

Csuper-gui - Compteur de Score Universel Permettant l'Exemption de Reflexion

4.0.2

Generated by Doxygen 1.8.6

Wed Sep 10 2014 17:11:00

Contents

1	Data Structure Index	1
1.1	Data Structures	1
2	File Index	3
2.1	File List	3
3	Data Structure Documentation	5
3.1	globalData Struct Reference	5
3.1.1	Detailed Description	5
3.1.2	Field Documentation	5
3.1.2.1	config	5
3.1.2.2	csu_filename	5
3.1.2.3	indexLastCsuStruct	5
3.1.2.4	lastCsuStruct	6
3.1.2.5	nbLastCsuStruct	6
3.1.2.6	ptr_builder	6
3.1.2.7	ptr_clipboard	6
3.1.2.8	ptr_clipboard_selected	6
3.1.2.9	ptr_csu_struct	6
3.1.2.10	ptr_csu_struct_tmp	6
3.1.2.11	ptr_main_window	6
3.1.2.12	ptr_new_csu_file_assistant	6
4	File Documentation	7
4.1	csuper-gui.h File Reference	7
4.1.1	Detailed Description	7
4.1.2	Macro Definition Documentation	8
4.1.2.1	CSUPER_GUI	8
4.1.2.2	NB_LAST_CSU_STRUCT	8
4.2	main.c File Reference	8
4.2.1	Detailed Description	8
4.2.2	Function Documentation	8

4.2.2.1	main	8
4.2.2.2	openFileWithMainArgument	9
4.3	main.h File Reference	9
4.3.1	Detailed Description	10
4.3.2	Function Documentation	10
4.3.2.1	main	10
4.3.2.2	openFileWithMainArgument	11
4.4	main_menu.c File Reference	11
4.4.1	Detailed Description	12
4.4.2	Function Documentation	12
4.4.2.1	addLastCsuStruct	12
4.4.2.2	chooseCsuFileOpen	12
4.4.2.3	chooseCsuFileSave	12
4.4.2.4	copyToClipboard	13
4.4.2.5	cutToClipboard	13
4.4.2.6	deleteAllLastCsuStruct	13
4.4.2.7	deleteSelectedText	13
4.4.2.8	displayAbout	13
4.4.2.9	openFileError	14
4.4.2.10	pastFromClipboard	14
4.4.2.11	redoCsuStruct	14
4.4.2.12	saveFileError	14
4.4.2.13	showPropertiesDialogBox	15
4.4.2.14	undoCsuStruct	15
4.4.2.15	updateCsuInfo	15
4.4.2.16	updateToolBarButton	16
4.5	main_menu.h File Reference	16
4.5.1	Detailed Description	16
4.5.2	Function Documentation	17
4.5.2.1	addLastCsuStruct	17
4.5.2.2	chooseCsuFileOpen	17
4.5.2.3	chooseCsuFileSave	17
4.5.2.4	copyToClipboard	18
4.5.2.5	cutToClipboard	18
4.5.2.6	deleteAllLastCsuStruct	18
4.5.2.7	deleteSelectedText	18
4.5.2.8	displayAbout	18
4.5.2.9	openFileError	18
4.5.2.10	pastFromClipboard	18
4.5.2.11	redoCsuStruct	19

4.5.2.12	saveFileError	19
4.5.2.13	showPropertiesDialogBox	19
4.5.2.14	undoCsuStruct	20
4.5.2.15	updateCsuInfo	21
4.5.2.16	updateToolBarButton	21
4.6	main_window.c File Reference	21
4.6.1	Detailed Description	22
4.6.2	Function Documentation	22
4.6.2.1	createPointsGrid	22
4.6.2.2	createRanking	22
4.6.2.3	deletePoints	23
4.6.2.4	deleteRanking	23
4.6.2.5	endOfTurn	23
4.6.2.6	noCsuFilePoints	23
4.6.2.7	noCsuFileRanking	23
4.6.2.8	readMainWindowSize	24
4.6.2.9	saveMainWindowSize	24
4.6.2.10	setButtonMainWindowClipboardSensitive	24
4.6.2.11	setButtonMainWindowSensitive	24
4.6.2.12	updateDistributorLabel	24
4.6.2.13	updateMainWindow	24
4.6.2.14	updateTotalPointsInTurnLabel	25
4.7	main_window.h File Reference	25
4.7.1	Detailed Description	25
4.7.2	Function Documentation	26
4.7.2.1	createPointsGrid	26
4.7.2.2	createRanking	26
4.7.2.3	deletePoints	26
4.7.2.4	deleteRanking	26
4.7.2.5	endOfTurn	27
4.7.2.6	noCsuFilePoints	27
4.7.2.7	noCsuFileRanking	27
4.7.2.8	readMainWindowSize	27
4.7.2.9	saveMainWindowSize	27
4.7.2.10	setButtonMainWindowClipboardSensitive	28
4.7.2.11	setButtonMainWindowSensitive	28
4.7.2.12	updateDistributorLabel	28
4.7.2.13	updateMainWindow	28
4.7.2.14	updateTotalPointsInTurnLabel	29
4.8	new_file_assistant.c File Reference	29

4.8.1	Detailed Description	29
4.8.2	Function Documentation	29
4.8.2.1	chooseGameConfigurationNewAssistant	29
4.8.2.2	cleanAssistantNewCsu	30
4.8.2.3	deleteAssistantNewCsu	30
4.8.2.4	deleteEventAssistantNewCsu	30
4.8.2.5	endAssistantNewCsu	30
4.8.2.6	openAssistantNewCsu	31
4.8.2.7	preparePageAssistantNewCsu	31
4.8.2.8	validAssistantNewCsuOne	32
4.8.2.9	validAssistantNewCsuThree	32
4.8.2.10	validAssistantNewCsuTwo	33
4.9	new_file_assistant.h File Reference	33
4.9.1	Detailed Description	33
4.9.2	Function Documentation	34
4.9.2.1	chooseGameConfigurationNewAssistant	34
4.9.2.2	cleanAssistantNewCsu	34
4.9.2.3	deleteAssistantNewCsu	34
4.9.2.4	deleteEventAssistantNewCsu	34
4.9.2.5	endAssistantNewCsu	35
4.9.2.6	openAssistantNewCsu	35
4.9.2.7	preparePageAssistantNewCsu	36
4.9.2.8	validAssistantNewCsuOne	36
4.9.2.9	validAssistantNewCsuThree	37
4.9.2.10	validAssistantNewCsuTwo	37
4.10	preferences.c File Reference	38
4.10.1	Detailed Description	38
4.10.2	Function Documentation	39
4.10.2.1	addGameConfiguration	39
4.10.2.2	changeNewGameConfigurationDialog	40
4.10.2.3	checkGoodNewGameConfiguration	40
4.10.2.4	checkToolBarButtonPreferencesChanged	40
4.10.2.5	chooseExportedFile	41
4.10.2.6	chooseImportedFile	41
4.10.2.7	closePreferences	42
4.10.2.8	closePreferencesQuit	43
4.10.2.9	deleteDisplayGameConfiguration	43
4.10.2.10	deleteGameConfiguration	43
4.10.2.11	displayGameConfiguration	44
4.10.2.12	editGameConfiguration	45

4.10.2.13	exportGameConfigurationError	45
4.10.2.14	importGameConfigurationError	45
4.10.2.15	newGameConfiguration	45
4.10.2.16	noMaxMinNewGameConfiguration	46
4.10.2.17	openGameConfigurationPreferences	46
4.10.2.18	openPreferences	46
4.10.2.19	openToolBarButtonPreferences	47
4.10.2.20	readToolBarButtonPreferencesSwitch	47
4.10.2.21	updateDisplayCurrentGameConfiguration	47
4.10.2.22	updateDisplayGameConfiguration	48
4.10.2.23	updateToolBarButtonPreferencesSwitch	48
4.10.2.24	validToolBarButtonPreferences	48
4.10.2.25	viewGameConfiguration	48
4.11	preferences.h File Reference	49
4.11.1	Detailed Description	50
4.11.2	Function Documentation	50
4.11.2.1	addGameConfiguration	50
4.11.2.2	changeNewGameConfigurationDialog	50
4.11.2.3	checkGoodNewGameConfiguration	50
4.11.2.4	checkToolBarButtonPreferencesChanged	51
4.11.2.5	chooseExportedFile	51
4.11.2.6	chooseImportedFile	52
4.11.2.7	closePreferences	53
4.11.2.8	closePreferencesQuit	53
4.11.2.9	deleteDisplayGameConfiguration	54
4.11.2.10	deleteGameConfiguration	54
4.11.2.11	displayGameConfiguration	55
4.11.2.12	editGameConfiguration	55
4.11.2.13	exportGameConfigurationError	55
4.11.2.14	importGameConfigurationError	56
4.11.2.15	newGameConfiguration	56
4.11.2.16	noMaxMinNewGameConfiguration	56
4.11.2.17	openGameConfigurationPreferences	56
4.11.2.18	openPreferences	57
4.11.2.19	openToolBarButtonPreferences	57
4.11.2.20	readToolBarButtonPreferencesSwitch	58
4.11.2.21	updateDisplayCurrentGameConfiguration	59
4.11.2.22	updateDisplayGameConfiguration	59
4.11.2.23	updateToolBarButtonPreferencesSwitch	59
4.11.2.24	validToolBarButtonPreferences	59

4.11.2.25	viewGameConfiguration	60
4.12	utils.c File Reference	60
4.12.1	Detailed Description	60
4.12.2	Function Documentation	61
4.12.2.1	createGtkLabelWithAttributes	61
4.12.2.2	setGtkLabelAttributes	61
4.13	utils.h File Reference	62
4.13.1	Detailed Description	62
4.13.2	Function Documentation	62
4.13.2.1	createGtkLabelWithAttributes	62
4.13.2.2	setGtkLabelAttributes	63
Index		65

Chapter 1

Data Structure Index

1.1 Data Structures

Here are the data structures with brief descriptions:

globalData	5
----------------------------	-------	---

Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

csuper-gui.h	Inclusion of csuper-gui	7
main.c	Main	8
main.h	Main	9
main_menu.c	Main menu	11
main_menu.h	Main menu	16
main_window.c	Main window	21
main_window.h	Main window	25
new_file_assistant.c	The new file assistant function	29
new_file_assistant.h	The new file assistant function	33
preferences.c	The preferences of csuper	38
preferences.h	The preferences of csuper	49
utils.c	The new file assistant function	60
utils.h	The new file assistant function	62

Chapter 3

Data Structure Documentation

3.1 globalData Struct Reference

```
#include <csuper-gui.h>
```

Data Fields

- GtkWidget * [ptr_builder](#)
- csuStruct * [ptr_csu_struct](#)
- GtkWidget * [ptr_main_window](#)
- GtkWidget * [ptr_new_csu_file_assistant](#)
- game_config [config](#)
- csuStruct * [ptr_csu_struct_tmp](#)
- gchar [csu_filename](#) [SIZE_MAX_FILE_NAME]
- GtkClipboard * [ptr_clipboard](#)
- GtkClipboard * [ptr_clipboard_selected](#)
- csuStruct * [lastCsuStruct](#) [NB_LAST_CSU_STRUCT]
- gint [indexLastCsuStruct](#)
- gint [nbLastCsuStruct](#)

3.1.1 Detailed Description

Represent the global data which is passed into all signal

3.1.2 Field Documentation

3.1.2.1 game_config config

The new csu file assistant window A game configuration

3.1.2.2 gchar csu_filename[SIZE_MAX_FILE_NAME]

The filename of the csu file

3.1.2.3 gint indexLastCsuStruct

A index on the lastCsuStruct array

3.1.2.4 csuStruct* lastCsuStruct[NB_LAST_CSU_STRUCT]

A array of pointer to the last csu structure

3.1.2.5 gint nbLastCsuStruct

the number of last csu structure

3.1.2.6 GtkBuilder* ptr_builder

A pointer to a GTK builder.

3.1.2.7 GtkClipboard* ptr_clipboard

A pointer to the main clipboard

3.1.2.8 GtkClipboard* ptr_clipboard_selected

A pointer to the selected clipboard

3.1.2.9 csuStruct* ptr_csu_struct

A pointer to a csuStruct

3.1.2.10 csuStruct* ptr_csu_struct_tmp

A pointer to a temporary csuStruct

3.1.2.11 GtkWidget* ptr_main_window**3.1.2.12 GtkWidget* ptr_new_csu_file_assistant**

The main window

The documentation for this struct was generated from the following file:

- [csuper-gui.h](#)

Chapter 4

File Documentation

4.1 csuper-gui.h File Reference

Inclusion of csuper-gui.

```
#include <gtk/gtk.h>
#include <stdlib.h>
#include <glib/gi18n.h>
#include <locale.h>
#include "../libcsuper/libcsuper.h"
```

Data Structures

- struct [globalData](#)

Macros

- #define [CSUPER_GUI](#)
- #define [NB_LAST_CSU_STRUCT](#) 10

4.1.1 Detailed Description

Inclusion of csuper-gui.

