UF_STYLER_ask_select_dialog_id (view source)

Defined in: uf_styler.h

Overview
This function provides the dialog id associated with a dialog. It should be used within selection callbacks if the selection callback needs to modify any UIObjects in a UIStyler dialog.

Environment
Internal

History
Original release was in V13.0.

Required License(s)
gateway

int UF_STYLER_ask_select_dialog_id
(
    UF_UI_selection_p_t selection_data,
    UF_STYLER_dialog_id_t * dialog_id
)

UF_UI_selection_p_t	selection_data	Input	Selection data.
UF_STYLER_dialog_id_t *	dialog_id	Output	Dialog id of dialog that contains selection_data

---

UF_STYLER_ask_value (view source)

Defined in: uf_styler.h

Overview
Queries a single item or dialog attribute. You can only use this function from within a UIStyler dialog callback.

Environment
Internal

Required License(s)
gateway

int UF_STYLER_ask_value
(
    int dialog_id,
    UF_STYLER_item_value_type_p_t value
)

int	dialog_id	Input	Identifier of the dialog. Associates the requested values to the correct dialog.

UF_STYLER_item_value_type_p_t	value	Input / Output to UF_*free*	Value structure. Input the item number and attribute to query. The structure returns the requested data. you must deallocate memory for all strings, array of strings, or array of integers. Use UF_STYLER_free_value.

UF_STYLER_ask_values (view source)

Defined in: uf_styler.h

Overview
Queries multiple items or dialog attributes in one batch and returns the requested data. You can only use this function from within a UIStyler dialog callback.

Environment
Internal

History
Original release was in V13.0.

Required License(s)
gateway

```
int UF_STYLER_ask_values
(
    int dialog_id,
    int num_values,
    UF_STYLER_item_value_type_p_t values,
    int * count
)
```

int	dialog_id	Input	Identifier of the dialog. Associates the requested values to the correct dialog.
int	num_values	Input	Size of the array of values.
UF_STYLER_item_value_type_p_t	values	Input / Output to UF_*free*	Array of Value structures. The calling program must allocate an array of value structures, and initialize the item number and attribute to query fields for each structure. Eachstructure in the array returns the requested data. The memory allocated in each structure must be freed by the caller. This can be done by calling UF_STYLER_free_value, for each structure in the array.
int *	count	Output	A count of the number of values in the array that are successfully obtained. If this

			variable is NULL, UF_err_bad_parameter_number_4 is returned.

UF_STYLER_create_dialog (view source)

Defined in: uf_styler.h

Overview

Creates and displays an NX (UIStyler generated) "bottom" dialog. This
dialog is generated and displayed to NX, if it is provided with
a valid ".dlg" file. The ".dlg" file can only be generated from the
Open UIStyler.

Environment

Internal

History

Original release was in V13.0.

Required License(s)

gateway

```
int UF_STYLER_create_dialog
(
    const char * dialog_file,
    UF_STYLER_callback_info_t * cbs,
    int number_of_cbs,
    void * client_data,
    int * response
)
```

const char *	**dialog_file**	Input	UIStyler dialog file name with a .dlg file extension.
UF_STYLER_callback_info_t *	**cbs**	Input	UIStyler dialog file callback list. This list is automatically generated by the UIStyler and placed in the template file associated with your ".dlg" file. This list should NOT be modified directly. If you wish to alter your callback list, you must regenerate your template file from the UIStyler.
int	**number_of_cbs**	Input	Number of entries in the dialog's callback list. This list is automatically generated by the UIStyler and placed in the template file associated with your ".dlg" file. This list should NOT be modified directly. If you wish to alter your callback list, you must regenerate your template file from the UIStyler.

void *	client_data	Input	Dialog client data passed via callbacks. Your client data is passed to all of your callback functions when they are called. Client data is technically the address of any value, for example, pointers to variables, data structures, arrays, etc.
int *	response	Output	Response value upon dialog termination. UF_UI_OK UF_UI_CANCEL UF_UI_BACK UF_UI_PICK_RESPONSE UF_UI_CB_TERMINATE

UF_STYLER_free_value (view source)

Defined in: uf_styler.h

Overview
Frees all memory allocated for the specified value structure. If a structure is passed that has no data to be freed, this function will take no action and return a successful completion.

Environment
Internal

History
Original release was in V13.0.

Required License(s)
gateway

int UF_STYLER_free_value
(
    UF_STYLER_item_value_type_p_t data
)

UF_STYLER_item_value_type_p_t	data	Input	Value structure to free.

UF_STYLER_set_value (view source)

Defined in: uf_styler.h

Overview
Sets an item or dialog attribute. You can only use this function from within a UIStyler dialog callback.

Environment
Internal

History

Original release was in V13.0.

Required License(s)
gateway

int UF_STYLER_set_value
(
int dialog_id,
UF_STYLER_item_value_type_p_t value
)

int	dialog_id	Input	Identifier of the dialog. Associates the requested values to the correct dialog.
UF_STYLER_item_value_type_p_t	value	Input	Value structure. The structure must contain at least the item number and attribute to set. Additional data may be required depending on the type of item and attribute.