows supports run-time manipulation of class information, and dynamic creation of objects given class names.

<i>wxClassInfo</i> (p. 132)	Holds run-time class information
<i>wxObject</i> (p. 982)	Root class for classes with run-time information
<i>RTTI macros</i> (p. 1559)	Macros for manipulating run-time information

## Logging features

*Overview* (p. 1638)

wxWindows provides several classes and functions for message logging. Please see the *wxLog overview* (p. 1638) for more details.

<i>wxLog</i> (p. 867)	The base log class
<i>wxLogStderr</i> (p. 878)	Log messages to a C STDIO stream
<i>wxLogStream</i> (p. 878)	Log messages to a C++ iostream
<i>wxLogTextCtrl</i> (p. 879)	Log messages to a <i>wxTextCtrl</i> (p. 1284)
<i>wxLogWindow</i> (p. 879)	Log messages to a log frame
<i>wxLogGui</i> (p. 875)	Default log target for GUI programs
<i>wxLogNull</i> (p. 876)	Temporarily suppress message logging
<i>wxLogChain</i> (p. 873)	Allows to chain two log targets
<i>wxLogPassThrough</i> (p. 877)	Allows to filter the log messages
<i>wxStreamToTextRedirector</i> (p. 1233)	Allows to redirect output sent to <code>cout</code> to a <i>wxTextCtrl</i> (p. 1284)
<i>Log functions</i> (p. 1565)	Error and warning logging functions

## Debugging features

*Overview* (p. 1641)

wxWindows supports some aspects of debugging an application through classes, functions and macros.

<i>wxDebugContext</i> (p. 352)	Provides memory-checking facilities
<i>Debugging macros</i> (p. 1574)	Debug macros for assertion and checking
<i>WXDEBUG_NEW</i> (p. 1564)	Use this macro to give further debugging information

## Networking classes

wxWindows provides its own classes for socket based networking.

<i>wxDialUpManager</i> (p. 389)	Provides functions to check the status of network connection and to establish one
<i>wxIPv4address</i> (p. 792)	Represents an Internet address
<i>wxSocketBase</i> (p. 1162)	Represents a socket base object
<i>wxSocketClient</i> (p. 1180)	Represents a socket client
<i>wxSocketServer</i> (p. 1184)	Represents a socket server
<i>wxSocketEvent</i> (p. 1182)	A socket event
<i>wxFTP</i> (p. 574)	FTP protocol class
<i>wxHTTP</i> (p. 741)	HTTP protocol class
<i>wxURL</i> (p. 1395)	Represents a Universal Resource Locator

## Interprocess communication

*Overview* (p. 1735)

wxWindows provides simple interprocess communications facilities based on Windows DDE, but available on most platforms using TCP.

<i>wxClient</i> (p. 134)	Represents a client
<i>wxConnection</i> (p. 197)	Represents the connection between a client and a server
<i>wxServer</i> (p. 1136)	Represents a server

## Document/view framework

*Overview* (p. 1697)

wxWindows supports a document/view framework which provides housekeeping for a document-centric application.

<i>wxDocument</i> (p. 426)	Represents a document
<i>wxView</i> (p. 1410)	Represents a view
<i>wxDocTemplate</i> (p. 420)	Manages the relationship between a document class and a view class
<i>wxDocManager</i> (p. 406)	Manages the documents and views in an application
<i>wxDocChildFrame</i> (p. 404)	A child frame for showing a document view
<i>wxDocParentFrame</i> (p. 419)	A parent frame to contain views

## Printing framework

*Overview* (p. 1710)

A printing and previewing framework is implemented to make it relatively straightforward to provide document printing facilities.

<i>wxPreviewFrame</i> (p. 1025)	Frame for displaying a print preview
<i>wxPreviewCanvas</i> (p. 1023)	Canvas for displaying a print preview
<i>wxPreviewControlBar</i> (p. 1024)	Standard control bar for a print preview
<i>wxPrintDialog</i> (p. 1033)	Standard print dialog
<i>wxPageSetupDialog</i> (p. 988)	Standard page setup dialog
<i>wxPrinter</i> (p. 1039)	Class representing the printer
<i>wxPrinterDC</i> (p. 1042)	Printer device context
<i>wxPrintout</i> (p. 1042)	Class representing a particular printout
<i>wxPrintPreview</i> (p. 1047)	Class representing a print preview
<i>wxPrintData</i> (p. 1027)	Represents information about the document being printed
<i>wxPrintDialogData</i> (p. 1034)	Represents information about the print dialog
<i>wxPageSetupDialogData</i> (p. 989)	Represents information about the page setup dialog

## Drag and drop and clipboard classes

*Drag and drop and clipboard overview* (p. 1712)

<i>wxDataObject</i> (p. 228)	Data object class
<i>wxDataFormat</i> (p. 223)	Represents a data format
<i>wxTextDataObject</i> (p. 1303)	Text data object class
<i>wxFileDataObject</i> (p. 1303)	File data object class
<i>wxBitmapDataObject</i> (p. 88)	Bitmap data object class
<i>wxCustomDataObject</i> (p. 221)	Custom data object class
<i>wxClipboard</i> (p. 139)	Clipboard class
<i>wxDropTarget</i> (p. 443)	Drop target class
<i>wxFileDropTarget</i> (p. 495)	File drop target class
<i>wxTextDropTarget</i> (p. 1304)	Text drop target class
<i>wxDropSource</i> (p. 441)	Drop source class

## File related classes

wxWindows has several small classes to work with disk files, see *file classes overview* (p. 1636) for more details.

<i>wxFileName</i> (p. 501)	Operations with the file name and attributes
<i>wxDir</i> (p. 393)	Class for enumerating files/subdirectories.
<i>wxDirTraverser</i> (p. 399)	Class used together with wxDir for recursively enumerating the files/subdirectories
<i>wxFile</i> (p. 483)	Low-level file input/output class.
<i>wxFFile</i> (p. 476)	Another low-level file input/output class.
<i>wxTempFile</i> (p. 1278)	Class to safely replace an existing file
<i>wxTextFile</i> (p. 1307)	Class for working with text files as with arrays of lines

## Stream classes

wxWindows has its own set of stream classes, as an alternative to often buggy standard stream libraries, and to provide enhanced functionality.

<i>wxStreamBase</i> (p. 1225)	Stream base class
<i>wxStreamBuffer</i> (p. 1227)	Stream buffer class
<i>wxInputStream</i> (p. 790)	Input stream class
<i>wxOutputStream</i> (p. 986)	Output stream class
<i>wxCountingOutputStream</i> (p. 212)	Stream class for querying what size a stream would have.
<i>wxFilterInputStream</i> (p. 528)	Filtered input stream class
<i>wxFilterOutputStream</i> (p. 529)	Filtered output stream class
<i>wxBufferedInputStream</i> (p. 102)	Buffered input stream class
<i>wxBufferedOutputStream</i> (p. 103)	Buffered output stream class
<i>wxMemoryInputStream</i> (p. 908)	Memory input stream class
<i>wxMemoryOutputStream</i> (p. 909)	Memory output stream class

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<i>wxDataInputStream</i> (p. 225)	Platform-independent binary data input stream class
<i>wxDataOutputStream</i> (p. 235)	Platform-independent binary data output stream class
<i>wxTextInputStream</i> (p. 1313)	Platform-independent text data input stream class
<i>wxTextOutputStream</i> (p. 1317)	Platform-independent text data output stream class
<i>wxFileInputStream</i> (p. 500)	File input stream class
<i>wxFileOutputStream</i> (p. 516)	File output stream class
<i>wxFileInputStream</i> (p. 480)	Another file input stream class
<i>wxFileOutputStream</i> (p. 481)	Another file output stream class
<i>wxZlibInputStream</i> (p. 1500)	Zlib (compression) input stream class
<i>wxZlibOutputStream</i> (p. 1501)	Zlib (compression) output stream class
<i>wxZipInputStream</i> (p. 1500)	Input stream for reading from ZIP archives
<i>wxSocketInputStream</i> (p. 1183)	Socket input stream class
<i>wxSocketOutputStream</i> (p. 1184)	Socket output stream class

## Threading classes

*Multithreading overview* (p. 1711)

wxWindows provides a set of classes to make use of the native thread capabilities of the various platforms.

<i>wxThread</i> (p. 1322)	Thread class
<i>wxThreadHelper</i> (p. 1329)	Manages background threads easily
<i>wxMutex</i> (p. 965)	Mutex class
<i>wxMutexLocker</i> (p. 968)	Mutex locker utility class
<i>wxCriticalSection</i> (p. 213)	Critical section class
<i>wxCriticalSectionLocker</i> (p. 214)	Critical section locker utility class
<i>wxCondition</i> (p. 178)	Condition class
<i>wxSemaphore</i> (p. 1133)	Semaphore class

## HTML classes

wxWindows provides a set of classes to display text in HTML format. These class include a help system based on the HTML widget.

<i>wxHtmlHelpController</i> (p. 698)	HTML help controller class
<i>wxHtmlWindow</i> (p. 725)	HTML window class
<i>wxHtmlEasyPrinting</i> (p. 693)	Simple class for printing HTML
<i>wxHtmlPrintout</i> (p. 716)	Generic HTML wxPrintout class
<i>wxHtmlParser</i> (p. 711)	Generic HTML parser class
<i>wxHtmlTagHandler</i> (p. 722)	HTML tag handler, pluginable into wxHtmlParser
<i>wxHtmlWinParser</i> (p. 734)	HTML parser class for wxHtmlWindow
<i>wxHtmlWinTagHandler</i> (p. 740)	HTML tag handler, pluginable into wxHtmlWinParser

## Virtual file system classes

wxWindows provides a set of classes that implement an extensible virtual file system, used internally by the HTML classes.

<i>wxFsFile</i> (p. 572)	Represents a file in the virtual file system
<i>wxFileSystem</i> (p. 518)	Main interface for the virtual file system
<i>wxFileSystemHandler</i> (p. 521)	Class used to announce file system type

## XML-based resource system classes

*XML-based resource system overview* (p. 1674)

Resources allow your application to create controls and other user interface elements from specifications stored in an XML format.

<i>wxXmlResource</i> (p. 1489)	The main class for working with resources.
<i>wxXmlResourceHandler</i> (p. 1494)	The base class for XML resource handlers.

## Online help

<i>wxHelpController</i> (p. 669)	Family of classes for controlling help windows
<i>wxHtmlHelpController</i> (p. 698)	HTML help controller class
<i>wxContextHelp</i> (p. 201)	Class to put application into context-sensitive help mode
<i>wxContextHelpButton</i> (p. 202)	Button class for putting application into context-sensitive help mode
<i>wxHelpProvider</i> (p. 677)	Abstract class for context-sensitive help provision
<i>wxSimpleHelpProvider</i> (p. 1137)	Class for simple context-sensitive help provision
<i>wxHelpControllerHelpProvider</i> (p. 674)	Class for context-sensitive help provision via a help controller
<i>wxToolTip</i> (p. 1365)	Class implementing tooltips

## Database classes

*Database classes overview* (p. 1715)

wxWindows provides a set of classes for accessing Microsoft's ODBC (Open Database Connectivity) product, donated by Remstar. This is known as wxODBC.

<i>wxDb</i> (p. 272)	ODBC database connection
<i>wxDbTable</i> (p. 311)	Provides access to a database table
<i>wxDbInf</i> (p. 310)	
<i>wxDbTableInf</i> (p. 347)	
<i>wxDbColDef</i> (p. 302)	
<i>wxDbCollInf</i> (p. 304)	
<i>wxDbColDataPtr</i> (p. 301)	
<i>wxDbColFor</i> (p. 303)	
<i>wxDbConnectInf</i> (p. 304)	

*wxDblDxDef* (p. 310)

## Miscellaneous

<i>wxApp</i> (p. 33)	Application class
<i>wxCaret</i> (p. 121)	A caret (cursor) object
<i>wxCmdLineParser</i> (p. 144)	Command line parser class
<i>wxConfig</i> (p. 182)	Classes for configuration reading/writing (using either INI files or registry)
<i>wxDllLoader</i> (p. 401)	Class to work with shared libraries.
<i>wxLayoutAlgorithm</i> (p. 809)	An alternative window layout facility
<i>wxProcess</i> (p. 1051)	Process class
<i>wxTimer</i> (p. 1333)	Timer class
<i>wxStopWatch</i> (p. 1223)	Stop watch class
<i>wxMimeTypesManager</i> (p. 944)	MIME-types manager class
<i>wxSystemSettings</i> (p. 1266)	System settings class for obtaining various global parameters
<i>wxSystemOptions</i> (p. 1264)	System options class for run-time configuration
<i>wxAcceleratorTable</i> (p. 20)	Accelerator table
<i>wxAutomationObject</i> (p. 66)	OLE automation class
<i>wxFontMapper</i> (p. 555)	Font mapping, finding suitable font for given encoding
<i>wxEncodingConverter</i> (p. 449)	Encoding conversions
<i>wxCalendarDateAttr</i> (p. 117)	Used with <i>wxCalendarCtrl</i> (p. 111)
<i>wxQuantize</i> (p. 1062)	Class to perform quantization, or colour reduction
<i>wxSingleInstanceChecker</i> (p. 1140)	Check that only single program instance is running

## Chapter 11 Topic overviews

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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.

### Writing a wxWindows application: a rough guide

To set a wxWindows application going, you will need to derive a *wxApp* (p. 33) class and override *wxApp::OnInit* (p. 39).

An application must have a top-level *wxFrame* (p. 559) or *wxDialog* (p. 379) window. Each frame may contain one or more instances of classes such as *wxPanel* (p. 1001), *wxSplitterWindow* (p. 1199) or other windows and controls.

A frame can have a *wxMenuBar* (p. 923), a *wxToolBar* (p. 1348), a status line, and a *wxIcon* (p. 742) for when the frame is iconized.

A *wxPanel* (p. 1001) is used to place controls (classes derived from *wxControl* (p. 204)) which are used for user interaction. Examples of controls are *wxButton* (p. 106), *wxCheckBox* (p. 124), *wxChoice* (p. 129), *wxListBox* (p. 821), *wxRadioBox* (p. 1066), *wxSlider* (p. 1152).

Instances of *wxDialog* (p. 379) can also be used for controls and they have the advantage of not requiring a separate frame.

Instead of creating a dialog box and populating it with items, it is possible to choose one of the convenient common dialog classes, such as *wxMessageDialog* (p. 940) and *wxFileDialog* (p. 491).

You never draw directly onto a window - you use a *device context* (DC). *wxDC* (p. 359) is the base for *wxClientDC* (p. 136), *wxPaintDC* (p. 995), *wxMemoryDC* (p. 905), *wxPostScriptDC* (p. 1022), *wxMemoryDC* (p. 905), *wxMetafileDC* (p. 943) and *wxPrinterDC* (p. 1042). If your drawing functions have **wxDC** as a parameter, you can pass any of these DCs to the function, and thus use the same code to draw to several different devices. You can draw using the member functions of **wxDC**, such as *wxDC::DrawLine* (p. 365) and *wxDC::DrawText* (p. 367). Control colour on a window (*wxColour* (p. 154)) with brushes (*wxBrush* (p. 94)) and pens (*wxPen* (p. 1006)).

To intercept events, you add a `DECLARE_EVENT_TABLE` macro to the window class declaration, and put a `BEGIN_EVENT_TABLE ... END_EVENT_TABLE` block in the implementation file. Between these macros, you add event macros which map the event (such as a mouse click) to a member function. These might override predefined event handlers such as for *wxKeyEvent* (p. 804) and *wxMouseEvent* (p. 954).

Most modern applications will have an on-line, hypertext help system; for this, you need *wxHelp* and the *wxHelpController* (p. 669) class to control *wxHelp*.

GUI applications aren't all graphical wizardry. List and hash table needs are catered for by *wxList* (p. 814), *wxStringList* (p. 1259) and *wxHashMap* (p. 661). You will undoubtedly need some platform-independent *file functions* (p. 1518), and you may find it handy to maintain and search a list of paths using *wxPathList* (p. 1004). There's a *miscellany* (p. 1550) of operating system and other functions.

See also *Classes by Category* (p. 1587) for a list of classes.

## wxWindows Hello World sample

As many people have requested a mini-sample to be published here so that some quick judgment concerning syntax and basic principles can be made, you can now look at wxWindows' "Hello World":

You have to include wxWindows' header files, of course. This can be done on a file by file basis (such as `#include "wx/window.h"`) or using one global include (`#include "wx/wx.h"`). This is also useful on platforms which support precompiled headers such as all major compilers on the Windows platform.

```
//  
// file name: hworld.cpp  
//  
// purpose: wxWindows "Hello world"  
//  
  
// For compilers that support precompilation, includes "wx/wx.h".
```

```
#include "wx/wxprec.h"

#ifdef __BORLANDC__
    #pragma hdrstop
#endif

#ifndef WX_PRECOMP
    #include "wx/wx.h"
#endif
```

Practically every app should define a new class derived from `wxApp`. By overriding `wxApp`'s `OnInit()` the program can be initialized, e.g. by creating a new main window.

```
class MyApp: public wxApp
{
    virtual bool OnInit();
};
```

The main window is created by deriving a class from `wxFrame` and giving it a menu and a status bar in its constructor. Also, any class that wishes to respond to any "event" (such as mouse clicks or messages from the menu or a button) must declare an event table using the macro below. Finally, the way to react to such events must be done in "handlers". In our sample, we react to two menu items, one for "Quit" and one for displaying an "About" window. These handlers should not be virtual.

```
class MyFrame: public wxFrame
{
public:
    MyFrame(const wxString& title, const wxPoint& pos, const wxSize&
size);

    void OnQuit(wxCommandEvent& event);
    void OnAbout(wxCommandEvent& event);

private:
    DECLARE_EVENT_TABLE()
};
```

In order to be able to react to a menu command, it must be given a unique identifier such as a `const` or an `enum`.

```
enum
{
    ID_Quit = 1,
    ID_About,
};
```

We then proceed to actually implement an event table in which the events are routed to their respective handler functions in the class `MyFrame`. There are predefined macros for routing all common events, ranging from the selection of a list box entry to a resize event when a user resizes a window on the screen. If -1 is given as the ID, the given handler will be invoked for any event of the specified type, so that you could add just one entry in the event table for all menu commands or all button commands etc. The origin of the event can still be distinguished in the event handler as the (only) parameter in an event handler is a reference to a `wxEvent` object, which holds various information about the event (such as the ID of and a pointer to the class, which emitted the event).

```

BEGIN_EVENT_TABLE(MyFrame, wxFrame)
    EVT_MENU(ID_Quit, MyFrame::OnQuit)
    EVT_MENU(ID_About, MyFrame::OnAbout)
END_EVENT_TABLE()

```

As in all programs there must be a "main" function. Under wxWindows main is implemented using this macro, which creates an application instance and starts the program.

```
IMPLEMENT_APP(MyApp)
```

As mentioned above, `wxApp::OnInit()` is called upon startup and should be used to initialize the program, maybe showing a "splash screen" and creating the main window (or several). The frame should get a title bar text ("Hello World") and a position and start-up size. One frame can also be declared to be the top window. Returning true indicates a successful initialization.

```

bool MyApp::OnInit()
{
    MyFrame *frame = new MyFrame( "Hello World", wxPoint(50,50),
wxSize(450,340) );
    frame->Show( true );
    SetTopWindow( frame );
    return true;
}

```

In the constructor of the main window (or later on) we create a menu with two menu items as well as a status bar to be shown at the bottom of the main window. Both have to be "announced" to the frame with respective calls.

```

MyFrame::MyFrame(const wxString& title, const wxPoint& pos, const
wxSize& size)
    : wxFrame((wxFrame *)NULL, -1, title, pos, size)
{
    wxMenu *menuFile = new wxMenu;

    menuFile->Append( ID_About, "&About..." );
    menuFile->AppendSeparator();
    menuFile->Append( ID_Quit, "E&xit" );

    wxMenuBar *menuBar = new wxMenuBar;
    menuBar->Append( menuFile, "&File" );

    SetMenuBar( menuBar );

    CreateStatusBar();
    SetStatusText( "Welcome to wxWindows!" );
}

```

Here are the actual event handlers. `MyFrame::OnQuit()` closes the main window by calling `Close()`. The parameter true indicates that other windows have no veto power such as after asking "Do you really want to close?". If there is no other main window left, the application will quit.

```

void MyFrame::OnQuit(wxCommandEvent& WXUNUSED(event))
{
    Close( true );
}

```

MyFrame::OnAbout() will display a small window with some text in it. In this case a typical "About" window with information about the program.

```
void MyFrame::OnAbout(wxCommandEvent& WXUNUSED(event))
{
    wxMessageBox( "This is a wxWindows' Hello world sample",
                  "About Hello World", wxOK | wxICON_INFORMATION );
}
```

## wxWindows samples

Probably the best way to learn wxWindows is by reading the source of some 50+ samples provided with it. Many aspects of wxWindows programming can be learnt from them, but sometimes it is not simple to just choose the right sample to look at. This overview aims at describing what each sample does/demonstrates to make it easier to find the relevant one if a simple grep through all sources didn't help. They also provide some notes about using the samples and what features of wxWindows are they supposed to test.

There are currently more than 50 different samples as part of wxWindows and this list is not complete. You should start your tour of wxWindows with the *minimal sample* (p. 1603) which is the wxWindows version of "Hello, world!". It shows the basic structure of wxWindows program and is the most commented sample of all - looking at its source code is recommended.

The next most useful sample is probably the *controls* (p. 1604) one which shows many of wxWindows standard controls, such as buttons, listboxes, checkboxes, comboboxes etc.

Other, more complicated controls, have their own samples. In this category you may find the following samples showing the corresponding controls:

<i>wxCalendarCtrl</i> (p. 1604)	Calendar a.k.a. date picker control
<i>wxListCtrl</i> (p. 1609)	List view control
<i>wxTreeCtrl</i> (p. 1612)	Tree view control
<i>wxGrid</i> (p. 1607)	Grid control

Finally, it might be helpful to do a search in the entire sample directory if you can't find the sample you showing the control you are interested in by name. Most of wxWindows classes, occur in at least one of the samples.

## Minimal sample

The minimal sample is what most people will know under the term Hello World, i.e. a minimal program that doesn't demonstrate anything apart from what is needed to write a

program that will display a "hello" dialog. This is usually a good starting point for learning how to use `wxWindows`.

### **Art provider sample**

---

The `artprov` sample shows how you can customize the look of standard `wxWindows` dialogs by replacing default bitmaps/icons with your own versions. It also shows how you can use `wxArtProvider` to get stock bitmaps for use in your application.

### **Calendar sample**

---

This font shows the *calendar control* (p. 111) in action. It shows how to configure the control (see the different options in the calendar menu) and also how to process the notifications from it.

### **Checklist sample**

---

This sample demonstrates the use of the *wxCheckListBox* (p. 127) class intercepting check, select and double click events. It also tests the use of various methods modifying the control, such as by deleting items from it or inserting new once (these functions are actually implemented in the parent class *wxListBox* (p. 821) so the sample tests that class as well). The layout of the dialog is created using a *wxBoxSizer* (p. 93) demonstrating a simple dynamic layout.

### **Config sample**

---

This sample demonstrates the *wxConfig* (p. 182) classes in a platform independent way, i.e. it uses text based files to store a given configuration under Unix and uses the Registry under Windows.

See *wxConfig overview* (p. 1643) for the descriptions of all features of this class.

### **Controls sample**

---

The controls sample is the main test program for most simple controls used in `wxWindows`. The sample tests their basic functionality, events, placement, modification in terms of colour and font as well as the possibility to change the controls programmatically, such as adding item to a list box etc. Apart from that, the sample uses a *wxNotebook* (p. 970) and tests most features of this special control (using bitmap in the tabs, using *wxSizers* (p. 1145) and *constraints* (p. 812) within notebook pages, advancing pages programmatically and vetoing a page change by intercepting the *wxNotebookEvent* (p. 978).

The various controls tested are listed here:

<i>wxButton</i> (p. 106)	Push button control, displaying text
<i>wxBitmapButton</i> (p. 83)	Push button control, displaying a bitmap
<i>wxCheckBox</i> (p. 124)	Checkbox control
<i>wxChoice</i> (p. 129)	Choice control (a combobox without the editable area)
<i>wxComboBox</i> (p. 162)	A choice with an editable area
<i>wxGauge</i> (p. 581)	A control to represent a varying quantity, such as time remaining
<i>wxStaticBox</i> (p. 1212)	A static, or group box for visually grouping related controls
<i>wxListBox</i> (p. 821)	A list of strings for single or multiple selection
<i>wxSpinCtrl</i>	A spin ctrl with a text field and a 'up-down' control
<i>wxSpinButton</i> (p. 1187)	A spin or 'up-down' control
<i>wxStaticText</i> (p. 1216)	One or more lines of non-editable text
<i>wxStaticBitmap</i> (p. 1210)	A control to display a bitmap
<i>wxRadioBox</i> (p. 1066)	A group of radio buttons
<i>wxRadioButton</i> (p. 1072)	A round button to be used with others in a mutually exclusive way
<i>wxSlider</i> (p. 1152)	A slider that can be dragged by the user

---

## Database sample

The database sample is a small test program showing how to use the ODBC classes written by Remstar Intl. Obviously, this sample requires a database with ODBC support to be correctly installed on your system.

---

## Dialogs sample

This sample shows how to use the common dialogs available from wxWindows. These dialogs are described in details in the *Common dialogs overview* (p. 1693).

---

## Dialup sample

This sample shows *wxDialUpManager* (p. 389) class. It displays in the status bar the information gathered through its interface: in particular, the current connection status (online or offline) and whether the connection is permanent (in which case a string 'LAN' appears in the third status bar field - but note that you may have be on a LAN not connected to the Internet, in which case you will not see this) or not.

Using the menu entries, you may also dial or hang up the line if you have a modem attached and (this only makes sense for Windows) list the available connections.

---

## DnD sample

This sample shows both clipboard and drag and drop in action. It is quite non trivial and

may be safely used as a basis for implementing the clipboard and drag and drop operations in a real-life program.

When you run the sample, its screen is split in several parts. On the top, there are two listboxes which show the standard derivations of *wxDropTarget* (p. 443): *wxTextDropTarget* (p. 1304) and *wxFileDropTarget* (p. 495).

The middle of the sample window is taken by the log window which shows what is going on (of course, this only works in debug builds) and may be helpful to see the sequence of steps of data transfer.

Finally, the last part is used for dragging text from it to either one of the listboxes (only one will accept it) or another application. The last functionality available from the main frame is to paste a bitmap from the clipboard (or, in the case of Windows version, also a metafile) - it will be shown in a new frame.

So far, everything we mentioned was implemented with minimal amount of code using standard *wxWindows* classes. The more advanced features are demonstrated if you create a shape frame from the main frame menu. A shape is a geometric object which has a position, size and color. It models some application-specific data in this sample. A shape object supports its own private *wxDataFormat* (p. 223) which means that you may cut and paste it or drag and drop (between one and the same or different shapes) from one sample instance to another (or the same). However, chances are that no other program supports this format and so shapes can also be rendered as bitmaps which allows them to be pasted/dropped in many other applications (and, under Windows, also as metafiles which are supported by most of Windows programs as well - try Write/Wordpad, for example).

Take a look at *DnDShapeDataObject* class to see how you may use *wxDataObject* (p. 228) to achieve this.

## Dynamic sample

---

This sample is a very small sample that demonstrates the use of the *wxEvtHandler::Connect* (p. 459) method. This method should be used whenever it is not known at compile time, which control will receive which event or which controls are actually going to be in a dialog or frame. This is most typically the case for any scripting language that would work as a wrapper for *wxWindows* or programs where forms or similar datagrams can be created by the uses.

See also the *event sample* (p. 1606)

## Event sample

---

The event sample demonstrates various features of the *wxWindows* events. It shows using dynamic events and connecting/disconnecting the event handlers during the run time and also using *PushEventHandler()* (p. 1455) and *PopEventHandler()* (p. 1454).

It replaces the old dynamic sample.

## Exec sample

---

The exec sample demonstrates the *wxExecute* (p. 1511) and *wxShell* (p. 1514) functions. Both of them are used to execute the external programs and the sample shows how to do this synchronously (waiting until the program terminates) or asynchronously (notification will come later).

It also shows how to capture the output of the child process in both synchronous and asynchronous cases and how to kill the processes with *wxProcess::Kill* (p. 1054) and test for their existence with *wxProcess::Exists* (p. 1055).

## Font sample

---

The font sample demonstrates *wxFont* (p. 538), *wxFontEnumerator* (p. 552) and *wxFontMapper* (p. 555) classes. It allows you to see the fonts available (to *wxWindows*) on the computer and shows all characters of the chosen font as well.

## Grid sample

---

TODO.

## HTML samples

---

Eight HTML samples (you can find them in directory `samples/html`) cover all features of HTML sub-library.

**Test** demonstrates how to create *wxHtmlWindow* (p. 725) and also shows most of supported HTML tags.

**Widget** shows how you can embed ordinary controls or windows within HTML page. It also nicely explains how to write new tag handlers and extend the library to work with unsupported tags.

**About** may give you an idea how to write good-looking about boxes.

**Zip** demonstrates use of virtual file systems in *wxHTML*. The zip archives handler (ships with *wxWindows*) allows you to access HTML pages stored in compressed archive as if they were ordinary files.

**Virtual** is yet another virtual file systems demo. This one generates pages at run-time. You may find it useful if you need to display some reports in your application.

**Printing** explains use of *wxHtmlEasyPrinting* (p. 693) class which serves as as-simple-as-possible interface for printing HTML documents without much work. In fact, only few

function calls are sufficient.

**Help** and **Helpview** are variations on displaying HTML help (compatible with MS HTML Help Workshop). *Help* shows how to embed *wxHtmlHelpController* (p. 698) in your application while *Helpview* is simple tool that only pops up help window and displays help books given at command line.

## Image sample

---

The image sample demonstrates the use of the *wxImage* (p. 756) class and shows how to download images in a variety of formats, currently PNG, GIF, TIFF, JPEG, BMP, PNM and PCX. The top of the sample shows two rectangles, one of which is drawn directly in the window, the other one is drawn into a *wxBitmap* (p. 70), converted to a *wxImage*, saved as a PNG image and then reloaded from the PNG file again so that conversions between *wxImage* and *wxBitmap* as well as loading and save PNG files are tested.

At the bottom of the main frame is a test for using a monochrome bitmap by drawing into a *wxMemoryDC* (p. 905). The bitmap is then drawn specifying the foreground and background colours with *wxDC::SetTextForeground* (p. 378) and *wxDC::SetTextBackground* (p. 378) (on the left). The bitmap is then converted to a *wxImage* and the foreground colour (black) is replaced with red using *wxImage::Replace* (p. 773).

## Internat(ionalization) sample

---

The not very clearly named internat sample demonstrates the *wxWindows* internationalization (i18n for short from now on) features. To be more precise, it only shows localization support, i.e. support for translating the program messages in another language while true i18n would also involve changing the other aspects of the programs behaviour.

More information about this sample can be found in the `readme.txt` file in its directory. Please see also *i18n overview* (p. 1631).

## Layout sample

---

The layout sample demonstrates the two different layout systems offered by *wxWindows*. When starting the program, you will see a frame with some controls and some graphics. The controls will change their size whenever you resize the entire frame and the exact behaviour of the size changes is determined using the *wxLayoutConstraints* (p. 812) class. See also the *overview* (p. 1662) and the *wxIndividualLayoutConstraint* (p. 786) class for further information.

The menu in this sample offers two more tests, one showing how to use a *wxBoxSizer* (p. 93) in a simple dialog and the other one showing how to use sizers in connection with a *wxNotebook* (p. 970) class. See also *wxNotebookSizer* (p. 980) and *wxSizer* (p. 1145).

## Listctrl sample

---

This sample shows *wxListCtrl* (p. 826) control. Different modes supported by the control (list, icons, small icons, report) may be chosen from the menu.

The sample also provides some timings for adding/deleting/sorting a lot of (several thousands) items into the control.

## Notebook sample

---

This samples shows two controls at once: although initially it was written to demonstrate *wxNotebook* (p. 970) only, it can now be also used to see *wxListbook* (p. 820) in action. To switch between the two controls you need to manually change `TEST_LISTBOOK` definition in the file `notebook.h` and rebuild the sample.

## Render sample

---

This sample shows how to replace the default *wxWindows* *renderer* (p. 1094) and also how to write a shared library (DLL) implementing a renderer and load and unload it during the run-time.

## Rotate sample

---

This is a simple example which demonstrates how to rotate an image with the *wxImage::Rotate* (p. 773) method. The rotation can be done without interpolation (left mouse button) which will be faster, or with interpolation (right mouse button) which is slower but gives better results.

## Scroll subwindow sample

---

This sample demonstrates the use of the *wxScrolledWindow* (p. 1120) class including placing subwindows into it and drawing simple graphics. It uses the *SetTargetWindow* (p. 1129) method and thus the effect of scrolling does not show in the scrolled window itself, but in one of its subwindows.

Additionally, this samples demonstrates how to optimize drawing operations in *wxWindows*, in particular using the *wxWindow::IsExposed* (p. 1451) method with the aim to prevent unnecessary drawing in the window and thus reducing or removing flicker on screen.

## Sockets sample

---

The sockets sample demonstrates how to use the communication facilities provided by *wxSocket* (p. 1162). There are two different applications in this sample: a server, which is implemented using a *wxSocketServer* (p. 1184) object, and a client, which is implemented as a *wxSocketClient* (p. 1180).

The server binds to the local address, using TCP port number 3000, sets up an event handler to be notified of incoming connection requests (**wxSOCKET\_CONNECTION** events), and stands there, waiting for clients (*listening* in the socket parlance). For each accepted connection, a new *wxSocketBase* (p. 1162) object is created. These socket objects are independent from the server that created them, so they set up their own event handler, and then request to be notified of **wxSOCKET\_INPUT** (incoming data) or **wxSOCKET\_LOST** (connection closed at the remote end) events. In the sample, the event handler is the same for all connections; to find out which socket the event is addressed to, the *GetSocket* (p. 1183) function is used.

Although it might take some time to get used to the event-oriented system upon which *wxSocket* is built, the benefits are many. See, for example, that the server application, while being single-threaded (and of course without using `fork()` or ugly `select()` loops) can handle an arbitrary number of connections.

The client starts up unconnected, so you can use the `Connect...` option to specify the address of the server you are going to connect to (the TCP port number is hard-coded as 3000). Once connected, a number of tests are possible. Currently, three tests are implemented. They show how to use the basic IO calls in *wxSocketBase* (p. 1162), such as *Read* (p. 1174), *Write* (p. 1178), *ReadMsg* (p. 1175) and *WriteMsg* (p. 1179), and how to set up the correct IO flags depending on what you are going to do. See the comments in the code for more information. Note that because both clients and connection objects in the server set up an event handler to catch **wxSOCKET\_LOST** events, each one is immediately notified if the other end closes the connection.

There is also an URL test which shows how to use the *wxURL* (p. 1395) class to fetch data from a given URL.

The sockets sample is work in progress. Some things to do:

- More tests for basic socket functionality.
- More tests for protocol classes (*wxProtocol* and its descendants).
- Tests for the recently added (and still in alpha stage) datagram sockets.
- New samples which actually do something useful (suggestions accepted).

## Statbar sample

---

This sample shows how to create and use *wxStatusBar*. Although most of the samples have a statusbar, they usually only create a default one and only do it once.

Here you can see how to recreate the statusbar (with possibly different number of fields) and how to use it to show icons/bitmaps and/or put arbitrary controls into it.

## Text sample

---

This sample demonstrates four features: firstly the use and many variants of the *wxTextCtrl* (p. 1284) class (single line, multi line, read only, password, ignoring TAB, ignoring ENTER).

Secondly it shows how to intercept a *wxKeyEvent* (p. 804) in both the raw form using the `EVT_KEY_UP` and `EVT_KEY_DOWN` macros and the higher level from using the `EVT_CHAR` macro. All characters will be logged in a log window at the bottom of the main window. By pressing some of the function keys, you can test some actions in the text ctrl as well as get statistics on the text ctrls, which is useful for testing if these statistics actually are correct.

Thirdly, on platforms which support it, the sample will offer to copy text to the *wxClipboard* (p. 139) and to paste text from it. The GTK version will use the so called PRIMARY SELECTION, which is the pseudo clipboard under X and best known from pasting text to the XTerm program.

Last not least: some of the text controls have tooltips and the sample also shows how tooltips can be centrally disabled and their latency controlled.

## Thread sample

---

This sample demonstrates the use of threads in connection with GUI programs. There are two fundamentally different ways to use threads in GUI programs and either way has to take care of the fact that the GUI library itself usually is not multi-threading safe, i.e. that it might crash if two threads try to access the GUI class simultaneously. One way to prevent that is have a normal GUI program in the main thread and some worker threads which work in the background. In order to make communication between the main thread and the worker threads possible, *wxWindows* offers the *wxPostEvent* (p. 1556) function and this sample makes use of this function.

The other way to use a so called Mutex (such as those offered in the *wxMutex* (p. 965) class) that prevent threads from accessing the GUI classes as long as any other thread accesses them. For this, *wxWindows* has the *wxMutexGuiEnter* (p. 1517) and *wxMutexGuiLeave* (p. 1518) functions, both of which are used and tested in the sample as well.

See also *Multithreading overview* (p. 1711) and *wxThread* (p. 1322).

## Toolbar sample

---

The toolbar sample shows the *wxToolBar* (p. 1348) class in action.

The following things are demonstrated:

- Creating the toolbar using *wxToolBar::AddTool* (p. 1352) and *wxToolBar::AddControl* (p. 1352): see *MyApp::InitToolbar* in the sample.

- Using `EVT_UPDATE_UI` handler for automatically enabling/disabling toolbar buttons without having to explicitly call `EnableTool`. This is done in `MyFrame::OnUpdateCopyAndCut`.
- Using `wxToolBar::DeleteTool` (p. 1354) and `wxToolBar::InsertTool` (p. 1359) to dynamically update the toolbar.

Some buttons in the main toolbar are check buttons, i.e. they stay checked when pressed. On the platforms which support it, the sample also add a combobox to the toolbar showing how you can use arbitrary controls and not only buttons in it.

If you toggle another toolbar in the sample (using `Ctrl-A`) you will also see the radio toolbar buttons in action: the first three buttons form a radio group, that is checking any of them automatically unchecks the previously checked one.

## Treectrl sample

---

This sample demonstrates using `wxTreeCtrl` (p. 1366) class. Here you may see how to process various notification messages sent by this control and also when they occur (by looking at the messages in the text control in the bottom part of the frame).

Adding, inserting and deleting items and branches from the tree as well as sorting (in default alphabetical order as well as in custom one) is demonstrated here as well - try the corresponding menu entries.

## Wizard sample

---

This sample shows so-called wizard dialog (implemented using `wxWizard` (p. 1479) and related classes). It shows almost all features supported:

- Using bitmaps with the wizard and changing them depending on the page shown (notice that `wxValidationPage` in the sample has a different image from the other ones)
- Using `TransferDataFromWindow` (p. 1475) to verify that the data entered is correct before passing to the next page (done in `wxValidationPage` which forces the user to check a checkbox before continuing).
- Using more elaborated techniques to allow returning to the previous page, but not continuing to the next one or vice versa (in `wxRadioboxPage`)
- This (`wxRadioboxPage`) page also shows how the page may process `Cancel` button itself instead of relying on the wizard parent to do it.
- Normally, the order of the pages in the wizard is known at compile-time, but sometimes it depends on the user choices: `wxCheckboxPage` shows how to dynamically decide which page to display next (see also `wxWizardPage` (p. 1486))

## wxApp overview

Classes: *wxApp* (p. 33)

A *wxWindows* application does not have a *main* procedure; the equivalent is the *OnInit* (p. 39) member defined for a class derived from *wxApp*. *OnInit* will usually create a top window as a bare minimum.

Unlike in earlier versions of *wxWindows*, *OnInit* does not return a frame. Instead it returns a boolean value which indicates whether processing should continue (true) or not (false). You call *wxApp::SetTopWindow* (p. 42) to let *wxWindows* know about the top window.

Note that the program's command line arguments, represented by *argc* and *argv*, are available from within *wxApp* member functions.

An application closes by destroying all windows. Because all frames must be destroyed for the application to exit, it is advisable to use parent frames wherever possible when creating new frames, so that deleting the top level frame will automatically delete child frames. The alternative is to explicitly delete child frames in the top-level frame's *wxCloseEvent* (p. 142) handler.

In emergencies the *wxExit* (p. 1513) function can be called to kill the application however normally the applications shuts down automatically, *see below* (p. 1614).

An example of defining an application follows:

```
class DerivedApp : public wxApp
{
public:
    virtual bool OnInit();
};

IMPLEMENT_APP(DerivedApp)

bool DerivedApp::OnInit()
{
    wxFrame *the_frame = new wxFrame(NULL, ID_MYFRAME, argv[0]);
    ...
    the_frame->Show(true);
    SetTopWindow(the_frame);

    return true;
}
```

Note the use of `IMPLEMENT_APP(appClass)`, which allows *wxWindows* to dynamically create an instance of the application object at the appropriate point in *wxWindows* initialization. Previous versions of *wxWindows* used to rely on the creation of a global application object, but this is no longer recommended, because required global initialization may not have been performed at application object construction time.

