

Table of content

In this section, you will find the list of all the elements available in the library. They will be accompanied by a brief description and a link to their respective documentation page.

They are divided into three categories:

- [Passive](#): the default elements, which do not require any specific action from the user.
- [Interactive](#): like a menu or prompt, these elements require user input and interaction.
- [Animated](#): elements that are animated, like a progress bar.

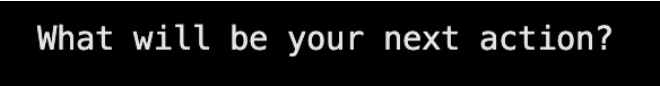





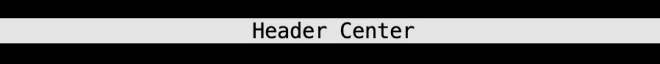

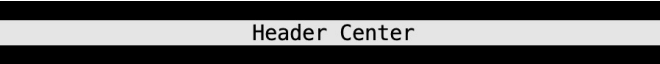
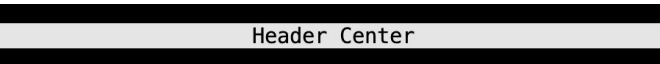

NOTE

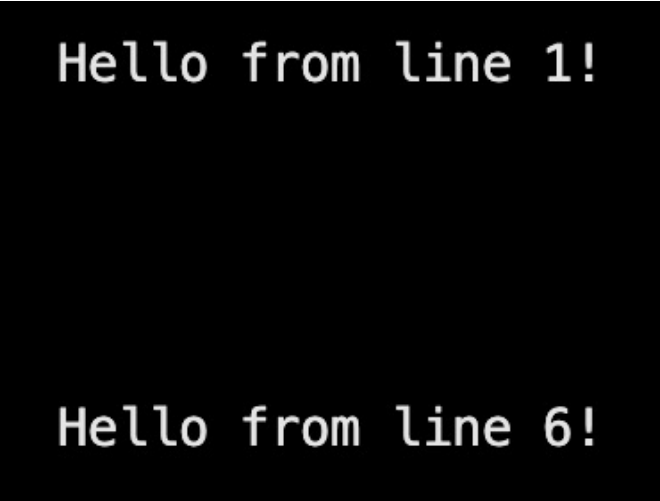
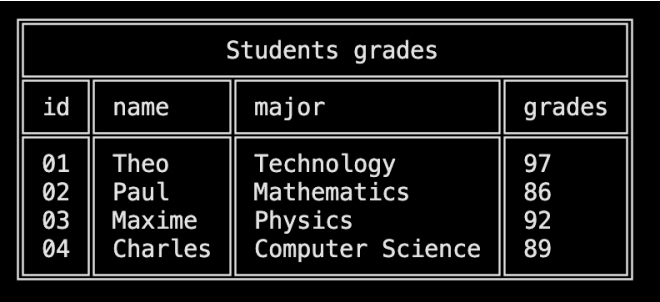


An article is available to help you create your own elements. You can find it [here](#).

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Passive

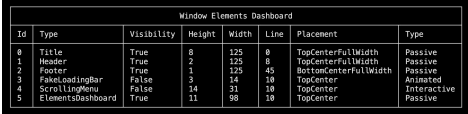
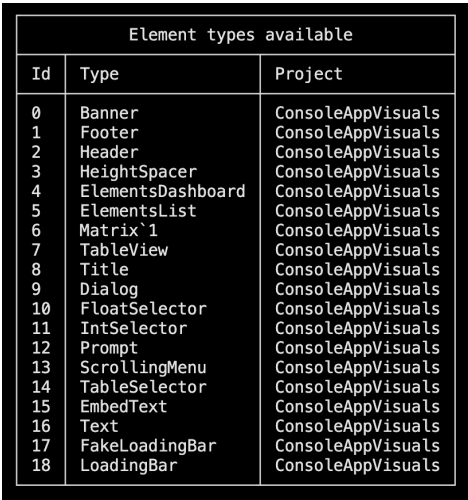
Classic elements

Visual	Description	Documentation
	The Text is a simple text element that can be used to display information to the user.	Read more 
	The EmbedText is a text element that has been embed. Nothing more.	Read more 
	The Title is a text element that can be used to display a title at the top of the console. (You may change the font)	Read more 
	The Banner is a text element that can be used to display a banner.	Read more 
	The Header is a banner placed at the top of the console.	Read more 
	The Footer is a banner placed at the bottom of the console	Read more 

Visual	Description	Documentation
	<p>The HeightSpacer is a passive element that can be used to add a vertical space.</p>	Read more
	<p>The TableView is a passive element that can be used to display a table. (You may change the style for the borders)</p>	Read more
	<p>The Matrix is a passive element that can be used to display a matrix. (You may also change its style)</p>	Read more
	<p>The ASCII Art is a passive element that can be used to display an ASCII artwork composed of multiple string lines.</p>	Read more