Author

Remi BERTHO

Date

26/06/14

Version

4.0.0

4.1.2 Macro Definition Documentation

4.1.2.1 `#define CSUPER_GUI`

Define that we compile csuper-gui.

4.1.2.2 `#define NB_LAST_CSU_STRUCT 10`

Define the number of last csu structure saved

4.2 main.c File Reference

Main.

```
#include "main.h"
```

Functions

- int [main](#) (int argc, char *argv[])
- bool [openFileWithMainArgument](#) (globalData *data, int argc, char *argv[])

4.2.1 Detailed Description

Main.

Author

Remi BERTHO

Date

19/07/14

Version

4.0.2

4.2.2 Function Documentation

4.2.2.1 `int main (int argc, char * argv[])`

Begin csuper-gui.

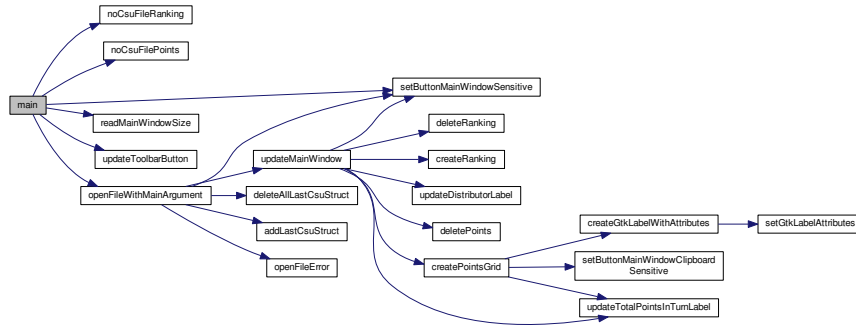
Parameters

<i>in</i>	<i>argc</i>	the number of argument.
<i>in</i>	<i>argv</i>	the array of argument.

Returns

EXIT_SUCCESS if everything is OK

Here is the call graph for this function:



4.2.2.2 bool openFileWithMainArgument (globalData * data, int argc, char * argv[])

Open directly a file if there is one in the main argument

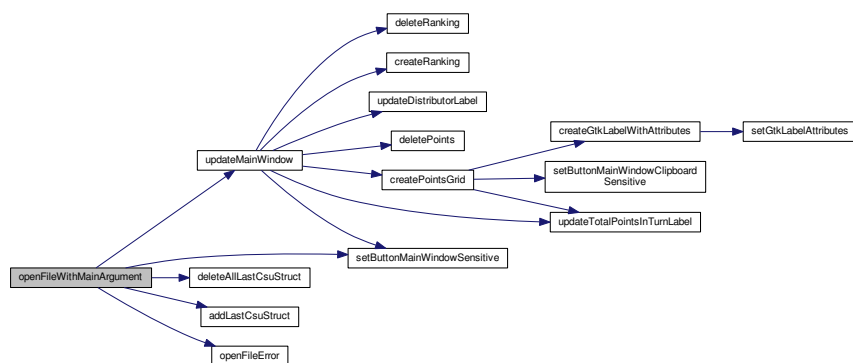
Parameters

in	data	the globalData
in	argc	the number of argument.
in	argv	the array of argument.

Returns

true if everything is OK, FALSE if there is an error while loading the file

Here is the call graph for this function:



4.3 main.h File Reference

Main.

```
#include "csuper-gui.h"
#include "main_menu.h"
#include "main_window.h"
#include "preferences.h"
#include "new_file_assistant.h"
#include "utils.h"
```

Functions

- int [main](#) (int argc, char *argv[])
- bool [openFileWithMainArgument](#) (globalData *data, int argc, char *argv[])

4.3.1 Detailed Description

Main.

Author

Remi BERTHO

Date

19/07/14

Version

4.0.2

4.3.2 Function Documentation

4.3.2.1 int main (int argc, char * argv[])

Begin csuper-gui.

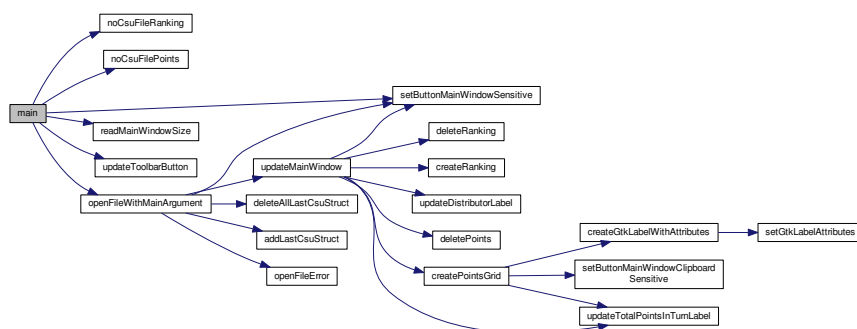
Parameters

in	<i>argc</i>	the number of argument.
in	<i>argv</i>	the array of argument.

Returns

EXIT_SUCCESS if everything is OK

Here is the call graph for this function:



4.3.2.2 bool openFileWithMainArgument (globalData * data, int argc, char * argv[])

Open directly a file if there is one in the main argument

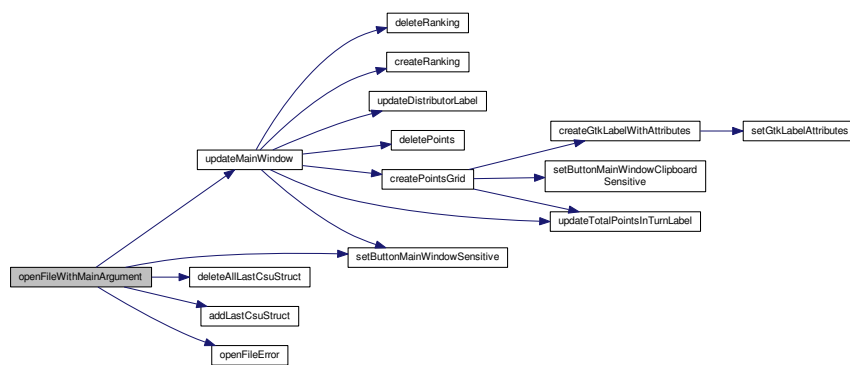
Parameters

in	<i>data</i>	the globalData
in	<i>argc</i>	the number of argument.
in	<i>argv</i>	the array of argument.

Returns

true if everything is OK, FALSE if there is an error while loading the file

Here is the call graph for this function:



4.4 main_menu.c File Reference

Main menu.

```
#include "main_menu.h"
```

Functions

- G_MODULE_EXPORT void [displayAbout](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [chooseCsuFileOpen](#) (GtkWidget *widget, gpointer data)
- void [openFileError](#) (globalData *data)
- G_MODULE_EXPORT void [chooseCsuFileSave](#) (GtkWidget *widget, gpointer data)
- void [saveFileError](#) (globalData *data)
- G_MODULE_EXPORT void [copyToClipboard](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [pasteFromClipboard](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [deleteSelectedText](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [cutToClipboard](#) (GtkWidget *widget, gpointer data)
- void [updateCsuInfo](#) (globalData *data)
- G_MODULE_EXPORT void [showPropertiesDialogBox](#) (GtkWidget *widget, gpointer data)
- void [addLastCsuStruct](#) (globalData *data)
- void [deleteAllLastCsuStruct](#) (globalData *data)
- G_MODULE_EXPORT void [undoCsuStruct](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [redoCsuStruct](#) (GtkWidget *widget, gpointer data)
- void [updateToolbarButton](#) (globalData *data)

4.4.1 Detailed Description

Main menu.

Author

Remi BERTHO

Date

26/06/14

Version

4.0.0

4.4.2 Function Documentation

4.4.2.1 void addLastCsuStruct (globalData * data)

Add the current csu structure into the last csu structure

Parameters

in	data	the globalData
----	------	--------------------------------

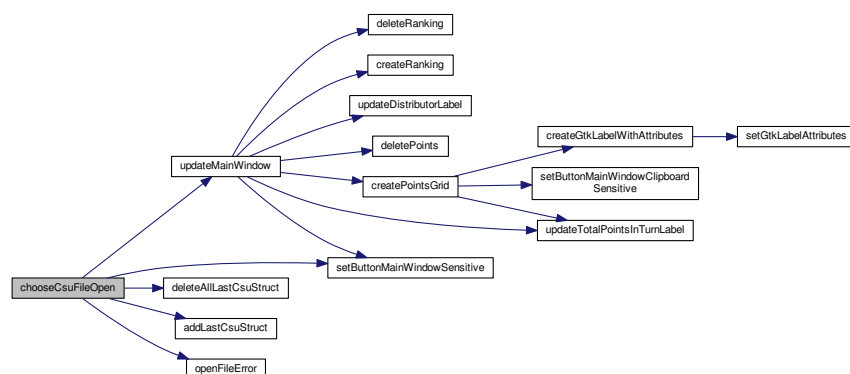
4.4.2.2 G_MODULE_EXPORT void chooseCsuFileOpen (GtkWidget * widget, gpointer data)

Choose and open a csu file.

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



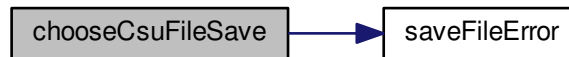
4.4.2.3 G_MODULE_EXPORT void chooseCsuFileSave (GtkWidget * widget, gpointer data)

Choose and save a csu file.

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.4.2.4 G_MODULE_EXPORT void copyToClipboard (GtkWidget * *widget*, gpointer *data*)

Copy the selected text to clipboard

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

4.4.2.5 G_MODULE_EXPORT void cutToClipboard (GtkWidget * *widget*, gpointer *data*)

Cut the selected text to clipboard

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

4.4.2.6 void deleteAllLastCsuStruct (globalData * *data*)

Delete all the last csu structure

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

4.4.2.7 G_MODULE_EXPORT void deleteSelectedText (GtkWidget * *widget*, gpointer *data*)

Delete the selected text

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

4.4.2.8 G_MODULE_EXPORT void displayAbout (GtkWidget * *widget*, gpointer *data*)

Display the about window

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

4.4.2.9 void openFileError (globalData * data)

Display a dialog box which said that there is a problem when loading the file.

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

4.4.2.10 G_MODULE_EXPORT void pastFromClipboard (GtkWidget * widget, gpointer data)

Past a text from the clipboard

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

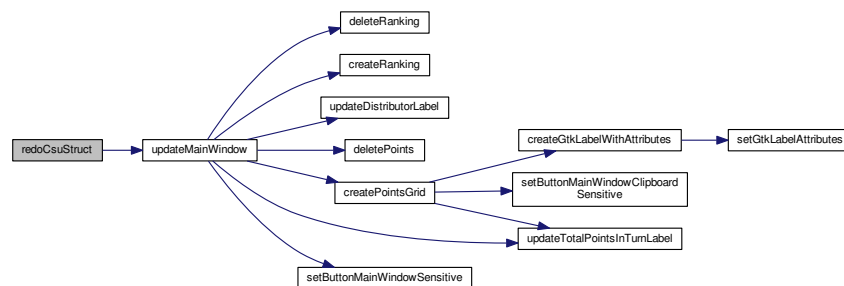
4.4.2.11 G_MODULE_EXPORT void redoCsuStruct (GtkWidget * widget, gpointer data)

Get the last new csu structure

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:

**4.4.2.12 void saveFileError (globalData * data)**

Display a dialog box which said that there is a problem when loading the file.

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

in	data	the globalData
----	------	--------------------------------

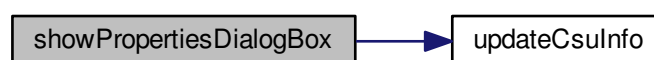
4.4.2.13 G_MODULE_EXPORT void showPropertiesDialogBox (GtkWidget * *widget*, gpointer *data*)

Show the properties window

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



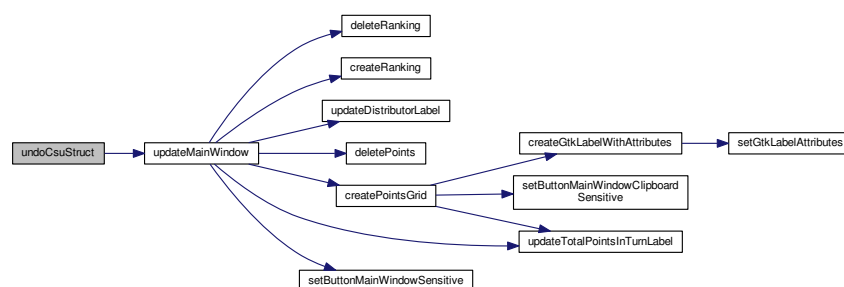
4.4.2.14 G_MODULE_EXPORT void undoCsuStruct (GtkWidget * *widget*, gpointer *data*)

Get the last csu structure

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.4.2.15 void updateCsuInfo (globalData * *data*)

Update the csu informations in the right panel.

