GUI Design Msg : Format

General Msg:
  {mgui}{msg. len}{n num. GUI elements}
  (4 bytes)(4 bytes)(msg.len.)
    e.g. mgui00fd

GUI Elements Format :
  Button   0:{uniqueID}:{Name}:{Description}:{ButtonTxt}:|
    e.g. 0:1:Button:PushMe:PushMe:|
  Slider   1:{uniqueID}:{Name}:{Description}:{Min}:{Max}:{InitVal}:|
    e.g. 1:2:Slider:SliderDescr:0:10:5:|
  Switch   2:{uniqueID}:{Name}:{Description}:{InitVal}:|
    e.g. 2:3:Switch:On/Off:|

    {UniqueID}   Unique Integer to identify the GUI element.
    {Name}   String that names the parameter that is tied to this element
    {Description} String that describes what this parameter affects

e.g.
mgui00fd0:1:Button:PushMe:PushMe:|1:2:Slider:SliderDescr:0:10:5:|2:3:Switch:On/Off:|

Img Msg : Format

General Msg:
  {ipng}{msg. len}{bytes of the png}
  (4 bytes)(4 bytes)(msg.len.)

Touch Event Msg : Format

Generic Touch Msg :
    {t}:{type}:{finger_x}:{finger_y}:|

Generic Multi-Touch Msg :
    {t}:{type}:{finger1_x}:{finger1_y}:{finger2_x}:{finger2_y}:{parameters}:|

{t}   : Indicate that it is a touch.
{type}   : Follow OmegaLib Event ID Types on wiki docs
{finger1_x} : x location of finger 1
{finger1_y} : y location of finger 1

Gestures have two fingers and additional data
{finger2_x} : x location of finger 2
{finger2_y} : y location of finger 2

{param}   : extra data that goes along with the gesture .
    Type   Data

    Zoom   Scale
    Rotation   Angle of rotation in radians
    Select   Num of taps required

  *No support currently for : Pan ,MoveUp , MoveDown , MoveLeft , and
MoveRight

GUI Event Msg : Format

Generic GUI Msg :
    {g}:{UniqueID}:{Value}:|

    {UniqueID} The Id assigned when the GUI message was sent.
    {Value}   Updated value of the GUI. Currently only supports ints.