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## CustomUI Plugin - UI XML Syntax

### Elements:

```
<ui> <button> <checkbox> <combobox> <edit> <group> <hslider> <image> <label> <plot>
<progressbar> <radiobutton> <scene3d> <spinbox> <table> <tabs> <tab> <text-
browser> <tree> <vslider> <svg> <stretch> <br>
```

#### Element: <ui>

Description: Root element (related to Custom UI window).

Attributes:   Name: enabled

Type: bool

Default: true

Description: Enable status of widget.

Name: modal

Type: bool

Default: false

Description: If true, the dialog window will be modal.

Name: style

Type: string

Default:

Description: Qt stylesheet.

Name: title

Type: string

Default: Custom UI

Description: Title of the Custom UI window.

Name: resizable

Type: bool

Default: false

Description: Make window resizable if true.

Name: closeable

Type: bool

Default: false

Description: Make window closeable if true.

Name: layout

Type: One of:

- vbox
- hbox
- form
- grid
- none

Default: vbox

Description: Layout of the widget. When layout is 'none', specify widget placement using the geometry attribute, like: geometry="x,y,width,height".

Name: content-margins

Type: int[4]

Default: 7,7,7,7

Description: Sets the left, top, right, and bottom margins to use around the layout.

Name: placement

Type: One of:

- center
- relative
- absolute

Default: center

Description: Placement of the window widget. It will affect how the position attribute is interpreted.

Name: position

Type: int[2]

Default: 50,50

Description: Position of the window widget.

Name: size

Type: int[2]

Default: -1,-1

Description: Initial size of the window widget. -1,-1 will use the default behavior (automatically compute the optimal size).

Name: activate

Type: bool

Default: true

Description: If false, the window is shown without activating it (Qt flag WA\_ShowWithoutActivating).

Name: on-close

Type: string

Default:

Description: Name of a script function to handle the close event. Arguments of the function are: (uiHandle). When a callback is specified, the window will not close upon pressing the close button. It may be hidden or destroyed explicitly in the callback.

See also: • <stretch>  
          • <br>

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#### Element: <button>

Description: Push button widget.

<b>Attributes:</b>	<b>Name:</b> enabled <b>Type:</b> bool <b>Default:</b> true <b>Description:</b> Enable status of widget.
	<b>Name:</b> stretch <b>Type:</b> int <b>Default:</b> -1 <b>Description:</b> Stretch factor to insert the widget in the parent layout.
	<b>Name:</b> style <b>Type:</b> string <b>Default:</b> <b>Description:</b> Qt stylesheet.
	<b>Name:</b> text <b>Type:</b> string <b>Default:</b> ??? <b>Description:</b> Text on the button.
	<b>Name:</b> default <b>Type:</b> bool <b>Default:</b> false <b>Description:</b> If true, this is the default button of the dialog window.
	<b>Name:</b> auto-repeat <b>Type:</b> bool <b>Default:</b> false <b>Description:</b> If auto-repeat is enabled, then the click() signal is emitted at regular intervals when the button is down.
	<b>Name:</b> auto-repeat-delay <b>Type:</b> int <b>Default:</b> 0 <b>Description:</b> Defines the initial delay in milliseconds before auto-repetition kicks in.
	<b>Name:</b> auto-repeat-interval <b>Type:</b> int <b>Default:</b> 200 <b>Description:</b> Defines the length of the auto-repetition interval in milliseconds.
	<b>Name:</b> checkable <b>Type:</b> bool <b>Default:</b> false <b>Description:</b> If true, the button is checkable.
	<b>Name:</b> checked <b>Type:</b> bool <b>Default:</b> false <b>Description:</b> If true, the button is initially checked.
	<b>Name:</b> auto-exclusive <b>Type:</b> bool <b>Default:</b> false <b>Description:</b> If true, checkable buttons that belong to the same parent widget behave as if they were part of the same exclusive button group. In an exclusive button group, only one button can be checked at any time; checking another button automatically unchecks the previously checked one.
	<b>Name:</b> on-click <b>Type:</b> string <b>Default:</b> <b>Description:</b> Name of a script function to handle the click event. Arguments of the function are: (uiHandle, id).
	<b>Name:</b> icon <b>Type:</b> string <b>Default:</b> <b>Description:</b> Name of a icon to use. The only icon name scheme supported is default://SP_xxx where SP_xxx is a constant from <a href="http://doc.qt.io/qt-5/qstyle.html#StandardPixmap-enum">http://doc.qt.io/qt-5/qstyle.html#StandardPixmap-enum</a>
<b>Element: &lt;checkbox&gt;</b>	
	<b>Description:</b> Checkbox widget.
<b>Attributes:</b>	<b>Name:</b> enabled <b>Type:</b> bool <b>Default:</b> true <b>Description:</b> Enable status of widget.
	<b>Name:</b> stretch <b>Type:</b> int <b>Default:</b> -1 <b>Description:</b> Stretch factor to insert the widget in the parent layout.
	<b>Name:</b> style <b>Type:</b> string <b>Default:</b> <b>Description:</b> Qt stylesheet.
	<b>Name:</b> text <b>Type:</b> string <b>Default:</b> ??? <b>Description:</b> Text on the checkbox label.