Parameters

in	data	the globalData
----	------	--------------------------------

4.4.2.16 void updateToolBarButton ([globalData](#) * data)

Show or hide button of the toolbar

Parameters

in	data	the globalData
----	------	--------------------------------

4.5 main_menu.h File Reference

Main menu.

```
#include "csuper-gui.h"
#include "main_window.h"
#include "preferences.h"
```

Functions

- G_MODULE_EXPORT void [displayAbout](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [chooseCsuFileOpen](#) (GtkWidget *widget, gpointer data)
- void [openFileError](#) ([globalData](#) *data)
- G_MODULE_EXPORT void [chooseCsuFileSave](#) (GtkWidget *widget, gpointer data)
- void [saveFileError](#) ([globalData](#) *data)
- G_MODULE_EXPORT void [copyToClipboard](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [pasteFromClipboard](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [deleteSelectedText](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [cutToClipboard](#) (GtkWidget *widget, gpointer data)
- void [updateCsuInfo](#) ([globalData](#) *data)
- G_MODULE_EXPORT void [showPropertiesDialogBox](#) (GtkWidget *widget, gpointer data)
- void [addLastCsuStruct](#) ([globalData](#) *data)
- void [deleteAllLastCsuStruct](#) ([globalData](#) *data)
- G_MODULE_EXPORT void [undoCsuStruct](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [redoCsuStruct](#) (GtkWidget *widget, gpointer data)
- void [updateToolBarButton](#) ([globalData](#) *data)

4.5.1 Detailed Description

Main menu.

Author

Remi BERTHO

Date

26/06/14

Version

4.0.0

4.5.2 Function Documentation

4.5.2.1 void addLastCsuStruct (globalData * data)

Add the current csu structure into the last csu structure

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

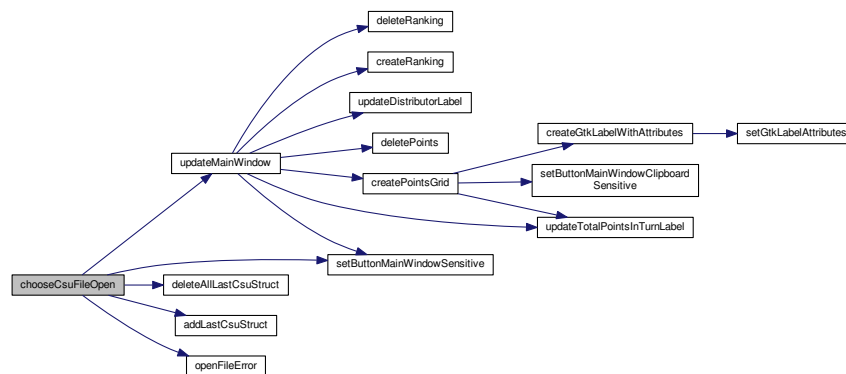
4.5.2.2 G_MODULE_EXPORT void chooseCsuFileOpen (GtkWidget * widget, gpointer data)

Choose and open a csu file.

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



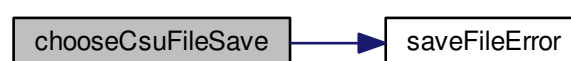
4.5.2.3 G_MODULE_EXPORT void chooseCsuFileSave (GtkWidget * widget, gpointer data)

Choose and save a csu file.

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.5.2.4 **G_MODULE_EXPORT** void copyToClipboard (GtkWidget * *widget*, gpointer *data*)

4.5.2.5 **G_MODULE_EXPORT** void cutToClipboard (GtkWidget * *widget*, gpointer *data*)

Cut the selected text to clipboard

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

4.5.2.6 void deleteAllLastCsuStruct (globalData * *data*)

Delete all the last csu structure

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

4.5.2.7 **G_MODULE_EXPORT** void deleteSelectedText (GtkWidget * *widget*, gpointer *data*)

Delete the selected text

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

4.5.2.8 **G_MODULE_EXPORT** void displayAbout (GtkWidget * *widget*, gpointer *data*)

Display the about window

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

4.5.2.9 void openFileError (globalData * *data*)

Display a dialog box which said that there is a problem when loading the file.

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

4.5.2.10 **G_MODULE_EXPORT** void pastFromClipboard (GtkWidget * *widget*, gpointer *data*)

Past a text from the clipboard

Parameters

in	<i>widget</i>	the widget which send the signal
----	---------------	----------------------------------

in	data	the globalData
----	------	--------------------------------

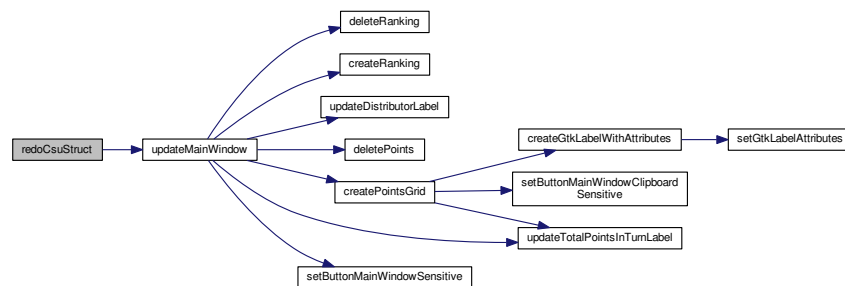
4.5.2.11 G_MODULE_EXPORT void redoCsuStruct (GtkWidget * *widget*, gpointer *data*)

Get the last new csu structure

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.5.2.12 void saveFileError (globalData * *data*)

Display a dialog box which said that there is a problem when loading the file.

Parameters

in	data	the globalData
----	------	--------------------------------

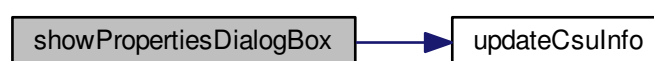
4.5.2.13 G_MODULE_EXPORT void showPropertiesDialogBox (GtkWidget * *widget*, gpointer *data*)

Show the properties window

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



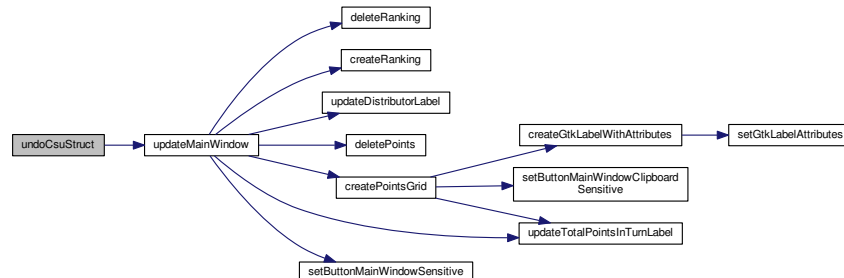
4.5.2.14 `G_MODULE_EXPORT void undoCsuStruct (GtkWidget * widget, gpointer data)`

Get the last csu structure

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.5.2.15 void updateCsuInfo (globalData * data)

Update the csu informations in the right panel.

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

4.5.2.16 void updateToolBarButton (globalData * data)

Show or hide button of the toolbar

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

4.6 main_window.c File Reference

Main window.

```
#include "main_window.h"
```

Functions

- void [noCsuFileRanking](#) ([globalData](#) *data)
- void [deleteRanking](#) ([globalData](#) *data)
- void [createRanking](#) ([globalData](#) *data)
- void [updateMainWindow](#) ([globalData](#) *data)
- void [updateDistributorLabel](#) ([globalData](#) *data)
- G_MODULE_EXPORT void [updateTotalPointsInTurnLabel](#) (GtkWidget *widget, gpointer data)
- void [noCsuFilePoints](#) ([globalData](#) *data)
- void [deletePoints](#) ([globalData](#) *data)
- void [createPointsGrid](#) ([globalData](#) *data)

- G_MODULE_EXPORT void [endOfTurn](#) (GtkWidget *widget, gpointer data)
- void [setButtonMainWindowSensitive](#) (globalData *data)
- G_MODULE_EXPORT gboolean [setButtonMainWindowClipboardSensitive](#) (gpointer data)
- void [readMainWindowSize](#) (globalData *data)
- G_MODULE_EXPORT gboolean [saveMainWindowSize](#) (GtkWidget *widget, GdkEvent *event, gpointer data)

4.6.1 Detailed Description

Main window.

Author

Remi BERTHO

Date

02/07/14

Version

4.0.1

4.6.2 Function Documentation

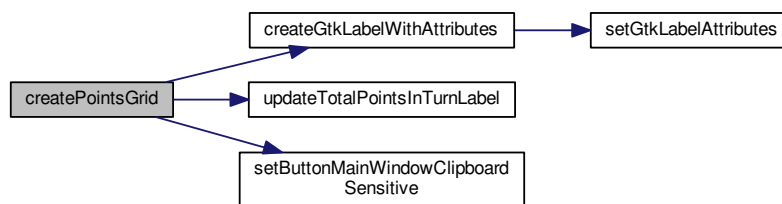
4.6.2.1 void [createPointsGrid](#) (globalData * data)

Create the points grid

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

Here is the call graph for this function:



4.6.2.2 void [createRanking](#) (globalData * data)

Create the ranking

Parameters

in	data	the globalData
----	------	--------------------------------

4.6.2.3 void deletePoints (globalData * data)

Delete the points window

Parameters

in	data	the globalData
----	------	--------------------------------

4.6.2.4 void deleteRanking (globalData * data)

Delete the ranking

Parameters

in	data	the globalData
----	------	--------------------------------

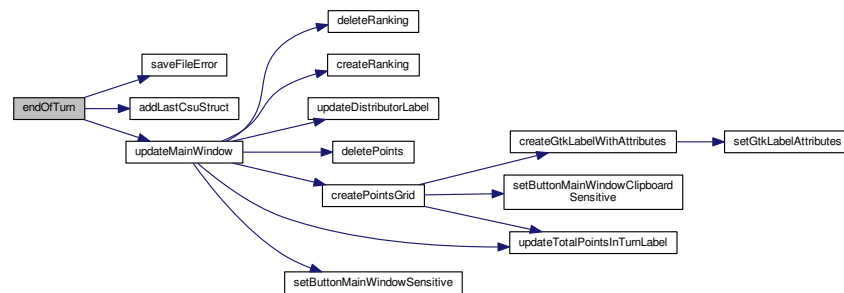
4.6.2.5 G_MODULE_EXPORT endOfTurn (GtkWidget * widget, gpointer data)

End of a turn

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



4.6.2.6 void noCsuFilePoints (globalData * data)

Fill the points with no csu file

Parameters

in	data	the globalData
----	------	--------------------------------

4.6.2.7 void noCsuFileRanking (globalData * data)

Fill the ranking with no ranking

Parameters

<i>in</i>	<i>data</i>	the globalData
-----------	-------------	--------------------------------

4.6.2.8 void readMainWindowSize (*globalData* * *data*)

Read and apply the main window size store is the file

Parameters

<i>in</i>	<i>data</i>	the globalData
-----------	-------------	--------------------------------

4.6.2.9 G_MODULE_EXPORT gboolean saveMainWindowSize (GtkWidget * *widget*, GdkEvent * *event*, gpointer *data*)

Save the main window size in a file

Parameters

<i>in</i>	<i>widget</i>	the widget which send the signal
<i>in</i>	<i>data</i>	the globalData
<i>in</i>	<i>event</i>	the GdkEventConfigure which triggered this signal

4.6.2.10 G_MODULE_EXPORT gboolean setButtonMainWindowClipboardSensitive (gpointer *data*)

Delete the selected text

Parameters

<i>in</i>	<i>data</i>	the globalData
-----------	-------------	--------------------------------

4.6.2.11 void setButtonMainWindowSensitive (*globalData* * *data*)

Set the button of the main window sensitive or not

Parameters

<i>in</i>	<i>data</i>	the globalData
-----------	-------------	--------------------------------

4.6.2.12 void updateDistributorLabel (*globalData* * *data*)

Update the distributor

Parameters

<i>in</i>	<i>data</i>	the globalData
-----------	-------------	--------------------------------

4.6.2.13 void updateMainWindow (*globalData* * *data*)

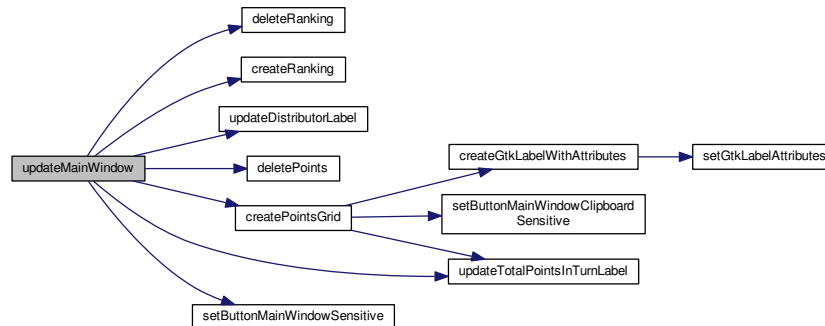
Update the main window

Parameters

<i>in</i>	<i>data</i>	the globalData
-----------	-------------	--------------------------------

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



4.6.2.14 G_MODULE_EXPORT void updateTotalPointsInTurnLabel (GtkWidget * widget, gpointer data)

4.7 main_window.h File Reference

Main window.

```
#include "csuper-gui.h"
#include "utils.h"
#include "main_menu.h"
```

Functions

- void [noCsuFileRanking](#) (globalData *data)
- void [deleteRanking](#) (globalData *data)
- void [createRanking](#) (globalData *data)
- void [updateMainWindow](#) (globalData *data)
- void [updateDistributorLabel](#) (globalData *data)
- G_MODULE_EXPORT void [updateTotalPointsInTurnLabel](#) (GtkWidget *widget, gpointer data)
- void [noCsuFilePoints](#) (globalData *data)
- void [deletePoints](#) (globalData *data)
- void [createPointsGrid](#) (globalData *data)
- G_MODULE_EXPORT void [endOfTurn](#) (GtkWidget *widget, gpointer data)
- void [setButtonMainWindowsensitive](#) (globalData *data)
- G_MODULE_EXPORT gboolean [setButtonMainWindowClipboardSensitive](#) (gpointer data)
- void [readMainWindowSize](#) (globalData *data)
- G_MODULE_EXPORT gboolean [saveMainWindowSize](#) (GtkWidget *widget, GdkEvent *event, gpointer user_data)

4.7.1 Detailed Description

Main window.

