

Setup

<code>from rwbatools import gui</code>	Import the GUI module from the RWBA tools library
<code>win = gui ("name", "widthxheight")</code>	Create a GUI, with the specified name and geometry
<code>.go ()</code> <code>.stop ()</code>	Start / Stop the GUI
<code>.setGeom ("widthxheight")</code>	Change the GUI's geometry, eg. "400x200" or "fullscreen"
<code>.setLocation (x, y)</code> <code>.exitFullscreen ()</code>	Position the GUI on the screen, or stop fullscreen mode.
<code>.setResizable (True)</code>	Set the GUI to be resizable (True or False)
<code>.setTransparency ()</code>	Sets the transparency of the window, between 0 and 1
<code>.setTitle (title)</code> <code>.setIcon (image)</code>	Set a new title or icon for the GUI
<code>.setPadX (x)</code> <code>.setPadY (y)</code>	Change the x/y padding (must be done before adding widgets)
<code>.setSticky ("NESW")</code>	Set the position widgets appear in their container (any combination of NESW)
<code>.setExpand ("expand")</code>	Set how widgets expand when the GUI is resized (NONE/ROW/COLUMN/ALL)

Labels & Message Boxes

<code>.addLabel (title, text, RCS)</code>	Adds a label with the specified title and text
<code>.addEmptyLabel (title, RCS)</code>	Adds an empty label
<code>.addLabels (titles, R, cols)</code>	Adds a row of labels, with the specified titles as their text
<code>.addFlashLabel (title, text, RCS)</code>	Adds a label that flashes
<code>.setLabel (title, text)</code>	Changes the text of the specified label
<code>.getLabel (title)</code>	Get the contents of the specified label
<code>.clearLabel (title)</code>	Clears the specified label
<code>.addMessage (title, text, RCS)</code>	Adds a message box with the specified text
<code>.addEmptyMessage (title, RCS)</code>	Adds an empty message box
<code>.setMessage (title, text)</code>	Changes the text of the specified message box
<code>.clearMessage (title)</code>	Clears the specified message box

Buttons & Links

<code>.addButton (title, func, RCS)</code>	Adds a button with the specified text and function
<code>.addNamedButton (name, title, func, RCS)</code>	Adds a button, with a different name to the title
<code>.addButtons (title, funcs, RCS)</code>	Adds a row of buttons, with the specified titles and functions
<code>.setButton (title, text)</code>	Changes the text of the specified button
<code>.setButtonImage (title, image)</code>	Sets an image for the button, instead of text
<code>.addWebLink (title, page, RCS)</code>	Adds a hyperlink to launch the specified web page
<code>.addLink (title, func, RCS)</code>	Adds a hyperlink to execute the specified function

[link](#)

Entries

<code>.addEntry (title, RCS)</code>	Adds an entry box
<code>.addSecretEntry (title, RCS)</code>	Adds a 'password' entry box
<code>.addNumericEntry (title, RCS)</code>	Adds an entry box that only accepts valid numbers
<code>.setEntry (title, text)</code>	Changes the text of the specified entry box
<code>.getEntry (title)</code>	Gets the text of the specified entry box
<code>.clearEntry (title)</code>	Clears the specified entry box
<code>.clearAllEntries ()</code>	Clears all entry boxes in the GUI
<code>.addLabelEntry (title, RC)</code>	Adds an entry box with a label before it
<code>.addSecretLabelEntry (title, RC)</code>	Adds a 'password' style entry box with a label before it
<code>.setFocus (title)</code>	Gives focus to the specified entry box

Age

List Boxes

.addListBox (title, items, RCS)	Adds a single-select list box with the specified items
.addListItem (title, item) .addListItems (title, items)	Adds an item(s) to the specified list box
.updateListItems (title, items)	Clears the list, then adds the new items
.getListItems (title)	Gets the selected items from the specified list box
.clearListBox (title)	Clears the items from the specified list box
.selectListItem (title, item)	Selects the specified item
.setListSingle (title, True)	Sets the specified list box to be single (True) or multi (False)

Check Boxes & Radio Buttons



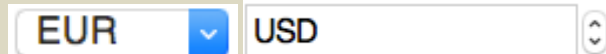
.addCheckBox (title, RCS)	Adds a check box
.getCheckBox (title)	Returns the state of the specified check box (True or False)
.setCheckBox (title, True)	Sets the state of the specified check box (True or False)
.addRadioButton (title, value, RCS)	Adds a radio button with the specified value to the titled set
.getRadioButton (title)	Gets the name of the selected radio button
.setRadioButton (title, name)	Selects the named radio button from the titled set
.setRadioTick (title, True)	Sets the radio button to be a tick box (True) or a button (False)

Scales & Meters



.addScale (title, RCS)	Adds a horizontal scale
.orientScaleHor (title, True)	Sets the specified scale to be horizontal (True) or vertical (False)
.setScaleRange (title, start, end, curr)	Sets a new range and selected number for the specified scale
.getScale (title)	Gets the value of the specified scale
.setScale (title, pos)	Sets the value for the specified scale
.showScaleValue (title, False)	Shows the scales value, pass in False to turn it back off
.addMeter (name, RCS)	Create a progress bar
.setMeter (name, value, text)	Set the value of the specified progress bar
.getMeter (name)	Get the value of the specified progress bar