<b>Name:</b> checked
<b>Type:</b> bool
<b>Default:</b> false
<b>Description:</b> If true, the checkbox is initially checked.
<b>Name:</b> checkable
<b>Type:</b> bool
<b>Default:</b> true
<b>Description:</b> If true, the button is checkable.
<b>Name:</b> auto-exclusive
<b>Type:</b> bool
<b>Default:</b> false
<b>Description:</b> If true, checkable buttons that belong to the same parent widget behave as if they were part of the same exclusive button group. In an exclusive button group, only one button can be checked at any time; checking another button automatically unchecks the previously checked one.
<b>Name:</b> on-change
<b>Type:</b> string
<b>Default:</b>
<b>Description:</b> Name of a script function to handle the change event. Arguments of the function are: (uiHandle, id, newValue).

<b>Element:</b> <combobox>
<b>Description:</b> A combobox widget. It allows to select one from many items from a dropdown menu. Items can be added as child XML nodes, e.g. <item>Item text</item>, or dynamically via the script API.
<b>Attributes:</b>
<b>Name:</b> enabled

**Type:** bool

**Default:** true

**Description:** Enable status of widget.

<b>Name:</b> stretch
<b>Type:</b> int
<b>Default:</b> -1
<b>Description:</b> Stretch factor to insert the widget in the parent layout.
<b>Name:</b> style
<b>Type:</b> string
<b>Default:</b>
<b>Description:</b> Qt stylesheet.
<b>Name:</b> checkable
<b>Type:</b> bool
<b>Default:</b> true
<b>Description:</b> If true, the button is checkable.
<b>Name:</b> auto-exclusive
<b>Type:</b> bool
<b>Default:</b> true
<b>Description:</b> If true, checkable buttons that belong to the same parent widget behave as if they were part of the same exclusive button group. In an exclusive button group, only one button can be checked at any time; checking another button automatically unchecks the previously checked one.
<b>Name:</b> on-change
<b>Type:</b> string
<b>Default:</b>
<b>Description:</b> Name of a script function to handle the change event. Arguments of the function are: (uiHandle, id, newValue).

<b>Element:</b> <edit>
<b>Description:</b> A widget for text input.
<b>Attributes:</b>
<b>Name:</b> enabled

**Type:** bool

**Default:** true

**Description:** Enable status of widget.

<b>Name:</b> stretch
<b>Type:</b> int
<b>Default:</b> -1
<b>Description:</b> Stretch factor to insert the widget in the parent layout.
<b>Name:</b> style
<b>Type:</b> string
<b>Default:</b>
<b>Description:</b> Qt stylesheet.
<b>Name:</b> value
<b>Type:</b> string
<b>Default:</b> ???
<b>Description:</b> Initial text.

<b>Name:</b> password
<b>Type:</b> bool
<b>Default:</b> false
<b>Description:</b> If true, display platform-dependent password mask characters instead of the characters actually entered.
<b>Name:</b> evaluate-expressions

**Type:** bool

**Default:** false

**Description:** If true, the text input into the edit will be evaluated by the sandbox script.

**Name:** on-change

**Name:** `change`  
**Type:** string  
**Default:**  
**Description:** Name of a script function to handle the change event. Arguments of the function are: (`uiHandle, id, newValue`).