Author

Remi BERTHO

Date

26/04/14

Version

4.0.0

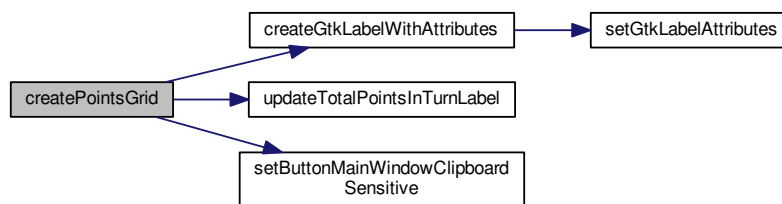
4.7.2 Function Documentation**4.7.2.1 void createPointsGrid (globalData * data)**

Create the points grid

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:

**4.7.2.2 void createRanking (globalData * data)**

Create the ranking

Parameters

in	data	the globalData
----	------	--------------------------------

4.7.2.3 void deletePoints (globalData * data)

Delete the points window

Parameters

in	data	the globalData
----	------	--------------------------------

4.7.2.4 void deleteRanking (globalData * data)

Delete the ranking

Parameters

in	data	the globalData
----	------	--------------------------------

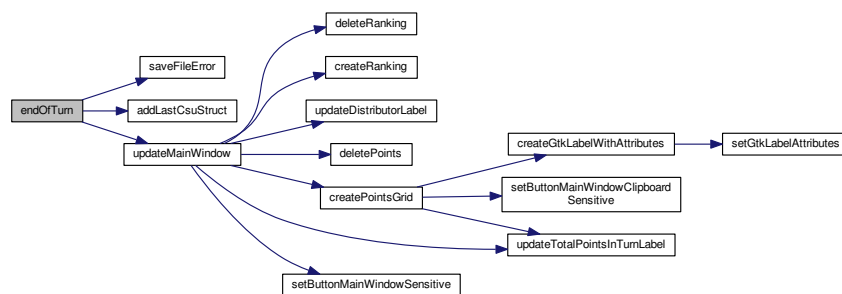
4.7.2.5 G_MODULE_EXPORT void endOfTurn (GtkWidget * widget, gpointer data)

End of a turn

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



4.7.2.6 void noCsuFilePoints (globalData * data)

Fill the points with no csu file

Parameters

in	data	the globalData
----	------	--------------------------------

4.7.2.7 void noCsuFileRanking (globalData * data)

Fill the ranking with no ranking

Parameters

in	data	the globalData
----	------	--------------------------------

4.7.2.8 void readMainWindowSize (globalData * data)

Read and apply the main window size store in the file

Parameters

in	data	the globalData
----	------	--------------------------------

4.7.2.9 G_MODULE_EXPORT gboolean saveMainWindowSize (GtkWidget * widget, GdkEvent * event, gpointer data)

Save the main window size in a file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData
in	<i>event</i>	the GdkEventConfigure which triggered this signal

4.7.2.10 G_MODULE_EXPORT gboolean setButtonMainWindowClipboardSensitive (gpointer *data*)

Delete the selected text

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

4.7.2.11 void setButtonMainWindowSensitive (globalData * *data*)

Set the button of the main window sensitive or not

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

4.7.2.12 void updateDistributorLabel (globalData * *data*)

Update the distributor

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

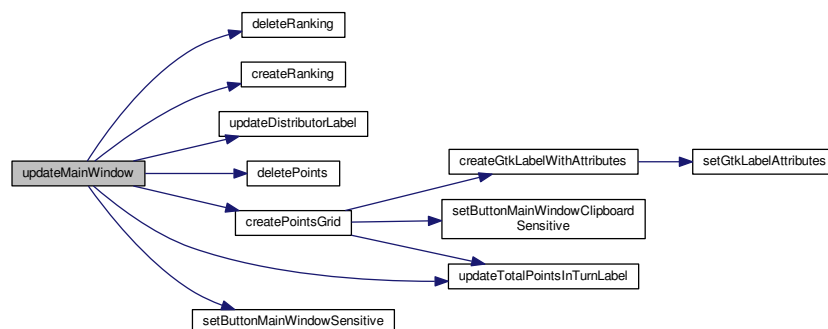
4.7.2.13 void updateMainWindow (globalData * *data*)

Update the main window

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

Here is the call graph for this function:



4.7.2.14 G_MODULE_EXPORT void updateTotalPointsInTurnLabel (GtkWidget * *widget*, gpointer *data*)

4.8 new_file_assistant.c File Reference

The new file assistant function.

```
#include "new_file_assistant.h"
```

Functions

- G_MODULE_EXPORT void [openAssistantNewCsu](#) (GtkWidget **widget*, gpointer *data*)
- G_MODULE_EXPORT void [deleteEventAssistantNewCsu](#) (GtkWidget **widget*, GdkEvent **event*, gpointer *data*)
- G_MODULE_EXPORT void [deleteAssistantNewCsu](#) (GtkWidget **widget*, gpointer *data*)
- G_MODULE_EXPORT void [validAssistantNewCsuOne](#) (GtkWidget **widget*, gpointer *data*)
- G_MODULE_EXPORT void [chooseGameConfigurationNewAssistant](#) (GtkWidget **widget*, gpointer *data*)
- G_MODULE_EXPORT void [preparePageAssistantNewCsu](#) (GtkAssistant **assistant*, GtkWidget **widget*, gpointer *data*)
- G_MODULE_EXPORT void [validAssistantNewCsuTwo](#) (GtkWidget **widget*, gpointer *data*)
- G_MODULE_EXPORT void [validAssistantNewCsuThree](#) (GtkWidget **widget*, gpointer *data*)
- G_MODULE_EXPORT void [endAssistantNewCsu](#) (GtkWidget **widget*, gpointer *data*)
- void [cleanAssistantNewCsu](#) (globalData **data*)

4.8.1 Detailed Description

The new file assistant function.

Author

Remi BERTHO

Date

26/06/14

Version

4.0.1

4.8.2 Function Documentation

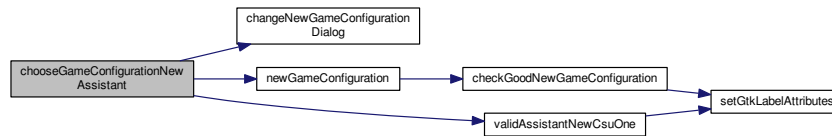
4.8.2.1 G_MODULE_EXPORT void chooseGameConfigurationNewAssistant (GtkWidget * *widget*, gpointer *data*)

Load the game configuration

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.8.2.2 cleanAssistantNewCsu (globalData * data)

Clean all value of the assistant

Parameters

in	data	the globalData
----	------	--------------------------------

4.8.2.3 G_MODULE_EXPORT void deleteAssistantNewCsu (GtkWidget * widget, gpointer data)

4.8.2.4 G_MODULE_EXPORT void deleteEventAssistantNewCsu (GtkWidget * widget, GdkEvent * event, gpointer data)

Open the assistant for a new csu file

Parameters

in	widget	the widget which send the signal
in	event	the GdkEvent
in	data	the globalData

Here is the call graph for this function:



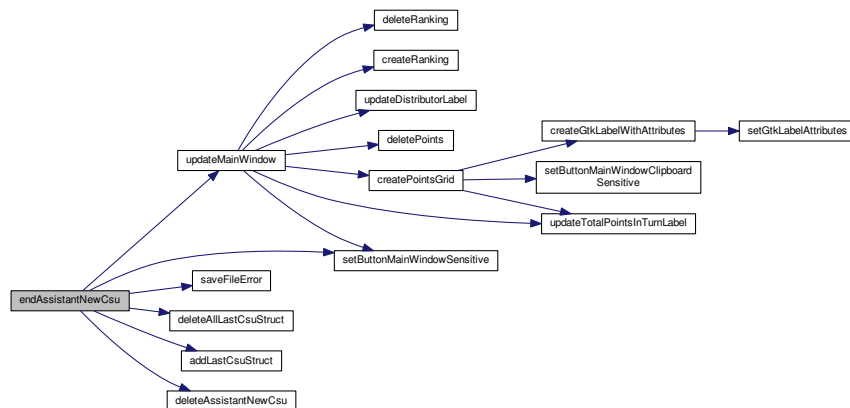
4.8.2.5 G_MODULE_EXPORT void endAssistantNewCsu (GtkWidget * widget, gpointer data)

End the assistant for a new csu file

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



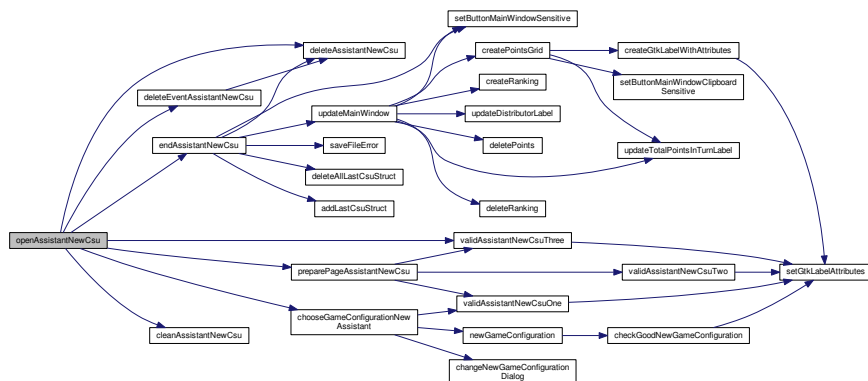
4.8.2.6 G_MODULE_EXPORT void openAssistantNewCsu (GtkWidget * *widget*, gpointer *data*)

Open the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



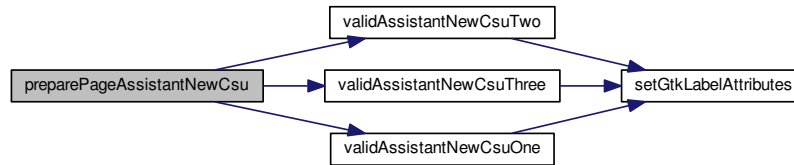
4.8.2.7 G_MODULE_EXPORT void preparePageAssistantNewCsu (GtkAssistant * *assistant*, GtkWidget * *widget*, gpointer *data*)

Prepare the new pages

Parameters

in	<i>assistant</i>	the GtkAssistant
in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.8.2.8 G_MODULE_EXPORT void validAssistantNewCsuOne (GtkWidget * *widget*, gpointer *data*)

Valid the first page of the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.8.2.9 G_MODULE_EXPORT void validAssistantNewCsuThree (GtkWidget * *widget*, gpointer *data*)

Valid the third page of the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.8.2.10 G_MODULE_EXPORT void validAssistantNewCsuTwo (GtkWidget * *widget*, gpointer *data*)

Valid name of the second page of the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.9 new_file_assistant.h File Reference

The new file assistant function.

```
#include "csuper-gui.h"
#include "main_window.h"
#include "main_menu.h"
#include "preferences.h"
#include "utils.h"
```

Functions

- G_MODULE_EXPORT void [openAssistantNewCsu](#) (GtkWidget **widget*, gpointer *data*)
- G_MODULE_EXPORT void [deleteEventAssistantNewCsu](#) (GtkWidget **widget*, GdkEvent **event*, gpointer *data*)
- G_MODULE_EXPORT void [deleteAssistantNewCsu](#) (GtkWidget **widget*, gpointer *data*)
- G_MODULE_EXPORT void [validAssistantNewCsuOne](#) (GtkWidget **widget*, gpointer *data*)
- G_MODULE_EXPORT void [chooseGameConfigurationNewAssistant](#) (GtkWidget **widget*, gpointer *data*)
- G_MODULE_EXPORT void [preparePageAssistantNewCsu](#) (GtkAssistant **assistant*, GtkWidget **widget*, gpointer *data*)
- G_MODULE_EXPORT void [validAssistantNewCsuTwo](#) (GtkWidget **widget*, gpointer *data*)
- G_MODULE_EXPORT void [validAssistantNewCsuThree](#) (GtkWidget **widget*, gpointer *data*)
- G_MODULE_EXPORT void [endAssistantNewCsu](#) (GtkWidget **widget*, gpointer *data*)
- void [cleanAssistantNewCsu](#) ([globalData](#) **data*)

4.9.1 Detailed Description

The new file assistant function.

