

[LE]1 [CE] [RE] [LO] [CO] [RO]1 [LE] [CE] [RE]Generated on Thu Apr 11 2013
13:21:44 for WaitMessage by Doxygen [LO]Generated on Thu Apr 11 2013 13:21:44
for WaitMessage by Doxygen [CO] [RO]

WaitMessage

1.0

Generated by Doxygen 1.8.2

Thu Apr 11 2013 13:21:44

Contents

1	WaitMessage	1
2	Class Index	3
2.1	Class List	3
3	File Index	5
3.1	File List	5
4	Class Documentation	7
4.1	WaitMessage Class Reference	7
4.1.1	Detailed Description	8
4.1.2	Constructor & Destructor Documentation	8
4.1.2.1	WaitMessage	8
4.1.2.2	~WaitMessage	8
4.1.3	Member Function Documentation	8
4.1.3.1	createLayout	8
4.1.3.2	hide	8
4.1.3.3	setMessage	8
4.1.3.4	setTitle	9
4.1.3.5	show	9
4.1.4	Member Data Documentation	9
4.1.4.1	ai_	9
4.1.4.2	dia_	9
4.1.4.3	lbMessage_	9
4.1.4.4	message_	9
4.1.4.5	title_	9
5	File Documentation	11
5.1	Doxyfile.dox File Reference	11
5.2	WaitMessage.cpp File Reference	11
5.3	WaitMessage.h File Reference	11
5.3.1	Detailed Description	11

Chapter 1

WaitMessage

Shows message with title and ActivityIndicator

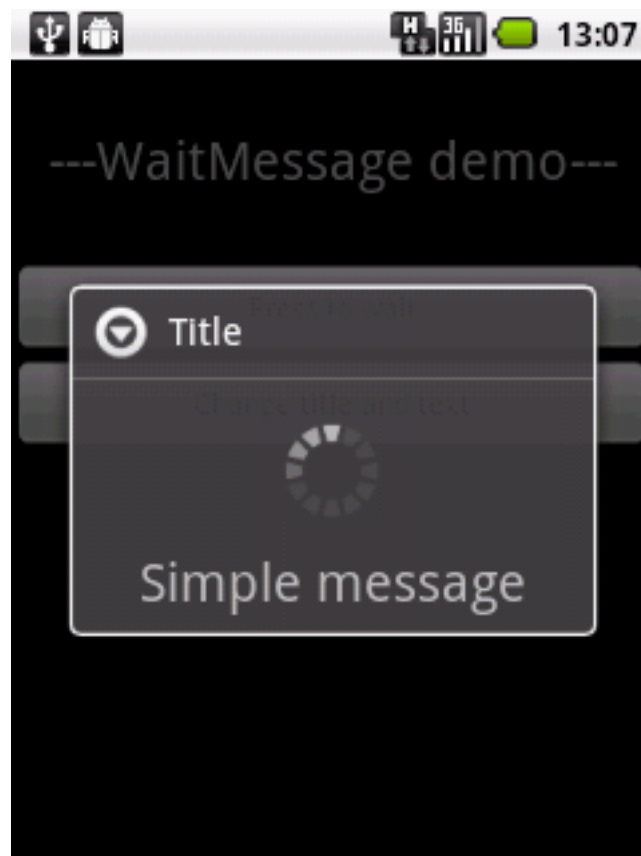


Figure 1.1: [WaitMessage] in action

This project was created to simplify common task - showing message with wait indicator. There is possibility to change title, text of message, to hide and show message.

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

WaitMessage	
Class to show wait message	7

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

WaitMessage.cpp	11
WaitMessage.h	
Contains WaitMessage class	11

Chapter 4

Class Documentation

4.1 WaitMessage Class Reference

Class to show wait message.

```
#include <WaitMessage.h>
```

Public Member Functions

- [WaitMessage](#) (String title="Please, wait...", String message="text message")
Constructor.
- [~WaitMessage](#) ()
Destructor.
- void [show](#) ()
Show [WaitMessage](#) with previously set title and message.
- void [hide](#) ()
Hide [WaitMessage](#).
- void [setMessage](#) (String message)
Set text of message.
- void [setTitle](#) (String title)
Set new title of message.

Private Member Functions

- void [createLayout](#) ()
Create layout of [WaitMessage](#).