**Name:** `on-editing-finished`  
**Type:** string  
**Default:**  
**Description:** Name of a script function to handle the editing finished event. Arguments of the function are: (`uiHandle, id, newValue`).

**Element:** `<group>`  
**Description:** A widget for grouping other widgets. Other widgets are specified as children of the `<group>` node. It has its own layout, so it can be used to use a different layout only for a group of widgets. It is also required to group a set of radiobutton widgets.

**Attributes:**  
    **Name:** `enabled`  
    **Type:** bool  
    **Default:** true  
**Description:** Enable status of widget.

**Name:** `stretch`  
    **Type:** int  
    **Default:** -1  
**Description:** Stretch factor to insert the widget in the parent layout.

**Name:** `style`  
    **Type:** string  
    **Default:**  
**Description:** Qt stylesheet.  
    **Name:** `flat`  
    **Type:** bool  
    **Default:** false  
**Description:** If true, the group will have no visual appearance (text will be ignored). Otherwise, it will have some visual appearance, depending on the platform.

**Name:** `layout`  
    **Type:** One of:  
        • vbox  
        • hbox  
        • form  
        • grid  
        • none  
    **Default:** vbox  
**Description:** Layout of the widget. When layout is 'none', specify widget placement using the geometry attribute, like: `geometry="x,y,width,height"`.

**Name:** `content-margins`  
    **Type:** int[4]  
    **Default:** 7,7,7,7  
**Description:** Sets the left, top, right, and bottom margins to use around the layout.

**See also:**  
    • `<stretch>`  
    • `<br>`

**Element:** `<hslider>`  
**Description:** A horizontal slider widget.

**Attributes:**  
    **Name:** `enabled`  
    **Type:** bool  
    **Default:** true  
**Description:** Enable status of widget.

**Name:** `stretch`  
    **Type:** int  
    **Default:** -1  
**Description:** Stretch factor to insert the widget in the parent layout.

**Name:** `style`  
    **Type:** string  
    **Default:**  
**Description:** Qt stylesheet.

**Name:** `value`  
    **Type:** int  
    **Default:** 0  
**Description:** Initial value.

**Name:** `minimum`  
    **Type:** int  
    **Default:** 0  
**Description:** Minimum value.

**Name:** `maximum`  
    **Type:** int  
    **Default:** 100  
**Description:** Maximum value.

**Name:** `tick-interval`  
    **Type:** int  
    **Default:** 0  
**Description:** Tick interval.

**Name:** `tick-position`  
    **Type:** One of:  
        • none  
        • both-sides

both class

- above
- below
- left
- right

**Default:** none

**Description:** In which direction to draw ticks.

**Name:** inverted

**Type:** bool

**Default:** false

**Description:** If true, minimum and maximum will be swapped.

**Name:** on-change

**Type:** string

**Default:**

**Description:** Name of a script function to handle the change event. Arguments of the function are: (uiHandle, id, newValue).

**See also:**

• <vslider>

^

**Element:** <image>

**Description:** A image display widget.

**Attributes:**

**Name:** enabled

**Type:** bool

**Default:** true

**Description:** Enable status of widget.

**Name:** stretch

**Type:** int

**Default:** -1

**Description:** Stretch factor to insert the widget in the parent layout.

**Name:** style

**Type:** string

**Default:**

**Description:** Qt stylesheet.

**Name:** file

**Type:** string

**Default:**

**Description:** Display the image from the specified file.

**Name:** width

**Type:** int

**Default:** -1

**Description:** Desired width for the initial image.

**Name:** height

**Type:** int

**Default:** -1

**Description:** Desired height for the initial image.

**Name:** scaled-contents

**Type:** bool

**Default:** false

**Description:** This property holds whether this widget will scale its image to fill all available space.

**Name:** keep-aspect-ratio

**Type:** bool

**Default:** false

**Description:** If true, and also scaled-contents is true, will keep aspect ratio when resizing.

**Name:** on-mouse-down

**Type:** string

**Default:**

**Description:** Name of a script function to handle the mouseDown event. Arguments of the function are: (uiHandle, id, type, flags, x, y).