Author

Remi BERTHO

Date

26/06/14

Version

4.0.0

4.9.2 Function Documentation

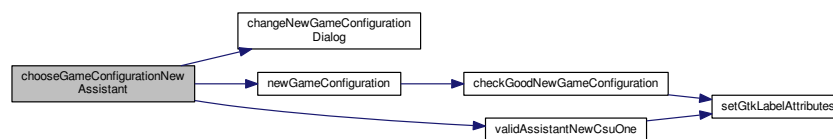
4.9.2.1 G_MODULE_EXPORT void chooseGameConfigurationNewAssistant (GtkWidget * *widget*, gpointer *data*)

Load the game configuration

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:

4.9.2.2 void cleanAssistantNewCsu (globalData * *data*)

Clean all value of the assistant

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

4.9.2.3 G_MODULE_EXPORT void deleteAssistantNewCsu (GtkWidget * *widget*, gpointer *data*)4.9.2.4 G_MODULE_EXPORT void deleteEventAssistantNewCsu (GtkWidget * *widget*, GdkEvent * *event*, gpointer *data*)

Open the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>event</i>	the GdkEvent
in	<i>data</i>	the globalData

Here is the call graph for this function:



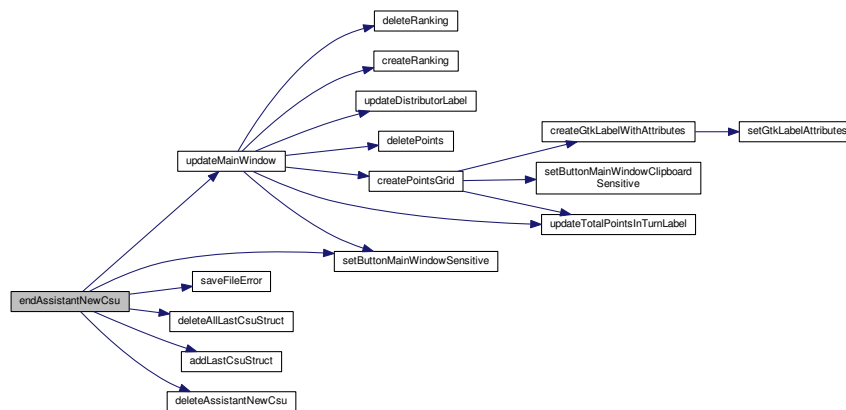
4.9.2.5 G_MODULE_EXPORT void endAssistantNewCsu (GtkWidget * *widget*, gpointer *data*)

End the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



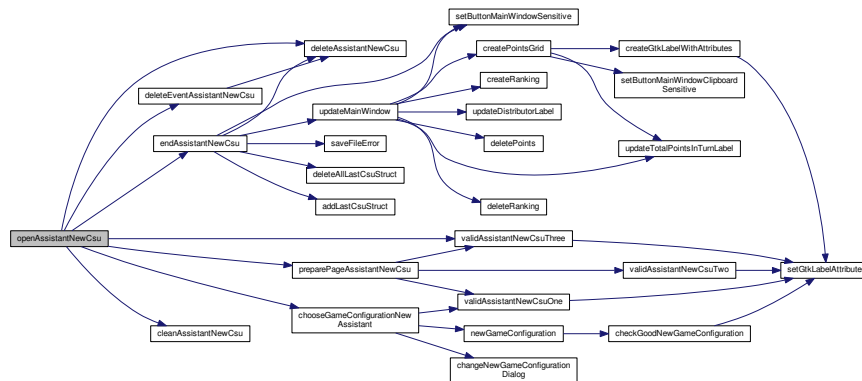
4.9.2.6 G_MODULE_EXPORT void openAssistantNewCsu (GtkWidget * *widget*, gpointer *data*)

Open the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



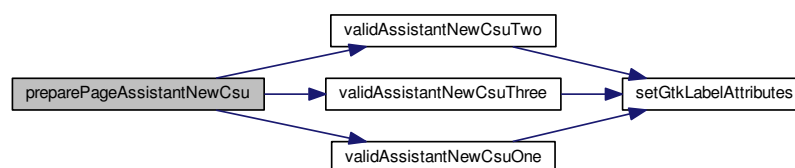
4.9.2.7 G_MODULE_EXPORT void preparePageAssistantNewCsu (GtkAssistant * *assistant*, GtkWidget * *widget*, gpointer *data*)

Prepare the new pages

Parameters

in	<i>assistant</i>	the GtkAssistant
in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



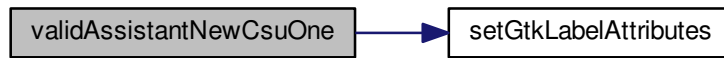
4.9.2.8 G_MODULE_EXPORT void validAssistantNewCsuOne (GtkWidget * *widget*, gpointer *data*)

Valid the first page of the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



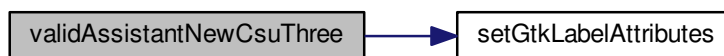
4.9.2.9 G_MODULE_EXPORT void validAssistantNewCsuThree (GtkWidget * *widget*, gpointer *data*)

Valid the third page of the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



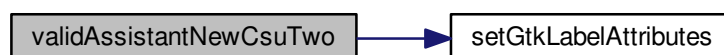
4.9.2.10 G_MODULE_EXPORT void validAssistantNewCsuTwo (GtkWidget * *widget*, gpointer *data*)

Valid name of the second page of the assistant for a new csu file

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.10 preferences.c File Reference

The preferences of csuper.

```
#include "preferences.h"
```

Functions

- G_MODULE_EXPORT void [openPreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [openGameConfigurationPreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [openToolBarButtonPreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [closePreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT gboolean [closePreferencesQuit](#) (GtkWidget *widget, GdkEvent *event, gpointer user_data)
- G_MODULE_EXPORT void [chooseExportedFile](#) (GtkWidget *widget, gpointer data)
- void [exportGameConfigurationError](#) (globalData *data)
- G_MODULE_EXPORT void [chooseImportedFile](#) (GtkWidget *widget, gpointer data)
- void [importGameConfigurationError](#) (globalData *data)
- void [displayGameConfiguration](#) (globalData *data)
- void [deleteDisplayGameConfiguration](#) (globalData *data)
- void [updateDisplayGameConfiguration](#) (globalData *data)
- G_MODULE_EXPORT void [deleteGameConfiguration](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [editGameConfiguration](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [viewGameConfiguration](#) (GtkWidget *widget, gpointer data)
- void [updateDisplayCurrentGameConfiguration](#) (globalData *data, gint index, gboolean clear)
- G_MODULE_EXPORT void [addGameConfiguration](#) (GtkWidget *widget, gpointer data)
- game_config * [newGameConfiguration](#) (globalData *data, GtkWidget *parent_window)
- G_MODULE_EXPORT void [checkGoodNewGameConfiguration](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [noMaxMinNewGameConfiguration](#) (GtkWidget *widget, gpointer data)
- void [changeNewGameConfigurationDialog](#) (globalData *data, game_config config)
- void [updateToolBarButtonPreferencesSwitch](#) (globalData *data)
- void [readToolBarButtonPreferencesSwitch](#) (globalData *data, toolbar_button_preferences_struct *toolbar_preferences)
- G_MODULE_EXPORT void [checkToolBarButtonPreferencesChanged](#) (GtkWidget *widget, GParamSpec *pspec, gpointer data)
- G_MODULE_EXPORT void [validToolBarButtonPreferences](#) (GtkWidget *widget, gpointer data)

4.10.1 Detailed Description

The preferences of csuper.

Author

Remi BERTHO

Date

26/06/14

Version

4.0.0

4.10.2 Function Documentation

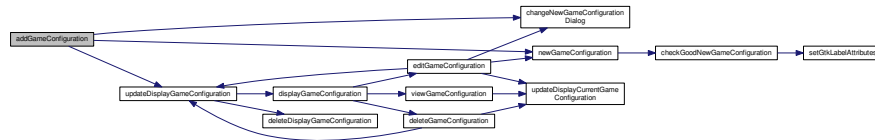
4.10.2.1 G_MODULE_EXPORT addGameConfiguration (GtkWidget * *widget*, gpointer *data*)

Add a game configuration

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.10.2.2 void changeNewGameConfigurationDialog ([globalData](#) * *data*, *game_config config*)

Enter the game configuration into the new game configuration dialog

Parameters

in	<i>data</i>	the globalData
in	<i>config</i>	a game config

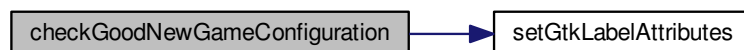
4.10.2.3 G_MODULE_EXPORT checkGoodNewGameConfiguration (GtkWidget * *widget*, gpointer *data*)

Check if the game configuration is complete

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.10.2.4 G_MODULE_EXPORT void checkToolBarButtonPreferencesChanged (GtkWidget * *widget*, GParamSpec * *pspec*, gpointer *data*)

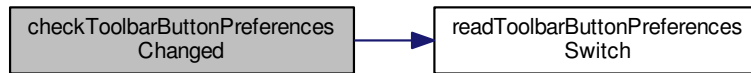
Check if the toolbar button preferences change relative this save in the file

Parameters

in	<i>widget</i>	the widget which send the signal
----	---------------	----------------------------------

in	<i>pspec</i>	the GParamSpec of the property which changed.
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.10.2.5 G_MODULE_EXPORT void chooseExportedFile (GtkWidget * *widget*, gpointer *data*)

Exporte the games configurations

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



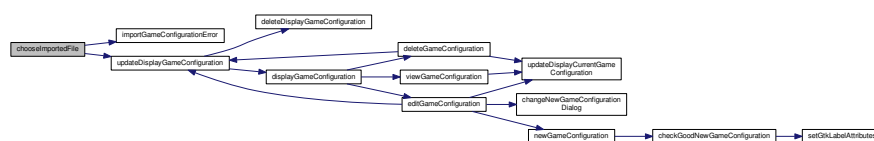
4.10.2.6 G_MODULE_EXPORT void chooseImportedFile (GtkWidget * *widget*, gpointer *data*)

Exporte the games configurations

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.10.2.7 G_MODULE_EXPORT void closePreferences (GtkWidget * *widget*, gpointer *data*)

Close the preferences

Parameters

in	<i>widget</i>	the button which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



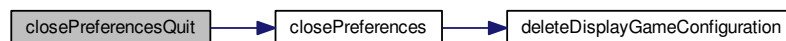
4.10.2.8 G_MODULE_EXPORT gboolean closePreferencesQuit (GtkWidget * *widget*, GdkEvent * *event*, gpointer *user_data*)

Close the preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>event</i>	the event which triggered this signal
in	<i>user_data</i>	the globalData

Here is the call graph for this function:



4.10.2.9 void deleteDisplayGameConfiguration ([globalData](#) * *data*)

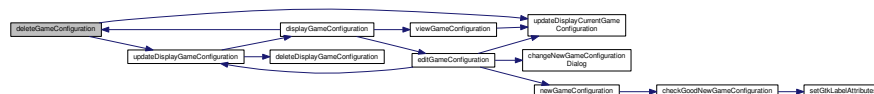
4.10.2.10 G_MODULE_EXPORT void deleteGameConfiguration (GtkWidget * *widget*, gpointer *data*)

Delete a game configuration

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



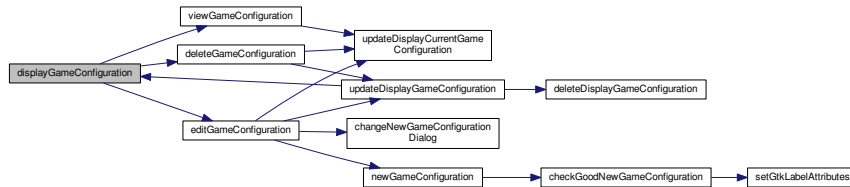
4.10.2.11 void displayGameConfiguration (**globalData** * *data*)

Display a all the game configuration on the window

Parameters

in	data	the globalData
----	------	--------------------------------

Here is the call graph for this function:



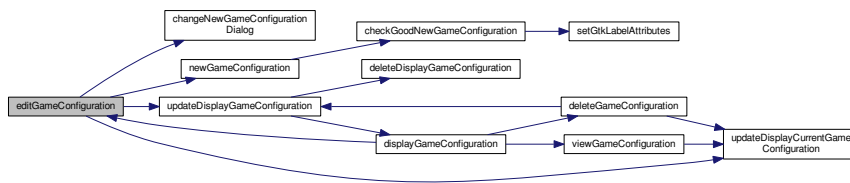
4.10.2.12 G_MODULE_EXPORT void editGameConfiguration (GtkWidget * widget, gpointer data)

Edit a game configuration

Parameters

in	widget	the widget which send the signal
in	data	the globalData

Here is the call graph for this function:



4.10.2.13 void exportGameConfigurationError (globalData * data)

Display a dialog box which said that there is a problem when export the games configurations.