Private Attributes

- String [message_](#)
Text of message.
- String [title_](#)
Title of message.
- Dialog * [dia_](#)
Dialog widget to contain [WaitMessage](#).
- Label * [lbMessage_](#)
Label widget to contain text of message.
- [ActivityIndicator](#) * [ai_](#)
Widget indicating wait process.

4.1.1 Detailed Description

Class to show wait message.

Version

1.0

Author

fatINbraIN

Allow to show, hide wait message, change title and text of message.

Definition at line 34 of file WaitMessage.h.

4.1.2 Constructor & Destructor Documentation

4.1.2.1 WaitMessage::WaitMessage (String title = "Please, wait...", String message = "text message")

Constructor.

Parameters

<i>title</i>	Title of WaitMessage .
<i>message</i>	Text of WaitMessage .

Definition at line 3 of file WaitMessage.cpp.

4.1.2.2 WaitMessage::~~WaitMessage ()

Destructor.

Definition at line 15 of file WaitMessage.cpp.

4.1.3 Member Function Documentation

4.1.3.1 void WaitMessage::createLayout () [private]

Create layout of [WaitMessage](#).

Here you can tune visuals of [WaitMessage](#)

Definition at line 47 of file WaitMessage.cpp.

4.1.3.2 void WaitMessage::hide ()

Hide [WaitMessage](#).

Definition at line 31 of file WaitMessage.cpp.

4.1.3.3 void WaitMessage::setMessage (String message)

Set text of message.

Parameters

<i>message</i>	New text of message.
----------------	----------------------

Definition at line 36 of file WaitMessage.cpp.

4.1.3.4 void WaitMessage::setTitle (String *title*)

Set new title of message.

Parameters

<i>title</i>	New title.
--------------	------------

Definition at line 41 of file WaitMessage.cpp.

4.1.3.5 void WaitMessage::show ()

Show [WaitMessage](#) with previously set title and message.

Definition at line 26 of file WaitMessage.cpp.

4.1.4 Member Data Documentation

4.1.4.1 ActivityIndicator* WaitMessage::ai_ [private]

Widget indicating wait process.

Definition at line 75 of file WaitMessage.h.

4.1.4.2 Dialog* WaitMessage::dia_ [private]

Dialog widget to contain [WaitMessage](#).

Definition at line 73 of file WaitMessage.h.

4.1.4.3 Label* WaitMessage::lbMessage_ [private]

Label widget to contain text of message.

Definition at line 74 of file WaitMessage.h.

4.1.4.4 String WaitMessage::message_ [private]

Text of message.

Definition at line 71 of file WaitMessage.h.

4.1.4.5 String WaitMessage::title_ [private]

Title of message.

Definition at line 72 of file WaitMessage.h.

The documentation for this class was generated from the following files:

- [WaitMessage.h](#)

- [WaitMessage.cpp](#)

Chapter 5

File Documentation

5.1 Doxyfile.dox File Reference

5.2 WaitMessage.cpp File Reference

```
#include "WaitMessage.h"
```

5.3 WaitMessage.h File Reference

Contains [WaitMessage](#) class.

```
#include <NativeUI/Widgets.h>
#include <MAUtil/String.h>
```

Classes

- class [WaitMessage](#)
Class to show wait message.

5.3.1 Detailed Description

Contains [WaitMessage](#) class.

Definition in file [WaitMessage.h](#).

Index

- ~WaitMessage
 - WaitMessage, [8](#)
- ai_
 - WaitMessage, [9](#)
- createLayout
 - WaitMessage, [8](#)
- dia_
 - WaitMessage, [9](#)
- Doxyfile.dox, [11](#)
- hide
 - WaitMessage, [8](#)
- lbMessage_
 - WaitMessage, [9](#)
- message_
 - WaitMessage, [9](#)
- setMessage
 - WaitMessage, [8](#)
- setTitle
 - WaitMessage, [9](#)
- show
 - WaitMessage, [9](#)
- title_
 - WaitMessage, [9](#)
- WaitMessage, [7](#)
 - ~WaitMessage, [8](#)
 - ai_, [9](#)
 - createLayout, [8](#)
 - dia_, [9](#)
 - hide, [8](#)
 - lbMessage_, [9](#)
 - message_, [9](#)
 - setMessage, [8](#)
 - setTitle, [9](#)
 - show, [9](#)
 - title_, [9](#)
 - WaitMessage, [8](#)
 - WaitMessage, [8](#)
- WaitMessage.cpp, [11](#)
- WaitMessage.h, [11](#)