**Name:** on-mouse-up

**Type:** string

**Default:**

**Description:** Name of a script function to handle the mouseUp event. Arguments of the function are: (uiHandle, id, type, flags, x, y).

**Name:** on-mouse-move

**Type:** string

**Default:**

**Description:** Name of a script function to handle the mouseMove event. Arguments of the function are: (uiHandle, id, type, flags, x, y).

**See also:**

• <label>

• <svg>

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**Element:** <label>

**Description:** A static text widget.

**Attributes:**

**Name:** enabled

**Type:** bool

**Default:** true

**Description:** Enable status of widget.

**Name:** stretch

**Type:** int

**Default:** -1

**Description:** Stretch factor to insert the widget in the parent layout.

	<p><b>Name:</b> style <b>Type:</b> string <b>Default:</b></p> <p><b>Description:</b> Qt stylesheet.</p>																																																																																										
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	<p><b>Name:</b> word-wrap <b>Type:</b> bool <b>Default:</b> false</p> <p><b>Description:</b> If true, long text will wrap in multiple lines, otherwise will be cut.</p>																																																																																										
	<p><b>Name:</b> on-link-activated <b>Type:</b> string <b>Default:</b></p> <p><b>Description:</b> Name of a script function to handle the linkActivated event. Arguments of the function are: (uiHandle, id, linkHref).</p>																																																																																										
<b>See also:</b>	<ul style="list-style-type: none"><li>• &lt;edit&gt;</li></ul>																																																																																										
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The special value -1,-1,-1 means to use the color of the window's background.		<b>Name:</b> foreground-color		<b>Type:</b> int[3]		<b>Default:</b> -1,-1,-1		<b>Description:</b> Color of the foreground elements (i.e.: axes, axes labels, tick labels, tick marks and grid lines), as three RGB components in the 0...255 range. The special value -1,-1,-1 means to use the default color. This value can be overridden by any of the specific attributes for the individual elements.		<b>Name:</b> axis-color		<b>Type:</b> int[3]		<b>Default:</b> -1,-1,-1		<b>Description:</b> Color of the axes, as three RGB components in the 0..255 range. The special value -1,-1,-1 means to use the default color. Can be overridden by axis-x-color and axis-y-color.		<b>Name:</b> label-color		<b>Type:</b> int[3]		<b>Default:</b> -1,-1,-1		<b>Description:</b> Color of the axis labels, as three RGB components in the 0..255 range. The special value -1,-1,-1 means to use the default color. 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<b>Description:</b> Color of the tick labels, as three RGB components in the 0..255 range. The special value -1,-1,-1 means to use the default color.																																																																																											
<b>Name:</b> axis-x-color																																																																																											
<b>Type:</b> int[3]																																																																																											
<b>Default:</b> -1,-1,-1																																																																																											
<b>Description:</b> Color of the X axis, as three RGB components in the 0..255 range. The special value -1,-1,-1 means to use the default color.																																																																																											
<b>Name:</b> axis-y-color																																																																																											
<b>Type:</b> int[3]																																																																																											
<b>Default:</b> -1,-1,-1																																																																																											
<b>Description:</b> Color of the Y axis, as three RGB components in the 0..255 range. The special value -1,-1,-1 means to use the default color.																																																																																											
<b>Name:</b> label-x-color																																																																																											
<b>Type:</b> int[3]																																																																																											
<b>Default:</b> -1,-1,-1																																																																																											
<b>Description:</b> Color of the X label, as three RGB components in the 0..255 range. The special value -1,-1,-1 means to use the default color.																																																																																											
<b>Name:</b> label-y-color																																																																																											
<b>Type:</b> int[3]																																																																																											
<b>Default:</b> -1,-1,-1																																																																																											
<b>Description:</b> Color of the Y label, as three RGB components in the 0..255 range. The special value -1,-1,-1 means to use the default color.																																																																																											
<b>Name:</b> grid-x-color																																																																																											
<b>Type:</b> int[3]																																																																																											
<b>Default:</b> -1,-1,-1																																																																																											
<b>Description:</b> Color of the X grid, as three RGB components in the 0..255 range. The special value -1,-1,-1 means to use the default color.																																																																																											
<b>Name:</b> grid-y-color																																																																																											

**Type:** int[3]  
**Default:** -1,-1,-1  
**Description:** Color of the Y grid, as three RGB components in the 0...255 range. The special value -1,-1,-1 means to use the default color.

