

Gui module

`class Gui.Gui_Window(w=640, h=480, title='None was given')`

[\[source\]](#)

Bases: **object**

Standar Class for Gui_Window.

Note:

This function can be used as a help to implement a Gui_windows,

it shows every feature in the GUI

context()

[\[source\]](#)

It show the context to be show on render_frame

pop_style()

[\[source\]](#)

render_frame()

[\[source\]](#)

Render the actual frame processed by context

set_style()

[\[source\]](#)

start_loop()

[\[source\]](#)

Main loop of the game GUI, it calls every time to render_frame untill the gui_windows finishes

terminate()

[\[source\]](#)

Terminates the process of the GUI

`Gui.impl_glfw_init(w, h, window_name='Test title')`

[\[source\]](#)

`Gui.mat_2_tex(mat, texture=None)`

[\[source\]](#)

Transform a opencv mat into a gl texture

Returns: texture,w,h – texture and dimensions of the texture