class GTK::Glade

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```
unit Gtk::Glade;
```

Synopsis

```
use MyGui::MainEngine;
use MyGui::SecondEngine;
use GTK::Glade;

sub MAIN ( Str:D $glade-xml-file ) {
  my GTK::Glade $gui .= new;
  $gui.add-gui-file($glade-xml-file);
  $gui.add-engine(MyGui::MainEngine.new);
  $gui.add-engine(MyGui::SecondEngine.new);
  $gui.run;
}
```

new

```
submethod BUILD ( )
```

Initialize Glade interface.

add-gui-file

```
method add-gui-file ( Str $ui-file )
```

Add an XML document saved by the glade user interface designer.

add-engine

```
method add-engine ( GTK::Glade::Engine $engine )
```

Add the user object where callback methods are defined.

add-css

```
method add-css ( Str $css-file )
```

Add a css style file, This is a CSS-like input in order to style widgets. Classes and id's are definable in the glade interface designer. A few are reserved. You need to look up the documents for a particular widget to find that out. E.g. the button knows about the circular and flat classes (See also gnome developer docs section CSS nodes).

run

```
method run ( )
```

Run the glade design. It will enter the main loop and when interacting with the interface, events will call the callbacks defined in one of the added engines.