**Name:** tick-label-x-color  
**Type:** int[3]  
**Default:** -1,-1,-1  
**Description:** Color of the X tick labels, as three RGB components in the 0...255 range. The special value -1,-1,-1 means to use the default color.

**Name:** tick-label-y-color  
**Type:** int[3]  
**Default:** -1,-1,-1  
**Description:** Color of the Y tick labels, as three RGB components in the 0...255 range. The special value -1,-1,-1 means to use the default color.

**Name:** square  
**Type:** bool  
**Default:** false  
**Description:**

**Name:** max-buffer-size  
**Type:** int  
**Default:** 1000  
**Description:** Maximum size of the buffer(s).

**Name:** cyclic-buffer  
**Type:** bool  
**Default:** false  
**Description:** If true, buffers will be cyclic when full.

**Name:** ticks  
**Type:** bool  
**Default:** true  
**Description:** If true, x and y tickmarks will be visible.

**Name:** x-ticks  
**Type:** bool  
**Default:** true  
**Description:** If true, x tickmarks will be visible.

**Name:** y-ticks  
**Type:** bool  
**Default:** true  
**Description:** If true, y tickmarks will be visible.

**Name:** tick-labels  
**Type:** bool  
**Default:** true  
**Description:** If true, x and y tick labels will be visible.

**Name:** x-tick-labels  
**Type:** bool  
**Default:** true  
**Description:** If true, x tick labels will be visible.

**Name:** y-tick-labels  
**Type:** bool  
**Default:** true  
**Description:** If true, y tick labels will be visible.

**Name:** on-click  
**Type:** string  
**Default:**  
**Description:** Name of a script function to handle the click event on a curve data point.  
Arguments of the function are: (uiHandle, id, curveName, dataIndex, xValue, yValue).

**Name:** on-legend-click  
**Type:** string  
**Default:**  
**Description:** Name of a script function to handle the click event on a legend item. Arguments of the function are: (uiHandle, id, curveName).

**Element:** <progressbar>  
**Description:** A progress indicator widget.

**Attributes:**  
**Name:** enabled  
**Type:** bool  
**Default:** true  
**Description:** Enable status of widget.

**Name:** stretch  
**Type:** int  
**Default:** -1  
**Description:** Stretch factor to insert the widget in the parent layout.

**Name:** style  
**Type:** string  
**Default:**  
**Description:** Qt stylesheet.

**Name:** minimum  
**Type:** int

**Default:** 0

**Description:** Minimum value of the progress.

**Name:** maximum

**Type:** int

**Default:** 100

**Description:** Maximum value of the progress.

**Name:** orientation

**Type:** One of:

- horizontal
- vertical

**Default:** horizontal

**Description:** Orientation.

**Name:** inverted

**Type:** bool

**Default:** true

**Description:** If true, the progress ends will be inverted.

**Name:** value

**Type:** int

**Default:** 0

**Description:** Initial value.

**Name:** text-visible

**Type:** bool

**Default:** true

**Description:** Visibility of progress text.

**Element:** <radiobutton>

**Description:** A radio button widget.

**Attributes:**

**Name:** enabled

**Type:** bool

**Default:** true

**Description:** Enable status of widget.

**Name:** stretch

**Type:** int

**Default:** -1

**Description:** Stretch factor to insert the widget in the parent layout.

**Name:** style

**Type:** string

**Default:**

**Description:** Qt stylesheet.

**Name:** text

**Type:** string

**Default:** ???

**Description:** Text on the button.

**Name:** checked

**Type:** bool

**Default:** false

**Description:** If true, this button will be initially checked.

**Name:** on-click

**Type:** string

**Default:**

**Description:** Name of a script function to handle the click event. Arguments of the function are:  
(uiHandle, id).

**Element:** <scene3d>

**Description:** A widget for displaying a 3D scene.

**Attributes:**

**Name:** enabled

**Type:** bool

**Default:** true

**Description:** Enable status of widget.

**Name:** stretch

**Type:** int

**Default:** -1

**Description:** Stretch factor to insert the widget in the parent layout.

**Name:** style

**Type:** string

**Default:**

**Description:** Qt stylesheet.

**Name:** clear-color

**Type:** int[3]

**Default:** -1,-1,-1

**Description:** Color of the background, as three RGB components in the 0...255 range. The special value -1,-1,-1 means to use the color of the window's background.