You can also use `DECLARE_APP(appClass)` in a header file to declare the `wxGetApp` function which returns a reference to the application object.

## Application shutdown

The application normally shuts down when the last of its top level windows is closed. This is normally the expected behaviour and means that it is enough to call *Close()* (p. 1434) in response to the "Exit" menu command if your program has a single top level window. If this behaviour is not desirable *wxApp::SetExitOnFrameDelete* (p. 42) can be called to change it. Note that starting from wxWindows 2.3.3 such logic doesn't apply for the windows shown before the program enters the main loop: in other words, you can safely show a dialog from *wxApp::OnInit* (p. 39) and not be afraid that your application terminates when this dialog -- which is the last top level window for the moment -- is closed.

Another aspect of the application shutdown is the *OnExit* (p. 38) which is called when the application exits but *before* wxWindows cleans up its internal structures. You should delete all wxWindows object that your created by the time OnExit finishes. In particular, do **not** destroy them from application class' destructor!

For example, this code may crash:

```
class MyApp : public wxApp
{
public:
    wxCHMHelpController m_helpCtrl;
    ...
};
```

The reason for that is that `m_helpCtrl` is a member object and is thus destroyed from `MyApp` destructor. But `MyApp` object is deleted after wxWindows structures that `wxCHMHelpController` depends on were uninitialized! The solution is to destroy `HelpCtrl` in *OnExit*:

```
class MyApp : public wxApp
{
public:
    wxCHMHelpController *m_helpCtrl;
    ...
};

bool MyApp::OnInit()
{
    ...
    m_helpCtrl = new wxCHMHelpController;
    ...
}

int MyApp::OnExit()
{
    delete m_helpCtrl;
    return 0;
}
```

## Run time class information overview

Classes: *wxObject* (p. 982), *wxClassInfo* (p. 132).

One of the failings of C++ used to be that no run-time information was provided about a class and its position in the inheritance hierarchy. Another, which still persists, is that instances of a class cannot be created just by knowing the name of a class, which makes facilities such as persistent storage hard to implement.

Most C++ GUI frameworks overcome these limitations by means of a set of macros and functions and *wxWindows* is no exception. As it originated before the addition of RTTI to the standard C++ and as support for it still missing from some (albeit old) compilers, *wxWindows* doesn't (yet) use it, but provides its own macro-based RTTI system.

In the future, the standard C++ RTTI will be used though and you're encouraged to use whenever possible *wxDynamicCast()* (p. 1564) macro which, for the implementations that support it, is defined just as `dynamic_cast<>` and uses *wxWindows* RTTI for all the others. This macro is limited to *wxWindows* classes only and only works with pointers (unlike the real `dynamic_cast<>` which also accepts references).

Each class that you wish to be known the type system should have a macro such as `DECLARE_DYNAMIC_CLASS` just inside the class declaration. The macro `IMPLEMENT_DYNAMIC_CLASS` should be in the implementation file. Note that these are entirely optional; use them if you wish to check object types, or create instances of classes using the class name. However, it is good to get into the habit of adding these macros for all classes.

Variations on these *macros* (p. 1559) are used for multiple inheritance, and abstract classes that cannot be instantiated dynamically or otherwise.

`DECLARE_DYNAMIC_CLASS` inserts a static *wxClassInfo* declaration into the class, initialized by `IMPLEMENT_DYNAMIC_CLASS`. When initialized, the *wxClassInfo* object inserts itself into a linked list (accessed through *wxClassInfo::first* and *wxClassInfo::next* pointers). The linked list is fully created by the time all global initialisation is done.

`IMPLEMENT_DYNAMIC_CLASS` is a macro that not only initialises the static *wxClassInfo* member, but defines a global function capable of creating a dynamic object of the class in question. A pointer to this function is stored in *wxClassInfo*, and is used when an object should be created dynamically.

*wxObject::IsKindOf* (p. 984) uses the linked list of *wxClassInfo*. It takes a *wxClassInfo* argument, so use `CLASSINFO(className)` to return an appropriate *wxClassInfo* pointer to use in this function.

The function *wxCreateDynamicObject* (p. 1564) can be used to construct a new object of a given type, by supplying a string name. If you have a pointer to the *wxClassInfo* object instead, then you can simply call *wxClassInfo::CreateObject*.

---

## wxClassInfo

*Run time class information overview* (p. 1614)

Class: *wxClassInfo* (p. 132)

This class stores meta-information about classes. An application may use macros such as `DECLARE_DYNAMIC_CLASS` and `IMPLEMENT_DYNAMIC_CLASS` to record run-time information about a class, including:

- its position in the inheritance hierarchy;
- the base class name(s) (up to two base classes are permitted);
- a string representation of the class name;
- a function that can be called to construct an instance of this class.

The `DECLARE_...` macros declare a static `wxClassInfo` variable in a class, which is initialized by macros of the form `IMPLEMENT_...` in the implementation C++ file. Classes whose instances may be constructed dynamically are given a global constructor function which returns a new object.

You can get the `wxClassInfo` for a class by using the `CLASSINFO` macro, e.g. `CLASSINFO(wxFrame)`. You can get the `wxClassInfo` for an object using `wxObject::GetClassInfo`.

See also *wxObject* (p. 982) and *wxCreateDynamicObject* (p. 1564).

---

## Example

---

In a header file `frame.h`:

```
class wxFrame : public wxWindow
{
    DECLARE_DYNAMIC_CLASS(wxFrame)

private:
    wxString m_title;

public:
    ...
};
```

In a C++ file `frame.cpp`:

```
IMPLEMENT_DYNAMIC_CLASS(wxFrame, wxWindow)

wxFrame::wxFrame()
{
    ...
}
```

## wxString overview

Classes: *wxString* (p. 1234), *wxArrayString* (p. 56), *wxStringTokenizer* (p. 1261)

## Introduction

---

*wxString* is a class which represents a character string of arbitrary length (limited by *MAX\_INT* which is usually 2147483647 on 32 bit machines) and containing arbitrary characters. The ASCII NUL character is allowed, although care should be taken when passing strings containing it to other functions.

*wxString* works with both ASCII (traditional, 7 or 8 bit, characters) as well as Unicode (wide characters) strings.

This class has all the standard operations you can expect to find in a string class: dynamic memory management (string extends to accommodate new characters), construction from other strings, C strings and characters, assignment operators, access to individual characters, string concatenation and comparison, substring extraction, case conversion, trimming and padding (with spaces), searching and replacing and both C-like *Printf()* (p. 1250) and stream-like insertion functions as well as much more - see *wxString* (p. 1234) for a list of all functions.

## Comparison of *wxString* to other string classes

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The advantages of using a special string class instead of working directly with C strings are so obvious that there is a huge number of such classes available. The most important advantage is the need to always remember to allocate/free memory for C strings; working with fixed size buffers almost inevitably leads to buffer overflows. At last, C++ has a standard string class (*std::string*). So why the need for *wxString*?

There are several advantages:

1. **Efficiency** This class was made to be as efficient as possible: both in terms of size (each *wxString* objects takes exactly the same space as a *char \** pointer, sing *reference counting* (p. 1619)) and speed. It also provides performance *statistics gathering code* (p. 1620) which may be enabled to fine tune the memory allocation strategy for your particular application - and the gain might be quite big.
2. **Compatibility** This class tries to combine almost full compatibility with the old *wxWindows 1.xx wxString* class, some reminiscence to MFC *CString* class and 90% of the functionality of *std::string* class.
3. **Rich set of functions** Some of the functions present in *wxString* are very useful but don't exist in most of other string classes: for example, *AfterFirst* (p. 1243), *BeforeLast* (p. 1244), *operator<<* (p. 1256) or *Printf* (p. 1250). Of course, all the standard string operations are supported as well.
4. **Unicode** *wxString* is Unicode friendly: it allows to easily convert to and from ANSI and Unicode strings in any build mode (see the *Unicode overview* (p. 1625) for more details) and maps to either *string* or *wstring* transparently depending on the current mode.
5. **Used by *wxWindows*** And, of course, this class is used everywhere inside

wxWindows so there is no performance loss which would result from conversions of objects of any other string class (including `std::string`) to `wxString` internally by `wxWindows`.

However, there are several problems as well. The most important one is probably that there are often several functions to do exactly the same thing: for example, to get the length of the string either one of `length()`, `Len()` (p. 1249) or `Length()` (p. 1249) may be used. The first function, as almost all the other functions in lowercase, is `std::string` compatible. The second one is "native" `wxString` version and the last one is `wxWindows` 1.xx way. So the question is: which one is better to use? And the answer is that:

**The usage of `std::string` compatible functions is strongly advised!** It will both make your code more familiar to other C++ programmers (who are supposed to have knowledge of `std::string` but not of `wxString`), let you reuse the same code in both `wxWindows` and other programs (by just typedefing `wxString` as `std::string` when used outside `wxWindows`) and by staying compatible with future versions of `wxWindows` which will probably start using `std::string` sooner or later too.

In the situations where there is no corresponding `std::string` function, please try to use the new `wxString` methods and not the old `wxWindows` 1.xx variants which are deprecated and may disappear in future versions.

## Some advice about using `wxString`

---

Probably the main trap with using this class is the implicit conversion operator to `const char *`. It is advised that you use `c_str()` (p. 1244) instead to clearly indicate when the conversion is done. Specifically, the danger of this implicit conversion may be seen in the following code fragment:

```
// this function converts the input string to uppercase, output it to
// the screen
// and returns the result
const char *SayHELLO(const wxString& input)
{
    wxString output = input.Upper();

    printf("Hello, %s!\n", output);

    return output;
}
```

There are two nasty bugs in these three lines. First of them is in the call to the `printf()` function. Although the implicit conversion to C strings is applied automatically by the compiler in the case of

```
puts(output);
```

because the argument of `puts()` is known to be of the type `const char *`, this is **not** done for `printf()` which is a function with variable number of arguments (and whose arguments are of unknown types). So this call may do anything at all (including displaying the correct string on screen), although the most likely result is a program crash. The solution is to use `c_str()` (p. 1244): just replace this line with

```
printf("Hello, %s!\n", output.c_str());
```

The second bug is that returning *output* doesn't work. The implicit cast is used again, so the code compiles, but as it returns a pointer to a buffer belonging to a local variable which is deleted as soon as the function exits, its contents is totally arbitrary. The solution to this problem is also easy: just make the function return *wxString* instead of a C string.

This leads us to the following general advice: all functions taking string arguments should take *const wxString&* (this makes assignment to the strings inside the function faster because of *reference counting* (p. 1619)) and all functions returning strings should return *wxString* - this makes it safe to return local variables.

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## Other string related functions and classes

---

As most programs use character strings, the standard C library provides quite a few functions to work with them. Unfortunately, some of them have rather counter-intuitive behaviour (like *strncpy()* which doesn't always terminate the resulting string with a *NULL*) and are in general not very safe (passing *NULL* to them will probably lead to program crash). Moreover, some very useful functions are not standard at all. This is why in addition to all *wxString* functions, there are also a few global string functions which try to correct these problems: *wxIsEmpty()* (p. 1528) verifies whether the string is empty (returning *true* for *NULL* pointers), *wxStrlen()* (p. 1529) also handles *NULL*s correctly and returns 0 for them and *wxStricmp()* (p. 1529) is just a platform-independent version of case-insensitive string comparison function known either as *stricmp()* or *strcasecmp()* on different platforms.

The `<wx/string.h>` header also defines *wxSnprintf* (p. 1529) and *wxVsnprintf* (p. 1531) functions which should be used instead of the inherently dangerous standard *sprintf()* and which use *snprintf()* instead which does buffer size checks whenever possible. Of course, you may also use *wxString::Printf* (p. 1250) which is also safe.

There is another class which might be useful when working with *wxString*: *wxStringTokenizer* (p. 1261). It is helpful when a string must be broken into tokens and replaces the standard C library *strtok()* function.

And the very last string-related class is *wxArrayString* (p. 56): it is just a version of the "template" dynamic array class which is specialized to work with strings. Please note that this class is specially optimized (using its knowledge of the internal structure of *wxString*) for storing strings and so it is vastly better from a performance point of view than a *wxObjectArray* of *wxStrings*.

---

## Reference counting and why you shouldn't care about it

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*wxString* objects use a technique known as *copy on write* (COW). This means that when a string is assigned to another, no copying really takes place: only the reference count on the shared string data is incremented and both strings share the same data.

But as soon as one of the two (or more) strings is modified, the data has to be copied because the changes to one of the strings shouldn't be seen in the others. As data copying only happens when the string is written to, this is known as COW.

What is important to understand is that all this happens absolutely transparently to the class users and that whether a string is shared or not is not seen from the outside of the class - in any case, the result of any operation on it is the same.

Probably the unique case when you might want to think about reference counting is when a string character is taken from a string which is not a constant (or a constant reference). In this case, due to C++ rules, the "read-only" *operator[]* (which is the same as *GetChar()* (p. 1246)) cannot be chosen and the "read/write" *operator[]* (the same as *GetWritableChar()* (p. 1246)) is used instead. As the call to this operator may modify the string, its data is unshared (COW is done) and so if the string was really shared there is some performance loss (both in terms of speed and memory consumption). In the rare cases when this may be important, you might prefer using *GetChar()* (p. 1246) instead of the array subscript operator for this reasons. Please note that *at()* (p. 1239) method has the same problem as the subscript operator in this situation and so using it is not really better. Also note that if all string arguments to your functions are passed as *const wxString&* (see the section *Some advice* (p. 1618)) this situation will almost never arise because for constant references the correct operator is called automatically.

## Tuning wxString for your application

**Note:** this section is strictly about performance issues and is absolutely not necessary to read for using wxString class. Please skip it unless you feel familiar with profilers and relative tools. If you do read it, please also read the preceding section about *reference counting* (p. 1619).

For the performance reasons wxString doesn't allocate exactly the amount of memory needed for each string. Instead, it adds a small amount of space to each allocated block which allows it to not reallocate memory (a relatively expensive operation) too often as when, for example, a string is constructed by subsequently adding one character at a time to it, as for example in:

```
// delete all vowels from the string
wxString DeleteAllVowels(const wxString& original)
{
    wxString result;

    size_t len = original.length();
    for ( size_t n = 0; n < len; n++ )
    {
        if ( strchr("aeuio", tolower(original[n])) == NULL )
            result += original[n];
    }

    return result;
}
```

This is quite a common situation and not allocating extra memory at all would lead to

very bad performance in this case because there would be as many memory (re)allocations as there are consonants in the original string. Allocating too much extra memory would help to improve the speed in this situation, but due to a great number of `wxString` objects typically used in a program would also increase the memory consumption too much.

The very best solution in precisely this case would be to use `Alloc()` (p. 1242) function to preallocate, for example, `len` bytes from the beginning - this will lead to exactly one memory allocation being performed (because the result is at most as long as the original string).

However, using `Alloc()` is tedious and so `wxString` tries to do its best. The default algorithm assumes that memory allocation is done in granularity of at least 16 bytes (which is the case on almost all of wide-spread platforms) and so nothing is lost if the amount of memory to allocate is rounded up to the next multiple of 16. Like this, no memory is lost and 15 iterations from 16 in the example above won't allocate memory but use the already allocated pool.

The default approach is quite conservative. Allocating more memory may bring important performance benefits for programs using (relatively) few very long strings. The amount of memory allocated is configured by the setting of `EXTRA_ALLOC` in the file `string.cpp` during compilation (be sure to understand why its default value is what it is before modifying it!). You may try setting it to greater amount (say twice `nLen`) or to 0 (to see performance degradation which will follow) and analyse the impact of it on your program. If you do it, you will probably find it helpful to also define `WXSTRING_STATISTICS` symbol which tells the `wxString` class to collect performance statistics and to show them on `stderr` on program termination. This will show you the average length of strings your program manipulates, their average initial length and also the percent of times when memory wasn't reallocated when string concatenation was done but the already preallocated memory was used (this value should be about 98% for the default allocation policy, if it is less than 90% you should really consider fine tuning `wxString` for your application).

It goes without saying that a profiler should be used to measure the precise difference the change to `EXTRA_ALLOC` makes to your program.

## Date and time classes overview

Classes: `wxDateTime` (p. 244), `wxDateSpan` (p. 237), `wxTimeSpan` (p. 1336), `wxCalendarCtrl` (p. 111)

## Introduction

---

`wxWindows` provides a set of powerful classes to work with dates and times. Some of the supported features of `wxDateTime` (p. 244) class are:

Wide range	The range of supported dates goes from about 4714 B.C. to some 480 million years in the future.
Precision	Not using floating point calculations anywhere ensures that the date calculations don't suffer from rounding errors.
Many features	Not only all usual calculations with dates are supported, but also more exotic week and year day calculations, work day testing, standard astronomical functions, conversion to and from strings in either strict or free format.
Efficiency	Objects of <code>wxDateTime</code> are small (8 bytes) and working with them is fast

---

### All date/time classes at a glance

---

There are 3 main classes declared in `<wx/datetime.h>`: except `wxDateTime` (p. 244) itself which represents an absolute moment in time, there are also two classes - `wxTimeSpan` (p. 1336) and `wxDateSpan` (p. 237) which represent the intervals of time.

There are also helper classes which are used together with `wxDateTime`: `wxDateTimeHolidayAuthority` (p. 272) which is used to determine whether a given date is a holiday or not and `wxDateTimeWorkDays` (p. 272) which is a derivation of this class for which (only) Saturdays and Sundays are the holidays. See more about these classes in the discussion of the *holidays* (p. 1625).

Finally, in other parts of this manual you may find mentions of `wxDate` and `wxTime` classes. *These classes* (p. 1625) are obsolete and superseded by `wxDateTime`.

---

### wxDateTime characteristics

---

`wxDateTime` (p. 244) stores the time as a signed number of milliseconds since the Epoch which is fixed, by convention, to Jan 1, 1970 - however this is not visible to the class users (in particular, dates prior to the Epoch are handled just as well (or as bad) as the dates after it). But it does mean that the best resolution which can be achieved with this class is 1 millisecond.

The size of `wxDateTime` object is 8 bytes because it is represented as a 64 bit integer. The resulting range of supported dates is thus approximatively 580 million years, but due to the current limitations in the Gregorian calendar support, only dates from Nov 24, 4714BC are supported (this is subject to change if there is sufficient interest in doing it).

Finally, the internal representation is time zone independent (always in GMT) and the time zones only come into play when a date is broken into year/month/day components. See more about *timezones* (p. 1624) below.

Currently, the only supported calendar is Gregorian one (which is used even for the

dates prior to the historic introduction of this calendar which was first done on Oct 15, 1582 but is, generally speaking, country, and even region, dependent). Future versions will probably have Julian calendar support as well and support for other calendars (Maya, Hebrew, Chinese...) is not ruled out.

---

## Difference between wxDateSpan and wxTimeSpan

---

While there is only one logical way to represent an absolute moment in the time (and hence only one wxDateTime class), there are at least two methods to describe a time interval.

First, there is the direct and self-explaining way implemented by *wxTimeSpan* (p. 1336): it is just a difference in milliseconds between two moments in time. Adding or subtracting such an interval to wxDateTime is always well-defined and is a fast operation.

But in the daily life other, calendar-dependent time interval specifications are used. For example, 'one month later' is commonly used. However, it is clear that this is not the same as wxTimeSpan of 60\*60\*24\*31 seconds because 'one month later' Feb 15 is Mar 15 and not Mar 17 or Mar 16 (depending on whether the year is leap or not).

This is why there is another class for representing such intervals called *wxDateSpan* (p. 237). It handles these sort of operations in the most natural way possible, but note that manipulating with intervals of this kind is not always well-defined. Consider, for example, Jan 31 + '1 month': this will give Feb 28 (or 29), i.e. the last day of February and not the non-existent Feb 31. Of course, this is what is usually wanted, but you still might be surprised to notice that now subtracting back the same interval from Feb 28 will result in Jan 28 and **not** Jan 31 we started with!

So, unless you plan to implement some kind of natural language parsing in the program, you should probably use wxTimeSpan instead of wxDateSpan (which is also more efficient). However, wxDateSpan may be very useful in situations when you do need to understand what 'in a month' means (of course, it is just `wxDateTime::Now() + wxDateSpan::Month()`).

---

## Date arithmetics

---

Many different operations may be performed with the dates, however not all of them make sense. For example, multiplying a date by a number is an invalid operation, even though multiplying either of the time span classes by a number is perfectly valid.

Here is what can be done:

### Addition

a wxTimeSpan or wxDateSpan can be added to wxDateTime resulting in a new wxDateTime object and also 2 objects of the same span class can be added together giving another object of the same class.

### Subtraction

the same types of operations as above are

**Multiplication**

allowed and, additionally, a difference between two `wxDateTime` objects can be taken and this will yield `wxTimeSpan`.

a `wxTimeSpan` or `wxDateSpan` object can be multiplied by an integer number resulting in an object of the same type.

**Unary minus**

a `wxTimeSpan` or `wxDateSpan` object may finally be negated giving an interval of the same magnitude but of opposite time direction.

For all these operations there are corresponding global (overloaded) operators and also member functions which are synonyms for them: `Add()`, `Subtract()` and `Multiply()`. Unary minus as well as composite assignment operations (like `+=`) are only implemented as members and `Neg()` is the synonym for unary minus.

---

**Time zone considerations**

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Although the time is always stored internally in GMT, you will usually work in the local time zone. Because of this, all `wxDateTime` constructors and setters which take the broken down date assume that these values are for the local time zone. Thus, `wxDateTime(1, wxDateTime::Jan, 1970)` will not correspond to the `wxDateTime` Epoch unless you happen to live in the UK.

All methods returning the date components (year, month, day, hour, minute, second...) will also return the correct values for the local time zone by default, so, generally, doing the natural things will lead to natural and correct results.

If you only want to do this, you may safely skip the rest of this section. However, if you want to work with different time zones, you should read it to the end.

In this (rare) case, you are still limited to the local time zone when constructing `wxDateTime` objects, i.e. there is no way to construct a `wxDateTime` corresponding to the given date in, say, Pacific Standard Time. To do it, you will need to call *ToTimezone* (p. 271) or *MakeTimezone* (p. 271) methods to adjust the date for the target time zone. There are also special versions of these functions *ToGMT* (p. 271) and *MakeGMT* (p. 271) for the most common case - when the date should be constructed in GMT.

You also can just retrieve the value for some time zone without converting the object to it first. For this you may pass `TimeZone` argument to any of the methods which are affected by the time zone (all methods getting date components and the date formatting ones, for example). In particular, the `Format()` family of methods accepts a `TimeZone` parameter and this allows to simply print time in any time zone.

To see how to do it, the last issue to address is how to construct a `TimeZone` object which must be passed to all these methods. First of all, you may construct it manually by specifying the time zone offset in seconds from GMT, but usually you will just use one of the *symbolic time zone names* (p. 244) and let the conversion constructor do the job. I.e. you would just write

```
wxDateTime dt(...whatever...);  
printf("The time is %s in local time zone", dt.FormatTime().c_str());  
printf("The time is %s in GMT", dt.FormatTime(wxDateTime::GMT).c_str());
```

## Daylight saving time (DST)

---

DST (a.k.a. 'summer time') handling is always a delicate task which is better left to the operating system which is supposed to be configured by the administrator to behave correctly. Unfortunately, when doing calculations with date outside of the range supported by the standard library, we are forced to deal with these issues ourselves.

Several functions are provided to calculate the beginning and end of DST in the given year and to determine whether it is in effect at the given moment or not, but they should not be considered as absolutely correct because, first of all, they only work more or less correctly for only a handful of countries (any information about other ones appreciated!) and even for them the rules may perfectly well change in the future.

The time zone handling *methods* (p. 1624) use these functions too, so they are subject to the same limitations.

## wxDateTime and Holidays

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TODO.

## Compatibility

---

The old classes for date/time manipulations ported from wxWindows version 1.xx are still included but are reimplemented in terms of wxDateTime. However, using them is strongly discouraged because they have a few quirks/bugs and were not 'Y2K' compatible.

## Unicode support in wxWindows

This section briefly describes the state of the Unicode support in wxWindows. Read it if you want to know more about how to write programs able to work with characters from languages other than English.

## What is Unicode?

---

Starting with release 2.1 wxWindows has support for compiling in Unicode mode on the platforms which support it. Unicode is a standard for character encoding which addresses the shortcomings of the previous, 8 bit standards, by using at least 16 (and possibly 32) bits for encoding each character. This allows to have at least 65536

characters (what is called the BMP, or basic multilingual plane) and possible  $2^{32}$  of them instead of the usual 256 and is sufficient to encode all of the world languages at once. More details about Unicode may be found at [www.unicode.org](http://www.unicode.org).

As this solution is obviously preferable to the previous ones (think of incompatible encodings for the same language, locale chaos and so on), many modern operating systems support it. The probably first example is Windows NT which uses only Unicode internally since its very first version.

Writing internationalized programs is much easier with Unicode and, as the support for it improves, it should become more and more so. Moreover, in the Windows NT/2000 case, even the program which uses only standard ASCII can profit from using Unicode because they will work more efficiently - there will be no need for the system to convert all strings the program uses to/from Unicode each time a system call is made.

## Unicode and ANSI modes

---

As not all platforms supported by wxWindows support Unicode (fully) yet, in many cases it is unwise to write a program which can only work in Unicode environment. A better solution is to write programs in such way that they may be compiled either in ANSI (traditional) mode or in the Unicode one.

This can be achieved quite simply by using the means provided by wxWindows. Basically, there are only a few things to watch out for:

- Character type (`char` or `wchar_t`)
- Literal strings (i.e. `"Hello, world!"` or `'*'`)
- String functions (`strlen()`, `strcpy()`, ...)
- Special preprocessor tokens (`__FILE__`, `__DATE__` and `__TIME__`)

Let's look at them in order. First of all, each character in an Unicode program takes 2 bytes instead of usual one, so another type should be used to store the characters (`char` only holds 1 byte usually). This type is called `wchar_t` which stands for *wide-character type*.

Also, the string and character constants should be encoded using wide characters (`wchar_t` type) which typically take 2 or 4 bytes instead of `char` which only takes one. This is achieved by using the standard C (and C++) way: just put the letter `'L'` after any string constant and it becomes a *long* constant, i.e. a wide character one. To make things a bit more readable, you are also allowed to prefix the constant with `'L'` instead of putting it after it.

Of course, the usual standard C functions don't work with `wchar_t` strings, so another set of functions exists which do the same thing but accept `wchar_t *` instead of `char *`. For example, a function to get the length of a wide-character string is called `wcslen()` (compare with `strlen()` - you see that the only difference is that the "str" prefix standing for "string" has been replaced with "wcs" standing for "wide-character string").

And finally, the standard preprocessor tokens enumerated above expand to ANSI strings but it is more likely that Unicode strings are wanted in the Unicode build. `wxWindows` provides the macros `__TFILE__`, `__TDATE__` and `__TTIME__` which behave exactly as the standard ones except that they produce ANSI strings in ANSI build and Unicode ones in the Unicode build.

To summarize, here is a brief example of how a program which can be compiled in both ANSI and Unicode modes could look like:

```
#ifdef __UNICODE__
    wchar_t wch = L'*';
    const wchar_t *ws = L"Hello, world!";
    int len = wcslen(ws);

    wprintf(L"Compiled at %s\n", __TDATE__);
#else // ANSI
    char ch = '*';
    const char *s = "Hello, world!";
    int len = strlen(s);

    printf("Compiled at %s\n", __DATE__);
#endif // Unicode/ANSI
```

Of course, it would be nearly impossible to write such programs if it had to be done this way (try to imagine the number of `#ifdef UNICODE` an average program would have had!). Luckily, there is another way - see the next section.

## Unicode support in `wxWindows`

---

In `wxWindows`, the code fragment from above should be written instead:

```
wxChar ch = wxT('*');
wxString s = wxT("Hello, world!");
int len = s.Len();
```

What happens here? First of all, you see that there are no more `#ifdefs` at all. Instead, we define some types and macros which behave differently in the Unicode and ANSI builds and allows us to avoid using conditional compilation in the program itself.

We have a `wxChar` type which maps either on `char` or `wchar_t` depending on the mode in which program is being compiled. There is no need for a separate type for strings though, because the standard `wxString` (p. 1234) supports Unicode, i.e. it stores either ANSI or Unicode strings depending on the compile mode.

Finally, there is a special `wxT()` (p. 1530) macro which should enclose all literal strings in the program. As it is easy to see comparing the last fragment with the one above, this macro expands to nothing in the (usual) ANSI mode and prefixes `'L'` to its argument in the Unicode mode.

The important conclusion is that if you use `wxChar` instead of `char`, avoid using C style strings and use `wxString` instead and don't forget to enclose all string literals inside `wxT()` (p. 1530) macro, your program automatically becomes (almost) Unicode compliant!

Just let us state once again the rules:

- Always use `wxChar` instead of `char`
- Always enclose literal string constants in `wxT()` (p. 1530) macro unless they're already converted to the right representation (another standard `wxWindows` macro `_()` (p. 1532) does it, for example, so there is no need for `wxT()` in this case) or you intend to pass the constant directly to an external function which doesn't accept wide-character strings.
- Use `wxString` instead of C style strings.

## Unicode and the outside world

---

We have seen that it was easy to write Unicode programs using `wxWindows` types and macros, but it has been also mentioned that it isn't quite enough. Although everything works fine inside the program, things can get nasty when it tries to communicate with the outside world which, sadly, often expects ANSI strings (a notable exception is the entire Win32 API which accepts either Unicode or ANSI strings and which thus makes it unnecessary to ever perform any conversions in the program). GTK 2.0 only accepts UTF-8 strings.

To get a ANSI string from a `wxString`, you may use the `mb_str()` function which always returns an ANSI string (independently of the mode - while the usual `c_str()` (p. 1244) returns a pointer to the internal representation which is either ASCII or Unicode). More rarely used, but still useful, is `wc_str()` function which always returns the Unicode string.

## Unicode-related compilation settings

---

You should define `wxUSE_UNICODE` to 1 to compile your program in Unicode mode. Note that it currently only works in Win32 and GTK 2.0 and that some parts of `wxWindows` are not Unicode-compliant yet (ODBC classes, for example). If you compile your program in ANSI mode you can still define `wxUSE_WCHAR_T` to get some limited support for `wchar_t` type.

This will allow your program to perform conversions between Unicode strings and ANSI ones (using `wxMBConv` classes (p. 1628)) and construct `wxString` objects from Unicode strings (presumably read from some external file or elsewhere).

## wxMBConv classes overview

Classes: `wxMBConv` (p. 888), `wxMBConvFile` (p. 890), `wxMBConvUTF7` (p. 891), `wxMBConvUTF8` (p. 892), `wxCSCConv` (p. 215)

The `wxMBConv` classes in `wxWindows` enables an Unicode-aware application to easily convert between Unicode and the variety of 8-bit encoding systems still in use.

### **Background: The need for conversion**

---

As programs are becoming more and more globalized, and users exchange documents across country boundaries as never before, applications increasingly need to take into account all the different character sets in use around the world. It is no longer enough to just depend on the default byte-sized character set that computers have traditionally used.

A few years ago, a solution was proposed: the Unicode standard. Able to contain the complete set of characters in use in one unified global coding system, it would resolve the character set problems once and for all.

But it hasn't happened yet, and the migration towards Unicode has created new challenges, resulting in "compatibility encodings" such as UTF-8. A large number of systems out there still depends on the old 8-bit encodings, hampered by the huge amounts of legacy code still widely deployed. Even sending Unicode data from one Unicode-aware system to another may need encoding to an 8-bit multibyte encoding (UTF-7 or UTF-8 is typically used for this purpose), to pass unhindered through any traditional transport channels.

### **Background: The `wxString` class**

---

If you have compiled `wxWindows` in Unicode mode, the `wxChar` type will become identical to `wchar_t` rather than `char`, and a `wxString` stores `wxChars`. Hence, all `wxString` manipulation in your application will then operate on Unicode strings, and almost as easily as working with ordinary `char` strings (you just need to remember to use the `wxT()` macro to encapsulate any string literals).

But often, your environment doesn't want Unicode strings. You could be sending data over a network, or processing a text file for some other application. You need a way to quickly convert your easily-handled Unicode data to and from a traditional 8-bit-encoding. And this is what the `wxMBConv` classes do.

### **`wxMBConv` classes**

---

The base class for all these conversions is the `wxMBConv` class (which itself implements standard `libc` locale conversion). Derived classes include `wxMBConvFile`, `wxMBConvUTF7`, `wxMBConvUTF8`, and `wxCSCConv`, which implement different kinds of conversions. You can also derive your own class for your own custom encoding and use it, should you need it. All you need to do is override the `MB2WC` and `WC2MB` methods.

### **`wxMBConv` objects**

---

In C++, for a class to be useful and possible to pass around, it needs to be instantiated. All of the wxWindows-provided wxMBCConv classes have predefined instances (wxConvLibc, wxConvFile, wxConvUTF7, wxConvUTF8, wxConvLocal). You can use these predefined objects directly, or you can instantiate your own objects.

A variable, wxConvCurrent, points to the conversion object that the user interface is supposed to use, in the case that the user interface is not Unicode-based (like with GTK+ 1.2). By default, it points to wxConvLibc or wxConvLocal, depending on which works best on the current platform.

---

## wxCSCConv

---

The wxCSCConv class is special because when it is instantiated, you can tell it which character set it should use, which makes it meaningful to keep many instances of them around, each with a different character set (or you can create a wxCSCConv instance on the fly).

The predefined wxCSCConv instance, wxConvLocal, is preset to use the default user character set, but you should rarely need to use it directly, it is better to go through wxConvCurrent.

---

## Converting strings

---

Once you have chosen which object you want to use to convert your text, here is how you would use them with wxString. These examples all assume that you are using a Unicode build of wxWindows, although they will still compile in a non-Unicode build (they just won't convert anything).

Example 1: Constructing a wxString from input in current encoding.

```
wxString str(input_data, *wxConvCurrent);
```

Example 2: Input in UTF-8 encoding.

```
wxString str(input_data, wxConvUTF8);
```

Example 3: Input in KOI8-R. Construction of wxCSCConv instance on the fly.

```
wxString str(input_data, wxCSCConv(wxT("koi8-r")));
```

Example 4: Printing a wxString to stdout in UTF-8 encoding.

```
puts(str.mb_str(wxConvUTF8));
```

Example 5: Printing a wxString to stdout in custom encoding. Using preconstructed wxCSCConv instance.

```
wxCSCConv cust(user_encoding);  
printf("Data: %s\n", (const char*) str.mb_str(cust));
```

Note: Since `mb_str()` returns a temporary `wxCharBuffer` to hold the result of the conversion, you need to explicitly cast it to `const char*` if you use it in a `vararg` context (like with `printf`).

## Converting buffers

---

If you have specialized needs, or just don't want to use `wxString`, you can also use the conversion methods of the conversion objects directly. This can even be useful if you need to do conversion in a non-Unicode build of `wxWindows`; converting a string from UTF-8 to the current encoding should be possible by doing this:

```
wxString str(wxConvUTF8.cMB2WC(input_data), *wxConvCurrent);
```

Here, `cMB2WC` of the `UTF8` object returns a `wxWCharBuffer` containing a Unicode string. The `wxString` constructor then converts it back to an 8-bit character set using the passed conversion object, `*wxConvCurrent`. (In a Unicode build of `wxWindows`, the constructor ignores the passed conversion object and retains the Unicode data.)

This could also be done by first making a `wxString` of the original data:

```
wxString input_str(input_data);
wxString str(input_str.wc_str(wxConvUTF8), *wxConvCurrent);
```

To print a `wxChar` buffer to a non-Unicode stdout:

```
printf("Data: %s\n", (const char*) wxConvCurrent->cWX2MB(unicode_data));
```

If you need to do more complex processing on the converted data, you may want to store the temporary buffer in a local variable:

```
const wxWX2MBbuf tmp_buf = wxConvCurrent->cWX2MB(unicode_data);
const char *tmp_str = (const char*) tmp_buf;
printf("Data: %s\n", tmp_str);
process_data(tmp_str);
```

If a conversion had taken place in `cWX2MB` (i.e. in a Unicode build), the buffer will be deallocated as soon as `tmp_buf` goes out of scope. (The macro `wxWX2MBbuf` reflects the correct return value of `cWX2MB` (either `char*` or `wxCharBuffer`), except for the `const`.)

## Internationalization

Although internationalization of an application (i18n for short) involves far more than just translating its text messages to another message -- date, time and currency formats need changing too, some languages are written left to right and others right to left, character encoding may differ and many other things may need changing too -- it is a necessary first step. `wxWindows` provides facilities for message translation with its `wxLocale` (p. 855) class and is itself fully translated into several languages. Please

consult wxWindows home page for the most up-to-date translations - and if you translate it into one of the languages not done yet, your translations would be gratefully accepted for inclusion into the future versions of the library!

The wxWindows approach to i18n closely follows GNU gettext package. wxWindows uses the message catalogs which are binary compatible with gettext catalogs and this allows to use all of the programs in this package to work with them. But note that no additional libraries are needed during the run-time, however, so you have only the message catalogs to distribute and nothing else.

During program development you will need the gettext package for working with message catalogs. **Warning:** gettext versions < 0.10 are known to be buggy, so you should find a later version of it!

There are two kinds of message catalogs: source catalogs which are text files with extension .po and binary catalogs which are created from the source ones with *msgfmt* program (part of gettext package) and have the extension .mo. Only the binary files are needed during program execution.

The program i18n involves several steps:

1. Translating the strings in the program text using *wxGetTranslation* (p. 1528) or equivalently the *\_()* (p. 1532) macro.
2. Extracting the strings to be translated from the program: this uses the work done in the previous step because *xgettext* program used for string extraction recognises the standard *\_()* as well as (using its *-k* option) our *wxGetTranslation* and extracts all strings inside the calls to these functions. Alternatively, you may use *-a* option to extract all the strings, but it will usually result in many strings being found which don't have to be translated at all. This will create a text message catalog -- a .po file.
3. Translating the strings extracted in the previous step to other language(s). It involves editing the .po file.
4. Compiling the .po file into .mo file to be used by the program.
5. Setting the appropriate locale in your program to use the strings for the given language: see *wxLocale* (p. 855).

See also the GNU gettext documentation linked from <docs/html/index.htm> in your wxWindows distribution.

See also *Writing non-English applications* (p. 1632). It focuses on handling charsets related problems.

Finally, take a look at the *i18n sample* (p. 1608) which shows to you how all this looks in practice.

## Writing non-English applications

This article describes how to write applications that communicate with user in language other than English. Unfortunately many languages use different charsets under Unix and Windows (and other platforms, to make situation even more complicated). These charsets usually differ in so many characters it is impossible to use same texts under all platforms.

wxWindows library provides mechanism that helps you avoid distributing many identical, only differently encoded, packages with your application (e.g. help files and menu items in iso8859-13 and windows-1257). Thanks to this mechanism you can, for example, distribute only iso8859-13 data and it will be handled transparently under all systems.

Please read *Internationalization* (p. 1631) which describes the locales concept.

In the following text, wherever *iso8859-2* and *windows-1250* are used, any encodings are meant and any encodings may be substituted there.

## Locales

The best way to ensure correctly displayed texts in a GUI across platforms is to use locales. Write your in-code messages in English or without diacritics and put real messages into the message catalog (see *Internationalization* (p. 1631)).

A standard .po file begins with a header like this:

```
# SOME DESCRIPTIVE TITLE.
# Copyright (C) YEAR Free Software Foundation, Inc.
# FIRST AUTHOR <EMAIL@ADDRESS>, YEAR.
#
msgid ""
msgstr ""
"Project-Id-Version: PACKAGE VERSION\n"
"POT-Creation-Date: 1999-02-19 16:03+0100\n"
"PO-Revision-Date: YEAR-MO-DA HO:MI+ZONE\n"
>Last-Translator: FULL NAME <EMAIL@ADDRESS>\n"
"Language-Team: LANGUAGE <LL@li.org>\n"
"MIME-Version: 1.0\n"
"Content-Type: text/plain; charset=CHARSET\n"
"Content-Transfer-Encoding: ENCODING\n"
```

Note this particular line:

```
"Content-Type: text/plain; charset=CHARSET\n"
```

It specifies the charset used by the catalog. All strings in the catalog are encoded using this charset.

You have to fill in proper charset information. Your .po file may look like this after doing so:

```
# SOME DESCRIPTIVE TITLE.
# Copyright (C) YEAR Free Software Foundation, Inc.
# FIRST AUTHOR <EMAIL@ADDRESS>, YEAR.
#
msgid ""
msgstr ""
```

```
"Project-Id-Version: PACKAGE VERSION\n"
"POT-Creation-Date: 1999-02-19 16:03+0100\n"
"PO-Revision-Date: YEAR-MO-DA HO:MI+ZONE\n"
"Last-Translator: FULL NAME <EMAIL@ADDRESS>\n"
"Language-Team: LANGUAGE <LL@li.org>\n"
"MIME-Version: 1.0\n"
"Content-Type: text/plain; charset=iso8859-2\n"
"Content-Transfer-Encoding: 8bit\n"
```

(Make sure that the header is **not** marked as *fuzzy*.)

wxWindows is able to use this catalog under any supported platform (although iso8859-2 is a Unix encoding and is normally not understood by Windows).