Parameters

in	data	the globalData
----	------	--------------------------------

4.10.2.14 void importGameConfigurationError (globalData * data)

Display a dialog box which said that there is a problem when export the games configurations.

Parameters

in	data	the globalData
----	------	--------------------------------

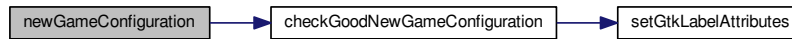
4.10.2.15 game_config * newGameConfiguration (globalData * data, GtkWidget * parent_window)

Display the window of creating a game configuration and return the game configuration created

Parameters

in	<i>data</i>	the globalData
in	<i>parent_window</i>	the parent window

Here is the call graph for this function:



4.10.2.16 G_MODULE_EXPORT noMaxMinNewGameConfiguration (GtkWidget * widget, gpointer data)

Change text editable propriety of the max/min value

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

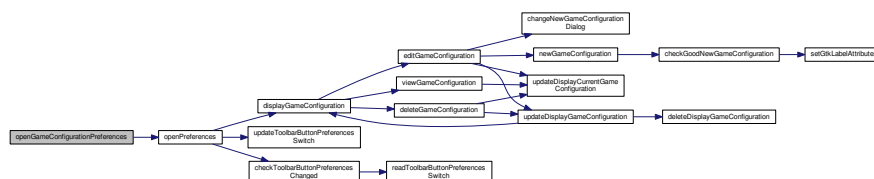
4.10.2.17 G_MODULE_EXPORT void openGameConfigurationPreferences (GtkWidget * widget, gpointer data)

Open the game configuration preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



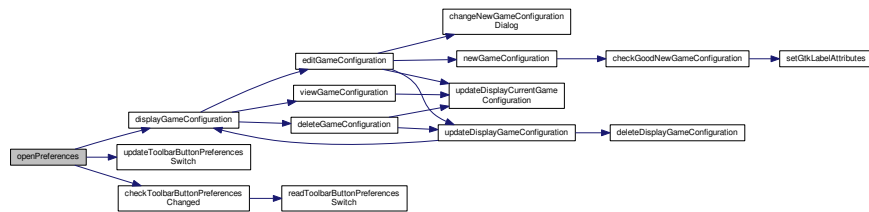
4.10.2.18 G_MODULE_EXPORT void openPreferences (GtkWidget * widget, gpointer data)

Open the preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



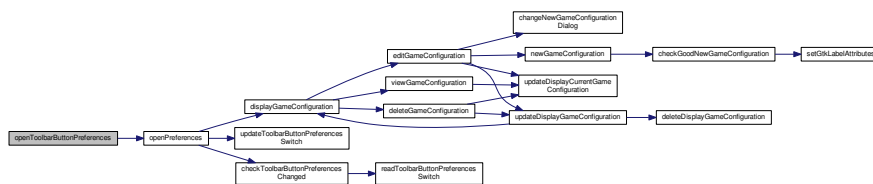
4.10.2.19 G_MODULE_EXPORT void openToolBarButtonPreferences (GtkWidget * *widget*, gpointer *data*)

Open the toolbar button preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.10.2.20 void readToolBarButtonPreferencesSwitch (globalData * *data*, toolbar_button_preferences_struct * *toolbar_preferences*)

Read the toolbar_button_preferences_struct with the switch of the preferences

Parameters

in	<i>data</i>	the globalData
in	<i>toolbar_preferences</i>	the toolbar button preferences

4.10.2.21 void updateDisplayCurrentGameConfiguration (globalData * *data*, gint *index*, gboolean *clear*)

Update the current game configuration label

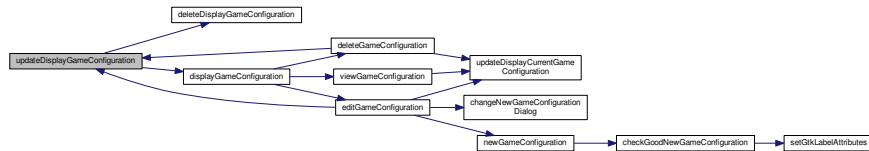
Parameters

in	<i>data</i>	the globalData
in	<i>index</i>	the index of the game configuration, -1 if you want to clear the label

in	<i>clear</i>	if true the label is reset if the index is the same than the last call to the function otherwise the label is update
----	--------------	--

4.10.2.22 void updateDisplayGameConfiguration (globalData * data)

Here is the call graph for this function:



4.10.2.23 void updateToolBarButtonPreferencesSwitch (globalData * data)

Update the switch of the toolbar button preferences

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

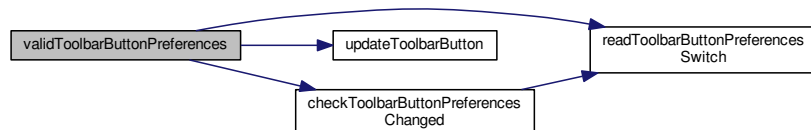
4.10.2.24 G_MODULE_EXPORT void validToolBarButtonPreferences (GtkWidget * widget, gpointer data)

Validate the new toolbar button preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.10.2.25 G_MODULE_EXPORT viewGameConfiguration (GtkWidget * widget, gpointer data)

Display the game configuration

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.11 preferences.h File Reference

The preferences of csuper.

```
#include "csuper-gui.h"
#include "utils.h"
#include "main_window.h"
```

Functions

- G_MODULE_EXPORT void [openPreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [openGameConfigurationPreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [openToolBarButtonPreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [closePreferences](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT gboolean [closePreferencesQuit](#) (GtkWidget *widget, GdkEvent *event, gpointer user_data)
- G_MODULE_EXPORT void [chooseExportedFile](#) (GtkWidget *widget, gpointer data)
- void [exportGameConfigurationError](#) (globalData *data)
- G_MODULE_EXPORT void [chooseImportedFile](#) (GtkWidget *widget, gpointer data)
- void [importGameConfigurationError](#) (globalData *data)
- void [displayGameConfiguration](#) (globalData *data)
- void [deleteDisplayGameConfiguration](#) (globalData *data)
- void [updateDisplayGameConfiguration](#) (globalData *data)
- G_MODULE_EXPORT void [deleteGameConfiguration](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [editGameConfiguration](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [viewGameConfiguration](#) (GtkWidget *widget, gpointer data)
- void [updateDisplayCurrentGameConfiguration](#) (globalData *data, gint index, gboolean clear)
- G_MODULE_EXPORT void [addGameConfiguration](#) (GtkWidget *widget, gpointer data)
- game_config * [newGameConfiguration](#) (globalData *data, GtkWidget *parent_window)
- G_MODULE_EXPORT void [checkGoodNewGameConfiguration](#) (GtkWidget *widget, gpointer data)
- G_MODULE_EXPORT void [noMaxMinNewGameConfiguration](#) (GtkWidget *widget, gpointer data)
- void [changeNewGameConfigurationDialog](#) (globalData *data, game_config config)
- void [updateToolBarButtonPreferencesSwitch](#) (globalData *data)
- void [readToolBarButtonPreferencesSwitch](#) (globalData *data, toolbar_button_preferences_struct *toolbar_preferences)
- G_MODULE_EXPORT void [checkToolBarButtonPreferencesChanged](#) (GtkWidget *widget, GParamSpec *pspec, gpointer data)
- G_MODULE_EXPORT void [validToolBarButtonPreferences](#) (GtkWidget *widget, gpointer data)

4.11.1 Detailed Description

The preferences of csuper.

Author

Remi BERTHO

Date

26/06/14

Version

4.0.0

4.11.2 Function Documentation

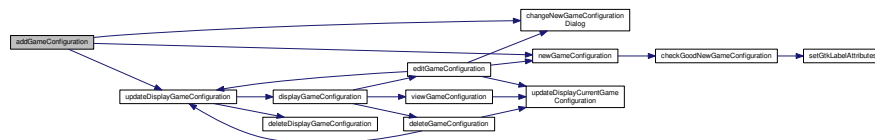
4.11.2.1 G_MODULE_EXPORT void addGameConfiguration (GtkWidget * *widget*, gpointer *data*)

Add a game configuration

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.11.2.2 void changeNewGameConfigurationDialog (globalData * *data*, game_config *config*)

Enter the game configuration into the new game configuration dialog

Parameters

in	<i>data</i>	the globalData
in	<i>config</i>	a game config

4.11.2.3 G_MODULE_EXPORT void checkGoodNewGameConfiguration (GtkWidget * *widget*, gpointer *data*)

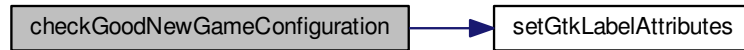
Check if the game configuration is complete

Parameters

in	<i>widget</i>	the widget which send the signal
----	---------------	----------------------------------

<i>in</i>	<i>data</i>	the globalData
-----------	-------------	--------------------------------

Here is the call graph for this function:



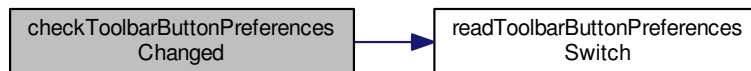
4.11.2.4 `G_MODULE_EXPORT void checkToolBarButtonPreferencesChanged (GtkWidget * widget, GParamSpec * pspec, gpointer data)`

Check if the toolbar button preferences change relative this save in the file

Parameters

<i>in</i>	<i>widget</i>	the widget which send the signal
<i>in</i>	<i>pspec</i>	the GParamSpec of the property which changed.
<i>in</i>	<i>data</i>	the globalData

Here is the call graph for this function:



4.11.2.5 `G_MODULE_EXPORT void chooseExportedFile (GtkWidget * widget, gpointer data)`

Exporte the games configurations

Parameters

<i>in</i>	<i>widget</i>	the widget which send the signal
<i>in</i>	<i>data</i>	the globalData

Here is the call graph for this function:



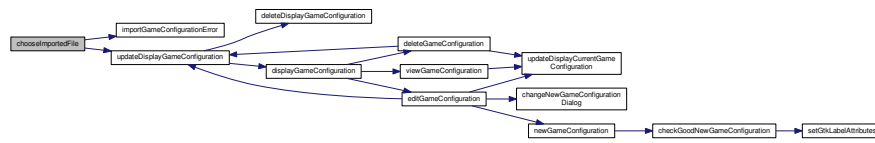
4.11.2.6 G_MODULE_EXPORT void chooseImportedFile (GtkWidget * *widget*, gpointer *data*)

Exporte the games configurations

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:

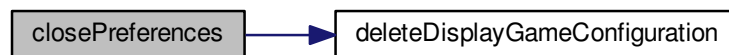
4.11.2.7 G_MODULE_EXPORT void closePreferences (GtkWidget * *widget*, gpointer *data*)

Close the preferences

Parameters

in	<i>widget</i>	the button which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:

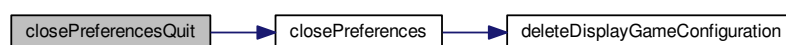
4.11.2.8 G_MODULE_EXPORT gboolean closePreferencesQuit (GtkWidget * *widget*, GdkEvent * *event*, gpointer *user_data*)

Close the preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>event</i>	the event which triggered this signal
in	<i>user_data</i>	the globalData

Here is the call graph for this function:



4.11.2.9 void deleteDisplayGameConfiguration (*globalData* * *data*)

4.11.2.10 G_MODULE_EXPORT void deleteGameConfiguration (GtkWidget * *widget*, gpointer *data*)

Delete a game configuration

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

4.11.2.14 void importGameConfigurationError ([globalData](#) * *data*)

Display a dialog box which said that there is a problem when export the games configurations.