**Name:** on-click

**Type:** string

**Default:**

**Description:** Name of a script function to handle the click event. Arguments of the function are:  
(uiHandle, id, nodeld).

**Element:** <spinbox>

**Description:** A widget for numeric input, with increase/decrease buttons.

Description: A widget for numeric input, with increase/decrease buttons.

Attributes:    Name: **enabled**

Type: bool

Default: true

Description: Enable status of widget.

Name: **stretch**

Type: int

Default: -1

Description: Stretch factor to insert the widget in the parent layout.

Name: **style**

Type: string

Default:

Description: Qt stylesheet.

Name: **value**

Type: int or float

Default: 0

Description: Initial value.

Name: **minimum**

Type: int or float

Default: 0

Description: Minimum value.

Name: **maximum**

Type: int or float

Default: 100

Description: Maximum value.

Name: **prefix**

Type: string

Default:

Description: String prefix in the displayed value.

Name: **suffix**

Type: string

Default:

Description: String suffix in the displayed value.

Name: **step**

Type: int or float

Default: 1

Description: Step (increment/decrement) when using the buttons.

Name: **decimals**

Type: int

Default: 6

Description: Number of displayed decimal places.

Name: **float**

Type: bool

Default: autodetect

Description: If true, the spinbox will display a floating point value. If false, the spinbox will display integer values. If omitted, this property will be automatically determined by minimum/maximum/step values; if any of those is not a round integer, or if decimals is specified, the spinbox will be float.

Name: **on-change**

Type: string

Default:

Description: Name of a script function to handle the change event. Arguments of the function are: (uiHandle, id, newValue).

Element: <table>

Description: A table widget. Can optionally contain a <header> elements and <row> elements. Each <header>/<row> element contains only <item> elements. <item> elements may have an optional "editable" attribute of type bool.

Attributes:    Name: **show-horizontal-header**

Type: bool

Default: true

Description: If true, column headers will be visible.

Name: **show-vertical-header**

Type: bool

Default: false

Description: If true, row headers will be visible. The 'label' attribute of the <row> can be used to change the displayed text of the row header. The default row header is the line number.

Name: **autosize-horizontal-header**

Type: bool

Default: false

Description: If true, column headers will resize to fit contents.

Name: **autosize-vertical-header**

Type: bool

Default: true

Description: If true, row headers will resize to fit contents.

Name: **show-grid**

Type: bool

Default: true

Description: If true, grid will be visible.

<b>Name:</b> selection-mode
<b>Type:</b> One of:
• items
• rows
• columns
<b>Default:</b> items
<b>Description:</b> Controls the selection behavior, i.e. if the user can select individual items, entire rows, or entire columns.
<b>Name:</b> editable
<b>Type:</b> bool
<b>Default:</b> true
<b>Description:</b> If true, cells will be editable.
<b>Name:</b> sortable
<b>Type:</b> bool
<b>Default:</b> false
<b>Description:</b> If true, it will be possible to sort data by columns by clicking on column headers.
<b>Name:</b> on-cell-activate
<b>Type:</b> string
<b>Default:</b>
<b>Description:</b> Name of a script function to handle the cell activate event. Arguments of the function are: (uiHandle, id, row, column, cellValue).
<b>Name:</b> on-selection-change
<b>Type:</b> string
<b>Default:</b>
<b>Description:</b> Name of a script function to handle the selection change event. Arguments of the function are: (uiHandle, id, row, column). If selection mode is 'rows', column will be -1 and vice versa.
<b>Name:</b> on-key-press
<b>Type:</b> string
<b>Default:</b>
<b>Description:</b> Name of a script function to handle the key press event. Arguments of the function are: (uiHandle, id, key, text).