How is this done? When you tell the wxLocale class to load a message catalog that contains correct header, it checks the charset. The catalog is then converted to the charset used (see *wxLocale::GetSystemEncoding* (p. 864) and *wxLocale::GetSystemEncodingName* (p. 864)) by user's operating system. This is default behaviour of the *wxLocale* (p. 855) class; you can disable it by **not** passing `wxLOCALE_CONV_ENCODING` to *wxLocale::Init* (p. 865).

## Font mapping

You can use *wxMBCConv* classes (p. 1628) and *wxFontMapper* (p. 555) to display text:

```
if (!wxFontMapper::Get()->IsEncodingAvailable(enc, facename))
{
    wxFontEncoding alternative;
    if (wxFontMapper::Get()->GetAltForEncoding(enc, &alternative,
                                                facename, false))
    {
        wxCSCConv convFrom(wxFontMapper::Get()->GetEncodingName(enc));
        wxCSCConv convTo(wxFontMapper::Get()-
>GetEncodingName(alternative));
        text = wxString(text.mb_str(convFrom), convTo);
    }
    else
        ...failure (or we may try iso8859-1/7bit ASCII)...
}
...display text...
```

## Converting data

You may want to store all program data (created documents etc.) in the same encoding, let's say `utf-8`. You can use *wxCSCConv* (p. 215) class to convert data to encoding used by the system your application is running on (see *wxLocale::GetSystemEncoding* (p. 864)).

## Help files

If you're using *wxHtmlHelpController* (p. 698) there is no problem at all. You must only make sure that all the HTML files contain the META tag, e.g.

```
<meta http-equiv="Content-Type" content="text/html; charset=iso8859-2">
```

and that the hhp project file contains one additional line in the `OPTIONS` section:

```
Charset=iso8859-2
```

This additional entry tells the HTML help controller what encoding is used in contents and index tables.

## Container classes overview

Classes: *wxList* (p. 814), *wxArray* (p. 44)

*wxWindows* uses itself several container classes including doubly-linked lists and dynamic arrays (i.e. arrays which expand automatically when they become full). For both historical and portability reasons *wxWindows* does not use STL which provides the standard implementation of many container classes in C++. First of all, *wxWindows* has existed since well before STL was written, and secondly we don't believe that today compilers can deal really well with all of STL classes (this is especially true for some less common platforms). Of course, the compilers are evolving quite rapidly and hopefully their progress will allow to base future versions of *wxWindows* on STL - but this is not yet the case.

*wxWindows* container classes don't pretend to be as powerful or full as STL ones, but they are quite useful and may be compiled with absolutely any C++ compiler. They're used internally by *wxWindows*, but may, of course, be used in your programs as well if you wish.

The list classes in *wxWindows* are doubly-linked lists which may either own the objects they contain (meaning that the list deletes the object when it is removed from the list or the list itself is destroyed) or just store the pointers depending on whether you called or not *wxList::DeleteContents* (p. 817) method.

Dynamic arrays resemble C arrays but with two important differences: they provide run-time range checking in debug builds and they expand automatically the allocated memory when there is no more space for new items. They come in two sorts: the "plain" arrays which store either built-in types such as "char", "int" or "bool" or the pointers to arbitrary objects, or "object arrays" which own the object pointers to which they store.

For the same portability reasons, the container classes implementation in *wxWindows* does not use templates, but is rather based on C preprocessor i.e. is done with the macros: *WX\_DECLARE\_LIST* and *WX\_DEFINE\_LIST* for the linked lists and *WX\_DECLARE\_ARRAY*, *WX\_DECLARE\_OBJARRAY* and *WX\_DEFINE\_OBJARRAY* for the dynamic arrays. The "DECLARE" macro declares a new container class containing the elements of given type and is needed for all three types of container classes: lists, arrays and objarrays. The "DEFINE" classes must be inserted in your program in a place where the **full declaration of container element class is in scope** (i.e. not just forward declaration), otherwise destructors of the container elements will not be called! As array classes never delete the items they contain anyhow, there is no *WX\_DEFINE\_ARRAY* macro for them.

Examples of usage of these macros may be found in *wxList* (p. 814) and *wxArray* (p. 44) documentation.

Finally, *wxWindows* predefines several commonly used container classes. *wxList* is defined for compatibility with previous versions as a list containing *wxObjects* and *wxStringList* as a list of C-style strings (`char *`), both of these classes are deprecated and should not be used in new programs. The following array classes are defined: *wxArrayInt*, *wxArrayLong*, *wxArrayPtrVoid* and *wxArrayString*. The first three store elements of corresponding types, but *wxArrayString* is somewhat special: it is an optimized version of *wxArray* which uses its knowledge about *wxString* (p. 1234) reference counting schema.

## File classes and functions overview

Classes: *wxFile* (p. 483), *wxDir* (p. 393), *wxTempFile* (p. 1278), *wxTextFile* (p. 1307)

Functions: see *file functions* (p. 1518).

*wxWindows* provides some functions and classes to facilitate working with files. As usual, the accent is put on cross-platform features which explains, for example, the *wxTextFile* (p. 1307) class which may be used to convert between different types of text files (DOS/Unix/Mac).

*wxFile* may be used for low-level IO. It contains all the usual functions to work with files (opening/closing, reading/writing, seeking, and so on) but compared with using standard C functions, has error checking (in case of an error a message is logged using *wxLog* (p. 867) facilities) and closes the file automatically in the destructor which may be quite convenient.

*wxTempFile* is a very small file designed to make replacing the files contents safer - see its *documentation* (p. 1278) for more details.

*wxTextFile* is a general purpose class for working with small text files on line by line basis. It is especially well suited for working with configuration files and program source files. It can be also used to work with files with "non native" line termination characters and write them as "native" files if needed (in fact, the files may be written in any format).

*wxDir* is a helper class for enumerating the files or subdirectories of a directory. It may be used to enumerate all files, only files satisfying the given template mask or only non-hidden files.

## wxStreams overview

Classes: *wxStreamBase* (p. 1225), *wxStreamBuffer* (p. 1227), *wxInputStream* (p. 790),

*wxOutputStream* (p. 986), *wxFilterInputStream* (p. 528), *wxFilterOutputStream* (p. 529)

## Purpose of wxStream

We had troubles with standard C++ streams on several platforms: they react quite well in most cases, but in the multi-threaded case, for example, they have many problems. Some Borland Compilers refuse to work at all with them and using iostreams on Linux makes writing programs, that are binary compatible across different Linux distributions, impossible.

Therefore, wxStreams have been added to wxWindows because an application should compile and run on all supported platforms and we don't want users to depend on release X.XX of libg++ or some other compiler to run the program.

wxStreams is divided in two main parts:

1. the core: *wxStreamBase*, *wxStreamBuffer*, *wxInputStream*, *wxOutputStream*, *wxFilterIn/OutputStream*
2. the "IO" classes: *wxSocketIn/OutputStream*, *wxDataIn/OutputStream*, *wxFileIn/OutputStream*, ...

*wxStreamBase* is the base definition of a stream. It defines, for example, the API of *OnSysRead*, *OnSysWrite*, *OnSysSeek* and *OnSysTell*. These functions are really implemented by the "IO" classes. *wxInputStream* and *wxOutputStream* inherit from it.

*wxStreamBuffer* is a cache manager for *wxStreamBase* (it manages a stream buffer linked to a stream). One stream can have multiple stream buffers but one stream have always one autoinitialized stream buffer.

*wxInputStream* is the base class for read-only streams. It implements *Read*, *Seek* (I for Input), and all read or IO generic related functions. *wxOutputStream* does the same thing but it is for write-only streams.

*wxFilterIn/OutputStream* is the base class definition for stream filtering. Stream filtering means a stream which does no syscall but filters data which are passed to it and then pass them to another stream. For example, *wxZLibInputStream* is an inline stream decompressor.

The "IO" classes implements the specific parts of the stream. This could be nothing in the case of *wxMemoryIn/OutputStream* which bases itself on *wxStreamBuffer*. This could also be a simple link to the a true syscall (for example *read(...)*, *write(...)*).

## Generic usage: an example

Usage is simple. We can take the example of *wxFileInputStream* and here is some sample code:

```
...
// The constructor initializes the stream buffer and open the file
// descriptor
// associated to the name of the file.
wxFileInputStream in_stream("the_file_to_be_read");
```

---

```

// Ok, read some bytes ... nb_datas is expressed in bytes.
in_stream.Read(data, nb_datas);
if (in_stream.LastError() != wxSTREAM_NOERROR) {
    // Oh oh, something bad happens.
    // For a complete list, look into the documentation at wxStreamBase.
}

// You can also inline all like this.
if (in_stream.Read(data, nb_datas).LastError() != wxSTREAM_NOERROR) {
    // Do something.
}

// You can also get the last number of bytes REALLY put into the
buffer.
size_t really_read = in_stream.LastRead();

// Ok, moves to the beginning of the stream. SeekI returns the last
position
// in the stream counted from the beginning.
off_t old_position = in_stream.SeekI(0, wxFromBeginning);

// What is my current position ?
off_t position = in_stream.TellI();

// wxFileInputStream will close the file descriptor on the destruction.

```

### Compatibility with C++ streams

As I said previously, we could add a filter stream so it takes an istream argument and builds a wxInputStream from it: I don't think it should be difficult to implement it and it may be available in the fix of wxWindows 2.0.

## wxLog classes overview

Classes: *wxLog* (p. 867),  
*wxLogStderr* (p. 878),  
*wxLogStream* (p. 878),  
*wxLogTextCtrl* (p. 879),  
*wxLogWindow* (p. 879),  
*wxLogGui* (p. 875),  
*wxLogNull* (p. 876),  
*wxLogChain* (p. 873),  
*wxLogPassThrough* (p. 877),  
*wxStreamToTextRedirector* (p. 1233)

This is a general overview of logging classes provided by wxWindows. The word logging here has a broad sense, including all of the program output, not only non interactive messages. The logging facilities included in wxWindows provide the base *wxLog* class which defines the standard interface for a *log target* as well as several standard implementations of it and a family of functions to use with them.

First of all, no knowledge of *wxLog* classes is needed to use them. For this, you should

only know about *wxLogXXX()* functions. All of them have the same syntax as *printf()* or *vprintf()*, i.e. they take the format string as the first argument and respectively a variable number of arguments or a variable argument list pointer. Here are all of them:

- **wxLogFatalError** which is like *wxLogError*, but also terminates the program with the exit code 3 (using *abort()* standard function). Unlike for all the other logging functions, this function can't be overridden by a log target.
- **wxLogError** is the function to use for error messages, i.e. the messages that must be shown to the user. The default processing is to pop up a message box to inform the user about it.
- **wxLogWarning** for warnings - they are also normally shown to the user, but don't interrupt the program work.
- **wxLogMessage** is for all normal, informational messages. They also appear in a message box by default (but it can be changed, see below). Notice that the standard behaviour is to not show informational messages if there are any errors later - the logic being that the later error messages make the informational messages preceding them meaningless.
- **wxLogVerbose** is for verbose output. Normally, it is suppressed, but might be activated if the user wishes to know more details about the program progress (another, but possibly confusing name for the same function is **wxLogInfo**).
- **wxLogStatus** is for status messages - they will go into the status bar of the active or specified (as the first argument) *wxFrame* (p. 559) if it has one.
- **wxLogSysError** is mostly used by *wxWindows* itself, but might be handy for logging errors after system call (API function) failure. It logs the specified message text as well as the last system error code (*errno* or *::GetLastError()* depending on the platform) and the corresponding error message. The second form of this function takes the error code explicitly as the first argument.
- **wxLogDebug** is the right function for debug output. It only does anything at all in the debug mode (when the preprocessor symbol `__WXDEBUG__` is defined) and expands to nothing in release mode (otherwise). **Tip:** under Windows, you must either run the program under debugger or use a 3rd party program such as *DbgView* (<http://www.sysinternals.com>) to actually see the debug output.
- **wxLogTrace** as **wxLogDebug** only does something in debug build. The reason for making it a separate function from it is that usually there are a lot of trace messages, so it might make sense to separate them from other debug messages which would be flooded in them. Moreover, the second version of this function takes a trace mask as the first argument which allows to further restrict the amount of messages generated.

The usage of these functions should be fairly straightforward, however it may be asked why not use the other logging facilities, such as C standard `stdio` functions or C++ streams. The short answer is that they're all very good generic mechanisms, but are not really adapted for *wxWindows*, while the log classes are. Some of advantages in using *wxWindows* log functions are:

- **Portability** It is a common practice to use *printf()* statements or `cout/cerr` C++ streams for writing out some (debug or otherwise) information. Although it works just fine under Unix, these messages go strictly nowhere under Windows where the `stdout` of GUI programs is not assigned to anything. Thus, you might view

`wxLogMessage()` as a simple substitute for `printf()`.

You can also redirect the `wxLogXXX` calls to `cout` by just writing:

```
wxLog *logger=new wxLogStream(&cout);
wxLog::SetActiveTarget(logger);
```

Finally, there is also a possibility to redirect the output sent to `cout` to a `wxTextCtrl` (p. 1284) by using the `wxStreamToTextRedirector` (p. 1233) class.

- **Flexibility** The output of `wxLog` functions can be redirected or suppressed entirely based on their importance, which is either impossible or difficult to do with traditional methods. For example, only error messages, or only error messages and warnings might be logged, filtering out all informational messages.
- **Completeness** Usually, an error message should be presented to the user when some operation fails. Let's take a quite simple but common case of a file error: suppose that you're writing your data file on disk and there is not enough space. The actual error might have been detected inside `wxWindows` code (say, in `wxFile::Write`), so the calling function doesn't really know the exact reason of the failure, it only knows that the data file couldn't be written to the disk. However, as `wxWindows` uses `wxLogError()` in this situation, the exact error code (and the corresponding error message) will be given to the user together with "high level" message about data file writing error.

After having enumerated all the functions which are normally used to log the messages, and why would you want to use them we now describe how all this works.

`wxWindows` has the notion of a *log target*: it is just a class deriving from `wxLog` (p. 867). As such, it implements the virtual functions of the base class which are called when a message is logged. Only one log target is *active* at any moment, this is the one used by `wxLogXXX()` functions. The normal usage of a log object (i.e. object of a class derived from `wxLog`) is to install it as the active target with a call to `SetActiveTarget()` and it will be used automatically by all subsequent calls to `wxLogXXX()` functions.

To create a new log target class you only need to derive it from `wxLog` and implement one (or both) of `DoLog()` and `DoLogString()` in it. The second one is enough if you're happy with the standard `wxLog` message formatting (prepending "Error:" or "Warning:", timestamping &c) but just want to send the messages somewhere else. The first one may be overridden to do whatever you want but you have to distinguish between the different message types yourself.

There are some predefined classes deriving from `wxLog` and which might be helpful to see how you can create a new log target class and, of course, may also be used without any change. There are:

- **wxLogStderr** This class logs messages to a `FILE *`, using `stderr` by default as its name suggests.
- **wxLogStream** This class has the same functionality as `wxLogStderr`, but uses

- *ostream* and *cerr* instead of *FILE \** and *stderr*.
- **wxLogGui** This is the standard log target for wxWindows applications (it is used by default if you don't do anything) and provides the most reasonable handling of all types of messages for given platform.
- **wxLogWindow** This log target provides a "log console" which collects all messages generated by the application and also passes them to the previous active log target. The log window frame has a menu allowing user to clear the log, close it completely or save all messages to file.
- **wxLogNull** The last log class is quite particular: it doesn't do anything. The objects of this class may be instantiated to (temporarily) suppress output of *wxLogXXX()* functions. As an example, trying to open a non-existing file will usually provoke an error message, but if for some reasons it is unwanted, just use this construction:

```
wxFile file;

// wxFile.Open() normally complains if file can't be opened, we
// don't want it
{
    wxLogNull logNo;
    if ( !file.Open("bar") )
        ... process error ourselves ...
} // ~wxLogNull called, old log sink restored

wxLogMessage("..."); // ok
```

The log targets can also be combined: for example you may wish to redirect the messages somewhere else (for example, to a log file) but also process them as normally. For this the *wxLogChain* (p. 873) and *wxLogPassThrough* (p. 877) can be used.

## Debugging overview

Classes, functions and macros: *wxDebugContext* (p. 352), *wxObject* (p. 982), *wxLog* (p. 867), *Log functions* (p. 1565), *Debug macros* (p. 1574)

Various classes, functions and macros are provided in wxWindows to help you debug your application. Most of these are only available if you compile both wxWindows, your application and *all* libraries that use wxWindows with the `__WXDEBUG__` symbol defined. You can also test the `__WXDEBUG__` symbol in your own applications to execute code that should be active only in debug mode.

### wxDebugContext

*wxDebugContext* (p. 352) is a class that never gets instantiated, but ties together various static functions and variables. It allows you to dump all objects to that stream, write statistics about object allocation, and check memory for errors.

It is good practice to define a *wxObject::Dump* (p. 983) member function for each class you derive from a *wxWindows* class, so that *wxDebugContext::Dump* (p. 353) can call it and give valuable information about the state of the application.

If you have difficulty tracking down a memory leak, recompile in debugging mode and call *wxDebugContext::Dump* (p. 353) and *wxDebugContext::PrintStatistics* (p. 355) at appropriate places. They will tell you what objects have not yet been deleted, and what kinds of object they are. In fact, in debug mode *wxWindows* will automatically detect memory leaks when your application is about to exit, and if there are any leaks, will give you information about the problem. (How much information depends on the operating system and compiler -- some systems don't allow all memory logging to be enabled). See the memcheck sample for example of usage.

For *wxDebugContext* to do its work, the *new* and *delete* operators for *wxObject* have been redefined to store extra information about dynamically allocated objects (but not statically declared objects). This slows down a debugging version of an application, but can find difficult-to-detect memory leaks (objects are not deallocated), overwrites (writing past the end of your object) and underwrites (writing to memory in front of the object).

If debugging mode is on and the symbol *wxUSE\_GLOBAL\_MEMORY\_OPERATORS* is set to 1 in *setup.h*, 'new' is defined to be:

```
#define new new(__FILE__, __LINE__)
```

All occurrences of 'new' in *wxWindows* and your own application will use the overridden form of the operator with two extra arguments. This means that the debugging output (and error messages reporting memory problems) will tell you what file and on what line you allocated the object. Unfortunately not all compilers allow this definition to work properly, but most do.

### Debug macros

You should also use *debug macros* (p. 1574) as part of a 'defensive programming' strategy, scattering *wxASSERT*s liberally to test for problems in your code as early as possible. Forward thinking will save a surprising amount of time in the long run.

*wxASSERT* (p. 1575) is used to pop up an error message box when a condition is not true. You can also use *wxASSERT\_MSG* (p. 1576) to supply your own helpful error message. For example:

```
void MyClass::MyFunction(wxObject* object)
{
    wxASSERT_MSG( (object != NULL), "object should not be NULL in
MyFunction!" );

    ...
};
```

The message box allows you to continue execution or abort the program. If you are running the application inside a debugger, you will be able to see exactly where the problem was.

### Logging functions

You can use the *wxLogDebug* (p. 1568) and *wxLogTrace* (p. 1569) functions to output debugging information in debug mode; it will do nothing for non-debugging code.

## wxDebugContext overview

---

*Debugging overview* (p. 1641)

Class: *wxDebugContext* (p. 352)

*wxDebugContext* is a class for performing various debugging and memory tracing operations.

This class has only static data and function members, and there should be no instances. Probably the most useful members are *SetFile* (for directing output to a file, instead of the default standard error or debugger output); *Dump* (for dumping the dynamically allocated objects) and *PrintStatistics* (for dumping information about allocation of objects). You can also call *Check* to check memory blocks for integrity.

Here's an example of use. The *SetCheckpoint* ensures that only the allocations done after the checkpoint will be dumped.

```
wxDebugContext::SetCheckpoint();  
wxDebugContext::SetFile("c:\\temp\\debug.log");  
wxString *thing = new wxString;  
char *ordinaryNonObject = new char[1000];  
wxDebugContext::Dump();  
wxDebugContext::PrintStatistics();
```

You can use *wxDebugContext* if `__WXDEBUG__` is defined, or you can use it at any other time (if `wxUSE_DEBUG_CONTEXT` is set to 1 in `setup.h`). It is not disabled in non-debug mode because you may not wish to recompile *wxWindows* and your entire application just to make use of the error logging facility.

Note: *wxDebugContext::SetFile* has a problem at present, so use the default stream instead. Eventually the logging will be done through the *wxLog* facilities instead.

## wxConfig classes overview

Classes: *wxConfig* (p. 182)

This overview briefly describes what the config classes are and what they are for. All the details about how to use them may be found in the description of the *wxConfigBase* (p. 182) class and the documentation of the file, registry and INI file based implementations mentions all the features/limitations specific to each one of these versions.

The config classes provide a way to store some application configuration information. They were especially designed for this usage and, although may probably be used for many other things as well, should be limited to it. It means that this information should be:

1. Typed, i.e. strings or numbers for the moment. You can not store binary data, for example.
2. Small. For instance, it is not recommended to use the Windows registry for amounts of data more than a couple of kilobytes.
3. Not performance critical, neither from speed nor from a memory consumption point of view.

On the other hand, the features provided make them very useful for storing all kinds of small to medium volumes of hierarchically-organized, heterogeneous data. In short, this is a place where you can conveniently stuff all your data (numbers and strings) organizing it in a tree where you use the filesystem-like paths to specify the location of a piece of data. In particular, these classes were designed to be as easy to use as possible.

From another point of view, they provide an interface which hides the differences between the Windows registry and the standard Unix text format configuration files. Other (future) implementations of *wxConfigBase* might also understand GTK resource files or their analogues on the KDE side.

In any case, each implementation of *wxConfigBase* does its best to make the data look the same way everywhere. Due to the limitations of the underlying physical storage as in the case of *wxIniConfig*, it may not implement 100% of the base class functionality.

There are groups of entries and the entries themselves. Each entry contains either a string or a number (or a boolean value; support for other types of data such as dates or timestamps is planned) and is identified by the full path to it: something like `/MyApp/UserPreferences/Colors/Foreground`. The previous elements in the path are the group names, and each name may contain an arbitrary number of entries and subgroups. The path components are **always** separated with a slash, even though some implementations use the backslash internally. Further details (including how to read/write these entries) may be found in the documentation for *wxConfigBase* (p. 182).

## wxExpr overview

*wxExpr* is a C++ class reading and writing a subset of Prolog-like syntax, supporting

objects attribute/value pairs.

wxExpr can be used to develop programs with readable and robust data files. Within wxWindows itself, it is used to parse the `.wxr` dialog resource files.

### History of wxExpr

During the development of the tool Hardy within the AIAI, a need arose for a data file format for C++ that was easy for both humans and programs to read, was robust in the face of fast-moving software development, and that provided some compatibility with AI languages such as Prolog and LISP.

The result was the wxExpr library (formerly called PrologIO), which is able to read and write a Prolog-like attribute-value syntax, and is additionally capable of writing LISP syntax for no extra programming effort. The advantages of such a library are as follows:

1. The data files are readable by humans;
2. I/O routines are easier to write and debug compared with using binary files;
3. the files are robust: unrecognised data will just be ignored by the application
4. Inbuilt hashing gives a random access capability, useful for when linking up C++ objects as data is read in;
5. Prolog and LISP programs can load the files using a single command.

The library was extended to use the ability to read and write Prolog-like structures for remote procedure call (RPC) communication. The next two sections outline the two main ways the library can be used.

## wxExpr for data file manipulation

---

The fact that the output is in Prolog syntax is irrelevant for most programmers, who just need a reasonable I/O facility. Typical output looks like this:

```
diagram_definition(type = "Spirit Belief Network").

node_definition(type = "Model",
  image_type = "Diamond",
  attribute_for_label = "name",
  attribute_for_status_line = "label",
  colour = "CYAN",
  default_width = 120,
  default_height = 80,
  text_size = 10,
  can_resize = 1,
  has_hypertext_item = 1,
  attributes = ["name", "combining_function", "level_of_belief"]).

arc_definition(type = "Potentially Confirming",
  image_type = "Spline",
  arrow_type = "End",
  line_style = "Solid",
  width = 1,
  segmentable = 0,
  attribute_for_label = "label",
  attribute_for_status_line = "label",
```

```
colour = "BLACK",
text_size = 10,
has_hypertext_item = 1,
can_connect_to = ["Evidence", "Cluster", "Model", "Evidence",
"Evidence", "Cluster"],
can_connect_from = ["Data", "Evidence", "Cluster", "Evidence", "Data",
"Cluster"]).
```

This is substantially easier to read and debug than a series of numbers and strings.

Note the object-oriented style: a file comprises a series of *clauses*. Each clause is an object with a *functor* or object name, followed by a list of attribute-value pairs enclosed in parentheses, and finished with a full stop. Each attribute value may be a string, a word (no quotes), an integer, a real number, or a list with potentially recursive elements.

The way that the facility is used by an application to read in a file is as follows:

1. The application creates a wxExprDatabase instance.
2. The application tells the database to read in the entire file.
3. The application searches the database for objects it requires, decomposing the objects using the wxExpr API. The database may be hashed, allowing rapid linking-up of application data.
4. The application deletes or clears the wxExprDatabase.

Writing a file is just as easy:

1. The application creates a wxExprDatabase instance.
2. The application adds objects to the database using the API.
3. The application tells the database to write out the entire database, in Prolog or LISP notation.
4. The application deletes or clears the wxExprDatabase.

To use the library, include "wxexpr.h".

## **wxExpr compilation**

---

For UNIX compilation, ensure that YACC and LEX or FLEX are on your system. Check that the makefile uses the correct programs: a common error is to compile `y_tab.c` with a C++ compiler. Edit the `CCLEX` variable in `make.env` to specify a C compiler. Also, do not attempt to compile `lex_yy.c` since it is included by `y_tab.c`.

For DOS compilation, the simplest thing is to copy `dosyacc.c` to `y_tab.c`, and `doslex.c` to `lex_yy.c`. It is `y_tab.c` that must be compiled (`lex_yy.c` is included by `y_tab.c`) so if adding source files to a project file, ONLY add `y_tab.c` plus the `.cc` files. If you wish to alter the parser, you will need YACC and FLEX on DOS.

The DOS tools are available at the AIAI ftp site, in the tools directory. Note that for FLEX installation, you need to copy `flex.skl` into the directory `c:/lib`.

If you are using Borland C++ and wish to regenerate `lex_yy.c` and `y_tab.c` you need to generate `lex_yy.c` with FLEX and then comment out the 'malloc' and 'free' prototypes in

lex.yy.c. It will compile with lots of warnings. If you get an undefined `_PROIO_YYWRAP` symbol when you link, you need to remove `USE_DEFINE` from the makefile and recompile. This is because the parser.y file has a choice of defining this symbol as a function or as a define, depending on what the version of FLEX expects. See the bottom of parser.y, and if necessary edit it to make it compile in the opposite way to the current compilation.

## Bugs

---

These are the known bugs:

1. Functors are permissible only in the main clause (object). Therefore nesting of structures must be done using lists, not predicates as in Prolog.
2. There is a limit to the size of strings read in (about 5000 bytes).

## Using wxExpr

---

This section is a brief introduction to using the wxExpr package.

First, some terminology. A *wxExprDatabase* is a list of *clauses*, each of which represents an object or record which needs to be saved to a file. A clause has a *functor* (name), and a list of attributes, each of which has a value. Attributes may take the following types of value: string, word, integer, floating point number, and list. A list can itself contain any type, allowing for nested data structures.

Consider the following code.

```
wxExprDatabase db;

wxExpr *my_clause = new wxExpr("object");
my_clause->AddAttributeValue("id", (long)1);
my_clause->AddAttributeValueString("name", "Julian Smart");
db.Append(my_clause);

ofstream file("my_file");
db.Write(file);
```

This creates a database, constructs a clause, adds it to the database, and writes the whole database to a file. The file it produces looks like this:

```
object(id = 1,
       name = "Julian Smart").
```

To read the database back in, the following will work:

```
wxExprDatabase db;
db.Read("my_file");

db.BeginFind();

wxExpr *my_clause = db.FindClauseByFunctor("object");
int id = 0;
```

```
wxString name = "None found";

my_clause->GetAttributeValue("id", id);
my_clause->GetAttributeValue("name", name);

cout << "Id is " << id << ", name is " << name << "\n";
```

Note the setting of defaults before attempting to retrieve attribute values, since they may not be found.

## wxFileSystem

The wxHTML library uses a **virtual file systems** mechanism similar to the one used in Midnight Commander, Dos Navigator, FAR or almost any modern file manager. It allows the user to access data stored in archives as if they were ordinary files. On-the-fly generated files that exist only in memory are also supported.

### Classes

Three classes are used in order to provide virtual file systems mechanism:

- The *wxFSFile* (p. 572) class provides information about opened file (name, input stream, mime type and anchor).
- The *wxFileSystem* (p. 518) class is the interface. Its main methods are *ChangePathTo()* and *OpenFile()*. This class is most often used by the end user.
- The *wxFileSystemHandler* (p. 521) is the core of virtual file systems mechanism. You can derive your own handler and pass it to of the VFS mechanism. You can derive your own handler and pass it to *wxFileSystem*'s *AddHandler()* method. In the new handler you only need to override the *OpenFile()* and *CanOpen()* methods.

### Locations

Locations (aka filenames aka addresses) are constructed from four parts:

- **protocol** - handler can recognize if it is able to open a file by checking its protocol. Examples are "http", "file" or "ftp".
- **right location** - is the name of file within the protocol. In "http://www.wxwindows.org/index.html" the right location is "//www.wxwindows.org/index.html".
- **anchor** - an anchor is optional and is usually not present. In "index.htm#chapter2" the anchor is "chapter2".
- **left location** - this is usually an empty string. It is used by 'local' protocols such as ZIP. See Combined Protocols paragraph for details.

### Combined Protocols

The left location precedes the protocol in the URL string. It is not used by global

protocols like HTTP but it becomes handy when nesting protocols - for example you may want to access files in a ZIP archive:

```
file:archives/cpp_doc.zip#zip:reference/fopen.htm#syntax
```

In this example, the protocol is "zip", right location is "reference/fopen.htm", anchor is "syntax" and left location is "file:archives/cpp\_doc.zip".

There are **two** protocols used in this example: "zip" and "file".

### File Systems Included in wxHTML

The following virtual file system handlers are part of wxWindows so far:

<b>wxInternetFSHandler</b>	A handler for accessing documents via HTTP or FTP protocols. Include file is <code>&lt;wx/fs_inet.h&gt;</code> .
<b>wxZipFSHandler</b>	A handler for ZIP archives. Include file is <code>&lt;wx/fs_zip.h&gt;</code> . URL is in form "archive.zip#zip:filename".
<b>wxMemoryFSHandler</b>	This handler allows you to access data stored in memory (such as bitmaps) as if they were regular files. See <i>wxMemoryFSHandler documentation</i> (p. 906) for details. Include file is <code>&lt;wx/fs_mem.h&gt;</code> . URL is prefixed with memory:, e.g. "memory:myfile.htm"

In addition, wxFileSystem itself can access local files.

### Initializing file system handlers

Use `wxFileSystem::AddHandler` (p. 519) to initialize a handler, for example:

```
#include <wx/fs_mem.h>
...
bool MyApp::OnInit()
{
    wxFileSystem::AddHandler(new wxMemoryFSHandler);
    ...
}
```

## Event handling overview

Classes: `wxEvtHandler` (p. 457), `wxWindow` (p. 1428), `wxEvent` (p. 453)

---

## Introduction

---

Before version 2.0 of wxWindows, events were handled by the application either by supplying callback functions, or by overriding virtual member functions such as **OnSize**.

From wxWindows 2.0, *event tables* are used instead, with a few exceptions.

An event table is placed in an implementation file to tell wxWindows how to map events to member functions. These member functions are not virtual functions, but they are all similar in form: they take a single wxEvent-derived argument, and have a void return type.

Here's an example of an event table.

```
BEGIN_EVENT_TABLE(MyFrame, wxFrame)
    EVT_MENU      (wxID_EXIT, MyFrame::OnExit)
    EVT_MENU      (DO_TEST,   MyFrame::DoTest)
    EVT_SIZE      (           MyFrame::OnSize)
    EVT_BUTTON    (BUTTON1,   MyFrame::OnButton1)
END_EVENT_TABLE()
```

The first two entries map menu commands to two different member functions. The `EVT_SIZE` macro doesn't need a window identifier, since normally you are only interested in the current window's size events.

The `EVT_BUTTON` macro demonstrates that the originating event does not have to come from the window class implementing the event table -- if the event source is a button within a panel within a frame, this will still work, because event tables are searched up through the hierarchy of windows for the command events. In this case, the button's event table will be searched, then the parent panel's, then the frame's.

As mentioned before, the member functions that handle events do not have to be virtual. Indeed, the member functions should not be virtual as the event handler ignores that the functions are virtual, i.e. overriding a virtual member function in a derived class will not have any effect. These member functions take an event argument, and the class of event differs according to the type of event and the class of the originating window. For size events, *wxSizeEvent* (p. 1144) is used. For menu commands and most control commands (such as button presses), *wxCommandEvent* (p. 169) is used. When controls get more complicated, then specific event classes are used, such as *wxTreeEvent* (p. 1385) for events from *wxTreeCtrl* (p. 1366) windows.

As well as the event table in the implementation file, there must also be a `DECLARE_EVENT_TABLE` macro somewhere in the class declaration. For example:

```
class MyFrame : public wxFrame
{
public:
    ...
    void OnExit(wxCommandEvent& event);
    void OnSize(wxSizeEvent& event);

protected:
```

```

int      m_count;
...

DECLARE_EVENT_TABLE ()
};

```

Note that this macro may occur in any section of the class (public, protected or private) but that it is probably better to insert it at the end, as shown, because this macro implicitly changes the access to protected which may be quite unexpected if there is anything following it.

Finally, if you don't like using macros for static initialization of the event tables you may also use *wxEvtHandler::Connect* (p. 459) to connect the events to the handlers dynamically, during run-time. See the *event sample* (p. 1606) for an example of doing it.

---

## How events are processed

---

When an event is received from the windowing system, *wxWindows* calls *wxEvtHandler::ProcessEvent* (p. 462) on the first event handler object belonging to the window generating the event.

It may be noted that *wxWindows*' event processing system implements something very close to virtual methods in normal C++, i.e. it is possible to alter the behaviour of a class by overriding its event handling functions. In many cases this works even for changing the behaviour of native controls. For example it is possible to filter out a number of key events sent by the system to a native text control by overriding *wxTextCtrl* and defining a handler for key events using *EVT\_KEY\_DOWN*. This would indeed prevent any key events from being sent to the native control - which might not be what is desired. In this case the event handler function has to call *Skip()* so as to indicate that the search for the event handler should continue.

To summarize, instead of explicitly calling the base class version as you would have done with C++ virtual functions (i.e. *wxTextCtrl::OnChar()*), you should instead call *Skip* (p. 457).

In practice, this would look like this if the derived text control only accepts 'a' to 'z' and 'A' to 'Z':

```

void MyTextCtrl::OnChar(wxKeyEvent& event)
{
    if ( isalpha( event.KeyCode() ) )
    {
        // key code is within legal range. we call event.Skip() so the
        // event can be processed either in the base wxWindows class
        // or the native control.

        event.Skip();
    }
    else
    {
        // illegal key hit. we don't call event.Skip() so the
        // event is not processed anywhere else.
    }
}

```

```

        wxBell ();
    }
}

```

The normal order of event table searching by `ProcessEvent` is as follows:

1. If the object is disabled (via a call to `wxEvtHandler::SetEvtHandlerEnabled` (p. 464)) the function skips to step (6).
2. If the object is a `wxWindow`, **ProcessEvent** is recursively called on the window's `wxValidator` (p. 1398). If this returns true, the function exits.
3. **SearchEventTable** is called for this event handler. If this fails, the base class table is tried, and so on until no more tables exist or an appropriate function was found, in which case the function exits.
4. The search is applied down the entire chain of event handlers (usually the chain has a length of one). If this succeeds, the function exits.
5. If the object is a `wxWindow` and the event is set to propagate (in the library only `wxCommandEvent` based events are set to propagate), **ProcessEvent** is recursively applied to the parent window's event handler. If this returns true, the function exits.
6. Finally, **ProcessEvent** is called on the `wxApp` object.

**Pay close attention to Step 5.** People often overlook or get confused by this powerful feature of the `wxWindows` event processing system. To put it a different way, events set to propagate (See: `wxEvtHandler::ShouldPropagate` (p. 457)) (most likely derived either directly or indirectly from `wxCommandEvent`) will travel up the containment hierarchy from child to parent until the maximal propagation level is reached or an event handler is found that doesn't call `event.Skip()` (p. 457).

Finally, there is another additional complication (which, in fact, simplifies life of `wxWindows` programmers significantly): when propagating the command events upwards to the parent window, the event propagation stops when it reaches the parent dialog, if any. This means that you don't risk to get unexpected events from the dialog controls (which might be left unprocessed by the dialog itself because it doesn't care about them) when a modal dialog is popped up. The events do propagate beyond the frames, however. The rationale for this choice is that there are only a few frames in a typical application and their parent-child relation are well understood by the programmer while it may be very difficult, if not impossible, to track down all the dialogs which may be popped up in a complex program (remember that some are created automatically by `wxWindows`). If you need to specify a different behaviour for some reason, you can use `SetExtraStyle(wxWS_EX_BLOCK_EVENTS)` (p. 1464) explicitly to prevent the events from being propagated beyond the given window or unset this flag for the dialogs which have it on by default.

Typically events that deal with a window as a window (size, motion, paint, mouse, keyboard, etc.) are sent only to the window. Events that have a higher level of meaning and/or are generated by the window itself, (button click, menu select, tree expand, etc.) are command events and are sent up to the parent to see if it is interested in the event.

Note that your application may wish to override `ProcessEvent` to redirect processing of events. This is done in the document/view framework, for example, to allow event handlers to be defined in the document or view. To test for command events (which will probably be the only events you wish to redirect), you may use

*wxEvtHandler::IsCommandEvent* (p. 456) for efficiency, instead of using the slower run-time type system.

As mentioned above, only command events are recursively applied to the parents event handler in the library itself. As this quite often causes confusion for users, here is a list of system events which will NOT get sent to the parent's event handler:

<i>wxEvtHandler</i> (p. 453)	The event base class
<i>wxActivateEvent</i> (p. 31)	A window or application activation event
<i>wxCloseEvent</i> (p. 142)	A close window or end session event
<i>wxEraseEvent</i> (p. 452)	An erase background event
<i>wxFocusEvent</i> (p. 537)	A window focus event
<i>wxKeyEvent</i> (p. 804)	A keypress event
<i>wxIdleEvent</i> (p. 753)	An idle event
<i>wxInitDialogEvent</i> (p. 789)	A dialog initialisation event
<i>wxJoystickEvent</i> (p. 801)	A joystick event
<i>wxMenuEvent</i> (p. 932)	A menu event
<i>wxMouseEvent</i> (p. 954)	A mouse event
<i>wxMoveEvent</i> (p. 963)	A move event
<i>wxPaintEvent</i> (p. 996)	A paint event
<i>wxQueryLayoutInfoEvent</i> (p. 1063)	Used to query layout information
<i>wxSizeEvent</i> (p. 1144)	A size event
<i>wxScrollWinEvent</i> (p. 1132)	A scroll event sent by a scrolled window (not a scroll bar)
<i>wxSysColourChangedEvent</i> (p. 1263)	A system colour change event
<i>wxUpdateUIEvent</i> (p. 1389)	A user interface update event

In some cases, it might be desired by the programmer to get a certain number of system events in a parent window, for example all key events sent to, but not used by, the native controls in a dialog. In this case, a special event handler will have to be written that will override *ProcessEvent()* in order to pass all events (or any selection of them) to the parent window.

## Pluggable event handlers

---

In fact, you don't have to derive a new class from a window class if you don't want to. You can derive a new class from *wxEvtHandler* instead, defining the appropriate event table, and then call *wxWindow::SetEventHandler* (p. 1464) (or, preferably, *wxWindow::PushEventHandler* (p. 1455)) to make this event handler the object that responds to events. This way, you can avoid a lot of class derivation, and use the same event handler object to handle events from instances of different classes. If you ever have to call a window's event handler manually, use the *GetEventHandler* function to retrieve the window's event handler and use that to call the member function. By default, *GetEventHandler* returns a pointer to the window itself unless an application has redirected event handling using *SetEventHandler* or *PushEventHandler*.

One use of *PushEventHandler* is to temporarily or permanently change the behaviour of the GUI. For example, you might want to invoke a dialog editor in your application that changes aspects of dialog boxes. You can grab all the input for an existing dialog box,

and edit it 'in situ', before restoring its behaviour to normal. So even if the application has derived new classes to customize behaviour, your utility can indulge in a spot of body-snatching. It could be a useful technique for on-line tutorials, too, where you take a user through a series of steps and don't want them to diverge from the lesson. Here, you can examine the events coming from buttons and windows, and if acceptable, pass them through to the original event handler. Use `PushEventHandler/PopEventHandler` to form a chain of event handlers, where each handler processes a different range of events independently from the other handlers.

