## class GTK::V3::Gtk::GtkAboutDialog

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```

```
unit class GTK::V3::Gtk::GtkAboutDialog; also is GTK::V3::Gtk::GtkDialog;
```

# **Synopsis**

```
use GTK::V3::GtkAboutDialog $about .= new(:empty);
$about.set-program-name('My-First-GTK-Program');

# show the dialog
$about.gtk-dialog-run;

# when dialog buttons are pressed hide it again
$about.gtk-widget-hide
```

# **Types**

#### enum GtkLicense

A series of names to set the license type. The following are defined;

GTK LICENSE UNKNOWN, GTK LICENSE CUSTOM

GTK\_LICENSE\_GPL\_2\_0, GTK\_LICENSE\_GPL\_3\_0, GTK\_LICENSE\_LGPL\_2\_1, GTK\_LICENSE\_LGPL\_3\_0

GTK\_LICENSE\_BSD

GTK\_LICENSE\_MIT\_X11

GTK\_LICENSE\_ARTISTIC

GTK\_LICENSE\_GPL\_2\_0\_ONLY, GTK\_LICENSE\_GPL\_2\_0\_ONLY, GTK\_LICENSE\_GPL\_3\_0\_ONLY,

GTK\_LICENSE\_LGPL\_2\_1\_ONLY, GTK\_LICENSE\_LGPL\_3\_0\_ONLY, GTK\_LICENSE\_AGPL\_3\_0, GTK\_LICENSE\_AGPL\_3\_0\_ONLY

See gtk\_about\_dialog\_get\_license\_type for an example.

### **Methods**

All methods can be written with dashes or shortened by cutting the the dash or underscore must be left. See the synopsis above for an example. Below, this is shown with brackets in the headers.

#### gtk about dialog new

method gtk\_about\_dialog\_new ( --> N-GObject )

Creates a new empty about dialog widget. It returns a native object which must be stored in another object. Better, shorter and easier is to use .new(:empty). See info below.

#### [gtk\_about\_dialog\_] get\_program\_name

method gtk\_about\_dialog\_get\_program\_name ( --> Str )

Get the program name from the dialog.

## [gtk\_about\_dialog\_] set\_program\_name

method gtk\_about\_dialog\_set\_program\_name ( Str \$pname )

Set the program name in the about dialog.

## [gtk\_about\_dialog\_] get\_version

method gtk\_about\_dialog\_get\_version ( --> Str )

Get the version.

### [gtk\_about\_dialog\_] set\_version

method gtk\_about\_dialog\_set\_version ( Str \$version )

Set version.

## [gtk\_about\_dialog\_] get\_copyright

method gtk\_about\_dialog\_get\_copyright

Get copyright.

## [gtk\_about\_dialog\_] set\_copyright

method gtk about dialog set copyright

Set copyright.

#### [gtk about dialog ] get comments

method gtk\_about\_dialog\_get\_comments

Get comments.

# [gtk\_about\_dialog\_] set\_comments

method gtk\_about\_dialog\_set\_comments

Set comments.

#### [gtk\_about\_dialog\_] get\_license

method gtk\_about\_dialog\_get\_license

Get license.

### [gtk\_about\_dialog\_] set\_license

method gtk\_about\_dialog\_set\_license

Set license.

### [gtk\_about\_dialog\_] get\_wrap\_license

method gtk\_about\_dialog\_get\_wrap\_license

Return 1 if license is wrapped.

### [gtk\_about\_dialog\_] set\_wrap\_license

method gtk\_about\_dialog\_set\_wrap\_license

Sets whether the license text in about is automatically wrapped. This is only done when license type is GTK\_LICENSE\_CUSTOM. See also gtk\_about\_dialog\_get\_license\_type. P.s. I didn't see much difference between wrapped or unwrapped.

## [gtk about dialog ] get license type

method gtk\_about\_dialog\_get\_license\_type

Get license type. This is an integer representing GtkLicense described above. Example;

my Int \$It = \$dialog.get\_license\_type; say "License type: ", GtkLicense(\$It);

### [gtk\_about\_dialog\_] set\_license\_type

method gtk about dialog set license type

Set license type. E.g.

\$dialog.set\_license\_type(GTK\_LICENSE\_ARTISTIC);

## [gtk about dialog ] get website

method gtk\_about\_dialog\_get\_website

Get website.

[gtk about dialog ] set website method gtk\_about\_dialog\_set\_website Set website. [gtk\_about\_dialog\_] get\_website\_label method gtk\_about\_dialog\_get\_website\_label Returns the label used for the website link. [gtk\_about\_dialog\_] set\_website\_label method gtk\_about\_dialog\_set\_website\_label Set website label. [gtk about dialog ] get authors method gtk\_about\_dialog\_get\_authors Get list of authors. [gtk\_about\_dialog\_] set\_authors method gtk\_about\_dialog\_set\_authors Set auhors. [gtk\_about\_dialog\_] get\_artists method gtk about dialog get artists Get artists. [gtk\_about\_dialog\_] set\_artists method gtk\_about\_dialog\_set\_artists Set artists. [gtk\_about\_dialog\_] get\_documenters method gtk\_about\_dialog\_get\_documenters Get documenters. [gtk\_about\_dialog\_] set\_documenters method gtk\_about\_dialog\_set\_documenters Set documenters. [gtk about dialog ] get translator credits method gtk\_about\_dialog\_get\_translator\_credits Get translator credits

[gtk\_about\_dialog\_] set\_translator\_credits

method gtk about dialog set translator credits

Set translator credits

### [gtk about dialog ] get logo

method gtk\_about\_dialog\_get\_logo

Get pixel buffer of logo.

### [gtk\_about\_dialog\_] set\_logo

method gtk\_about\_dialog\_set\_logo ( OpaquePointer \$logo-pixbuf )

Set the logo from a pixel buffer. E.g.

my GTK::V3::Gtk::Gtk!mage \$logo .= new(
:filename(%?RESOURCES<library-logo.png>.Str)
);
\$about-dialog.set-logo(\$logo.get-pixbuf);

### [gtk\_about\_dialog\_] get\_logo\_icon\_name

method gtk\_about\_dialog\_get\_logo\_icon\_name

Get name of logo icon.

### [gtk\_about\_dialog\_] set\_logo\_icon\_name

method gtk\_about\_dialog\_set\_logo\_icon\_name

Set name of logo icon.

### [gtk\_about\_dialog\_] add\_credit\_section

method gtk\_about\_dialog\_add\_credit\_section

Add credit section.

#### new

multi submethod BUILD (:empty!)

Create an empty about dialog

multi submethod BUILD (:widget!)

Create an about dialog using a native object from elsewhere. See also Gtk::V3::Glib::GObject.

multi submethod BUILD (:build-id!)

Create an about dialog using a native object from a builder. See also Gtk::V3::Glib::GObject.

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