<b>Element:</b> <tabs>
<b>Description:</b> A tabs widget. Must contain only <tab> child elements.
<b>Attributes:</b>
<b>Name:</b> enabled
<b>Type:</b> bool
<b>Default:</b> true
<b>Description:</b> Enable status of widget.
<b>Name:</b> stretch
<b>Type:</b> int
<b>Default:</b> -1
<b>Description:</b> Stretch factor to insert the widget in the parent layout.
<b>Name:</b> style
<b>Type:</b> string
<b>Default:</b>
<b>Description:</b> Qt stylesheet.
<b>See also:</b>
• <tab>

<b>Element:</b> <tab>
<b>Description:</b> A tab for the tabs widget. Can only be contained in a <tabs> element. Can contain widgets, just like <ui> and <group>, and has its own layout.
<b>Attributes:</b>
<b>Name:</b> enabled
<b>Type:</b> bool
<b>Default:</b> true
<b>Description:</b> Enable status of widget.
<b>Name:</b> stretch
<b>Type:</b> int
<b>Default:</b> -1
<b>Description:</b> Stretch factor to insert the widget in the parent layout.

<b>Name:</b> style
<b>Type:</b> string
<b>Default:</b>
<b>Description:</b> Qt stylesheet.
<b>Name:</b> title
<b>Type:</b> string
<b>Default:</b> ???
<b>Description:</b> Title of the tab.

<b>Name:</b> layout
<b>Type:</b> One of:
• vbox
• hbox
• form
• grid
• none
<b>Default:</b> vbox
<b>Description:</b> Layout of the widget. When layout is 'none', specify widget placement using the geometry attribute, like: geometry="x,y,width,height".
<b>Name:</b> content-margins
<b>Type:</b> int[4]
<b>Default:</b> 7,7,7,7
<b>Description:</b> Sets the left, top, right, and bottom margins to use around the layout.

<b>See also:</b>	<ul style="list-style-type: none"> <li>• &lt;stretch&gt;</li> <li>• &lt;br&gt;</li> </ul>
	^
<b>Element:</b>	<text-browser>
<b>Description:</b>	A text browser widget.
<b>Attributes:</b>	<p><b>Name:</b> enabled  <b>Type:</b> bool  <b>Default:</b> true</p> <p><b>Description:</b> Enable status of widget.</p>
	<p><b>Name:</b> stretch  <b>Type:</b> int  <b>Default:</b> -1</p> <p><b>Description:</b> Stretch factor to insert the widget in the parent layout.</p>
	<p><b>Name:</b> style  <b>Type:</b> string  <b>Default:</b></p> <p><b>Description:</b> Qt stylesheet.</p>
	<p><b>Name:</b> text  <b>Type:</b> string  <b>Default:</b></p> <p><b>Description:</b> Initial text content.</p>
	<p><b>Name:</b> type  <b>Type:</b> One of:           <ul style="list-style-type: none"> <li>• plain</li> <li>• html</li> <li>• markdown</li> </ul> <b>Default:</b> html</p> <p><b>Description:</b> the type of the text content</p>
	<p><b>Name:</b> read-only  <b>Type:</b> bool  <b>Default:</b> true</p> <p><b>Description:</b> if true, text will be read-only</p>
	<p><b>Name:</b> word-wrap  <b>Type:</b> bool  <b>Default:</b> true</p> <p><b>Description:</b> If true, long text will wrap in multiple lines, otherwise a horizontal scroll bar will be visible.</p>
	<p><b>Name:</b> on-change  <b>Type:</b> string  <b>Default:</b></p> <p><b>Description:</b> Name of a script function to handle the change event. Arguments of the function are: (uiHandle, id, newText).</p>
	<p><b>Name:</b> on-link-activated  <b>Type:</b> string  <b>Default:</b></p> <p><b>Description:</b> Name of a script function to handle the linkActivated event. Arguments of the function are: (uiHandle, id, linkHref).</p>
<b>See also:</b>	<ul style="list-style-type: none"> <li>• &lt;edit&gt;</li> </ul>
	^
<b>Element:</b>	<treet>
<b>Description:</b>	A tree widget. Must contain one <header> element and many <row> elements. Each <header>/<row> element contains only <item> elements. <row> elements can have 'id' and 'parent-id' attributes (positive integers) to set relationships between items, and a 'expanded' attribute (bool) to initially expand the item.
<b>Attributes:</b>	<p><b>Name:</b> enabled  <b>Type:</b> bool  <b>Default:</b> true</p> <p><b>Description:</b> Enable status of widget.</p>
	<p><b>Name:</b> stretch  <b>Type:</b> int  <b>Default:</b> -1</p> <p><b>Description:</b> Stretch factor to insert the widget in the parent layout.</p>
	<p><b>Name:</b> style  <b>Type:</b> string  <b>Default:</b></p> <p><b>Description:</b> Qt stylesheet.</p>
	<p><b>Name:</b> show-header  <b>Type:</b> bool  <b>Default:</b> true</p> <p><b>Description:</b> If true, column headers will be visible.</p>
	<p><b>Name:</b> autosize-header  <b>Type:</b> bool  <b>Default:</b> false</p> <p><b>Description:</b> If true, column headers will resize to fit contents.</p>
	<p><b>Name:</b> sortable  <b>Type:</b> bool  <b>Default:</b> false</p> <p><b>Description:</b> If true, it will be possible to sort data by columns by clicking on column headers.</p>
	<p><b>Name:</b> on-selection-change  <b>Type:</b> string  <b>Default:</b></p>