## Window identifiers

Window identifiers are integers, and are used to uniquely determine window identity in the event system (though you can use it for other purposes). In fact, identifiers do not need to be unique across your entire application just so long as they are unique within a particular context you're interested in, such as a frame and its children. You may use the `wxID_OK` identifier, for example, on any number of dialogs so long as you don't have several within the same dialog.

If you pass `wxID_ANY` to a window constructor, an identifier will be generated for you automatically by `wxWindows`. This is useful when you don't care about the exact identifier either because you're not going to process the events from the control being created at all or because you process the events from all controls in one place (in which case you should specify `wxID_ANY` in the event table or `wxEvtHandler::Connect` (p. 459) call as well. The automatically generated identifiers are always negative and so will never conflict with the user-specified identifiers which must be always positive.

The following standard identifiers are supplied. You can use `wxID_HIGHEST` to determine the number above which it is safe to define your own identifiers. Or, you can use identifiers below `wxID_LOWEST`.

```
#define wxID_ANY                -1

#define wxID_LOWEST             4999

#define wxID_OPEN               5000
#define wxID_CLOSE              5001
#define wxID_NEW                5002
#define wxID_SAVE               5003
#define wxID_SAVEAS             5004
#define wxID_REVERT             5005
#define wxID_EXIT               5006
#define wxID_UNDO               5007
#define wxID_REDO               5008
#define wxID_HELP               5009
#define wxID_PRINT              5010
#define wxID_PRINT_SETUP       5011
#define wxID_PREVIEW            5012
#define wxID_ABOUT              5013
#define wxID_HELP_CONTENTS     5014
#define wxID_HELP_COMMANDS     5015
#define wxID_HELP_PROCEDURES   5016
#define wxID_HELP_CONTEXT      5017

#define wxID_CUT                5030
#define wxID_COPY               5031
```

---

```

#define wxID_PASTE                5032
#define wxID_CLEAR                 5033
#define wxID_FIND                  5034
#define wxID_DUPLICATE             5035
#define wxID_SELECTALL             5036
#define wxID_DELETE                5037
#define wxID_REPLACE               5038
#define wxID_REPLACE_ALL           5039
#define wxID_PROPERTIES            5040

#define wxID_VIEW_DETAILS          5041
#define wxID_VIEW_LARGEICONS      5042
#define wxID_VIEW_SMALLICONS     5043
#define wxID_VIEW_LIST            5044
#define wxID_VIEW_SORTDATE        5045
#define wxID_VIEW_SORTNAME        5046
#define wxID_VIEW_SORTSIZE        5047
#define wxID_VIEW_SORTTYPE        5048

#define wxID_FILE1                 5050
#define wxID_FILE2                 5051
#define wxID_FILE3                 5052
#define wxID_FILE4                 5053
#define wxID_FILE5                 5054
#define wxID_FILE6                 5055
#define wxID_FILE7                 5056
#define wxID_FILE8                 5057
#define wxID_FILE9                 5058

#define wxID_OK                    5100
#define wxID_CANCEL                5101
#define wxID_APPLY                 5102
#define wxID_YES                   5103
#define wxID_NO                    5104
#define wxID_STATIC                5105

#define wxID_HIGHEST               5999

```

## Event macros summary

---

### Generic event table macros

- EVT\_CUSTOM(event, id, func)** Allows you to add a custom event table entry by specifying the event identifier (such as `wxEVT_SIZE`), the window identifier, and a member function to call.
- EVT\_CUSTOM\_RANGE(event, id1, id2, func)** The same as `EVT_CUSTOM`, but responds to a range of window identifiers.
- EVT\_COMMAND(id, event, func)** The same as `EVT_CUSTOM`, but expects a member function with a `wxCommandEvent` argument.
- EVT\_COMMAND\_RANGE(id1, id2, event, func)** The same as `EVT_CUSTOM_RANGE`, but expects a member function with a `wxCommandEvent` argument.

## Macros listed by event class

The documentation for specific event macros is organised by event class. Please refer to these sections for details.

<i>wxActivateEvent</i> (p. 31)	The EVT_ACTIVATE and EVT_ACTIVATE_APP macros intercept activation and deactivation events.
<i>wxCommandEvent</i> (p. 169)	A range of commonly-used control events.
<i>wxCloseEvent</i> (p. 142)	The EVT_CLOSE macro handles window closure called via <i>wxWindow::Close</i> (p. 1434).
<i>wxDropFilesEvent</i> (p. 439)	The EVT_DROP_FILES macros handles file drop events.
<i>wxEraseEvent</i> (p. 452)	The EVT_ERASE_BACKGROUND macro is used to handle window erase requests.
<i>wxFocusEvent</i> (p. 537)	The EVT_SET_FOCUS and EVT_KILL_FOCUS macros are used to handle keyboard focus events.
<i>wxKeyEvent</i> (p. 804)	EVT_CHAR, EVT_KEY_DOWN and EVT_KEY_UP macros handle keyboard input for any window.
<i>wxIdleEvent</i> (p. 753)	The EVT_IDLE macro handle application idle events (to process background tasks, for example).
<i>wxInitDialogEvent</i> (p. 789)	The EVT_INIT_DIALOG macro is used to handle dialog initialisation.
<i>wxListEvent</i> (p. 844)	These macros handle <i>wxListCtrl</i> (p. 826) events.
<i>wxMenuEvent</i> (p. 932)	These macros handle special menu events (not menu commands).
<i>wxMouseEvent</i> (p. 954)	Mouse event macros can handle either individual mouse events or all mouse events.
<i>wxMoveEvent</i> (p. 963)	The EVT_MOVE macro is used to handle a window move.
<i>wxPaintEvent</i> (p. 996)	The EVT_PAINT macro is used to handle window paint requests.
<i>wxScrollEvent</i> (p. 1129)	These macros are used to handle scroll events from <i>wxScrollBar</i> (p. 1113), <i>wxSlider</i> (p. 1152), and <i>wxSpinButton</i> (p. 1187).
<i>wxSizeEvent</i> (p. 1144)	The EVT_SIZE macro is used to handle a window resize.
<i>wxSplitterEvent</i> (p. 1196)	The EVT_SPLITTER_SASH_POS_CHANGED, EVT_SPLITTER_UNSPPLIT and EVT_SPLITTER_DCLICK macros are

---

<i>wxSysColourChangedEvent</i> (p. 1263)	used to handle the various splitter window events. The <code>EVT_SYS_COLOUR_CHANGED</code> macro is used to handle events informing the application that the user has changed the system colours (Windows only). These macros handle <i>wxTreeCtrl</i> (p. 1366) events.
<i>wxTreeEvent</i> (p. 1385)	The <code>EVT_UPDATE_UI</code> macro is used to handle user interface update pseudo-events, which are generated to give the application the chance to update the visual state of menus, toolbars and controls.
<i>wxUpdateUIEvent</i> (p. 1389)	

## Window styles

Window styles are used to specify alternative behaviour and appearances for windows, when they are created. The symbols are defined in such a way that they can be combined in a 'bit-list' using the C++ *bitwise-or* operator. For example:

```
wxCAPTION | wxMINIMIZE_BOX | wxMAXIMIZE_BOX | wxTHICK_FRAME
```

For the window styles specific to each window class, please see the documentation for the window. Most windows can use the generic styles listed for *wxWindow* (p. 1428) in addition to their own styles.

## Window deletion overview

Classes: *wxCloseEvent* (p. 142), *wxWindow* (p. 1428)

Window deletion can be a confusing subject, so this overview is provided to help make it clear when and how you delete windows, or respond to user requests to close windows.

### What is the sequence of events in a window deletion?

When the user clicks on the system close button or system close command, in a frame or a dialog, *wxWindows* calls *wxWindow::Close* (p. 1434). This in turn generates an `EVT_CLOSE` event: see *wxCloseEvent* (p. 142).

It is the duty of the application to define a suitable event handler, and decide whether or not to destroy the window. If the application is for some reason forcing the application to close (*wxCloseEvent::CanVeto* (p. 143) returns false), the window should always be

destroyed, otherwise there is the option to ignore the request, or maybe wait until the user has answered a question before deciding whether it is safe to close. The handler for `EVT_CLOSE` should signal to the calling code if it does not destroy the window, by calling `wxCloseEvent::Veto` (p. 144). Calling this provides useful information to the calling code.

The `wxCloseEvent` handler should only call `wxWindow::Destroy` (p. 1436) to delete the window, and not use the **delete** operator. This is because for some window classes, `wxWindows` delays actual deletion of the window until all events have been processed, since otherwise there is the danger that events will be sent to a non-existent window.

As reinforced in the next section, calling `Close` does not guarantee that the window will be destroyed. Call `wxWindow::Destroy` (p. 1436) if you want to be certain that the window is destroyed.

### How can the application close a window itself?

Your application can either use `wxWindow::Close` (p. 1434) event just as the framework does, or it can call `wxWindow::Destroy` (p. 1436) directly. If using `Close()`, you can pass a true argument to this function to tell the event handler that we definitely want to delete the frame and it cannot be vetoed.

The advantage of using `Close` instead of `Destroy` is that it will call any clean-up code defined by the `EVT_CLOSE` handler; for example it may close a document contained in a window after first asking the user whether the work should be saved. `Close` can be vetoed by this process (return false), whereas `Destroy` definitely destroys the window.

### What is the default behaviour?

The default close event handler for `wxDialog` simulates a Cancel command, generating a `wxID_CANCEL` event. Since the handler for this cancel event might itself call **Close**, there is a check for infinite looping. The default handler for `wxID_CANCEL` hides the dialog (if modeless) or calls `EndModal(wxID_CANCEL)` (if modal). In other words, by default, the dialog *is not destroyed* (it might have been created on the stack, so the assumption of dynamic creation cannot be made).

The default close event handler for `wxFrame` destroys the frame using `Destroy()`. **What should I do when the user calls up Exit from a menu?**

You can simply call `wxWindow::Close` (p. 1434) on the frame. This will invoke your own close event handler which may destroy the frame.

You can do checking to see if your application can be safely exited at this point, either from within your close event handler, or from within your exit menu command handler. For example, you may wish to check that all files have been saved. Give the user a chance to save and quit, to not save but quit anyway, or to cancel the exit command altogether.

### What should I do to upgrade my 1.xx `OnClose` to 2.0?

In `wxWindows` 1.xx, the **OnClose** function did not actually delete 'this', but signaled to

the calling function (either **Close**, or the `wxWindows` framework) to delete or not delete the window.

To update your code, you should provide an event table entry in your frame or dialog, using the `EVT_CLOSE` macro. The event handler function might look like this:

```
void MyFrame::OnCloseWindow(wxCloseEvent& event)
{
    if (MyDataHasBeenModified())
    {
        wxMessageDialog* dialog = new wxMessageDialog(this,
            "Save changed data?", "My app", wxYES_NO|wxCANCEL);

        int ans = dialog->ShowModal();
        dialog->Destroy();

        switch (ans)
        {
            case wxID_YES:          // Save, then destroy, quitting app
                SaveMyData();
                this->Destroy();
                break;
            case wxID_NO:          // Don't save; just destroy, quitting app
                this->Destroy();
                break;
            case wxID_CANCEL:      // Do nothing - so don't quit app.
            default:
                if (!event.CanVeto()) // Test if we can veto this deletion
                    this->Destroy(); // If not, destroy the window anyway.
                else
                    event.Veto();    // Notify the calling code that we didn't
delete the frame.
                break;
        }
    }
}
```

### How do I exit the application gracefully?

A `wxWindows` application automatically exits when the designated top window, or the last frame or dialog, is destroyed. Put any application-wide cleanup code in `wxApp::OnExit` (p. 38) (this is a virtual function, not an event handler).

### Do child windows get deleted automatically?

Yes, child windows are deleted from within the parent destructor. This includes any children that are themselves frames or dialogs, so you may wish to close these child frame or dialog windows explicitly from within the parent close handler.

### What about other kinds of window?

So far we've been talking about 'managed' windows, i.e. frames and dialogs. Windows with parents, such as controls, don't have delayed destruction and don't usually have close event handlers, though you can implement them if you wish. For consistency, continue to use the `wxWindow::Destroy` (p. 1436) function instead of the **delete** operator when deleting these kinds of windows explicitly.

## wxDialog overview

Classes: *wxDialog* (p. 379)

A dialog box is similar to a panel, in that it is a window which can be used for placing controls, with the following exceptions:

1. A surrounding frame is implicitly created.
2. Extra functionality is automatically given to the dialog box, such as tabbing between items (currently Windows only).
3. If the dialog box is *modal*, the calling program is blocked until the dialog box is dismissed.

Under Windows 3, modal dialogs have to be emulated using modeless dialogs and a message loop. This is because Windows 3 expects the contents of a modal dialog to be loaded from a resource file or created on receipt of a dialog initialization message. This is too restrictive for wxWindows, where any window may be created and displayed before its contents are created.

For a set of dialog convenience functions, including file selection, see *Dialog functions* (p. 1532).

See also *wxPanel* (p. 1001) and *wxWindow* (p. 1428) for inherited member functions. Validation of data in controls is covered in *Validator overview* (p. 1660).

## wxValidator overview

Classes: *wxValidator* (p. 1398), *wxTextValidator* (p. 1319), *wxGenericValidator* (p. 590)

The aim of the validator concept is to make dialogs very much easier to write. A validator is an object that can be plugged into a control (such as a *wxTextCtrl*), and mediates between C++ data and the control, transferring the data in either direction and validating it. It also is able to intercept events generated by the control, providing filtering behaviour without the need to derive a new control class.

You can use a stock validator, such as *wxTextValidator* (p. 1319) (which does text control data transfer, validation and filtering) and *wxGenericValidator* (p. 590) (which does data transfer for a range of controls); or you can write your own.

### Example

Here is an example of *wxTextValidator* usage.

```
wxTextCtrl *txt1 = new wxTextCtrl(this, -1, wxT(""),
    wxPoint(10, 10), wxSize(100, 80), 0,
    wxTextValidator(wxFILTER_ALPHA, &g_data.m_string));
```

In this example, the text validator object provides the following functionality:

1. It transfers the value of `g_data.m_string` (a `wxString` variable) to the `wxTextCtrl` when the dialog is initialised.
2. It transfers the `wxTextCtrl` data back to this variable when the dialog is dismissed.
3. It filters input characters so that only alphabetic characters are allowed.

The validation and filtering of input is accomplished in two ways. When a character is input, `wxTextValidator` checks the character against the allowed filter flag (`wxFILTER_ALPHA` in this case). If the character is inappropriate, it is vetoed (does not appear) and a warning beep sounds. The second type of validation is performed when the dialog is about to be dismissed, so if the default string contained invalid characters already, a dialog box is shown giving the error, and the dialog is not dismissed.

### Anatomy of a validator

A programmer creating a new validator class should provide the following functionality.

A validator constructor is responsible for allowing the programmer to specify the kind of validation required, and perhaps a pointer to a C++ variable that is used for storing the data for the control. If such a variable address is not supplied by the user, then the validator should store the data internally.

The `wxValidator::Validate` (p. 1400) member function should return true if the data in the control (not the C++ variable) is valid. It should also show an appropriate message if data was not valid.

The `wxValidator::TransferToWindow` (p. 1400) member function should transfer the data from the validator or associated C++ variable to the control.

The `wxValidator::TransferFromWindow` (p. 1399) member function should transfer the data from the control to the validator or associated C++ variable.

There should be a copy constructor, and a `wxValidator::Clone` (p. 1399) function which returns a copy of the validator object. This is important because validators are passed by reference to window constructors, and must therefore be cloned internally.

You can optionally define event handlers for the validator, to implement filtering. These handlers will capture events before the control itself does.

For an example implementation, see the `valtext.h` and `valtext.cpp` files in the `wxWindows` library.

### How validators interact with dialogs

For validators to work correctly, validator functions must be called at the right times

during dialog initialisation and dismissal.

When a `wxDialog::Show` (p. 387) is called (for a modeless dialog) or `wxDialog::ShowModal` (p. 388) is called (for a modal dialog), the function `wxWindow::InitDialog` (p. 1450) is automatically called. This in turn sends an initialisation event to the dialog. The default handler for the `wxEVT_INIT_DIALOG` event is defined in the `wxWindow` class to simply call the function `wxWindow::TransferDataToWindow` (p. 1475). This function finds all the validators in the window's children and calls the `TransferToWindow` function for each. Thus, data is transferred from C++ variables to the dialog just as the dialog is being shown.

If you are using a window or panel instead of a dialog, you will need to call `wxWindow::InitDialog` (p. 1450) explicitly before showing the window.

When the user clicks on a button, for example the OK button, the application should first call `wxWindow::Validate` (p. 1477), which returns false if any of the child window validators failed to validate the window data. The button handler should return immediately if validation failed. Secondly, the application should call `wxWindow::TransferDataFromWindow` (p. 1475) and return if this failed. It is then safe to end the dialog by calling `EndModal` (if modal) or `Show` (if modeless).

In fact, `wxDialog` contains a default command event handler for the `wxID_OK` button. It goes like this:

```
void wxDialog::OnOK(wxCommandEvent& event)
{
    if ( Validate() && TransferDataFromWindow() )
    {
        if ( IsModal() )
            EndModal(wxID_OK);
        else
        {
            SetReturnCode(wxID_OK);
            this->Show(false);
        }
    }
}
```

So if using validators and a normal OK button, you may not even need to write any code for handling dialog dismissal.

If you load your dialog from a resource file, you will need to iterate through the controls setting validators, since validators can't be specified in a dialog resource.

## Constraints overview

Classes: `wxLayoutConstraints` (p. 812), `wxIndividualLayoutConstraint` (p. 786).

**Note:** constraints are now deprecated and you should use `sizers` (p. 1666) instead.

Objects of class `wxLayoutConstraint` can be associated with a window to define the way it is laid out, with respect to its siblings or the parent.

The class consists of the following eight constraints of class `wxIndividualLayoutConstraint`, some or all of which should be accessed directly to set the appropriate constraints.

- **left**: represents the left hand edge of the window
- **right**: represents the right hand edge of the window
- **top**: represents the top edge of the window
- **bottom**: represents the bottom edge of the window
- **width**: represents the width of the window
- **height**: represents the height of the window
- **centreX**: represents the horizontal centre point of the window
- **centreY**: represents the vertical centre point of the window

The constraints are initially set to have the relationship `wxUnconstrained`, which means that their values should be calculated by looking at known constraints. To calculate the position and size of the control, the layout algorithm needs to know exactly 4 constraints (as it has 4 numbers to calculate from them), so you should always set exactly 4 of the constraints from the above table.

If you want the controls height or width to have the default value, you may use a special value for the constraint: `wxAsIs`. If the constraint is `wxAsIs`, the dimension will not be changed which is useful for the dialog controls which often have the default size (e.g. the buttons whose size is determined by their label).

The constraints calculation is done in `wxWindow::Layout` (p. 1452) function which evaluates constraints. To call it you can either call `wxWindow::SetAutoLayout` (p. 1461) if the parent window is a frame, panel or a dialog to tell default `OnSize` handlers to call `Layout` automatically whenever the window size changes, or override `OnSize` and call `Layout` yourself (note that you do have to call `Layout` (p. 1452) yourself if the parent window is not a frame, panel or dialog).

## Constraint layout: more detail

---

By default, windows do not have a `wxLayoutConstraints` object. In this case, much layout must be done explicitly, by performing calculations in `OnSize` members, except for the case of frames that have exactly one subwindow (not counting toolbar and statusbar which are also positioned by the frame automatically), where `wxFrame::OnSize` takes care of resizing the child to always fill the frame.

To avoid the need for these rather awkward calculations, the user can create a `wxLayoutConstraints` object and associate it with a window with `wxWindow::SetConstraints`. This object contains a constraint for each of the window edges, two for the centre point, and two for the window size. By setting some or all of these constraints appropriately, the user can achieve quite complex layout by defining relationships between windows.

In `wxWindows`, each window can be constrained relative to either its *siblings* on the same window, or the *parent*. The layout algorithm therefore operates in a top-down manner, finding the correct layout for the children of a window, then the layout for the grandchildren, and so on. Note that this differs markedly from native Motif layout, where constraints can ripple upwards and can eventually change the frame window or dialog box size. We assume in `wxWindows` that the *user* is always 'boss' and specifies the size of the outer window, to which subwindows must conform. Obviously, this might be a limitation in some circumstances, but it suffices for most situations, and the simplification avoids some of the nightmarish problems associated with programming Motif.

When the user sets constraints, many of the constraints for windows edges and dimensions remain unconstrained. For a given window, the `wxWindow::Layout` algorithm first resets all constraints in all children to have unknown edge or dimension values, and then iterates through the constraints, evaluating them. For unconstrained edges and dimensions, it tries to find the value using known relationships that always hold. For example, an unconstrained *width* may be calculated from the *left* and *right edges*, if both are currently known. For edges and dimensions with user-supplied constraints, these constraints are evaluated if the inputs of the constraint are known.

The algorithm stops when all child edges and dimension are known (success), or there are unknown edges or dimensions but there has been no change in this cycle (failure).

It then sets all the window positions and sizes according to the values it has found.

Because the algorithm is iterative, the order in which constraints are considered is irrelevant, however you may reduce the number of iterations (and thus speed up the layout calculations) by creating the controls in such order that as many constraints as possible can be calculated during the first iteration. For example, if you have 2 buttons which you'd like to position in the lower right corner, it is slightly more efficient to first create the second button and specify that its right border `IsSameAs(parent, wxRight)` and then create the first one by specifying that it should be `LeftOf()` the second one than to do in a more natural left-to-right order.

---

## Window layout examples

### Example 1: subwindow layout

This example specifies a panel and a window side by side, with a text subwindow below it.

```
frame->panel = new wxPanel(frame, -1, wxPoint(0, 0), wxSize(1000,
500), 0);
frame->scrollWindow = new MyScrolledWindow(frame, -1, wxPoint(0, 0),
wxSize(400, 400), wxRETAINED);
frame->text_window = new MyTextWindow(frame, -1, wxPoint(0, 250),
wxSize(400, 250));

// Set constraints for panel subwindow
wxLayoutConstraints *c1 = new wxLayoutConstraints;

c1->left.SameAs      (frame, wxLeft);
```

```

c1->top.SameAs      (frame, wxTop);
c1->right.PercentOf (frame, wxWidth, 50);
c1->height.PercentOf (frame, wxHeight, 50);

frame->panel->SetConstraints(c1);

// Set constraints for scrollWindow subwindow
wxLayoutConstraints *c2 = new wxLayoutConstraints;

c2->left.SameAs      (frame->panel, wxRight);
c2->top.SameAs        (frame, wxTop);
c2->right.SameAs     (frame, wxRight);
c2->height.PercentOf (frame, wxHeight, 50);

frame->scrollWindow->SetConstraints(c2);

// Set constraints for text subwindow
wxLayoutConstraints *c3 = new wxLayoutConstraints;
c3->left.SameAs      (frame, wxLeft);
c3->top.Below        (frame->panel);
c3->right.SameAs     (frame, wxRight);
c3->bottom.SameAs    (frame, wxBottom);

frame->text_window->SetConstraints(c3);

```

## Example 2: panel item layout

This example sizes a button width to 80 percent of the panel width, and centres it horizontally. A listbox and multitext item are placed below it. The listbox takes up 40 percent of the panel width, and the multitext item takes up the remainder of the width. Margins of 5 pixels are used.

```

// Create some panel items
wxButton *btn1 = new wxButton(frame->panel, -1, "A button") ;

wxLayoutConstraints *b1 = new wxLayoutConstraints;
b1->centreX.SameAs      (frame->panel, wxCentreX);
b1->top.SameAs           (frame->panel, wxTop, 5);
b1->width.PercentOf     (frame->panel, wxWidth, 80);
b1->height.PercentOf    (frame->panel, wxHeight, 10);
btn1->SetConstraints(b1);

wxListBox *list = new wxListBox(frame->panel, -1, "A list",
                                wxPoint(-1, -1), wxSize(200, 100));

wxLayoutConstraints *b2 = new wxLayoutConstraints;
b2->top.Below           (btn1, 5);
b2->left.SameAs         (frame->panel, wxLeft, 5);
b2->width.PercentOf     (frame->panel, wxWidth, 40);
b2->bottom.SameAs       (frame->panel, wxBottom, 5);
list->SetConstraints(b2);

wxTextCtrl *mtext = new wxTextCtrl(frame->panel, -1, "Multiline text",
"Some text",
                                wxPoint(-1, -1), wxSize(150, 100),
wxTE_MULTILINE);

wxLayoutConstraints *b3 = new wxLayoutConstraints;
b3->top.Below           (btn1, 5);
b3->left.RightOf        (list, 5);
b3->right.SameAs        (frame->panel, wxRight, 5);

```

```
b3->bottom.SameAs (frame->panel, wxBottom, 5);  
mtext->SetConstraints (b3);
```

## Sizer overview

Classes: *wxSizer* (p. 1145), *wxGridSizer* (p. 660), *wxFlexGridSizer* (p. 534), *wxBoxSizer* (p. 93), *wxStaticBoxSizer* (p. 1214), *wxNotebookSizer* (p. 980), *CreateButtonSizer* (p. 1673)

Sizers, as represented by the *wxSizer* class and its descendants in the *wxWindows* class hierarchy, have become the method of choice to define the layout of controls in dialogs in *wxWindows* because of their ability to create visually appealing dialogs independent of the platform, taking into account the differences in size and style of the individual controls. Unlike the original *wxWindows* Dialog Editor, editors such as *wxDesigner*, *wxrcedit*, *XRCed* and *wxWorkshop* create dialogs based exclusively on sizers, practically forcing the user to create platform independent layouts without compromises.

The next section describes and shows what can be done with sizers. The following sections briefly describe how to program with individual sizer classes.

For information about the new *wxWindows* resource system, which can describe sizer-based dialogs, see the *XML-based resource system overview* (p. 1674).

## The idea behind sizers

---

The layout algorithm used by sizers in *wxWindows* is closely related to layout systems in other GUI toolkits, such as Java's AWT, the GTK toolkit or the Qt toolkit. It is based upon the idea of individual subwindows reporting their minimal required size and their ability to get stretched if the size of the parent window has changed. This will most often mean that the programmer does not set the start-up size of a dialog, the dialog will rather be assigned a sizer and this sizer will be queried about the recommended size. This sizer in turn will query its children (which can be normal windows, empty space or other sizers) so that a hierarchy of sizers can be constructed. Note that *wxSizer* does not derive from *wxWindow* and thus does not interfere with tab ordering and requires very few resources compared to a real window on screen.

What makes sizers so well fitted for use in *wxWindows* is the fact that every control reports its own minimal size and the algorithm can handle differences in font sizes or different window (dialog item) sizes on different platforms without problems. For example, if the standard font as well as the overall design of Linux/GTK widgets requires more space than on Windows, the initial dialog size will automatically be bigger on Linux/GTK than on Windows.

There are currently five different kinds of sizers available in *wxWindows*. Each represents either a certain way to lay out dialog items in a dialog or it fulfils a special task such as wrapping a static box around a dialog item (or another sizer). These sizers

will be discussed one by one in the text below. For more detailed information on how to use sizers programmatically, please refer to the section *Programming with Sizers* (p. 1671).

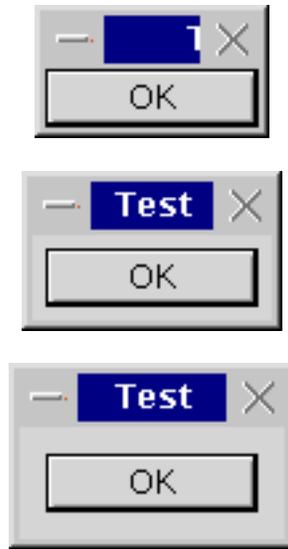
## Common features

All sizers are containers, that is, they are used to lay out one dialog item (or several dialog items), which they contain. Such items are sometimes referred to as the children of the sizer. Independent of how the individual sizers lay out their children, all children have certain features in common:

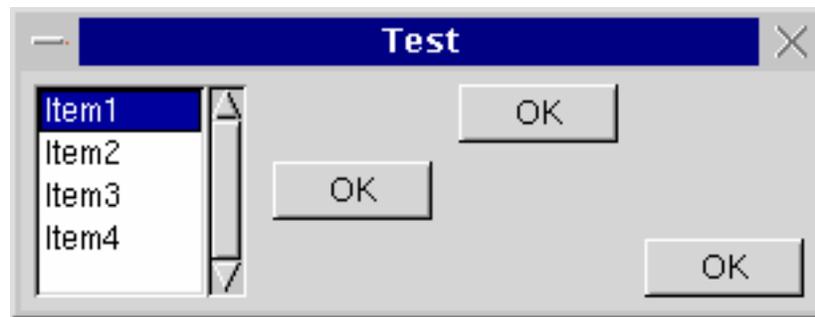
**A minimal size:** This minimal size is usually identical to the initial size of the controls and may either be set explicitly in the `wxSize` field of the control constructor or may be calculated by `wxWindows`, typically by setting the height and/or the width of the item to -1. Note that only some controls can calculate their size (such as a checkbox) whereas others (such as a listbox) don't have any natural width or height and thus require an explicit size. Some controls can calculate their height, but not their width (e.g. a single line text control):



**A border:** The border is just empty space and is used to separate dialog items in a dialog. This border can either be all around, or at any combination of sides such as only above and below the control. The thickness of this border must be set explicitly, typically 5 points. The following samples show dialogs with only one dialog item (a button) and a border of 0, 5, and 10 pixels around the button:



**An alignment:** Often, a dialog item is given more space than its minimal size plus its border. Depending on what flags are used for the respective dialog item, the dialog item can be made to fill out the available space entirely, i.e. it will grow to a size larger than the minimal size, or it will be moved to either the centre of the available space or to either side of the space. The following sample shows a listbox and three buttons in a horizontal box sizer; one button is centred, one is aligned at the top, one is aligned at the bottom:



**A stretch factor:** If a sizer contains more than one child and it is offered more space than its children and their borders need, the question arises how to distribute the surplus space among the children. For this purpose, a stretch factor may be assigned to each child, where the default value of 0 indicates that the child will not get more space than its requested minimum size. A value of more than zero is interpreted in relation to the sum of all stretch factors in the children of the respective sizer, i.e. if two children get a stretch factor of 1, they will get half the extra space each *independent of whether one control has a minimal sizer inferior to the other or not*. The following sample shows a dialog with three buttons, the first one has a stretch factor of 1 and thus gets stretched, whereas the other two buttons have a stretch factor of zero and keep their initial width:



Within wxDesigner, this stretch factor gets set from the *Option* menu.

## Hiding controls using sizers

You can hide controls contained in sizers the same way you would hide any control, using the `wxWindow::Show` (p. 1474) method.

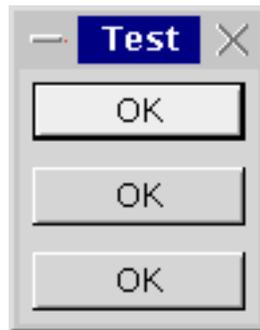
However, `wxSizer` also offers a separate method which can tell the sizer not to consider that control in its size calculations. To hide a window using the sizer, call `wxSizer::Show` (p. 1152). You must then call `Layout` on the sizer to force an update.

This is useful when hiding parts of the interface, since you can avoid removing the controls from the sizer and having to add them back later.

Note: This is supported only by `wxBoxSizer` and `wxFlexGridSizer`.

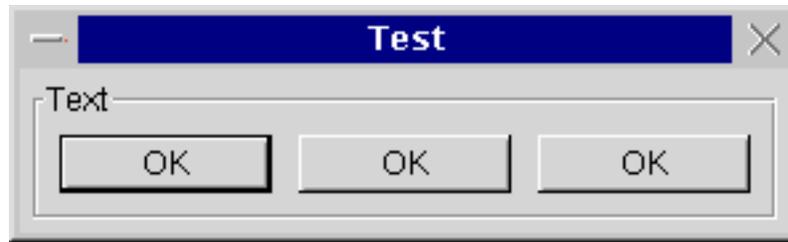
### wxBoxSizer

`wxBoxSizer` (p. 93) can lay out its children either vertically or horizontally, depending on what flag is being used in its constructor. When using a vertical sizer, each child can be centered, aligned to the right or aligned to the left. Correspondingly, when using a horizontal sizer, each child can be centered, aligned at the bottom or aligned at the top. The stretch factor described in the last paragraph is used for the main orientation, i.e. when using a horizontal box sizer, the stretch factor determines how much the child can be stretched horizontally. The following sample shows the same dialog as in the last sample, only the box sizer is a vertical box sizer now:



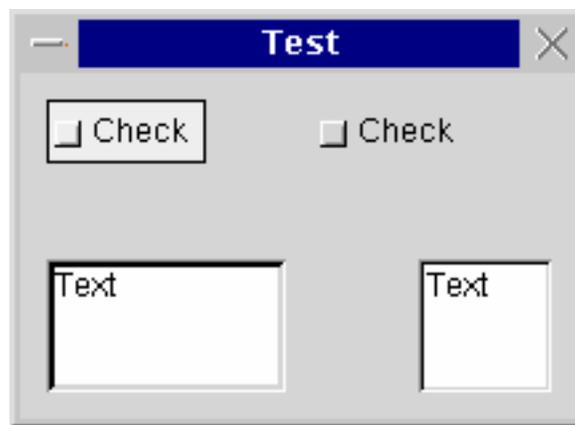
### wxStaticBoxSizer

`wxStaticBoxSizer` (p. 1214) is the same as a `wxBoxSizer`, but surrounded by a static box. Here is a sample:



### wxGridSizer

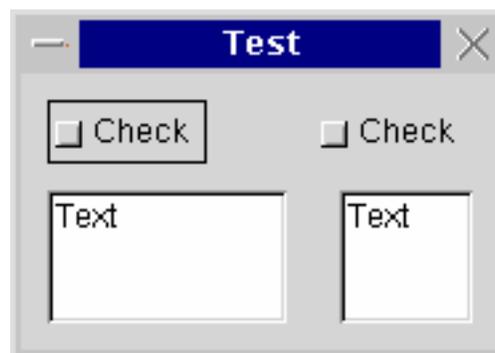
*wxGridSizer* (p. 660) is a two-dimensional sizer. All children are given the same size, which is the minimal size required by the biggest child, in this case the text control in the left bottom border. Either the number of columns or the number of rows is fixed and the grid sizer will grow in the respectively other orientation if new children are added:



For programming information, see *wxGridSizer* (p. 660).

### wxFlexGridSizer

Another two-dimensional sizer derived from *wxGridSizer*. The width of each column and the height of each row are calculated individually according to the minimal requirements from the respectively biggest child. Additionally, columns and rows can be declared to be stretchable if the sizer is assigned a size different from that which it requested. The following sample shows the same dialog as the one above, but using a flex grid sizer:



### wxNotebookSizer

*wxNotebookSizer* (p. 980) can be used with notebooks. It calculates the size of each notebook page and sets the size of the notebook to the size of the biggest page plus some extra space required for the notebook tabs and decorations.

## Programming with *wxBoxSizer*

---

The basic idea behind a *wxBoxSizer* (p. 93) is that windows will most often be laid out in rather simple basic geometry, typically in a row or a column or several hierarchies of either.

As an example, we will construct a dialog that will contain a text field at the top and two buttons at the bottom. This can be seen as a top-hierarchy column with the text at the top and buttons at the bottom and a low-hierarchy row with an OK button to the left and a Cancel button to the right. In many cases (particularly dialogs under Unix and normal frames) the main window will be resizable by the user and this change of size will have to get propagated to its children. In our case, we want the text area to grow with the dialog, whereas the button shall have a fixed size. In addition, there will be a thin border around all controls to make the dialog look nice and - to make matter worse - the buttons shall be centred as the width of the dialog changes.

It is the unique feature of a box sizer, that it can grow in both directions (height and width) but can distribute its growth in the main direction (horizontal for a row) *unevenly* among its children. In our example case, the vertical sizer is supposed to propagate all its height changes to only the text area, not to the button area. This is determined by the *proportion* parameter when adding a window (or another sizer) to a sizer. It is interpreted as a weight factor, i.e. it can be zero, indicating that the window may not be resized at all, or above zero. If several windows have a value above zero, the value is interpreted relative to the sum of all weight factors of the sizer, so when adding two windows with a value of 1, they will both get resized equally much and each half as much as the sizer owning them. Then what do we do when a column sizer changes its width? This behaviour is controlled by *flags* (the second parameter of the `Add()` function): Zero or no flag indicates that the window will preserve its original size, `wxGROW` flag (same as `wxEXPAND`) forces the window to grow with the sizer, and `wxSHAPED` flag tells the window to change its size proportionally, preserving original aspect ratio. When `wxGROW` flag is not used, the item can be aligned within available space. `wxALIGN_LEFT`, `wxALIGN_TOP`, `wxALIGN_RIGHT`, `wxALIGN_BOTTOM`, `wxALIGN_CENTER_HORIZONTAL` and `wxALIGN_CENTER_VERTICAL` do what they say. `wxALIGN_CENTRE` (same as `wxALIGN_CENTER`) is defined as `(wxALIGN_CENTER_HORIZONTAL | wxALIGN_CENTER_VERTICAL)`. Default alignment is `wxALIGN_LEFT | wxALIGN_TOP`.

As mentioned above, any window belonging to a sizer may have border, and it can be specified which of the four sides may have this border, using the `wxTOP`, `wxLEFT`, `wxRIGHT` and `wxBOTTOM` constants or `wxALL` for all directions (and you may also use `wxNORTH`, `wxWEST` etc instead). These flags can be used in combination with the alignment flags above as the second parameter of the `Add()` method using the binary or operator `|`. The sizer of the border also must be made known, and it is the third parameter in the `Add()` method. This means, that the entire behaviour of a sizer and its children can be controlled by the three parameters of the `Add()` method.

```

// we want to get a dialog that is stretchable because it
// has a text ctrl at the top and two buttons at the bottom

MyDialog::MyDialog(wxFrame *parent, wxWindowID id, const wxString &title
)
    : wxDialog(parent, id, title, wxDefaultPosition, wxDefaultSize,
                wxDEFAULT_DIALOG_STYLE | wxRESIZE_BORDER)
{
    wxBoxSizer *topSizer = new wxBoxSizer( wxVERTICAL );

    // create text ctrl with minimal size 100x60
    topSizer->Add(
        new wxTextCtrl( this, -1, "My text.", wxDefaultPosition,
wxSize(100,60), wxTE_MULTILINE),
        1, // make vertically stretchable
        wxEXPAND | // make horizontally stretchable
        wxALL, // and make border all around
        10 ); // set border width to 10

    wxBoxSizer *button_sizer = new wxBoxSizer( wxHORIZONTAL );
    button_sizer->Add(
        new wxButton( this, wxID_OK, "OK" ),
        0, // make horizontally unstretchable
        wxALL, // make border all around (implicit top alignment)
        10 ); // set border width to 10
    button_sizer->Add(
        new wxButton( this, wxID_CANCEL, "Cancel" ),
        0, // make horizontally unstretchable
        wxALL, // make border all around (implicit top alignment)
        10 ); // set border width to 10

    topSizer->Add(
        button_sizer,
        0, // make vertically unstretchable
        wxALIGN_CENTER ); // no border and centre horizontally

    SetSizer( topSizer ); // use the sizer for layout

    topSizer->SetSizeHints( this ); // set size hints to honour minimum
size
}

```

---

## Programming with wxGridSizer

*wxGridSizer* (p. 660) is a sizer which lays out its children in a two-dimensional table with all table fields having the same size, i.e. the width of each field is the width of the widest child, the height of each field is the height of the tallest child.

---

## Programming with wxFlexGridSizer

*wxFlexGridSizer* (p. 534) is a sizer which lays out its children in a two-dimensional table with all table fields in one row having the same height and all fields in one column having the same width, but all rows or all columns are not necessarily the same height or width as in the *wxGridSizer* (p. 660).

---

## Programming with wxNotebookSizer

---

*wxNotebookSizer* (p. 980) is a specialized sizer to make sizers work in connection with using notebooks. This sizer is different from any other sizer as you must not add any children to it - instead, it queries the notebook class itself. The only thing this sizer does is to determine the size of the biggest page of the notebook and report an adjusted minimal size to a more toplevel sizer.

In order to query the size of notebook page, this page needs to have its own sizer, otherwise the *wxNotebookSizer* will ignore it. Notebook pages get their sizer by assigning one to them using *wxWindow::SetSizer* (p. 1471) and setting the auto-layout option to true using *wxWindow::SetAutoLayout* (p. 1461). Here is one example showing how to add a notebook page that the notebook sizer is aware of:

```
wxNotebook *notebook = new wxNotebook( &dialog, -1 );
wxNotebookSizer *nbs = new wxNotebookSizer( notebook );

// Add panel as notebook page
wxPanel *panel = new wxPanel( notebook, -1 );
notebook->AddPage( panel, "My Notebook Page" );

wxBoxSizer *panelsizer = new wxBoxSizer( wxVERTICAL );

// Add controls to panel and panelsizer here...

panel->SetAutoLayout( true );
panel->SetSizer( panelsizer );
```

---

## Programming with wxStaticBoxSizer

---

*wxStaticBoxSizer* (p. 1214) is a sizer derived from *wxBoxSizer* but adds a static box around the sizer. Note that this static box has to be created separately.

