**GUI Controls**

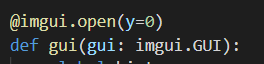
The GUI controls are simple but still annoying to look for on your own which is why I have defined it below.

We must first import imgui and ui from talon by doing the following:

from talon import imgui, ui

We can import other modules as needed.

In order to define a GUI we must follow the image below:



The yellow gui in the command can be named whatever you’d like, I just named it gui in this case.

We can then import global variables if you need and process them in the function however you’d like. Below are a list of commands useful in developing a simple gui. More examples are found in the history.py file in user/code.

|  |  |
| --- | --- |
| gui.button(“text”) | Creates a button that is named text |
| gui.line() | Creates a black line with no text |
| gui.text(“text”) | Creates text on a line |
| gui.show() | Shows the GUI |
| gui.hide() | Hides the GUI |
| gui.space() | Creates a large empty space between the two lines |

Note that since these are functions, the gui in the commands relate to the name of your gui function. If you defined it earlier as def GUI\_2(gui: imgui.GUI): then you would do gui\_2.show() in order to show that gui.