Dovyski / cvui

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A (very) simple UI lib built on top of OpenCV drawing primitives

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| example	Add a bit of comments	11 hours ago
.gitignore	Example app	a day ago
CHANGELOG.md	Add changelog	10 hours ago
LICENSE	Initial commit	a day ago
README.md	Update README	5 hours ago
cvui.cpp	Add changelog	10 hours ago
cvui.h	Refine docs	10 hours ago

📖 README.md

cvui

A (very) simple UI lib built on top of OpenCV drawing primitives. Other UI libs, such as imgui, require a graphical backend (e.g. OpenGL) to work, so if you want to use imgui in a OpenCV app, you must make it OpenGL enabled, for instance. It is not the case with cvui, which uses *only* OpenCV drawing primitives to do all the rendering (no OpenGL or Qt required).
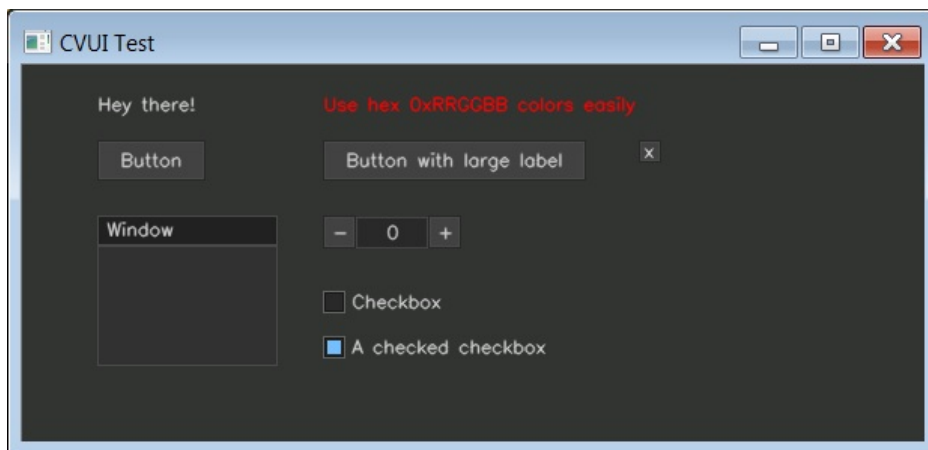
Features

- Lightweight and simple to use user interface.
- No external dependencies (except OpenCV).
- Based on OpenCV drawing primitives only (OpenGL or Qt are not required).
- Friendly and C-like API (no classes/objects, etc).
- MIT licensed.

Build

The only dependency is OpenCV (version 3.0), which you are probably already using. Just add `cvui.h` and `cvui.cpp` to your project and you are ready to go.

Usage

Check the examples folder for some code, but the general idea is the following:

```cpp
#define WINDOW_NAME     "CVUI Test"

int main(int argc, const char *argv[])
{
    cv::Mat frame = cv::Mat(250, 600, CV_8UC3);
    bool checked = false;
    int count = 0;

    cv::namedWindow(WINDOW_NAME);
    cvui::init(WINDOW_NAME);

    while (true) {
        frame = cv::Scalar(49, 52, 49);

        cvui::text(frame, 50, 30, "Hey there!");
        cvui::text(frame, 200, 30, "Use hex 0xRRGGBB colors easily", 0.4, 0xff0000);

        if (cvui::button(frame, 50, 50, "Button")) {
            std::cout << "Button clicked!" << std::endl;
        }

        cvui::window(frame, 50, 100, 120, 100, "Window");
        cvui::counter(frame, 200, 100, &count);
        cvui::checkbox(frame, 200, 150, "Checkbox", &checked);

        cvui::update();

        cv::imshow(WINDOW_NAME, frame);
        cv::waitKey(30);
    }

    return 0;
}
```

License

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