---

## CreateButtonSizer

---

As a convenience, *CreateButtonSizer* ( long flags ) can be used to create a standard button sizer in which standard buttons are displayed. The following flags can be passed to this function:

```
wxYES_NO // Add Yes/No subpanel
wxYES    // return wxID_YES
wxNO     // return wxID_NO
wxNO_DEFAULT // make the wxNO button the default, otherwise wxYES or
wxOK button will be default

wxOK     // return wxID_OK
wxCANCEL // return wxID_CANCEL
wxHELP   // return wxID_HELP

wxFORWARD // return wxID_FORWARD
wxBACKWARD // return wxID_BACKWARD
wxSETUP   // return wxID_SETUP
wxMORE    // return wxID_MORE
```

## XML-based resource system overview

Classes: *wxXmlResource* (p. 1489), *wxXmlResourceHandler* (p. 1494)

**IMPORTANT NOTE:** XRC is not yet a part of the core wxWindows library, so please see the next section for how to compile and link it. Otherwise if you try to use it, you will get link errors.

The XML-based resource system, known as XRC, allows user interface elements such as dialogs, menu bars and toolbars, to be stored in text files and loaded into the application at run-time. XRC files can also be compiled into binary XRS files or C++ code (the former makes it possible to store all resources in a single file and the latter is useful when you want to embed the resources into the executable).

There are several advantages to using XRC resources.

- Recompiling and linking an application is not necessary if the resources change.
- If you use a dialog designer that generates C++ code, it can be hard to reintegrate this into existing C++ code. Separation of resources and code is a more elegant solution.
- You can choose between different alternative resource files at run time, if necessary.
- The XRC format uses sizers for flexibility, allowing dialogs to be resizable and highly portable.
- The XRC format is a wxWindows standard, and can be generated or postprocessed by any program that understands it. As it is based on the XML standard, existing XML editors can be used for simple editing purposes.

XRC was written by Vaclav Slavik.

---

## Compiling and using XRC

XRC can be found under the 'contrib' hierarchy, in the following directories:

```
contrib/src/xrc           ; XRC source
contrib/include/wx/xrc   ; XRC headers
contrib/samples/xrc     ; XRC sample
contrib/utills/wxrc     ; XRC resource compiler
contrib/utills/wxrcedit ; XRC editor (in progress)
```

To compile XRC:

- Under Windows using VC++, open the contrib/src/xrc/XrcVC.dsw project and compile. Also compile contrib/utills/wxrc using wxBase if you wish to compile resource files.

- Under Unix, XRC should be configured when you configured wxWindows. Make XRC by changing directory to contrib/src/xrc and type 'make'. Similarly compile contrib/utis/wxrc using wxBase if you wish to compile resource files. **Note:** there is currently a problem with the wxWindows build system that means that only the static version of library can be built at present.

To use XRC:

- Under Windows using VC++, link with wxsrc[d].lib.
- Under Unix, link with libwxsrc[d].a.

## XRC concepts

---

These are the typical steps for using XRC files in your application.

- Include the appropriate headers: normally "wx/xrc/xmlres.h" will suffice;
- If you are going to use *XRS files* (p. 1676), install wxFileSystem ZIP handler first with `wxFileSystem::AddHandler(new wxZipFSHandler);`
- call `wxXmlResource::Get()->InitAllHandlers()` from your `wxApp::OnInit` function, and then call `wxXmlResource::Get()->Load("myfile.xrc")` to load the resource file;
- to create a dialog from a resource, create it using the default constructor, and then load using for example `wxXmlResource::Get()->LoadDialog(&dlg, this, "dlg1");`
- set up event tables as usual but use the `XRCID(str)` macro to translate from XRC string names to a suitable integer identifier, for example `EVT_MENU(XRCID("quit"), MyFrame::OnQuit).`

To create an XRC file, you can use one of the following methods.

- Create the file by hand;
- use wxDesigner (<http://www.roebling.de>), a commercial dialog designer/RAD tool;
- use DialogBlocks (<http://www.anthemion.co.uk/dialogblocks>), a commercial dialog editor;
- use XRCed (<http://xrccd.sf.net>), a wxPython-based dialog editor that you can find in the `wxPython/tools` subdirectory of the wxWindows CVS archive;
- use Glade (<http://wxglade.sf.net>), a GUI designer written in wxPython. At the moment it can generate Python, C++ and XRC;
- use wxrcedit (`utis/contrib/wxrcedit`) (under development);
- convert WIN32 RC files to XRC with the tool in `contrib/utis/convertrc`.

A complete list of third-party tools that write to XRC can be found at [www.wxwindows.org/lnk\\_tool.htm](http://www.wxwindows.org/lnk_tool.htm) ([http://www.wxwindows.org/lnk\\_tool.in](http://www.wxwindows.org/lnk_tool.in)).

It is highly recommended that you use a resource editing tool, since it's fiddly writing XRC files by hand.

You can use `wxXmlResource::Load` (p. 1492) in a number of ways. You can pass an XRC file (XML-based text resource file) or a *zip-compressed file* (p. 1676) (extension ZIP or XRS) containing other XRC.

You can also use *embedded C++ resources* (p. 1676)

## Using binary resource files

---

To compile binary resource files, use the command-line `wxrc` utility. It takes one or more file parameters (the input XRC files) and the following switches and options:

- `-h` (`--help`): show a help message
- `-v` (`--verbose`): show verbose logging information
- `-c` (`--cpp-code`): write C++ source rather than a XRS file
- `-u` (`--uncompressed`): do not compress XML files (C++ only)
- `-g` (`--gettext`): output .po catalog (to stdout, or a file if `-o` is used)
- `-n` (`--function`) `<name>`: specify C++ function name (use with `-c`)
- `-o` (`--output`) `<filename>`: specify the output file, such as `resource.xrs` or `resource.cpp`
- `-l` (`--list-of-handlers`) `<filename>`: output a list of necessary handlers to this file

For example:

```
% wxrc resource.wrc
% wxrc resource.wrc -o resource.wrs
% wxrc resource.wrc -v -c -o resource.cpp
```

### Note

XRS file is essentially a renamed ZIP archive which means that you can manipulate it with standard ZIP tools. Note that if you are using XRS files, you have to initialize `wxFileSystem` (p. 518) ZIP handler first! It is a simple thing to do:

```
#include <wx/filesys.h>
#include <wx/fs_zip.h>
...
wxFileSystem::AddHandler(new wxZipFSHandler);
```

## Using embedded resources

---

It is sometimes useful to embed resources in the executable itself instead of loading external file (e.g. when your app is small and consists only of one exe file). XRC provides means to convert resources into regular C++ file that can be compiled and included in the executable.

Use the `-c` switch to `wxrc` utility to produce C++ file with embedded resources. This file will contain a function called `InitXmlResource` (unless you override this with a command line switch). Use it to load the resource:

```
extern void InitXMLResource(); // defined in generated file
...
wxXmlResource::Get() ->InitAllHandlers();
InitXmlResource();
...
```

**XRC C++ sample**

This is the C++ source file (xrcdemo.cpp) for the XRC sample.

```

#include "wx/wx.h"
#include "wx/image.h"
#include "wx/xrc/xmlres.h"

// the application icon
#if defined(__WXGTK__) || defined(__WXMOTIF__) || defined(__WXMAC__)
    #include "rc/appicon.xpm"
#endif

// -----
// private classes
// -----

// Define a new application type, each program should derive a class
// from wxApp
class MyApp : public wxApp
{
public:
    // override base class virtuals
    // -----

    // this one is called on application startup and is a good place for
    // the app
    // initialization (doing it here and not in the ctor allows to have
    // an error
    // return: if OnInit() returns false, the application terminates)
    virtual bool OnInit();
};

// Define a new frame type: this is going to be our main frame
class MyFrame : public wxFrame
{
public:
    // ctor(s)
    MyFrame(const wxString& title, const wxPoint& pos, const wxSize&
size);

    // event handlers (these functions should not be virtual)
    void OnQuit(wxCommandEvent& event);
    void OnAbout(wxCommandEvent& event);
    void OnDlg1(wxCommandEvent& event);
    void OnDlg2(wxCommandEvent& event);

private:
    // any class wishing to process wxWindows events must use this macro
    DECLARE_EVENT_TABLE()
};

// -----
// event tables and other macros for wxWindows
// -----

```

```

BEGIN_EVENT_TABLE(MyFrame, wxFrame)
    EVT_MENU(XRCID("menu_quit"), MyFrame::OnQuit)
    EVT_MENU(XRCID("menu_about"), MyFrame::OnAbout)
    EVT_MENU(XRCID("menu_dlg1"), MyFrame::OnDlg1)
    EVT_MENU(XRCID("menu_dlg2"), MyFrame::OnDlg2)
END_EVENT_TABLE()

IMPLEMENT_APP(MyApp)

// -----
// the application class
// -----

// 'Main program' equivalent: the program execution "starts" here
bool MyApp::OnInit()
{
    wxImage::AddHandler(new wxGIFHandler);
    wxXmlResource::Get()->InitAllHandlers();
    wxXmlResource::Get()->Load("rc/resource.xrc");

    MyFrame *frame = new MyFrame("XML resources demo",
                                wxPoint(50, 50), wxSize(450, 340));
    frame->Show(true);
    return true;
}

// -----
// main frame
// -----

// frame constructor
MyFrame::MyFrame(const wxString& title, const wxPoint& pos, const
wxSize& size)
    : wxFrame((wxFrame *)NULL, -1, title, pos, size)
{
    SetIcon(wxICON(appicon));

    SetMenuBar(wxXmlResource::Get()->LoadMenuBar("mainmenu"));
    SetToolBar(wxXmlResource::Get()->LoadToolBar(this, "toolbar"));
}

// event handlers
void MyFrame::OnQuit(wxCommandEvent& WXUNUSED(event))
{
    // true is to force the frame to close
    Close(true);
}

void MyFrame::OnAbout(wxCommandEvent& WXUNUSED(event))
{
    wxString msg;
    msg.Printf(_T("This is the about dialog of XML resources demo.\n")
              _T("Welcome to %s"), wxVERSION_STRING);

    wxMessageBox(msg, "About XML resources demo", wxOK |
wxICON_INFORMATION, this);
}

void MyFrame::OnDlg1(wxCommandEvent& WXUNUSED(event))
{

```

```

        wxDialog dlg;
        wxXmlResource::Get()->LoadDialog(&dlg, this, "dlg1");
        dlg.ShowModal();
    }

void MyFrame::OnDlg2(wxCommandEvent& WXUNUSED(event))
{
    wxDialog dlg;
    wxXmlResource::Get()->LoadDialog(&dlg, this, "dlg2");
    dlg.ShowModal();
}

```

---

## XRC resource file sample

---

This is the XML file (resource.xrc) for the XRC sample.

```

<?xml version="1.0"?>
<resource version="2.3.0.1">
  <object class="wxMenuBar" name="mainmenu">
    <style>wxMB_DOCKABLE</style>
    <object class="wxMenu" name="menu_file">
      <label>_File</label>
      <style>wxMENU_TEAROFF</style>
      <object class="wxMenuItem" name="menu_about">
        <label>_About...</label>
        <bitmap>filesave.gif</bitmap>
      </object>
      <object class="separator"/>
      <object class="wxMenuItem" name="menu_dlg1">
        <label>Dialog 1</label>
      </object>
      <object class="wxMenuItem" name="menu_dlg2">
        <label>Dialog 2</label>
      </object>
      <object class="separator"/>
      <object class="wxMenuItem" name="menu_quit">
        <label>E_xit\tAlt-X</label>
      </object>
    </object>
  </object>
  <object class="wxToolBar" name="toolbar">
    <style>wxTB_FLAT|wxTB_DOCKABLE</style>
    <margins>2,2</margins>
    <object class="tool" name="menu_open">
      <bitmap>fileopen.gif</bitmap>
      <tooltip>Open catalog</tooltip>
    </object>
    <object class="tool" name="menu_save">
      <bitmap>filesave.gif</bitmap>
      <tooltip>Save catalog</tooltip>
    </object>
    <object class="tool" name="menu_update">
      <bitmap>update.gif</bitmap>
      <tooltip>Update catalog - synchronize it with sources</tooltip>
    </object>
    <separator/>
    <object class="tool" name="menu_quotes">
      <bitmap>quotes.gif</bitmap>
      <toggle>1</toggle>
      <tooltip>Display quotes around the string?</tooltip>
    </object>
  </object>

```

```

<object class="separator"/>
<object class="tool" name="menu_fuzzy">
  <bitmap>fuzzy.gif</bitmap>
  <tooltip>Toggled if selected string is fuzzy translation</tooltip>
  <toggle>1</toggle>
</object>
</object>
<object class="wxDialog" name="dlg1">
  <object class="wxBoxSizer">
    <object class="sizeritem">
      <object class="wxBitmapButton">
        <bitmap>fuzzy.gif</bitmap>
        <focus>fileopen.gif</focus>
      </object>
    </object>
    <object class="sizeritem">
      <object class="wxPanel">
        <object class="wxStaticText">
          <label>fdgdfgdfgdfg</label>
        </object>
        <style>wxSUNKEN_BORDER</style>
      </object>
      <flag>wxALIGN_CENTER</flag>
    </object>
    <object class="sizeritem">
      <object class="wxButton">
        <label>Buttonek</label>
      </object>
      <border>10d</border>
      <flag>wxALL</flag>
    </object>
    <object class="sizeritem">
      <object class="wxHtmlWindow">
        <htmlcode>&lt;h1&gt;Hi, &lt;/h1&gt;man</htmlcode>
        <size>100,45d</size>
      </object>
    </object>
    <object class="sizeritem">
      <object class="wxNotebook">
        <object class="notebookpage">
          <object class="wxPanel">
            <object class="wxBoxSizer">
              <object class="sizeritem">
                <object class="wxHtmlWindow">
                  <htmlcode>Hello, we are inside a
&lt;u&gt;NOTEBOOK&lt;/u&gt;...</htmlcode>
                  <size>50,50d</size>
                </object>
                <option>1</option>
              </object>
            </object>
            <label>Page</label>
          </object>
        <object class="notebookpage">
          <object class="wxPanel">
            <object class="wxBoxSizer">
              <object class="sizeritem">
                <object class="wxHtmlWindow">
                  <htmlcode>Hello, we are inside a
&lt;u&gt;NOTEBOOK&lt;/u&gt;...</htmlcode>
                  <size>50,50d</size>
                </object>
              </object>
            </object>
          </object>
        </object>
      </object>
    </object>
  </object>
</object>

```

```

        </object>
    </object>
    <label>Page 2</label>
</object>
    <usenotebooksizer>1</usenotebooksizer>
</object>
    <flag>wxEXPAND</flag>
</object>
    <orient>wxVERTICAL</orient>
</object>
</object>
<object class="wxDialog" name="dlg2">
    <object class="wxBoxSizer">
        <orient>wxVERTICAL</orient>
        <object class="sizeritem" name="dfgdfg">
            <object class="wxTextCtrl">
                <size>200,200d</size>
                <style>wxTE_MULTILINE|wxSUNKEN_BORDER</style>
                <value>Hello, this is an ordinary multiline\n
textctrl....</value>
            </object>
            <option>1</option>
            <flag>wxEXPAND|wxALL</flag>
            <border>10</border>
        </object>
        <object class="sizeritem">
            <object class="wxBoxSizer">
                <object class="sizeritem">
                    <object class="wxButton" name="wxID_OK">
                        <label>Ok</label>
                        <default>1</default>
                    </object>
                </object>
                <object class="sizeritem">
                    <object class="wxButton" name="wxID_CANCEL">
                        <label>Cancel</label>
                    </object>
                    <border>10</border>
                    <flag>wxLEFT</flag>
                </object>
            </object>
            <flag>wxLEFT|wxRIGHT|wxBOTTOM|wxALIGN_RIGHT</flag>
            <border>10</border>
        </object>
    </object>
    <title>Second testing dialog</title>
</object>
</resource>

```

## XRC file format

---

Please see Technical Note 14 (docs/tech/tn0014.txt) in your wxWindows distribution.

## Adding new resource handlers

---

Coming soon.

## Scrolling overview

Classes: *wxWindow* (p. 1428), *wxScrolledWindow* (p. 1120), *wxIcon* (p. 742), *wxScrollBar* (p. 1113).

Scrollbars come in various guises in *wxWindows*. All windows have the potential to show a vertical scrollbar and/or a horizontal scrollbar: it is a basic capability of a window. However, in practice, not all windows do make use of scrollbars, such as a single-line *wxTextCtrl*.

Because any class derived from *wxWindow* (p. 1428) may have scrollbars, there are functions to manipulate the scrollbars and event handlers to intercept scroll events. But just because a window generates a scroll event, doesn't mean that the window necessarily handles it and physically scrolls the window. The base class *wxWindow* in fact doesn't have any default functionality to handle scroll events. If you created a *wxWindow* object with scrollbars, and then clicked on the scrollbars, nothing at all would happen. This is deliberate, because the *interpretation* of scroll events varies from one window class to another.

*wxScrolledWindow* (p. 1120) (formerly *wxCanvas*) is an example of a window that adds functionality to make scrolling really work. It assumes that scrolling happens in consistent units, not different-sized jumps, and that page size is represented by the visible portion of the window. It is suited to drawing applications, but perhaps not so suitable for a sophisticated editor in which the amount scrolled may vary according to the size of text on a given line. For this, you would derive from *wxWindow* and implement scrolling yourself. *wxGrid* (p. 595) is an example of a class that implements its own scrolling, largely because columns and rows can vary in size.

### The scrollbar model

The function *wxWindow::SetScrollbar* (p. 1467) gives a clue about the way a scrollbar is modeled. This function takes the following arguments:

orientation	Which scrollbar: <i>wxVERTICAL</i> or <i>wxHORIZONTAL</i> .
position	The position of the scrollbar in scroll units.
visible	The size of the visible portion of the scrollbar, in scroll units.
range	The maximum position of the scrollbar.
refresh	Whether the scrollbar should be repainted.

*orientation* determines whether we're talking about the built-in horizontal or vertical scrollbar.

*position* is simply the position of the 'thumb' (the bit you drag to scroll around). It is given

in scroll units, and so is relative to the total range of the scrollbar.

*visible* gives the number of scroll units that represents the portion of the window currently visible. Normally, a scrollbar is capable of indicating this visually by showing a different length of thumb.

*range* is the maximum value of the scrollbar, where zero is the start position. You choose the units that suit you, so if you wanted to display text that has 100 lines, you would set this to 100. Note that this doesn't have to correspond to the number of pixels scrolled - it is up to you how you actually show the contents of the window.

*refresh* just indicates whether the scrollbar should be repainted immediately or not.

### An example

Let's say you wish to display 50 lines of text, using the same font. The window is sized so that you can only see 16 lines at a time.

You would use:

```
SetScrollbar(wxVERTICAL, 0, 16, 50);
```

Note that with the window at this size, the thumb position can never go above 50 minus 16, or 34.

You can determine how many lines are currently visible by dividing the current view size by the character height in pixels.

When defining your own scrollbar behaviour, you will always need to recalculate the scrollbar settings when the window size changes. You could therefore put your scrollbar calculations and `SetScrollbar` call into a function named `AdjustScrollbars`, which can be called initially and also from your `wxSizeEvent` (p. 1144) handler function.

## Bitmaps and icons overview

Classes: `wxBitmap` (p. 70), `wxBitmapHandler` (p. 90), `wxIcon` (p. 742), `wxCursor` (p. 216).

The `wxBitmap` class encapsulates the concept of a platform-dependent bitmap, either monochrome or colour. Platform-specific methods for creating a `wxBitmap` object from an existing file are catered for, and this is an occasion where conditional compilation will sometimes be required.

A bitmap created dynamically or loaded from a file can be selected into a memory device context (instance of `wxMemoryDC` (p. 905)). This enables the bitmap to be copied to a

window or memory device context using `wxDC::Blit` (p. 360), or to be used as a drawing surface. The `wxToolBarSimple` class is implemented using bitmaps, and the toolbar demo shows one of the toolbar bitmaps being used for drawing a miniature version of the graphic which appears on the main window.

See `wxMemoryDC` (p. 905) for an example of drawing onto a bitmap.

All `wxWindows` platforms support XPMs for small bitmaps and icons. You may include the XPM inline as below, since it's C code, or you can load it at run-time.

```
#include "mondrian.xpm"
```

Sometimes you wish to use a `.ico` resource on Windows, and XPMs on other platforms (for example to take advantage of Windows' support for multiple icon resolutions). A macro, `wxICON` (p. 1544), is available which creates an icon using an XPM on the appropriate platform, or an icon resource on Windows.

```
wxIcon icon(wxICON(mondrian));

// Equivalent to:

#if defined(__WXGTK__) || defined(__WXMOTIF__)
wxIcon icon(mondrian_xpm);
#endif

#if defined(__WXMSW__)
wxIcon icon("mondrian");
#endif
```

There is also a corresponding `wxBITMAP` (p. 1542) macro which allows to create the bitmaps in much the same way as `wxICON` (p. 1544) creates icons. It assumes that bitmaps live in resources under Windows or OS2 and XPM files under all other platforms (for XPMs, the corresponding file must be included before this macro is used, of course, and the name of the bitmap should be the same as the resource name under Windows with `_xpmsuffix`). For example:

```
// an easy and portable way to create a bitmap
wxBitmap bmp(wxBITMAP(bmpname));

// which is roughly equivalent to the following
#if defined(__WXMSW__) || defined(__WXPM__)
    wxBitmap bmp("bmpname", wxBITMAP_TYPE_RESOURCE);
#else // Unix
    wxBitmap bmp(bmpname_xpm, wxBITMAP_TYPE_XPM);
#endif
```

You should always use `wxICON` and `wxBITMAP` macros because they work for any platform (unlike the code above which doesn't deal with `wxMac`, `wxX11`, ...) and are more short and clear than versions with `#ifdefs`. Even better, use the same XPMs on all platforms.

---

## Supported bitmap file formats

---

The following lists the formats handled on different platforms. Note that missing or

partially-implemented formats are automatically supplemented by the *wxImage* (p. 756) to load the data, and then converting it to *wxBitmap* form. Note that using *wxImage* is the preferred way to load images in *wxWindows*, with the exception of resources (XPM-files or native Windows resources). Writing an image format handler for *wxImage* is also far easier than writing one for *wxBitmap*, because *wxImage* has exactly one format on all platforms whereas *wxBitmap* can store pixel data very differently, depending on colour depths and platform.

### **wxBitmap**

Under Windows, *wxBitmap* may load the following formats:

- Windows bitmap resource (`wxBITMAP_TYPE_BMP_RESOURCE`)
- Windows bitmap file (`wxBITMAP_TYPE_BMP`)
- XPM data and file (`wxBITMAP_TYPE_XPM`)
- All formats that are supported by the *wxImage* (p. 756) class.

Under wxGTK, *wxBitmap* may load the following formats:

- XPM data and file (`wxBITMAP_TYPE_XPM`)
- All formats that are supported by the *wxImage* (p. 756) class.

Under wxMotif and wxX11, *wxBitmap* may load the following formats:

- XBM data and file (`wxBITMAP_TYPE_XBM`)
- XPM data and file (`wxBITMAP_TYPE_XPM`)
- All formats that are supported by the *wxImage* (p. 756) class.

### **wxIcon**

Under Windows, *wxIcon* may load the following formats:

- Windows icon resource (`wxBITMAP_TYPE_ICO_RESOURCE`)
- Windows icon file (`wxBITMAP_TYPE_ICO`)
- XPM data and file (`wxBITMAP_TYPE_XPM`)

Under wxGTK, *wxIcon* may load the following formats:

- XPM data and file (`wxBITMAP_TYPE_XPM`)
- All formats that are supported by the *wxImage* (p. 756) class.

Under wxMotif and wxX11, *wxIcon* may load the following formats:

- XBM data and file (`wxBITMAP_TYPE_XBM`)
- XPM data and file (`wxBITMAP_TYPE_XPM`)
- All formats that are supported by the *wxImage* (p. 756) class.

### **wxCursor**

Under Windows, *wxCursor* may load the following formats:

- Windows cursor resource (`wxBITMAP_TYPE_CUR_RESOURCE`)
- Windows cursor file (`wxBITMAP_TYPE_CUR`)
- Windows icon file (`wxBITMAP_TYPE_ICO`)
- Windows bitmap file (`wxBITMAP_TYPE_BMP`)

Under `wxGTK`, `wxCursor` may load the following formats (in addition to stock cursors):

- None (stock cursors only).

Under `wxMotif` and `wxX11`, `wxCursor` may load the following formats:

- XBM data and file (`wxBITMAP_TYPE_XBM`)

## Bitmap format handlers

---

To provide extensibility, the functionality for loading and saving bitmap formats is not implemented in the `wxBitmap` class, but in a number of handler classes, derived from `wxBitmapHandler`. There is a static list of handlers which `wxBitmap` examines when a file load/save operation is requested. Some handlers are provided as standard, but if you have special requirements, you may wish to initialise the `wxBitmap` class with some extra handlers which you write yourself or receive from a third party.

To add a handler object to `wxBitmap`, your application needs to include the header which implements it, and then call the static function `wxBitmap::AddHandler` (p. 74).

**Note:** bitmap handlers are not implemented on all platforms, and new ones rarely need to be implemented since `wxImage` can be used for loading most formats, as noted earlier.

## Device context overview

Classes: `wxDC` (p. 359), `wxPostScriptDC` (p. 1022), `wxMetafileDC` (p. 943), `wxMemoryDC` (p. 905), `wxPrinterDC` (p. 1042), `wxScreenDC` (p. 1108), `wxClientDC` (p. 136), `wxPaintDC` (p. 995), `wxWindowDC` (p. 1477).

A `wxDC` is a *device context* onto which graphics and text can be drawn. The device context is intended to represent a number of output devices in a generic way, with the same API being used throughout.

Some device contexts are created temporarily in order to draw on a window. This is true of `wxScreenDC` (p. 1108), `wxClientDC` (p. 136), `wxPaintDC` (p. 995), and `wxWindowDC` (p. 1477). The following describes the differences between these device contexts and when you should use them.

- **wxScreenDC.** Use this to paint on the screen, as opposed to an individual

- **wxClientDC.** Use this to paint on the client area of window (the part without borders and other decorations), but do not use it from within an *wxPaintEvent* (p. 996).
- **wxPaintDC.** Use this to paint on the client area of a window, but *only* from within a *wxPaintEvent* (p. 996).
- **wxWindowDC.** Use this to paint on the whole area of a window, including decorations. This may not be available on non-Windows platforms.

To use a client, paint or window device context, create an object on the stack with the window as argument, for example:

```
void MyWindow::OnMyCmd(wxCommandEvent& event)
{
    wxClientDC dc(window);
    DrawMyPicture(dc);
}
```

Try to write code so it is parameterised by wxDC - if you do this, the same piece of code may write to a number of different devices, by passing a different device context. This doesn't work for everything (for example not all device contexts support bitmap drawing) but will work most of the time.

## wxFont overview

Class: *wxFont* (p. 538), *wxFontDialog* (p. 550)

A font is an object which determines the appearance of text, primarily when drawing text to a window or device context. A font is determined by the following parameters (not all of them have to be specified, of course):

Point size	This is the standard way of referring to text size.
Family	Supported families are: <b>wxDEFAULT</b> , <b>wxDECORATIVE</b> , <b>wxROMAN</b> , <b>wxSCRIPT</b> , <b>wxSWISS</b> , <b>wxMODERN</b> . <b>wxMODERN</b> is a fixed pitch font; the others are either fixed or variable pitch.
Style	The value can be <b>wxNORMAL</b> , <b>wxSLANT</b> or <b>wxITALIC</b> .
Weight	The value can be <b>wxNORMAL</b> , <b>wxLIGHT</b> or <b>wxBOLD</b> .
Underlining	The value can be true or false.
Face name	An optional string specifying the actual typeface to be used. If NULL, a default typeface will chosen based on the family.
Encoding	The font encoding (see <b>wxFONTENCODING_XXX</b> constants and the <i>font overview</i> (p. 1688) for more details)

Specifying a family, rather than a specific typeface name, ensures a degree of portability

across platforms because a suitable font will be chosen for the given font family, however it doesn't allow to choose a font precisely as the parameters above don't suffice, in general, to identify all the available fonts and this is where using the native font descriptions may be helpful - see below.

Under Windows, the face name can be one of the installed fonts on the user's system. Since the choice of fonts differs from system to system, either choose standard Windows fonts, or if allowing the user to specify a face name, store the family name with any file that might be transported to a different Windows machine or other platform.

**Note:** There is currently a difference between the appearance of fonts on the two platforms, if the mapping mode is anything other than `wxMM_TEXT`. Under X, font size is always specified in points. Under MS Windows, the unit for text is points but the text is scaled according to the current mapping mode. However, user scaling on a device context will also scale fonts under both environments.

---

## Native font information

An alternative way of choosing fonts is to use the native font description. This is the only acceptable solution if the user is allowed to choose the font using the *wxFontDialog* (p. 550) because the selected font cannot be described using only the family name and so, if only family name is stored permanently, the user would almost surely see a different font in the program later.

Instead, you should store the value returned by *wxFont::GetNativeFontInfoDesc* (p. 542) and pass it to *wxFont::SetNativeFontInfo* (p. 545) later to recreate exactly the same font.

Note that the contents of this string depends on the platform and shouldn't be used for any other purpose (in particular, it is not meant to be shown to the user). Also please note that although the native font information is currently implemented for Windows and Unix (GTK+ and Motif) ports only, all the methods are available for all the ports and should be used to make your program work correctly when they are implemented later.

## Font encoding overview

*wxWindows* has support for multiple font encodings starting from release 2.2. By encoding we mean here the mapping between the character codes and the letters. Probably the most well-known encoding is (7 bit) ASCII one which is used almost universally now to represent the letters of the English alphabet and some other common characters. However, it is not enough to represent the letters of foreign alphabets and here other encodings come into play. Please note that we will only discuss 8-bit fonts here and not *Unicode* (p. 1625).

Font encoding support is assured by several classes: *wxFont* (p. 538) itself, but also *wxFontEnumerator* (p. 552) and *wxFontMapper* (p. 555). *wxFont* encoding support is reflected by a (new) constructor parameter *encoding* which takes one of the following

values (elements of enumeration type `wxFontEncoding`):

<code>wxFONTENCODING_SYSTEM</code>	The default encoding of the underlying operating system (notice that this might be a "foreign" encoding for foreign versions of Windows 9x/NT).
<code>wxFONTENCODING_DEFAULT</code>	The applications default encoding as returned by <code>wxFont::GetDefaultEncoding</code> (p. 542). On program startup, the applications default encoding is the same as <code>wxFONTENCODING_SYSTEM</code> , but may be changed to make all the fonts created later to use it (by default).
<code>wxFONTENCODING_ISO8859_1..15</code>	ISO8859 family encodings which are usually used by all non-Microsoft operating systems
<code>wxFONTENCODING_KO18</code>	Standard Cyrillic encoding for the Internet (but see also <code>wxFONTENCODING_ISO8859_5</code> and <code>wxFONTENCODING_CP1251</code> )
<code>wxFONTENCODING_CP1250</code>	Microsoft analogue of ISO8859-2
<code>wxFONTENCODING_CP1251</code>	Microsoft analogue of ISO8859-5
<code>wxFONTENCODING_CP1252</code>	Microsoft analogue of ISO8859-1

As you may see, Microsoft's encoding partly mirror the standard ISO8859 ones, but there are (minor) differences even between ISO8859-1 (Latin1, ISO encoding for Western Europe) and CP1251 (WinLatin1, standard code page for English versions of Windows) and there are more of them for other encodings.

The situation is particularly complicated with Cyrillic encodings for which (more than) three incompatible encodings exist: KO18 (the old standard, widely used on the Internet), ISO8859-5 (ISO standard for Cyrillic) and CP1251 (WinCyrillic).

This abundance of (incompatible) encodings should make it clear that using encodings is less easy than it might seem. The problems arise both from the fact that the standard encodings for the given language (say Russian, which is written in Cyrillic) are different on different platforms and because the fonts in the given encoding might just not be installed (this is especially a problem with Unix, or, in general, non-Win32 systems).

To clarify, the `wxFontEnumerator` (p. 552) class may be used to enumerate both all available encodings and to find the facename(s) in which the given encoding exists. If you can find the font in the correct encoding with `wxFontEnumerator` then your troubles are over, but, unfortunately, sometimes this is not enough. For example, there is no standard way (that I know of, please tell me if you do!) to find a font on a Windows system for KO18 encoding (only for WinCyrillic one which is quite different), so `wxFontEnumerator` (p. 552) will never return one, even if the user has installed a KO18 font on his system.

To solve this problem, a `wxFontMapper` (p. 555) class is provided. This class stores the mapping between the encodings and the font face names which support them in `wxConfig` (p. 1643) object. Of course, it would be fairly useless if it tried to determine these mappings by itself, so, instead, it (optionally) ask the user and remember his answers so that the next time the program will automatically choose the correct font.

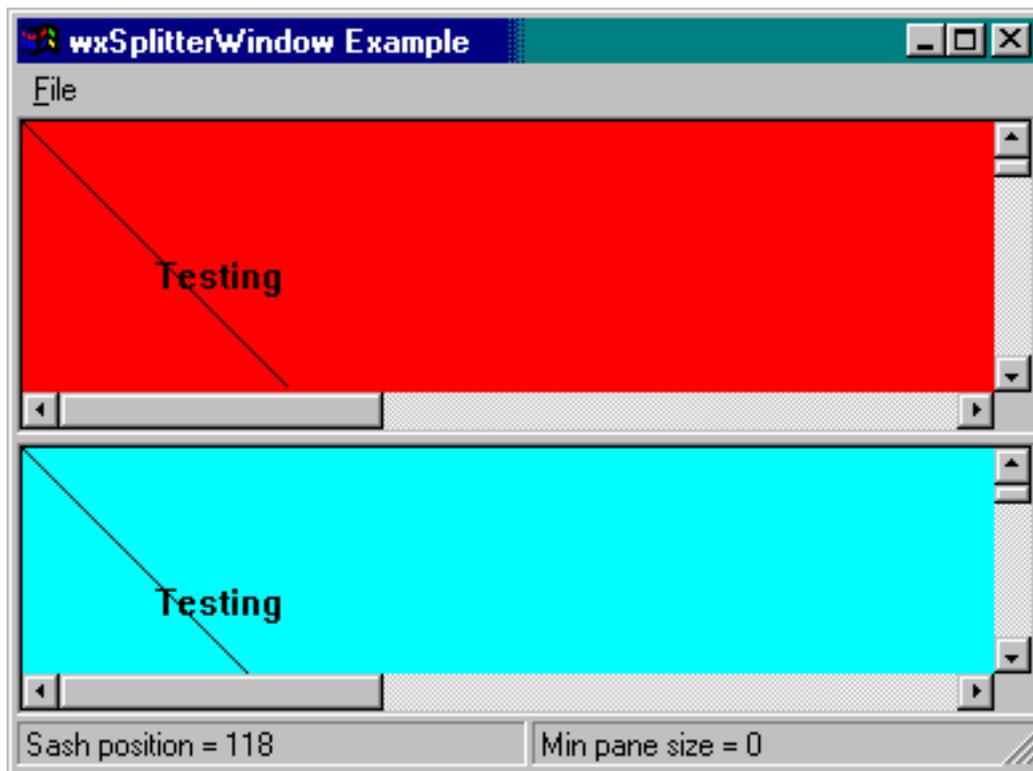
All these topics are illustrated by the *font sample* (p. 1607); please refer to it and the

documentation of the classes mentioned here for further explanations.

## wxSplitterWindow overview

Classes: *wxSplitterWindow* (p. 1199)

The following screenshot shows the appearance of a splitter window with a vertical split.



The style `wxSP_3D` has been used to show a 3D border and 3D sash.

### Example

The following fragment shows how to create a splitter window, creating two subwindows and hiding one of them.

```
splitter = new wxSplitterWindow(this, -1, wxPoint(0, 0), wxSize(400,
400), wxSP_3D);

leftWindow = new MyWindow(splitter);
leftWindow->SetScrollbars(20, 20, 50, 50);

rightWindow = new MyWindow(splitter);
```

```

rightWindow->SetScrollbars(20, 20, 50, 50);
rightWindow->Show(false);

splitter->Initialize(leftWindow);

// Set this to prevent unsplitting
// splitter->SetMinimumPaneSize(20);

```

The next fragment shows how the splitter window can be manipulated after creation.

```

void MyFrame::OnSplitVertical(wxCommandEvent& event)
{
    if ( splitter->IsSplit() )
        splitter->Unsplit();
    leftWindow->Show(true);
    rightWindow->Show(true);
    splitter->SplitVertically( leftWindow, rightWindow );
}

void MyFrame::OnSplitHorizontal(wxCommandEvent& event)
{
    if ( splitter->IsSplit() )
        splitter->Unsplit();
    leftWindow->Show(true);
    rightWindow->Show(true);
    splitter->SplitHorizontally( leftWindow, rightWindow );
}

void MyFrame::OnUnsplit(wxCommandEvent& event)
{
    if ( splitter->IsSplit() )
        splitter->Unsplit();
}

```

## wxTreeCtrl overview

Classes: *wxTreeCtrl* (p. 1366), *wxImageList* (p. 781)

The tree control displays its items in a tree like structure. Each item has its own (optional) icon and a label. An item may be either collapsed (meaning that its children are not visible) or expanded (meaning that its children are shown). Each item in the tree is identified by its *itemId* which is of opaque data type *wxTreeItemId*. You can test whether an item is valid by calling *wxTreeItemId::IsOk*.

The items text and image may be retrieved and changed with *GetItemText* (p. 1376)/*SetItemText* (p. 1384) and *GetItemImage* (p. 1376)/*SetItemImage* (p. 1384). In fact, an item may even have two images associated with it: the normal one and another one for selected state which is set/retrieved with *SetItemSelectedImage* (p. 1384)/*GetItemSelectedImage* (p. 1378) functions, but this functionality might be

unavailable on some platforms.

Tree items have several attributes: an item may be selected or not, visible or not, bold or not. It may also be expanded or collapsed. All these attributes may be retrieved with the corresponding functions: *IsSelected* (p. 1380), *IsVisible* (p. 1381), *IsBold* (p. 1380) and *IsExpanded* (p. 1380). Only one item at a time may be selected, selecting another one (with *SelectItem* (p. 1382)) automatically unselects the previously selected one.

In addition to its icon and label, a user-specific data structure may be associated with all tree items. If you wish to do it, you should derive a class from *wxTreeItemData* which is a very simple class having only one function *GetId()* which returns the id of the item this data is associated with. This data will be freed by the control itself when the associated item is deleted (all items are deleted when the control is destroyed), so you shouldn't delete it yourself (if you do it, you should call *SetItemData(NULL)* (p. 1383) to prevent the tree from deleting the pointer second time). The associated data may be retrieved with *GetItemData()* (p. 1375) function.

Working with trees is relatively straightforward if all the items are added to the tree at the moment of its creation. However, for large trees it may be very inefficient. To improve the performance you may want to delay adding the items to the tree until the branch containing the items is expanded: so, in the beginning, only the root item is created (with *AddRoot* (p. 1370)). Other items are added when `EVT_TREE_ITEM_EXPANDING` event is received: then all items lying immediately under the item being expanded should be added, but, of course, only when this event is received for the first time for this item - otherwise, the items would be added twice if the user expands/collapses/re-expands the branch.

The tree control provides functions for enumerating its items. There are 3 groups of enumeration functions: for the children of a given item, for the sibling of the given item and for the visible items (those which are currently shown to the user: an item may be invisible either because its branch is collapsed or because it is scrolled out of view). Child enumeration functions require the caller to give them a *cookie* parameter: it is a number which is opaque to the caller but is used by the tree control itself to allow multiple enumerations to run simultaneously (this is explicitly allowed). The only thing to remember is that the *cookie* passed to *GetFirstChild* (p. 1374) and to *GetNextChild* (p. 1376) should be the same variable (and that nothing should be done with it by the user code).

Among other features of the tree control are: item sorting with *SortChildren* (p. 1384) which uses the user-defined comparison function *OnCompareItems* (p. 1381) (by default the comparison is the alphabetic comparison of tree labels), hit testing (determining to which portion of the control the given point belongs, useful for implementing drag-and-drop in the tree) with *HitTest* (p. 1379) and editing of the tree item labels in place (see *EditLabel* (p. 1372)).

Finally, the tree control has a keyboard interface: the cursor navigation (arrow) keys may be used to change the current selection. `<HOME>` and `<END>` are used to go to the first/last sibling of the current item. `'+'`, `'-'` and `'*'` expand, collapse and toggle the current branch. Note, however, that `<DEL>` and `<INS>` keys do nothing by default, but it is usual to associate them with deleting item from a tree and inserting a new one into it.

## **wxListCtrl overview**

Classes: *wxListCtrl* (p. 826), *wxImageList* (p. 781)

Sorry, this topic has yet to be written.

## **wxImageList overview**

Classes: *wxImageList* (p. 781)

An image list is a list of images that may have transparent areas. The class helps an application organise a collection of images so that they can be referenced by integer index instead of by pointer.

Image lists are used in *wxNotebook* (p. 970), *wxListCtrl* (p. 826), *wxTreeCtrl* (p. 826) and some other control classes.

