



Hinweis:  
Alle verfügbaren Attrib

Steuerung

- c intermediary: Intermediary

- c json: JSON

- c generator: TGW\_Generator

- c window id: int

+c file: str

+c additional\_files\_path: str

+\_\_init\_\_()

+gui\_init(): dict[str, any]

- resetData()

- convert\_attribut\_to\_js\_data(p\_attribut: dict[str, any]): dict[str, any]

- convert\_attribut\_from\_js\_data(p\_attribut: dict[str, any]): dict[str, any]

- get\_load\_file\_path(): str

- get\_save\_file\_path(): str

- get\_dir\_path(): str

+load\_gui\_elements(): list[dict[str, Any]]

+save\_gui\_element(p\_attributes: dict[str, any])

+save()

+delete\_element()

+create\_btn(): dict[str, Any]

+create\_label(): dict[str, Any]

+create\_edit(): dict[str, Any]

+create\_checkbox(): dict[str, Any]

+create\_canvas(): dict[str, Any]

+create\_timer(): dict[str, Any]

JS

-g\_move\_element: HTML\_ELEMENT = null

-g\_active\_gui\_element: HTML\_ELEMENT = null

-g\_move\_mouse\_x\_offset: int = 0

-g\_move\_mouse\_y\_offset: int = 0

-gui\_elements\_main: HTML\_ELEMENT

-copy\_elements: dict["str", HTML\_ELEMENT]

-menubar\_elements: dict["str", HTML\_ELEMENT]

-element\_attributes: dict["str", HTML\_ELEMENT]

-window\_attributes: dict["str", HTML\_ELEMENT]

-pause(time: int)

-getElement(id): HTML\_ELEMENT

-toggleCollapsable(p\_collapsable: HTML\_ELEMENT)

-init\_element\_variables()

-setLanguage()

-addListener()

-gui\_elements\_mousedown\_event(e: HTML\_EVENT)

-gui\_element\_mousedown\_event(e: HTML\_EVENT)

-gui\_element\_mouseup\_event()

-gui\_element\_mousemove\_event(e: HTML\_EVENT)

-menubar\_element\_btn\_mousedown\_event(e: HTML\_EVENT)

-menubar\_element\_label\_mousedown\_event(e: HTML\_EVENT)

-menubar\_element\_edit\_mousedown\_event(e: HTML\_EVENT)

-menubar\_element\_checkbox\_mousedown\_event(e: HTML\_EVENT)

-menubar\_element\_canvas\_mousedown\_event(e: HTML\_EVENT)

-menubar\_element\_timer\_mousedown\_event(e: HTML\_EVENT)

-set\_gui\_element\_translation(p\_element: HTML\_ELEMENT, p\_x: int, p\_y: int)

-load\_gui\_elements\_from\_database()

-save\_gui\_elements\_to\_database()

-load\_window(p\_attributes: dict[str, Any])

-load\_gui\_element(p\_origin\_element: HTML\_ELEMENT, p\_attributes: dict[str, Any]): HTML\_ELEMENT

-create\_new\_element(p\_origin\_element: HTML\_ELEMENT, p\_attributes: dict[str, Any], p\_x: int, p\_y: int): HTML\_ELEMENT

-start\_move\_element(p\_element: HTML\_ELEMENT, p\_mouseX: int, p\_mouseY: int, p\_offset\_element\_override: HTML\_ELEMENT = null)

-end\_move\_element(p\_element: HTML\_ELEMENT)

-set\_active\_gui\_element(p\_element: HTML\_ELEMENT)

-reset\_active\_gui\_element()

-attribut\_delete\_element()

-attribut\_set\_name()

-attribut\_set\_text()

-attribut\_set\_pos\_x()

-attribut\_set\_pos\_y()

-attribut\_set\_size\_x()

-attribut\_set\_size\_y()

-attribut\_set\_text\_color()

-attribut\_set\_background\_color()

-attribut\_set\_interval()

-attribut\_set\_multiple\_lines()

-attribut\_set\_checked()

-attribut\_set\_enabled()

-attribut\_set\_event\_pressed()

-attribut\_set\_event\_double\_pressed()

-attribut\_set\_event\_hovered()

-attribut\_set\_event\_changed()

-window\_set\_name()

-window\_set\_text()

-window\_set\_size\_x()

-window\_set\_size\_y()

-window\_set\_text\_color()

-window\_set\_background\_color()

-window\_set\_event\_create()

-window\_set\_event\_destroy()

-window\_set\_event\_paint()

-window\_set\_event\_resize()

-window\_set\_event\_mouse\_click()

-window\_set\_event\_mouse\_move()

-show\_license\_window()

-hide\_license\_window()

Hinweise:  
JS ist keine Klasse, sondern die JS-Datei  
privat (-) bedeutet in diesem Context, dass die Python-Datei nicht draufgreifen kann.