OptionBoxes & SpinBoxes



.addOptionBox (title, options, RCS)	Adds an option box, with the specified values (a list)
.addLabelOptionBox (title, options, RCS)	Adds an option box, with a label before it
.changeOptionBox (title, options)	Changes the options in the specified option box
.setOptionBox (title, position)	Selects the option at the specified position in the list
.getOptionBox (title)	Gets the currently selected option box item
.addSpinBox (title, vals, RCS)	Adds a spin box, with the specified values (a list)
.addSpinBoxRange (title, from, to, RCS)	Adds a spin box, with the specified range of values
.addLabelSpinBox (title, vals, RCS)	Adds a spin box, with a label before it
.setSpinBox (title, val)	Set the spin box to be the specified value – must be in the list
.setSpinBoxPos (title, pos)	Set the spin box to the value at the specified position
.getSpinBox (title)	Gets the currently selected spin box item

TextAreas

.addTextArea (title, RCS)	Adds a text area
.addScrolledTextArea (title, RCS)	Adds a text area with a vertical scroll bar
.setTextArea (title, text)	Changes the text of the specified text area

Images, Sounds & Separators

.addSeparator (RCS)	Displays a simple line between widgets
.addImage (title, file, RCS)	Displays the specified .GIF/.BMP/.PNG/(None) file
.setImage (title, file)	Changes the specified image
.setImageSize (title, width, height)	Sets the maximum image size, will crop bigger images
.zoomImage (name, multiple)	+ve/-ve multiple will increase/decrease image size
.setBgImage (file)	Sets an image for the background of the GUI
.removeBgImage ()	Removes the background image from the GUI
.playSound (sound)	Plays (stops) the specified .WAV file (Windows only)
.stopSound ()	Stops the sound currently playing
.loopSound (sound)	Repeatedly play the specified .WAV file (Windows only)
.soundError () .soundWarning ()	Plays the system error/warning message (Windows only)
.playNote (note, duration)	Plays the specified note, for the specified duration (default 0.2s)

Extras

.addMenuList (menu, items, funcs)	Adds a drop-down menu, with the name, items, and functions
.addMenu (menu, func)	Adds a single menu item, with the name & function
.addToolBar (names, funcs)	Adds a toolbar at the top, with the named buttons and functions
.addStatus (header)	Adds a status bar at the bottom, with an optional header
.setStatus (text)	Changes the status bar text (includes/removes header)
.clearStatus ()	Clears the status bar

Advanced

.registerEvent (func)	Cause the specified function to be repeatedly called
.setPollTime (time)	Sets number of seconds to wait before firing events
.setStopFunction (function)	Set a function to call when user closes GUI, must return True/False
.bindKey (key, function)	Links a function to the specified key, for all widgets
.unbindKey (key)	Unlinks the specified key from the its function, for all widgets
.enableEnter (function)	Links the enter key to the specified function, for all widgets
.disableEnter ()	Unlinks the enter key from any functions associated with it

Dialog Boxes

.infoBox (title, message)	Shows an information dialog
.errorBox (title, message)	Shows an error dialog
.warningBox (title, message)	Shows a warning dialog
.yesNoBox (title, message)	Asks a yes/no question
.questionBox (title, message)	Asks a question
.okBox (title, message)	Asks an OK question
.retryBox (title, message)	Asks a retry question
.openBox ()	Allows user to choose a file to open
.saveBox ()	Allows user to choose a file to save
.directoryBox ()	Allows user to choose a directory
.colourBox (colour)	Allows user to choose a colour
.textBox (title, question)	Asks a question, returns the answer
.numBox (title, question)	Asks a question, returns the answer (must be a number)

Formatting

.increaseButtonFont ()	Increases the font size of all buttons
.decreaseButtonFont ()	Decreases the font size of all buttons
.setButtonFont (size, family)	Sets the font size of all buttons
.increaseLabelFont ()	Increases the font size of all text (labels, entry boxes, etc)
.decreaseLabelFont ()	Decreases the font size of all text (labels, entry boxes, etc)
.setLabelFont (size, family)	Sets the font size of all text (labels, entry boxes, etc)
.increaseFont ()	Increase the font size of everything
.decreaseFont ()	Decrease the font size of everything
.setFont (size, family)	Set the font size of everything
.setBg ()	Set the BG colour of everything
Replace XXX with a widget name: Label, Message, Button, Entry, Scale, Rb, Lb, OptionBox, SpinBox, TextArea, Link, Meter	
.setXXXBg (title, col)	Set the BG colour of the widget
.setXXXFg (title, col)	Set the FG colour of the widget
.setXXXDisabledFg (title, col)	Set the disabled FG colour of the widget
.setXXXWidth (title, width)	Set the width of the widget
.setXXXHeight (title, height)	Set the height of the widget
.setXXXRelief (title, relief)	Set relief of the widget (SUNKEN,RAISED,GROOVE,RIDGE,FLAT)
.setXXXAlign (title, align)	Set alignment of the widget (N,NE,E,SE,S,SW,W,NW,CENTER)
.setXXXAnchor (title, pos)	Set the location of text within the widget
.setXXXCommand (title, func)	Set a new function for the widget
.setXXXCursor (title, cursor)	Set a new cursor for the widget
.setXXXTooltip (title, tip)	Set a tooltip for the widget
.setXXXFocus (title)	Give focus to the specified widget
.setXXXSticky (title, pos)	Sets the appearance in the row: left, right, both
.enableXXX (title)	Enable the widget
.disableXXX (title)	Disable the widget
.hideXXX (title)	Temporarily hide the widget
.showXXX (title)	Reveal a hidden widget
.removeXXX (title)	Permanently delete a widget
.removeAllWidgets ()	Permanently delete all widgets in the GUI
.setXXXWidths (titles, width)	Sets the width of the specified widgets
.setXXXHeights (titles, height)	Sets the height of the specified widgets
.setAllXXXWidths (width)	Sets the width of all widgets
.setAllXXXHeights (height)	Sets the height of all widgets