## **Common dialogs overview**

Classes: *wxColourDialog* (p. 161), *wxFontDialog* (p. 550), *wxPrintDialog* (p. 1033), *wxFileDialog* (p. 491), *wxDirDialog* (p. 397), *wxTextEntryDialog* (p. 1306), *wxMessageDialog* (p. 940), *wxSingleChoiceDialog* (p. 1137), *wxMultipleChoiceDialog* (p. 964)

Common dialog classes and functions encapsulate commonly-needed dialog box requirements. They are all 'modal', grabbing the flow of control until the user dismisses the dialog, to make them easy to use within an application.

Some dialogs have both platform-dependent and platform-independent implementations, so that if underlying windowing systems that do not provide the required functionality, the generic classes and functions can stand in. For example, under MS Windows, *wxColourDialog* uses the standard colour selector. There is also an equivalent called *wxGenericColourDialog* for other platforms, and a macro defines *wxColourDialog* to be the same as *wxGenericColourDialog* on non-MS Windows platforms. However, under MS Windows, the generic dialog can also be used, for testing or other purposes.

## **wxColourDialog overview**

---

Classes: *wxColourDialog* (p. 161), *wxColourData* (p. 157)

The *wxColourDialog* presents a colour selector to the user, and returns with colour

information.

### The MS Windows colour selector

Under Windows, the native colour selector common dialog is used. This presents a dialog box with three main regions: at the top left, a palette of 48 commonly-used colours is shown. Under this, there is a palette of 16 'custom colours' which can be set by the application if desired. Additionally, the user may open up the dialog box to show a right-hand panel containing controls to select a precise colour, and add it to the custom colour palette.

### The generic colour selector

Under non-MS Windows platforms, the colour selector is a simulation of most of the features of the MS Windows selector. Two palettes of 48 standard and 16 custom colours are presented, with the right-hand area containing three sliders for the user to select a colour from red, green and blue components. This colour may be added to the custom colour palette, and will replace either the currently selected custom colour, or the first one in the palette if none is selected. The RGB colour sliders are not optional in the generic colour selector. The generic colour selector is also available under MS Windows; use the name `wxGenericColourDialog`.

### Example

In the `samples/dialogs` directory, there is an example of using the `wxColourDialog` class. Here is an excerpt, which sets various parameters of a `wxColourData` object, including a grey scale for the custom colours. If the user did not cancel the dialog, the application retrieves the selected colour and uses it to set the background of a window.

```
wxColourData data;
data.SetChooseFull(true);
for (int i = 0; i < 16; i++)
{
    wxColour colour(i*16, i*16, i*16);
    data.SetCustomColour(i, colour);
}

wxColourDialog dialog(this, &data);
if (dialog.ShowModal() == wxID_OK)
{
    wxColourData retData = dialog.GetColourData();
    wxColour col = retData.GetColour();
    wxBrush brush(col, wxSOLID);
    myWindow->SetBackground(brush);
    myWindow->Clear();
    myWindow->Refresh();
}
```

---

## wxFontDialog overview

Classes: *wxFontDialog* (p. 550), *wxFontData* (p. 547)

The `wxFontDialog` presents a font selector to the user, and returns with font and colour

information.

### The MS Windows font selector

Under Windows, the native font selector common dialog is used. This presents a dialog box with controls for font name, point size, style, weight, underlining, strikethrough and text foreground colour. A sample of the font is shown on a white area of the dialog box. Note that in the translation from full MS Windows fonts to wxWindows font conventions, strikethrough is ignored and a font family (such as Swiss or Modern) is deduced from the actual font name (such as Arial or Courier). The full range of Windows fonts cannot be used in wxWindows at present.

### The generic font selector

Under non-MS Windows platforms, the font selector is simpler. Controls for font family, point size, style, weight, underlining and text foreground colour are provided, and a sample is shown upon a white background. The generic font selector is also available under MS Windows; use the name `wxGenericFontDialog`.

In both cases, the application is responsible for deleting the new font returned from calling `wxFontDialog::Show` (if any). This returned font is guaranteed to be a new object and not one currently in use in the application.

### Example

In the `samples/dialogs` directory, there is an example of using the `wxFontDialog` class. The application uses the returned font and colour for drawing text on a canvas. Here is an excerpt:

```
wxFontData data;
data.SetInitialFont(canvasFont);
data.SetColour(canvasTextColour);

wxFontDialog dialog(this, &data);
if (dialog.ShowModal() == wxID_OK)
{
    wxFontData retData = dialog.GetFontData();
    canvasFont = retData.GetChosenFont();
    canvasTextColour = retData.GetColour();
    myWindow->Refresh();
}
```

---

## wxPrintDialog overview

Classes: *wxPrintDialog* (p. 1033), *wxPrintData* (p. 1027)

This class represents the print and print setup common dialogs. You may obtain a *wxPrinterDC* (p. 1042) device context from a successfully dismissed print dialog.

The `samples/printing` example shows how to use it: see *Printing overview* (p. 1710) for an excerpt from this example.

## **wxFileDialog overview**

---

Classes: *wxFileDialog* (p. 491)

Pops up a file selector box. In Windows, this is the common file selector dialog. In X, this is a file selector box with somewhat less functionality. The path and filename are distinct elements of a full file pathname. If path is "", the current directory will be used. If filename is "", no default filename will be supplied. The wildcard determines what files are displayed in the file selector, and file extension supplies a type extension for the required filename. Flags may be a combination of `wxOPEN`, `wxSAVE`, `wxOVERWRITE_PROMPT`, `wxHIDE_READONLY`, `wxFILE_MUST_EXIST` or 0.

Both the X and Windows versions implement a wildcard filter. Typing a filename containing wildcards (\*, ?) in the filename text item, and clicking on Ok, will result in only those files matching the pattern being displayed. In the X version, supplying no default name will result in the wildcard filter being inserted in the filename text item; the filter is ignored if a default name is supplied.

The wildcard may be a specification for multiple types of file with a description for each, such as:

```
"BMP files (*.bmp)|*.bmp|GIF files (*.gif)|*.gif"
```

## **wxDirDialog overview**

---

Classes: *wxDirDialog* (p. 397)

This dialog shows a directory selector dialog, allowing the user to select a single directory.

## **wxTextEntryDialog overview**

---

Classes: *wxTextEntryDialog* (p. 1306)

This is a dialog with a text entry field. The value that the user entered is obtained using *wxTextEntryDialog::GetValue* (p. 1307).

## **wxMessageDialog overview**

---

Classes: *wxMessageDialog* (p. 940)

This dialog shows a message, plus buttons that can be chosen from OK, Cancel, Yes, and No. Under Windows, an optional icon can be shown, such as an exclamation mark or question mark.

The return value of *wxMessageDialog::ShowModal* (p. 941) indicates which button the

user pressed.

## **wxSingleChoiceDialog overview**

---

Classes: *wxSingleChoiceDialog* (p. 1137)

This dialog shows a list of choices, plus OK and (optionally) Cancel. The user can select one of them. The selection can be obtained from the dialog as an index, a string or client data.

## **wxMultipleChoiceDialog overview**

---

Classes: *wxMultipleChoiceDialog* (p. 964)

This dialog shows a list of choices, plus OK and (optionally) Cancel. The user can select one or more of them.

## **Document/view overview**

Classes: *wxDocument* (p. 426), *wxView* (p. 1410), *wxDocTemplate* (p. 420), *wxDocManager* (p. 406), *wxDocParentFrame* (p. 419), *wxDocChildFrame* (p. 404), *wxDocMDIParentFrame* (p. 417), *wxDocMDIChildFrame* (p. 415), *wxCommand* (p. 167), *wxCommandProcessor* (p. 174)

The document/view framework is found in most application frameworks, because it can dramatically simplify the code required to build many kinds of application.

The idea is that you can model your application primarily in terms of *documents* to store data and provide interface-independent operations upon it, and *views* to visualise and manipulate the data. Documents know how to do input and output given stream objects, and views are responsible for taking input from physical windows and performing the manipulation on the document data. If a document's data changes, all views should be updated to reflect the change.

The framework can provide many user-interface elements based on this model. Once you have defined your own classes and the relationships between them, the framework takes care of popping up file selectors, opening and closing files, asking the user to save modifications, routing menu commands to appropriate (possibly default) code, even some default print/preview functionality and support for command undo/redo. The framework is highly modular, allowing overriding and replacement of functionality and objects to achieve more than the default behaviour.

These are the overall steps involved in creating an application based on the document/view framework:

1. Define your own document and view classes, overriding a minimal set of member functions e.g. for input/output, drawing and initialization.
2. Define any subwindows (such as a scrolled window) that are needed for the view(s). You may need to route some events to views or documents, for example `OnPaint` needs to be routed to `wxView::OnDraw`.
3. Decide what style of interface you will use: Microsoft's MDI (multiple document child frames surrounded by an overall frame), SDI (a separate, unconstrained frame for each document), or single-window (one document open at a time, as in Windows Write).
4. Use the appropriate `wxDocParentFrame` and `wxDocChildFrame` classes. Construct an instance of `wxDocParentFrame` in your `wxApp::OnInit`, and a `wxDocChildFrame` (if not single-window) when you initialize a view. Create menus using standard menu ids (such as `wxID_OPEN`, `wxID_PRINT`), routing non-application-specific identifiers to the base frame's `OnMenuCommand`.
5. Construct a single `wxDocManager` instance at the beginning of your `wxApp::OnInit`, and then as many `wxDocTemplate` instances as necessary to define relationships between documents and views. For a simple application, there will be just one `wxDocTemplate`.

If you wish to implement Undo/Redo, you need to derive your own class(es) from `wxCommand` and use `wxCommandProcessor::Submit` instead of directly executing code. The framework will take care of calling Undo and Do functions as appropriate, so long as the `wxID_UNDO` and `wxID_REDO` menu items are defined in the view menu.

Here are a few examples of the tailoring you can do to go beyond the default framework behaviour:

- Override `wxDocument::OnCreateCommandProcessor` to define a different Do/Undo strategy, or a command history editor.
- Override `wxView::OnCreatePrintout` to create an instance of a derived `wxPrintout` (p. 1042) class, to provide multi-page document facilities.
- Override `wxDocManager::SelectDocumentPath` to provide a different file selector.
- Limit the maximum number of open documents and the maximum number of undo commands.

Note that to activate framework functionality, you need to use some or all of the `wxWindows predefined command identifiers` (p. 1703) in your menus.

**wxPerl note:** The document/view framework is available in wxPerl. To use it, you will need the following statements in your application code:

```
use Wx::DocView;
use Wx ':docview'; # import constants (optional)
```

---

## wxDocument overview

*Document/view framework overview* (p. 1697)

Class: *wxDocument* (p. 426)

The *wxDocument* class can be used to model an application's file-based data. It is part of the document/view framework supported by *wxWindows*, and cooperates with the *wxView* (p. 1410), *wxDocTemplate* (p. 420) and *wxDocManager* (p. 406) classes.

Using this framework can save a lot of routine user-interface programming, since a range of menu commands -- such as open, save, save as -- are supported automatically. The programmer just needs to define a minimal set of classes and member functions for the framework to call when necessary. Data, and the means to view and edit the data, are explicitly separated out in this model, and the concept of multiple *views* onto the same data is supported.

Note that the document/view model will suit many but not all styles of application. For example, it would be overkill for a simple file conversion utility, where there may be no call for *views* on *documents* or the ability to open, edit and save files. But probably the majority of applications are document-based.

See the example application in `samples/docview`.

To use the abstract *wxDocument* class, you need to derive a new class and override at least the member functions `SaveObject` and `LoadObject`. `SaveObject` and `LoadObject` will be called by the framework when the document needs to be saved or loaded.

Use the macros `DECLARE_DYNAMIC_CLASS` and `IMPLEMENT_DYNAMIC_CLASS` in order to allow the framework to create document objects on demand. When you create a *wxDocTemplate* (p. 420) object on application initialization, you should pass `CLASSINFO(YourDocumentClass)` to the *wxDocTemplate* constructor so that it knows how to create an instance of this class.

If you do not wish to use the *wxWindows* method of creating document objects dynamically, you must override `wxDocTemplate::CreateDocument` to return an instance of the appropriate class.

---

## **wxView overview**

---

*Document/view framework overview* (p. 1697)

Class: *wxView* (p. 1410)

The *wxView* class can be used to model the viewing and editing component of an application's file-based data. It is part of the document/view framework supported by *wxWindows*, and cooperates with the *wxDocument* (p. 426), *wxDocTemplate* (p. 420) and *wxDocManager* (p. 406) classes.

See the example application in `samples/docview`.

To use the abstract *wxView* class, you need to derive a new class and override at least

the member functions `OnCreate`, `OnDraw`, `OnUpdate` and `OnClose`. You will probably want to override `OnMenuCommand` to respond to menu commands from the frame containing the view.

Use the macros `DECLARE_DYNAMIC_CLASS` and `IMPLEMENT_DYNAMIC_CLASS` in order to allow the framework to create view objects on demand. When you create a *wxDocTemplate* (p. 420) object on application initialization, you should pass `CLASSINFO(YourViewClass)` to the *wxDocTemplate* constructor so that it knows how to create an instance of this class.

If you do not wish to use the `wxWindows` method of creating view objects dynamically, you must override `wxDocTemplate::CreateView` to return an instance of the appropriate class.

## **wxDocTemplate overview**

---

*Document/view framework overview* (p. 1697)

Class: *wxDocTemplate* (p. 420)

The *wxDocTemplate* class is used to model the relationship between a document class and a view class. The application creates a document template object for each document/view pair. The list of document templates managed by the *wxDocManager* instance is used to create documents and views. Each document template knows what file filters and default extension are appropriate for a document/view combination, and how to create a document or view.

For example, you might write a small doodling application that can load and save lists of line segments. If you had two views of the data -- graphical, and a list of the segments -- then you would create one document class *DoodleDocument*, and two view classes (*DoodleGraphicView* and *DoodleListView*). You would also need two document templates, one for the graphical view and another for the list view. You would pass the same document class and default file extension to both document templates, but each would be passed a different view class. When the user clicks on the Open menu item, the file selector is displayed with a list of possible file filters -- one for each *wxDocTemplate*. Selecting the filter selects the *wxDocTemplate*, and when a file is selected, that template will be used for creating a document and view. Under non-Windows platforms, the user will be prompted for a list of templates before the file selector is shown, since most file selectors do not allow a choice of file filters.

For the case where an application has one document type and one view type, a single document template is constructed, and dialogs will be appropriately simplified.

*wxDocTemplate* is part of the document/view framework supported by *wxWindows*, and cooperates with the *wxView* (p. 1410), *wxDocument* (p. 426) and *wxDocManager* (p. 406) classes.

See the example application in `samples/docview`.

To use the *wxDocTemplate* class, you do not need to derive a new class. Just pass

relevant information to the constructor including `CLASSINFO(YourDocumentClass)` and `CLASSINFO(YourViewClass)` to allow dynamic instance creation. If you do not wish to use the `wxWindows` method of creating document objects dynamically, you must override `wxDocTemplate::CreateDocument` and `wxDocTemplate::CreateView` to return instances of the appropriate class.

*NOTE:* the document template has nothing to do with the C++ template construct. C++ templates are not used anywhere in `wxWindows`.

## **wxDocManager overview**

---

*Document/view framework overview* (p. 1697)

Class: *wxDocManager* (p. 406)

The `wxDocManager` class is part of the document/view framework supported by `wxWindows`, and cooperates with the *wxView* (p. 1410), *wxDocument* (p. 426) and *wxDocTemplate* (p. 420) classes.

A `wxDocManager` instance coordinates documents, views and document templates. It keeps a list of document and template instances, and much functionality is routed through this object, such as providing selection and file dialogs. The application can use this class 'as is' or derive a class and override some members to extend or change the functionality. Create an instance of this class near the beginning of your application initialization, before any documents, views or templates are manipulated.

There may be multiple `wxDocManager` instances in an application.

See the example application in `samples/docview`.

## **wxCommand overview**

---

*Document/view framework overview* (p. 1697)

Classes: *wxCommand* (p. 167), *wxCommandProcessor* (p. 174)

`wxCommand` is a base class for modelling an application command, which is an action usually performed by selecting a menu item, pressing a toolbar button or any other means provided by the application to change the data or view.

Instead of the application functionality being scattered around switch statements and functions in a way that may be hard to read and maintain, the functionality for a command is explicitly represented as an object which can be manipulated by a framework or application. When a user interface event occurs, the application *submits* a command to a *wxCommandProcessor* (p. 1702) object to execute and store.

The `wxWindows` document/view framework handles Undo and Redo by use of `wxCommand` and `wxCommandProcessor` objects. You might find further uses for

wxCommand, such as implementing a macro facility that stores, loads and replays commands.

An application can derive a new class for every command, or, more likely, use one class parameterized with an integer or string command identifier.

---

## wxCommandProcessor overview

---

*Document/view framework overview* (p. 1697)

Classes: *wxCommandProcessor* (p. 174), *wxCommand* (p. 167)

wxCommandProcessor is a class that maintains a history of wxCommand instances, with undo/redo functionality built-in. Derive a new class from this if you want different behaviour.

---

## wxFileHistory overview

---

*Document/view framework overview* (p. 1697)

Classes: *wxFileHistory* (p. 497), *wxDocManager* (p. 406)

wxFileHistory encapsulates functionality to record the last few files visited, and to allow the user to quickly load these files using the list appended to the File menu.

Although wxFileHistory is used by wxDocManager, it can be used independently. You may wish to derive from it to allow different behaviour, such as popping up a scrolling list of files.

By calling wxFileHistory::FileHistoryUseMenu you can associate a file menu with the file history, that will be used for appending the filenames. They are appended using menu identifiers in the range wxID\_FILE1 to wxID\_FILE9.

In order to respond to a file load command from one of these identifiers, you need to handle them using an event handler, for example:

```
BEGIN_EVENT_TABLE(wxDocParentFrame, wxFrame)
    EVT_MENU(wxID_EXIT, wxDocParentFrame::OnExit)
    EVT_MENU_RANGE(wxID_FILE1, wxID_FILE9, wxDocParentFrame::OnMRUFile)
END_EVENT_TABLE()

void wxDocParentFrame::OnExit(wxCommandEvent& WXUNUSED(event))
{
    Close();
}

void wxDocParentFrame::OnMRUFile(wxCommandEvent& event)
{
    wxString f(m_docManager->GetHistoryFile(event.GetId() -
wxID_FILE1));
    if (f != "")
```

```
(void)m_docManager->CreateDocument (f, wxDOC_SILENT);  
}
```

---

## wxWindows predefined command identifiers

---

To allow communication between the application's menus and the document/view framework, several command identifiers are predefined for you to use in menus. The framework recognizes them and processes them if you forward commands from `wxFrame::OnMenuCommand` (or perhaps from toolbars and other user interface constructs).

- `wxID_OPEN` (5000)
- `wxID_CLOSE` (5001)
- `wxID_NEW` (5002)
- `wxID_SAVE` (5003)
- `wxID_SAVEAS` (5004)
- `wxID_REVERT` (5005)
- `wxID_EXIT` (5006)
- `wxID_UNDO` (5007)
- `wxID_REDO` (5008)
- `wxID_HELP` (5009)
- `wxID_PRINT` (5010)
- `wxID_PRINT_SETUP` (5011)
- `wxID_PREVIEW` (5012)

## Toolbar overview

Classes: *wxToolBar* (p. 1348)

The toolbar family of classes allows an application to use toolbars in a variety of configurations and styles.

The toolbar is a popular user interface component and contains a set of bitmap buttons or toggles. A toolbar gives faster access to an application's facilities than menus, which have to be popped up and selected rather laboriously.

Instead of supplying one toolbar class with a number of different implementations depending on platform, wxWindows separates out the classes. This is because there are a number of different toolbar styles that you may wish to use simultaneously, and also, future toolbar implementations will emerge which cannot all be shoe-horned into the one class.

For each platform, the symbol **wxToolBar** is defined to be one of the specific toolbar classes.

The following is a summary of the toolbar classes and their differences.

- **wxToolBarBase.** This is a base class with pure virtual functions, and should not be used directly.
- **wxToolBarSimple.** A simple toolbar class written entirely with generic wxWindows functionality. A simple 3D effect for buttons is possible, but it is not consistent with the Windows look and feel. This toolbar can scroll, and you can have arbitrary numbers of rows and columns.
- **wxToolBarMSW.** This class implements an old-style Windows toolbar, only on Windows. There are small, three-dimensional buttons, which do not (currently) reflect the current Windows colour settings: the buttons are grey. This is the default wxToolBar on 16-bit windows.
- **wxToolBar95.** Uses the native Windows 95 toolbar class. It dynamically adjusts its background and button colours according to user colour settings. CreateTools must be called after the tools have been added. No absolute positioning is supported but you can specify the number of rows, and add tool separators with **AddSeparator**. Tooltips are supported. **OnRightClick** is not supported. This is the default wxToolBar on Windows 95, Windows NT 4 and above. With the style wxTB\_FLAT, the flat toolbar look is used, with a border that is highlighted when the cursor moves over the buttons.

A toolbar might appear as a single row of images under the menubar, or it might be in a separate frame layout in several rows and columns. The class handles the layout of the images, unless explicit positioning is requested.

A tool is a bitmap which can either be a button (there is no 'state', it just generates an event when clicked) or it can be a toggle. If a toggle, a second bitmap can be provided to depict the 'on' state; if the second bitmap is omitted, either the inverse of the first bitmap will be used (for monochrome displays) or a thick border is drawn around the bitmap (for colour displays where inverting will not have the desired result).

The Windows-specific toolbar classes expect 16-colour bitmaps that are 16 pixels wide and 15 pixels high. If you want to use a different size, call **SetToolBitmapSize** as the demo shows, before adding tools to the button bar. Don't supply more than one bitmap for each tool, because the toolbar generates all three images (normal, depressed and checked) from the single bitmap you give it.

## Using the toolbar library

---

Include "wx/toolbar.h", or if using a class directly, one of:

- "wx/msw/tbarmsw.h" for wxToolBarMSW
- "wx/msw/tbar95.h" for wxToolBar95
- "wx/tbarsmpl.h" for wxToolBarSimple

Example of toolbar use are given in the sample program "toolbar". The source is given below. In fact it is out of date because recommended practise is to use event handlers (using EVT\_MENU or EVT\_TOOL) instead of overriding OnLeftClick.

```

/////////////////////////////////////////////////////////////////
//////
// Name:          test.cpp
// Purpose:       wxToolBar sample
// Author:        Julian Smart
// Modified by:
// Created:       04/01/98
// RCS-ID:       $Id: ttoolbar.tex,v 1.8 2003/01/18 00:16:34 VS Exp $
// Copyright:    (c) Julian Smart
// License:       wxWindows license
/////////////////////////////////////////////////////////////////
//////

// For compilers that support precompilation, includes "wx/wx.h".
#include "wx/wxprec.h"

#ifdef __BORLANDC__
#pragma hdrstop
#endif

#ifdef WX_PRECOMP
#include "wx/wx.h"
#endif

#include "wx/toolbar.h"
#include <wx/log.h>

#include "test.h"

#ifdef __WXGTK__ || defined(__WXMOTIF__)
#include "mondrian.xpm"
#include "bitmaps/new.xpm"
#include "bitmaps/open.xpm"
#include "bitmaps/save.xpm"
#include "bitmaps/copy.xpm"
#include "bitmaps/cut.xpm"
#include "bitmaps/print.xpm"
#include "bitmaps/preview.xpm"
#include "bitmaps/help.xpm"
#endif

IMPLEMENT_APP(MyApp)

// The `main program' equivalent, creating the windows and returning the
// main frame
bool MyApp::OnInit(void)
{
    // Create the main frame window
    MyFrame* frame = new MyFrame((wxFrame *) NULL, -1, (const wxString)
    "wxToolBar Sample",
        wxPoint(100, 100), wxSize(450, 300));

    // Give it a status line
    frame->CreateStatusBar();

    // Give it an icon
    frame->SetIcon(wxICON(mondrian));

    // Make a menubar
    wxMenu *fileMenu = new wxMenu;
    fileMenu->Append(wxID_EXIT, "E&xit", "Quit toolbar sample" );
}

```

---

```

wxMenu *helpMenu = new wxMenu;
helpMenu->Append(wxID_HELP, "&About", "About toolbar sample");

wxMenuBar* menuBar = new wxMenuBar;

menuBar->Append(fileMenu, "&File");
menuBar->Append(helpMenu, "&Help");

// Associate the menu bar with the frame
frame->SetMenuBar(menuBar);

// Create the toolbar
frame->CreateToolBar(wxNO_BORDER|wxHORIZONTAL|wxTB_FLAT, ID_TOOLBAR);

frame->GetToolBar()->SetMargins( 2, 2 );

InitToolBar(frame->GetToolBar());

// Force a resize. This should probably be replaced by a call to a
wxFrame
// function that lays out default decorations and the remaining
content window.
wxSizeEvent event(wxSize(-1, -1), frame->GetId());
frame->OnSize(event);
frame->Show(true);

frame->SetStatusText("Hello, wxWindows");

SetTopWindow(frame);

return true;
}

bool MyApp::InitToolBar(wxToolBar* toolBar)
{
    // Set up toolbar
    wxBitmap* toolBarBitmaps[8];

#ifdef __WXMSW__
    toolBarBitmaps[0] = new wxBitmap("icon1");
    toolBarBitmaps[1] = new wxBitmap("icon2");
    toolBarBitmaps[2] = new wxBitmap("icon3");
    toolBarBitmaps[3] = new wxBitmap("icon4");
    toolBarBitmaps[4] = new wxBitmap("icon5");
    toolBarBitmaps[5] = new wxBitmap("icon6");
    toolBarBitmaps[6] = new wxBitmap("icon7");
    toolBarBitmaps[7] = new wxBitmap("icon8");
#else
    toolBarBitmaps[0] = new wxBitmap( new_xpm );
    toolBarBitmaps[1] = new wxBitmap( open_xpm );
    toolBarBitmaps[2] = new wxBitmap( save_xpm );
    toolBarBitmaps[3] = new wxBitmap( copy_xpm );
    toolBarBitmaps[4] = new wxBitmap( cut_xpm );
    toolBarBitmaps[5] = new wxBitmap( preview_xpm );
    toolBarBitmaps[6] = new wxBitmap( print_xpm );
    toolBarBitmaps[7] = new wxBitmap( help_xpm );
#endif

#ifdef __WXMSW__
    int width = 24;
#else
    int width = 16;
#endif
    int currentX = 5;

```

---

```

    toolbar->AddTool(wxID_NEW, *(toolbarBitmaps[0]), wxNullBitmap, false,
currentX, -1, (wxObject *) NULL, "New file");
    currentX += width + 5;
    toolbar->AddTool(wxID_OPEN, *(toolbarBitmaps[1]), wxNullBitmap, false,
currentX, -1, (wxObject *) NULL, "Open file");
    currentX += width + 5;
    toolbar->AddTool(wxID_SAVE, *(toolbarBitmaps[2]), wxNullBitmap, false,
currentX, -1, (wxObject *) NULL, "Save file");
    currentX += width + 5;
    toolbar->AddSeparator();
    toolbar->AddTool(wxID_COPY, *(toolbarBitmaps[3]), wxNullBitmap, false,
currentX, -1, (wxObject *) NULL, "Copy");
    currentX += width + 5;
    toolbar->AddTool(wxID_CUT, *(toolbarBitmaps[4]), wxNullBitmap, false,
currentX, -1, (wxObject *) NULL, "Cut");
    currentX += width + 5;
    toolbar->AddTool(wxID_PASTE, *(toolbarBitmaps[5]), wxNullBitmap,
false, currentX, -1, (wxObject *) NULL, "Paste");
    currentX += width + 5;
    toolbar->AddSeparator();
    toolbar->AddTool(wxID_PRINT, *(toolbarBitmaps[6]), wxNullBitmap,
false, currentX, -1, (wxObject *) NULL, "Print");
    currentX += width + 5;
    toolbar->AddSeparator();
    toolbar->AddTool(wxID_HELP, *(toolbarBitmaps[7]), wxNullBitmap, false,
currentX, -1, (wxObject *) NULL, "Help");

    toolbar->Realize();

    // Can delete the bitmaps since they're reference counted
    int i;
    for (i = 0; i < 8; i++)
        delete toolbarBitmaps[i];

    return true;
}

// wxID_HELP will be processed for the 'About' menu and the toolbar help
button.

BEGIN_EVENT_TABLE(MyFrame, wxFrame)
    EVT_MENU(wxID_EXIT, MyFrame::OnQuit)
    EVT_MENU(wxID_HELP, MyFrame::OnAbout)
    EVT_CLOSE(MyFrame::OnCloseWindow)
    EVT_TOOL_RANGE(wxID_OPEN, wxID_PASTE, MyFrame::OnToolLeftClick)
    EVT_TOOL_ENTER(wxID_OPEN, MyFrame::OnToolEnter)
END_EVENT_TABLE()

// Define my frame constructor
MyFrame::MyFrame(wxFrame* parent, wxWindowID id, const wxString& title,
const wxPoint& pos,
                const wxSize& size, long style):
    wxFrame(parent, id, title, pos, size, style)
{
    m_textWindow = new wxTextCtrl(this, -1, "", wxPoint(0, 0), wxSize(-1,
-1), wxTE_MULTILINE);
}

void MyFrame::OnQuit(wxCommandEvent& WXUNUSED(event))
{
    Close(true);
}

```

```
void MyFrame::OnAbout (wxCommandEvent& WXUNUSED (event))
{
    (void)wxMessageBox("wxWindows toolbar sample", "About wxToolBar");
}

// Define the behaviour for the frame closing
// - must delete all frames except for the main one.
void MyFrame::OnCloseWindow (wxCloseEvent& WXUNUSED (event))
{
    Destroy();
}

void MyFrame::OnToolLeftClick (wxCommandEvent& event)
{
    wxString str;
    str.Printf("Clicked on tool %d", event.GetId());
    SetStatusText (str);
}

void MyFrame::OnToolEnter (wxCommandEvent& event)
{
    if (event.GetSelection() > -1)
    {
        wxString str;
        str.Printf("This is tool number %d", event.GetSelection());
        SetStatusText (str);
    }
    else
        SetStatusText ("");
}
```

## wxGrid classes overview

Classes: *wxGrid* (p. 595)

### Introduction

---

wxGrid and its related classes are used for displaying and editing tabular data.

### Getting started: a simple example

---

For simple applications you need only refer to the wxGrid class in your code. This example shows how you might create a grid in a frame or dialog constructor and illustrates some of the formatting functions.

```
// Create a wxGrid object

grid = new wxGrid( this,
                  -1,
                  wxPoint( 0, 0 ),
                  wxSize( 400, 300 ) );
```

```
// Then we call CreateGrid to set the dimensions of the grid
// (100 rows and 10 columns in this example)
grid->CreateGrid( 100, 10 );

// We can set the sizes of individual rows and columns
// in pixels
grid->SetRowSize( 0, 60 );
grid->SetColSize( 0, 120 );

// And set grid cell contents as strings
grid->SetCellValue( 0, 0, "wxGrid is good" );

// We can specify that some cells are read-only
grid->SetCellValue( 0, 3, "This is read-only" );
grid->SetReadOnly( 0, 3 );

// Colours can be specified for grid cell contents
grid->SetCellValue(3, 3, "green on grey");
grid->SetCellTextColour(3, 3, *wxGREEN);
grid->SetCellBackgroundColour(3, 3, *wxLIGHT_GREY);

// We can specify the some cells will store numeric
// values rather than strings. Here we set grid column 5
// to hold floating point values displayed with width of 6
// and precision of 2
grid->SetColFormatFloat(5, 6, 2);
grid->SetCellValue(0, 6, "3.1415");
```

---

## A more complex example

Yet to be written

---

## How the wxGrid classes relate to each other

Yet to be written

---

## Keyboard and mouse actions

Yet to be written

## wxTipProvider overview

Many "modern" Windows programs have a feature (some would say annoyance) of presenting the user tips at program startup. While this is probably useless to the advanced users of the program, the experience shows that the tips may be quite helpful for the novices and so more and more programs now do this.

For a wxWindows programmer, implementing this feature is extremely easy. To show a

tip, it is enough to just call `wxShowTip` (p. 1541) function like this:

```

    if ( ...show tips at startup?... )
    {
        wxTipProvider *tipProvider = wxCreateFileTipProvider("tips.txt",
0);
        wxShowTip(windowParent, tipProvider);
        delete tipProvider;
    }

```

Of course, you need to get the text of the tips from somewhere - in the example above, the text is supposed to be in the file `tips.txt` from where it is read by the *tip provider*. The tip provider is just an object of a class deriving from `wxTipProvider` (p. 1343). It has to implement one pure virtual function of the base class: `GetTip` (p. 1344). In the case of the tip provider created by `wxCreateFileTipProvider` (p. 1533), the tips are just the lines of the text file.

If you want to implement your own tip provider (for example, if you wish to hardcode the tips inside your program), you just have to derive another class from `wxTipProvider` and pass a pointer to the object of this class to `wxShowTip` - then you don't need `wxCreateFileTipProvider` at all.

You will probably want to save somewhere the index of the tip last shown - so that the program doesn't always show the same tip on startup. As you also need to remember whether to show tips or not (you shouldn't do it if the user unchecked "Show tips on startup" checkbox in the dialog), you will probably want to store both the index of the last shown tip (as returned by `wxTipProvider::GetCurrentTip` (p. 1344) and the flag telling whether to show the tips at startup at all.

In a `tips.txt` file, lines that begin with a `#` character are considered comments and are automatically skipped. Blank lines and lines only having spaces are also skipped.

You can easily add runtime-translation capacity by placing each line of the `tips.txt` file inside the usual translation macro. For example, your `tips.txt` file would look like this:

```

_("This is my first tip")
_("This is my second tip")

```

Now add your `tips.txt` file into the list of files that `gettext` searches for translatable strings. The tips will thus get included into your generated `.po` file catalog and be translated at runtime along with the rest of your application's translatable strings. Note1: Each line in the `tips.txt` file needs to strictly begin with exactly the 3 characters of underscore-parenthesis-doublequote, and end with doublequote-parenthesis, as shown above. Note2: Remember to escape any doublequote characters within the tip string with a backslash-doublequote.

See the dialogs program in your samples folder for a working example inside a program.

## Printing overview

Classes: *wxPrintout* (p. 1042), *wxPrinter* (p. 1039), *wxPrintPreview* (p. 1047), *wxPrinterDC* (p. 1042), *wxPrintDialog* (p. 1033), *wxPrintData* (p. 1027), *wxPrintDialogData* (p. 1034), *wxPageSetupDialog* (p. 988), *wxPageSetupDialogData* (p. 989)

The printing framework relies on the application to provide classes whose member functions can respond to particular requests, such as 'print this page' or 'does this page exist in the document?'. This method allows *wxWindows* to take over the housekeeping duties of turning preview pages, calling the print dialog box, creating the printer device context, and so on: the application can concentrate on the rendering of the information onto a device context.

The *document/view framework* (p. 1697) creates a default *wxPrintout* object for every view, calling *wxView::OnDraw* to achieve a prepackaged print/preview facility.

A document's printing ability is represented in an application by a derived *wxPrintout* class. This class prints a page on request, and can be passed to the *Print* function of a *wxPrinter* object to actually print the document, or can be passed to a *wxPrintPreview* object to initiate previewing. The following code (from the printing sample) shows how easy it is to initiate printing, previewing and the print setup dialog, once the *wxPrintout* functionality has been defined. Notice the use of *MyPrintout* for both printing and previewing. All the preview user interface functionality is taken care of by *wxWindows*. For details on how *MyPrintout* is defined, please look at the printout sample code.

```

case WXPRINT_PRINT:
{
    wxPrinter printer;
    MyPrintout printout("My printout");
    printer.Print(this, &printout, true);
    break;
}
case WXPRINT_PREVIEW:
{
    // Pass two printout objects: for preview, and possible printing.
    wxPrintPreview *preview = new wxPrintPreview(new MyPrintout, new
MyPrintout);
    wxPreviewFrame *frame = new wxPreviewFrame(preview, this, "Demo
Print Preview", 100, 100, 600, 650);
    frame->Centre(wxBOTH);
    frame->Initialize();
    frame->Show(true);
    break;
}
case WXPRINT_PRINT_SETUP:
{
    wxPrintDialog printerDialog(this);
    printerDialog.GetPrintData().SetSetupDialog(true);
    printerDialog.Show(true);
    break;
}

```

## Multithreading overview

Classes: *wxThread* (p. 1322), *wxMutex* (p. 965), *wxCriticalSection* (p. 213), *wxCondition* (p. 178)

*wxWindows* provides a complete set of classes encapsulating objects necessary in multithreaded (MT) programs: the *thread* (p. 1322) class itself and different synchronization objects: *mutexes* (p. 965) and *critical sections* (p. 213) with *conditions* (p. 178). The thread API in *wxWindows* resembles to POSIX1.c threads API (a.k.a. pthreads), although several functions have different names and some features inspired by Win32 thread API are there as well.

These classes will hopefully make writing MT programs easier and they also provide some extra error checking (compared to the native (be it Win32 or Posix) thread API), however it is still a non-trivial undertaking especially for large projects. Before starting an MT application (or starting to add MT features to an existing one) it is worth asking oneself if there is no easier and safer way to implement the same functionality. Of course, in some situations threads really make sense (classical example is a server application which launches a new thread for each new client), but in others it might be a very poor choice (example: launching a separate thread when doing a long computation to show a progress dialog). Other implementation choices are available: for the progress dialog example it is far better to do the calculations in the *idle handler* (p. 753) or call *wxYield()* (p. 1510) periodically to update the screen.

If you do decide to use threads in your application, it is strongly recommended that no more than one thread calls GUI functions. The thread sample shows that it is possible for many different threads to call GUI functions at once (all the threads created in the sample access GUI), but it is a very poor design choice for anything except an example. The design which uses one GUI thread and several worker threads which communicate with the main one using events is much more robust and will undoubtedly save you countless problems (example: under Win32 a thread can only access GDI objects such as pens, brushes, &c created by itself and not by the other threads).

For communication between threads, use *wxEvtHandler::AddPendingEvent* (p. 458) or its short version *wxPostEvent* (p. 1556). These functions have thread safe implementation so that they can be used as they are for sending event from one thread to another.

## Drag and drop overview

Classes: *wxDataObject* (p. 228), *wxTextDataObject* (p. 1303), *wxDropSource* (p. 441), *wxDropTarget* (p. 443), *wxTextDropTarget* (p. 1304), *wxFileDropTarget* (p. 495)

Note that `wxUSE_DRAG_AND_DROP` must be defined in `setup.h` in order to use drag and drop in *wxWindows*.

See also: *wxDataObject overview* (p. 1714) and *DnD sample* (p. 1605)

It may be noted that data transfer to and from the clipboard is quite similar to data

transfer with drag and drop and the code to implement these two types is almost the same. In particular, both data transfer mechanisms store data in some kind of *wxDataObject* (p. 228) and identify its format(s) using the *wxDataFormat* (p. 223) class.

To be a *drag source*, i.e. to provide the data which may be dragged by the user elsewhere, you should implement the following steps:

- **Preparation:** First of all, a data object must be created and initialized with the data you wish to drag. For example:

```
wxTextDataObject my_data("This text will be dragged.");
```

- **Drag start:** To start the dragging process (typically in response to a mouse click) you must call *wxDropSource::DoDragDrop* (p. 442) like this:

```
wxDropSource dragSource( this );
dragSource.SetData( my_data );
wxDragResult result = dragSource.DoDragDrop( TRUE );
```

- **Dragging:** The call to *DoDragDrop()* blocks the program until the user releases the mouse button (unless you override the *GiveFeedback* (p. 443) function to do something special). When the mouse moves in a window of a program which understands the same drag-and-drop protocol (any program under Windows or any program supporting the XdND protocol under X Windows), the corresponding *wxDropTarget* (p. 443) methods are called - see below.
- **Processing the result:** *DoDragDrop()* returns an *effect code* which is one of the values of *wxDragResult* enum (explained *here* (p. 443)):

```
switch (result)
{
    case wxDragCopy: /* copy the data */ break;
    case wxDragMove: /* move the data */ break;
    default:        /* do nothing */ break;
}
```

To be a *drop target*, i.e. to receive the data dropped by the user you should follow the instructions below:

- **Initialization:** For a window to be a drop target, it needs to have an associated *wxDropTarget* (p. 443) object. Normally, you will call *wxWindow::SetDropTarget* (p. 1463) during window creation associating your drop target with it. You must derive a class from *wxDropTarget* and override its pure virtual methods. Alternatively, you may derive from *wxTextDropTarget* (p. 1304) or *wxFileDropTarget* (p. 495) and override their *OnDropText()* or *OnDropFiles()* method.
- **Drop:** When the user releases the mouse over a window, *wxWindows* asks the associated *wxDropTarget* object if it accepts the data. For this, a *wxDataObject* (p. 228) must be associated with the drop target and this data object will be

responsible for the format negotiation between the drag source and the drop target. If all goes well, then *OnData* (p. 445) will get called and the *wxDataObject* belonging to the drop target can get filled with data.

