

```
struct tsx::winfo_t
```



```
class tsx::widget_base
```

data structure containing basic information
that will be distributed over to every widget type

- * defined in "tsx/display.h"
- * contains X11/OpenGL basic information
- * used as separate storage for ease of use,
and inherited in the tsx::widget_base class

Data-Structure Information

```
struct    tsx::winfo_t{
    Window    window;           // Xlib defined in
tsx::Rectangle geometry;       // defined in nam
tsx::Point    at;              // defined in nam
    Colormap  colormap;        // Xlib defined ds
    XVisualInfo * vis_info;     // Xlib defined vis
    GLint     * gl_iattr;       // OpenGL define
    GLfloat   * gl_fattr;       // OpenGL define
    int        xclass;          // Xlib integer va
                                // InputOutput, (
    bool        created;        // true if window
    bool        mapped;        // true if widget
    bool        update;        // true if widget
    bool        active;        // true if widget
    bool        blocking;      // true if widget
    bool        resize_needed; // true if xlib an
    bool        repos_needed;  // true if xlib an
}
```

```
integer type //
namespace tsx //
namespace tsx //
struct //
usual info //
    ed integer // ogl-attributes //
    ed float // don't know yet //
    alue //
    OutputOnly, InputOnly, CopyFromParent //
    ' for xlib and widget object have been initialized //
    is showing //
    needs updating of any kind //
    is currently active //
    : isnot receiving signals/actions of any kind //
    d geometry info don't match up to a certain point //
    d position info don't match up to a certain point //
```

Inherits:

struct tsx::winfo_t

- * used as a wrapper class for the winfo_t structure
- * contains information whether or not the widget itself needs to be
 - + resized
 - + repositioned
 - + exposed -- redrawn
 - + other x11 events etc...