**Default:**

**Description:** Name of a script function to handle the selection change event. Arguments of the function are: (uiHandle, id, item\_id).

**Element:** <vslider>

**Description:** A vertical slider widget.

**Attributes:**

**Name:** enabled

**Type:** bool

**Default:** true

**Description:** Enable status of widget.

**Name:** stretch

**Type:** int

**Default:** -1

**Description:** Stretch factor to insert the widget in the parent layout.

**Name:** style

**Type:** string

**Default:**

**Description:** Qt stylesheet.

**Name:** value

**Type:** int

**Default:** 0

**Description:** Initial value.

**Name:** minimum

**Type:** int

**Default:** 0

**Description:** Minimum value.

**Name:** maximum

**Type:** int

**Default:** 100

**Description:** Maximum value.

**Name:** tick-interval

**Type:** int

**Default:** 0

**Description:** Tick interval.

**Name:** tick-position

**Type:** One of:

- none
- both-sides
- above
- below
- left
- right

**Default:** none

**Description:** In which direction to draw ticks.

**Name:** inverted

**Type:** bool

**Default:** false

**Description:** If true, minimum and maximum will be swapped.

**Name:** on-change

**Type:** string

**Default:**

**Description:** Name of a script function to handle the change event. Arguments of the function are: (uiHandle, id, newValue).

**See also:** • <hslider>

**A**

**Element:** <svg>

**Description:** An SVG widget. Content can be embedded in the XML.

**Attributes:**

**Name:** enabled

**Type:** bool

**Default:** true

**Description:** Enable status of widget.

**Name:** stretch

**Type:** int

**Default:** -1

**Description:** Stretch factor to insert the widget in the parent layout.

**Name:** style

**Type:** string

**Default:**

**Description:** Qt stylesheet.

**Name:** file

**Type:** string

**Default:**

**Description:** File to load.

**Name:** on-mouse-down

**Type:** string

**Default:**

**Description:** Name of a script function to handle the mouseDown event. Arguments of the function are: (uiHandle, id, type, flags, x, y).

**Name:** on-mouse-up

**Type:** string

**Default:**

**Description:** Name of a script function to handle the mouseUp event. Arguments of the function are: (uiHandle, id, type, flags, x, y).

**Name:** on-mouse-move

**Type:** string

**Default:**

**Description:** Name of a script function to handle the mouseMove event. Arguments of the function are: (uiHandle, id, type, flags, x, y).

**See also:** • <image>

^

**Element:** <stretch>

**Description:** Special element that can be put inside a parent with layout (such as <ui>, <group> or <tab>) if the layout is  **hbox** or **vbox**.

**Attributes:**      **Name:** factor

**Type:** int

**Default:** 0

**Description:** Stretch factor (see <http://doc.qt.io/qt-4.8/layout.html#stretch-factors>).

^

**Element:** <br>

**Description:** Special element that can be put inside a parent with layout (such as <ui>, <group> or <tab>) if the layout is  **grid**, and it is used to begin a new line in the grid layout.

**Attributes:**