- **The end:** After processing the data, *DoDragDrop()* returns either *wxDragCopy* or *wxDragMove* depending on the state of the keys <Ctrl>, <Shift> and <Alt> at the moment of the drop. There is currently no way for the drop target to change this return code.

## wxDataObject overview

Classes: *wxDataObject* (p. 228), *wxClipboard* (p. 139), *wxDataFormat* (p. 223), *wxDropSource* (p. 441), *wxDropTarget* (p. 443)

See also: *Drag and drop overview* (p. 1712) and *DnD sample* (p. 1605)

This overview discusses data transfer through clipboard or drag and drop. In *wxWindows*, these two ways to transfer data (either between different applications or inside one and the same) are very similar which allows to implement both of them using almost the same code - or, in other words, if you implement drag and drop support for your application, you get clipboard support for free and vice versa.

At the heart of both clipboard and drag and drop operations lies the *wxDataObject* (p. 228) class. The objects of this class (or, to be precise, classes derived from it) represent the data which is being carried by the mouse during drag and drop operation or copied to or pasted from the clipboard. *wxDataObject* is a "smart" piece of data because it knows which formats it supports (see *GetFormatCount* and *GetAllFormats*) and knows how to render itself in any of them (see *GetDataHere*). It can also receive its value from the outside in a format it supports if it implements the *SetData* method. Please see the documentation of this class for more details.

Both clipboard and drag and drop operations have two sides: the source and target, the data provider and the data receiver. These which may be in the same application and even the same window when, for example, you drag some text from one position to another in a word processor. Let us describe what each of them should do.

---

### The data provider (source) duties

---

The data provider is responsible for creating a *wxDataObject* (p. 228) containing the data to be transferred. Then it should either pass it to the clipboard using *SetData* (p. 141) function or to *wxDropSource* (p. 441) and call *DoDragDrop* (p. 442) function.

The only (but important) difference is that the object for the clipboard transfer must always be created on the heap (i.e. using `new`) and it will be freed by the clipboard when it is no longer needed (indeed, it is not known in advance when, if ever, the data will be pasted from the clipboard). On the other hand, the object for drag and drop operation must only exist while *DoDragDrop* (p. 442) executes and may be safely deleted

afterwards and so can be created either on heap or on stack (i.e. as a local variable).

Another small difference is that in the case of clipboard operation, the application usually knows in advance whether it copies or cuts (i.e. copies and deletes) data - in fact, this usually depends on which menu item the user chose. But for drag and drop it can only know it after *DoDragDrop* (p. 442) returns (from its return value).

## The data receiver (target) duties

---

To receive (paste in usual terminology) data from the clipboard, you should create a *wxDataObject* (p. 228) derived class which supports the data formats you need and pass it as argument to *wxClipboard::GetData* (p. 141). If it returns `false`, no data in (any of) the supported format(s) is available. If it returns `true`, the data has been successfully transferred to *wxDataObject*.

For drag and drop case, the *wxDropTarget::OnData* (p. 445) virtual function will be called when a data object is dropped, from which the data itself may be requested by calling *wxDropTarget::GetData* (p. 444) method which fills the data object.

## Database classes overview

Following is a detailed overview of how to use the wxWindows ODBC classes - *wxDb* (p. 272) and *wxDbTable* (p. 311) and their associated functions. These are the ODBC classes donated by Remstar International, and are collectively referred to herein as the wxODBC classes.

### wxDb/wxDbTable wxODBC Overview

---

Classes: *wxDb* (p. 272), *wxDbTable* (p. 311)

The wxODBC classes were designed for database independence. Although SQL and ODBC both have standards which define the minimum requirements they must support to be in compliance with specifications, different database vendors may implement things slightly differently. One example of this is that Oracle requires all user names for the datasources to be supplied in uppercase characters. In situations like this, the wxODBC classes have been written to make this transparent to the programmer when using functions that require database-specific syntax.

Currently several major databases, along with other widely used databases, have been tested and supported through the wxODBC classes. The list of supported databases is certain to grow as more users start implementing software with these classes, but at the time of the writing of this document, users have successfully used the classes with the following datasources:

- Oracle (v7, v8, v8i)

- Sybase (ASA and ASE)
- MS SQL Server (v7 - minimal testing)
- MS Access (97 and 2000)
- MySQL
- DBase (IV, V)\*\*
- PostgreSQL
- INFORMIX
- VIRTUOSO
- DB2
- Interbase
- Pervasive SQL

An up-to-date list can be obtained by looking in the comments of the function `wxDb::Dbms` (p. 282) in `db.cpp`, or in the enumerated type `wxDBMS` (p. 273) in `db.h`.

\*\*dBase is not truly an ODBC datasource, but there are drivers which can emulate much of the functionality of an ODBC connection to a dBase table. See the *wxODBC Known Issues* (p. 1729) section of this overview for details.

## wxODBC Where To Start

---

First, if you are not familiar with SQL and ODBC, go to your local bookstore and pick up a good book on each. This documentation is not meant to teach you many details about SQL or ODBC, though you may learn some just from immersion in the subject.

If you have worked with non-SQL/ODBC datasources before, there are some things you will need to un-learn. First some terminology as these phrases will be used heavily in this section of the manual.

Datasource	(usually a database) that contains the data that will be accessed by the wxODBC classes.
Data table	The section of the datasource that contains the rows and columns of data.
ODBC driver	The middle-ware software that interprets the ODBC commands sent by your application and converts them to the SQL format expected by the target datasource.
Datasource connection	An open pipe between your application and the ODBC driver which in turn has a connection to the target datasource. Datasource connections can have a virtually unlimited number of <code>wxDbTable</code> instances using the same connect (dependent on the ODBC driver). A separate connection is not needed for each table (the exception is for isolating commits/rollbacks on different tables from affecting more than the desired table. See the class documentation on <code>wxDb::CommitTrans</code> (p. 281) and <code>wxDb::RollbackTrans</code> (p. 296).)
Rows	Similar to records in old relational databases, a row is a collection of one instance of each column of the data table that are all associated with each other.

---

Columns	Individual fields associated with each row of a data table.
Query	Request from the client to the datasource asking for the data that matches the requirements specified in the users request. When a query is performed, the datasource performs the lookup of the rows with satisfy the query, and creates a result set.
Result set	The data which matches the requirements specified in a query sent to the datasource. Dependent on drivers, a result set typically remains at the datasource (no data is transmitted to the ODBC driver) until the client actually instructs the ODBC driver to retrieve it.
Cursor	A logical pointer into the result set that a query generates, indicating the next record that will be returned to the client when a request for the next record is made.
Scrolling cursors	Scrolling refers to the movement of cursors through the result set. Cursors can always scroll forward sequentially in the result set (FORWARD ONLY scrolling cursors). With Forward only scrolling cursors, once a row in the result set has been returned to the ODBC driver and on to the client, there is no way to have the cursor move backward in the result set to look at the row that is previous to the current row in the result set. If BACKWARD scrolling cursors are supported by both the ODBC driver and the datasource that are being used, then backward scrolling cursor functions may be used ( <i>wxDbTable::GetPrev</i> (p. 328), <i>wxDbTable::GetFirst</i> (p. 326), and <i>wxDbTable::GetLast</i> (p. 327)). If the datasource or the ODBC driver only support forward scrolling cursors, your program and logic must take this in to account.
Commit/Rollback	Commit will physically save insertions/deletions/updates, while rollback basically does an undo of everything done against the datasource connection that has not been previously committed. Note that Commit and Rollbacks are done on a connection, not on individual tables. All tables which use a shared connection to the datasource are all committed/rolled back at the same time when a call to <i>wxDb::CommitTrans</i> (p. 281) or <i>wxDb::RollbackTrans</i> (p. 296) is made.
Index	Indexes are datasource-maintained lookup structures that allow the datasource to quickly locate data rows based on the values of certain columns. Without indexes, the datasource would need to do a sequential search of a table every time a query request is made. Proper unique key index construction can make datasource queries nearly instantaneous.

Before you are able to read data from a data table in a datasource, you must have a connection to the datasource. Each datasource connection may be used to open multiple tables all on the same connection (number of tables open are dependent on the driver, datasource configuration and the amount of memory on the client workstation).

Multiple connections can be opened to the same datasource by the same client (number of concurrent connections is dependent on the driver and datasource configuration).

When a query is performed, the client passes the query to the ODBC driver, and the driver then translates it and passes it along to the datasource. The database engine (in most cases - exceptions are text and dBase files) running on the machine hosting the database does all the work of performing the search for the requested data. The client simply waits for a status to come back through the ODBC driver from the datasource.

Depending on the ODBC driver, the result set either remains "queued" on the database server side, or is transferred to the machine that the driver is queued on. The client does not receive this data. The client must request some or all of the result set to be returned before any data rows are returned to the client application.

Result sets do not need to include all columns of every row matching the query. In fact, result sets can actually be joinings of columns from two or more data tables, may have derived column values, or calculated values returned.

For each result set, a cursor is maintained (typically by the database) which keeps track of where in the result set the user currently is. Depending on the database, ODBC driver, and how you configured the wxWindows ODBC settings in setup.h (see *wxODBC - Compiling* (p. 1720)), cursors can be either forward or backward scrolling. At a minimum, cursors must scroll forward. For example, if a query resulted in a result set with 100 rows, as the data is read by the client application, it will read row 1, then 2, then 3, etc. With forward only cursors, once the cursor has moved to the next row, the previous row cannot be accessed again without re-querying the datasource for the result set over again. Backward scrolling cursors allow you to request the previous row from the result set, actually scrolling the cursor backward.

Backward scrolling cursors are not supported on all database/driver combinations. For this reason, forward-only cursors are the default in the wxODBC classes. If your datasource does support backward scrolling cursors and you wish to use them, make the appropriate changes in setup.h to enable them (see *wxODBC - Compiling* (p. 1720)). For greatest portability between datasources, writing your program in such a way that it only requires forward scrolling cursors is your best bet. On the other hand, if you are focusing on using only datasources that support backward scrolling cursors, potentially large performance benefits can be gained from using them.

There is a limit to the number of cursors that can be open on each connection to the datasource, and usually a maximum number of cursors for the datasource itself. This is all dependent on the database. Each connection that is opened (each instance of a wxDb) opens a minimum of 5 cursors on creation that are required for things such as updates/deletions/rollbacks/queries. Cursors are a limited resource, so use care in creating large numbers of cursors.

Additional cursors can be created if necessary with the *wxDbTable::GetNewCursor* (p. 327) function. One example use for additional cursors is to track multiple scroll points in result sets. By creating a new cursor, a program could request a second result set from the datasource while still maintaining the original cursor position in the first result set.

Different than non-SQL/ODBC datasources, when a program performs an insertion, deletion, or update (or other SQL functions like altering tables, etc) through ODBC, the program must issue a "commit" to the datasource to tell the datasource that the action(s) it has been told to perform are to be recorded as permanent. Until a commit is performed, any other programs that query the datasource will not see the changes that have been made (although there are databases that can be configured to auto-commit). NOTE: With most datasources, until the commit is performed, any cursor that is open on that same datasource connection will be able to see the changes that are uncommitted. Check your database's documentation/configuration to verify this before relying on it though.

A rollback is basically an UNDO command on the datasource connection. When a rollback is issued, the datasource will flush all commands it has been told to do since the last commit that was performed.

NOTE: Commits/Rollbacks are done on datasource connections (wxDb instances) not on the wxDbTable instances. This means that if more than one table shares the same connection, and a commit or rollback is done on that connection, all pending changes for ALL tables using that connection are committed/rolled back.

## **wxODBC - Configuring your system for ODBC use**

---

Before you are able to access a datasource, you must have installed and configured an ODBC driver. Doing this is system specific, so it will not be covered in detail here. But here are a few details to get you started.

Most database vendors provide at least a minimal ODBC driver with their database product. In practice, many of these drivers have proven to be slow and/or incomplete. Rumour has it that this is because the vendors do not want you using the ODBC interface to their products; they want you to use their applications to access the data.

Whatever the reason, for database-intensive applications, you may want to consider using a third-party ODBC driver for your needs. One example of a third-party set of ODBC drivers that has been heavily tested and used is Rogue Wave's drivers. Rogue Wave has drivers available for many different platforms and databases. Under Microsoft Windows, install the ODBC driver you are planning to use. You will then use the ODBC Administrator in the Control Panel to configure an instance of the driver for your intended datasource. Note that with all flavors of NT, this configuration can be set up as a System or User DSN (datasource name). Configuring it as a system resource will make it available to all users (if you are logged in as 'administrator'), otherwise the datasource will only be available to the user who configured the DSN.

Under Unix, iODBC is used for implementation of the ODBC API. To compile the wxODBC classes, you must first obtain iODBC from <http://www.iodbc.org> ([www.iodbc.org](http://www.iodbc.org)) and install it. (Note: wxWindows currently includes a version of iODBC.) Then you must create the file `"/.odbc.ini"` (or optionally create `"/etc/odbc.ini"` for access for all users on the system). This file contains the settings for your system/datasource. Below is an example section of a `odbc.ini` file for use with the "samples/db" sample program using MySQL:

```

[contacts]
Trace      = Off
TraceFile  = stderr
Driver     = /usr/local/lib/libmyodbc.so
DSN        = contacts
SERVER     = 192.168.1.13
USER       = get
PASSWORD   =
PORT       = 3306

```

## wxODBC - Compiling

---

The wxWindows setup.h file has several settings in it pertaining to compiling the wxODBC classes.

- wxUSE\_ODBC** This must be set to 1 in order for the compiler to compile the wxODBC classes. Without setting this to 1, there will be no access to any of the wxODBC classes. The default is 0.
- wxODBC\_FWD\_ONLY\_CURSORS** When a new database connection is requested, this setting controls the default of whether the connection allows only forward scrolling cursors, or forward and backward scrolling cursors (see the section in "WHERE TO START" on cursors for more information on cursors). This default can be overridden by passing a second parameter to either the *wxDbGetConnection* (p. 276) or *wxDb constructor* (p. 279). The default is 1.
- wxODBC\_BACKWARD\_COMPATABILITY** Between v2.0 and 2.2, massive renaming efforts were done to the ODBC classes to get naming conventions similar to those used throughout wxWindows, as well as to preface all wxODBC classes names and functions with a wxDb preface. Because this renaming would affect applications written using the v2.0 names, this compile-time directive was added to allow those programs written for v2.0 to still compile using the old naming conventions. These deprecated names are all #define'd to their corresponding new function names at the end of the db.cpp/dbtable.cpp source files. These deprecated class/function names should not be used in future development, as at some point in the future they will be removed. The default is 0.

### *Under MS Windows*

You are required to include the "odbc32.lib" provided by your compiler vendor in the list of external libraries to be linked in. If using the makefiles supplied with wxWindows, this library should already be included for use with makefile.b32, makefile.vc, and makefile.g95.

You cannot compile the wxODBC classes under Win16 - sorry.

---

MORE TO COME

*Under Unix--with-odbc flag for configure*

MORE TO COME

---

## wxODBC - Basic Step-By-Step Guide

---

To use the classes in an application, there are eight basic steps:

- Define datasource connection information
- Get a datasource connection
- Create table definition
- Open the table
- Use the table
- Close the table
- Close the datasource connection
- Release the ODBC environment handle

Following each of these steps is detailed to explain the step, and to hopefully mention as many of the pitfalls that beginning users fall in to when first starting to use the classes. Throughout the steps, small snippets of code are provided to show the syntax of performing the step. A complete code snippet is provided at the end of this overview that shows a complete working flow of all these steps (see *wxODBC - Sample Code* (p. 1731)).

### Define datasource connection information

To be able to connect to a datasource through the ODBC driver, a program must supply a minimum of three pieces of information: Datasource name, User ID, and Authorization string (password). A fourth piece of information, a default directory indicating where the data file is stored, is required for Text and dBase drivers for ODBC.

The wxWindows data class wxDbConnectInf exists for holding all of these values, plus some others that may be desired.

The 'Henv' member is the environment handle used to access memory for use by the ODBC driver. Use of this member is described below in the "Getting a Connection to the Datasource" section.

The 'Dsn' must exactly match the datasource name used to configure the ODBC datasource (in the ODBC Administrator (MSW only) or in the .odbc.ini file).

The 'Uid' is the User ID that is to be used to log in to the datasource. This User ID must already have been created and assigned rights within the datasource to which you are connecting. The user that the connection is establish by will determine what rights and privileges the datasource connection will allow the program to have when using the connection that this connection information was used to establish. Some datasources are case sensitive for User IDs, and though the wxODBC classes attempt to hide this

from you by manipulating whatever data you pass in to match the datasource's needs, it is always best to pass the 'Uid' in the case that the datasource requires.

The 'AuthStr' is the password for the User ID specified in the 'Uid' member. As with the 'Uid', some datasources are case sensitive (in fact most are). The wxODBC classes do NOT try to manage the case of the 'AuthStr' at all. It is passed verbatim to the datasource, so you must use the case that the datasource is expecting.

The 'defaultDir' member is used with file based datasources (i.e. dBase, FoxPro, text files). It contains a full path to the location where the data table or file is located. When setting this value, use forward slashes '/' rather than backslashes ' avoid compatibility differences between ODBC drivers.

The other fields are currently unused. The intent of these fields are that they will be used to write our own ODBC Administrator type program that will work on both MSW and Un\*x systems, regardless of the datasource. Very little work has been done on this to date.

### Get a Datasource Connection

There are two methods of establishing a connection to a datasource. You may either manually create your own wxDb instance and open the connection, or you may use the caching functions provided with the wxODBC classes to create/maintain/delete the connections.

Regardless of which method you use, you must first have a fully populated wxDbConnectInf object. In the wxDbConnectInf instance, provide a valid Dns, Uid, and AuthStr (along with a 'defaultDir' if necessary). Before using this though, you must allocate an environment handle to the 'Henv' member.

```
wxDbConnectInf DbConnectInf;
DbConnectInf.SetDsn ("MyDSN");
DbConnectInf.SetUserID ("MyUserName");
DbConnectInf.SetPassword ("MyPassword");
DbConnectInf.SetDefaultDir ("");
```

To allocate an environment handle for the ODBC connection to use, the wxDbConnectInf class has a datasource independent method for creating the necessary handle:

```
if (DbConnectInf.AllocHenv())
{
    wxMessageBox("Unable to allocate an ODBC environment handle",
                "DB CONNECTION ERROR", wxOK | wxICON_EXCLAMATION);
    return;
}
```

When the wxDbConnectInf::AllocHenv() function is called successfully, a value of true will be returned. A value of false means allocation failed, and the handle will be undefined.

A shorter form of doing the above steps is encapsulated into the long form of the constructor for wxDbConnectInf.

```
wxDbConnectInf *DbConnectInf;

DbConnectInf = new wxDbConnectInf(NULL, "MyDSN", "MyUserName",
                                   "MyPassword", "");
```

This shorthand form of initializing the constructor passes a NULL for the SQL environment handle, telling the constructor to allocate a handle during construction. This handle is also managed for the life of `wxDbConnectInf` instance, and is freed automatically upon destruction of the instance.

Once the `wxDbConnectInf` instance is initialized, you are ready to connect to the datasource.

To manually create datasource connections, you must create a `wxDb` instance, and then open it.

```
wxDb *db = new wxDb(DbConnectInf->GetHenv());

opened = db->Open(DbConnectInf);
```

The first line does the house keeping needed to initialize all the members of the `wxDb` class. The second line actually sends the request to the ODBC driver to open a connection to its associated datasource using the parameters supplied in the call to `wxDb::Open` (p. 295).

A more advanced form of opening a connection is to use the connection caching functions that are included with the `wxODBC` classes. The caching mechanisms perform the same functions as the manual approach to opening a connection, but they also manage each connection they have created, re-using them and cleaning them up when they are closed, without you needing to do the coding.

To use the caching function `wxDbGetConnection` (p. 276) to get a connection to a datasource, simply call it with a single parameter of the type `wxDbConnectInf`:

```
db = wxDbGetConnection(DbConnectInf);
```

The `wxDb` pointer that is returned is both initialized and opened. If something failed in creating or opening the connection, the return value from `wxDbGetConnection` (p. 276) will be NULL.

The connection that is returned is either a new connection, or it is a "free" connection from the cache of connections that the class maintains that was no longer in use. Any `wxDb` instance created with a call to `wxDbGetConnection` (p. 276) is recorded in a linked list of established connections. When a program is finished with a connection, a call to `wxDbFreeConnection` (p. 276) is made, and the datasource connection will then be tagged as FREE, making it available for the next call to `wxDbGetConnection` (p. 276) that needs a connection using the same connection information (Dsn, Uid, AuthStr). The cached connections remain cached until a call to `wxDbCloseConnections` (p. 276) is made, at which time all cached connections are closed and deleted.

Besides the obvious advantage of using the single command caching routine to obtain a

datasource connection, using cached connections can be quite a performance boost as well. Each time that a new connection is created (not retrieved from the cache of free connections), the `wxODBC` classes perform many queries against the datasource to determine the datasource's datatypes and other fundamental behaviours. Depending on the hardware, network bandwidth, and datasource speed, this can in some cases take a few seconds to establish the new connection (with well-balanced systems, it should only be a fraction of a second). Re-using already established datasource connections rather than creating/deleting, creating/deleting connections can be quite a time-saver.

Another time-saver is the "copy connection" features of both `wxDb::Open` (p. 295) and `wxDbGetConnection` (p. 276). If manually creating a `wxDb` instance and opening it, you must pass an existing connection to the `wxDb::Open` (p. 295) function yourself to gain the performance benefit of copying existing connection settings. The `wxDbGetConnection` (p. 276) function automatically does this for you, checking the `Dsn`, `Uid`, and `AuthStr` parameters when you request a connection for any existing connections that use those same settings. If one is found, `wxDbGetConnection` (p. 276) copies the datasource settings for datatypes and other datasource specific information that was previously queried, rather than re-querying the datasource for all those same settings.

One final note on creating a connection. When a connection is created, it will default to only allowing cursor scrolling to be either forward only, or both backward and forward scrolling. The default behavior is determined by the setting `wxODBC_FWD_ONLY_CURSORS` in `setup.h` when you compile the `wxWindows` library. The library default is to only support forward scrolling cursors only, though this can be overridden by parameters for `wxDb()` constructor or the `wxDbGetConnection` (p. 276) function. All datasources and ODBC drivers must support forward scrolling cursors. Many datasources support backward scrolling cursors, and many ODBC drivers support backward scrolling cursors. Before planning on using backward scrolling cursors, you must be certain that both your datasource and ODBC driver fully support backward scrolling cursors. See the small blurb about "Scrolling cursors" in the definitions at the beginning of this overview, or other details of setting the cursor behavior in the `wxDb` class documentation.

### Create Table Definition

Data can be accessed in a datasource's tables directly through various functions of the `wxDb` class (see `wxDb::GetData` (p. 288)). But to make life much simpler, the `wxDbTable` class encapsulates all of the SQL specific API calls that would be necessary to do this, wrapping it in an intuitive class of APIs.

The first step in accessing data in a datasource's tables via the `wxDbTable` class is to create a `wxDbTable` instance.

```
table = new wxDbTable(db, tableName, numTableColumns, "",
                    !wxDB_QUERY_ONLY, "");
```

When you create the instance, you indicate the previously established datasource connection to be used to access the table, the name of the primary table that is to be accessed with the datasource's tables, how many columns of each row are going to be returned, the name of the view of the table that will actually be used to query against

(works with Oracle only at this time), whether the data returned is for query purposes only, and finally the path to the table, if different than the path specified when connecting to the datasource.

Each of the above parameters are described in detail in the `wxDbTable` class' description, but one special note here about the fifth parameter - the `queryOnly` setting. If a `wxDbTable` instance is created as `wxDB_QUERY_ONLY`, then no inserts/deletes/updates can be performed using this instance of the `wxDbTable`. Any calls to `wxDb::CommitTrans` (p. 281) or `wxDb::RollbackTrans` (p. 296) against the datasource connection used by this `wxDbTable` instance are ignored by this instance. If the `wxDbTable` instance is created with `!wxDB_QUERY_ONLY` as shown above, then all the cursors and other overhead associated with being able to insert/update/delete data in the table are created, and thereby those operations can then be performed against the associated table with this `wxDbTable` instance.

If a table is to be accessed via a `wxDbTable` instance, and the table will only be read from, not written to, there is a performance benefit (not as many cursors need to be maintained/updated, hence speeding up access times), as well as a resource savings due to fewer cursors being created for the `wxDbTable` instance. Also, with some datasources, the number of simultaneous cursors is limited.

When defining the columns to be retrievable by the `wxDbTable` instance, you can specify anywhere from one column up to all columns in the table.

```
table->SetColDefs(0, "FIRST_NAME", DB_DATA_TYPE_VARCHAR, FirstName,
                 SQL_C_CHAR, sizeof(name), true, true);
table->SetColDefs(1, "LAST_NAME", DB_DATA_TYPE_VARCHAR, LastName,
                 SQL_C_CHAR, sizeof(LastName), true, true);
```

Notice that column definitions start at index 0 and go up to one less than the number of columns specified when the `wxDbTable` instance was created (in this example, two columns - one with index 0, one with index 1).

The above lines of code "bind" the datasource columns specified to the memory variables in the client application. So when the application makes a call to `wxDbTable::GetNext` (p. 328) (or any other function that retrieves data from the result set), the variables that are bound to the columns will have the column value stored into them. See the `wxDbTable::SetColDefs` (p. 339) class documentation for more details on all the parameters for this function.

The bound memory variables have undefined data in them until a call to a function that retrieves data from a result set is made (e.g. `wxDbTable::GetNext` (p. 328), `wxDbTable::GetPrev` (p. 328), etc). The variables are not initialized to any data by the `wxODBC` classes, and they still contain undefined data after a call to `wxDbTable::Query` (p. 333). Only after a successful call to one of the `::GetXxxx()` functions is made do the variables contain valid data.

It is not necessary to define column definitions for columns whose data is not going to be returned to the client. For example, if you want to query the datasource for all users with a first name of 'GEORGE', but you only want the list of last names associated with those rows (why return the `FIRST_NAME` column every time when you already know it is 'GEORGE'), you would only have needed to define one column above.

You may have as many `wxDBTable` instances accessing the same table using the same `wxDB` instance as you desire. There is no limit imposed by the classes on this. All datasources supported (so far) also have no limitations on this.

### Open the table

Opening the table is not technically doing anything with the datasource itself. Calling `wxDBTable::Open` (p. 332) simply does all the housekeeping of checking that the specified table exists, that the current connected user has at least `SELECT` privileges for accessing the table, setting up the requisite cursors, binding columns and cursors, and constructing the default `INSERT` statement that is used when a new row is inserted into the table (non-`wxDB_QUERY_ONLY` tables only).

```
if (!table->Open())
{
    // An error occurred opening (setting up) the table
}
```

The only reason that a call to `wxDBTable::Open` (p. 332) is likely to fail is if the user has insufficient privileges to even `SELECT` the table. Other problems could occur, such as being unable to bind columns, but these other reasons point to some lack of resource (like memory). Any errors generated internally in the `wxDBTable::Open` (p. 332) function are logged to the error log if SQL logging is turned on for the classes.

### Use the table

To use the table and the definitions that are now set up, we must first define what data we want the datasource to collect in to a result set, tell it where to get the data from, and in what sequence we want the data returned.

```
// the WHERE clause limits/specifies which rows in the table
// are to be returned in the result set
table->SetWhereClause("FIRST_NAME = 'GEORGE'");

// Result set will be sorted in ascending alphabetical
// order on the data in the 'LAST_NAME' column of each row
// If the same last name is in the table for two rows,
// sub-sort on the 'AGE' column
table->SetOrderByClause("LAST_NAME, AGE");

// No other tables (joins) are used for this query
table->SetFromClause("");
```

The above lines will be used to tell the datasource to return in the result all the rows in the table whose column `"FIRST_NAME"` contains the name `'GEORGE'` (note the required use of the single quote around the string literal) and that the result set will return the rows sorted by ascending last names (ascending is the default, and can be overridden with the `"DESC"` keyword for datasources that support it - `"LAST_NAME DESC"`).

Specifying a blank `WHERE` clause will result in the result set containing all rows in the datasource.

Specifying a blank ORDERBY clause means that the datasource will return the result set in whatever sequence it encounters rows which match the selection criteria. What this sequence is can be hard to determine. Typically it depends on the index that the datasource used to find the rows which match the WHERE criteria. BEWARE - relying on the datasource to return data in a certain sequence when you have not provided an ORDERBY clause will eventually cause a problem for your program. Databases can be tuned to be COST-based, SPEED-based, or some other basis for how it gets your result set. In short, if you need your result set returned in a specific sequence, ask for it that way by providing an ORDERBY clause.

Using an ORDERBY clause can be a performance hit, as the database must sort the items before making the result set available to the client. Creating efficient indexes that cause the data to be "found" in the correct ORDERBY sequence can be a big performance benefit. Also, in the large majority of cases, the database will be able to sort the records faster than your application can read all the records in (unsorted) and then sort them. Let the database do the work for you!

Notice in the example above, a column that is not included in the bound data columns ('AGE') will be used to sub-sort the result set.

The FROM clause in this example is blanked, as we are not going to be performing any table joins with this simple query. When the FROM clause is blank, it is assumed that all columns referenced are coming from the default table for the wxDbTable instance.

After the selection criteria have been specified, the program can now ask the datasource to perform the search and create a result set that can be retrieved:

```
// Instruct the datasource to perform a query based on the
// criteria specified above in the where/orderBy/from clauses.
if (!table->Query())
{
    // An error occurred performing the query
}
```

Typically, when an error occurs when calling *wxDbTable::Query* (p. 333), it is a syntax problem in the WHERE clause that was specified. The exact SQL (datasource-specific) reason for what caused the failure of *wxDbTable::Query* (p. 333) (and all other operations against the datasource can be found by parsing the table's database connection's "errorList[]" array member for the stored text of the error.

When the *wxDbTable::Query* (p. 333) returns true, the database was able to successfully complete the requested query using the provided criteria. This does not mean that there are any rows in the result set, it just mean that the query was successful.

**IMPORTANT:** The result created by the call to *wxDbTable::Query* (p. 333) can take one of two forms. It is either a snapshot of the data at the exact moment that the database determined the record matched the search criteria, or it is a pointer to the row that matched the selection criteria. Which form of behavior is datasource dependent. If it is a snapshot, the data may have changed since the result set was constructed, so beware if your datasource uses snapshots and call *wxDbTable::Refresh* (p. 339). Most larger brand databases do not use snapshots, but it is important to mention so that your

application can handle it properly if your datasource does.

To retrieve the data, one of the data fetching routines must be used to request a row from the result set, and to store the data from the result set into the bound memory variables. After *wxDbTable::Query* (p. 333) has completed successfully, the default/current cursor is placed so it is pointing just before the first record in the result set. If the result set is empty (no rows matched the criteria), then any calls to retrieve data from the result set will return false.

```
wxString msg;

while (table->GetNext())
{
    msg.Printf("Row #%lu -- First Name : %s Last Name is %s",
              table->GetRowNum(), FirstName, LastName);
    wxMessageBox(msg, "Data", wxOK | wxICON_INFORMATION, NULL);
}
```

The sample code above will read the next record in the result set repeatedly until the end of the result set has been reached. The first time that *wxDbTable::GetNext* (p. 328) is called right after the successful call to *wxDbTable::Query* (p. 333), it actually returns the first record in the result set.

When *wxDbTable::GetNext* (p. 328) is called and there are no rows remaining in the result set after the current cursor position, *wxDbTable::GetNext* (p. 328) (as well as all the other *wxDbTable::GetXxxx()* functions) will return false.

### Close the table

When the program is done using a *wxDbTable* instance, it is as simple as deleting the table pointer (or if declared statically, letting the variable go out of scope). Typically the default destructor will take care of all that is required for cleaning up the *wxDbTable* instance.

```
if (table)
{
    delete table;
    table = NULL;
}
```

Deleting a *wxDbTable* instance releases all of its cursors, deletes the column definitions and frees the SQL environment handles used by the table (but not the environment handle used by the datasource connection that the *wxDbTable* instance was using).

### Close the datasource connection

After all tables that have been using a datasource connection have been closed (this can be verified by calling *wxDb::GetTableCount* (p. 291) and checking that it returns 0), then you may close the datasource connection. The method of doing this is dependent on whether the non-caching or caching method was used to obtain the datasource connection.

If the datasource connection was created manually (non-cached), closing the

connection is done like this:

```
if (db)
{
    db->Close();
    delete db;
    db = NULL;
}
```

If the program used the *wxDbGetConnection* (p. 276) function to get a datasource connection, the following is the code that should be used to free the connection(s):

```
if (db)
{
    wxDbFreeConnection(db);
    db = NULL;
}
```

Note that the above code just frees the connection so that it can be re-used on the next call the *wxDbGetConnection* (p. 276). To actually dispose of the connection, releasing all of its resources (other than the environment handle), do the following:

```
wxDbCloseConnections();
```

### Release the ODBC environment handle

Once all of the connections that used the ODBC environment handle (in this example it was stored in "DbConnectInf.Henv") have been closed, then it is safe to release the environment handle:

```
DbConnectInf->FreeHenv();
```

Or, if the long form of the constructor was used and the constructor was allowed to allocate its own SQL environment handle, leaving scope or destruction of the *wxDbConnectInf* will free the handle automatically.

```
delete DbConnectInf;
```

Remember to never release this environment handle if there are any connections still using the handle.

## wxODBC - Known Issues

As with creating *wxWindows*, writing the *wxODBC* classes was not the simple task of writing an application to run on a single type of computer system. The classes need to be cross-platform for different operating systems, and they also needed to take in to account different database manufacturers and different ODBC driver manufacturers. Because of all the possible combinations of OS/database/drivers, it is impossible to say that these classes will work perfectly with datasource ABC, ODBC driver XYZ, on platform LMN. You may run in to some incompatibilities or unsupported features when moving your application from one environment to another. But that is what makes cross-platform programming fun. It is also pinpoints one of the great things about open

source software. It can evolve!

The most common difference between different database/ODBC driver manufacturers in regards to these wxODBC classes is the lack of standard error codes being returned to the calling program. Sometimes manufacturers have even changed the error codes between versions of their databases/drivers.

In all the tested databases, every effort has been made to determine the correct error codes and handle them in the class members that need to check for specific error codes (such as TABLE DOES NOT EXIST when you try to open a table that has not been created yet). Adding support for additional databases in the future requires adding an entry for the database in the *wxDb::Dbms* (p. 282) function, and then handling any error codes returned by the datasource that do not match the expected values.

## Databases

Following is a list of known issues and incompatibilities that the wxODBC classes have between different datasources. An up to date listing of known issues can be seen in the comments of the source for *wxDb::Dbms* (p. 282).

### ORACLE

- Currently the only database supported by the wxODBC classes to support VIEWS

### DBASE

NOTE: dBase is not a true ODBC datasource. You only have access to as much functionality as the driver can emulate.

- Does not support the SQL\_TIMESTAMP structure
- Supports only one cursor and one connect (apparently? with Microsoft driver only?)
- Does not automatically create the primary index if the 'keyField' param of SetColDef is true. The user must create ALL indexes from their program with calls to *wxDbTable::CreateIndex* (p. 319)
- Table names can only be 8 characters long
- Column names can only be 10 characters long
- Currently cannot CREATE a dBase table - bug or limitation of the drivers used??
- Currently cannot insert rows that have integer columns - bug??

### SYBASE (all)

- To lock a record during QUERY functions, the reserved word 'HOLDLOCK' must be added after every table name involved in the query/join if that table's matching record(s) are to be locked
- Ignores the keywords 'FOR UPDATE'. Use the HOLDLOCK functionality described above

### SYBASE (Enterprise)

- If a column is part of the Primary Key, the column cannot be NULL
- Maximum row size is somewhere in the neighborhood of 1920 bytes

*mySQL*

- If a column is part of the Primary Key, the column cannot be NULL.
- Cannot support selecting for update [*wxDbTable::CanSelectForUpdate* (p. 315)]. Always returns false.
- Columns that are part of primary or secondary keys must be defined as being NOT NULL when they are created. Some code is added in *wxDbTable::CreateIndex* (p. 319) to try to adjust the column definition if it is not defined correctly, but it is experimental (as of wxWindows v2.2.1)
- Does not support sub-queries in SQL statements

*POSTGRES*

- Does not support the keywords 'ASC' or 'DESC' as of release v6.5.0
- Does not support sub-queries in SQL statements

*DB2*

- Columns which are part of a primary key must be declared as NOT NULL

**UNICODE with wxODBC classes**

The ODBC classes support for Unicode is yet in early experimental stage and hasn't been tested extensively. It might work for you or it might not: please report the bugs/problems you have encountered in the latter case.

**wxODBC - Sample Code**

Simplest example of establishing/opening a connection to an ODBC datasource, binding variables to the columns for read/write usage, opening an existing table in the datasource, setting the query parameters (where/orderBy/from), querying the datasource, reading each row of the result set, then cleaning up.

NOTE: Not all error trapping is shown here, to reduce the size of the code and to make it more easily readable.

```
wxDbConnectInf *DbConnectInf = NULL;

wxDb          *db      = NULL;          // The database connection
wxDbTable     *table   = NULL;         // The data table to access

wxChar        FirstName[50+1];        // buffer for data from column
"FIRST_NAME"
wxChar        LastName[50+1];         // buffer for data from column
"LAST_NAME"

bool          errorOccured = false;

const wxChar  tableName[]             = "CONTACTS";
const UWORD   numTableColumns         = 2;          // Number of bound
columns

FirstName[0] = 0;
LastName[0]  = 0;
```

---

```

DbConnectInf = new wxDbConnectInf(NULL, "MyDSN", "MyUserName",
    "MyPassword");

if (!DbConnectInf || !DbConnectInf->GetHenv())
{
    wxMessageBox("Unable to allocate an ODBC environment handle",
        "DB CONNECTION ERROR", wxOK | wxICON_EXCLAMATION);
    return;
}

// Get a database connection from the cached connections
db = wxDbGetConnection(DbConnectInf);

// Create the table connection
table = new wxDbTable(db, tableName, numTableColumns, "",
    !wxDB_QUERY_ONLY, "");

//
// Bind the columns that you wish to retrieve. Note that there must be
// 'numTableColumns' calls to SetColDefs(), to match the wxDbTable
// definition
//
// Not all columns need to be bound, only columns whose values are to be
// returned back to the client.
//
table->SetColDefs(0, "FIRST_NAME", DB_DATA_TYPE_VARCHAR, FirstName,
    SQL_C_CHAR, sizeof(name), true, true);
table->SetColDefs(1, "LAST_NAME", DB_DATA_TYPE_VARCHAR, LastName,
    SQL_C_CHAR, sizeof(LastName), true, true);

// Open the table for access
table->Open();

// Set the WHERE clause to limit the result set to only
// return all rows that have a value of 'GEORGE' in the
// FIRST_NAME column of the table.
table->SetWhereClause("FIRST_NAME = 'GEORGE'");

// Result set will be sorted in ascending alphabetical
// order on the data in the 'LAST_NAME' column of each row
table->SetOrderByClause("LAST_NAME");

// No other tables (joins) are used for this query
table->SetFromClause("");

// Instruct the datasource to perform a query based on the
// criteria specified above in the where/order by/from clauses.
if (!table->Query())
{
    wxMessageBox("Error on Query()", "ERROR!",
        wxOK | wxICON_EXCLAMATION);
    errorOccured = true;
}

wxString msg;

// Start and continue reading every record in the table
// displaying info about each record read.
while (table->GetNext())
{
    msg.Printf("Row #%lu -- First Name : %s Last Name is %s",
        table->GetRowNum(), FirstName, LastName);
    wxMessageBox(msg, "Data", wxOK | wxICON_INFORMATION, NULL);
}

```

```
// If the wxDbTable instance was successfully created
// then delete it as I am done with it now.
if (table)
{
    delete table;
    table = NULL;
}

// If we have a valid wxDb instance, then free the connection
// (meaning release it back in to the cache of datasource
// connections) for the next time a call to wxDbGetConnection()
// is made.
if (db)
{
    wxDbFreeConnection(db);
    db = NULL;
}

// The program is now ending, so we need to close
// any cached connections that are still being
// maintained.
wxDbCloseConnections();

// Release the environment handle that was created
// for use with the ODBC datasource connections
delete DbConnectInf;
```

---

## A selection of SQL commands

---

The following is a very brief description of some common SQL commands, with examples.

### See also

*Database classes overview* (p. 1715)

### Create

Creates a table.

Example:

```
CREATE TABLE Book
(
    BookNumber    INTEGER    PRIMARY KEY
    , CategoryCode CHAR(2)    DEFAULT 'RO' NOT NULL
    , Title        VARCHAR(100) UNIQUE
    , NumberOfPages SMALLINT
    , RetailPriceAmount NUMERIC(5,2)
)
```

### Insert

Inserts records into a table.

**Example:**

```
INSERT INTO Book
  (BookNumber, CategoryCode, Title)
VALUES (5, 'HR', 'The Lark Ascending')
```

**Select**

The Select operation retrieves rows and columns from a table. The criteria for selection and the columns returned may be specified.