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

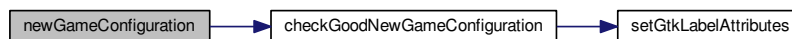
4.11.2.15 [game_config*](#) newGameConfiguration ([globalData](#) * *data*, GtkWidget * *parent_window*)

Display the window of creating a game configuration and return the game configuration created

Parameters

in	<i>data</i>	the globalData
in	<i>parent_window</i>	the parent window

Here is the call graph for this function:

4.11.2.16 G_MODULE_EXPORT void noMaxMinNewGameConfiguration (GtkWidget * *widget*, gpointer *data*)

Change text editable propriety of the max/min value

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

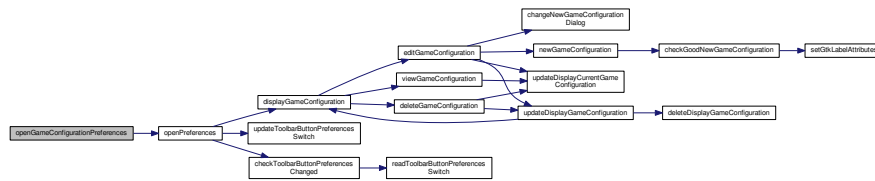
4.11.2.17 G_MODULE_EXPORT void openGameConfigurationPreferences (GtkWidget * *widget*, gpointer *data*)

Open the game configuration preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



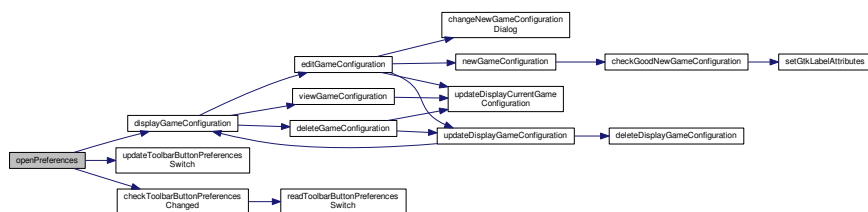
4.11.2.18 G_MODULE_EXPORT void openPreferences (GtkWidget * widget, gpointer data)

Open the preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



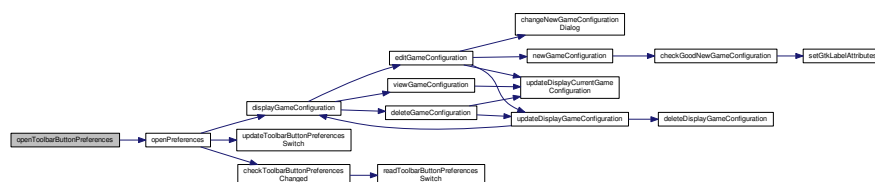
4.11.2.19 G_MODULE_EXPORT void openToolBarButtonPreferences (GtkWidget * widget, gpointer data)

Open the toolbar button preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.11.2.20 void readToolBarButtonPreferencesSwitch (*globalData* * *data*, toolbar_button_preferences_struct * *toolbar_preferences*)

Read the toolbar_button_preferences_struct with the switch of the preferences

Parameters

in	<i>data</i>	the globalData
in	<i>toolbar_ - preferences</i>	the toolbar button preferences

4.11.2.21 void updateDisplayCurrentGameConfiguration ([globalData](#) * *data*, gint *index*, gboolean *clear*)

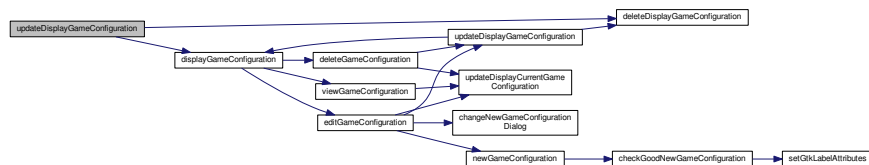
Update the current game configuration label

Parameters

in	<i>data</i>	the globalData
in	<i>index</i>	the index of the game configuration, -1 if you want to clear the label
in	<i>clear</i>	if true the label is reset if the index is the same than the last call to the function otherwise the label is update

4.11.2.22 void updateDisplayGameConfiguration ([globalData](#) * *data*)

Here is the call graph for this function:

4.11.2.23 void updateToolBarButtonPreferencesSwitch ([globalData](#) * *data*)

Update the switch of the toolbar button preferences

Parameters

in	<i>data</i>	the globalData
----	-------------	--------------------------------

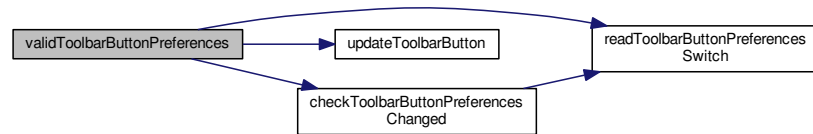
4.11.2.24 G_MODULE_EXPORT void validToolBarButtonPreferences (GtkWidget * *widget*, gpointer *data*)

Validate the new toolbar button preferences

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



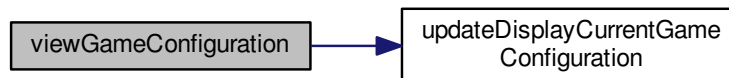
4.11.2.25 G_MODULE_EXPORT void viewGameConfiguration (GtkWidget * widget, gpointer data)

Display the game configuration

Parameters

in	<i>widget</i>	the widget which send the signal
in	<i>data</i>	the globalData

Here is the call graph for this function:



4.12 utils.c File Reference

The new file assistant function.

```
#include "utils.h"
```

Functions

- void [setGtkLabelAttributes](#) (GtkLabel *label, int text_size, gboolean use_foreground, guint16 foreground_red, guint16 foreground_green, guint16 foreground_blue, gboolean use_background, guint16 background_red, guint16 background_green, guint16 background_blue)
- GtkWidget * [createGtkLabelWithAttributes](#) (gchar *text, int text_size, gboolean use_foreground, guint16 foreground_red, guint16 foreground_green, guint16 foreground_blue, gboolean use_background, guint16 background_red, guint16 background_green, guint16 background_blue)

4.12.1 Detailed Description

The new file assistant function.

Author

Remi BERTHO

Date

26/06/14

Version

4.0.0

4.12.2 Function Documentation

4.12.2.1 `GtkLabel * createGtkLabelWithAttributes (gchar * text, int text_size, gboolean use_foreground, guint16 foreground_red, guint16 foreground_green, guint16 foreground_blue, gboolean use_background, guint16 background_red, guint16 background_green, guint16 background_blue)`

Set the foreground color, the background color and the size of a gtklabel

Parameters

in	<i>text</i>	the text for the new gtklabel
in	<i>text_size</i>	the size of the text, -1 if not used
in	<i>use_foreground</i>	indicate if it use the foreground color, if FALSE use the default color
in	<i>foreground_red</i>	the red value of the foreground (ranging from 0 to 65535)
in	<i>foreground_ - green</i>	the green value of the foreground (ranging from 0 to 65535)
in	<i>foreground_blue</i>	the blue value of the foreground (ranging from 0 to 65535)
in	<i>use_background</i>	indicate if it use the background color, if FALSE use the default color
in	<i>background_red</i>	the red value of the background (ranging from 0 to 65535)
in	<i>background_ - green</i>	the green value of the background (ranging from 0 to 65535)
in	<i>background_ - blue</i>	the blue value of the background (ranging from 0 to 65535)

Returns

a new allocate gtklabel with attributes

Here is the call graph for this function:



4.12.2.2 `void setGtkLabelAttributes (GtkLabel * label, int text_size, gboolean use_foreground, guint16 foreground_red, guint16 foreground_green, guint16 foreground_blue, gboolean use_background, guint16 background_red, guint16 background_green, guint16 background_blue)`

Set the foreground color, the background color and the size of a gtklabel

Parameters

in	<i>label</i>	the label
in	<i>text_size</i>	the size of the text, -1 if not used
in	<i>use_foreground</i>	indicate if it use the foreground color, if FALSE use the default color
in	<i>foreground_red</i>	the red value of the foreground (ranging from 0 to 65535)
in	<i>foreground_ - green</i>	the green value of the foreground (ranging from 0 to 65535)
in	<i>foreground_blue</i>	the blue value of the foreground (ranging from 0 to 65535)
in	<i>use_background</i>	indicate if it use the background color, if FALSE use the default color
in	<i>background_red</i>	the red value of the background (ranging from 0 to 65535)
in	<i>background_ - green</i>	the green value of the background (ranging from 0 to 65535)
in	<i>background_ - blue</i>	the blue value of the background (ranging from 0 to 65535)

4.13 utils.h File Reference

The new file assistant function.

```
#include "csuper-gui.h"
```

Functions

- void [setGtkLabelAttributes](#) (GtkLabel *label, int text_size, gboolean use_foreground, guint16 foreground_red, guint16 foreground_green, guint16 foreground_blue, gboolean use_background, guint16 background_red, guint16 background_green, guint16 background_blue)
- GtkLabel * [createGtkLabelWithAttributes](#) (gchar *text, int text_size, gboolean use_foreground, guint16 foreground_red, guint16 foreground_green, guint16 foreground_blue, gboolean use_background, guint16 background_red, guint16 background_green, guint16 background_blue)

4.13.1 Detailed Description

The new file assistant function.

Author

Remi BERTHO

Date

26/06/14

Version

4.0.0

4.13.2 Function Documentation

- 4.13.2.1 **GtkLabel* createGtkLabelWithAttributes** (gchar * *text*, int *text_size*, gboolean *use_foreground*, guint16 *foreground_red*, guint16 *foreground_green*, guint16 *foreground_blue*, gboolean *use_background*, guint16 *background_red*, guint16 *background_green*, guint16 *background_blue*)

Set the foreground color, the background color and the size of a gtklabel

Parameters

in	<i>text</i>	the text for the new gtklabel
in	<i>text_size</i>	the size of the text, -1 if not used
in	<i>use_foreground</i>	indicate if it use the foreground color, if FALSE use the default color
in	<i>foreground_red</i>	the red value of the foreground (ranging from 0 to 65535)
in	<i>foreground_ - green</i>	the green value of the foreground (ranging from 0 to 65535)
in	<i>foreground_blue</i>	the blue value of the foreground (ranging from 0 to 65535)
in	<i>use_background</i>	indicate if it use the background color, if FALSE use the default color
in	<i>background_red</i>	the red value of the background (ranging from 0 to 65535)
in	<i>background_ - green</i>	the green value of the background (ranging from 0 to 65535)
in	<i>background_ - blue</i>	the blue value of the background (ranging from 0 to 65535)

Returns

a new allocate gtklabel with attributes

Here is the call graph for this function:



4.13.2.2 void setGtkLabelAttributes (GtkWidget * *label*, int *text_size*, gboolean *use_foreground*, guint16 *foreground_red*, guint16 *foreground_green*, guint16 *foreground_blue*, gboolean *use_background*, guint16 *background_red*, guint16 *background_green*, guint16 *background_blue*)

Set the foreground color, the background color and the size of a gtklabel

Parameters

in	<i>label</i>	the label
in	<i>text_size</i>	the size of the text, -1 if not used
in	<i>use_foreground</i>	indicate if it use the foreground color, if FALSE use the default color
in	<i>foreground_red</i>	the red value of the foreground (ranging from 0 to 65535)
in	<i>foreground_ - green</i>	the green value of the foreground (ranging from 0 to 65535)
in	<i>foreground_blue</i>	the blue value of the foreground (ranging from 0 to 65535)
in	<i>use_background</i>	indicate if it use the background color, if FALSE use the default color
in	<i>background_red</i>	the red value of the background (ranging from 0 to 65535)
in	<i>background_ - green</i>	the green value of the background (ranging from 0 to 65535)

in	<i>background_ - blue</i>	the blue value of the background (ranging from 0 to 65535)
----	-------------------------------	--