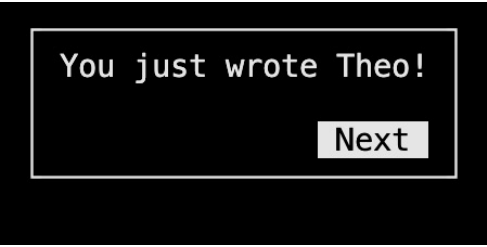

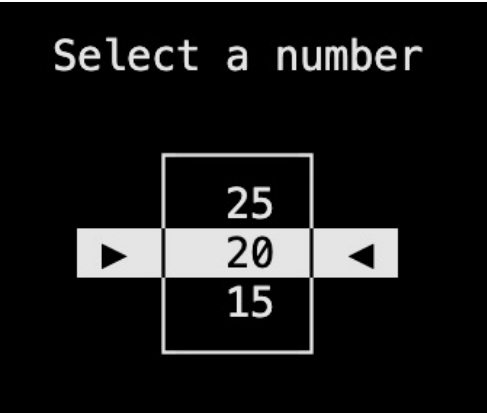

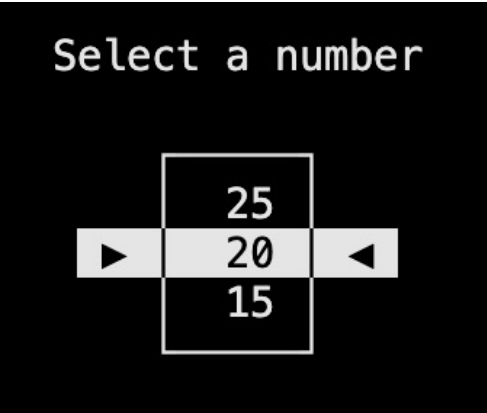

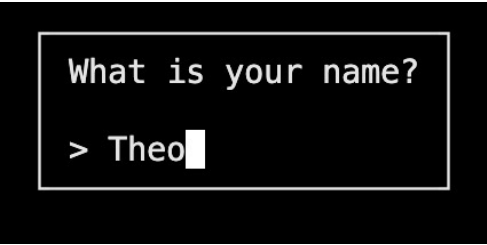

"Inspectors" elements

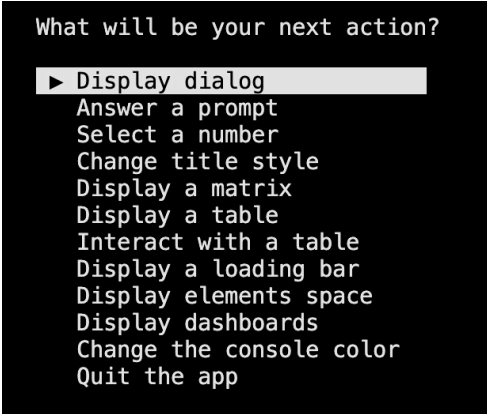

These are debugging elements and should not be used in a production environment. They are not very customizable and are intended to be used for debugging purposes only.

Visual	Description	Documentation
	<p>The <code>ElementsDashboard</code> is a passive element that can be used to display the list of elements currently stored in the <code>window</code>.</p>	Read more
	<p>The <code>ElementsList</code> is a passive element that can be used to display the list of elements currently available (from the library or the local project). You may select the type expected (Default, Passive, Interactive or Animated).</p>	Read more

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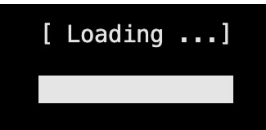

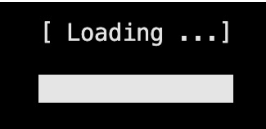

Interactive



Visual	Description	Documentation
	The Dialog is interaction box providing 0, 1 or 2 options to the user.	Read more 
	The FloatSelector display a roulette letting you choose a number given a range and a step.	Read more 
	Very similar to the FloatSelector , the IntSelector is used to select an integer.	Read more 
	The Prompt is a simple input box that allows the user to enter a string (Different input types available for secrecy for example).	Read more 

Visual	Description	Documentation
	The <code>ScrollingMenu</code> is a menu that allows the user to scroll through a list of choices.	Read more
	The <code>TableSelector</code> is a table that allows the user to select a row.	Read more

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Animated

Visual	Description	Documentation
	The <code>FakeLoadingBar</code> is used to create a static loading bar with a defined duration.	Read more 
	The <code>LoadingBar</code> class is used to create a dynamic loading bar. It is a simple animated element that you may use to show the progress of a task.	Read more 

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