**Examples:**

```
SELECT * FROM Book
```

Selects all rows and columns from table Book.

```
SELECT Title, RetailPriceAmount FROM Book WHERE RetailPriceAmount > 20.0
```

Selects columns Title and RetailPriceAmount from table Book, returning only the rows that match the WHERE clause.

```
SELECT * FROM Book WHERE CatCode = 'LL' OR CatCode = 'RR'
```

Selects all columns from table Book, returning only the rows that match the WHERE clause.

```
SELECT * FROM Book WHERE CatCode IS NULL
```

Selects all columns from table Book, returning only rows where the CatCode column is NULL.

```
SELECT * FROM Book ORDER BY Title
```

Selects all columns from table Book, ordering by Title, in ascending order. To specify descending order, add DESC after the ORDER BY Title clause.

```
SELECT Title FROM Book WHERE RetailPriceAmount >= 20.0 AND RetailPriceAmount <= 35.0
```

Selects records where RetailPriceAmount conforms to the WHERE expression.

**Update**

Updates records in a table.

**Example:**

```
UPDATE Incident SET X = 123 WHERE ASSET = 'BD34'
```

This example sets a field in column 'X' to the number 123, for the record where the column ASSET has the value 'BD34'.

## Interprocess communication overview

Classes: *wxServer* (p. 1136), *wxConnection* (p. 197), *wxClient* (p. 134) *wxWindows* has a number of different classes to help with interprocess communication and network programming. This section only discusses one family of classes -- the DDE-like protocol -- but here's a list of other useful classes:

- *wxSocketEvent* (p. 1182), *wxSocketBase* (p. 1162), *wxSocketClient* (p. 1180), *wxSocketServer* (p. 1184): classes for the low-level TCP/IP API.
- *wxProtocol* (p. 1060), *wxURL* (p. 1395), *wxFTP* (p. 574), *wxHTTP* (p. 741): classes for programming popular Internet protocols.

*wxWindows*' DDE-like protocol is a high-level protocol based on Windows DDE. There are two implementations of this DDE-like protocol: one using real DDE running on Windows only, and another using TCP/IP (sockets) that runs on most platforms. Since the API and virtually all of the behaviour is the same apart from the names of the classes, you should find it easy to switch between the two implementations.

Notice that by including `<wx/ipc.h>` you may define convenient synonyms for the IPC classes: `wxServer` for either `wxDDEServer` or `wxTCPServer` depending on whether DDE-based or socket-based implementation is used and the same thing for `wxClient` and `wxConnection`.

By default, DDE implementation is used under Windows. DDE works only within one computer. If you want to use IPC between different workstations you should define `wxUSE_DDE_FOR_IPC` as 0 before including this header -- this will force using TCP/IP implementation even under Windows.

The following description refers to `wx...` but remember that the equivalent `wxTCP...` and `wxDDE...` classes can be used in much the same way.

Three classes are central to the DDE-like API:

1. `wxClient`. This represents the client application, and is used only within a client program.
2. `wxServer`. This represents the server application, and is used only within a server program.
3. `wxConnection`. This represents the connection from the client to the server - both the client and the server use an instance of this class, one per connection. Most DDE transactions operate on this object.

Messages between applications are usually identified by three variables: connection

object, topic name and item name. A data string is a fourth element of some messages. To create a connection (a conversation in Windows parlance), the client application uses `wxClient::MakeConnection` to send a message to the server object, with a string service name to identify the server and a topic name to identify the topic for the duration of the connection. Under Unix, the service name may be either an integer port identifier in which case an Internet domain socket will be used for the communications or a valid file name (which shouldn't exist and will be deleted afterwards) in which case a Unix domain socket is created.

**SECURITY NOTE:** Using Internet domain sockets is extremely insecure for IPC as there is absolutely no access control for them, use Unix domain sockets whenever possible!

The server then responds and either vetoes the connection or allows it. If allowed, both the server and client objects create `wxConnection` objects which persist until the connection is closed. The connection object is then used for sending and receiving subsequent messages between client and server - overriding virtual functions in your class derived from `wxConnection` allows you to handle the DDE messages.

To create a working server, the programmer must:

1. Derive a class from `wxConnection`, providing handlers for various messages sent to the server side of a `wxConnection` (e.g. `OnExecute`, `OnRequest`, `OnPoke`). Only the handlers actually required by the application need to be overridden.
2. Derive a class from `wxServer`, overriding `OnAcceptConnection` to accept or reject a connection on the basis of the topic argument. This member must create and return an instance of the derived connection class if the connection is accepted.
3. Create an instance of your server object and call `Create` to activate it, giving it a service name.

To create a working client, the programmer must:

1. Derive a class from `wxConnection`, providing handlers for various messages sent to the client side of a `wxConnection` (e.g. `OnAdvise`). Only the handlers actually required by the application need to be overridden.
2. Derive a class from `wxClient`, overriding `OnMakeConnection` to create and return an instance of the derived connection class.
3. Create an instance of your client object.
4. When appropriate, create a new connection using `wxClient::MakeConnection` (p. 135), with arguments host name (processed in Unix only, use 'localhost' for local computer), service name, and topic name for this connection. The client object will call `OnMakeConnection` (p. 135) to create a connection object of the derived class if the connection is successful.
5. Use the `wxConnection` member functions to send messages to the server.

---

## Data transfer

These are the ways that data can be transferred from one application to another. These are methods of `wxConnection`.

- **Execute:** the client calls the server with a data string representing a command to be executed. This succeeds or fails, depending on the server's willingness to answer. If the client wants to find the result of the Execute command other than success or failure, it has to explicitly call Request.
- **Request:** the client asks the server for a particular data string associated with a given item string. If the server is unwilling to reply, the return value is NULL. Otherwise, the return value is a string (actually a pointer to the connection buffer, so it should not be deallocated by the application).
- **Poke:** The client sends a data string associated with an item string directly to the server. This succeeds or fails.
- **Advise:** The client asks to be advised of any change in data associated with a particular item. If the server agrees, the server will send an OnAdvise message to the client along with the item and data.

The default data type is wxCF\_TEXT (ASCII text), and the default data size is the length of the null-terminated string. Windows-specific data types could also be used on the PC.

---

## Examples

See the sample programs *server* and *client* in the IPC samples directory. Run the server, then the client. This demonstrates using the Execute, Request, and Poke commands from the client, together with an Advise loop: selecting an item in the server list box causes that item to be highlighted in the client list box.

---

## More DDE details

A wxClient object initiates the client part of a client-server DDE-like (Dynamic Data Exchange) conversation (available in both Windows and Unix).

To create a client which can communicate with a suitable server, you need to derive a class from wxConnection and another from wxClient. The custom wxConnection class will receive communications in a 'conversation' with a server. and the custom wxServer is required so that a user-overridden *wxDDEClient::OnMakeConnection* (p. 135) member can return a wxDDEConnection of the required class, when a connection is made.

For example:

```
class MyConnection: public wxConnection {
public:
    MyConnection(void)::wxConnection() {}
    ~MyConnection(void) {}
    bool OnAdvise(const wxString& topic, const wxString& item, char *data,
int size, wxIPCFormat format)
    { wxMessageBox(topic, data); }
};

class MyClient: public wxClient {
public:
    MyClient(void) {}
    wxConnectionBase *OnMakeConnection(void) { return new MyConnection; }
```

```
};
```

Here, **MyConnection** will respond to *OnAdvise* (p. 199) messages sent by the server by displaying a message box.

When the client application starts, it must create an instance of the derived `wxCliet`. In the following, command line arguments are used to pass the host name (the name of the machine the server is running on) and the server name (identifying the server process). Calling `wxDDEClient::MakeConnection` (p. 135) implicitly creates an instance of **MyConnection** if the request for a connection is accepted, and the client then requests an *Advise* loop from the server (an Advise loop is where the server calls the client when data has changed).

```
wxString server = "4242";
wxString hostName;
wxGetHostName(hostName);

// Create a new client
MyClient *client = new MyClient;
connection = (MyConnection *)client->MakeConnection(hostName, server,
"IPC TEST");

if (!connection)
{
    wxMessageBox("Failed to make connection to server", "Client Demo
Error");
    return NULL;
}
connection->StartAdvise("Item");
```

Note that it is no longer necessary to call `wxDDEInitialize` or `wxDDECleanUp`, since `wxWindows` will do this itself if necessary.

## wxHTML overview

This topic was written by Vaclav Slavik, the author of the wxHTML library.

The wxHTML library provides classes for parsing and displaying HTML.

It is not intended to be a high-end HTML browser. If you are looking for something like that try <http://www.mozilla.org> (<http://www.mozilla.org>).

wxHTML can be used as a generic rich text viewer - for example to display a nice About Box (like those of GNOME apps) or to display the result of database searching. There is a `wxFileSystem` (p. 518) class which allows you to use your own virtual file systems.

`wxHtmlWindow` supports tag handlers. This means that you can easily extend `wxHtml` library with new, unsupported tags. Not only that, you can even use your own application-specific tags! See `src/html/m_*.cpp` files for details.

There is a generic `wxHtmlParser` class, independent of `wxHtmlWindow`.

## wxHTML quick start

---

### Displaying HTML

First of all, you must include `<wx/wxhtml.h>`.

Class `wxHtmlWindow` (p. 725) (derived from `wxScrolledWindow`) is used to display HTML documents. It has two important methods: `LoadPage` (p. 729) and `SetPage` (p. 733). `LoadPage` loads and displays HTML file while `SetPage` displays directly the passed **string**. See the example:

```
mywin -> LoadPage("test.htm");
mywin -> SetPage("<html><body>"
                "<h1>Error</h1>"
                "Some error occurred :-H)"
                "</body></html>");
```

I think the difference is quite clear.

### Displaying Help

See `wxHtmlHelpController` (p. 698).

### Setting up wxHtmlWindow

Because `wxHtmlWindow` is derived from `wxScrolledWindow` and not from `wxFrame`, it doesn't have visible frame. But the user usually want to see the title of HTML page displayed somewhere and frame's titlebar is ideal place for it.

`wxHtmlWindow` provides 2 methods in order to handle this: `SetRelatedFrame` (p. 733) and `SetRelatedStatusBar` (p. 733). See the example:

```
html = new wxHtmlWindow(this);
html -> SetRelatedFrame(this, "HTML : %s");
html -> SetRelatedStatusBar(0);
```

The first command associates `html` object with its parent frame (this points to `wxFrame` object there) and sets format of title. Page title "Hello, world!" will be displayed as "HTML : Hello, world!" in this example.

The second command sets which frame's status bar should be used to display browser's messages (such as "Loading..." or "Done" or hypertext links).

### Customizing wxHtmlWindow

You can customize `wxHtmlWindow` by setting font size, font face and borders (space between border of window and displayed HTML). Related functions:

- `SetFont` (p. 732)

- *SetBorders* (p. 732)
- *ReadCustomization* (p. 731)
- *WriteCustomization* (p. 734)

The last two functions are used to store user customization info wxConfig stuff (for example in the registry under Windows, or in a dotfile under Unix).

## HTML Printing

---

The wxHTML library provides printing facilities with several levels of complexity.

The easiest way to print an HTML document is to use *wxHtmlEasyPrinting class* (p. 693). It lets you print HTML documents with only one command and you don't have to worry about deriving from the wxPrintout class at all. It is only a simple wrapper around the *wxHtmlPrintout* (p. 716), normal wxWindows printout class.

And finally there is the low level class *wxHtmlDCRenderer* (p. 691) which you can use to render HTML into a rectangular area on any DC. It supports rendering into multiple rectangles with the same width. (The most common use of this is placing one rectangle on each page or printing into two columns.)

## Help Files Format

---

wxHTML library uses a reduced version of MS HTML Workshop format. Tex2RTF can produce these files when generating HTML, if you set **htmlWorkshopFiles** to **true** in your tex2rtf.ini file.

(See *wxHtmlHelpController* (p. 698) for help controller description.)

A **book** consists of three files: header file, contents file and index file. You can make a regular zip archive of these files, plus the HTML and any image files, for wxHTML (or helpview) to read; and the .zip file can optionally be renamed to .htb.

### Header file (.hhp)

Header file must contain these lines (and may contain additional lines which are ignored):

```
Contents file=<filename.hhc>
Index file=<filename.hhk>
Title=<title of your book>
Default topic=<default page to be displayed.htm>
```

All filenames (including the Default topic) are relative to the location of .hhp file.

**Localization note:** In addition, .hhp file may contain line

```
Charset=<rfc_charset>
```

which specifies what charset (e.g. "iso8859\_1") was used in contents and index files. Please note that this line is incompatible with MS HTML Help Workshop and it would either silently remove it or complain with some error. See also *Writing non-English applications* (p. 1632).

### Contents file (.hhc)

Contents file has HTML syntax and it can be parsed by regular HTML parser. It contains exactly one list (`<ul>...</ul>` statement):

```
<ul>
  <li> <object type="text/sitemap">
    <param name="Name" value="@topic name@">
    <param name="ID" value=@numeric_id@>
    <param name="Local" value="@filename.htm@">
  </object>
  <li> <object type="text/sitemap">
    <param name="Name" value="@topic name@">
    <param name="ID" value=@numeric_id@>
    <param name="Local" value="@filename.htm@">
  </object>
  ...
</ul>
```

You can modify value attributes of param tags. *topic name* is name of chapter/topic as is displayed in contents, *filename.htm* is HTML page name (relative to .hhp file) and *numeric\_id* is optional - it is used only when you use `wxHtmlHelpController::Display(int)` (p. 700)

Items in the list may be nested - one `<li>` statement may contain a `<ul>` sub-statement:

```
<ul>
  <li> <object type="text/sitemap">
    <param name="Name" value="Top node">
    <param name="Local" value="top.htm">
  </object>
  <ul>
    <li> <object type="text/sitemap">
      <param name="Name" value="subnode in topnode">
      <param name="Local" value="subnode1.htm">
    </object>
    ...
  </ul>

  <li> <object type="text/sitemap">
    <param name="Name" value="Another Top">
    <param name="Local" value="top2.htm">
  </object>
  ...
</ul>
```

### Index file (.hhk)

Index files have same format as contents file except that ID params are ignored and sublists are **not** allowed.

## Input Filters

---

The wxHTML library provides a mechanism for reading and displaying files of many different file formats.

*wxHtmlWindow::LoadPage* (p. 729) can load not only HTML files but any known file. To make a file type known to *wxHtmlWindow* you must create a *wxHtmlFilter* (p. 697) filter and register it using *wxHtmlWindow::AddFilter* (p. 726).

## Cells and Containers

---

This article describes mechanism used by *wxHtmlWinParser* (p. 734) and *wxHtmlWindow* (p. 725) to parse and display HTML documents.

### Cells

You can divide any text (or HTML) into small fragments. Let's call these fragments **cells**. Cell is for example one word, horizontal line, image or any other part of document. Each cell has width and height (except special "magic" cells with zero dimensions - e.g. colour changers or font changers).

See *wxHtmlCell* (p. 678).

### Containers

Container is kind of cell that may contain sub-cells. Its size depends on number and sizes of its sub-cells (and also depends on width of window).

See *wxHtmlContainerCell* (p. 685), *wxHtmlCell::Layout* (p. 682).

### Using Containers in Tag Handler

*wxHtmlWinParser* (p. 734) provides a user-friendly way of managing containers. It is based on the idea of opening and closing containers.

Use *OpenContainer* (p. 738) to open new a container *within an already opened container*. This new container is a *sub-container* of the old one. (If you want to create a new container with the same depth level you can call `CloseContainer();`  
`OpenContainer();`)

Use *CloseContainer* (p. 735) to close the container. This doesn't create a new container with same depth level but it returns "control" to the parent container.

It is clear there must be same number of calls to `OpenContainer` as to `CloseContainer`...

## Example

This code creates a new paragraph (container at same depth level) with "Hello, world!":

```

m_WParser -> CloseContainer();
c = m_WParser -> OpenContainer();

m_WParser -> AddWord("Hello, ");
m_WParser -> AddWord("world!");

m_WParser -> CloseContainer();
m_WParser -> OpenContainer();

```

You can see that there was opened container before running the code. We closed it, created our own container, then closed our container and opened new container. The result was that we had *same depth level* after executing. This is general rule that should be followed by tag handlers: leave depth level of containers unmodified (in other words, number of `OpenContainer` and `CloseContainer` calls should be same within *HandleTag* (p. 723)'s body).

## Tag Handlers

---

The wxHTML library provides architecture of pluggable *tag handlers*. Tag handler is class that understands particular HTML tag (or tags) and is able to interpret it.

*wxHtmlWinParser* (p. 734) has static table of **modules**. Each module contains one or more tag handlers. Each time a new *wxHtmlWinParser* object is constructed all modules are scanned and handlers are added to *wxHtmlParser*'s list of available handlers (note: *wxHtmlParser*'s list is non-static).

### How it works

Common tag handler's *HandleTag* (p. 723) method works in four steps:

1. Save state of parent parser into local variables
2. Change parser state according to tag's params
3. Parse text between the tag and paired ending tag (if present)
4. Restore original parser state

See *wxHtmlWinParser* (p. 734) for methods for modifying parser's state. In general you can do things like opening/closing containers, changing colors, fonts etc.

### Providing own tag handlers

You should create new .cpp file and place following lines into it:

```

#include <mod_templ.h>
#include <forcelink.h>
FORCE_LINK_ME(yourmodulefilenamewithoutcpp)

```

Then you must define handlers and one module.

## Tag handlers

The handler is derived from *wxHtmlWinTagHandler* (p. 740)(or directly from *wxHtmlTagHandler* (p. 722))

You can use set of macros to define the handler (see *src/html/m\_\*.cpp* files for details). Handler definition must start with **TAG\_HANDLER\_BEGIN** macro and end with **TAG\_HANDLER\_END** macro. I strongly recommend to have a look at *include/wxhtml/mod\_tmpl.h* file. Otherwise you won't understand the structure of macros. See macros reference:

### **TAG\_HANDLER\_BEGIN**(*name*, *tags*)

Starts handler definition. *name* is handler identifier (in fact part of class name), *tags* is string containing list of tags supported by this handler (in uppercase). This macro derives new class from *wxHtmlWinTagHandler* and implements it is *GetSupportedTags* (p. 723) method.

Example: `TAG_HANDLER_BEGIN(FONTS, "B,I,U,T")`

### **TAG\_HANDLER\_VARS**

This macro starts block of variables definitions. (Variables are identical to class attributes.) Example:

```
TAG_HANDLER_BEGIN (VARS_ONLY, "CRAZYTAG")
    TAG_HANDLER_VARS
        int my_int_var;
        wxString something_else;
TAG_HANDLER_END (VARS_ONLY)
```

This macro is used only in rare cases.

### **TAG\_HANDLER\_CONSTR**(*name*)

This macro supplies object constructor. *name* is same name as the one from **TAG\_HANDLER\_BEGIN** macro. Body of constructor follow after this macro (you must use `and` ). Example:

```
TAG_HANDLER_BEGIN (VARS2, "CRAZYTAG")
    TAG_HANDLER_VARS
        int my_int_var;
    TAG_HANDLER_CONSTR (vars2)
        { // !!!!!!!
            my_int_var = 666;
        } // !!!!!!!
TAG_HANDLER_END (VARS2)
```

Never used in wxHTML :-)

### **TAG\_HANDLER\_PROC**(*varib*)

This is very important macro. It defines *HandleTag* (p. 723)method. *varib* is name of

parameter passed to the method, usually *tag*. Body of method follows after this macro. Note that you must use `and` and `!` Example:

```
TAG_HANDLER_BEGIN(TITLE, "TITLE")
    TAG_HANDLER_PROC(tag)
    {
        printf("TITLE found...\n");
    }
TAG_HANDLER_END(TITLE)
```

### **TAG\_HANDLER\_END**(*name*)

Ends definition of tag handler *name*.

## **Tags Modules**

You can use set of 3 macros TAGS\_MODULE\_BEGIN, TAGS\_MODULE\_ADD and TAGS\_MODULE\_END to inherit new module from *wxHtmlTagsModule* (p. 724) and to create instance of it. See macros reference:

### **TAGS\_MODULE\_BEGIN**(*modname*)

Begins module definition. *modname* is part of class name and must be unique.

### **TAGS\_MODULE\_ADD**(*name*)

Adds the handler to this module. *name* is the identifier from TAG\_HANDLER\_BEGIN.

### **TAGS\_MODULE\_END**(*modname*)

Ends the definition of module.

### **Example:**

```
TAGS_MODULE_BEGIN(Examples)
    TAGS_MODULE_ADD(VARS_ONLY)
    TAGS_MODULE_ADD(VARS2)
    TAGS_MODULE_ADD(TITLE)
TAGS_MODULE_END(Examples)
```

## **Tags supported by wxHTML**

---

wxHTML is not full implementation of HTML standard. Instead, it supports most common tags so that it is possible to display *simple* HTML documents with it. (For example it works fine with pages created in Netscape Composer or generated by `tex2rtf`).

Following tables list all tags known to wxHTML, together with supported parameters. A tag has general form of `<tagname param_1 param_2 ... param_n>` where `param_i` is either `paramname="paramvalue"` or `paramname=paramvalue` - these two are equivalent. Unless stated otherwise, wxHTML is case-insensitive.

### **Table of common parameter values**

We will use these substitutions in tags descriptions:

[alignment]	CENTER LEFT RIGHT JUSTIFY
[v_alignment]	TOP BOTTOM CENTER
[color]	HTML 4.0-compliant colour specification
[fontsize]	-2 -1 +0 +1 +2 +3 +4 1 2 3 4 5 6 7
[pixels]	integer value that represents dimension in pixels
[percent]	i% where i is integer
[url]	an URL
[string]	text string
[coords]	c(1),c(2),c(3),...,c(n) where c(i) is integer

### List of supported tags

A	NAME=[string] HREF=[url] TARGET=[target window spec]
ADDRESS	
AREA	SHAPE=POLY SHAPE=CIRCLE SHAPE=RECT COORDS=[coords] HREF=[url]
B	
BIG	
BLOCKQUOTE	
BODY	TEXT=[color] LINK=[color] BGCOLOR=[color]
BR	ALIGN=[alignment]
CENTER	
CITE	
CODE	

---

DD  
 DIV ALIGN=[alignment]  
 DL  
 DT  
 EM  
 FONT COLOR=[color]  
 SIZE=[fontsize]  
 FACE=[comma-separated list of facenames]  
 HR ALIGN=[alignment]  
 SIZE=[pixels]  
 WIDTH=[percent|pixels]  
 NOSHADE  
 H1  
 H2  
 H3  
 H4  
 H5  
 H6  
 I  
 IMG SRC=[url]  
 WIDTH=[pixels]  
 HEIGHT=[pixels]  
 ALIGN=TEXTTOP  
 ALIGN=CENTER  
 ALIGN=ABSCENTER  
 ALIGN=BOTTOM  
 USEMAP=[url]  
 KBD  
 LI  
 MAP NAME=[string]  
 META HTTP-EQUIV="Content-Type"  
 CONTENT=[string]  
 OL  
 P ALIGN=[alignment]  
 PRE  
 SAMP  
 SMALL  
 STRIKE  
 STRONG  
 TABLE ALIGN=[alignment]  
 WIDTH=[percent|pixels]  
 BORDER=[pixels]  
 VALIGN=[v\_alignment]  
 BGCOLOR=[color]  
 CELLSPACING=[pixels]  
 CELLPADDING=[pixels]  
 TD ALIGN=[alignment]  
 VALIGN=[v\_alignment]  
 BGCOLOR=[color]  
 WIDTH=[percent|pixels]  
 COLSPAN=[pixels]  
 ROWSPAN=[pixels]  
 TH ALIGN=[alignment]  
 VALIGN=[v\_alignment]  
 BGCOLOR=[color]  
 WIDTH=[percent|pixels]  
 COLSPAN=[pixels]  
 ROWSPAN=[pixels]  
 TITLE  
 TR ALIGN=[alignment]  
 VALIGN=[v\_alignment]  
 BGCOLOR=[color]  
 TT  
 U

UL

## wxPython overview

This topic was written by Robin Dunn, author of the wxPython wrapper.

### What is wxPython?

---

wxPython is a blending of the wxWindows GUI classes and the Python (<http://www.python.org/>) programming language.

#### Python

So what is Python? Go to <http://www.python.org> (<http://www.python.org>) to learn more, but in a nutshell Python is an interpreted, interactive, object-oriented programming language. It is often compared to Tcl, Perl, Scheme or Java.

Python combines remarkable power with very clear syntax. It has modules, classes, exceptions, very high level dynamic data types, and dynamic typing. There are interfaces to many system calls and libraries, and new built-in modules are easily written in C or C++. Python is also usable as an extension language for applications that need a programmable interface.

Python is copyrighted but freely usable and distributable, even for commercial use.

#### wxPython

wxPython is a Python package that can be imported at runtime that includes a collection of Python modules and an extension module (native code). It provides a series of Python classes that mirror (or shadow) many of the wxWindows GUI classes. This extension module attempts to mirror the class hierarchy of wxWindows as closely as possible. This means that there is a wxFrame class in wxPython that looks, smells, tastes and acts almost the same as the wxFrame class in the C++ version.

wxPython is very versatile. It can be used to create standalone GUI applications, or in situations where Python is embedded in a C++ application as an internal scripting or macro language.

Currently wxPython is available for Win32 platforms and the GTK toolkit (wxGTK) on most Unix/X-windows platforms. See the wxPython website <http://wxPython.org/> (<http://wxPython.org/>) for details about getting wxPython working for you.

### Why use wxPython?

---

So why would you want to use wxPython over just C++ and wxWindows? Personally I prefer using Python for everything. I only use C++ when I absolutely have to eke more performance out of an algorithm, and even then I usually code it as an extension module and leave the majority of the program in Python.

Another good thing to use wxPython for is quick prototyping of your wxWindows apps. With C++ you have to continuously go through the edit-compile-link-run cycle, which can be quite time consuming. With Python it is only an edit-run cycle. You can easily build an application in a few hours with Python that would normally take a few days or longer with C++. Converting a wxPython app to a C++/wxWindows app should be a straight forward task.

## Other Python GUIs

---

There are other GUI solutions out there for Python.

### Tkinter

Tkinter is the de facto standard GUI for Python. It is available on nearly every platform that Python and Tcl/Tk are. Why Tcl/Tk? Well because Tkinter is just a wrapper around Tcl's GUI toolkit, Tk. This has its upsides and its downsides...

The upside is that Tk is a pretty versatile toolkit. It can be made to do a lot of things in a lot of different environments. It is fairly easy to create new widgets and use them interchangeably in your programs.

The downside is Tcl. When using Tkinter you actually have two separate language interpreters running, the Python interpreter and the Tcl interpreter for the GUI. Since the guts of Tcl is mostly about string processing, it is fairly slow as well. (Not too bad on a fast Pentium II, but you really notice the difference on slower machines.)

It wasn't until the latest version of Tcl/Tk that native Look and Feel was possible on non-Motif platforms. This is because Tk usually implements its own widgets (controls) even when there are native controls available.

Tkinter is a pretty low-level toolkit. You have to do a lot of work (verbose program code) to do things that would be much simpler with a higher level of abstraction.

### PythonWin

PythonWin is an add-on package for Python for the Win32 platform. It includes wrappers for MFC as well as much of the Win32 API. Because of its foundation, it is very familiar for programmers who have experience with MFC and the Win32 API. It is obviously not compatible with other platforms and toolkits. PythonWin is organized as separate packages and modules so you can use the pieces you need without having to use the GUI portions.

### Others

There are quite a few other GUI modules available for Python, some in active use, some

that haven't been updated for ages. Most are simple wrappers around some C or C++ toolkit or another, and most are not cross-platform compatible. See this link (<http://www.python.org/download/Contributed.html#Graphics>) for a listing of a few of them.

## Using wxPython

---

### First things first...

I'm not going to try and teach the Python language here. You can do that at the Python Tutorial (<http://www.python.org/doc/tut/tut.html>). I'm also going to assume that you know a bit about wxWindows already, enough to notice the similarities in the classes used.

Take a look at the following wxPython program. You can find a similar program in the wxPython/demo directory, named `DialogUnits.py`. If your Python and wxPython are properly installed, you should be able to run it by issuing this command:

#### `python DialogUnits.py`

---

```

001: ## import all of the wxPython GUI package
002: from wxPython.wx import *
003:
004: ## Create a new frame class, derived from the wxPython Frame.
005: class MyFrame(wxFrame):
006:
007:     def __init__(self, parent, id, title):
008:         # First, call the base class' __init__ method to create the
frame
009:         wxFrame.__init__(self, parent, id, title,
010:                          wxPoint(100, 100), wxSize(160, 100))
011:
012:         # Associate some events with methods of this class
013:         EVT_SIZE(self, self.OnSize)
014:         EVT_MOVE(self, self.OnMove)
015:
016:         # Add a panel and some controls to display the size and
position
017:         panel = wxPanel(self, -1)
018:         wxStaticText(panel, -1, "Size:",
019:                      wxDLG_PNT(panel, wxPoint(4, 4)),
wxDefaultSize)
020:         wxStaticText(panel, -1, "Pos:",
021:                      wxDLG_PNT(panel, wxPoint(4, 14)),
wxDefaultSize)
022:         self.sizeCtrl = wxTextCtrl(panel, -1, "",
023:                                    wxDLG_PNT(panel, wxPoint(24,
4)),
024:                                    wxDLG_SZE(panel, wxSize(36, -
1)),
025:                                    wxTE_READONLY)
026:         self.posCtrl = wxTextCtrl(panel, -1, "",
027:                                   wxDLG_PNT(panel, wxPoint(24,
14)),
028:                                   wxDLG_SZE(panel, wxSize(36, -1)),

```

---

```
029:                                     wxTE_READONLY)
030:
031:
032:     # This method is called automatically when the CLOSE event is
033:     # sent to this window
034:     def OnCloseWindow(self, event):
035:         # tell the window to kill itself
036:         self.Destroy()
037:
038:     # This method is called by the system when the window is
resized,
039:     # because of the association above.
040:     def OnSize(self, event):
041:         size = event.GetSize()
042:         self.sizeCtrl.SetValue("%s, %s" % (size.width,
size.height))
043:
044:         # tell the event system to continue looking for an event
handler,
045:         # so the default handler will get called.
046:         event.Skip()
047:
048:     # This method is called by the system when the window is moved,
049:     # because of the association above.
050:     def OnMove(self, event):
051:         pos = event.GetPosition()
052:         self.posCtrl.SetValue("%s, %s" % (pos.x, pos.y))
053:
054:
055: # Every wxWindows application must have a class derived from wxApp
056: class MyApp(wxApp):
057:
058:     # wxWindows calls this method to initialize the application
059:     def OnInit(self):
060:
061:         # Create an instance of our customized Frame class
062:         frame = MyFrame(NULL, -1, "This is a test")
063:         frame.Show(true)
064:
065:         # Tell wxWindows that this is our main window
066:         self.SetTopWindow(frame)
067:
068:         # Return a success flag
069:         return true
070:
071:
072: app = MyApp(0)           # Create an instance of the application class
073: app.MainLoop()         # Tell it to start processing events
074:
```

---

## Things to notice

1. At line 2 the wxPython classes, constants, and etc. are imported into the current module's namespace. If you prefer to reduce namespace pollution you can use "from wxPython import wx" and then access all the wxPython identifiers through the wx module, for example, "wx.wxFrame".
2. At line 13 the frame's sizing and moving events are connected to methods of the class. These helper functions are intended to be like the event table macros that

`wxWindows` employs. But since static event tables are impossible with `wxPython`, we use helpers that are named the same to dynamically build the table. The only real difference is that the first argument to the event helpers is always the window that the event table entry should be added to.

3. Notice the use of `wxDLG_PNT` and `wxDLG_SIZE` in lines 19 - 29 to convert from dialog units to pixels. These helpers are unique to `wxPython` since Python can't do method overloading like C++.
4. There is an `OnCloseWindow` method at line 34 but no call to `EVT_CLOSE` to attach the event to the method. Does it really get called? The answer is, yes it does. This is because many of the *standard* events are attached to windows that have the associated *standard* method names. I have tried to follow the lead of the C++ classes in this area to determine what is *standard* but since that changes from time to time I can make no guarantees, nor will it be fully documented. When in doubt, use an `EVT_***` function.
5. At lines 17 to 21 notice that there are no saved references to the panel or the static text items that are created. Those of you who know Python might be wondering what happens when Python deletes these objects when they go out of scope. Do they disappear from the GUI? They don't. Remember that in `wxPython` the Python objects are just shadows of the corresponding C++ objects. Once the C++ windows and controls are attached to their parents, the parents manage them and delete them when necessary. For this reason, most `wxPython` objects do not need to have a `__del__` method that explicitly causes the C++ object to be deleted. If you ever have the need to forcibly delete a window, use the `Destroy()` method as shown on line 36.
6. Just like `wxWindows` in C++, `wxPython` apps need to create a class derived from `wxApp` (line 56) that implements a method named `OnInit`, (line 59.) This method should create the application's main window (line 62) and use `wxApp.SetTopWindow()` (line 66) to inform `wxWindows` about it.
7. And finally, at line 72 an instance of the application class is created. At this point `wxPython` finishes initializing itself, and calls the `OnInit` method to get things started. (The zero parameter here is a flag for functionality that isn't quite implemented yet. Just ignore it for now.) The call to `MainLoop` at line 73 starts the event loop which continues until the application terminates or all the top level windows are closed.

## **wxWindows classes implemented in wxPython**

---

The following classes are supported in `wxPython`. Most provide nearly full implementations of the public interfaces specified in the C++ documentation, others are less so. They will all be brought as close as possible to the C++ spec over time.

- `wxAcceleratorEntry` (p. 19)
- `wxAcceleratorTable` (p. 20)
- `wxActivateEvent` (p. 31)

- *wxBitmap* (p. 70)
- *wxBitmapButton* (p. 83)
- *wxBitmapDataObject* (p. 88)
- *wxBMPHandler*
- *wxBoxSizer* (p. 93)
- *wxBrush* (p. 94)
- *wxBusyInfo* (p. 105)
- *wxBusyCursor* (p. 104)
- *wxButton* (p. 106)
- *wxCalculateLayoutEvent* (p. 109)
- *wxCalendarCtrl* (p. 111)
- *wxCaret*
- *wxCheckBox* (p. 124)
- *wxCheckListBox* (p. 127)
- *wxChoice* (p. 129)
- *wxClientDC* (p. 136)
- *wxClipboard* (p. 139)
- *wxCloseEvent* (p. 142)
- *wxColourData* (p. 157)
- *wxColourDialog* (p. 161)
- *wxColour* (p. 154)
- *wxComboBox* (p. 162)
- *wxCommandEvent* (p. 169)
- *wxConfig* (p. 182)
- *wxControl* (p. 204)
- *wxCursor* (p. 216)
- *wxCustomDataObject* (p. 221)
- *wxDataFormat* (p. 223)
- *wxDataObject* (p. 228)
- *wxDataObjectComposite* (p. 232)
- *wxDataObjectSimple* (p. 233)
- *wxDateTime* (p. 244)
- *wxDateSpan* (p. 237)
- *wxDC* (p. 359)
- *wxDialog* (p. 379)
- *wxDirDialog* (p. 397)
- *wxDragImage* (p. 434)
- *wxDropFilesEvent* (p. 439)
- *wxDropSource* (p. 441)
- *wxDropTarget* (p. 443)
- *wxEraseEvent* (p. 452)
- *wxEvent* (p. 453)
- *wxEvtHandler* (p. 457)
- *wxFileConfig*
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- *wxFileDialog* (p. 491)
- *wxFileDropTarget* (p. 495)
- *wxFileSystem* (p. 518)

- *wxFileSystemHandler* (p. 521)
- *wxFocusEvent* (p. 537)
- *wxFontData* (p. 547)
- *wxFontDialog* (p. 550)
- *wxFont* (p. 538)
- *wxFrame* (p. 559)
- *wxFSFile* (p. 572)
- *wxGauge* (p. 581)
- *wxGIFHandler*
- *wxGLCanvas*
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- *wxHtmlContainerCell* (p. 685)
- *wxHtmlDCRenderer* (p. 691)
- *wxHtmlEasyPrinting* (p. 693)
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- *wxHtmlTagHandler* (p. 722)
- *wxHtmlTag* (p. 718)
- *wxHtmlWinParser* (p. 734)
- *wxHtmlPrintout* (p. 716)
- *wxHtmlWinTagHandler* (p. 740)
- *wxHtmlWindow* (p. 725)
- *wxIconizeEvent*
- *wxIcon* (p. 742)
- *wxIdleEvent* (p. 753)
- *wxImage* (p. 756)
- *wxImageHandler* (p. 778)
- *wxImageList* (p. 781)
- *wxIndividualLayoutConstraint* (p. 786)
- *wxInitDialogEvent* (p. 789)
- *wxInputStream* (p. 790)
- *wxInternetFSHandler* (p. 1648)
- *wxJoystickEvent* (p. 801)
- *wxJPEGHandler*
- *wxKeyEvent* (p. 804)
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- *wxListItem* (p. 841)
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- *wxMDIClientWindow* (p. 896)
- *wxMDIParentFrame* (p. 898)
- *wxMemoryDC* (p. 905)
- *wxMemoryFSHandler* (p. 906)
- *wxMenuBar* (p. 923)

- *wxMenuEvent* (p. 932)
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- *wxWindowDC* (p. 1477)
- *wxWindow* (p. 1428)
- *wxZipFSHandler* (p. 1648)

## Where to go for help

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Since wxPython is a blending of multiple technologies, help comes from multiple sources. See <http://wxpython.org/> (<http://wxpython.org/>) for details on various sources of help, but probably the best source is the wxPython-users mail list. You can view the archive or subscribe by going to

<http://lists.wxwindows.org/mailman/listinfo/wxpython-users>  
(<http://lists.wxwindows.org/mailman/listinfo/wxpython-users>)

Or you can send mail directly to the list using this address:

wxpython-users@lists.wxwindows.org

## **Chapter 12 Port notes**

---

This chapter contains port specific notes.

### **wxGTK port**

wxGTK is a port of wxWindows using the GTK+ library available from [www.gtk.org](http://www.gtk.org). It makes use of GTK+'s native widgets wherever possible and uses wxWindows' generic controls when needed. GTK+ itself has been ported to a number of systems, but so far only the original X11 version is supported. Support for the recently released GTK+ 2.0 including Unicode support is work in progress.

You will need GTK+ 1.2.3 or higher which is available from:

<http://www.gtk.org> (<http://www.gtk.org>)

In order to configure wxWindows to compile wxGTK you will need to type:

```
configure --with-gtk
```

For further information, please see the files in docs/gtk in the distribution.

### **wxMSW port**

wxMSW is a port of wxWindows for the Windows platforms including Windows 95, 98, ME, 2000, NT, XP in ANSI and Unicode mode (for Windows 95 through the MSLU extension library). wxMSW ensures native look and feel for XP as well when using wxWindows version 2.3.3 or higher. wxMSW can be compile with a great variety of compilers including MS VC++, Borland 5.5, MinGW32, Cygwin and Watcom as well as cross-compilation with a Linux hosted MinGW32 tool chain.

For further information, please see the files in docs/msw in the distribution.

### **wxMac port**

wxMac is a port of wxWindows for the Macintosh OS platform. Currently MacOS 8.6 or higher, MacOS 9.0 or higher and MacOS X 10.0 or higher are supported, although most development effort goes into MacOS X support. wxMac can be compiled both using

Apple's developer tools and MetroWerks CodeWarrior in different versions. Support for MacOS 8.X and MacOS 9.X is only available through CodeWarrior. wxMac uses the Carbon API (and optionally the Classic API under MacOS 8.X). You will need wxWindows version 2.3.3 or higher for a stable version of wxMac.

For further information, please see the files in docs/mac in the distribution.

## **wxOS2 port**

wxOS2 is a port of wxWindows for the IBM OS/2 platform. It is currently under construction.

## **wxMGL port**

wxMGL is a port of wxWindows using the MGL library available from SciTech as the underlying graphics backend. wxMGL draws its widgets using the wxUniversal widget set which is now part of wxWindows. MGL itself runs on a variety of platforms including DOS, Linux hardware (similar to the Linux framebuffer) and various graphics systems such as Win32, X11 and OS/2. Note that currently MGL for Linux runs only on x86-based systems.

You will need wxWindows 2.3.3 or higher and MGL 5.0 or higher. The latter is available from

[http://www.scitechsoft.com/products/product\\_download.html](http://www.scitechsoft.com/products/product_download.html)  
([http://www.scitechsoft.com/products/product\\_download.html](http://www.scitechsoft.com/products/product_download.html))

In order to configure wxWindows to compile wxMGL you will need to type:

```
configure --with-mgl --with-universal
```

Under DOS, wxMGL uses a dmake based make system.

For further information, please see the files in docs/mgl in the distribution.

## **wxX11 port**

wxX11 is a port of wxWindows using X11 (The X Window System) as the underlying graphics backend. wxX11 draws its widgets using the wxUniversal widget set which is now part of wxWindows. wxX11 is well-suited for a number of special applications such as those running on systems with few resources (PDAs) or for applications which need

to use a special themed look. You will need wxWindows 2.3.2 or higher.

In order to configure wxWindows to compile wxX11 you will need to type:

```
configure --with-x11 --with-universal
```

For further information, please see the files in docs/x11 in the distribution. There is also a page on the use of wxWindows for embedded applications on the wxWindows web site.



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