vilain:: – Graphical User Interface library selection

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Contents

1 Context

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

2 Needs

vilain:: GUI require graphics elements like value selectors, toggles, tabs, lists, sortable lists, 2D pads, text input area, radios button, checkboxes, undraggable panels and a monitoring space like Figure 1
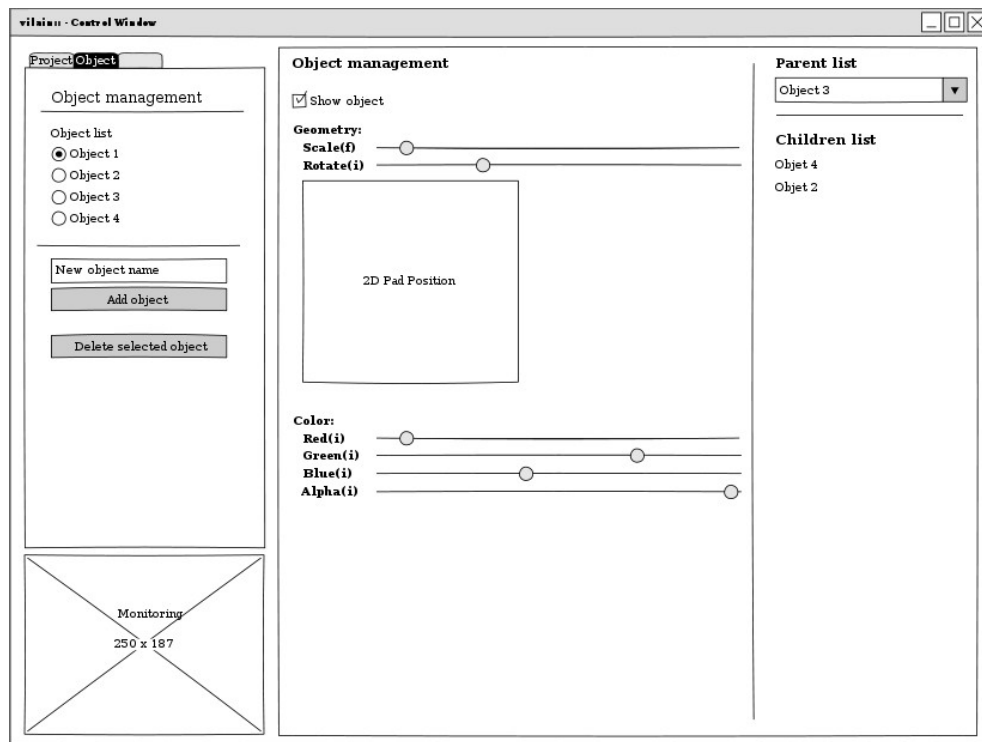

Figure 1: **vilain::** Gui design

3 Constraints

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

4 Possible solutions

We have two solution of library:

4.1 ofxGui

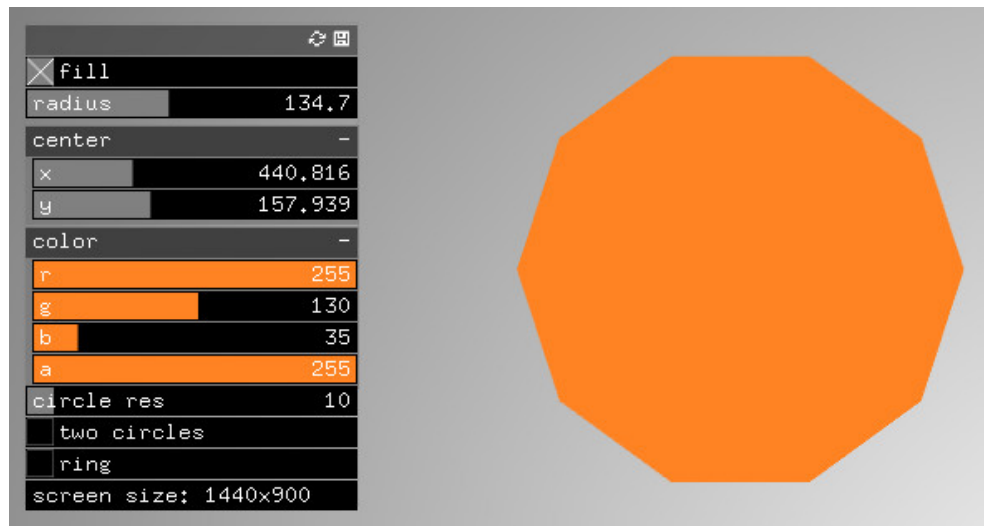The Figure 2 has been token from the `openframeworks/examples/gui/guiExample`.

