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// GUIObject Implementation

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//! Location setter.

\_void SetPositionX( \_float x );

\_void SetPositionY( \_float y );

\_void SetPosition( \_float x, \_float y );

\_void SetScale( \_float x, \_float y );

\_void SetRadian( \_float radian );

\_void SetSizeX( \_float x );

\_void SetSizeY( \_float y );

\_void SetSize( \_float x, \_float y );

//! Location getter.

\_float GetPositionX( );

\_float GetPositionY( );

Vector2 GetPosition( );

Vector2 GetScale( );

\_float GetRadian( );

\_float GetSizeX( );

\_float GetSizeY( );

Vector2 GetSize( );

//

FGUIScriptControl GetParentGUIObject( );

FGUIScriptControl SearchGUIObjectByName( AStringPtr name );

//! States.

\_void Show( \_ubool show );

\_void Check( \_ubool check );

\_ubool IsShow( );

\_ubool IsCheck( );

//! Actions.

\_void Click( );

//! Animation.

\_ubool PlayAni( AStringPtr ani\_res\_name );

//! Valid

\_ubool IsValid( );

//! Text

\_ubool SetText( AStringPtr text );

\_ubool SetTextInXMLFormat( AStringPtr text );

AString GetText( );

AString GetTextInXMLFormat( );

//! Graphic

\_ubool SetCurrentRenderObject( AStringPtr class\_name, AStringPtr res\_name, AStringPtr ani\_name );

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// GUIFactory Implementation

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FGUIScriptControl SearchGUIApplicationByName( AStringPtr appname );

FGUIScriptControl SearchGUIObjectByName( AStringPtr appname, AStringPtr name );