

# 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::Gtk::GtkAboutDialog $about := new(:empty);  
$about.set-program-name('My-First-GTK-Program');  
  
# show the dialog  
$about.gtk-dialog-run;  
  
# when dialog buttons are pressed control returns here. Hide the dialog 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

### 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 authors.

## **[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::GtkImage $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`.