Figure 2: Gui example with ofxGUI

4.2 ofxUi

The Figure 3 has been token from the `ofxUI/example-AllWidgets`.
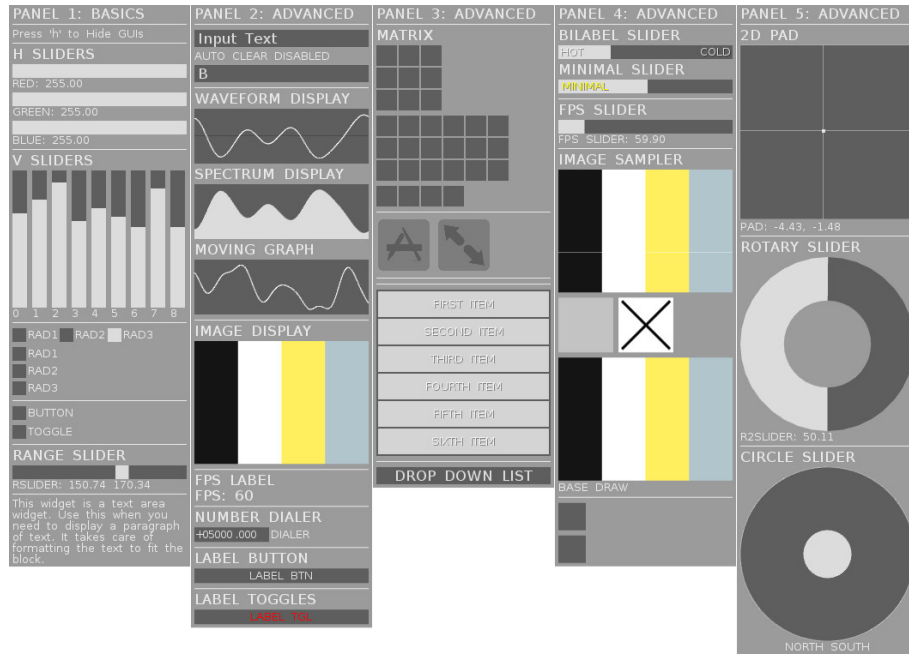

Figure 3: Gui example with ofxUI

5 Comparison / Selection

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

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

Table 1: Comparison between ofxGUI and ofxUI

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

6   Implementation example

The Figure 4 has been token from the `ofxUI/example-TabBar`.

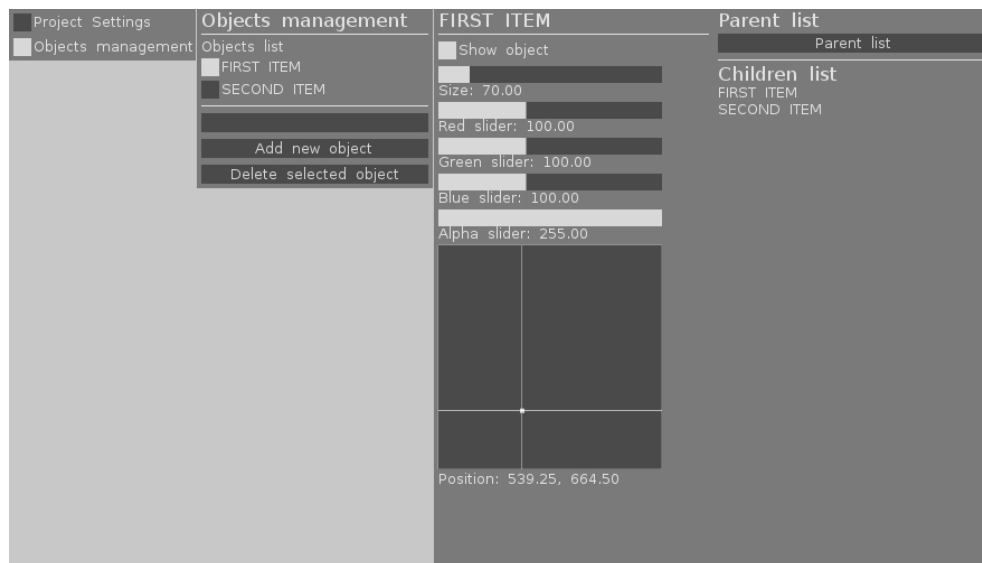Figure 4: Tabs bar example with ofxUI

The Figure 5 has been token from **vilain::** project.

Figure 5: **vilain::** Gui example with ofxUI