vilain:: – Graphical User Interface library selection

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May 22, 2014

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1 Context

vilain:: project. Graphic library selection to GUI development.

2 Needs

vilain:: GUI require graphics elements like value selectors, tabs, selectable lists, checkboxes, undraggable panels and a monitoring space.

3 Constraints

vilain:: GUI require elements offer by several libraries.
- Tabs
- Sliders
- Color sliders
- Toggles
- Text inputs
- Buttons
- Undraggable panels
- Lists
- Vertical radio buttons
- Sortable lists
- Tables

4 Possible solutions

We have two solution of library:

4.1 ofxGui

The Figure 1 on the following page has been token from the `openframeworks/examples/gui/guiExample`.

4.2 ofxUi

The Figure 2 on page 4 has been token from the `ofxUI/example-AllWidgets`.

5 Comparison / Selection

The Table 1 on the following page is a comparison of the two libraries within the constraints listed above.

ofxUI seems to be better than ofxUI due to the number of graphics elements it offers, particularly those needed for the project.

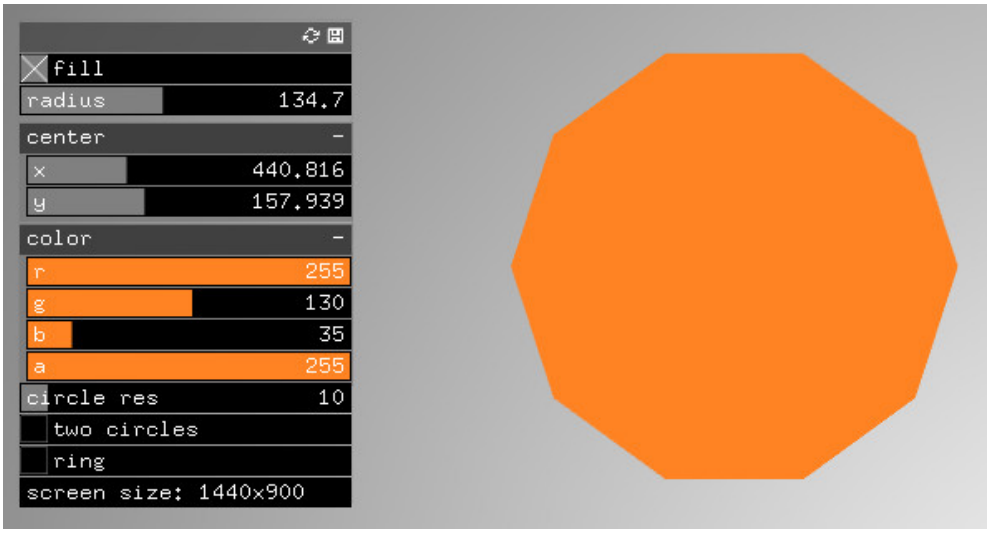

Figure 1: Gui example with ofxGUI

Requirements	ofxGUI	ofxUI
Tabs	-	+
Sliders	+	+
Color sliders	+	-
Toggles	+	+
Text inputs	-	+
Buttons	+	+
Undraggable panels	-	+
Lists	-	-
Vertical radio buttons	-	+
Sortable lists	-	+

Table 1: Comparison between ofxGUI and ofxUI

6 Implementation example

The Figure 3 on the next page has been token from the `ofxUI/example-TabBar`.
The Figure 4 on page 5 has been token from **vilain::** project.

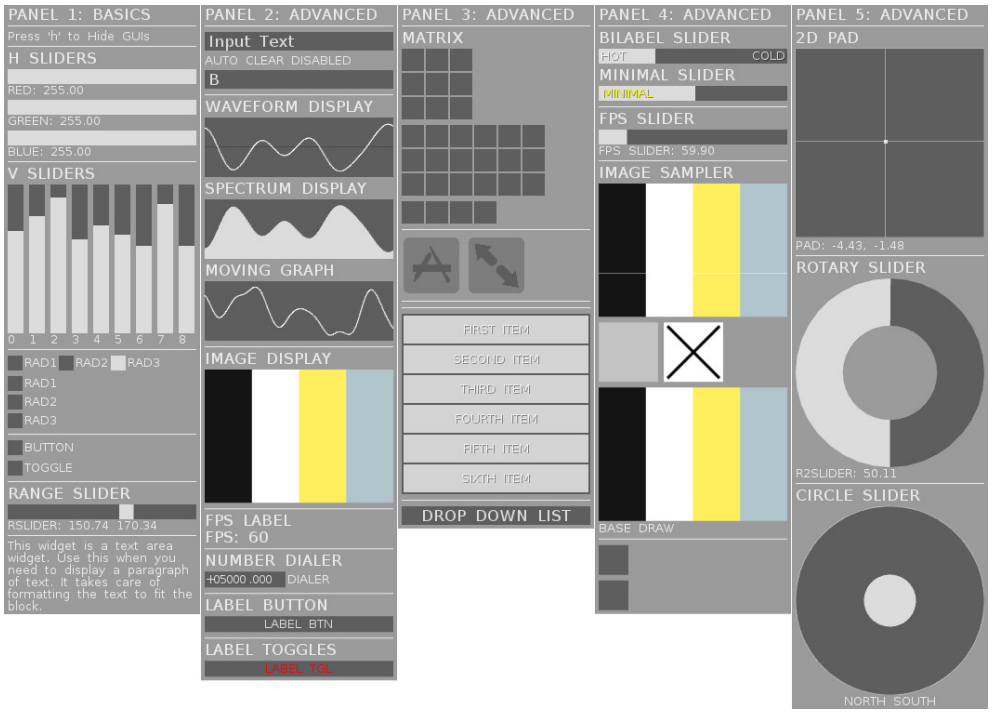

Figure 2: Gui example with ofxUI

Figure 3: Tabs bar example with ofxUI

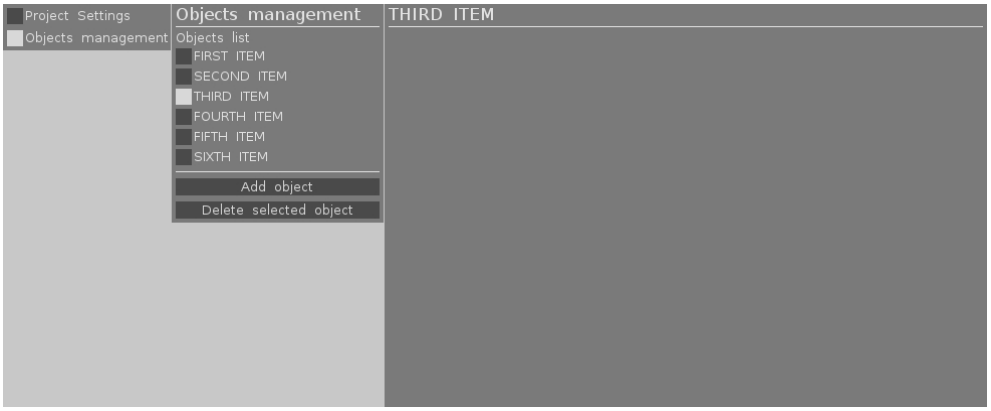

Figure 4: **vilain::** Gui example with ofxUI