Index

- addGameConfiguration
 - preferences.c, [39](#)
 - preferences.h, [50](#)
- addLastCsuStruct
 - main_menu.c, [12](#)
 - main_menu.h, [17](#)
- CSUPER_GUI
 - csuper-gui.h, [8](#)
- changeNewGameConfigurationDialog
 - preferences.c, [40](#)
 - preferences.h, [50](#)
- checkGoodNewGameConfiguration
 - preferences.c, [40](#)
 - preferences.h, [50](#)
- checkToolBarButtonPreferencesChanged
 - preferences.c, [40](#)
 - preferences.h, [51](#)
- chooseCsuFileOpen
 - main_menu.c, [12](#)
 - main_menu.h, [17](#)
- chooseCsuFileSave
 - main_menu.c, [12](#)
 - main_menu.h, [17](#)
- chooseExportedFile
 - preferences.c, [41](#)
 - preferences.h, [51](#)
- chooseGameConfigurationNewAssistant
 - new_file_assistant.c, [29](#)
 - new_file_assistant.h, [34](#)
- chooseImportedFile
 - preferences.c, [41](#)
 - preferences.h, [51](#)
- cleanAssistantNewCsu
 - new_file_assistant.c, [30](#)
 - new_file_assistant.h, [34](#)
- closePreferences
 - preferences.c, [41](#)
 - preferences.h, [53](#)
- closePreferencesQuit
 - preferences.c, [43](#)
 - preferences.h, [53](#)
- config
 - globalData, [5](#)
- copyToClipboard
 - main_menu.h, [17](#)
- copyToClipboard
 - main_menu.c, [13](#)
- createGtkLabelWithAttributes
 - utils.c, [61](#)
- utils.h, [62](#)
- createPointsGrid
 - main_window.c, [22](#)
 - main_window.h, [26](#)
- createRanking
 - main_window.c, [22](#)
 - main_window.h, [26](#)
- csu_filename
 - globalData, [5](#)
- csuper-gui.h, [7](#)
 - CSUPER_GUI, [8](#)
 - NB_LAST_CSU_STRUCT, [8](#)
- cutToClipboard
 - main_menu.c, [13](#)
 - main_menu.h, [18](#)
- deleteAllLastCsuStruct
 - main_menu.c, [13](#)
 - main_menu.h, [18](#)
- deleteAssistantNewCsu
 - new_file_assistant.c, [30](#)
 - new_file_assistant.h, [34](#)
- deleteDisplayGameConfiguration
 - preferences.c, [43](#)
 - preferences.h, [53](#)
- deleteEventAssistantNewCsu
 - new_file_assistant.c, [30](#)
 - new_file_assistant.h, [34](#)
- deleteGameConfiguration
 - preferences.c, [43](#)
 - preferences.h, [54](#)
- deletePoints
 - main_window.c, [23](#)
 - main_window.h, [26](#)
- deleteRanking
 - main_window.c, [23](#)
 - main_window.h, [26](#)
- deleteSelectedText
 - main_menu.c, [13](#)
 - main_menu.h, [18](#)
- displayAbout
 - main_menu.c, [13](#)
 - main_menu.h, [18](#)
- displayGameConfiguration
 - preferences.c, [43](#)
 - preferences.h, [55](#)
- editGameConfiguration
 - preferences.c, [45](#)
 - preferences.h, [55](#)

- endAssistantNewCsu
 - new_file_assistant.c, 30
 - new_file_assistant.h, 35
- endOfTurn
 - main_window.c, 23
 - main_window.h, 27
- exportGameConfigurationError
 - preferences.c, 45
 - preferences.h, 55
- globalData, 5
 - config, 5
 - csu_filename, 5
 - indexLastCsuStruct, 5
 - lastCsuStruct, 5
 - nbLastCsuStruct, 6
 - ptr_builder, 6
 - ptr_clipboard, 6
 - ptr_clipboard_selected, 6
 - ptr_csu_struct, 6
 - ptr_csu_struct_tmp, 6
 - ptr_main_window, 6
 - ptr_new_csu_file_assistant, 6
- importGameConfigurationError
 - preferences.c, 45
 - preferences.h, 56
- indexLastCsuStruct
 - globalData, 5
- lastCsuStruct
 - globalData, 5
- main
 - main.c, 8
 - main.h, 10
- main.c, 8
 - main, 8
 - openFileWithMainArgument, 9
- main.h, 9
 - main, 10
 - openFileWithMainArgument, 11
- main_menu.c, 11
 - addLastCsuStruct, 12
 - chooseCsuFileOpen, 12
 - chooseCsuFileSave, 12
 - copyToClipboard, 13
 - cutToClipboard, 13
 - deleteAllLastCsuStruct, 13
 - deleteSelectedText, 13
 - displayAbout, 13
 - openFileError, 14
 - pastFromClipboard, 14
 - redoCsuStruct, 14
 - saveFileError, 14
 - showPropertiesDialogBox, 15
 - undoCsuStruct, 15
 - updateCsuInfo, 15
 - updateToolBarButton, 16
- main_menu.h, 16
 - addLastCsuStruct, 17
 - chooseCsuFileOpen, 17
 - chooseCsuFileSave, 17
 - copyToClipboard, 17
 - cutToClipboard, 18
 - deleteAllLastCsuStruct, 18
 - deleteSelectedText, 18
 - displayAbout, 18
 - openFileError, 18
 - pastFromClipboard, 18
 - redoCsuStruct, 19
 - saveFileError, 19
 - showPropertiesDialogBox, 19
 - undoCsuStruct, 19
 - updateCsuInfo, 21
 - updateToolBarButton, 21
- main_window.c, 21
 - createPointsGrid, 22
 - createRanking, 22
 - deletePoints, 23
 - deleteRanking, 23
 - endOfTurn, 23
 - noCsuFilePoints, 23
 - noCsuFileRanking, 23
 - readMainWindowSize, 24
 - saveMainWindowSize, 24
 - setButtonMainWindowClipboardSensitive, 24
 - setButtonMainWindowSensitive, 24
 - updateDistributorLabel, 24
 - updateMainWindow, 24
 - updateTotalPointsInTurnLabel, 25
- main_window.h, 25
 - createPointsGrid, 26
 - createRanking, 26
 - deletePoints, 26
 - deleteRanking, 26
 - endOfTurn, 27
 - noCsuFilePoints, 27
 - noCsuFileRanking, 27
 - readMainWindowSize, 27
 - saveMainWindowSize, 27
 - setButtonMainWindowClipboardSensitive, 28
 - setButtonMainWindowSensitive, 28
 - updateDistributorLabel, 28
 - updateMainWindow, 28
 - updateTotalPointsInTurnLabel, 28
- NB_LAST_CSU_STRUCT
 - csuper-gui.h, 8
- nbLastCsuStruct
 - globalData, 6
- new_file_assistant.c, 29
 - chooseGameConfigurationNewAssistant, 29
 - cleanAssistantNewCsu, 30
 - deleteAssistantNewCsu, 30
 - deleteEventAssistantNewCsu, 30
 - endAssistantNewCsu, 30
 - openAssistantNewCsu, 31

- preparePageAssistantNewCsu, [31](#)
- validAssistantNewCsuOne, [32](#)
- validAssistantNewCsuThree, [32](#)
- validAssistantNewCsuTwo, [33](#)
- new_file_assistant.h, [33](#)
 - chooseGameConfigurationNewAssistant, [34](#)
 - cleanAssistantNewCsu, [34](#)
 - deleteAssistantNewCsu, [34](#)
 - deleteEventAssistantNewCsu, [34](#)
 - endAssistantNewCsu, [35](#)
 - openAssistantNewCsu, [35](#)
 - preparePageAssistantNewCsu, [36](#)
 - validAssistantNewCsuOne, [36](#)
 - validAssistantNewCsuThree, [37](#)
 - validAssistantNewCsuTwo, [37](#)
- newGameConfiguration
 - preferences.c, [45](#)
 - preferences.h, [56](#)
- noCsuFilePoints
 - main_window.c, [23](#)
 - main_window.h, [27](#)
- noCsuFileRanking
 - main_window.c, [23](#)
 - main_window.h, [27](#)
- noMaxMinNewGameConfiguration
 - preferences.c, [46](#)
 - preferences.h, [56](#)
- openAssistantNewCsu
 - new_file_assistant.c, [31](#)
 - new_file_assistant.h, [35](#)
- openFileError
 - main_menu.c, [14](#)
 - main_menu.h, [18](#)
- openFileWithMainArgument
 - main.c, [9](#)
 - main.h, [11](#)
- openGameConfigurationPreferences
 - preferences.c, [46](#)
 - preferences.h, [56](#)
- openPreferences
 - preferences.c, [46](#)
 - preferences.h, [57](#)
- openToolBarButtonPreferences
 - preferences.c, [47](#)
 - preferences.h, [57](#)
- pastFromClipboard
 - main_menu.c, [14](#)
 - main_menu.h, [18](#)
- preferences.c, [38](#)
 - addGameConfiguration, [39](#)
 - changeNewGameConfigurationDialog, [40](#)
 - checkGoodNewGameConfiguration, [40](#)
 - checkToolBarButtonPreferencesChanged, [40](#)
 - chooseExportedFile, [41](#)
 - chooseImportedFile, [41](#)
 - closePreferences, [41](#)
 - closePreferencesQuit, [43](#)
 - deleteDisplayGameConfiguration, [43](#)
 - deleteGameConfiguration, [43](#)
 - displayGameConfiguration, [43](#)
 - editGameConfiguration, [45](#)
 - exportGameConfigurationError, [45](#)
 - importGameConfigurationError, [45](#)
 - newGameConfiguration, [45](#)
 - noMaxMinNewGameConfiguration, [46](#)
 - openGameConfigurationPreferences, [46](#)
 - openPreferences, [46](#)
 - openToolBarButtonPreferences, [47](#)
 - readToolBarButtonPreferencesSwitch, [47](#)
 - updateDisplayCurrentGameConfiguration, [47](#)
 - updateDisplayGameConfiguration, [48](#)
 - updateToolBarButtonPreferencesSwitch, [48](#)
 - validToolBarButtonPreferences, [48](#)
 - viewGameConfiguration, [48](#)
- preferences.h, [49](#)
 - addGameConfiguration, [50](#)
 - changeNewGameConfigurationDialog, [50](#)
 - checkGoodNewGameConfiguration, [50](#)
 - checkToolBarButtonPreferencesChanged, [51](#)
 - chooseExportedFile, [51](#)
 - chooseImportedFile, [51](#)
 - closePreferences, [53](#)
 - closePreferencesQuit, [53](#)
 - deleteDisplayGameConfiguration, [53](#)
 - deleteGameConfiguration, [54](#)
 - displayGameConfiguration, [55](#)
 - editGameConfiguration, [55](#)
 - exportGameConfigurationError, [55](#)
 - importGameConfigurationError, [56](#)
 - newGameConfiguration, [56](#)
 - noMaxMinNewGameConfiguration, [56](#)
 - openGameConfigurationPreferences, [56](#)
 - openPreferences, [57](#)
 - openToolBarButtonPreferences, [57](#)
 - readToolBarButtonPreferencesSwitch, [57](#)
 - updateDisplayCurrentGameConfiguration, [59](#)
 - updateDisplayGameConfiguration, [59](#)
 - updateToolBarButtonPreferencesSwitch, [59](#)
 - validToolBarButtonPreferences, [59](#)
 - viewGameConfiguration, [60](#)
- preparePageAssistantNewCsu
 - new_file_assistant.c, [31](#)
 - new_file_assistant.h, [36](#)
- ptr_builder
 - globalData, [6](#)
- ptr_clipboard
 - globalData, [6](#)
- ptr_clipboard_selected
 - globalData, [6](#)
- ptr_csu_struct
 - globalData, [6](#)
- ptr_csu_struct_tmp
 - globalData, [6](#)
- ptr_main_window
 - globalData, [6](#)

ptr_new_csu_file_assistant
 globalData, 6

readMainWindowSize
 main_window.c, 24
 main_window.h, 27

readToolBarButtonPreferencesSwitch
 preferences.c, 47
 preferences.h, 57

redoCsuStruct
 main_menu.c, 14
 main_menu.h, 19

saveFileError
 main_menu.c, 14
 main_menu.h, 19

saveMainWindowSize
 main_window.c, 24
 main_window.h, 27

setButtonMainWindowClipboardSensitive
 main_window.c, 24
 main_window.h, 28

setButtonMainWindowSensitive
 main_window.c, 24
 main_window.h, 28

setGtkLabelAttributes
 utils.c, 61
 utils.h, 63

showPropertiesDialogBox
 main_menu.c, 15
 main_menu.h, 19

undoCsuStruct
 main_menu.c, 15
 main_menu.h, 19

updateCsuInfo
 main_menu.c, 15
 main_menu.h, 21

updateDisplayCurrentGameConfiguration
 preferences.c, 47
 preferences.h, 59

updateDisplayGameConfiguration
 preferences.c, 48
 preferences.h, 59

updateDistributorLabel
 main_window.c, 24
 main_window.h, 28

updateMainWindow
 main_window.c, 24
 main_window.h, 28

updateToolBarButton
 main_menu.c, 16
 main_menu.h, 21

updateToolBarButtonPreferencesSwitch
 preferences.c, 48
 preferences.h, 59

updateTotalPointsInTurnLabel
 main_window.c, 25
 main_window.h, 28

utils.c, 60
 createGtkLabelWithAttributes, 61
 setGtkLabelAttributes, 61

utils.h, 62
 createGtkLabelWithAttributes, 62
 setGtkLabelAttributes, 63

validAssistantNewCsuOne
 new_file_assistant.c, 32
 new_file_assistant.h, 36

validAssistantNewCsuThree
 new_file_assistant.c, 32
 new_file_assistant.h, 37

validAssistantNewCsuTwo
 new_file_assistant.c, 33
 new_file_assistant.h, 37

validToolBarButtonPreferences
 preferences.c, 48
 preferences.h, 59

viewGameConfiguration
 preferences.c, 48
 preferences.h, 60